

PC Campaign 2026: Shadow of the Colossus



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Clash of the Titans

After securing the Flamescar Plateau for the forces of Sigmar, the Drakmire Lords set to work harnessing their recovered Agloraxi technology to solidify their dominance of the region and create a burgeoning export industry. Externally, all threats were crushed by the output of the recommissioned Titanworks as quickly as they could present themselves, but the internal politicking and jostling for control of this resource-rich city state reached new heights.

Itzibitzi remained one step ahead of the plotters and backstabbers but the mighty **Grundle** presented a challenge to even his canny leadership: as Grundle demanded ever-increasing rations and grumbled about lack of recognition for his wartime contributions, a large portion of the peasantry took his side.

Eventually the pro-Grundle protests turned to riots, and Itzibitzi unleashed the city's full arsenal on his former ally, driving him out of the city battered and bleeding. Itzibitzi had been sitting on a secret: his scholars had learned from ancient Agloraxi texts that the Titanworks were constructed for a very specific purpose.

At the centre of the Agloraxi civilization sat the Agloraxi Prism, which drew in and focused energy from every Realm, providing a source of near-limitless power. But as this power hummed and pulsed through the Flamescar Plateau, it slowly ebbed into all Monsters in the region, making them larger and more aggressive as they continued to grow well past their normal maturity.

The Agloraxi themselves had witnessed this first-hand in ancient times, and established the Titanworks to counter that threat. The Titans were not generic killing machines: they were custom-built Monster killers, designed from the ground up to annihilate the great beasts that constantly evolved in the hinterlands to threaten the great Agloraxi cities.

Now, with Grundle gone rogue and half their troops following him, the Drakmire Lords face a fresh assault on three fronts. Three separate armies have started to construct their own terrifying warmachines, aiming to sack the Drakmire capital and secure the power of the Prism for themselves. Standing between their civilization and utter desolation is Itzibitzi's greatest plan yet: the Cogfort to end all Cogforts, bristling with Agloraxi anti-monster tech. There are rumours that after clashing with and besting Grundle, this Cogfort was left to rest in the Titanworks overnight, and by daybreak it seemed to have mysteriously self-repaired...

The Format

Following on from the events of 2025's *Secrets of the Agloraxi* Global Campaign, you'll be collecting resources for your team and using those resources to customise your own Behemoth. Once you've locked in your loadout, your Behemoths will face off in a series of Kaiju battles with one another to determine the winner!

Just like last year, this Matched Play Campaign has been designed so that you can play your own regular, 2000-point army against any local opponent (or even at a tournament), and all of the extra mayo comes between rounds. This year, we've expanded the scope so that all Patrons get a "Plus One": everyone participating can invite one friend to take part in the campaign too, and we'll add them to their own team's channel in our Discord. We'll try and place you all on opposing teams as far as possible for maximum smack-talking.

The outline is that the Campaign will be broken into 4 Rounds of 2 weeks each, and at the end of each round you'll take turns to claim resources from the map (more details below). Every game you win during that Round counts towards your team's total and helps you get first dibs on the most sought-after locations! You'll also gain separate points for various other hobby and gaming challenges that can be used to bid for parcels of resources, so we're celebrating all aspects of the hobby with in-game rewards.

The resources you accrue will be spent on upgrades and tech for your team's Behemoth, giving you a high degree of control over the final loadout. At the end of the Campaign, your Behemoths will go into war with each other in a climactic Kaiju battle to determine the overall winner of **Shadow of the Colossus!**

Tracking games

There's going to be a reasonable amount of book keeping involved in this campaign, and we'll do it through shared documents. I'll set up a Google sheet where we can track each player and team's achievements and resources throughout the campaign - we as GMs will have edit access but everyone will be able to see what's going on and let us know about any mistakes.

Each team will have their own channel in the Discord and there will be a new role for Campaign Admin. When you've won a game or unlocked an achievement (see below), please tag @CampaignAdmin in your Discord channel, and we'll update the tracking sheet accordingly.

Hobby Awards

At the start of each round, a hobby competition will be announced. Entries can be placed during the round, and the winner will win their team an in-campaign advantage! Every player who participates will win resources for their team, and the overall winner that is selected for that round will gain an extra bonus.

