

Wargrounds of the Nine Worlds

For the Emperor!

The Armies have been vying in these opening salvos to try and gain or maintain footholds. Now the desperation has reached a fever pitch. Desperation has led to trying to take out the head of the serpent and crush it underfoot. The enemy commanders are seeking to take out the generals of the other side in an attempt to scatter the forces underneath them, if not for the whole planet, then at least for this sector they are fighting for. The battlefield is perilous enough with the hazards of the battlezone already, but the war in orbit has scattered debris raining down on the battlefield like some great artillery shell as both fleets are burning across the skies. Ground must be taken!!!!

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.

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.

Orbital Debris: Each player rolls 3 dice at the start of their turn. For each roll of a 6, they may pick a separate enemy unit and inflict D3 mortal wounds upon it.

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.

Cut off the Head!: Each player adds up the Power Rating of any enemy units that are destroyed during the battle, doubling their total score at the end of the battle if one of the models slain was the enemy Warlord.

At the end of the 6th battle round the player with the highest total wins the battle (even if their own army has been wiped out!).

Battle Length: The game lasts for 6 turns

Campaign event: Battle Frenzy

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?