



# GAME ONE – SET UP BASE CAMP



## THE BATTLEFIELD

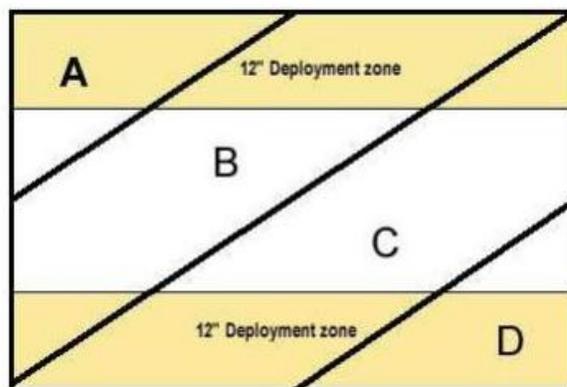
Terrain is fixed. Follow the descriptions on the table terrain card for specific terrain rules.

## SCENARIO SPECIAL RULES

**Scoring Units:** Units that have at least 1 full rank with at least 1 command model or a character are a scoring unit. For skirmishers to be scoring units, they must have 5 skirmishers including 1 command or character model. Units that Vanguard or Scout can not be scoring units in this scenario.

## DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. Roll off and the winner may choose who places the first unit. Players then take turns in placing units on the table.



**Base Camps:** Create Zones A or D by connecting the midpoint of the long table edge with the midpoint of the short table edge. These zones are the Base Camps.

## FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last for 6 game turns, or until time is called on the round. Please do not start a game turn if both player turns can not be completed before time expires.

## SCENARIO OBJECTIVES:

**Major:** Protect the Base Camp! No enemy scoring units were able to get into your base camp (zone A or D) from Turn 2 till the end of the game. Completing this task is worth 300 bonus Victory Points

**Minor:** Invade the Base Camp You were able to get one of your scoring units into the enemy base camp from Turn 2 till the end of the game. Completing this task is worth 150 bonus Victory Points.

## VICTORY CONDITIONS

Use Victory Points to determine the winner of the battle. Apply bonuses for killing the enemy's General (100 VPs), Seized Standards (25 VPs/100 VPs for the BSB), Underdog Challenge (50 VPs), & the Major / Minor Objectives.

Proceed to the results sheet to record your glorious outcome!



# GAME TWO – RECONNOITER THE FIELD



## THE BATTLEFIELD

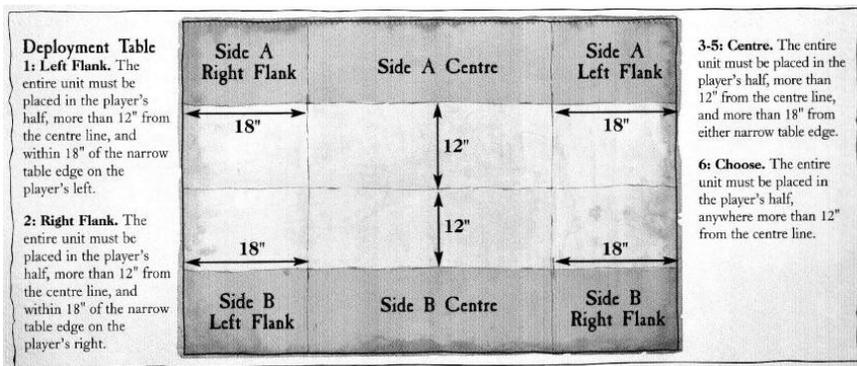
Terrain is fixed. Follow the descriptions on the table terrain card for specific terrain rules.

## SCENARIO SPECIAL RULES

Place one objective marker in the middle of the board. Objective markers are not terrain and therefore do not block line of sight or hinder movement.

## DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. The player that chose their table half deploys their entire army first, using the rules in the chart / deployment map. Units with fortitude in them (from a banner, the BSB, or the General) or with the Fly, Vanguard, or Scout special rules do not have to roll on the chart and can be placed in the zone of your choice.



## FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of a 6 he can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

## GAME LENGTH

The battle will last for 6 game turns, or until time is called on the round. Please do not start a game turn if both player turns can not be completed before time expires.

## SCENARIO OBJECTIVES:

**Major:** Control the Objective Marker. The unit with the most models that is within 3" of the objective marker at the end of the game claims it. Monstrous Infantry/Cavalry/Beasts models count as 3 models each for determining model count. Completing this task is worth 300 bonus Victory Points.

