

EVERNIGHT

BATTLEPACK: ULGU

“Light and shadow are two sides of the same coin, one cannot be without the other. True power lies in understanding how to harness both and wield them as one.”

—Vaulkhar, High Sage of Zortil Kharr

After *three* General’s Handbooks worth of fighting in the Realm of Ghur—and a desire to flex my game design muscles for our escalation league—I decided to write my own battlepack.

But where to set it? I really loved the Shadespire and Harrowdeep boxed sets for *Warhammer: Underworlds* and coming up with mechanics based around the Realm of Shadows seemed like a ton of fun. Thus Battlepack: Ulgu was born.

This is a complete battlepack with everything you need to play and a bit more. I wanted to push the boundaries of what a battlepack can do and change the status quo of typical Age of Sigmar games. Tired of Battle Regiments dictating turn order? Me too. And why do Wizards have all the fun? Priests get some much needed love here.

Playtesting is ongoing and additional battleplans are coming soon so keep an eye out. If you played this and have feedback, I’d love to hear it. Reach out [on Twitter](#) or drop me an [email](#).

Till next time,

–V (aka “The Harrower”)

CHANGE LOG

Version 1.1

- Added Change Log.
- Added Shadows of Victory Grand Strategy.
- Added Hidden Power Battleplan.
- Various tweaks to Battleplans, Battle Tactics, and Battalions based on playtesting.

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POINTS LIMIT

You and your opponent will first need to agree on a points limit for the battle. The points limit for the battle can be either 1000, 1500, or 2000. After you have agreed on a points limit, look it up on the Pitched Battles table below. The table lists the restrictions on what the players can include in their armies.

ARMY BUILDING			
Points Limit	1000	1500	2000
Leader Units	1-3	1-4	1-6
Battleline Units	2+	2+	3+
Behemoth Units	0-2	0-3	0-4
Artillery Units	0-2	0-3	0-4
Endless Spells and Evocations	0-2	0-2	0-3
Reinforced Units	0-2	0-3	0-4
Allied Units	0-200	0-300	0-400
Recommended Minimum Battlefield Size	44" x 60"		
Recommended Minimum Number of Terrain Features	6	8	8

BATTALIONS

You can include core battalions in your army but you cannot include warscroll battalions.

GRAND STRATEGIES

When you are filling out your army roster, you can pick 1 grand strategy. Your grand strategy represents what your army is trying to accomplish, and achieving it can make all the difference in a closely fought battle. This battlepack uses its own custom grand strategies. See below.

BATTLE TACTICS

Battle tactics are secondary objectives that the armies can attempt to achieve as the opportunity presents itself during the battle. Each battle tactic you pick will give you a new goal for your army to aim for in each of your turns. This battlepack uses its own battle tactics. See below.

MYSTERIOUS TERRAIN

The defender must roll on the Mysterious Terrain table from the core rules (28.1.3) to determine additional scenery rules that apply to any terrain features that do not have a warscroll. Roll on the Mysterious Terrain table for each applicable terrain feature after it has been set up.

GRAND STRATEGIES

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster. At the end of the battle, if you completed your grand strategy, you score additional victory points as described in the battleplan you are playing.

Feed the Darkness: When the battle ends, you complete this grand strategy if there are no enemy units contesting objectives on the battlefield.

Hidden in the Mists: When the battle ends, you complete this grand strategy if at least one friendly unit is on the battlefield and all friendly units are more than 18" from enemy units.

Look to the Light: When the battle ends, you complete this grand strategy if you did not use the Pass Through Shadow heroic action and the model picked to be your General is on the battlefield at the end of the game.

Shadows of Victory: When the battle ends, you complete this grand strategy if you completed at least 4 battle tactics and every battle tactic you completed was from the 'Battlepack: Ulgu' list.

The Greater Fool: When the battle ends, you complete this grand strategy if all of the following battle tactics were completed during the game: A Worthy Sacrifice, Fool's Gambit, and All or Nothing.

Uncontested Victory: When the battle ends, you complete this grand strategy if at least two friendly units are not slain and no friendly units are contesting objectives on the battlefield.

