TREASURE HUNT

Mission:
Steal the enemy's most prized magic item!

Special Rules:
Before the battle begins, both players must let their opponent know where their most expensive magic item is and what it is. If the character with the item is slain in combat, the unit that killed him takes possession of the item (note: the enemy may not use the item). If the magic item is in your opponent's possession at the end of the game, he/she receives 250 bonus Victory Points.

Who Goes First?
Each player rolls a D6. The player who finished placing all his/her units first adds +1 to the result. The player with the higher score may choose whether to go first or second.

Length of Game:
The game lasts 6 turns or until time is called.

Victory Conditions:
Use the Victory Point rules found on p. 198 to determine the amount of Victory Points earned with the additions mentioned in the *Special Rules* section.

Battle Point Modifiers:
+1 If your General is alive, on the table, and not fleeing at the end of the game.

+1 For killing any of your opponent's Wizards (a Wizard is any model that contributes Power and/or Dispel Dice).

+1 For capturing your opponent's Battle Standard

-1 If you have not reduced any enemy units to half strength or less.

-1 If all your standards were captured.

Deployment:
Both players roll a D6. The player with the highest result places the first piece of terrain. Players proceed by alternating placing pieces of terrain. Both players then roll a D6; the player with the highest result may select which side to deploy on.

The army with the most units begins by placing a unit first. Place all characters at once. Units with the *Scouts* special deployment rule are placed last.

Battlefield:
We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.

12"	Deployment Zone
12"	Deployment Zone
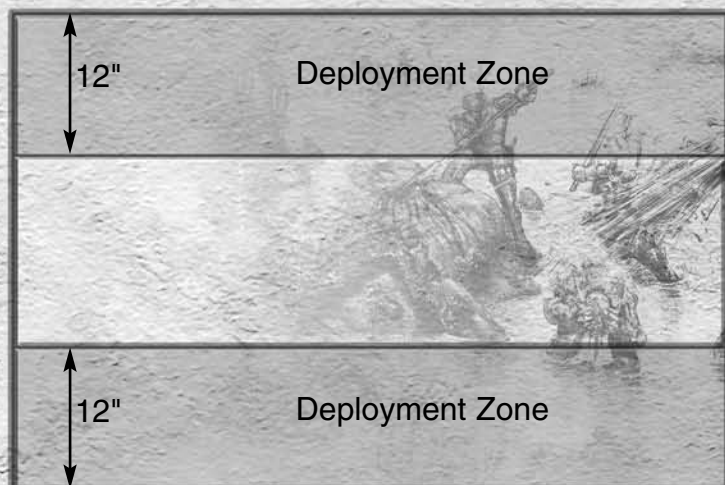
MESSENGERS

Mission:
Get the dispatch to your lord so that he can send you reinforcements. You're gonna need 'em...

Special Rules:
Before the battle begins, both sides must nominate three models to be messengers. These models must be Core troops from three different units. The messengers are removed from their units and are treated as independent characters for the rest of the game.

Note: Messengers will have the following profile: M8, WS4, BS4, S4, T4, W2, I4, A2, Ld9, 4+ ward save. Messengers always ignore terrain penalties. Messengers may not move more than 8", cannot rejoin any unit during the game, and are unbreakable (that's why they've been chosen to be messengers).

Your messengers must try to escape the battlefield via the three different edges of your opponent's Deployment Zone. Models that are chased or driven from the field count as escaping as long as they weren't destroyed in the process. Each messenger is duty-bound to go in a different direction, so each one must leave the table via a different table edge.

Escaping on the Side Edges: The messengers may escape on the side edges in the 12" furthest away from your Deployment Zone (see map).

Who Goes First?
Both players roll a D6. The player who finished deploying his units first may add +1 to his result. The player who scores highest may choose to go first or second.

Length of Game:
The game lasts 6 turns or until time is called.

Victory Conditions:
Use the Victory Point rules found on p. 198 to determine the amount of Victory Points earned with the following addition. Each Messenger who makes it off a different board edge is worth an additional +150 Victory Points.

Battle Point Modifiers:
+1   If at least two of your messengers made it off the table via the appropriate table edges.
+1   For killing any of your opponent's Wizards (a Wizard is any model that contributes Power and/or Dispel Dice).
+1   For capturing your opponent's Battle Standard.
-1   If you have not reduced any enemy units to half strength or less.
-1   If all your standards were captured.

