



BATTLEPLAN

LAST STAND IN EVERQUAKE CITY

The walls have been breached, and now the fate of Everquake City hangs in the balance. Only the stalwart Stormcast Eternals of the Kraken Blades stand between the rampaging orruk armies and the remnants of the city's folk. Can they hold off the enemy for long enough to allow the fleeing survivors to escape?

THE ARMIES

One player commands a Kraken Blades Stormcast Eternals army and is the **defender**. Their opponent commands an Orruk Warclans army and is the **attacker**.

THE BATTLEFIELD

The battlefield is set up to represent a district of Everquake City. The battlefield is 44" x 60" and features the city walls (see the map below) as well as lots of buildings. The streets should be wide enough for the largest model in either player's army to be able to manoeuvre. There are 3 objectives, set up at the locations shown on the map. Each represents a critical location in the district.

DEPLOYMENT

The defender sets up their army first, followed by the attacker. Each player must set up their units wholly within their territory.

FIRST TURN

The attacker has priority in the first battle round.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

VICTORY POINTS

At the end of each of their turns, a player scores victory points equal to the number of the current battle round for each objective they control.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**. If the players are tied on victory points at the end of the battle, the battle is a **draw**.

SPECIAL RULES

This battleplan uses the following special rules:

Burn Down the City: *As hordes of greenskins raced through the streets of Everquake City, they brought with them fire. Before long, entire streets were engulfed in flames.*

At the start of each of their turns, the attacker can pick 1 terrain feature within 1" of any friendly units to be set on fire. Once a terrain feature is on fire, it remains so for the rest of the battle. While a terrain feature is on fire, it blocks visibility in the same manner as a wyldwood. In addition, at the end of each turn, roll a dice for each unit within 1" of any terrain features on fire. On a 4+, that unit suffers D3 mortal wounds.

Desperate Measures: *As the battle raged down blood-slicked streets, neither side was willing to back down and became ever more desperate to claim victory.*

At the start of each battle round after the first, if one player has fewer victory points than their opponent, that player receives an additional D3 command points.

Bolster the Lines: *Where the battle raged fiercest, waves of fresh warriors flooded in to reinforce the battlelines on either side.*

At the end of a player's movement phase, if any friendly Battleline units have been destroyed, that player can roll a dice. On a 4+, they can pick 1 of those units and add a replacement unit to their army. That unit must be set up wholly within 9" of the long battlefield edge in their territory. Each destroyed unit can only be replaced once. Replacement units cannot themselves be replaced.

