

FORBIDDEN POWER BATTLEPLAN

PATH OF DESTRUCTION

The Fist of Gork is coming. Gordrakk’s armies have been smashing and bashing their way across the realms, searching for Stormvaults to crack open and loot. Recently, the bestial eyes of the orruks have settled upon Thunderstone Reach. Situated in the hinterlands of Ghur, this ancient repository is rumoured to contain a relic of truly terrible power. Should Gordrakk claim it, the results could be catastrophic.

The Astral Templars have mustered to hold off the orruks, but even they realise that the Great Waaagh! may prove overwhelming in open battle. However, if these tribal warriors can leverage their cunning, they may not have to. The many valleys that lead to Thunderstone Reach have become the staging points for deadly ambushes, Stormcast warriors waiting in concealment to strike.

One such ambushing brotherhood has managed to secure the aid of a group of mercenary ogors, though the alliance is a fraught one. Positioning their gluttonous allies at the head of the valley as bait, all that is left to do now is wait until the crags echo to the

sound of orruk warcries. The Astral Templars must strike quickly and decisively to blunt their enemy’s momentum; If they can slay enough of the greenskin outriders, they will buy time for their allies to reinforce the Stormvault. If not, Gordrakk’s hordes will drown Thunderstone Reach in a tide of green muscle.

THE ARMIES

Each player picks an army. One player is the Stormcast Eternals player and their opponent is the Ironjawz player. The Stormcast Eternals player must use a Stormcast Eternals army and the Ironjawz player must use an Ironjawz army. In addition, the Stormcast Eternals army must include the Gutstuffers mercenary company (*General’s Handbook 2019*, pg 48).

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.

STORMCAST ETERNALS ARTEFACT OF POWER

Radiant Star-eagle: *This magnificent creature is a favoured hunting beast in Azyr, and is commonly used by the Astral Templars to help chase down their foes.*

Add 1 to hit rolls for attacks made with missile weapons by friendly units while they are wholly within 12" of the bearer.

IRONJAWZ ARTEFACT OF POWER

Da Godwollopa: *This glowy green axe feeds on the rampant Waaagh! energy given off by the boyz. The longer a fight goes on, the more powerful it becomes – much to the misfortune of anyone struck by it.*

Pick 1 of the bearer’s melee weapons. Add the number of the current battle round to the Damage characteristic of that weapon.

REALM OF BATTLE

This battle is fought in Ghur. The realmscape feature used in this battle is ‘Reckless Aggression’ (do not roll on the Realmscape Features table). In addition, the ‘Monstrous Beasts’ Realm of Battle rule is not used.

THE BATTLEFIELD

This battle is being fought in a wide valley in the wildlands of Ghur. The battlefield should have sparse terrain such as ruins and rocky outcrops, and elevated areas on the edges to represent the inclines of the valley.

SET-UP

The territories are shown on the map. The Ironjawz player sets up their army first, wholly within their territory. The Stormcast Eternals player then sets up their army wholly within their territory. In addition, units in the Stormcast Eternals player’s army that are part of the Gutstuffers mercenary company must be set up wholly within 6" of the mercenary camp (see map).

NO RESERVES

In this battle, all units in the Stormcast Eternals player’s army must be set up on the battlefield before the battle begins. Any of their units that are set up as reserve units are destroyed, and all of the models in the unit are slain.

FIRST TURN

The Ironjawz player takes the first turn in the first battle round.

COMMAND ABILITIES

The Stormcast Eternals player can use the following additional command ability in this battle:

Bleed Them Dry!: *Though the Astral Templars know that they cannot hope to stop the orruk horde in its entirety, they are resolved to harry and bleed it until they can do so no more.*

You can use this command ability in your shooting phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly **STORMCAST ETERNALS HERO**. That unit can shoot even if it retreated in the same turn.

The Ironjawz player can use the following additional command ability in this battle:

Get a Move On, You Zoggers!: *Gordrakk is determined to reach Thunderstone Reach as quickly as possible. The bosses that lead his mobs know it is best to ensure the Fist of Gork gets what he wants, lest they end up as the target for his displeased rage.*

You can use this command ability in your charge phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly **IRONJAWZ HERO**. That unit can charge even if it retreated and/or ran in the same turn.

LEAVING THE BATTLEFIELD

The Ironjawz know that the more of them that can break through the Stormcast ambush, the more ladz they’ll have to duff up the Stormvault later on.

At the end of the Ironjawz player’s movement phase, any friendly units that are wholly within 6" of the exit battlefield edge (see map) and more than 3" from any enemy units can leave the battlefield. Remove units that have left the battlefield from play (they do not count as being destroyed).

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**. If both players have the same number of victory points at the end of the battle, the Ironjawz player wins a **minor victory**.

VICTORY POINTS

At the end of each battle round, the Ironjawz player scores victory points as follows:

- 1 victory point for each enemy unit that was destroyed in that battle round.

- 1 victory point for each friendly unit that left the battlefield in that battle round via the exit battlefield edge.

At the end of each battle round, the Stormcast Eternals player scores victory points as follows:

- 2 victory points for each enemy unit that was destroyed in the battle round.