Deployment:
Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate placing pieces of terrain. Both players then roll a D6. The player with the highest result may select which side to deploy on.
The army with the most units begins by placing a unit first. Place all characters, including the messengers, at once. Units with the *Scouts* special deployment rule are placed last.

Battlefield:

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.
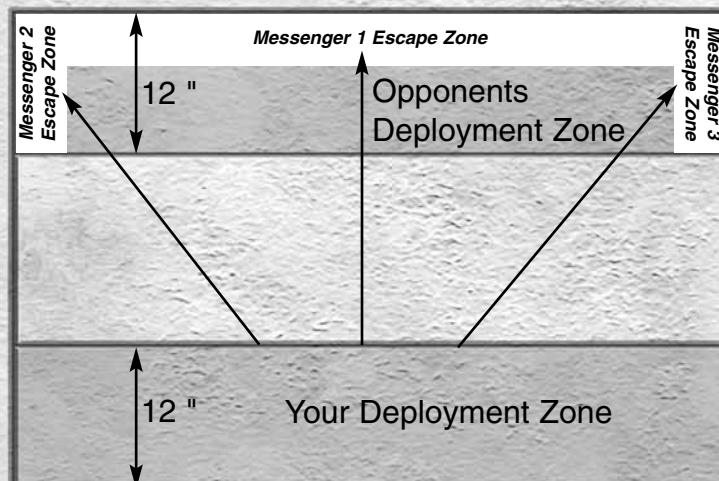
GAIN GROUND

Mission:
Take the fight to the enemy, control as much real estate as you possibly can, and claim it for your lord.

Special Rules:
None. Now get stompin'!

Who Goes First?
Both players roll a D6. The player who finished deploying his units first may add +1 to his result. The player who scores highest may choose to go first or second.

Length of Game:
The game lasts 6 turns or until time is called.

Victory Conditions:
Use the Victory Point rules found on p. 198 to determine the amount of Victory Points earned with the following addition. Each table quarter you control at the end of the game is worth +200 Victory Points instead of +100.

Battle Point Modifiers:

+1   For each hill you control at the end of the game. To control a hill you must have unit with a unit strength of 5 or more on the hill. It may not be fleeing, and the hill may not be contested. Contesting units must also be of unit strength 5 or greater and may not be fleeing.

+1   For killing any of your opponent's Wizards (a Wizard is any model that contributes Power and/or Dispel Dice).

+1   For capturing your opponent's Battle Standard.

-1   If you have not reduced any enemy units to half strength or less.

-1   If any of your units were overrun at any point during the game.

Deployment:
Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain. Both players then roll a D6. The player with the highest result may select which side to deploy on.

The army with the most units begins by placing a unit first. Place all characters at once. Units with the *Scouts* special deployment rule are placed last.

Battlefield: We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust sizes of the Deployment Zones accordingly.

12"	Deployment Zone
12"	Deployment Zone

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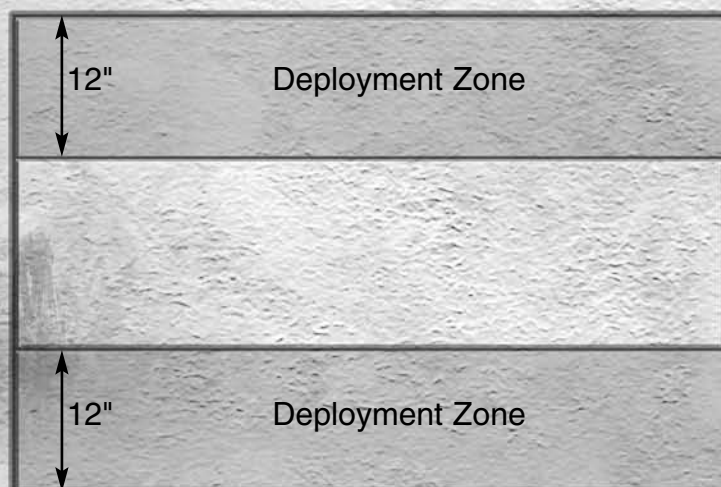
TRAITOR

Mission:
Hunt down the traitor and give him a traitor's death. Let nothing stand in your way!

Special Rules:
Before the battle begins, each player chooses a model from a Core unit and hands that model to his/her opponent who will control the model as part of his army throughout the game. This model is the traitor. Treat the model as a character with the following profile: M5 WS3 BS0 S3 T4 W1 I4 A1 LD7, light armor, hand weapon. The model may not lead a unit but may join a unit and will count for that unit's size and ranks.