BATTLE TACTICS

At the start of your hero phase, you must pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

A Worthy Sacrifice: Pick 1 friendly unit on the battlefield. You complete this battle tactic if that unit is destroyed during this turn.

All or Nothing: You can only select this battle tactic if you took the first turn in the battle round. You complete this battle tactic if you have 0 command points remaining at the end of this turn.

Establish Forward Positions: Pick 2 terrain features that are wholly outside your territory. You complete this battle tactic if you control both terrain features at the end of this turn.

Fool's Gambit: Pick 1 friendly unit on the battlefield and 1 objective controlled by your opponent more than 24". You complete this battle tactic if the friendly unit you picked is contesting that objective at the end of this turn.

Kill That One!: Pick 1 enemy unit on the battlefield with the **TOTEM**, **PRIEST**, or **WIZARD** keyword. You complete this battle tactic if that unit is destroyed during this turn.

Meld into the Shadows: Pick 1 friendly unit on the battlefield within 9" of 1 or more enemy units. You complete this battle tactic if the friendly unit you picked is more than 18" from all enemy units at the end of the turn.

Stand Firm: You can only select this battle tactic if you took the second turn in the battle round. You complete this battle tactic if you have 2 command points remaining at the end of the turn.

Strategic Retreat: Pick 1 friendly unit that is within 3" of an enemy unit. You complete this battle tactic if, at the end of the turn, that unit is more than 3" from all enemy units and controlling an objective.

SPECIAL RULES

FIRST TURN PRIORITY

Roll to determine who has priority in the first battle round. The player who finished deploying their army first adds 1 to the priority roll.

Tactical Mobility: *In Ulgu, the most successful war leaders can survive against overwhelming odds with their enemies bearing down upon them. Through cunning and guile, they adapt to the changing tides of battle repositioning their warriors and mounting a counter offensive.*

If you are taking the second turn in the current battle round, once during the battle round you can re-roll 1 run roll, charge roll, or redeploy roll.

HEROIC ACTION

When performing a heroic action you can choose Pass Through Shadow instead of a heroic action from the core rules (7.1).

HEROIC ACTION

Pass Through Shadow: At the end of your movement phase, if the **HERO** performing this heroic action is wholly within 3" of the table edge it can be removed from the battlefield. Set up the **HERO** wholly within 3" of another table edge and more than 9" from all enemy units and roll a die. On a 1, the **HERO** suffers D3 mortal wounds.

RELICS OF ULGU

The following artifacts can be used by any army.

Black Iron Bow: *Emblazoned with mysterious ruins, this relic comes from a bygone era. Its smooth, stringless frame unleashes bolts of midnight-blue energy with each draw.*

In your shooting phase, pick D3+2 different enemy units within 18" range and visible to the bearer. For each unit selected roll a die. On a 2+ that enemy unit suffers 1 mortal wound. If the bearer is within 3" of an enemy unit, only enemy units within 3" can be picked.

Codex of the Lost God: *This archaic manuscript contains forbidden knowledge of a deity lost to the annals of time. Its faded pages detail the blessings bestowed upon the devout followers of this forgotten god and grant access to its power.*

The bearer becomes a **PRIEST** that knows the **Bless** and **Smite** prayers. They can attempt to chant 1 prayer in your hero phase or instead of chanting a prayer, attempt to banish 1 invocation or dispel 1 endless spell. At the start of the enemy hero phase, they can attempt to dispel 1 endless spell. If the bearer is already a **PRIEST**, they can attempt to chant 1 additional prayer instead.



The Umbral Blade: *This weapon flickers and shifts like smoke in the breeze and effortlessly slices through an enemy's defenses.*

Pick one of the bearer's melee weapons. Ward saves cannot be taken against wounds inflicted by this weapon. If the target does not have a ward save, add 1 to wound rolls for this weapon instead.

REALMSPHERE SPELL

All **WIZARDS** know the following spell in addition to any others that they know:

Illusory Vanishment: *The wizard harnesses the power of Ulgu's falsestone, weaving an illusion to make an ally disappear from sight.*

Illusory Vanishment has a casting value of 7 and a range of 12". If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Until your next hero phase, that unit is not visible to enemy units.

Designer's Note: Reminder, visibility is not required to charge or fight in combat.

