

WARHAMMER AGE OF SIGMAR

ADVENTURE BATTLEPLAN 2 – THE VALLEY OF STRENGTH

Your Stormcast Eternals Sequitors have successfully evaded the pursuing Glavewraith Stalkers and escaped from the Realm of Death. Upon escape, each of your Sequitors carried with them the Shadeglass fragments containing the trapped souls of their fellow warriors that Sigmar ordered you to collect. Now reforged, the fellow warriors have informed Sigmar of a Relic of great importance. Your Stormcasts have been tasked to retrieve this relic and once more step through the Realmgate out of Azyr...

The Realmgate has led your Sequitors into the Realm of Beasts – a wild, untamed land full of ferocious creatures and giant beasts.

To avoid detection of the giant beasts Sigmar instructed this mission be completed in the dead of night and as the Sequitors venture forth they notice a light in the distance and can hear strange noises. Moving closer, your Sequitors have discovered a Bonesplitterz camp where a war-band of Savage Orruks are chanting and dancing around the glowing Relic the Sequitors have been sent to recover.

Your Sequitors must now charge into the camp, retrieve the Relic and retreat back to the Realmgate, fighting off any Savage Orruks they encounter. Without the Relic, the fate of the Mortal Realms could be in jeopardy...



FACTION FOCUS: **SAVAGE ORRUKS**

The Bonesplitterz hunt the great beasts of the Mortal Realms in order to slay them and absorb the spiritual might of their god, which they believe is bound within the creatures' bones. Led into battle by crazed Wurgog Prophets, these Savage Orruks are wild and difficult to beat in combat – what they lack in organisation and tactics they make up for in toughness and sheer single-mindedness.



STORMCAST ETERNALS SEQUITOR WARSCROLL

BATTLEPLAN 2



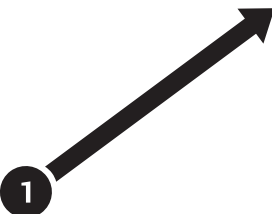
STORMCAST ETERNALS SEQUITOR WARSCROLL

Movement	Wounds	Armour Save
5"	2	4+
MELEE: STORMSMITE MAUL		
Attacks	To Hit	To Wound
2	3+	3+



HOW TO MOVE

1



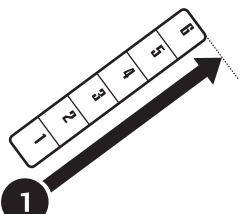
Each model can only move once per turn.

2

STORMCAST ETERNALS SEQUITOR WARSROLL		
Movement	Wounds	Armour S
5"	2	4+

Check the Move characteristic on the datasheet for that model.

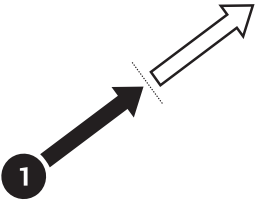
3



Use a range ruler to move that model up to the number of inches shown in the Move characteristic.


HOW TO RUN

1



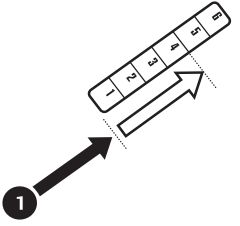
After it has moved normally, a model can make a special move called an Advance – roll a dice.

2



The score on your dice roll shows how far your model will Advance – a high roll is better!

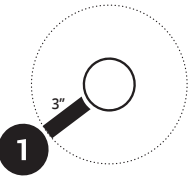
3



Next, use your range ruler to move your model the distance that you rolled on your dice.

HOW TO FIGHT

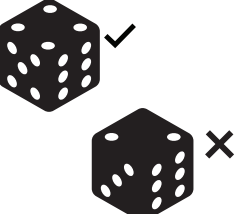
1. CHARGE AND PILE IN:



Unless it has advanced, a model within 3" of any enemy models may **pile in**.

To pile in, move your model up to 3" towards the closest enemy model.

2. HIT ROLLS:

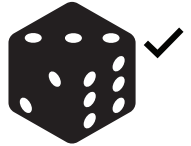


A model may attack once with each of their Melee weapons. The weapons can be found on the models Warscroll.

