

1,500pt Age of Sigmar Narrative Event

Scoring

Primary Mission:

'Battle Tactics'

Hold one objective: 2

Kill an enemy non-monster unit: 1

Hold two objectives: 2

Kill a monster: 2

Hold more objectives than opponent: 1

Kill your opponents general: 2

-If a player takes a **double turn**, unless the point differential is 11 or more, they can score no points for killing an enemy unit that turn. The defender also gets an extra CP for that round and subsequent rounds unless they also take a double turn later.

-Score points for '**Battle Tactics**' (*whenever an enemy is killed*) at the end of each player turn

-The **underdog** (*less points*) begins the battle round with one additional CP

Table 1: Magical Mushroom Forest

Legends say this forest sprouts special fungi that enhance magical abilities. Just don't eat the spotted ones...

Mushy Magic: The range of spells that target a unit are increased by 3" if the caster is within 3" of a terrain piece

This One's Safe to Eat, Right?: *Wizards* can add 1 to their power level in their hero phase when within 3" of a terrain piece, but if they do, roll a d6 and on a 2+ they take one mortal wound. Wizards with starting health of at 10 or more take 3 instead. No wards may be taken against this damage.

Table 2: Burning Village

After a recent siege, the village is beginning to catch aflame. Best finish your business here before things get too hot to handle...

Flames of War: At the start of every battle round, each player picks one terrain piece in their opponent's territory (*excluding faction terrain*). That terrain piece is now '*on fire*'. Subsequent targets must be nearest to a terrain that is '*on fire*' already.

'*On fire*' terrain blocks LoS completely. It can be moved through, but units cannot end their movement on any piece of the terrain. If a non-fly unit passes through an '*on fire*' terrain piece, they take d3 mortal wounds after resolving that move.

At the end of each player turn, roll a d3 for every unit within 3" of an '*on fire*' terrain piece, on a 2+ take that many mortals.

Table 3: Haunted Swamp

Something is off about these ruins, did you see something move? Proceed with caution through the mucky swamps that cover the battlefield, lest you sink...

Haunted Ruins: if a unit is within 3" of a terrain piece, rally rolls can only succeed on a 5+

Murky Swamps: if a unit attempts a run roll while starting their move on an objective, that run roll is made on a d3 instead. Auto running 6" command is reduced to 3" instead. (Note, redeploying is a 'run' ability)

Table 4: Chaos Blood Realm

Prove yourself in combat. Slay your foes and let their blood seep deep into this blasphemed land. Blood for the Blood God! Skulls for the Skull Throne!

Khorne's Arena: At the start of every combat phase, any unit contesting an objective that is in combat with an enemy unit ALSO controlling that objective can either roll a 3+ on a d6 OR automatically take 3 mortal wounds that cannot be warded. If they do, add 1 to their wound rolls for the rest of the combat phase.

Let the Blood Flow: Units that are considered 'battle damaged' or have at least half their health or models lost gain one extra charge dice on a charge (to a maximum of 3)

Table 5: Diseased Forest

Swarms of flies gather around putrescent piles where some treasure may be found for those prepared to embrace the Grandfather's Blessings...

Clouds of Flies: At the end of each player turn, units contesting any objective suffer d3 mortal wounds.

Accept Nurgle's Blessings: In your hero phase, you may pick a unit and roll a d6. On a 3+ that unit has a 6+ ward for this turn but takes d3 mortals (*which cannot be warded*)

Table 6: Bloodied Battlefield

This field is rife with fresh corpses and loot after a recent battle. While you may find treasure in searching the grounds, the scent of fresh meat attracts many voracious scavengers...

Scavengers Pickings: At the beginning of **every player turn**, both players may roll a d6 for each objective they control with any models contesting it currently. If any of the rolls are 4+, they gain one extra command point for that turn (*maximum one extra CP can be gained this way each turn*).

Roaming Packs of Ghouls: At the end of every turn, roll a d3 for every unit contesting an objective. On a 2+, they take that many mortal wounds.