

IN THE SHADOW OF THE WORLD AXIS



A Bud Hole Age of Sigmar Event.

BUILT ON A CLIFF IN A DRIED-OUT LAKEBED, IT CAN BE SEEN FOR MILES. NO WONDER THE NATIVES CALL IT THE WORLD AXIS, SINCE IT CAN BE SEEN NO MATTER WHERE YOU ARE OR WHAT YOU DO. EVERYONE LIVES IN ITS SHADOW. ”

— ODESSA TWICEBORN, KNIGHT-ARCANUM”

AS FORCES GATHER AROUND THE HUGE RUIN KNOWN AS THE WORLD AXIS THE TIME FOR BATTLE IS UPON US. ORDER HAVE BEEN MARCHING DAY AND NIGHT WHILE CHAOS AND DEATH HAVE BEEN TRYING TO SLOW THEM DOWN, FOR THEIR OWN REASONS. CHAOS SO THAT THEY COULD FORTIFY THE SITE AND DEATH SO THAT THEY COULD FIND A WAY INTO THE HEART OF THE STRUCTURE.

LEGEND SPEAKS OF A TIME WHEN THE AXIS WAS A BEACON OF BALANCE, HARNESSING THE WORLD’S MAGIC TO NURTURE LIFE AND PROSPERITY. BUT NOW, A SINISTER FORCE HAS AWAKENED WITHIN ITS CORE—A MALEVOLENT DEVICE THAT SIPHONS THE VERY ESSENCE OF MAGIC FROM THE LANDS, LEAVING THEM BARREN AND LIFELESS.

BECAUSE OF THIS, MANIFESTIONS CANNOT HOLD GROUND WITHIN REACH OF THE WORLD AXIS, AND NO WIZARD OR PRIEST CAN SUMMON THEM TO THEIR AID, THOUGH SOME PLACES OF POWER STILL HOLD A RESERVE WHICH CAN BE TAPPED INTO.

EACH FORCE, WITH ITS UNIQUE AMBITIONS AND METHODS, CONVERGES ON THE WORLD AXIS, SETTING THE STAGE FOR AN EPIC CONFRONTATION THAT WILL DETERMINE THE FATE OF MORTAL REALMS. YOU, BRAVE WARLORD, MUST NAVIGATE THIS TREACHEROUS LANDSCAPE, BALANCING THE POWERS AT PLAY TO PROTECT THEIR WORLD FROM BEING IRREVOCABLY ALTERED BY THE FORCES OF ORDER, CHAOS, DESTRUCTION, AND DEATH.

EVENT OVERVIEW

In the Shadow is the World Axis is a small campaign pack originally created by the Milarki team. This has been taken as a framework and altered. All battleplans, objectives, and event-specific changes will be listed here to help you familiarise yourself with the battleplans ahead of time.

Each player will need a Milarki account to log each game on <https://www.milarki.com> I really believe in what Milarki is trying to do, and think it’s a great platform for recording your games, almost like a hobby diary, whilst contributing to a global narrative. This feels like such a big gap within the Age of Sigmar hobby and I feel like it is something that should be supported. (Also Honest Rob likes it)

This mini-event will also use the Milarki tournament system to create pairings and manage army lists. Lists can be created in the AoS app and copied into Milarki.

The aim is to have a clear, centralised hub for event information for all players.

Once you have created an account on Milarki, I (Adam) can add you to the event.

There will be 3 rounds, using the Shifting Objectives, Battle for the Pass, and Border War Battle Plans from the 2024-25 Generals Handbook.

Food and Refreshments will be provided by Master Brewer, Josef Bugman.

WHAT, WHERE AND WHEN

Age of Sigmar 4th Edition
2000 Points
No Manifestation Lores

General’s Handbook 2024-25 Advanced rules will be used in addition to the Core Rules and Season Rules

Warhammer World
Willow Rd, Lenton, Nottingham NG7 2WS

28th September, 2024.
10am (or whenever we get there)