Mortally Wounded

Presents

Sydney Slaughter 2019

SCENARIO PACK

THE GNAWHOLES

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll off. Units must be set up wholly within their own territory, more than 9" from enemy territory and not within 9" of the centre-line on the table.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets 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.

OBJECTIVES

This battle is fought to control three objectives. One is located in each player's territory and the other is located in neither player's territory, as shown on the map below.

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if they have more models than their opponent within 6" of the objective.

When determining control of an objective, each model with the Leader battlefield role, that is within 3" of the objective counts as 10 models instead of only 1.

If neither player has any models within 6" of an objective, then neither player controls it, regardless of whether it was previously controlled by one of the players.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battleround (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then the player with the most Kill Points wins a **minor victory**.

If players are tied on victory points and Kill Points, then the result is a **draw**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

If a player controls the objective in their territory, they score 1 victory point.

If a player controls the objective in their opponent's territory, they score 3 victory points.

If a player controls the objective in neither player's territory, they score 2 victory points.

A player controls an objective if they have more models within 6" at the end of their turn. Models with the *Leader* battlefield role count as 10 models if they are within 3" of an objective.

COMMAND ABILITY

Your General knows the following command ability in addition to any others they know.

Quick-Quick, Tunnel-Tunnel!!: At the end of your Movement phase you may select a friendly unit wholly within 12" of your General; remove that unit from the battlefield then set it up anywhere on the battlefield more than 9" from any enemy models.

REALMSCAPE FEATURE

Unstable Aethervoid: The objectives, called Gnawholes by the primitive Skaven, are actually tears in the Aethervoid, the magical webway's that connect the Mortal Realms. Such tears are often unstable and being near them for long periods of time is often not without danger.

At the start of your Hero phase roll a dice to determine the effect of the Aethervoid that turn:

1	The closest unit to each objective (measure separately for each) suffers D3 mortal wounds.
2-5	Nothing happens.
6	Select one objective, the closest unit to the selected objective suffers D3 mortal wounds.

REALM MAGIC

Sphere of Ulgu: *The caster projects a dark cloud of mist across the battlefield shrouding their allies in darkness.*

Sphere of Ulgu has a casting value of 6. If successfully cast, pick a friendly unit wholly within 13" of the caster. Subtract 1 from hit rolls of missile weapons which target that unit until the start of your next Hero phase.
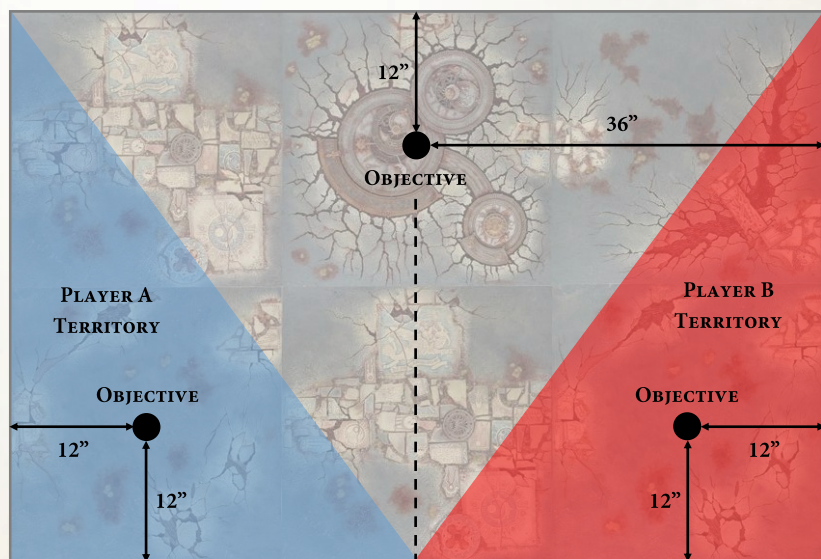
DA BAD MOON

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets 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.

