

PITCHED BATTLE

WARHAMMER CHAMPIONSHIP SCENARIO

OVERVIEW

Two forces clash in a straight-up fight. The battle has begun...now get moving!

ARMIES

Both players select their forces to an agreed upon points value.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

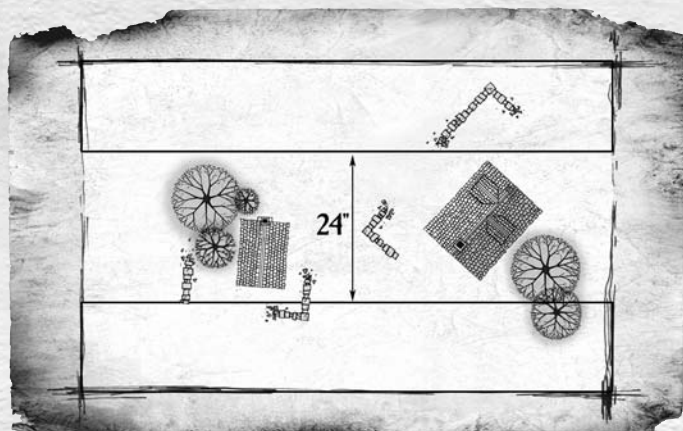
Deployment Zones are per the Pitched Battle deployment described on p. 199 of the Warhammer rulebook.

Both players roll a D6. The player with the higher result may select in which Deployment Zone he wishes to deploy. His opponent then places his first unit. Players then alternate placing units until all forces are deployed.

War machines are placed at the same time but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together.

Scouts can be deployed after everything else and are deployed per the rules found on p.112 of the Warhammer rulebook.



WHO GOES FIRST?

Each player rolls a D6. The player who finished placing all his units first (excluding *Scouts*) may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

The game lasts 6 turns or until time is called, whichever comes first.

SPECIAL RULES

None.

VICTORY CONDITIONS

This scenario uses Victory Points as described on p. 198 of the Warhammer rulebook.

Battle Points are as follows:

Loss: 5 points

Draw: 10 points

Victory: 15 points

Mighty Victory: 20 points

To achieve a Mighty Victory, you must win the game by 1,200 or more Victory Points.

MY KINGDOM FOR A HORSE

WARHAMMER CHAMPIONSHIP SCENARIO

OVERVIEW

In the middle of a roaring battle, a person of some importance has been cut off from the main battle line. One side seeks to capture this person, while the other attempts to defend him.

ARMIES

Both players select their forces to an agreed upon points value.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

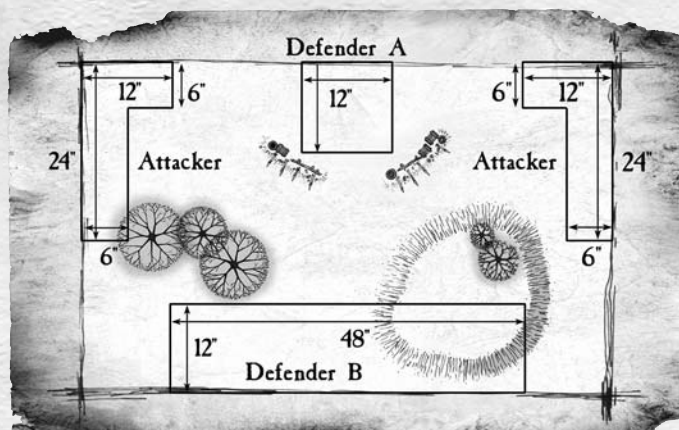
DEPLOYMENT

Both players roll a D6. The player with the higher result may choose to be the Attacker or the Defender.

The Defender must take one of his Messenger models (representing the Important Person) and between 500-750 points worth of troops to deploy in Defender Section A. The rest of the Defender's units must deploy in Defender Section B. The Attacker must split his army into two separate forces of approximately equal size with one half going into each Attacker Deployment Zone.

