

KHORNE BLOODBOND

THE RAVAGERS OF RUIN KEEP

The bloodstained killers that garrison the famously impregnable Ruin Keep are justly proud of their fearsome reputation. With every sunset they charge roaring from the gates of their stronghold, claiming a rich tally of skulls before the night is out. Those foolish enough to assail the keep itself are met with a whirlwind counter-attack that leaves none alive.

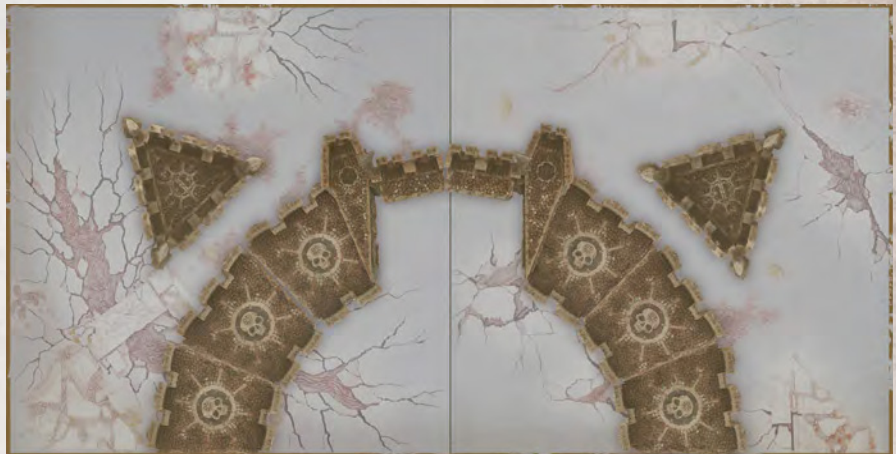
ORGANISATION

The Ravagers of Ruin Keep consist of the following units:

- 1 Exalted Deathbringer
- 2 units of Bloodreavers
- 1 unit of Blood Warriors
- 2 Skull Keeps
- 1 Malefic Gate
- 4 Fortress Walls

SET-UP

The diagram below shows how to set up Ruin Keep. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.



ABILITIES

Brazen Walls: With walls encased in ensorcelled bronze and graven with infernal runes of power, Ruin Keep is as impervious to magical assault as it is to physical attack. In the enemy hero phase, you can attempt to unbind any spell that targets Ruin Keep or any unit from this battalion that is within it.

Cowering is for Cowards!: To draw near to Ruin Keep is to invite death, as its murderous garrison surges forth to spill the blood of their foes. If the keep's Malefic Gate is opened in your hero phase, you can double a unit's Move or charge roll as long as it moves out through the Malefic Gate. In addition, a unit that is garrisoning one of the Skull Keeps can launch a sudden counter-attack by charging into the fray without having to exit the building first; measure their charge distance from the Skull Keep itself.

BATTLEPLAN

A FORLORN HOPE

HOW TO USE BATTLEPLANS

This battleplan should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless it specifically indicates otherwise. It includes a map reflecting one landscape over which such a battle could have been fought; this battlefield is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

Throughout the Mortal Realms, there are powerful fortresses whose dread reputation is such that invading armies will march for many miles to circumnavigate them rather than risk assaulting such formidable strongholds directly. However, sometimes a general cannot afford to ignore the threat posed by the bastion's garrison. In such circumstances, a bloody assault is the only solution, though victory in such a battle will invariably cost a heavy price in lives.

THE ARMIES

One player commands the Garrison of the fortress, and the other is the Besieger, who seeks to conquer the mighty stronghold. Each player musters an army as described on the *Warhammer Age of Sigmar* rules sheet.

The general of each player's army has a unique command ability, shown below, in addition to any others they have.