Overview

The campaign will be played in two distinct parts:

Part One: Gather Resources

- This will be played over four rounds
- Teams will have three workers each round to place on the map and gain resources, as well as other actions and surprises
- Teams can trade resources with other teams
- Teams can also complete achievements related to their games to collect extra resources.

Part Two: Kaiju Battle

- Resources are used to upgrade your Behemoths
- At the end of the fourth round, after all workers are placed and resources spent, the Behemoths will fight!
- There will be two rounds of battles. The winners of Round One will face each other in the ultimate battle for 1st place, and the losers will play off for 3rd place.

Let's look at each part in more detail.

Gather Resources

Worker Placement

1. Each round your team will place 3 workers into map territories of your choice. Teams will place one worker at a time, starting with the team who logged the most victories, followed by the second most, and so on.
2. Once each team has placed their first worker, the first-placed team may place their second worker, and the order is followed until all teams have placed all workers.

Games will be counted as follows:

- Any IRL or TTS game against a player from an opposing team: 2 wins
- Any other IRL game: 1 win

There are some things that will interrupt the placement of workers and must be resolved immediately:

- **Grundle** is revealed (see below);
- **Encounters** are revealed (see below);
- Other surprises we might throw at you!

Once all workers are placed and resolved, teams gain the resources or abilities on each location they have placed a worker, in any order.

With the exception of **The Smithy**, you cannot place a worker on an occupied location. The Smithy can hold one worker from each team per round.

Trading

Teams can trade resources with each other using the dedicated **Trading Post** discord channel. Teams will decide on a spokesperson that is responsible for finalising trades. Trades must be agreed upon by both spokespeople involved in the trade. Once a trade has been negotiated and agreed upon, both spokespeople need to tag @CampaignAdmin to finalise the trade.

Achievements

As well as earning Wins for your team (to gain priority access to placing your workers on the map), players can earn **Achievements** for their team by completing in-game and out-of-game objectives. Each achievement gains 1 Achievement Point for your team. Individual players can only complete a given objective once per round. New objectives will be added each round.

Teams may, in between rounds, spend their Achievement Points by bidding in an auction. Each auction will contain four packages and teams will blind bid on them. The highest bid wins the package!

In the event of a tie, of the teams in the tie, the team with the least Wins that round subdivides the package into parcels. Teams then take turns to pick parcels starting with the team who has the most wins that round.

Mission of the Round

In each round, there will be a “Mission of the Round”. These will be taken from the iconic Realmgate Wars campaign books (AOS1), reworked and updated to be AOS4 compatible. Players can play any missions they want, including current GHB Matched Play missions, but if you do choose to play a game using these Missions of the Round there will be Achievement Points in it for you!

A full list of round-by-round Achievements is included at the end of this guide.

Golden 6s

- At various points throughout the campaign you will have access to a Golden 6. Golden 6s allow you to change any single dice result in a Kaiju battle to a 6.

Map locations



Resources: These include **Food**, **Ore**, **Fuel** and **Realmstone**. Gain the indicated number of that resource.

Smithy: Once per round, you may visit the Smithy, where you can spend resources to forge upgrades. You can only make a maximum of 8 upgrades per round, so don't save them all until the end!

Encounters: These allow you to choose between two randomly-selected benefits. There are 14 unique benefits, and once one is chosen, it is removed from the 'deck'.

As you will see from the map, there are also some locations currently blocked out. These will be revealed each round, with some surprises in store!

Faction Abilities

Each of the four teams will be assigned its own thematic faction ability, which gives them unique ways to interact with the map and other teams. These will be revealed after teams are allocated.

Kaiju Battles

Now we're getting serious! Each behemoth has its own bespoke warscroll, with some starting stats locked in and a lot of upgrades available. Some of these are upgrades to core stats (like extra rend or additional attacks), others unlock unique abilities.

Every Kaiju will fight twice: the first two fights will be semi finals, the winners of which will face each other for the overall win, and the losers of which will face off for third place.

Since these are one-on-one grapples, there is no maneuvering around a board: we launch straight into fighting. The overall fighting style will be familiar and broadly similar to combat in AOS, but with some tweaks to make it work for an epic head-to-head clash.