REALMSPHERE PRAYER

All **PRIESTS** know the following prayer in addition to any others that they know:

Discordant Voices: *The priest calls on the shadowy creatures that dwell in Ulgu's ethereal borders commanding them to provide aid.*

Discordant Voices is a prayer that has an answer value of 3 and a range of 18". If answered, pick 1 friendly unit wholly within range and visible to the chanter. Until your next hero phase, the unit may issue a command to itself in each phase without spending a command point. Each time a unit uses this ability to issue a command to itself, it suffers damage. The first use causes 1 mortal wound, the second use causes D3 mortal wounds, and the third—and any further uses—causes D6 mortal wounds.

Designer's Note: Commands issued with Discordant Voices follow the normal rules for using command abilities except for spending a command point (core rules, 6.1). For example, a unit with Discordant Voices that is roared cannot issue itself a command.

REALM COMMAND

Each player can use the following command ability in addition to any others that they know:

Shadow Step: *Warriors harness the ever-present gloom of Ulgu to reposition themselves in the heat of battle.*

You can use this command ability when you pick a friendly unit to fight in the combat phase. When you make a pile-in move with a model from this unit, it can move up to 3" in any direction.

CORE BATTALIONS

You can include either of the following core battalions in your army. You cannot include the same core battalion from below more than once.

UNIT ICONS

(Mandatory/Optional)



Sub-commander: Leader with a Wounds characteristic of less than 10.



Infantry: Unit with a Wounds characteristic of 4 or less that is not Leader, Artillery or Behemoth and does not have mounts.

ZOKTAIN VETERANS



The Bonds of Battle: When a model in this battalion makes an attack with a melee weapon, you can target an enemy unit within 1/2" of another model from the attacking unit instead of using the weapon's Range characteristic for that attack. If you do so, the attacking model must be within 1/2" of another model from its own unit that is within 1/2" of the target.

SHADOW WALKERS



One With the Shadows: Instead of setting the units of this battalion up on the battlefield, you can place them to the side and say they are set up in the shadows as a reserve unit.

At the end of your movement phase, you can set up any friendly reserve units that are in the shadows on the battlefield, wholly within 3" of terrain and more than 9" from any enemy units. At the start of the **third** battle round, units that are still in the shadows are destroyed.

Units that are reinforced cannot be included in this battalion.



BATTLEPLAN 1

A DEEPER DARKNESS

The battlefield is engulfed in an impenetrable veil of darkness, obscuring sight and hampering navigation. Amidst the shadowy abyss, faint beacons of light flicker in the distance, beckoning the warriors toward their impending glory... or doom.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory.

LOST IN THE DARK

Objectives cannot be controlled in the first battle round.

BEACONS

Units that are wholly within 12" of an objective are in the light. Units in the light add 2 to their Bravery characteristic. Units that are not wholly within 12" of an objective are in the shadows. Subtract 1 from hit rolls for attacks that target a unit in the shadows. A unit in the shadows that uses Inspiring Presence treats their battleshock roll as a 1.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 2

MYSTIC CONVERGENCE

The latent mystical energy imbued within the surrounding landscape has coalesced into seven distinct points of power. Each is coveted by two opposing armies as they engage in a fierce struggle for dominance.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table.

BEACONS

The defender rolls on the Mysterious Terrain table for each objective on the battlefield. Each objective uses that additional scenery rule with each of those effects triggering for units that are within 3". Mysterious Terrain rules are not used for terrain features in this battle.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
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If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 3

HIDDEN POWER

Ulgu and its sister-realm, Hysh, are locked in a parallel orbit. When the two realms align, leylines briefly illuminate the location of rare falsestone deposits in Ulgu. Armies fight fiercely over these elusive sites, as the resource is nearly impossible to find.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table.

BEACONS

At the start of the second battle round, before determining who will take the first turn, the defender rolls a dice. The roll determines which two objectives will be removed at the start of the third battle round before rolling for priority. At the start of the third battle round, after the two objectives have been removed, the defender again rolls a dice. The roll determines another two objectives that are removed at the start of the fourth battle round before rolling for priority. If the objectives rolled for were already removed in a previous round, no further objectives are removed.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory 9" from enemy territory.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.