Note: If a traitor leaves the table for __ANY__ reason, he is considered to be slain!

Extra Note: If you plan on hiding the traitor model so far back that the enemy can't get it, then your opponent should verbally abuse you for being a son of a yellow-bellied Snotling and give you a Sportsmanship score of 1, because you deserve it!

Who Goes First?
Both players roll a D6. The player who finished deploying his units first may add +1 to his result. The player who scores highest may choose to go first or second.

Length of Game:
The game lasts 6 turns or until time is called.

Victory Conditions:
This scenario uses standard Victory Point rules on p. 198 with the following addition. If the traitor (your own model) is dead, is fleeing, or has fled off the table by the end of the game you receive +200 Victory Points.

Make sure to return the traitor model after the game!

Battle Point Modifiers:
+1 If the traitor you control is in your opponent's deployment zone at the end of the game and is not fleeing.
+1 If your opponent's highest point unit is dead, fleeing or has fled off the board by the end of the game.
+1 If all your opponents core units are dead, fleeing or fled off the board at the end of the game.
-1 If you have no Core units above half their original unit strength.
-1 If no enemy units are destroyed, fleeing or have fled off the board by the end of the game.

Deployment:
Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate placing pieces of terrain. Both players then roll another D6. The player with the highest result may select which side to deploy on.

The army with the most units begins by placing a unit first. Place all characters, including the traitor, at once. Units with the *Scouts* special deployment rule are placed last.

Battlefield: We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table you may have to adjust the deployment zones appropriately.

12"   Deployment Zone
12"   Deployment Zone
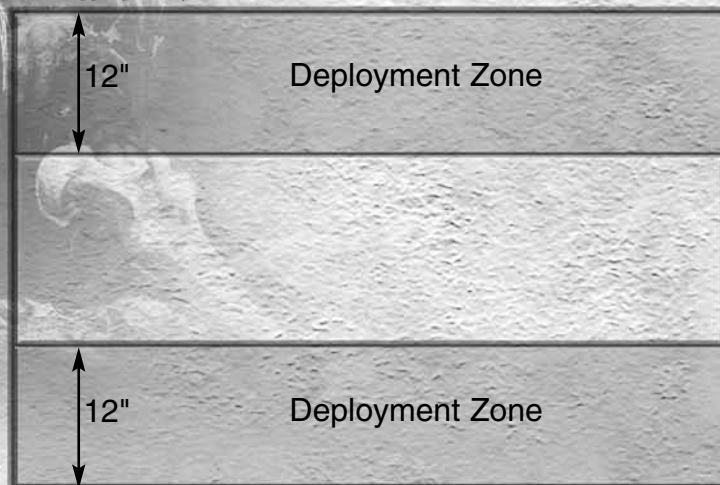
MAGIC FLUX

Mission:

The winds of magic are fickle. Control them, and you shall be victorious!

Special Rules:

At the beginning of each player's Magic Phase, both players roll all of their respective Power/Dispel Dice. Each die that come up "1" must be given to the opposing player for use as a Power or Dispel Die in the ensuing Magic Phase. Continue with the Magic phase as normal thereafter.

Who Goes First?

Both players roll a D6. The player who finished deploying his units first may add +1 to his result. The player who scores highest may choose to go first or second.

Length of Game:

The game lasts 6 turns or until time is called.

Victory Conditions:

Use the Victory Point rules found on p. 198 to determine the amount of Victory Points earned.

Battle Point Modifiers:

+1 If your opponent's highest cost unit is dead, is fleeing, or has fled off the table by the end of the game.

+1 If an enemy Wizard is killed, is fleeing, or has fled off the table by the end of the game (a Wizard is any model that contributes Power and/or Dispel Dice).

+1 If you captured your opponent's Battle Standard.

-1 If you have no Core units above half unit strength.

-1 If you control no table quarters at the end of the game.

Deployment:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate placing pieces of terrain. Both players then roll another D6. The player with the highest result may select which side to deploy on.

The army with the most units begins by placing a unit first. Place all characters at once. Units with the *Scouts* special deployment rule are placed last.

Battlefield:

We recommend a 6' x 4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust sizes of the Deployment Zones accordingly.

