

Wargrounds of the Nine Worlds

The Stars are Right!!!

Loyal forces have gone dark while inspecting the infrastructure of a darkened Hive. Relief forces have been sent to collect what data they can from the lost group that went before them. Now they seek data to understand and know where to hit the foe when they have learned all they can and strike with righteous fury! Who will control it and who will be the victim of it?

Mission:

The Armies: Both players should agree on a power level/points value for the game. One side should declare as Attacker or Defender.

The Battlefield: Players should create a battlefield to match the planet or warzone they are fighting over and add terrain as needed. Also add any factors a Battlezone they choose to play in adds, and alter accordingly. The Defender places the first Objective Marker and alternates placing them until six have been setup on the battlefield more than 6" from any edge and 12" from another objective.

Deployment: Players roll off with the winner choosing the deployment type, and the other player deciding which will be their deployment zone. The player that didn't choose the deployment zone then places their first unit and then alternate until the armies are deployed.

Secret Orders: Players do not reveal their tactical objectives until they are completed.

Recompile Data Stratagem: Players can use this stratagem to recompile the data they have been tasked to acquire and discard up to three tactical objective cards during their turn.

First Turn: Players roll off and the player that finished setting up first adds +1 to their total. They may choose who goes first. If they choose to go first the other player may seize the initiative on a dice roll of a 6.

Tactical Objectives: This mission uses tactical objectives. If at the start of a players turn they have less than three cards then they should draw cards until they have a hand of three. Also players can discard one card at the end of their turn.

At the end of the 6th battle round the player with the highest victory point total wins the battle.

Battle Length: The game lasts for 6 turns

Campaign event: Orbital Debris

Page 127 for details on how to incorporate this event if you are following the Dicehead Games In Store / DICEHEAD_TV Twitch campaign.

What to report:

What Armies were played?

Who was the Attacker?

Who was the Defender?

Who Won and what level of victory was it : Major/Minor?