

BATTLEPLANS



BATTLEPLAN THE BLADE'S EDGE

2020

Two armies collide on sacred ground that is prized by both generals. So close are the key areas of control that rival warriors cannot help but come into contact, no matter where they choose to make their stand.

PITCHED BATTLE

Use the Pitched Battle rules from pages 72-75.

OBJECTIVES

Set up 6 objectives, 3 objectives in each player's territory, as shown on the map.

At the start of each battle round after the first, the player taking the second turn in that battle round can pick 1 objective on the battlefield and remove it from play.

SET-UP

The players alternate setting up units one at a time, starting with Player A. Players must set up units wholly within their own territory and more than 12" from enemy territory. The territories are shown on the map.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

BATTLE LENGTH

The battle lasts for 5 battle rounds (or until the amount of time allocated for the battle runs out).



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, each player checks to see how many of their Auxiliary Objectives they have completed. If one player has completed more Auxiliary Objectives than their opponent, they win a **minor victory**. If both players have completed the same number of Auxiliary Objectives, the battle is a **draw**.

VICTORY POINTS

Each player scores 1 victory point at the end of each of their turns for each objective they control.



2020

BATTLEPLAN FOCAL POINTS

In this region, five focal points of geomantic energy are arranged in a square formation. Energy surges between these focal points, and it can be harnessed for use in rituals of awesome power.

PITCHED BATTLE

Use the Pitched Battle rules from pages 72-75.

OBJECTIVES

Set up 5 objectives, 1 objective in the centre of the battlefield and 2 objectives in each player's territory, as shown on the map.

SET-UP

The players alternate setting up units one at a time, starting with Player A. Players must set up units wholly within their own territory and more than 9" from enemy territory. The territories are shown on the map.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

BATTLE LENGTH

The battle lasts for 5 battle rounds (or until the amount of time allocated for the battle runs out).

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, each player checks to see how many of their Auxiliary Objectives they have completed. If one player has completed more Auxiliary Objectives than their opponent, they win a **minor victory**. If both players have completed the same number of Auxiliary Objectives, the battle is a **draw**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- If a player controls both objectives 1 and 3, they score 3 victory points.
- If a player controls both objectives 2 and 4, they score 3 victory points.
- If a player controls the central objective, they score 2 victory points.
- If a player controls any other objective, they score 1 victory point for each objective.
- If a player controls an objective while there is a friendly **MONSTER** or friendly Behemoth unit within 6" of it, they score 1 additional victory point.



BATTLEPLAN TOTAL CONQUEST

2020

A blood-soaked battlefield is located at a vitally strategic site. Two armies stand upon this field of death, determined to drive their enemies from it and achieve total domination.

PITCHED BATTLE

Use the Pitched Battle rules from pages 72-75.

OBJECTIVES

Set up 4 objectives, 1 objective in each quarter of the battlefield, as shown on the map.

SET-UP

The players alternate setting up units one at a time, starting with Player A. Players must set up units wholly within their own territory and more than 9" from enemy territory. The territories are shown on the map.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

BATTLE LENGTH

The battle lasts for 5 battle rounds (or until the amount of time allocated for the battle runs out).



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, each player checks to see how many of their Auxiliary Objectives they have completed. If one player has completed more Auxiliary Objectives than their opponent, they win a **minor victory**. If both players have completed the same number of Auxiliary Objectives, the battle is a **draw**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Each player scores 1 victory point for each objective they control.
- For each objective the player gained control of that turn that was previously controlled by their opponent, that player scores 1 additional victory point.
- If a player controls an objective while there is a friendly Leader unit within 6" of it, they score 1 additional victory point.