Pick a weapon and roll a number of dice equal to the weapon's Attack characteristic.

If the result of each dice is equal to or more than weapon's To Hit characteristic that **attack** hits. If the result is lower, that attack misses. Discard any dice that miss.

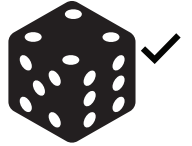
3. WOUND ROLLS:



For each attack that has hit, roll that dice again to see if it wounds.

If the result is equal to or higher than the weapons **To Wound** characteristic there is a chance the enemy might be hurt by your attack.

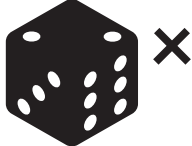
4. SAVING THROW:



For each attack that wounds, the model being attacked will need to take an **Armour Save**.

If the result is equal to or higher than the model's Armour Save characteristic the blow is deflected.

5. INFLECT DAMAGE:



For each armour save that fails, place a wound token next to the model.

Once the number of wound tokens is the same as their **Wounds** characteristic the model is slain and removed from the game.

HOW TO SET UP BATTLEPLAN 2

Up to five players can join in playing this Adventure Battleplan. Each player will need:



1x Sequitor



2x dice



3 x Savage Orruk
tokens per player



4x Wound Tokens



1x First Player Token



1x Range Ruler

REALM OF BEASTS ENCOUNTER TABLE	
ROLL	RESULT
1	Drawn to the Right: Place a Savage Orruk touching the Relic (or the Sequitor carrying the relic).
2	Cut-off: Place a Savage Orruk halfway between the relic and the Realmgate.
3	Knocked Back: Pick a Savage Orruk and flip it on its side. That Orruk may not move or fight this round.
4	Healing Potion: If your Sequitor is wounded, you may remove a wound token.
5	In range of Ashura's Power: Your Sequitor may now move closer than 10cm.
6	Lightning's Lightning: Pick a Savage Orruk and remove it from the map.

1x Encounter Table



1 x Realm of Beasts
Valley Battle Mat



1x Realmgate Token



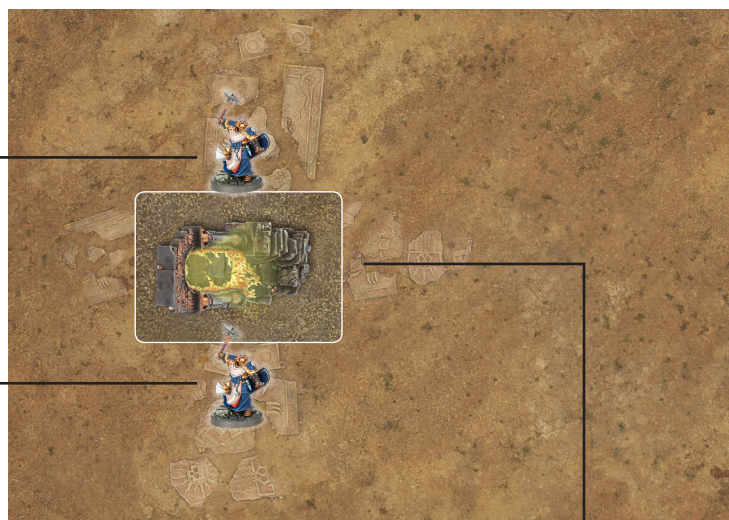
1 x Relic token

This set-up guide is for a game with two or three players.

If you have four or five players, use four battle mats to create a bigger play area but keep the relic and Realmgate roughly the same distance apart in the centre of the battlemats.

Each player places their Sequitor touching the Realmgate and places 2 Savage Orruks around the relic - there can never be more Savage Orruks than there are tokens available. Once all the Savage Orruks have been set up, place the Relic around the Savage Orruk that is furthest away from the Sequitors.

SEQUITOR



REALMGATE

SAVAGE ORRUK



RELIC TOKEN

HOW TO PLAY

BATTLEPLAN 2

This game is played in **rounds**.

To start the game, pick one participant to be the first player and give them the First Player token. After each round of play, pass the token to the player on the right, who will then take the first turn.