**Minor:** Kill the little Guy. Accomplish this by destroying the enemy's lowest point cost character model. If the enemy multiple models at the same cost, it can be anyone of them. Destroyed means not on the table at the end of the game. Completing this task is worth 150 bonus Victory Points.

## VICTORY CONDITIONS

Use Victory Points to determine the winner of the battle. Apply bonuses for killing the enemy's General (100 VPs), Seized Standards (25 VPs/100 VPs for the BSB), Underdog Challenge (50 VPs), & the Major / Minor Objectives. Proceed to the results sheet to record your glorious outcome!



# GAME THREE – THE VANGUARDS MEET



## THE BATTLEFIELD

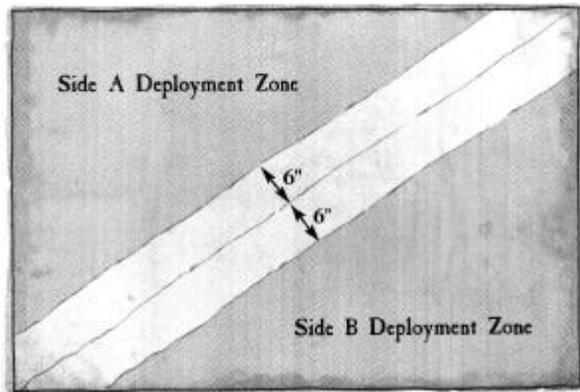
Terrain is fixed. Follow the descriptions on the table terrain card for specific terrain rules.

## SCENARIO SPECIAL RULES

**Objectives:** Before deployment, roll a D6, high roll places their objective marker anywhere on the board. The other player places their objective marker anywhere outside of 18" from the first marker. Objective markers are not terrain and therefore do not block line of sight or hinder movement.

**Scoring Units:** Units that have at least 1 full rank with at least 1 command model or a character are a scoring unit. For skirmishers to be scoring units, they must have 5 skirmishers including 1 command or character model.

**Ambushers:** Players must hold 2 units in ambush. 1 unit must be a Core choice, the other a Special or Rare choice (both can be Core if no Specials or Rares). Ambushers follow the rules on BRB pg. 79 with the exception that each turn after turn 2 that a unit misses the roll to enter the game, an additional die is rolled. IE, turn 4 a unit rolls 3 dice looking for one to roll the 3+ needed.



## DEPLOYMENT

Roll off to see which player picks the side of the table they will deploy in. The opponent will deploy in the other side. Roll off and the winner may choose who places the first unit. Players then take turns in placing units on the table. Deployment follows this map:

## FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last for 6 game turns, or until time is called on the round. Please do not start a game turn if both player turns can not be completed before time expires.

## SCENARIO OBJECTIVES:

**Major:** Control both Objectives. A scoring unit with at least one model within 3" of an objective can control or contest an objective at the end of the game. An objective is controlled by a player if there are no enemy scoring units within range to contest it. This task is worth 300 bonus Victory Points.

**Minor:** Control more table quarters than your opponent. A scoring unit can control or contest a table quarter. The entire unit must be within the quarter to control or contest. This task is worth 150 bonus Victory Points.

## VICTORY CONDITIONS

Use Victory Points to determine the winner of the battle. Apply bonuses for killing the enemy's General (100 VPs), Seized Standards (25 VPs/100 VPs for the BSB), Underdog Challenge (50 VPs), & the Major / Minor Objectives. Proceed to the results sheet to record your glorious outcome!



# GAME FOUR – THE MAIN FORCES CLASH



## THE BATTLEFIELD

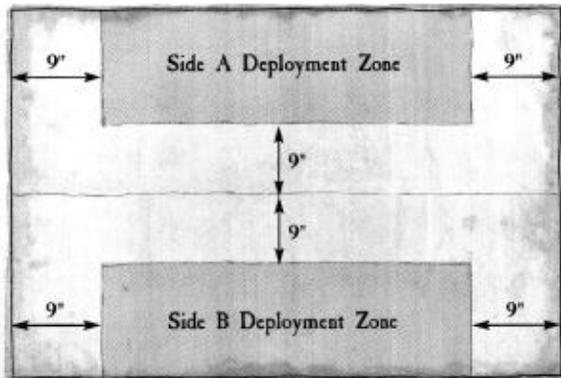
Terrain is fixed. Follow the descriptions on the table terrain card for specific terrain rules.