OBJECTIVES

This battle is fought to control five objectives. Four of the objectives are located at the centre of each quarter of the battlefield, with one additional central objective, as shown on the map below.

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if they have more models than their opponent within 6" of the objective.

Once you gain control of an objective, it remains under your control until the enemy is able to gain control of it.

DA BAD MOON

At the start of the second battle round Da Bad Moon starts shining over the centre objective.

At the start of the third battle round and at the start of each battle round after that, roll a D6 to determine how Da Bad Moon moves that turn:

1   Da Bad Moon does not move this turn and remains in the same location as the previous battle round.

2-5   Da Bad Moon moves clockwise one quadrant.

6   Da Bad Moon moves to the central objective.

If Da Bad Moon is already on the central objective when determining where it moves, on a 2-5 it moves to the matching numbered quadrant per the map below.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battleround (or when the

amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then the player with the most Kill Points wins a **minor victory**.

If players are tied on victory points and Kill Points, then the result is a **draw**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

If a player controls one of the objectives in the four quadrants, they score 1 victory point.

If a player controls the central objective, they score 2 victory points.

If a player controls an objective under the light of Da Bad Moon they gain double the normal victory points for that objective (i.e. 2 for one of the four objectives in the board quadrants or 4 for the central objective).

A player controls an objective if they have more models within 6" at the end of their turn.

COMMAND ABILITY

Your General knows the following command ability in addition to any others they know.

Madcap Mushroom: In your hero phase, select a friendly Hero with the WIZARD keyword within 3" of the general. They can add 1 to the casting result of the next spell they attempt to cast in that hero phase. Alternatively you may add 2 to the casting

result, however after resolving the spell, whether it was cast or not, the caster suffers D6 mortal wounds.

REALMSCAPE FEATURE

Dankhold Lairs: The creatures of the dankhold have many hidden lairs, lurking under bridges, hills, forests and many other locations and many a weary traveller has gone missing whilst stumbling through the wildernesses of the mortal realms.
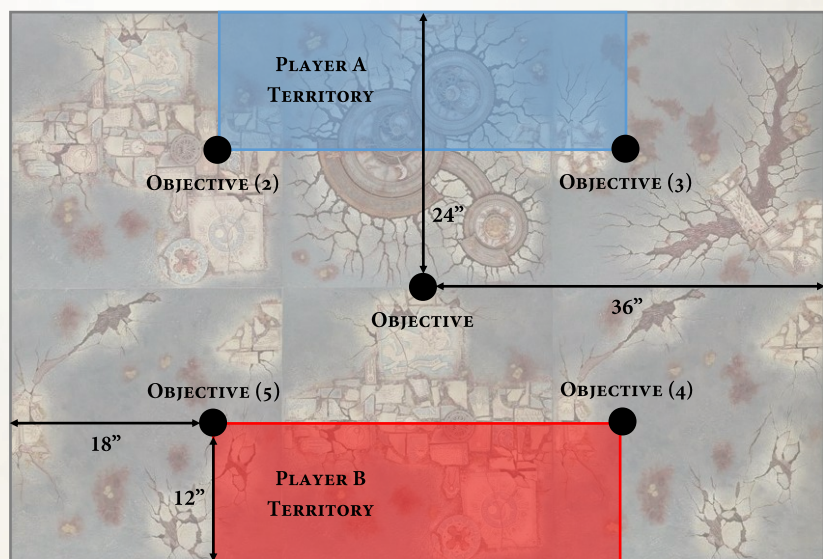
At the start of your Hero phase roll a dice to determine the effect of the Dankhold Lairs that turn:

1-2   Nothing stirs, no effect.

3-4   Select one terrain feature, all units within 1" suffer D3 mortal wounds.

5-6   Select D3 terrain features, all units within 1" of any selected terrain feature suffers D3 mortal wounds.