Turn Sequence

To complete a **round**, each player will resolve their turn. After every player has resolved their turn, each Savage Orruk must complete their turns. The next round will then start.

STORMCAST ETERNALS SEQUITOR TURN ORDER

1	Roll a dice and resolve the result on the Realm of Beasts Encounter table.
2	Move your Sequitor following the instructions on the Sequitor Warscroll for this battleplan.
3	<p>If Sequitor didn't run this turn, they can pile in and fight following the instructions on the Sequitor Warscroll for this battleplan.</p> <p>If a Sequitor slays a Savage Orruk which is carrying the Relic, the Relic is taken and placed around the Sequitor that delivered the killing blow.</p>
4	If your Sequitor was slain last round - place it touching the Realmgate with no wound counters.

SAVAGE ORRUK TURN ORDER

	<p>The warscroll for the Savage Orruks can be found on the back of each token.</p> <table><tr><td>Movement 5"</td><td>Wounds 2</td><td>6+ Armour Save</td></tr><tr><td>Chompa: 1 Attack</td><td>4+ to Hit</td><td>3+ To Wound</td></tr></table>	Movement 5"	Wounds 2	6+ Armour Save	Chompa: 1 Attack	4+ to Hit	3+ To Wound
Movement 5"	Wounds 2	6+ Armour Save					
Chompa: 1 Attack	4+ to Hit	3+ To Wound					
1	Starting with the closest Savage Orruk, check to see if the Savage Orruk is within 6" of any Sequitors. If they are not within 6" they do not move or fight this turn as they cannot see the Stormcast in the dark.						
2	If they are within 6" move each Orruk up to 5" towards the nearest Sequitor.						
3	Each Orruk will then pile in and fight following the instructions on the Sequitor Warscroll for this battleplan. If a Sequitor is slain whilst carrying the Relic, the Relic is taken and placed around the Savage Orruk that delivered the killing blow.						
4	If any Savage Orruks are on their side, stand them back up.						

How to Win

To win this game, the Sequitors must reach the Realmgate with the Relic - when a Sequitor ends its move touching the realmgate remove it from the battlemat.

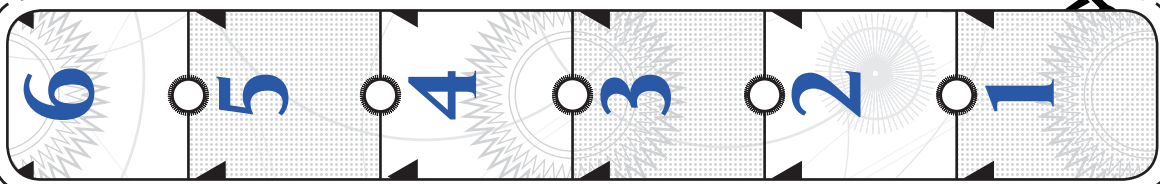
If there are no Sequitors left on the map at the end of a round then the Savage Orruks win - try again!

Ready for More?

Now you have mastered how to Move and Fight, continue your Stormcast Eternals' story in Adventure Battleplan 3; The Tainted Realmgates

REALM OF BEASTS ENCOUNTER TABLE

ROLL	RESULT
1	Drawn to the Fight: Place a Savage Orruk touching the Relic (or the Sequitor carrying the relic).
2	Cutoff: Place a Savage Orruk halfway between the relic and the realmgate.
3	Knocked Back: Pick a Savage Orruk and lay it on its side - that Orruk may not move or fight this round.
4	Healing Potion: If your Sequitor is wounded, you may remove a wound token.
5	A surge of Aetheric Power: Your Sequitor may re-roll one dice this turn.
6	Sigmar's Lightning: Pick a Savage Orruk and remove it from the map.



GLUE	GLUE	GLUE
		
Movement 5" Wounds 2 6+ Armour Save Chompa: 1 Attack 4+ to Hit 3+ To Wound	Movement 5" Wounds 2 6+ Armour Save Chompa: 1 Attack 4+ to Hit 3+ To Wound	Movement 5" Wounds 2 6+ Armour Save Chompa: 1 Attack 4+ to Hit 3+ To Wound





