



MORTALLY
WOUNDED

PRESENTS

SYDNEY
SLAUGHTER
2018

SCENARIO PACK

In all scenarios your General knows the following command ability in addition to any others they know.

INFUSE WITH STORMLIGHT

Infuse with Stormlight: In your Hero phase your General may infuse themselves with Stormlight; until the start of your next hero phase you may improve one of their characteristics by 1.

You may instead choose to infuse them with a dangerously large amount of Stormlight; in which case you can improve one characteristic (excluding Save) by D3 until the start of your next hero phase. However at the end of the hero phase the General suffers D6 mortal wounds, which cannot be negated in any way. Roll a dice after resolving this command ability, adding +1 (or +2 if they used a D3 infusion) to the result of the dice roll for each time the General has used this command ability during the Battle, including the use triggering this roll.

On a roll of a 7+ the General may not use this command ability again for the rest of the battle as they have run out of Stormlight.

Characteristics that may be improved are: Move, Wounds, Save, Bravery, Range, Attacks, To Hit, To Wound, Rend and Damage

Note: The base characteristic is improved, not the dice roll, i.e. an ability to do mortal wounds on a 6+ to hit from a weapon with a To Hit characteristic of 4+ will not therefore trigger on the roll of a 5+ (if increased by 1), the attack will simply hit on the roll of a 3+ instead.

THE SHATTERED PLAINS

SET-UP

Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies and objectives are shown on the map below, the central objective is 'The Tower'. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories.

Models must be set up in their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control chrysalis sites and harvest and capture gem hearts. If one player has destroyed their opponent's entire army at the end of any turn, the result of the game is determined immediately per the scoring criteria below.

All chrysalis sites begin the game unharvested. At the end of the battleshock phase of your turn, roll a dice for each unharvested chrysalis you control. On a 6+ you crack open the chrysalis and retrieve a glowing gem heart - this chrysalis is no longer unharvested. Add 1 to the dice result if you have a HERO or Behemoth within 1" of the chrysalis being rolled for; if you have both a HERO and a Behemoth within 1", add 2 to the

result instead as their might makes it much easier to break into the chrysalis.

Whenever you retrieve a gem heart you must select one unit from your army which was controlling the chrysalis to carry the gem heart. If a unit carrying a gem heart finishes any move (but not set up) touching the central board edge of their territory, the controlling player gains 2 VPs as they get the gem heart safely to their supply lines; the gem heart is then removed from play and cannot be lost. The gem heart from the chrysalis on 'The Tower' is worth 4 VPs.

If a unit carrying a gem heart is destroyed in the combat phase, then the unit which destroyed it immediately takes control of the gem heart. Otherwise if a unit carrying a gem heart is destroyed and there is a friendly unit within 6", the friendly unit may be selected to carry the gem heart instead. Otherwise if there is an enemy unit within 6" of the destroyed unit, they may capture the gem heart and begin to carry it back to their supply lines. Otherwise the gem heart falls into a chasm and is lost - it is removed from play and has no further

effect.

A player controls a chrysalis if they have more models within 1" of the chrysalis. A unit may not be used to control more than 1 chrysalis at a time, but may carry more than one gem heart. You score 1 VP for each unharvested chrysalis and each gem heart (unclaimed) you control at the end of each of your turns. The central chrysalis on 'The Tower' is worth 2 VPs.

Any harvested gem hearts which are still being carried by units at the end of the game, i.e. were not taken safely back to their supply lines, are worth 1VP to the controlling unit's player. The gem heart from 'The Tower' is worth 2 VPs in this instance.

The player with the most VPs at the end of the game wins a Major Victory. If both players have the same amount of VPs, but one player controls more harvested gem hearts which have not yet reached their supply lines, then they win a Minor Victory. Otherwise the result is a Draw.



THE STORMFRONT

SET-UP

Place 4 objective markers, as per the terrain map, these represent 4 sacred sites which can be used to attract friendly Spren to help manipulate the raging stormfront.

Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the 4 sacred sites as shown on the map below. If one player has destroyed their opponent's entire army at the end of any turn, the result of the game is determined immediately per the scoring criteria below.

A player controls a sacred site if a HERO from their army is within 3" of the site at the end of any move (but not retreat). Only one HERO can control each site at a time - if

more than one is eligible, then the first to arrive controls it. If a HERO slays an enemy HERO controlling a sacred site, then they immediately gain control of it if they are within 3" of it.

You score 1VP for each sacred site you control at the end of each of your turns. Additionally, if one player manages to push the Stormfront (see below) to their opponent's back board edge, they immediately win a Major Victory. If no player has achieved a Major Victory but the Stormfront has been pushed into one player's territory at the end of the game, the opposing player receives an additional 3 VPs and the player with the most VP's wins a Minor Victory. If both players are tied for VPs then the result is a draw.

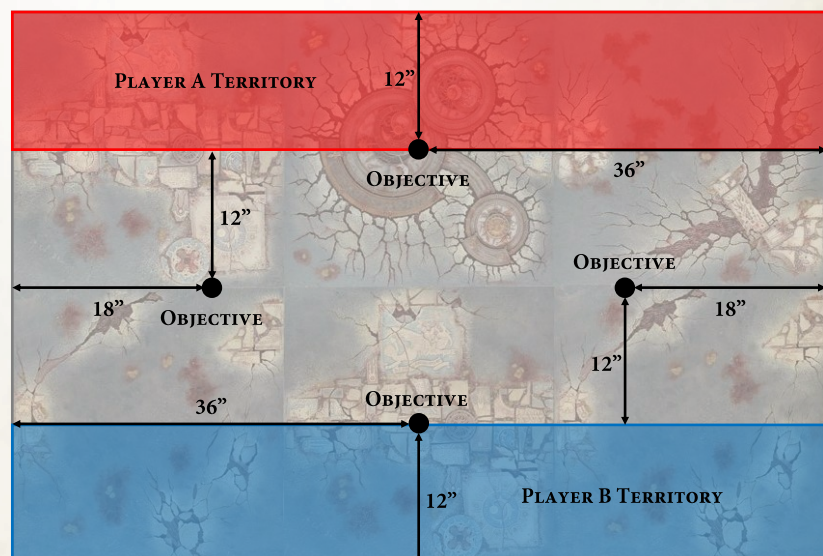
THE STORMFRONT

The battle is fought amidst two opposing storms, which at the point where they clash create a raging Stormfront. The stormfront is represented by an imaginary line 1mm thick which start the game in

the centre of the board on the line between the two territories. It covers the entire width of the board.

At the end of each battle round each player rolls a dice, adding 1 to their result for each sacred site they control. If one player wins this dice roll they may push the Stormfront 8" toward their opponent's back board edge. Any unit crossed by the Stormfront as it moves immediately suffers D3 mortal wounds.

If the result is a tie, the Stormfront remains in its current location as the two storms blow against each other at an equal ferocity.



THE DUELING GROUND

SET-UP

The territories for the two armies are shown on the map below. Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, at least 9" from enemy territory. Continue to set up units until both players have set up their armies.

If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to earn Shards and glory from being crowned the duelling champion. If one player has destroyed their opponent's entire army at the end of any turn, the result of the game is determined immediately per the scoring criteria below.

Each time you kill an enemy HERO you gain 1 VP, any HEROES killed by a friendly HERO score 3 VPs instead as the crowd roars in approval of a worthy duel.

In addition if a HERO kills another HERO they may either increase the damage of one of their attack

profiles by 1, or increase their save characteristic by 1, for the rest of the battle, to represent the acquisition of a new shard blade or piece of shard plate!

A HERO can earn any number of shards in the battle and these bonuses are cumulative with any 'Infused by Stormlight' affects.