LISTEN PREVIEW



MARIUS



Allegiance: Sons of Behemat

- Tribe: Breaker Tribe (Fierce Loathing: Idiots with Flags)

Leaders

Gatebreaker Mega-Gargant (490)

- General

- Command Trait: Louder than Words

- Artefact: The Great Wrecka

Gatebreaker Mega-Gargant (490)

Kraken-eater Mega-Gargant (490)

Battleline

3 x Mancrusher Gargants (480)

Endless Spells / Terrain / CPs

Extra Command Point (50)

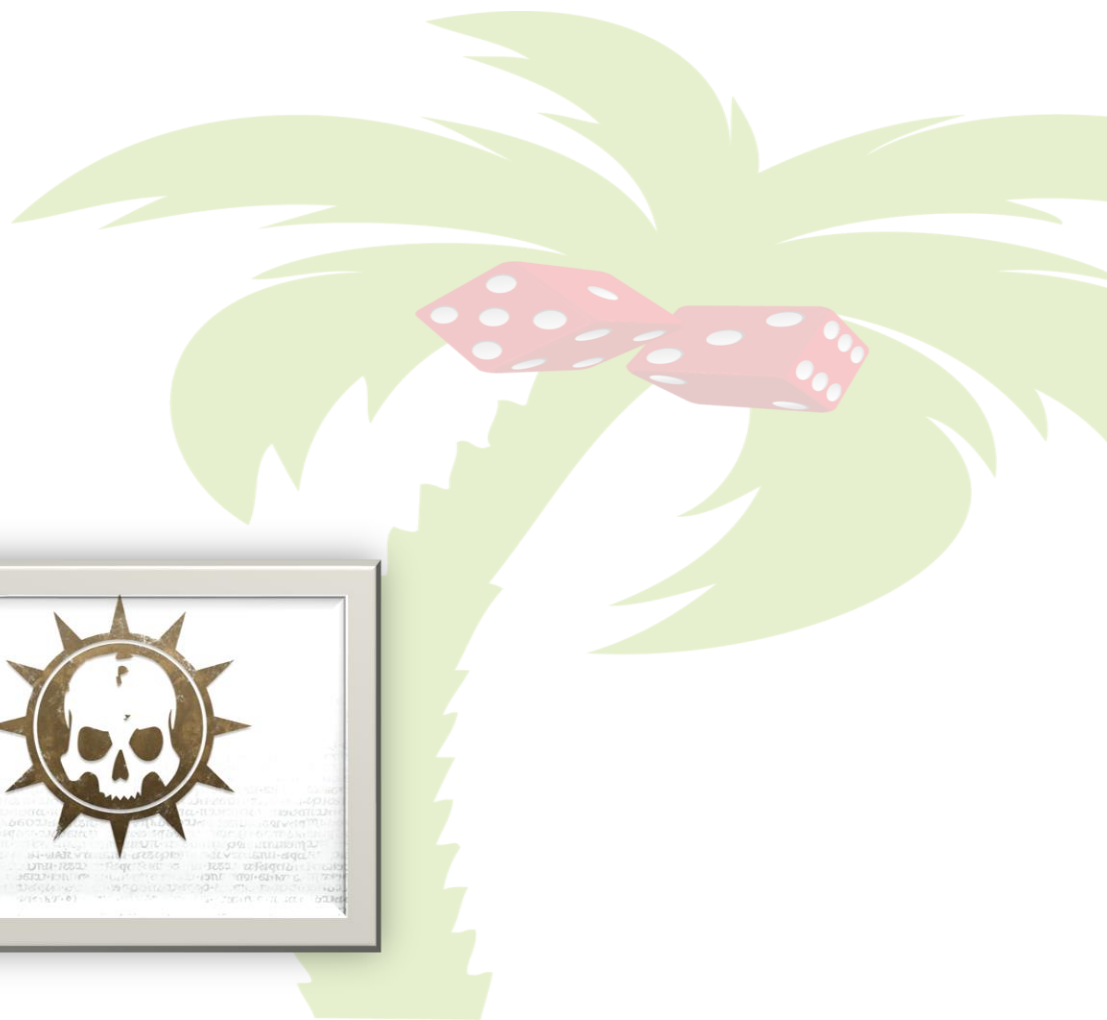
Total: 2000 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 141

LUCA



Allegiance: Ossiarch Bonereapers

- Legion: Mortis Praetorians

Leaders

Katakros, Mortarch of the Necropolis (500)