The Attacker places a unit on the table first. Players then alternate placing units until all forces are deployed.

Scouts can be deployed after everything else and are deployed per the rules found on p. 112 of the Warhammer rulebook.



WHO GOES FIRST?

Each player rolls a D6. The player who finished placing all his units first (excluding *Scouts*) may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

LENGTH OF GAME

The game lasts 6 turns or until time is called, whichever comes first.

SPECIAL RULES

Important Person. The Important Person has the following profile.

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	4	2	3	1	9

The Important Person has a 5+ ward save and is armed with shield, hand weapon, and light armor. He is immune to Fear and Terror. He does not prevent enemy units from Marching regardless of how close they are. In addition, the Important Person does not trigger events or reactions in enemy units of any kind (e.g., Night Goblin Fanatics or units with Frenzy). The Important Person may not charge enemy units of any kind for any reason but will fight back as normal if he is engaged in combat and may make charge reactions as normal.

VICTORY CONDITIONS

This scenario uses the standard Victory Points as described on p. 198 of the Warhammer rulebook with the following exceptions. If he is dead at the end of the game, the Important Person is worth +200 Victory Points to the Attacker. If the Important Person survives at the end of the game, he is worth +200 Victory Points to the Defender.

Battle Points are as follows:

Loss: 5 points

Draw: 10 points

Victory: 15 points

Mighty Victory: 20 points

For the Attacker to achieve a Mighty Victory, the Important Person must be dead or fleeing at the end of the game, and the Attacker must control both table quarters on the opposite side of the board.

For the Defender to achieve a Mighty Victory, the Important Person must be alive at the end of the game in the Defender's Section B, and the Defender must control more table quarters than your opponent.



MAGIC FLUX

WARHAMMER CHAMPIONSHIP SCENARIO

OVERVIEW

In the far north near the polar warp gates, the winds of magic are both capricious and cruel. Two hostile forces meet in the Chaos Wastes, and soon the survivors of the battle shall bear witness to their fate. This day, the destiny of your army is wrought by magic's random flows.

ARMIES

Both players select their forces to an agreed upon points value.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

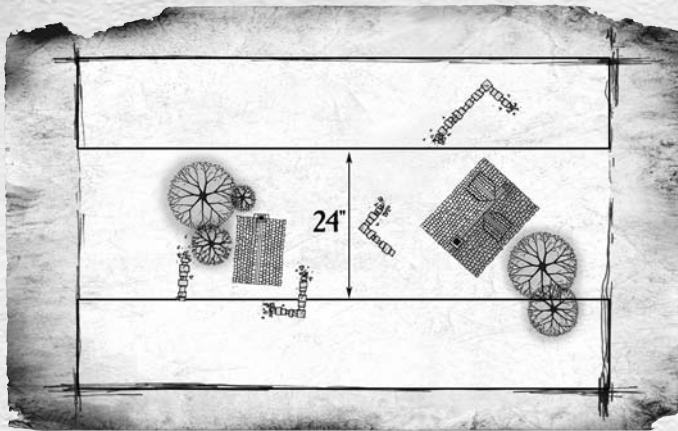
DEPLOYMENT

Deployment Zones are per the Pitched Battle deployment described on p. 199 of the Warhammer rulebook.

Both players roll a D6. The player with the higher result may select in which Deployment Zone he wishes to deploy. His opponent then places his first unit. Players then alternate placing units until all forces are deployed. War machines are placed at the same time but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together.

Scouts can be deployed after everything else and are deployed per the rules found on p. 112 of the Warhammer rulebook.



WHO GOES FIRST?

Each player rolls a D6. The player who finished placing all his units first (excluding *Scouts*) may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

LENGTH OF GAME

The game lasts 6 turns or until time is called, whichever comes first.

