

Secrets of the Agloraxi: The Plastic Craic Global Campaign 2025

We'll be fighting to conquer the Flamescar Plateau, a heavily-contested region of Aqshy made famous through the Firestorm campaign – but we're using completely different campaign rules. Firestorm was full-on narrative gaming with randomized (and different) army points for each side, whacky in-game rules depending on where you were fighting and so on. In this campaign we will limit all of the campaign elements to the map itself, so you can take part by playing your own games against your own opponents – so it's suitable for casual muckaround garage gaming, Table 1 Game 5 at Cancon and everything inbetween!

You can learn more about the Agloraxi here:

https://ageofsigmar.lexicanum.com/wiki/Agloraxi_Empire

...but the short version is that they're an ancient (and extinct) empire from the Realm of Aqshy. The Agloraxi were legendary for their mighty warmachines, including:

- **The Prismaticon**, an amplified sun-laser powerful enough to blast entire armies out of existence
- **The Colossi**, gigantic automata assembled at the Titanworks who could be harnessed for construction work of their own – or punishing brutality on the field of battle

The delicate balance of power in the Flamescar Plateau will be tipped into a rout by whichever army can discover the secrets of the Agloraxi, rebuild the Titanworks and crush their enemies beneath the heels of the Colossi.

How it Works

Dice Rolls

The campaign – by its nature – includes various dice rolls. In all cases (including roll offs) I'll conduct these rolls on the teams' behalf and upload the results as an embedded video.

Teams

We've divided our players around the world into equally-sized teams. You will be competing to earn two resources for your teams:

1. **Materiel**. This represents the resources harvested from the land under your control as well as booty taken from battle. It is an in-game currency that can be spent on actions within the campaign.
2. **Domination Points**. This is the game's main win condition. Domination Points (DPs) are a record of enemies defeated, lands conquered and the glorious achievements of your civilization. It's basically VPs, but for the campaign.

Each map location offers a set number of Materiel (blue) and Domination Points (red) each round to the team that controls it.

There will also be special map locations for Starting Locations, the Realmgate and several Shards of the Prismaticon.

Campaign Rounds

The core rhythm of this campaign is two-week rounds. In each round, you can earn Wins, Material and DPs for your team in a number of ways. The aim is to reward people for playing, winning and enjoying the hobby - while keeping it easy to cap out in each category.

At the end of the two-week cycle, we'll run through the Conquer Phase where you conquer sections of the map, and earn and spend Material and DPs.

Round 0

The map will have various locations labelled as Starting Locations and I'll allocate one to each team.

Rounds 1 onwards

Each round will be comprised of the **Battle Phase** and the **Conquer Phase**:

Battle Phase

This is where you play games, submit results and smash into the hobby!

Each player can earn points for their teams in the following ways.

Category	Achievements	Rewards	Comment
Victories	Win a game of AOS	1 win	The alliance with the most wins in a given round can use the "Vanquish" ability in the subsequent Conquer Phase. Note: No DPs are awarded for Wins.
Gaming		DPs	Comment
	Play at least one game of AOS	2	IRL games with a photo
	Play one or more games of TTS against a player from an opposing team	2	Max 1 win from TTS games per player, per round can be counted towards your team's Victories.
	Submit at least one key moment	1	This can be a great play from you or your opponent, a learning point / mistake from your games or just a cool and memorable moment from the game
	Capped points for Gaming section	3	Per player, per round
Hobby		DPs	Comment
	Take a high-quality posed photo	1	Can be from your games, or your army / a unit on display
	Paint a unit for your army	1	Can be any unit, including a single hero
	Touch up a unit for your army	1	E.g. Add an extra layer of highlights, or pick out some details that you'd skipped
	Capped points for Hobby section	1	Per player, per round
Campaign		DPs	Comment
	Expand the narrative: Write a sentence or two about your army and its story	1	This can be short description of what happened in your games, some fluff text about a named character, the background to your army or the story of what happened to them on the battlefield or between your games. This is very open-ended and Piss-takes are welcome.
	Capped points for Campaign section	1	Per player, per round
	Overall Maximum	5	Per player, per round

Category	Achievements	Rewards	Comment
Agents of the Realms	<i>Canny leaders rely on the quiet, often unnoticed work of their Agents—master spies, saboteurs, and covert operatives. These low-level warriors and secret agents infiltrate enemy lines, disrupt supply chains, steal vital information, and eliminate key threats long before they reach the front.</i>	As noted	Lords in Exile and Cult of the Agloraxi only. At the start of the Conquer phase, roll a D2: - On a roll of 1, gain a number of Wins and DPs for this round equal to those scored by your 3rd-highest ranked players in each category - On a roll of 2, gain a number of Wins and DPs for this round equal to those scored by your 2nd-highest ranked players instead