REALM MAGIC

Sphere of Ghur: *The caster draws upon the beastly magics of ghur, igniting a primal fury in a nearby beast, sending them into a frenzy strong enough to ignore the most grievous of wounds.*

Sphere of Ghur has a casting value of 5. If successfully cast, pick a friendly MONSTER within 18" of the caster that is visible to them. Until your next hero phase, when you look up a value on that Monster's damage table, that Monster is treated as if it has suffered 0 wounds.

PLAYER A TERRITORY — OBJECTIVE (2) — OBJECTIVE (3) — 24" — OBJECTIVE — 36" — OBJECTIVE (5) — OBJECTIVE (4) — 18" — 12" — PLAYER B TERRITORY

THE SPAWNING POOLS

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll off. Units must be set up wholly within 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 finishes first, the opposing player sets 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.

OBJECTIVES

This battle is fought to control six objectives. Three are located in each player's territory, as shown on the map below.

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if they have more models than their opponent within 6" of the objective.

When determining control of an objective, each model with the Behemoth battlefield role, that is within 3" of the objective counts as 10 models instead of only 1.

If neither player has any models within 6" of an objective, then neither player controls it, regardless of whether it was previously controlled by one of the players.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battleround (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then the player with the most Kill Points wins a **minor victory**.

If players are tied on victory points and Kill Points, then the result is a **draw**.

VICTORY POINTS

Starting from the second battle round, at the end of each of their turns, a player can choose to destroy one or more objectives they control in order to score victory points:

A player scores x victory points for any objective they destroy where x is the number

of consecutive turns they have controlled the objective.

E.g. if a player destroys an objective on their third turn and they had controlled that objective at the end of both their first and second turns, they score 3 victory points. If a player destroys an objective on the same turn they first gain control of it, they score 1 victory point.

Note provided they do not destroy the objective, it does not matter if your opponent has gained control of the objective in any of their turns, as long as you had control of the objective at the end of each of your turns you may score the additional victory points for controlling that objective for a number of consecutive turns.

Once destroyed, an objective is removed from play.

COMMAND ABILITY

Your General knows the following command ability in addition to any others they know.

Divining the Constellations: You may use this command ability at the start of your hero phase. Your general may re-roll a single D6 once before the start of your next hero phase. You may not use this command ability more than once per turn.

REALMSCAPE FEATURE

Early Spawning: The spawning process is long and difficult to master; many generations have been lost due to complications in the spawning process, and if rushed, the resultant brood are often of a much wilder temperament than normal and even worse,

some are warped chaotic creatures incapable of being controlled.

Each time you destroy an objective, roll a D6 and see below to determine the effect. Subtract x from the result where x is the number of victory points gained for destroying that objective.

1 or less   A successful brood! Nothing happens.

2-3   Hastened spawning, the resultant brood are initially irritable and lash out mildly. All units within 3" of the destroyed objective suffer D3 mortal wounds.

4+   Gave-spawned! The spawning process was rushed too much and the resultant spawning are devolved, foul creatures which cannot be controlled and immediately start savagely attacking all around them. All units within 6" of the destroyed objective suffer D6 mortal wounds.

REALM MAGIC

Sphere of Hysh: *Projecting a dazzling orb of starlight, the caster bathes their allies in the warm glow or blinds their foes.*

