Conjuring

These heretics are preparing to summon some abomination from the warp. We must stop them at all costs!

# Mission Summary

Type of Engagement: Elimination  
Victory Condition: Ritual disrupted

# Adversary

There’s a lot of magic users in this horde, you will have to be careful! Also, be wary of potential demonic incursions!

# Deployment

You engage from your side of the map, deployed within 5cm of the map’s border. On the opposing side, the enemy has a ritual zone, where demons are being summoned.

# Objectives

The Players win, if they disrupt the ritual before the demon could be summoned, or if they slay it once it appeared.

### The Ritual

Every round, roll a dice for every active summoner during their action phase: on a 5+, you gain a ritual point. On a 1-2, the summoner is killed. Once you reach 10 ritual points, the demon is summoned. You may have a maximum of 3 summoners attending the ritual at once. All summoners must be at least sorcerer(1). Summoners with sorcery(2) or above get a ritual point on a 4+ and are killed on a 1.

Summoners may not move and may not do anything but attending to the ritual in their action phase. If a summoner dies, another may take its place. They may stop summoning, but if they lose their action phase for any reason, they are still actively summoning and can’t be swapped out this round.