	Bonus Achievements	DPs	(Once each per game, per player)
Heroes	Name your heroes	1	First round only
Conversion	Make a thematic conversion	1	Create a conversion or full kitbash of a character that fits your story Ideally this should capture their character, their motivations or backstory It can reflect events that have unfolded in the campaign itself, or be done before the start
Key Moments	In Round 4, I will pick the best Key Moment in each category from those submitted	2	Best Great Play
	Awarding 2 DPs for the best in each category	2	Best Learning Point
		2	Cooldest Moment

Note the following:

- 1) **All IRL do games count** and can be submitted. Winning a tournament game is definitely a win!
- 2) **The campaign is IRL-First** but there is limited scope to include TTS in a controlled way too.
- 3) **To submit a game** you will need to take two photos (one of the models on the table at any point during the game, and one of you + your opponent). I'll be sharing some of these in articles so if you or your opponent don't want their faces on the blog, **please let me know**. All I need is those two photos + the overall result (win / lose / draw). We won't be tracking anything like VP differential or BTs scored.

As a note on the narrative: If you're really creative this is an opportunity to go nuts, but a short sentence or two is enough to score the points. We're not all writers so **AI-assisted** is OK, as long as you adapted it to be specific to your army and its emerging story.

Conquer Phase

At the end of each 2-week window, we'll enter the Conquer Phase – this is where you plant your flag on the map and start conquering territory.

Each Conquer Phase starts with **Determining Map Priority**. The team with the most Wins has Priority, followed by the second most and so on. Ties will be split by a roll-off. In Priority order, each team will go through the following steps:

- 1) **Domination**. Choose a vacant Territory that shares a border with any Territory controlled by your team. Your team now controls that Territory.
- 2) **The Fat of the Land**. Your team gains Material and DPs equal to the sum of the relevant values in the territories they control.
- 3) **Intrigue**. Your team may spend any number of Material points on options from the Intrigue table below.

Each Intrigue in this table may be carried out up to **once per team, per Campaign Round** with the exceptions of **Summon the Realmgate**, which can only be used once in total per Campaign Round (i.e. only one team can use it):

Material Cost	Conquer Phase	Comment
1	Vanquish	Claim an adjacent territory that is currently held by an opposing alliance. The selected territory must be held by a team with fewer wins than you in this round.
1	Plant the Flag	Conquer a second vacant, adjacent territory. This Intrigue can only be used by the team with the fewest wins in that round.
1	Unleash the Prismaticon!	Choose a segment of the board that is controlled by an enemy team and roll 1 Dice, plus 1 additional Dice per Prismaticon Shard held. If the roll contains any 6s, the roll is successful the enemy alliance loses an amount of DPs equal to the value for that segment.
2	Supercharge!	Unleash the Prismaticon rolls for your team in this Campaign round are successful if the roll contains any 5s or 6s. However, your own team loses 1 DP for each unmodified roll of 1.
2	Summon the Realmgate	Move the Realmgate from its existing location to a new location of your choosing. The Realmgate can only move once per Round in total.
2	Fortify	Fortify one Territory controlled by your alliance. When a territory is Fortified , any time it is targeted by the Vanquish ability, you may roll a dice. On a 4+, it is not claimed by the enemy alliance (but their Materiel is still spent).
2	Pray to your Gods	Your team may reroll one dice in your own Conquer Phase (current or subsequent).

The following special rules apply to map Locations:

Prismatikon Shards. Several map locations will contain Prismatikon Shards. Team can use these locations to blast their opponents' territory using the ***Unleash the Prismatikon*** Intrigue ability.

Realmgate. There will be one Realmgate on the map. When a team controls the map Location that contains the Realmgate, they can use the ***Plant the Flag*** or ***Vanquish*** Intrigues to select a territory that is not adjacent instead of one that is (other restrictions still apply).

So hopefully that all makes sense! The commitment is pretty light and there's no punishment if you don't do any hobby or play a game in your two-week window, other than not picking up any points for your team.

Should be fun.






Cheers,

~ Pete

Starting Map: The Flamescar Plateau



Key:

	Realmgate location		Cult of the Agloraxi
	Prismaticon Shard		Lords in Exile
			Free Ghur Corsairs