Sphere of Hysh has a casting value of 7. If successfully cast, pick a unit within 12" of the caster that is visible to them. If a friendly unit was picked, subtract 1 from the hit rolls of any attacks that target it until your next her phase. Otherwise, subtract 1 from the hit rolls of any attacks that it makes until your next hero phase.
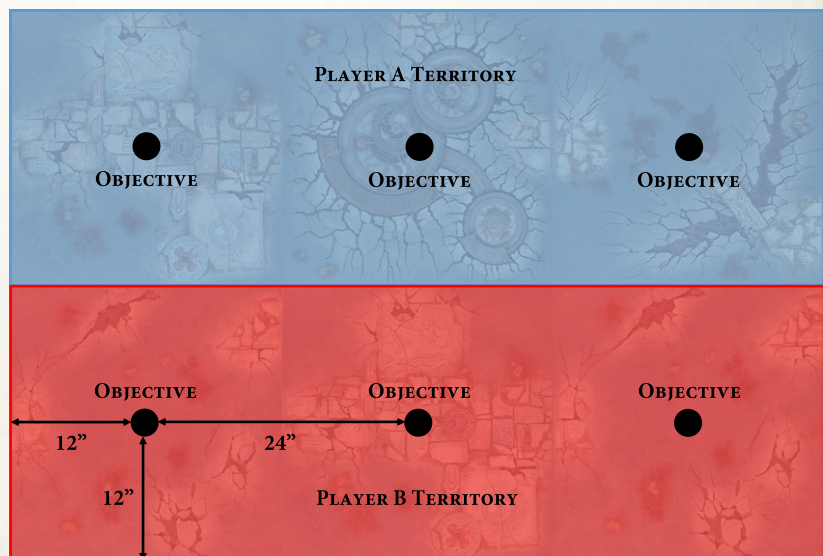
VALLEY OF DEATH

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll off. Units must be set up wholly within 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 finishes first, the opposing player sets 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.

OBJECTIVES

This battle is fought to control four objectives. One is located in each player's territory, and two are located in neither player's territory, as shown on the map below.

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if they have more models than their opponent within 6" of the objective.

When determining control of an objective, each unit with the Artillery or War Machine battlefield role, that is within 3" of the objective counts as 10 models instead of only 1.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battleround (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then the player with the most Kill Points wins a **minor victory**.

If players are tied on victory points and Kill Points, then the result is a **draw**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

If a player went first in the battleround,

they score 1 victory point.

If a player went second in the battleround, they score 2 victory points.

COMMAND ABILITY

Your General knows the following command ability in addition to any others they know.

Cache of Hidden Knowledge: You may use this command ability at the start of your hero phase. Roll a dice, on a 3+ you receive D3 command points. You may not use this command ability more than once per turn.

REALMSCAPE FEATURE

Spirits on the Wind: The narrow mountain pass, that makes up the valley of the dead, is haunted by the lingering spirits of the long dead. These Nighthaunts come and go like a fell wind through the valley, tearing and slashing at any who get too close to their cairns within the mountainside.

At the start of your Hero phase roll a dice for each unit within 6" of the edge of the battlefield:

1-3   The spirits stay quiet. Nothing happens.

4-5   Spirits stir, warning invaders to stay away from their tombs. The unit suffers 1 mortal wound.

6   A particularly malevolent spirit lashes out, outraged at having its resting place disturbed. The unit suffers D3 mortal wounds and subtracts 1 from their bravery until the end of the turn.

REALM MAGIC

Sphere of Shyish: *A purple orb of necrotic energy forms in the caster's hands, before being hurled at their foes.*

Sphere of Shyish has a casting value of 7. If successfully cast, pick a point on the battlefield within 12" and visible to the caster. Draw an imaginary straight line 1mm wide between the caster and that point, any unit touched by the line suffers D3 mortal wounds. DEATH units are unaffected. If the casting roll was an unmodified 10+, any unit affected suffers D6 mortal wounds instead.
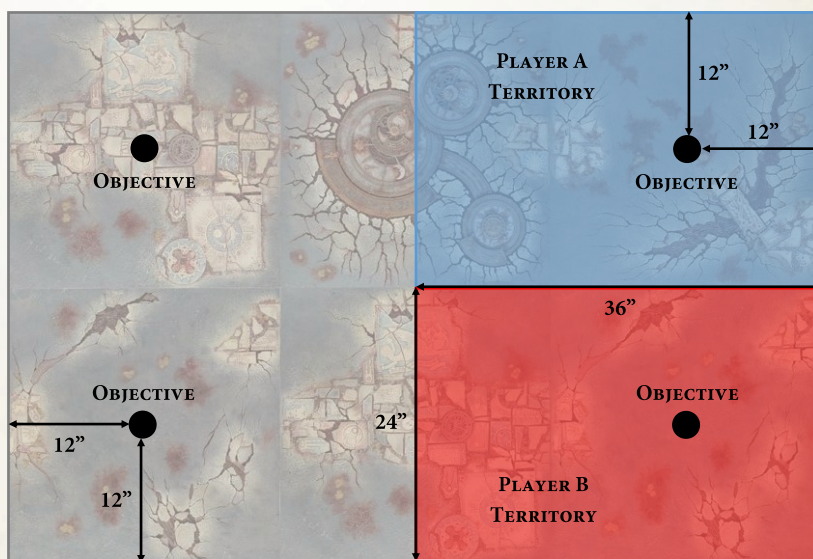
THE FEAST DAY

