*For years, the Skeleton King has been a thorn in the side of the nearby kingdom, terrorizing its people with his undead armies and his dark magic.*

*The king has had enough, orderingand has ordered an army to march towards where the Skeleton King makes his lair in a church's cellar north of Lyria. The army is made up of the kingdom's finest soldiers, as well as powerful mages and clerics who have pledged their support to the cause. The soldiers know that the fight will be brutaldifficult, for the Skeleton King is a formidable opponent with many minions at his command. But they also know that their cause is just, and that the defeat of the Skeleton King will bring peace and safety to their land.*

*But for some of the soldiers, the fight is more personal. They have lost friends and family members to the Skeleton King's attacks, andharbor they carry a deep-seated anger and hatred for the undead monarch. They have trained tirelessly for this moment, honing their skills and preparing themselves for the battle to come.*

*And now, as they approach the church where the Skeleton King awaits, they feel a fierce determination burning within them. They know that this is their chance to avenge their loved ones and strike a blow against the forces of darkness that have haunted their land for too long.*

## PLAYERS

For this mission, you will need 2100 points in total. It can be played with 1 to 3 players, dividing the total points equally between all players. Each player can play with an army of the faction of their choosing.

## MISSION RULES

Core rules remain unaltered for players in this Mission. The Skeleton King has its own set of rules and actions, which are chosen based on the state of the game. You'll find [AI] instructions on the Skeleton King's datasheet that dictate how to decide between the different actions and abilities in every phase. Players can take turns manipulating the Skeleton King's, its abilities, and dice rolls.

Alternatively, for a more immersive experience, the Skeleton King can be played by an additional player, acting as the Skeleton King's AI without the players reading its attacks and abilities datasheet.

## ARMY DEPLOYMENT

Players deploy at the same time in any way they want inside their deployment zone as long as squad-specific Core Rules are met.

## PLAYER'S TURN ORDER

During the player's turn all players go through their turn phases at the same time. In every phase, each player activates, moves, and attacks with one squad at a time. For ability purposes, all player armies count as allied armies.

## WIN CONDITION

In this deadly battle, the victor's reward is they get to live another day.
The mission is to slay the Skeleton King. The game ends whenever the Skeleton King has been slain or there are no remaining player armies.
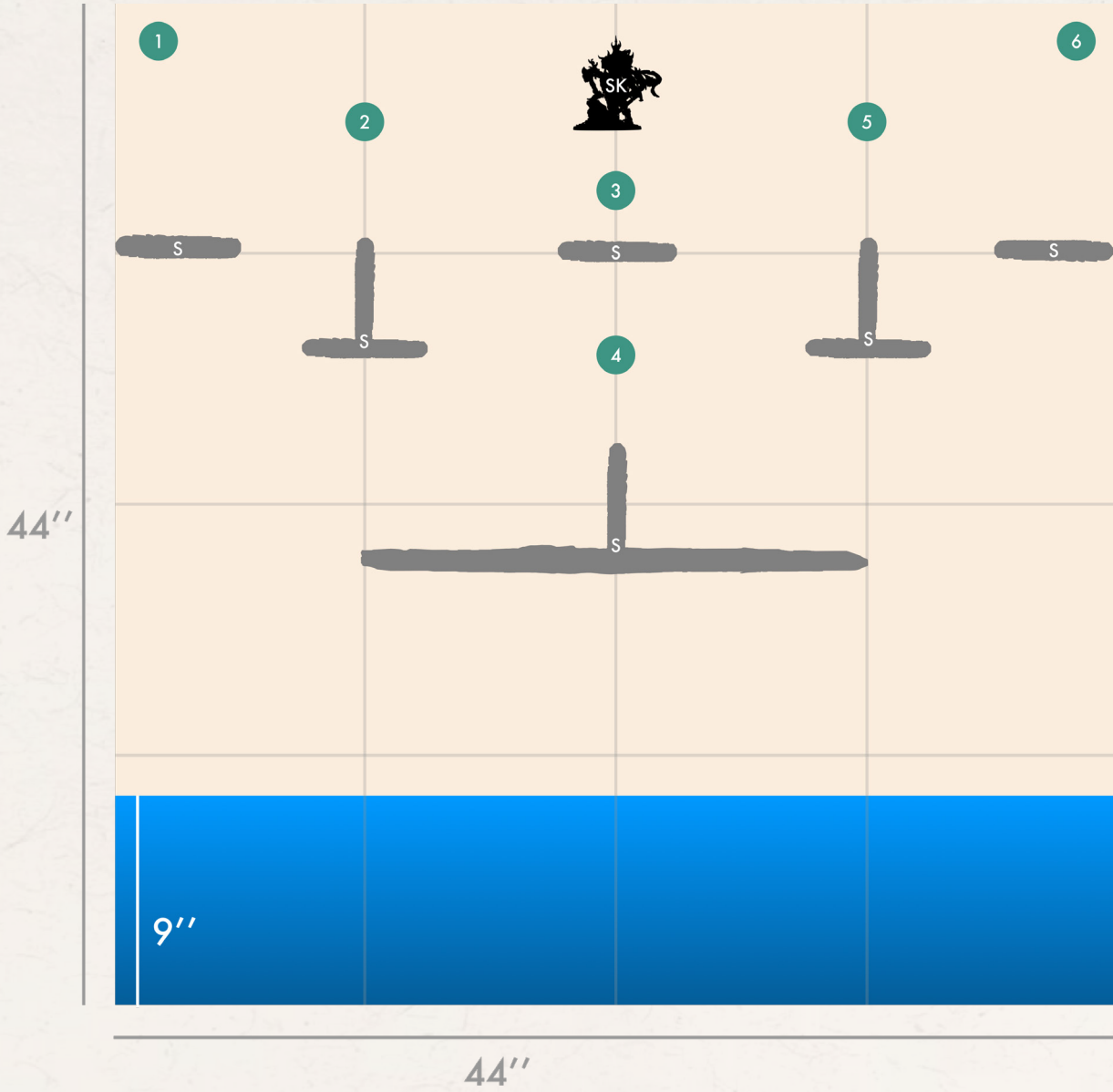
## SKELETON KING'S TURN