12" Deployment Zone
12" Deployment Zone
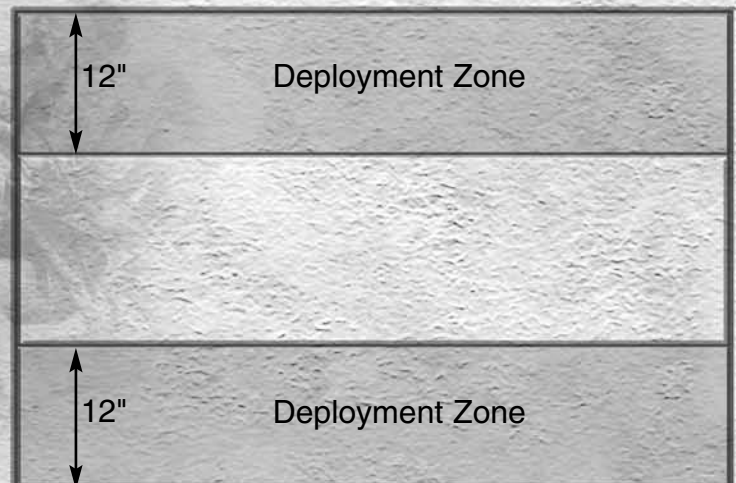
DUKE IT OUT!

Mission:
Leave no man, warrior, animal, vegetable, or mineral alive!

Special Rules:
None.

Who Goes First?
Both players roll a D6, the player who rolls highest may choose to go first or second. The player who finished deploying his units first may add +1 to his result.

Length of Game:
The game lasts 6 turns or until time is called.

Victory Conditions:
Use the Victory Point rules found on p. 198 to determine the amount of Victory Points earned.

Battle Point Modifiers:

+1 If the enemy general is dead, fleeing, or has fled off the table by the end of the game

+1 If all the enemy units are reduced to 50% or less of their original unit strength, are fleeing, or have fled off the table at the end of the game.

+1 If any of your opponent's Wizards are dead, are fleeing, or have fled off the board by the end of the game.

-1 If no enemy units have been wiped out, are fleeing, or have fled off the table by the end of the game.

-1 If none of your units crossed the center line at any time during the game.

Deployment:
Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate placing pieces of terrain. Both players roll a D6, the player with the highest result may select which side to deploy on.

The army with the most units begins by placing a unit first. Place all characters at once. Units with the *Scouts* special deployment rule are placed last.

Battlefield:

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.

12"	Deployment Zone
12"	Deployment Zone
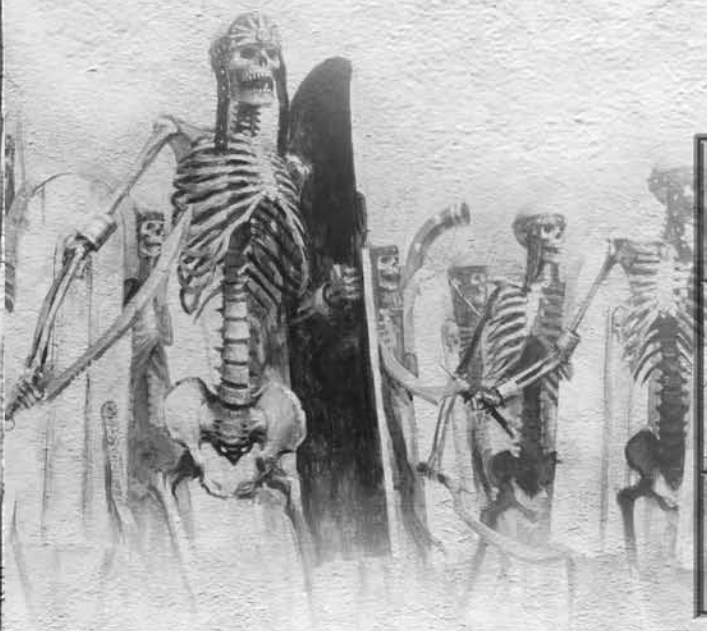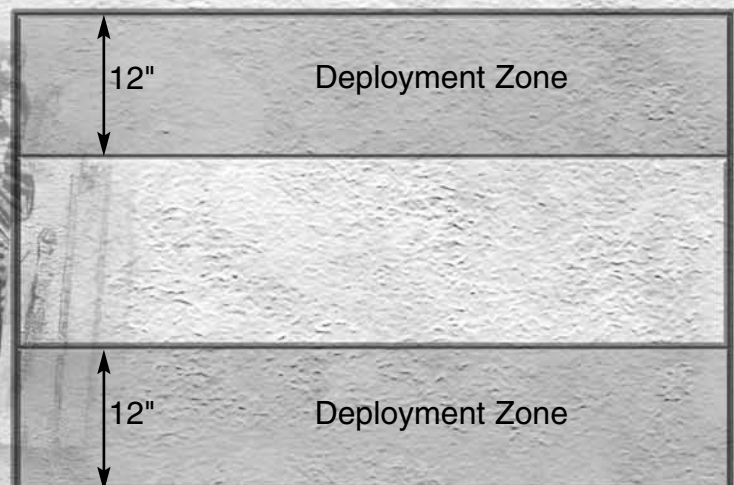
BREAKTHROUGH

Mission:
Destroy the enemy line and make it through to the other side alive.

