

PITCHED BATTLE: SACRIFICE FOR GLORY

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A bloody pit seeps powerful magic into the land. Whoever controls it can use the power to mend flesh and bone...but only if a fitting sacrifice is made.

SET-UP

Both players roll a die, re-rolling in the case of the tie. The player that rolls higher determines which territory each player will use.

The players alternate setting up units one at a time, starting with the player that won the previous dice roll. Models must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up 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.

OBJECTIVES

This battle is fought to control three objectives as shown on the map. The center objective is a Sacrificial Pit objective.

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

A player controls a Sacrificial Pit objective if they have more HERO models within 9" of the objective than their opponent.

At the end of each turn, a player gains 1 victory point for each regular objective they control, and 2 points if they currently control the Sacrificial Pit.

VICTORY

The player with the most victory points at the end of Round 5 wins a Major Victory.

If players are tied for Victory Points, then each player adds up the total points of enemy units killed. If one player has more total points, they win a Minor Victory.

SACRIFICIAL PIT

During each hero phase, each friendly unit within 9" of the Sacrificial Pit objective takes 2D6 mortal wounds. Units that have the HERO keyword are not affected. If any models are slain by this damage, each HERO within 9" of the Crucible may heal D3 wounds, rolled individually for each hero.