## SCENARIO SPECIAL RULES

**Fortitude:** An Army's fortitude is equal to the current number of standards in the army (including the Battle Standard), plus two for the General. Fleeing units and units that are currently off-table still count.

**Breaking Point:** Fortitude of 3 is the breaking point.

**Tap Winds of Magic:** In the Magic Phase after Winds of Magic are rolled, the player who's turn it is can nominate a wizard to tap the Winds of Magic. That wizard will add D3 power dice to the pool, up to the limit of 12 dice. The wizard then takes the same number of D3 Strength 6 hits with saves allowed.



## DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. Roll off and the winner may choose who places the first unit. Players then take turns in placing units on the table. Deployment follows this map:

## FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last for 6 game turns, or until time is called on the round. Please do not start a game turn if both player turns can not be completed before time expires.

## SCENARIO OBJECTIVES:

**Major:** Make your opponent hit his breaking point by the end of the game. Completing this task is worth 300 bonus Victory Points.

**Minor:** Gut your enemy's leadership. Accomplish this by destroying 3 enemy heroes. If the enemy has less than 3 heroes, you accomplish the task by destroying all of their heroes. Destroyed means not on the table at the end of the game. Completing this task is worth 150 bonus Victory Points.

## VICTORY CONDITIONS

Use Victory Points to determine the winner of the battle. Apply bonuses for killing the enemy's General (100 VPs), Seized Standards (25 VPs/100 VPs for the BSB), Underdog Challenge (50 VPs), & the Major / Minor Objectives. Proceed to the results sheet to record your glorious outcome!



# GAME FIVE – GET A MESSAGE BACK HOME



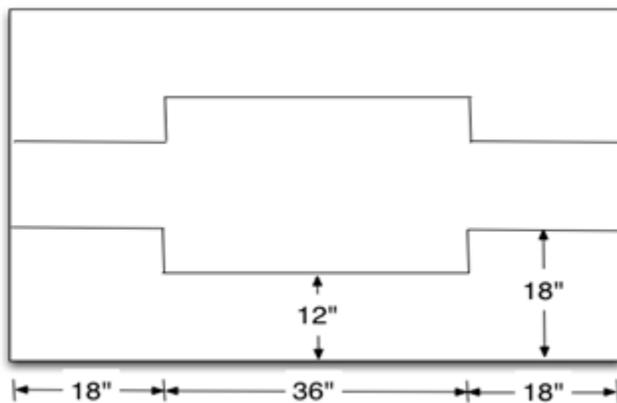
## THE BATTLEFIELD

Terrain is fixed. Follow the descriptions on the table terrain card for specific terrain rules.

## SCENARIO SPECIAL RULES

**Night Fall:** After Turn 5 is complete, the player that went second rolls a d6. On a 1-2, night has fallen and the game is over. Otherwise, play Turn 6. After Turn 6 is complete, the same player rolls and the game ends on a 1-4, otherwise Turn 7 is the end.

**Messenger:** Select one model from a unit to be a Messenger. Models Stats are M6 WS4 S4 T4 W2 I3 A2 L8 with The Armor of Fortune and The Other Tricksters Shard. Messengers have a reputation for bad things happening to them, so no one can use their leadership but the Messenger himself if on his own. The messenger no longer is affected by any army wide rules (ie undead or daemonic). He may join units and if they are destroyed, he then must take an unmodified leadership test to not also be destroyed. He would be placed as close to the position the unit was destroyed, outside 1" of enemy/friendly units .



## DEPLOYMENT

Roll off to see which player picks the side of the table they will deploy in. The opponent will deploy in the other side. Roll off and the winner may choose who places the first unit. Players then take turns in placing units on the table.

## FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last as determined by the Night Fall rule, or until time is called on the round. Please do not start a game turn if both player turns can not be completed before time expires.

## SCENARIO OBJECTIVES:

**Major:** Move your messenger off your opponents long table edge before the game ends. This task is worth 300 bonus Victory Points.

**Minor:** Destroy your opponent's messenger. Destroyed means not on the table at the end of the game. This task is worth 150 bonus Victory Points.

## VICTORY CONDITIONS

Use Victory Points to determine the winner of the battle. Apply bonuses for killing the enemy's General (100 VPs), Seized Standards (25 VPs/100 VPs for the BSB), Underdog Challenge (50 VPs), & the Major / Minor Objectives.

Proceed to the results sheet to record your glorious outcome!