

Fetch!

AdeptiCon 2008

WARHAMMER FANTASY ESCALATION PRIMER SCENARIO 1

OVERVIEW

Your army has detected the enemy. Your contingent has been sent to locate and engage the enemy. Certain objectives are the key to victory. You must take them.....

BATTLEFIELD

4x4 Table Area. 3 pieces of terrain, placed per the BRB. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side.

Before placing any units, place your Objective marker somewhere on the table not within either deployment zone.

Units may be deployed up to 12" in on their side.

The player who finished placing units first gets +1 to the die roll to determine Who Goes First.

SPECIAL RULES

Determine if you are using Clipping over Sliding.

Scouts may deploy as usual.

Wood Elves do get their additional Forest.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

ADDITIONAL OBJECTIVES

Major Objective: (+2 Obj Points)

Controlling Both Objectives

Minor Objectives: (+1 Obj Point each)

Controlling one of your table quarters.

Contesting an Opponent table quarter

Control of the table centerpoint.

Bonus Battle Points:

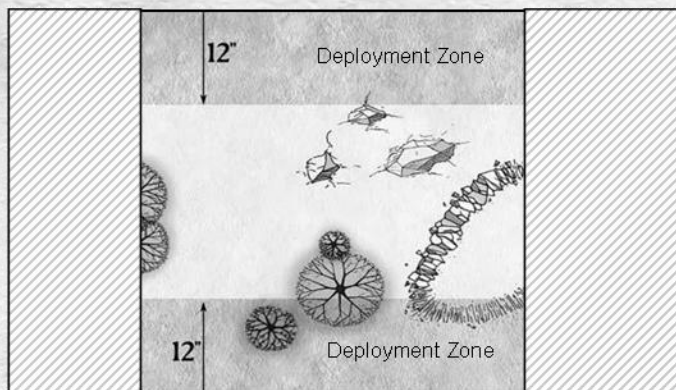
+1 The Enemy general is dead or fleeing

+1 Your General is alive and not fleeing

+1 None of your units were destroyed.

+1 You still control all your banners. (0 if none)

+1 You have captured an Enemy banner (+1 if he has none)



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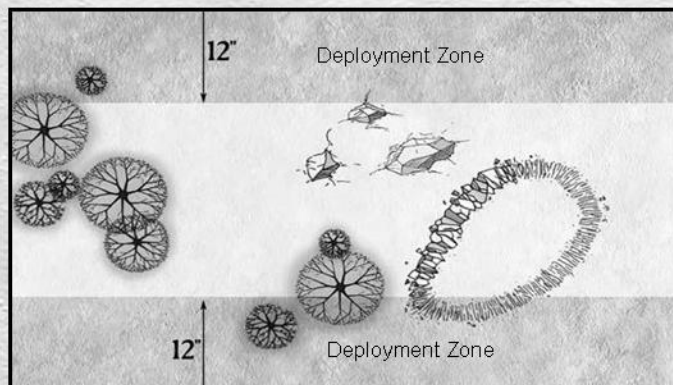


A Warm Place in the Field.....

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WARHAMMER FANTASY ESCALATION PRIMER SCENARIO 2

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OVERVIEW

Time to seize the vital ground.

BATTLEFIELD

6x4 Table Area. 5 pieces of terrain, placed per the BRB. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

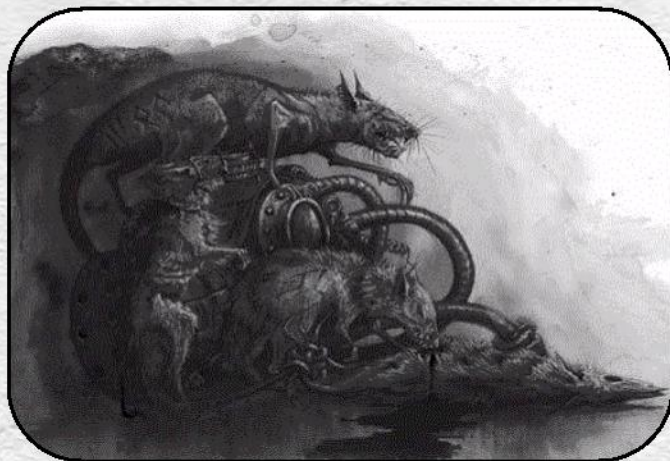
DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side.

Before placing any units, place your Objective marker somewhere on the table not within either deployment zone.

Units may be deployed up to 12" in on their side.

The player who finished placing units first gets +1 to the die roll to determine Who Goes First.



SPECIAL RULES

Determine if you are using Clipping over Sliding.

The Shape created by the connection of the 2 objectives and the table centerpoint counts as an additional table quarter.

Scouts may deploy as usual.

Wood Elves do get their additional Forest.

Beastmen may Ambush.

Lothern Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

The area bounded by the Objective markers and the centerpoint counts as an additional table quarter.

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

ADDITIONAL OBJECTIVES

Major Objective: (+2 Obj Points)

Controlling the objective marker created 'quarter'

Minor Objectives: (+1 Obj Point each)

The Enemy General is Dead or Fleeing.

Your most expensive unit is not dead or fleeing

The enemy's most expensive unit is dead or fleeing.

Bonus Battle Points:

+1 One of your units crossed the centerline

+1 Your General is alive and not fleeing

+1 None of your Core units are destroyed at end of battle.

+1 You caught a fleeing enemy unit

+1 You successfully dispelled an enemy spell (+1 if he has none)

-1 None of your units crossed the centerline.

Slugfest

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WARHAMMER FANTASY ESCALATION PRIMER SCENARIO 3



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OVERVIEW

Sometimes, the 2 toughest kids on the block just have to know which is tougher.....

BATTLEFIELD

8x4 Table Area. 7 pieces of terrain, placed per the BRB. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side.

Before placing any units, place your Objective marker somewhere on the table not within either deployment zone.

Units may be deployed up to 12" in on their side.

The player who finished placing units first gets +1 to the die roll to determine Who Goes First.



SPECIAL RULES

Determine if you are using Clipping over Sliding.

Controlling an Objective Marker allows you to re-roll a single regular d6 per turn. (Yours and your opponents)

Scouts may deploy as usual.

Wood Elves do get their additional Forest.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

ADDITIONAL OBJECTIVES

Major Objective: (+2 Obj Points)

Controlling the both objective markers

Minor Objectives: (+1 Obj Point each)

The Enemy General is Dead or Fleeing.

The enemy's most expensive unit is dead or fleeing.

You control more terrain than the enemy

Bonus Battle Points:

+2 Your General is alive and not fleeing

+1 You caught a fleeing enemy unit(+1 if cant flee)

+1 You successfully dispelled an enemy spell (+1 if he has none)

+1 control of the centerpoint

-1 None of your units crossed the centerline.

