

FORBIDDEN POWER BATTLEPLAN RITUAL CARNAGE

The ancient Elixian Tower of Records glows with fell light as the Arcanite ritual nears its culmination. The glyphs upon its flanks pulse blue and pink, warped by the magics of Tzeentch. Should the coven succeed in their grand rite, the pylon-tower will become a temple of secrets, gifting the sorcerers with much profane knowledge – including the locations of many hidden Stormvaults. There is, however, one complication.

Dominating the sky above Elixia is a hideous moon, its grinning visage bathing the city in a lurid, sickly light. Its mere presence plays havoc with the ritual magic, but the Arcanites have more immediate troubles. From out of the shadows emerge skulking grots and snarling cave-beasts in the hundreds. They flood into the streets with a lunatic fervour, seeking to bring Elixia into their dank and clammy fold.

The Arcanites and their daemonic allies must hold off this tide of spiteful greenskins and rampaging troglodytes – not just upon the steps of the Tower of Records, but at two magical repositories that lie deeper within Elixia. If they fail, the ritual will be undone, and all they have worked for lost.

STREETS OF DEATH

Use the Streets of Death rules from pages 24-26 of the *General's Handbook 2019*. Do not use the Attacker and Defender rules.

THE ARMIES

Each player picks an army. One player is the Tzeentch player and their opponent is the Gloomspite Gitz player. The Tzeentch player must use a Tzeentch army and the Gloomspite Gitz player must use a Gloomspite Gitz army.

ARTEFACTS OF POWER

Each army has access to 1 additional artefact of power. These artefacts of power can be given to a **HERO** as normal and do not count towards the total number of artefacts of power each army can take.

TZEENTCH ARTEFACT OF POWER

The Babbling Book of Fates: *This daemonic familiar cannot help but spit out an endless litany of dark prophecies and baleful incantations. Just occasionally, the unleashed spells can prove advantageous to the diminutive daemon's sorcerous master.*

At the start of your hero phase, if the bearer is on the battlefield, roll a dice on the Lore of Fate table in *Battletome: Disciples of Tzeentch*. The bearer automatically casts the spell you rolled (do not roll 2D6). If an enemy **WIZARD** attempts to unbind the spell, count the casting roll as 9 (this cannot be modified). If the bearer is a **WIZARD**, this spell does not count towards the number of spells they can attempt to cast in your hero phase.

GLOOMSPITE GITZ ARTEFACT OF POWER

Da Shaman's Special Brew: *Gloomspite bosses may, on the eve of battle, be permitted to sup from their shaman's 'special reserve'. Those who do so become almost inured to pain – for a brief, glorious while, at least.*

Roll a dice each time a wound or mortal wound is allocated to the bearer. If the roll is higher than the number of the current battle round, that wound or mortal wound is negated.

REALM OF BATTLE

This battle is fought in Chamon. The realmscape feature used in this battle is Irresistible Force (do not roll on the Realmscape Features table).

OBJECTIVES

Set up 3 objectives as shown on the map. One objective is referred to as the Ritual Site; the other two are referred to as Arcane Repositories.



THE BATTLEFIELD

This battle is being fought in the ruins of Elixia, a vast city destroyed during the Age of Chaos. The battlefield should be densely populated with Azyrite Ruins set up to represent ruined buildings and streets.

Before the battle, the players should agree on which ruins are grouped together as a building. These buildings can be garrisoned (see page 235 of the Core Book), and are treated as buildings for the purposes of the Streets of Death rules.

SET-UP

The territories are shown on the map. The Tzeentch player sets up their army first, wholly within their territory. The Gloomspite Gitz player then sets up their army wholly within their territory.

FIRST TURN

The Gloomspite Gitz player takes the first turn in the first battle round.

COMMAND ABILITIES

The following additional command abilities can be used in this battle:

Channel Arcane Power: *The ritual must be completed at all costs. Should the hour grow desperate, the Tzeentchian sorcerers can focus their own magics upon the rite – albeit leaving themselves more vulnerable in the process.*

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly **TZEENTCH HERO WIZARD** within 3" of an objective. That **WIZARD** cannot cast any spells or dispel any endless spells in that phase; however, until the end of the battle round, that **WIZARD** counts as 10 models for the purposes of determining who controls objectives.

Come Out of Da Shadows! *With a head full of visions of 'zoggin' da surface gitz right proppa', this boss grot beckons their underlings to rise up and bask in the light of the Bad Moon.*

You can use this command ability at the end of your movement phase if a friendly **MOONCLAN HERO** is affected by the light of the Bad Moon. If you do so, pick 1 friendly unit that has been destroyed and that is not a **HERO**. A replacement unit with the same number of models as the unit that was destroyed is added to your army. You must set the replacement unit anywhere on the battlefield wholly within 6" of a battlefield edge and more than 3" from any enemy units.

BATTLE LENGTH

Starting from the fourth battle round, at the end of each battle round after determining victory points for that battle round (see right), roll a dice and add the number of the current battle round to the roll. On a 9+, the battle ends. On any other roll, the battle continues.



GLORIOUS VICTORY

When the battle ends, if the Tzeentch player has 20 or more victory points, they win a **major victory**. Otherwise, the Gloomspite Gitz player wins a **major victory**.

VICTORY POINTS

At the end of each battle round, if the Tzeentch player controls the Ritual Site they gain D6 victory points. In addition, if they control the Ritual Site, they gain D3 additional victory points for each Arcane Repository they control.

Then, the Tzeentch player loses D3 victory points (to a minimum of 1) for each objective controlled by the Gloomspite Gitz player (roll for each objective).