During the Skeleton King's turn. He goes through all of the turn phases, activating its abilities during every phase as the datasheet instructs.

The Skeleton King acts within the same turn structure as the players, but its actions completely differ from how a player army is played. To determine what the Skeleton King does during each turn's phase, read the Skeleton King's Data Sheet.
Whenever the Skeleton King spawns skeleton squads, roll a D6 to determine at which spawn point on the map those squads will appear. This process has to be done once per spawned squad. If their spawn point is occupied by previously spawned squads, add the models to that squad, merging them into a single squad.

# ZONE MAP



44″

9″

44″

S - Structure
SK - Skeleton King

# SKELETON KING

| Name [Squad Size] | Str | Def | Evd | HP |
|---|---|---|---|---|
| Skeleton King [1] | 8 | 4 | 4+ | 45+3D6 |
| Skeletons [1-99] | 1 | 2 | 6+ | 1 |

| Passive | Effect |
|---|---|
| Instill Fright | When the Skeleton King deals damage to an enemy, give the enemy squad a Fear counter. |
| Retaliatory strike | If the Skeleton King is dealt more than 10 damage by a single enemy in a turn, that enemy is dealt D6 damage immediately. |
| Crypt Caller | Every time an enemy model dies, add 1 skeleton to every remaining skeleton squad. |
| Sepulchral haze | If the Skeleton King has 20 HP or less remaining, it casts a deadly fog that reduces all non-melee enemy attacks and spell ranges by 3". |
| Boneward | If the Skeleton King has 15 HP or less remaining, all skeletons have +1 Strength. |
| Necrotic Blast | At the beginning of the the Skeleton King's End Phase. Select one skeleton squad at random that it in hand-to-hand combat with an enemy squad. It explodes and deals 1 damage to all enemy squads within 3" of that model. |

## 1. Starting Phase Actions

| [AI] Decides based on remaining HP. | HP | Effect |
|---|---|---|
| Spawn | 30+ | Spawn 4 skeleton squads with 4 models each. |
| Big Spawn | 29-15 | Spawn 5 skeleton squads with 5 models each. |
| Great Spawn | 14-1 | Spawn 5 skeleton squads with 6 models each. |

## 2. Spell Phase Actions

| [AI] Decides based on closest enemy distance. | Distance | Effect |
|---|---|---|
| Eat Souls | 1" to 12" | Deals D3 Direct damage to the closest enemy in line of sight. For each damage dealt this way, spawn 1 Skeleton in every remaining skeleton squad. |
| Drain Life | 13"+ | Deal D6 damage to the closest enemy in line of sight. After which, the Skeleton King heals itself, rolling a D6 and removing that many wounds. |

## 3. Movement Phase Actions

| [AI] Decides based on remaining HP. | HP | Effect |
|---|---|---|
| Rushing Charge | 25+ | Moves 12" towards the closest enemy in line of sight. |
| Hold Position | 24-13 | The Skeleton King moves towards the closest enemy within 5" until it is in hand-to-hand combat with it. |
| Lair´s Recall | 12-1 | Teleports back to its original position. |

## 4. Combat Phase Actions

| [AI] Action | Definition |
|---|---|
| Attack Command | Move all skeleton squads 12" towards their closest enemy, going around structures in the shortest possible route. All skeleton squads attack an enemy in hand-to-hand combat at random. |

## 5. End Phase Actions

| [AI] Decides by rolling a D3. | Definition |
|---|---|
| If there are enemies in hand-to hand combat: | |
| [1-2] Sword Slash | Select an enemy squad in hand-to-hand combat at random. Attack that squad with Strength + 2D6. |
| [3] Energy Explosion | Make one attack with Strength + D6 to all squads within 6". |
| If there are no enemies in hand-to hand combat: | |
| [1-2-3] Raise Skeletons | Spawn D3 Skeletons in every skeleton squad on the battlefield. |

| Status Effects | Effect |
|---|---|
| Frozen | Squads with Frozen counters have their Move stat divided in half (rounded up). During its controller's End Phase remove all Frozen counters. |
| Stunned | Squads with Stunned counters can not move. During it's controller's End Phase remove all Stunned counters. |

| Status Effects | Effect |
|---|---|
| Fear | Squads with Fear counters can not move or attack. During their controller's End Phase, remove all Fear counters. |
| Stunned | Squads with Stunned counters can not move. During their controller's End Phase, remove all Stunned counters. |