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll off. Units must be set up wholly within their own territory, more than 9" from enemy territory and not within 9" of the centre-line on the table.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets 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.

OBJECTIVES

This battle is fought to control five objectives. One is located at the centre of the battlefield and two in each player's territory, as shown on the map below.

The normal rules for controlling an objective are not used in this battle. Instead, a player controls objectives 1-4 if they have more models than their opponent within 6" of the objective.

Once you gain control of an objective, it remains under your control until the enemy is able to gain control of it.

The central objective may only be controlled by a model with the Leader battlefield role if they finish a move within 3". If more than one model is eligible, the first to arrive controls it until they move away or are slain.

THE CHARNEL THRONE

A HERO within 1" of the central objective (The Charnel Throne) may use the At The Double, Forward to Victory, or Inspiring Presence command ability once per battle round, without having to spend a command point.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battleround (or when the amount of time allocated for the battle

runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then the player with the most Kill Points wins a **minor victory**.

If players are tied on victory points and Kill Points, then the result is a **draw**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

If a player controls objectives one and three, they score 3 victory points.

If a player controls objectives two and four, they score 3 victory points.

If a player controls the central objective, they score 2 victory points.

If a player controls any other objective, they score 1 victory point for each objective.

COMMAND ABILITY

Your General knows the following command ability in addition to any others they know.

Blood Shield: At the start of the hero phase, the General may draw on the blood magics of the Charnel Throne to create a protective shield around themselves. Until your next hero phase roll a dice whenever the General suffers a wound or mortal

wound, on a 5+ that wound or mortal wound is negated. You may not use this command ability more than once per turn.

REALMSCAPE FEATURE

Burning Skies: The sun burns hot in Aqshy, hotter than any other in fact, so hot that the flying creatures of the realm quickly learn to adapt to the heat or blister and burn.

Whenever a Flying unit from your army makes a normal move or rolls a charge distance over 6", consult the table below:

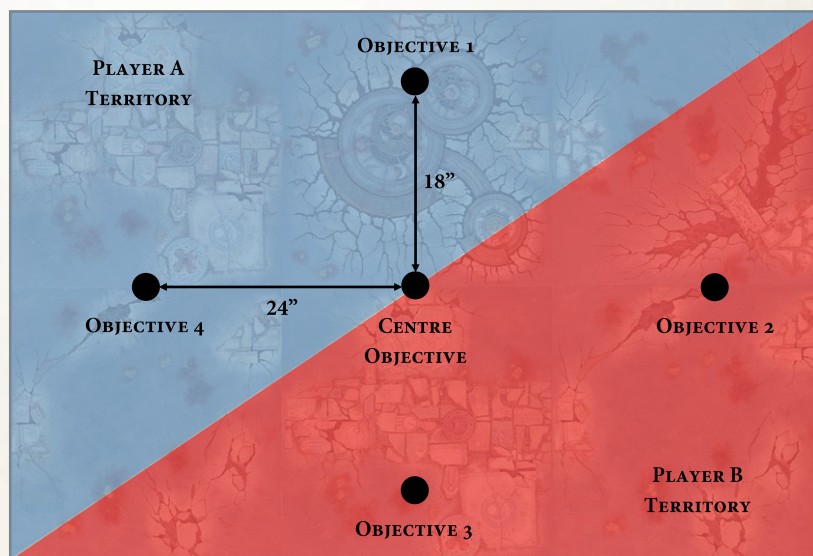|	
6-9"	Flying low. Nothing happens.
10-12"	Riding the thermals. They suffer 1 mortal wound.
13"+	Soaring too high. They suffer D3 mortal wounds.

