PITCHED BATTLE:
TOTAL CONQUEST

A blood-soaked battlefield is located at a vitally strategic location. Two armies stand upon this field of death, determined to drive their enemies from it and achieve total domination.

SET-UP

Both players roll a dice, rolling again in the 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 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 finishes 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.

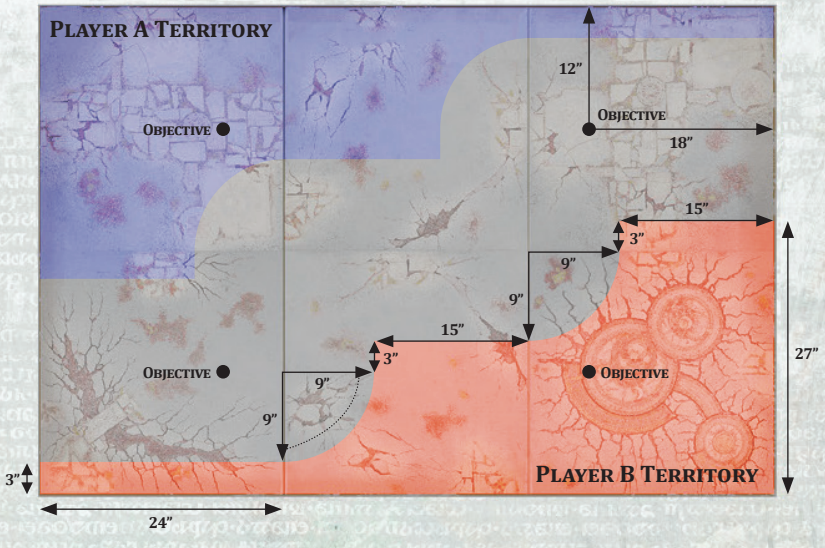
TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 79) after both armies have been set up.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle is fought to control four objectives. The objectives are located at the centre of each quarter of the field of battle, as shown on the map. You may wish to show their locations with a small marker.

A player controls an objective if, at the end of any turn, they have a unit of 20 or more models from their army within 6" of the objective and the enemy does not, or, failing that, if they have more models from their army within 6" of the objective than there are enemy models within 6" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one it helps to control.

An objective remains under the player's control until the enemy is able to gain control of it, even if the capturing models later move away.

Each player scores 1 victory point for each objective they control at the end of each of their turns. They receive a bonus victory point if the objective was seized that turn having previously been controlled by the enemy. The player with the most victory points at the end of the fifth battle round (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 each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.