Special Rules:
Any of your units that make it off a table edge in the enemy Deployment Zone earn you bonus Victory Points equal to the points value of the unit. If the unit has fewer than half of its original unit strength, then it is worth half its points cost. Any war machines or characters are worth 50 Victory Points each, not their points value.

Who Goes First?
Both players roll a D6. The player who finished deploying his units first may add +1 to his result. The player who scores highest may choose to go first or second.

Length of Game:
The game lasts 6 turns or until time is called.

Victory Conditions:
Use the Victory Point rules found on p. 198 with the additions noted above to determine the amount of Victory Points earned.

Battle Point Modifiers:
+1 If your opponent doesn't get any of his units in your Deployment Zone.

+1 If you captured your opponent's Battle Standard.

+1 If the enemy General is dead, is fleeing, or has fled off the board by the end of the game.

-1 If none of your units crossed the center line at any point during the game.

-1 If no enemy units are dead, are fleeing, or have fled off the board by the end of the game.

Deployment:
Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate placing pieces of terrain. Both players then roll another D6. The player with the highest result may select which side to deploy on.

The army with the most units begins by placing a unit first. Place all characters at once. Units with the *Scouts* special deployment rule are placed last.

Battlefield:
We recommend a 6'x 4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust sizes of the Deployment Zones accordingly.

12"	Deployment Zone
12"	Deployment Zone
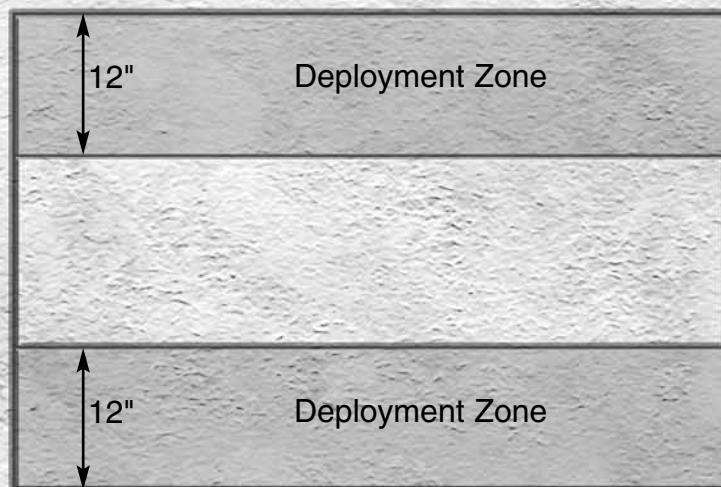
VALLEY OF DEATH

Mission:
Kill the enemy's army!

Special Rules:
None.

Who Goes First?
Both players roll a D6. The player who finished deploying his units first may add +1 to his result. The player who scores highest may choose to go first or second.

Length of Game:
The game lasts 6 turns or until time is called.

Victory Conditions:
Use the Victory Point rules found on p. 198 to determine the number of Victory Points earned.

Battle Point Modifiers:

+1   If your General is still alive, is not fleeing, and has not fled off the table by the end of the game.

+1   If you have a unit at 50% or more of its starting unit size in your opponent's Deployment Zone.

+1   If your highest point unit is still at or above 50% and not fleeing at the end of the game.

-1   If, at the end of the game, no enemy unit is destroyed, is fleeing, or has fled off the board by the end of the game.

-1   If you don't control at least one table quarter.

Deployment:
Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate placing pieces of terrain. Each player may only place terrain in his own Deployment Zone.

Both players roll a D6. The player with the highest result may select which side to deploy on.

The army with the most units begins by placing a unit first. Place all characters at once. Units with the *Scouts* special deployment rule are placed last

Battlefield:
We recommend a 6'x 4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust sizes of the Deployment Zones accordingly.

12"	Deployment Zone
12"	Deployment Zone