

FORBIDDEN POWER BATTLEPLAN

DEATH ON THE WATER

Upon the shores of Lake Lethis, battle rages. The lifeless hordes of Lady Olynder's dreaded Legion of Grief stream towards the city, but to their surprise a force of Idoneth Deepkin has emerged from the dark depths of the lake to carve a path through the undead and halt their advance. Led by King Ecraviir Blacktide, the Idoneth have dealt a sore blow to the Legion of Grief, but their gains will be few and their losses many if they are not reinforced by the armies of Lethis soon.

For the forces of Death, now is the time to strike. Vanquish any opposition and break through to the city of Lethis itself, where your true prize awaits. The forces of Order, meanwhile, must not only withstand the undead advance, but come to the aid of the beleaguered Idoneth.

COALITION OF DEATH

This is a battle for 3 or more players. Use the Coalition of Death rules from page 272 of the Core Book.

THE ARMIES

One coalition is the Death Coalition and the other is the Order Coalition. Every unit included in the Death Coalition must have the **DEATH** keyword and every unit included in the Order Coalition must have the **ORDER** keyword.

The Order Coalition must include 2 or more armies and at least 1 Idoneth Deepkin army. In addition, 1 of its Idoneth Deepkin armies must take the role of King Blacktide's Phalanx for this battle.

ARTEFACTS OF POWER

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

DEATH COALITION

The Mortician's Pale Mask: *Gifted by Lady Olynder to one of her most trusted lieutenants, this ivory-wrought mask is saturated with death magic and grants the bearer dominion over recently vanquished spirits, dragging them back to the heat of battle.*

At the start of your hero phase, pick up to D6 friendly **SUMMONABLE** units within 12" of the bearer. You can return 1 slain model to each unit picked. Set up the models one at a time within 1" of a model from the unit they are returning to. The slain models you return to a unit can only be set up within 3" of an enemy unit if one or more models from the unit they are returning to are already within 3" of an enemy unit.

ORDER COALITION

The Solemn Shield of Lethis: *Inset with twelve Shyishan soul-gems, this shield projects an impenetrable barrier of amethyst magic that only grows more potent the longer the bearer remains in one place.*

Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 6+, that wound or mortal wound is negated. Add 2 to the roll if the bearer has not made a normal move or charge move in the same turn.

EXALTED UNITS

Exalted units represent veteran warriors that played a pivotal part in a battle. In this battleplan, each coalition can choose for 1 of their units to be an exalted unit as follows:

The Knights of the Black Rose:

Each of these spectral riders has been honoured with a black rose by the Lady Olynder, who has tasked them with obliterating her most troublesome foes.

The Death Coalition can choose 1 of their **HEXWRAITHS** units to be the Knights of the Black Rose. Add 1 to rolls made for that unit's Spectral Hunters ability.

Blacktide's Royal Retinue: *This unit of veteran Morrarr Guard have fought for many years at the side of King Ecraviir Blacktide, and would give their lives without hesitation to protect him from harm.*

The Order Coalition can choose 1 of their **MORRARR GUARD** units to be Blacktide's Royal Retinue. Roll a dice before you allocate a wound or mortal wound to a friendly **AKHELIAN KING** while it is within 3" of Blacktide's Royal Retinue. On a 4+, that wound or mortal wound is allocated to Blacktide's Royal Retinue instead of that **AKHELIAN KING**.

REALM OF BATTLE

This battle is fought in Shyish. If the players have *Soul Wars: Forbidden Power*, the Region of War rules for Stygxx are used.



THE BATTLEFIELD

This battle is being fought on the shoreline of Lake Lethis. The battlefield should be sparsely populated with scattered debris and the ruins of long-dead civilisations. Larger buildings should be kept closer to the Lethis battlefield edge to represent the edge of the city.

SET-UP

Units from King Blacktide's Phalanx are set up first, wholly within their territory. No units from King Blacktide's Phalanx can be set up as reserve units. The Death Coalition then sets up their armies wholly within their territory, more than 3" from any enemy units.

All other units from the Order Coalition start the battle in reserve, and will arrive as described below.

FIRST TURN

The Death Coalition takes the first turn in the first battle round.

REINFORCEMENTS

At the end of the Order Coalition's movement phase, reserve units can be set up on the battlefield wholly within 6" of the Lethis battlefield edge and more than 3" from any enemy units. If the unit has another rule that allows it to be set up from reserve (for example the Stormcast Eternals battle trait 'Scions of the Storm'), that rule can be used instead.

BATTLE LENGTH

Starting from the third battle round, at the end of each battle round, 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

The coalition with the most victory points at the end of the battle wins a **major victory**. If both coalitions have the same number of victory points, use the tiebreaker to determine which coalition wins a **minor victory** or if the battle is a **draw**.

VICTORY POINTS

At the end of each battle round, the Death Coalition scores victory points as follows:

- 1 victory point for each enemy unit that was destroyed in that battle round. If the last model from a destroyed unit was slain within 6" of the centre of the battlefield, you receive 1 additional victory point.
- 1 victory point for each friendly unit wholly within 12" of the Lethis battlefield edge.

At the end of each battle round, the Order Coalition scores victory points as follows:

- 1 victory point for each enemy unit that was destroyed in the battle round. If the last model from a destroyed unit was slain within 12" of the Lethis battlefield edge, you receive 1 additional victory point.
- 1 victory point for each friendly unit wholly within 6" of the centre of the battlefield.

TIEBREAKER

If the coalitions are tied on victory points at the end of the game, then each coalition adds up the points value of any enemy units that were destroyed during the battle (excluding any units that were added to the armies after the battle started). If one coalition has a higher total, they win a **minor victory**. If neither coalition has a higher total, the battle is a **draw**.