GARRISON'S OBJECTIVES

An enemy army draws near and has foolishly chosen to lay siege to your fortress. This keep has stood for an age, and for the enemy to think that they can wrest it from you is an insult. Such an affront cannot be allowed to go unpunished, and you must make them pay dearly for their arrogance! Show the enemy commander the gravity of their misjudgment by slaughtering so many of their warriors that they are forced to call off the attack and retreat from your lands.

BESIEGER'S OBJECTIVES

Your invasion has proceeded well, with all who opposed you falling or fleeing before your advance. But to forge deeper into your enemy's lands, you must first take the looming fortress that now blocks your path. This keep has a justifiably notorious reputation, yet its garrison cannot be allowed to remain and threaten your supply lines. The castle must fall, or your successes thus far will count for nothing.

BESIEGER'S COMMAND ABILITY

Forwards, to Victory: An attack that stalls before a castle's defences spells certain death for any army. Your general wisely urges their warriors to push on with all haste. If your general uses this ability, your general and all units from your army within 10" can run and charge in the same turn until your next hero phase.

GARRISON'S COMMAND ABILITY

Fight to the Last: Your general exhorts their troops to fight to the last. If your general uses this ability, then until your next hero phase your general and all units from your army within 10" are prepared to go down fighting; models from these units that are slain in the combat phase can immediately make a single attack with one melee weapon before they are removed.



THE BATTLEFIELD

The southern half of the battlefield is dominated by an imposing fortress. Its walls exude a palpable aura of dread, and blood soaks the ground for many leagues around it.

You can use the example scenery shown on the map that comes with this battleplan, or the garrison player can set up scenery to their liking to represent their stronghold. If so, they must set up at least one Malefic Gate and two Skull Keeps.

Aura of Dismay: It is with good reason that this stronghold is held in such dread, for its ancient and baleful enchantments sap the will and morale of any who approach its walls. Each time any models flee from a unit in the Besieger's army, a further D3 models flee in terror as the fortress' oppressive aura takes its toll on their courage.

Blood-soaked Quagmire: The land surrounding the fortress is cursed to be forever saturated in the blood of the slain, making any approach through the gore-slick mud both exhausting and treacherous. Unless they can fly, all models outside the fortress must subtract 1 from their Move and 2 from their charge rolls. If a double 1 is rolled for a unit charging whilst outside the fortress, it immediately suffers D3 mortal wounds as the warriors slip and crush each other in the stampede.

SET-UP

The players take it in turns to set up units, as described on the *Warhammer Age of Sigmar* rules sheet. The Garrison player can set up their units anywhere within 24" of the southern edge of the battlefield, and must set up at least half of their units on or within the walls of the fortress. The Besieger can set up

their units anywhere that is more than 36" away from the southern edge of the battlefield.

FIRST TURN

The Besieger always takes the first turn in the first battle round.

PRESS THE ATTACK

The besieging general knows that this battle represents their only chance to take the fortress; if the attack fails, the damage to their army's numbers and morale may be too great to recover from. The besiegers must be prepared to pour all of their strength into the assault on the fortress walls if they are to prevail. At the start of each of their hero phases after the first, the Besieger can set up a new unit (either a new unit from their collection or one that was slain earlier in the battle) within 10" of any point along the northern edge of the battlefield that is more than 3" from the enemy, adding it to their army as reinforcements. This counts as that unit's move for the following movement phase.

VICTORY

This battle lasts for six battle rounds. Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if any of the Garrison player's starting models are on the battlefield at the end of the sixth battle round, the Garrison player wins a **major victory**. Any other result is a **major victory** for the Besieger.

HINTS & TIPS

For the Besieger, victory in this battle will rely on reaching the fortress and bogging down its defenders as quickly as possible, so that you can overwhelm them with weight of numbers as your reinforcements arrive. Try deploying your fastest and hardest-hitting units near your general so that they can take advantage of the general's command ability. For the Garrison player, stalling your enemy's attack should be your top priority. Focus on eliminating the Besieger's swiftest units, even over their strongest and most powerful units, to buy yourself as much extra time as possible.

