

Oaths and Conquests: A Realm Divided - Warhammer Age of Sigmar



Oaths and Conquests is a Warhammer Age of Sigmar battletome that delves into the ongoing feud between the Stormcast Eternals and the forces of Chaos. This epic conflict has raged across the Mortal Realms for centuries, and Oaths and Conquests provides a comprehensive overview of the lore, units, and strategies involved.

Lore

The battletome begins with a detailed history of the Stormcast Eternals, the elite warriors created by Sigmar to combat the forces of Chaos. We learn about their origins, their motivations, and their unwavering loyalty to their

god-king. We also get an in-depth look at the various Chaos factions, including the Khorne Bloodbound, the Nurgle Rotbringers, and the Tzeentch Arcanites.



Oaths and Conquests (Warhammer Age of Sigmar)

by Robert Rath

★★★★☆ 4.5 out of 5

Language : English

File size : 969 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled

Word Wise : Enabled

Print length : 339 pages



The lore section of Oaths and Conquests is rich and engaging, providing a deep understanding of the motivations and conflicts that drive the Warhammer Age of Sigmar setting. Whether you're a veteran player or a newcomer to the hobby, you're sure to find something to enjoy in this section.

Units

Oaths and Conquests introduces a wide range of new units for both the Stormcast Eternals and the forces of Chaos. These units include everything from elite infantry to monstrous creatures, giving players a wealth of options to customize their armies.

Some of the most notable new units for the Stormcast Eternals include the Vanguard-Hunters, a fast-moving cavalry unit that excels at hunting down

enemy skirmishers; the Annihilators, a powerful melee unit that can smash through even the toughest enemy formations; and the Celestar Ballista, a devastating ranged weapon that can rain down destruction on enemy units.

The forces of Chaos also get a number of new units in Oaths and Conquests, including the Bloodletters, a horde of Khorne-worshipping berserkers; the Plaguebearers, a resilient unit of Nurgle-worshipping plague-ridden warriors; and the Pink Horrors, a unit of Tzeentch-worshipping daemons that can warp reality itself.

The units in Oaths and Conquests are all well-designed and balanced, providing players with a variety of options to create effective and thematic armies.

Strategies

In addition to providing lore and unit information, Oaths and Conquests also includes a number of helpful strategies for playing both the Stormcast Eternals and the forces of Chaos. These strategies cover a wide range of topics, including army composition, deployment, and tactics.

The strategies in Oaths and Conquests are written by experienced Warhammer Age of Sigmar players, and they provide valuable insights into how to play the game effectively. Whether you're a new player or a seasoned veteran, you're sure to learn something from this section.

Oaths and Conquests is a must-have for any Warhammer Age of Sigmar player. This battletome provides a comprehensive overview of the lore, units, and strategies involved in the ongoing feud between the Stormcast

Eternals and the forces of Chaos. Whether you're a new player or a veteran of the hobby, you're sure to find something to enjoy in this book.



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