Starting from the third battle round, if one player has no HEROES left on the table at the end of any battle round, then their opponent immediately wins a Major Victory as they stand unopposed as the champion of the duelling grounds.

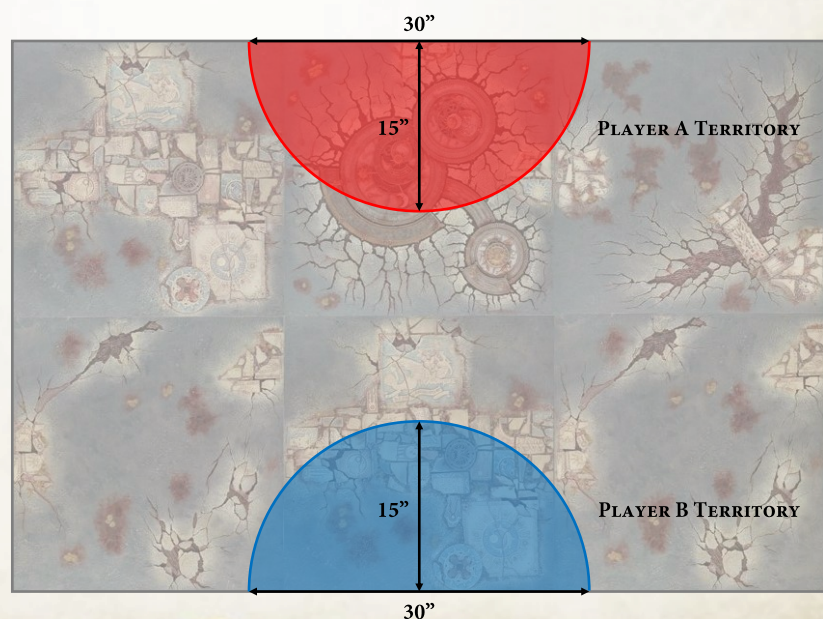
Otherwise at the end of the game the player with the most VP's wins a minor victory. If players are tied for VPs then the result is a draw.

HEROES not deployed on the table, e.g. in the celestial realm or lurking in tunnels do not count as on the table. Additionally The Changeling or any other HERO which can not be targeted by enemy units does not count as on the table until they are revealed.

UNEVENING THE ODDS

A desperate duellist may choose to employ an underhanded manoeuvre in order to gain advantage in the arena. A player may only use this ability if they have less VPs than their opponent when they declare they are using it.

Once per game at the start of a battleround a player may declare that they are unevening the odds! For the duration of that battleround, Behemoths are also treated as having the HERO keyword for the purposes of scoring only.



THE OATHGATES

SET-UP

Place 6 objective markers, as per the terrain map, these represent 6 Oathgates which need to be controlled and activated so that they can be used to transport armies around to gain a tactical edge.

Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 9" from enemy territory. Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the Oathgates. If one player has destroyed their opponent's entire army at the end of any turn, the result of the game is determined immediately per the scoring criteria below.

A player controls an Oathgate if they have more models within 3" of the Oathgate. An Oathgate remains under a player's control even if the capturing units later move away.

