

## BATTLEPLAN

# THE ADAMANTINE CHAIN QUAKES

War is no stranger to Aqshy's Adamantine Chain. Where its mountain passes are not roamed by savage warbands or haunted by the restless dead, they have been fortified by the armies of Order. Yet recently, many forces in thrall to Chaos have been seen trying to clear a path through the rock-strewn passes. In the distance, the earth shakes to muffled explosions and the tread of marching boots, and above, a great cloud of ash drifts, taking the shape of a glowering bull's head. Perhaps it would be best to strike pre-emptively at those seeking to open the way...



### ADVANCED RULES

In addition to the Core Rules, this battleplan uses the following Advanced Rules:

- Commands (pg 220)
- Terrain (pg 222)
- Magic (pg 224)
- Army Composition (pg 226)
- Command Models (pg 230)

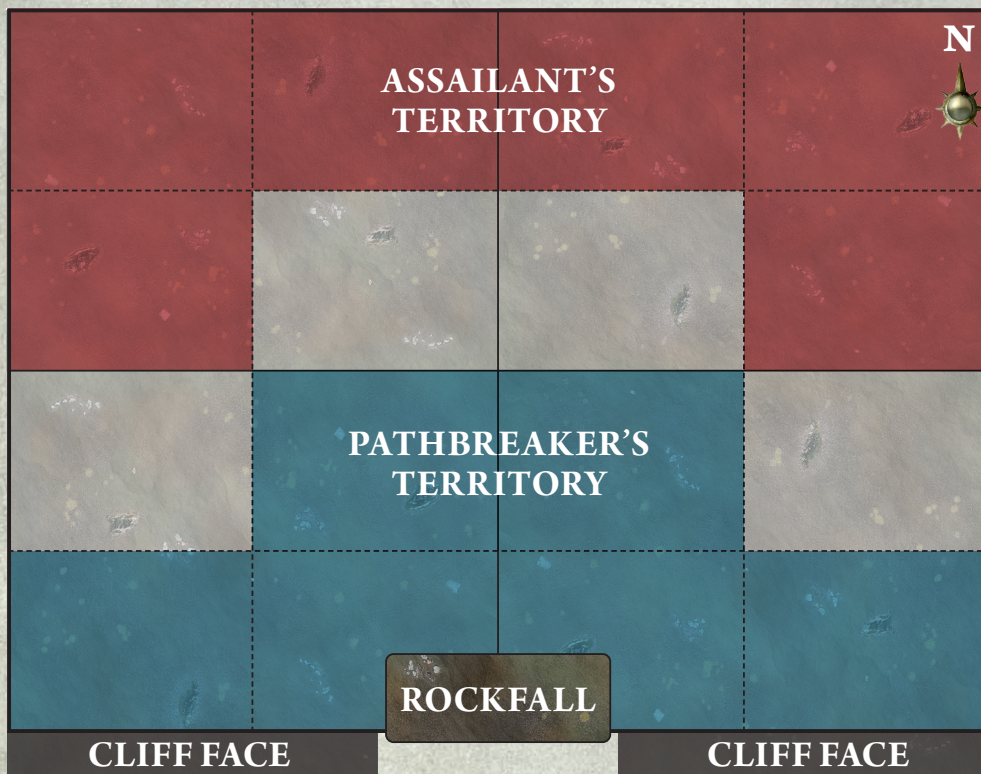
*Page references refer to the Core Book.*

### THE ARMIES

If one player's army has the **CHAOS** Grand Alliance keyword and their opponent's army does not, the **CHAOS** player is the **pathbreaker**. Otherwise, the players roll off. The winner picks which player is the **assailant** and which player is the **pathbreaker**.

### THE BATTLEFIELD

The **pathbreaker** sets up an appropriate terrain feature as shown on the map. That terrain feature is the **rockfall**. Then, the **pathbreaker** sets up all remaining terrain features; we recommend 4 small and 4 medium terrain features. Each terrain feature must be set up more than 3" from the battlefield edge and more than 6" from all other terrain features.



## THE ROCKFALL

The **rockfall** has a Health characteristic of 60 and a Save characteristic of 2+.

In the shooting phase and the combat phase, the **rockfall** is treated as if it was a unit for the purposes of movement, combat range and being in combat.

While they are not in combat with any units in the **assailant's** army, units in the **pathbreaker's** army can pick the **rockfall** to be the target of **ATTACK** abilities as if it were a unit.

Damage points can be inflicted on the **rockfall** as if it were a unit and it can be destroyed.

## DEPLOYMENT

The **pathbreaker** begins deployment.

## BATTLE LENGTH

The battle lasts for 5 battle rounds.



## TWIST

The **pathbreaker** can use the following abilities:

### ⚙ Once Per Turn (Army), End of Any Turn

**DESTABILISING THE ROCKFALL:** *The sound of purposeful stamping is getting closer. You must clear the debris before they arrive!*

**Effect:** Gain 1 **destabilisation point** for each friendly non-**MONSTER** unit that is wholly within 6" of the **rockfall** and that was not in combat this turn.

Gain D3 **destabilisation points** for each friendly **MONSTER** that is wholly within 6" of the **rockfall** and that was not in combat this turn.

**Designer's Note:** *Destabilisation points are cumulative and are not lost during the battle.*

### ⚔ Once Per Turn (Army), End of Any Turn

**CLEAR THE PATH!:** *You were granted several explosive caches for blasting through rock; now is the time to throw caution to the wind and put them to their intended use.*

**Declare:** Pick a friendly unit that is not in combat and is within 3" of the **rockfall** to use this ability.

**Effect:** Make a **detonation roll** of XD6, where X is equal to the number of **destabilisation points** you have. You can re-roll a number of dice in that **detonation roll** equal to the current battle round number. Then:

- Inflict an amount of mortal damage on the **rockfall** equal to the **detonation roll**.
- Inflict D6 mortal damage on each unit (friendly and enemy) within 6" of the **rockfall**.

The **assailant** can use the following ability:

### 🚩 Once Per Turn (Army), Any Movement Phase

**ALL IN:** *No holding back now; better that you throw your warriors into the fray than face what approaches from beyond those fallen rocks...*

**Declare:** Pick a friendly non-**UNIQUE** unit that has been destroyed to be the target.

**Effect:** Set up a replacement unit wholly within 6" of the battlefield edge in friendly territory and more than 9" from all enemy units.

## GLORIOUS VICTORY

If the **rockfall** is destroyed, the **pathbreaker** immediately wins a **major victory**. Otherwise, at the end of the battle, the **assailant** wins a **major victory**.