- General

Mortisan Boneshaper (130)

- Lore of Mortisans: Empower Nadirite Weapons

Mortisan Soulmason (140)

- Artefact: Artificer's Blade

- Lore of Mortisans: Reinforce Battle-shields

Battleline

30 x MorteK Guard (390)

- Nadirite Blade and Shield

10 x MorteK Guard (130)

- Nadirite Blade and Shield

10 x MorteK Guard (130)

- Nadirite Blade and Shield

5 x Kavalos Deathriders (180)

- Nadirite Blade and Shield

5 x Kavalos Deathriders (180)

- Nadirite Blade and Shield

Behemoths

Gothizzar Harvester (200)

Total: 1980 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 121

PADDY



Allegiance: Idoneth Deepkin

- Enclave: Nautilar

Leaders

Volturnos, High King of the Deep (270)

- General

Eidolon of Mathlann, Aspect of the Storm (330)

- Artefact: Cloud of Midnight

Battleline

3 x Akhelian Ishlaen Guard (140)

3 x Akhelian Ishlaen Guard (140)

3 x Akhelian Ishlaen Guard (140)

6 x Akhelian Morrarr Guard (340)

Units

1 x Akhelian Alloplexes (110)

- Retarius Net Launcher

1 x Akhelian Alloplexes (110)

- Retarius Net Launcher

3 x Aetherwings (40)

- Allies

3 x Aetherwings (40)

- Allies

Behemoths

Akhelian Leviadon (340)

- Mount Trait: Ancient

Total: 2000 / 2000

Extra Command Points: 0

Allies: 80 / 400

Wounds: 124

HENNING



Allegiance: Slaves to Darkness
- Damned Legion: Despoilers

Leaders

Slaves to Darkness Daemon Prince (210)
- General
- Sword
- Command Trait: Paragon of Ruin
- Artefact: Doombringer Blade
- Mark of Chaos: Nurgle
Chaos Sorcerer Lord on Manticore (260)
- Artefact: Diabolic Mantle
- Mark of Chaos: Nurgle
- Spell: Ruinous Vigour
Chaos Lord (110)
- Reaperblade & Daemonbound Steel
- Mark of Chaos: Nurgle
Chaos Sorcerer Lord (110)
- Mark of Chaos: Nurgle
- Spell: Mask of Darkness

Battleline

15 x Chaos Warriors (270)
- Hand Weapon & Shield
- Mark of Chaos: Nurgle
5 x Chaos Knights (160)
- Ensorcelled Weapons
- Mark of Chaos: Nurgle
5 x Chaos Marauder Horsemen (110)
- Javelin & Shield
- Mark of Chaos: Nurgle

Behemoths

Chaos War Mammoth (Mark Of Nurgle) (320)
Chaos War Mammoth
Chaos Warshrine (170)
- Mark of Chaos: Nurgle

Battalions

Plaguetouched Warband (180)

Endless Spells / Terrain / CPs
Chronomantic Cogs (80)

Total: 1980 / 2000
Extra Command Points: 1
Allies: 0 / 400
Wounds: 121

VINCE



Mortal Realm: Ghur

Leaders

Verminlord Warpseer (320)

Warlock Bombardier (120)

- Artefact: The Brass Orb

- Lore of Warpvolt Galvanism: More-more-more Warp Power!

Warlock Bombardier (120)

- Lore of Warpvolt Galvanism: More-more-more Warp Power!