SPECIAL RULES

Magic Flux. At the beginning of each player's Magic Phase, both players roll a number of dice equal to their respective Power/Dispel Dice pools. Every die that results in a 1 is taken from that player's dice pool and added to his opponent's for that turn. This exchange is done before any other effects on the Magic Phase are resolved (e.g., the Master Rune of Balance). Thereafter, continue with the Magic Phase as normal. When rolling dice for the Magic Flux at the beginning of each turn, Tomb King players just roll the 2 Power or Dispel dice that all armies generate each turn.

VICTORY CONDITIONS

This scenario uses Victory Points as described on p. 198 of the Warhammer rulebook.

Battle Points are as follows:

Loss: 5 points

Draw: 10 points

Victory: 15 points

Mighty Victory: 20 points

If the winning army's highest level Wizard is still alive (any model that generates Power or Dispel Dice is considered a Wizard for this special victory condition), the winner has earned a Mighty Victory. If the winning army has no Wizards to begin with, its highest point Hero or Lord must survive the battle to achieve a Mighty Victory instead.

If you have multiple Wizards of the same level, the highest point cost Wizard (after all magic items have been factored in) must still be alive at the end of the game. If multiple Wizards are exactly the same point cost and level, one Wizard must be designated at the beginning of the game as the "master" Wizard for the purpose of this scenario.



IT WILL BE MINE!

WARHAMMER CHAMPIONSHIP SCENARIO

OVERVIEW

You have marched many miles in the hope that you would be the first to contact a mysterious stranger who is rumored to have knowledge about a powerful magic item hidden in the area. Unfortunately, it is clear that you are not the only one to hear of this stranger and his knowledge, as your forward scouts indicate another column is approaching your position. You need to form your battle line and then send out emissaries to attempt to contact this stranger. Hopefully, your men will get to him first.

ARMIES

Both players select their forces to an agreed upon points value.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Deployment Zones are per the Meeting Engagement Battle deployment described on p. 203 of the Warhammer rulebook.

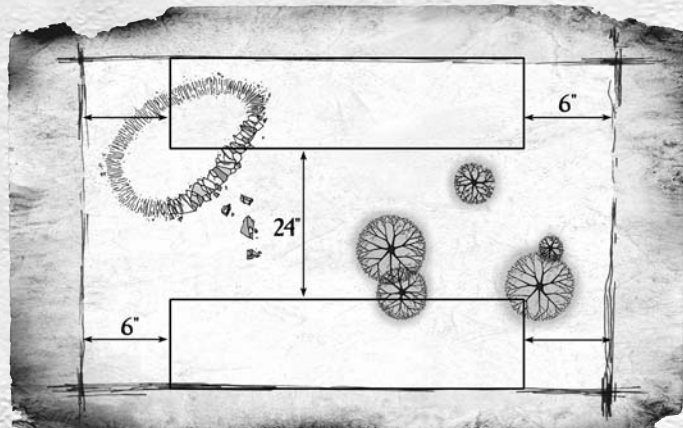
Before the battle, the players must write an Order of March to show where each unit is in their column. All war machines are included as a single unit for these purposes, as are all characters in the army. Characters are always deployed last.

Both players roll a D6. The player with the higher result may select in which Deployment Zone he wishes to deploy. Both players roll a D6. The player with the higher result may choose to deploy first or second.

The players take turns to deploy their units. Start with the unit at the top of the Order of March and work down. The second and subsequent units must be deployed closer to the neutral table edges than any other unit already placed.

War machines are placed at the same time but do not have to be deployed together. Characters are placed at the same time after all other units but do not have to be deployed together and can be placed in units. Emissaries are deployed with the characters.

Scouts are deployed the same way as other units, except that they may be deployed up to 18" from the enemy (they don't have enough time to work themselves as far forward as normal).



WHO GOES FIRST?

Each player rolls a D6. The player who finished placing all his units first (excluding *Scouts*) may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

LENGTH OF GAME

The game lasts 6 turns or until time is called, whichever comes first.

