

FORBIDDEN POWER BATTLEPLAN

THE BLACK OAK

A cankerous blight upon the verdant lands of Thyria, the Black Oak is a Feculent Gnarlman, bloated and colossal in size. Sprouting from a long-hidden Stormvault, it looms above the forest canopy, spewing forth noxious fumes and poisoning all beneath its shadow.

If the forces of the Sylvaneth are to take back Ghyran from the clutches of Nurgle, they must first purge this taint from their lands.

Time is short, for the Black Oak feeds on the sorceries trapped in the Stormvault below and spits forth endless spells from its open wounds that wreak havoc on the region. Furthermore, under the banner of the Maggot-King Glosthrayx, legions of Maggotkin rally here in greater numbers with each passing day.

Arch-Revenant Yamara has been tasked to sunder the Black Oak and cleanse this place of chaotic taint. Unbeknownst to the Maggotkin, life springs – repositories of jade magic – lay dormant here; if their power can be harnessed, perhaps the Black Oak can be destroyed.

THE ARMIES

Each player picks an army. One player is the Sylvaneth player and their opponent is the Nurgle player. The Sylvaneth player must use a Sylvaneth army and the Nurgle player must use a Nurgle 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.

The Sylvaneth player has access to the following artefact of power:

Spear of the Wild Hunt: *Gifted to Yamara by the Treelord Ancient Haaloform, this venerable weapon glows with eldritch energy when it feels the wind upon its blade, honing the edge to be razor-sharp as it punches through the enemy's armour.*

Pick 1 of the bearer's melee weapons. If the bearer has made a charge move in the same turn, improve the Rend characteristic of that melee weapon by 2 (for example, a Rend characteristic of 4 becomes 6), and add 1 to the Damage characteristic of that weapon.

The Nurgle player has access to the following artefact of power:

The Maggot-King's Festerplate: *Worn by Glosthrayx, the Maggot-King of Thyria, this rusted and mottled plate of armour spews rancid fumes and vile liquids that wither and destroy life in all directions.*

Add 1 to save rolls for attacks that target the bearer. In addition, at the start of your hero phase, roll a dice for each enemy unit within 3" of the bearer. On a 2+, that unit suffers D3 mortal wounds.

REALM OF BATTLE

This battle is fought in Ghyran. The realmscape feature used in this battle is Hidden Festering Corruption (do not roll on the Realmscape Features table).

THE BATTLEFIELD

This battle is fought deep in the forests of Thyria and the battlefield should be densely populated with woods. Place six objective markers as shown on the map below. These objective markers represent life springs from which the Sylvaneth can draw power. In the centre

of the battlefield, there should be a Stormvault with a Feculent Gnarlman set on top; this Feculent Gnarlman is the Black Oak and is considered to be the one that the Nurgle player would be able to set up using The Garden of Nurgle allegiance ability.

SET-UP

The territories are shown on the map. The Nurgle sets up their army first, wholly within their territory. The Sylvaneth player then sets up their army wholly within their territory.

FIRST TURN

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

SEEDS OF THE BLACK OAK

Sapping the malign energies trapped in the Stormvault below, the vile fruits of this Feculent Gnarlman are roving spells belched forth to bring destruction to the Realm of Life.

At the start of the second battle round and each subsequent battle round, before any predatory endless spells are moved, the player taking the second turn in that battle round can set up 1 predatory **ENDLESS SPELL** within 9" of the centre of the battlefield. The player setting up this **ENDLESS SPELL** cannot immediately make a move with it (if it has such an ability on its warscroll), but it can be picked to move at the start of that battle round as normal when players are picking predatory endless spells to move.

These endless spells are not taken as part of either player's army (and if you are using Pitched Battle rules, they do not cost any points). During the battle, **WIZARDS** cannot attempt to dispel these endless spells.

LIFE SPRINGS

Hidden within the ancient paths of the realmroots, these repositories of life magic can be called upon by the Sylvaneth when the realm is in dire need.

The objectives in this battle are referred to as life springs. During the Sylvaneth player's hero phase, each friendly **HERO** within 3" of a life spring can attempt to harness its power. To do so, roll a dice. On a 4+, the life spring's power is harnessed. When a life spring's power is harnessed, choose one of the following effects. Each life spring's power can only be harnessed once per phase.

Cleanse the Realm:

Roll a dice for each **NURGLE** unit within 9" of this life spring. On a 4+, that unit suffers D3 mortal wounds.

Sunder the Black Oak:

Roll a dice. On a 4+, the Black Oak is said to be splintered. Keep a tally of the number of times the Black Oak is splintered. When the score equals 6 or more, the Black Oak is said to be sundered. When the Black Oak is sundered, all endless spells on the battlefield that have been set up using the Seeds of the Black Oak special rule are immediately dispelled. In addition, in subsequent battle rounds, no endless spells can be set up on the battlefield using that special rule.

BATTLE LENGTH

Starting from the fourth 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 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, use the tiebreaker to determine which player wins a **minor victory** or if the battle is a **draw**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each life spring they control. The number of victory points is equal to the number of consecutive turns that the player has controlled the life spring for: 1 on the turn they gained control, 2 at the end of the second turn, and so on.

In addition, each player scores victory points as follows:

- Each time an enemy unit is destroyed, players score 1 victory point.
- Each time the Black Oak is splintered, the Sylvaneth player scores 1 victory point. At the end of the battle, if the Black Oak has been sundered, they score an additional 5 victory points.
- At the end of the Nurgle player's turn, they score 1 victory point if there are no enemy models within 3" of the Black Oak. At the end of the battle, if the Black Oak has not been sundered, they score an additional 5 victory points.

TIEBREAKER

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