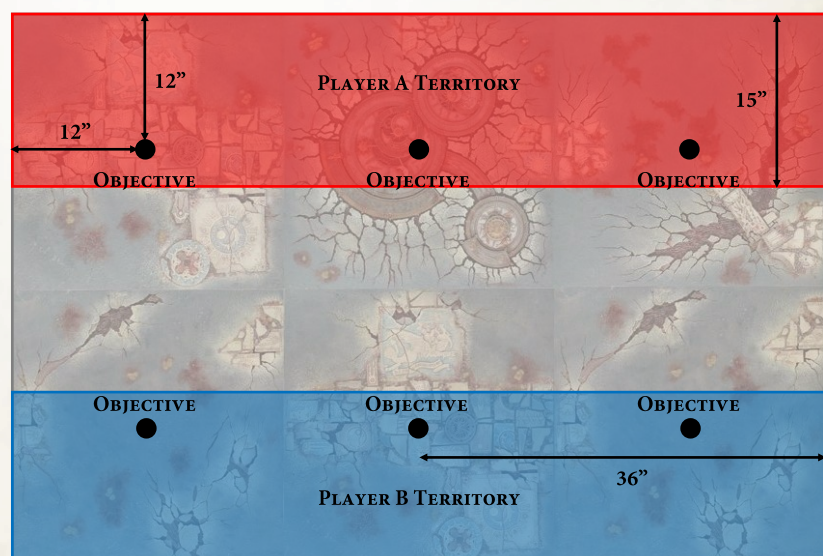
You score 1VP for each Oathgate you control in your territory at the end of each of your turns. You gain 2VPs for each Oathgate you control in your opponent's territory at the end of each of your turns.

Starting from the second battle round, at the start of each battle round one of the Oathgates will become active as it is activated by a Knight Radiant. Assign a number from 1-6 to each Oathgate and roll a D6. Until the start of the next battle round that Oathgate becomes a key priority, as it will allow the controlling general to replenish their troops.

Starting from the second battle round, if at the end of any battle round one player controls all the Oathgates then they immediately win a Major Victory. Otherwise at the end of the game the player with the most VP's wins a Minor Victory. If both players are tied for VPs then the result is a draw.

REINFORCEMENTS ARRIVE

If a Player controls an active Oathgate at the end of their turn they may use it to replenish their army as reinforcements arrive through the gate. Pick a friendly unit within 3" of the active Oathgate, you may heal D6 wounds worth of models to that unit. This may heal existing models and/or bring back previously slain models, though a unit may not be healed past its original starting size. Units which started the battle as a single model, such as HEROES and Behemoths, may not be healed.



TIP OF THE SPEAR

SET-UP

Place 4 objective markers, as per the terrain map, A and B represent the two opposing Strongholds, the last bastions of leadership for two opposing forces in an aeons-long war. Players may wish to adjust the terrain on the table slightly in order to place a building or other appropriate piece of terrain in the location of the objective marker to represent the Strongholds. However this is not a requirement and players can simply mark the location of the Strongholds with objective markers if they wish.

Objectives C and D represent possible locations for divine aid should a drawn-out battle occur.

Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 9" from enemy territory. Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this

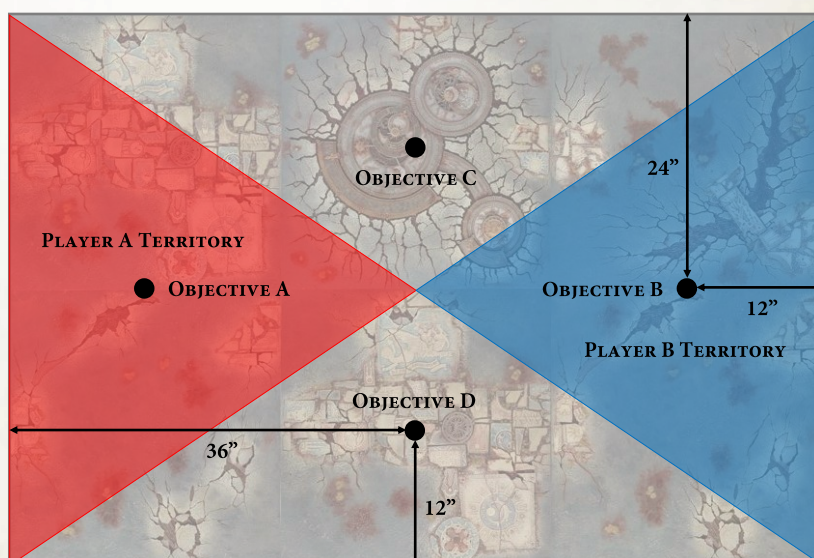
battle is fought to control the two Strongholds. If one player has destroyed their opponent's entire army at the end of any turn, the result of the game is determined immediately per the scoring criteria below. A player controls a Stronghold if they have at least one model from their army within 6" and there are no enemy models within 6". This is the final battle to determine the fate of the world forever more, therefore a stalemate is simply not an option and both sides seek final victory. At the end of each battleround each player receives a number VPs based on the

conditions in the table below.