Grey Seer on Screaming Bell (240)

- General

- Command Trait: Master of Magic

- Lore of Ruin: Warpgale

Battleline

40 x Clanrats (200)

- Rusty Blade

40 x Clanrats (200)

- Rusty Blade

20 x Clanrats (120)

- Rusty Blade

Units

6 x Stormfiends (520)

- 2x Windlaunchers

- 2x Ratling Cannons

- 2x Doomflayer Gauntlets

Endless Spells / Terrain / CPs

Warp Lightning Vortex (80)

Soulsnare Shackles (40)

Vermintide (40)

Total: 2000 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 171

CARL



Kharadron Overlords 2000

- Sky Port: Barak Urbaz
Mortal Realm: Ghyran

Leaders

Endrinmaster with Dirigible Suit (190)

- General
 - Command Trait: Grudgebearer
 - Artefact: phosoruc bomblet
- Aetheric Navigator (100)
- Artefact: flarpistol

Battleline

1 x Grundstok Gunhauler (130)

Drill Canon

1 x Grundstok Gunhauler (130)

Drill Canon

1 x Grundstok Gunhauler (130)

Drill Canon

12 x Skywardens (400)

Units

10 x Grundstok Thunderers (240)

Behemoths

Arkanaut Ironclad (480)

Battalions

Grundstok Escort Wing (120)

Extra command point (50)

Total: 1970 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 103

FELIX



Allegiance: Khorne
- Slaughterhost: Reapers of Vengeance
LEADERS
Bloodsecrator (120)
- Banner of Khorne (Artefact): Banner of Blood
Skullgrinder (80)
Slaughterpriest (100)
Slaughterpriest (100)
Slaves to Darkness Daemon Prince (210)
- Axe
- Artefact: Armour of Scorn
Bloodthirster of Unfettered Fury (270)
- General
- Command Trait: Mage Eater
- Artefact: Khartoth the Bloodhunger
UNITS
5 x Blood Warriors (100)
- Goreaxe & Gorefist
5 x Blood Warriors (100)
- Goreaxe & Gorefist
20 x Bloodletters (220)
- Gore Drenched Icon
20 x Bloodreavers (140)
- Meatripper Axes
5 x Wrathmongers (140)
5 x Wrathmongers (140)
BATTALIONS
Gore Pilgrims (140)
Bloodforged (120)
TOTAL: 1980/2000 WOUNDS: 134
LEADERS: 6/6 BATTLELINES: 4 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4
ARTEFACTS: 3/3 ENDLESS SPELLS: 0/3 ALLIES: 0/400

NILS



Allegiance: Slaanesh

- Host: Godseekers Host

Leaders

Glutos Orscollion, Lord of Gluttony (400)

- Lore of Pain and Pleasure: Dark Delusions

Lord of Pain (150)

- General

- Command Trait: Hunter Supreme

- Artefact: Bindings of Slaanesh

Infernal Enrapture, Herald of Slaanesh (150)

Shardspeaker of Slaanesh (150)

- Lore of Pain and Pleasure: Judgement of Excess

Battleline

11 x Blissbarb Archers (160)

5 x Chaos Warriors (90)

- Hand Weapon & Shield

5 x Chaos Warriors (90)

- Hand Weapon & Shield

Units

9 x Fiends (540)

5 x Slickblade Seekers (200)

Endless Spells / Terrain / CPs

Wheels of Excruciation (50)

Total: 1980 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 120

ALEX



Allegiance: Ogor Mawtribes
- *Mawtribe: Boulderhead*

LEADERS

Huskard on Stonehorn (320)

- *General*
- *Command Trait: Lord of Beasts*
- *Blood Vulture*
- *Artefact: Brand of the Svard*
- *Mount Trait: Black Clatterhorn*

Butcher (140)

- *Tenderiser*
- *Artefact: Shrunken Priest Head*
- *Lore of Gutmagic: Blood Feast*

UNITS

4 x Mournfang Pack (280)

- *Culling Clubs or Prey Hackers with Iron Fists*

4 x Mournfang Pack (280)

- *Culling Clubs or Prey Hackers with Iron Fists*

4 x Mournfang Pack (280)

- *Culling Clubs or Prey Hackers with Iron Fists*

6 x Ogor Gluttons (240)