SPECIAL RULES:

The Mysterious Stranger. At the beginning of the 2nd turn, place a marker in the middle of the table (e.g., a die, a coin). Roll 2D6 and a scatter die. Move the marker a number of inches equal to the dice result in the direction indicated by the scatter die's arrow. Next, roll 2D6 and a scatter die again. Move the marker a number of inches equal to the dice result in the direction indicated by the scatter die's arrow again. The marker represents the location of the Mysterious Stranger.

Emissaries. Your three Messenger models represent your army's Emissaries. The Emissaries have been chosen for their tact and patience, something your General lacks. Emissaries have the following profile:

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	4	2	3	1	9

Emissaries have a 5+ ward save and are armed with a shield, hand weapon, and light armor. They are immune to Fear and Terror. Emissaries do not prevent enemy units from Marching regardless of how close they are. In addition, Emissaries do not trigger events or reactions in enemy units of any kind (e.g., Night Goblin Fanatics or units with Frenzy). Emissaries may not charge enemy units of any kind for any reason but will fight back as normal if they are engaged in combat and may make charge reactions as normal.

VICTORY CONDITIONS

This scenario uses Victory Points as described on p. 198 of the Warhammer rulebook with the following modifiers. For every Emissary you control within 6" of the Mysterious Stranger at the end of the game, you receive +100 Victory Points.

Battle Points are as follows:

Loss: 5 points

Draw: 10 points

Victory: 15 points

Mighty Victory: 20 points

If the winner of the game (based on Victory Points) has an emissary in contact with the Mysterious Stranger at the end of the game and has won by 1,000 Victory Points or more, he has earned a Mighty Victory.



GET 'EM!

WARHAMMER CHAMPIONSHIP SCENARIO

OVERVIEW

Purge the area of all who oppose you.

ARMIES

Both players select their forces to an agreed upon points value.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Both players roll a D6. The player with the higher result may select in which Deployment Zone he wishes to deploy. His opponent then places his first unit. Players then alternate placing units until all forces are deployed.

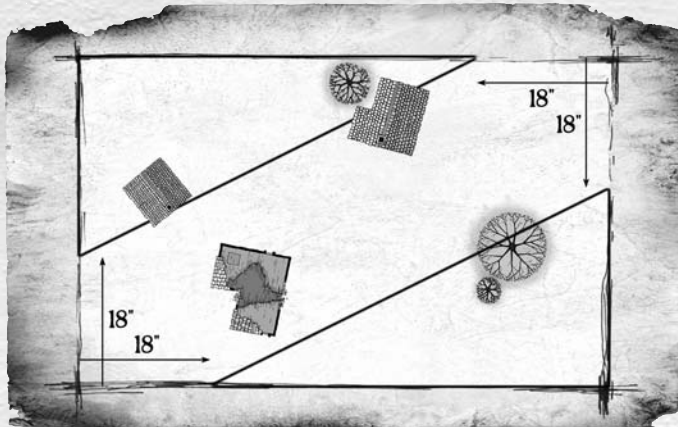
War machines are placed at the same time but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together.

Scouts can be deployed after everything else and are deployed per the rules found on p. 112 of the Warhammer rulebook.

WHO GOES FIRST?

Each player rolls a D6. The player who finished placing all his units first (excluding *Scouts*) may add +1 to this die roll. The player with the highest result may choose whether to go first or second.



LENGTH OF GAME

The game lasts 6 turns or until time is called, whichever comes first.

SPECIAL RULES

This scenario is considered a Pitched Battle for Wood Elves.

VICTORY CONDITIONS

This scenario uses Victory Points as described on p. 198 of the Warhammer rulebook.

Battle Points are as follows:

Loss: 5 points

Draw: 10 points

Victory: 15 points

Mighty Victory: 20 points

If the loser's General is dead, is fleeing, or has fled off the table and the winner's (winner and loser determined by Victory Points) General is not fleeing, has not fled off the table, and has not been removed as a casualty, the winner has earned a Mighty Victory.