REALM MAGIC

Sphere of Aqshy: *Drawing power from the lava flows bubbling through the ground, the caster manifests a burning fireball to sear their foes.*

Sphere of Aqshy has a casting value of 5. If successfully cast, pick a visible enemy unit within 18" of the caster, they suffer 1 mortal wound. If the casting value was 8+ they suffer D3 mortal wounds. If the casting value was 10+ they suffer D6 mortal wounds.

PLAYER A TERRITORY

OBJECTIVE 1

18"

OBJECTIVE 4

24"

CENTRE OBJECTIVE

OBJECTIVE 2

OBJECTIVE 3

PLAYER B TERRITORY

AGENDAS

STARTING ARMIES

Several Agendas refer to a player's 'starting army'. A player's starting army is made up of the units from the army that were set up before the -first battle round, including any units that were set up in reserve before the battle began. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play (for example, units from a Legions of Nagash army returned to play by the Endless Legions battle trait would not count as a unit from the player's starting army). Unless an Agenda specifically refers to the player's starting army, any unit that meets the specifications is eligible to complete the Agenda.

UNIT TYPES

Sometimes an Agenda will refer to a type of unit, such as a Battleline unit. A unit's type is listed in its Pitched Battle profile.

SECRET MISSION
You can complete this Hidden Agenda in any battleshock phase if a friendly Hero is wholly within enemy territory, within 1" of the edge of the battlefield, and more than 12" from friendly territory. You can remove that Hero from play to immediately complete this Hidden Agenda.

ANCIENT HEIRLOOMS
You complete this Hidden Agenda if any friendly Heroes with an artefact of power are on the battlefield at the end of the battle.

TERRIFY
You immediately complete this Hidden Agenda if an enemy unit is destroyed as a result of failing a battleshock test.

INVADE
You complete this Hidden Agenda if a friendly unit with 3 or more models is wholly within your opponent's territory at the end of the battle.

SEIZE
You complete this Hidden Agenda if you control more objectives than your opponent at the end of the battle (this Hidden Agenda cannot be completed if there are no objectives).

DEFEND
You complete this Hidden Agenda if there are no enemy units wholly within your territory at the end of the battle.

SLAY
You complete this Hidden Agenda if the Hero with the highest points value from your opponent's starting army has been slain at the end of the battle. If 2 or more Heroes are eligible, slay any of them.

CONSERVE
You complete this Hidden Agenda if at least one third of the units from your starting army (rounding up) have not been destroyed and are on the battle-field at the end of the battle.

ATTRITION
You complete this Hidden Agenda if at least two thirds of the units from your opponent's starting army (rounding up) have been destroyed and/or are not on the battle- eld at the end of the battle.

LINEBREAKER

You complete this Hidden Agenda if all of the Battleline units from your opponent's starting army have been destroyed at the end of the battle, and at least 1 friendly Battleline unit is on the battle-field at the end of the battle.

CENTRE GROUND
You complete this Hidden Agenda if you control the objective closest to the centre of the battle-field at the end of the battle. If more than 1 objective is eligible, control at least half of them (rounding up). Count Heroes as 10 models when determining control of an objective for this Hidden Agenda.

SACRIFICE
You complete this Hidden Agenda immediately if the Hero with the highest points value from your starting army and that is not your general is slain by an attack made by an enemy Hero or Monster.