

Wargrounds of the Nine Worlds

Just gimme the Prize!

Both armies have collected supplies or valuable relics and the enemy seeks to deny them of their gains. As they are trying to destroy the other armies supplies both armies discover that something of great importance also lies forgotten at the center of the battlefield and it becomes a race to deny the enemy of both this prize and the relics of the enemy.

The Armies: Both players should agree on a power level/points value for the game.

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.

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.

Burn and Pillage the Relics: Players roll off and the winner places the first of three objective markers in their deployment zones 6 inches in and six inches from any other objective. The other player does likewise and another is placed in the center of the board for a total of 7 objectives.

First Turn: The one to finish setting up first gets to take first turn and if they do, the other player may roll a dice and seize the initiative on a 6.

Burn and Pillage, take the Prize: The first player to either burn all the enemies objective markers by controlling them for a turn wins or if neither side has completed that objective by the last turn then the holder of the Prize is the winner. Otherwise it is a draw.

The Prize is the objective in the center of the battlefield and it can be picked up by a unit that is in control of it at the end of the movement phase. It remains with the model until it is killed or dropped.

Battle Length: The game lasts for 5 turns with the player that went second rolling to see if it continues another turn on a 3 or better, then on the 6th turn the player that went first rolls and the game continues on a 4 or better with the game ending after that turn.