

SEASON OF WAR

CAMPAIGN BATTLEPLAN - Week 4

RAZE AND RUIN

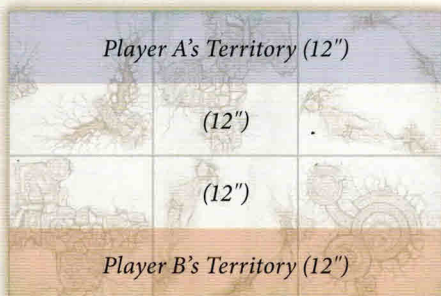
It is not uncommon for rival kingdoms to erect a series of fortifications so close as to be almost within bowshot of one another. For any invasion of the enemy's lands to be successful, a commander must first bring down their stronghold, lest their army be cut to pieces. Should they seek to ignore the danger and force a passage beyond the walls, they risk being assailed from behind by the defending garrison.

THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet.

THE BATTLEFIELD

Before setting up any scenery, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must pick whether they are Player A or Player B, and picks a piece of terrain and sets it up anywhere within their territory – this piece of terrain is their Stronghold. Their opponent then sets up their Stronghold in the same manner. The players then set up any remaining scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet.



SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, both players roll a dice, rolling again in the case of a tie. The players alternate setting up units, one at a time, starting with the player that won the dice roll. Models must be set up anywhere within their controlling player's territory.

Stronghold

Each player's Stronghold has the following abilities, in addition to any others listed on its warscroll:

Arcane Wards: The most formidable fortifications found in the Mortal Realms will be protected by powerful enchantments to safeguard against attacks both physical and eldritch. Each time your Stronghold suffers a mortal wound, roll a dice. On a roll of 5 or 6, the wound is ignored.

Inspirational Sight: A powerful stronghold is not just a physical sanctuary, but a rallying point that boosts the morale of those that fight beneath its shadow. Units within 10" of a friendly Stronghold add 1 to their Bravery; units within 5" of a friendly Stronghold add 2 to their Bravery instead.

Demolition Duty

Even the sturdiest wall can be breached, its walls broken and cast down into the mud. An enemy Stronghold can be targeted by spells and missile weapons as if it were an enemy unit. Models can also charge an enemy Stronghold and attack it in the combat phase as though it were an enemy unit; if they do so, do not make any hit rolls – they are automatically successful (wound rolls are taken as normal). Each fortification is considered to have a Save characteristic of 3+. If a Stronghold suffers 15 wounds, it is destroyed and removed from play.

GAME LENGTH AND VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. The game lasts for five battle rounds, or until one player's Stronghold has been destroyed. If a player destroys their opponent's Stronghold, or if their opponent has no models on the board at the end of a battle round, they immediately win a **major victory**. Otherwise, at the end of the game, the player that inflicted the most damage on their opponent's Stronghold wins a **minor victory**. Any other result is a draw.

Hints & Tips: *Given the victory conditions of this battleplan, as well as the powerful abilities offered by controlling certain terrain features, we recommend that you carefully consider which terrain pieces you choose. Some buildings, for example, can greatly augment your units, making the defence of your fortifications that much more formidable, although others may be more useful depending on your army's disposition. Indeed, even the humble Sylvaneth Wyldwood comes into its own when used in conjunction with a sylvaneth army. Choose wisely, for your chance of victory may well depend upon it!*