Starting from the second battle round, if at the end of any turn one player controls both Strongholds then they immediately win a Major Victory. Otherwise at the end of the game the player with the most VP's wins a Minor Victory. If both players are tied for VPs the player with the most Kill Points wins a Minor Victory.

See the next page for details of **DEFENSIBLE POSITION**, **SPEARHEAD ASSAULT** and **INTERVENTION OF THE GODS**.

CONDITION	VPs
Control Stronghold in own territory	1
Control Stronghold in enemy territory	7
Enemy unit/s within 6" of objective in own territory	-2
Friendly unit/s within 6" of objective in enemy territory	2
Player has a unit in a Defensible Position	-1
Player has a unit in a Spearhead Assault	-1
Control siege engine of the gods (see Intervention of the Gods below)	4



DEFENSIBLE POSITION

At the start of their Hero phase, a player can declare that one of their units wholly within 6" of the Stronghold in their territory, and not within 3" of any enemy units, will take up defence of their Stronghold. You may add +1 to the unit's bravery and save rolls they make until the start of your next hero phase, as they stand resolute in defence of their Stronghold. However that unit may not move (in any way including abilities which would normally allow them to be removed from the table and set up again) that turn as they become slow to respond to the shifting tides of battle.

SPEARHEAD ASSAULT

At the start of their Hero phase, a player can declare that one of their units wholly within enemy territory, and not within 3" of any enemy units, will form a spearhead assault. You may add +1 to any run and/or charge rolls for that unit until your next hero phase. Additionally that unit is immune to battleshock until your next hero phase. However that unit ignores any positive modifiers to their saving throws until the start of your next hero phase as they charge headlong into the fray oblivious to any potential new orders.

INTERVENTION OF THE GODS

As the battle rages below, the gods from both sides watch from above locked in their own war for supremacy of the skies, they fight to lend aid to their worshippers below.

From the start of the third battleround roll a dice at the start of each battleround to determine where the gods intervene by dropping a mighty siege engine of the gods own design, whether it be a stalwart catapult made of sky-oak timbers or a Thunderclast, an enormous golem made of stone, both just as capable of hurling boulders with enough force to destroy a Stronghold with several blows.

On a 1-3 a Siege engine of the Gods appears on objective C and on a 4-6 it appears on objective D. Roll again to determine the location of the siege engine at the start of each battleround as the existing siege engine is destroyed by a rival god.

A player controls a Siege engine of the Gods if they have more models within 3" of it. If a player controls a Siege engine of the gods in their shooting phase, they may inflict D6 mortal wounds onto an enemy unit within 6" of the enemy Stronghold as they launch a particularly well aimed boulder at their foe. If there are no enemy units within 6" of the enemy Stronghold, then nothing happens.

SECONDARY OBJECTIVES

In addition to achieving the primary goal in each scenario, there are five additional secondary goals for players to try and complete. These goals revolve around speaking a number of ancient oaths of the different orders of the Knights Radiant in order to earn their favour. Players must select 1 of the 5 Orders at the start of each game, an Order may only be selected once.

Windrunners

Kill the enemy General.

Lightweavers

Have more models within 3” of the centre of the board than your opponent at the end of the game.

Edgedancers

Have one of your units end their movement phase touching your opponent’s back board edge. You may not score this on a turn in which the scoring unit was set-up.

Bondsmiths

Pass two (or more) Battleshock tests during the game without losing any models due to the test.

Dustbringers

Wipe out an enemy unit which started the battle with 5 or more models without any of those models being removed due to Battleshock.