- *Clubs or Blades with Iron Fists*

BEHEMOTHS

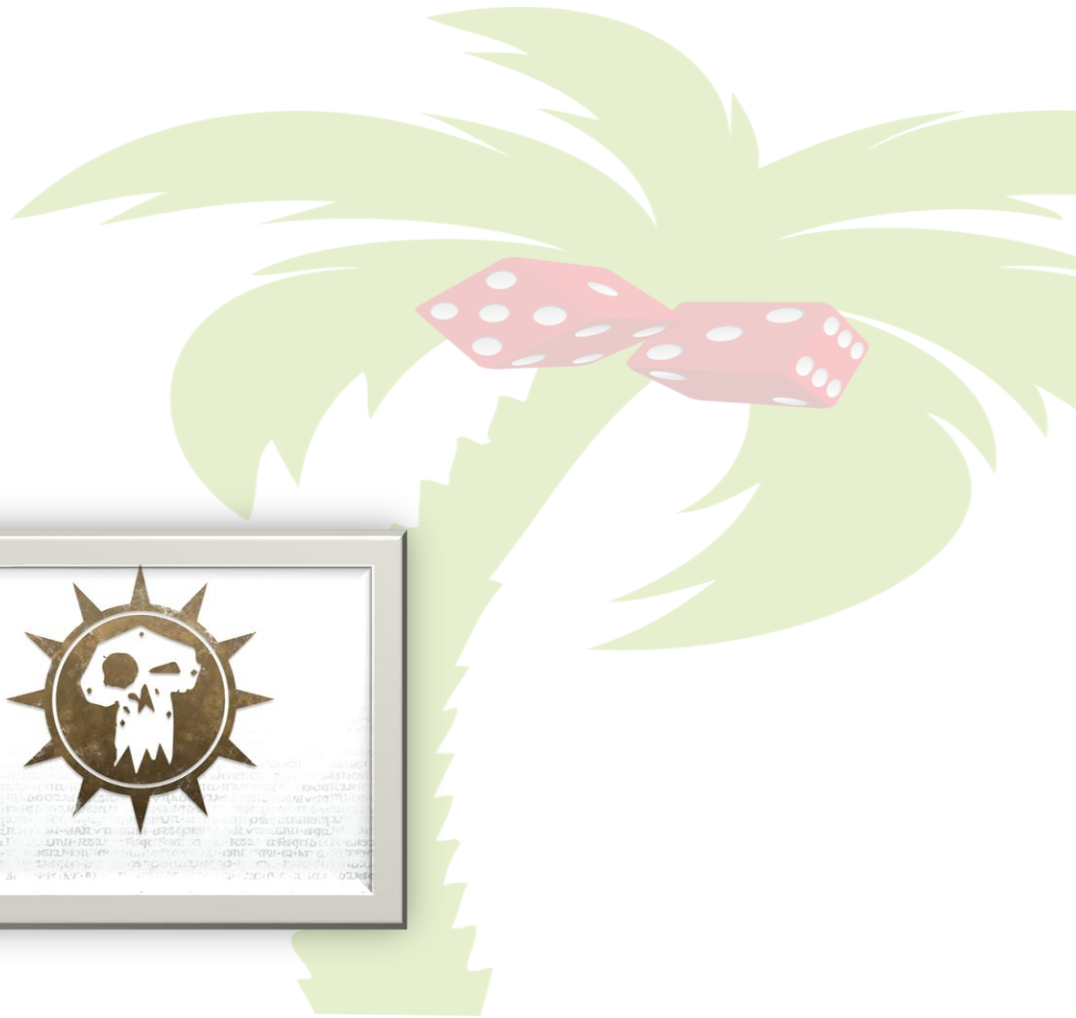
Stonehorn Beastriders (300)

- *Weapon: Blood Vulture*
- *Ogor Mawtribes Battleline (Beastclaw Raiders General)*

BATTALIONS

Eurlbad (140)

TORBEN



Allegiance: Sons of Behemat

- Mortal Realm: Ghur
- Tribe: Taker Tribe

LEADERS

Kraken-eater Mega-Gargant (490)

- General
 - Command Trait: Strong Right Foot
- Gatebreaker Mega-Gargant (490)
- Artefact: Predator's Torc

UNITS

3 x Mancrusher Gargants (480)

1 x Mancrusher Gargants (180)

