

# Wargrounds of the Nine Worlds

## *It Came from Below...*

*Even as the dust settled and two titans faded from the battlefield, something lurking in the shadows had made itself known in the Nine Worlds. A silent screech rose on the psychic winds and echoed across the stars...and somewhere, distant, something heard and moved towards the sound, drawn by an age old directive from across the stars. Meanwhile. Things have come up from the dark places or moved into the light. The need for knowledge and the need to destroy those shadows that walk in the light lies scattered across the battlefields and hidden places of the Nine Worlds. 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.

**Dawn Raid:** Both players must subtract -1 from all hit rolls made in the shooting phase during the first battle round of the game. The shadows obscure the shapes of madness.

**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.

**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:** 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?