Phases

1. Both behemoths use any Pre-fight abilities they have (for example any shooting attacks)
2. Then resolve combat:
 - a. Each Kaiju will use each combat profile they have in every round of combat.
 - b. The weapon profile from any Kaiju with the highest Speed score goes first, followed by the profile with the second highest Speed, and so on until each profile has been used once in that round.
 - c. If two profiles have the same Speed score, roll for priority and the winner of the roll-off fights first with that profile.
3. Once both Kaijus have attacked with every profile, if they both are still alive, resolve another round of combat as per Step 2.
4. If, after resolving any combat attack (or other ability) any Kaiju has zero health remaining, it is slain and the other beast wins immediately!

Note that all **Once Per Game abilities last for one full round** unless otherwise stated. Other warscroll abilities will tell you when they happen - if in doubt, please ask for clarification.

Broadcast

Tim will livestream the Kaiju battles on his YouTube channel:

<https://www.youtube.com/@aussiewargamer3072>

We'll try and pick times that are somewhat mutually accessible for people who want to watch live, but bearing in mind that we're spread across the world, there's probably not going to be one time slot that's perfect for everyone.

There will be some decision-points during Kaiju battles (e.g. when to use a Golden 6) and for that reason, we will ask each team to **nominate a captain who will take part in the livestream**. It's their job to take the lead and speak up on any decisions made in-battle on behalf of their team. We will also ask for a vice-captain ready to step in and take charge of the stream in case of illness or last-minute changes in availability.

So hopefully everyone is keen for this! While we don't have the playtesting infrastructure of a GW we do have live, independent GMs ready to actively manage this campaign and keep it all on track. We'll be able to handle anything curly that comes up between us so strap yourselves in and enjoy the ride!

Cheers,

~ Pete and Tm



Achievement List

Round 1:

- ☐ Play a game with your campaign army
- ☐ Play the Mission of the Round
- ☐ Post a campaign-related photo (a model, a game, a table, etc) to the PC discord
- ☐ Hobby Challenge: Name your Behemoth and write some short back-story for them
- ☐ Start a game with a battle tactic you wouldn't normally start with
- ☐ Name your characters and use their names during a battle
- ☐ "Play for Bits": Agree with an opponent that the winner of your game can pick a "trophy" from their opponent's bits box
- ☐ Have a non-monster mount cause more damage than its rider
- ☐ Charge an enemy general with your general

Round 2:

- ☐ Play a game with your campaign army
- ☐ Play the Mission of the Round
- ☐ Post a campaign-related photo (a model, a game, a table, etc) to the PC discord
- ☐ Hobby Challenge: Make a terrain piece that fits the Campaign setting
- ☐ Write lore for your army that fits with the campaign narrative (can be a short story, or more like Fut's Pirate Code - use your imagination!)
- ☐ Do something nice for your opponent: Buy them a drink or bring snacks, etc
- ☐ Have one single model survive from a multi-model unit at the end of the battle
- ☐ Have a single unit destroy at least 4 enemy units in the battle

Round 3:

- ☐ Play a game with your campaign army
- ☐ Play the Mission of the Round
- ☐ Post a campaign-related photo (a model, a game, a table, etc) to the PC discord
- ☐ Hobby Challenge: One fully-painted unit that started the Campaign sprue grey ("Before and after" shots, please!)
- ☐ Start a game with a unit you've never played with before
- ☐ High five your opponent when the dice goes their way in a tense moment
- ☐ Destroy an enemy unit with the exact number of wounds needed
- ☐ Hold a single objective for every turn in the game

Round 4:

- ☐ Play a game with your campaign army
- ☐ Play the Mission of the Round
- ☐ Post a campaign-related photo (a model, a game, a table, etc) to the PC discord
- ☐ Hobby Challenge: Make a thematic conversion based on something they did in a campaign game (carry an Orruk head trophy or gain a scar, for example)
- ☐ Start a game with a fully painted army
- ☐ Congratulate your opponent on an effective tactical choice
- ☐ Win a battle with no friendly models left on the table at the end of the battle
- ☐ Make a sub-optimal tactical choice because it makes sense narratively