1 x Mancrusher Gargants (180)

1 x Mancrusher Gargants (180)

TOTAL: 2000/2000 WOUNDS: 142

MARTIN



Allegiance: Cities of Sigmar

- City: *Living City*

Leaders

Nomad Prince (120)

- *General*

- *Command Trait: Ironoak Artisan*

- *Artefact: Spear of the Hunt*

Battlemage (110)

- *Lore of Leaves: Ironoak Skin*

- *City Role: General's Adjutant*

- *Mortal Realm: Ghur*

Drycha Hamadreth (300)

- *Lore of Leaves: Lifesurge*

Knight-Azyros (100)

Battleline

30 x Eternal Guard (330)

20 x Sisters of the Watch (320)

10 x Wild Riders (260)

5 x Sisters of the Thorn (130)

- *Lore of Leaves: Ironoak Skin*

Units

10 x Shadow Warriors (110)

3 x Aetherwings (40)

9 x Khainite Shadowstalkers (100)

- *Allies*

Endless Spells / Terrain / CPs

Extra Command Point (50)

Total: 1970 / 2000

Extra Command Points: 1

Allies: 100 / 400

Wounds: 130

JENS



Allegiance: Flesh Eater Courts
- Grand Court: Hollowmourne

Leaders

Varghulf Courtier (160)

- General
- Command Trait: Grave Robber
- Artefact: The Bilious Decanter

Abhorrant Archregent (240)

- Lore of Madness: Deranged Transformation

Crypt Infernal Courtier (120)

- Artefact: Corpsefane Gauntlet

Battleline

12 x Crypt Flyers (680)

9 x Crypt Horrors (390)

10 x Crypt Ghouls (100)

3 x Crypt Horrors (130)

Battalions

Royal Mordants (120)

Endless Spells / Terrain / CPs

Extra Command Point (50)

Total: 1990 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 127

MANU



Allegiance: Lumineth Realm Lords
- Great Nation: Zaitrec

Leaders

Sevireth, Lord of the Seventh Wind (300)

Vanari Lord Regent (150)

- General

- Command Trait: Fast Learner

- Lore of Hysh: Speed of Hysh

- Extra Spell: Total Eclipse

Scinari Cathallar (140)

- Artefact: Gift of Celennar

- Lore of Hysh: Protection of Hysh

- Extra Spell: Ethereal Blessing

Hurakan Windmage (120)

- Lore of the Winds: Transporting Vortex

- Extra Spell: Calming Zephyr

Scinari Loreseeker (160)

- Lore of Hysh: Lambent Light

- Extra Spell: Solar Flare

Battleline

20 x Vanari Auralan Wardens (240)

- Lore of Hysh: Speed of Hysh

20 x Vanari Auralan Wardens (240)

- Lore of Hysh: Ethereal Blessing

20 x Vanari Auralan Sentinels (280)

- Lore of Hysh: Lambent Light

10 x Vanari Auralan Sentinels (140)

- Lore of Hysh: Total Eclipse

5 x Vanari Bladelords (120)

Endless Spells / Terrain / CPs

Hyshian Twinstones (30)

Soulsnare Shackles (40)

Balewind Vortex (40)

Total: 2000 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 112

CELLO



Allegiance: Sylvaneth

- Glade: Gnarlroot

Leaders

Alarielle the Everqueen (740)

Branchwraith (80)

- Artefact: Chalice of Nectar

- Deepwood Spell: Regrowth

Treelord Ancient (260)

- General

- Command Trait: Nurtured by Magic

- Artefact: Spiritsong Stave

- Deepwood Spell: Verdurous Harmony

Battleline

5 x Spite-Revenants (60)

5 x Spite-Revenants (60)

5 x Spite-Revenants (60)

Units

6 x Kurnoth Hunters (380)

- Scythes

3 x Kurnoth Hunters (190)

- Greatbows

Battalions

Outcasts (100)

Endless Spells / Terrain / CPs

Vengeful Skullroot (40)

Gladewyrm (30)

Total: 2000 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 93