

PITCHED BATTLE

MISSION

Both armies are fully prepared for battle, and their goal is simple – wipe out the enemy and take the field!

SPECIAL RULES

None. Now get stompin'!

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 (not including *Scouts*) may add 1 to his result.

LENGTH OF GAME

The game lasts 6 turns, until one player concedes defeat, or until the time is called.

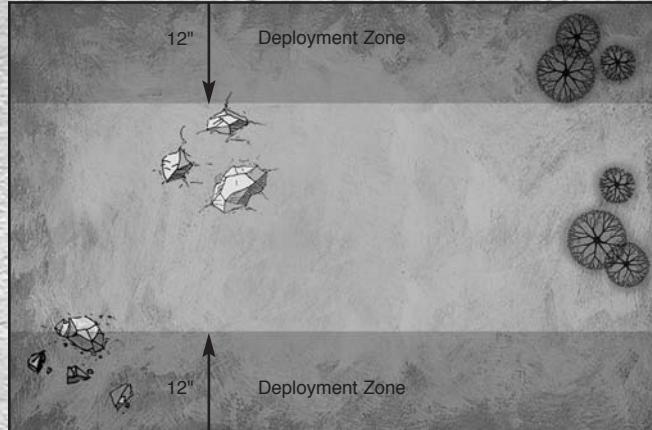
VICTORY CONDITIONS

Unless one player concedes, use the standard Victory Points rules found on p. 198 of the Warhammer rulebook.

DEPLOYMENT

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

The player with the most units begins by placing a unit first no more than 12" from the their Deployment Zone's table edge. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battlefield. Champions are deployed with their unit; all other Characters are deployed last in the order of deployment for each army. *Scouting* units are deployed as described in the *Scout* rules on p. 270 of the Warhammer rulebook.



VICTORY POINT TABLE

To determine the outcome, calculate the difference in Victory Points and use the table below.

VICTORY POINTS	RESULT
0–200	Draw
201–1000	Solid Victory
1001–1600	Crushing Victory
1601+	Victorious Slaughter

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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 one Core unit or an appropriate traitor model, and gives that model to his opponent. This model is the traitor. Treat him as a character with the following profile.

M	WS	BS	S	T	W	I	A	Ld
5	5	0	3	4	1	4	1	7

The traitor is armed with light armor and a hand weapon. He 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 slain!

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 (not including *Scouts*) may add 1 to his result.



LENGTH OF GAME

The game lasts 6 turns or until the time is called.

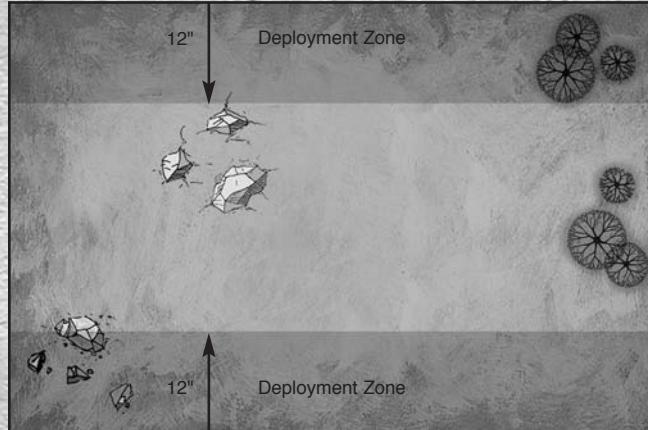
VICTORY CONDITIONS

Unless one player concedes, use the standard Victory Points rules found on p. 198 of the Warhammer rulebook with the following addition. If the traitor your opponent controls is dead, is fleeing, or has fled off the table by the end of the game, you receive 200 bonus Victory Points.

DEPLOYMENT

Both players roll a D6. The player with the highest result places the first piece of terrain. Players proceed alternating 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. *Scouting* units are deployed as described in the *Scout* rules on p. 270 of the Warhammer rulebook.



VICTORY POINT TABLE

To determine the outcome, calculate the difference in Victory Points and use the table below.

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201–1000	Solid Victory
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GAIN GROUND

MISSION

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

SPECIAL RULES

None. Now get stompin'!

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 (not including *Scouts*) may add 1 to his result.

LENGTH OF GAME

The game lasts 6 turns or until the time is called.

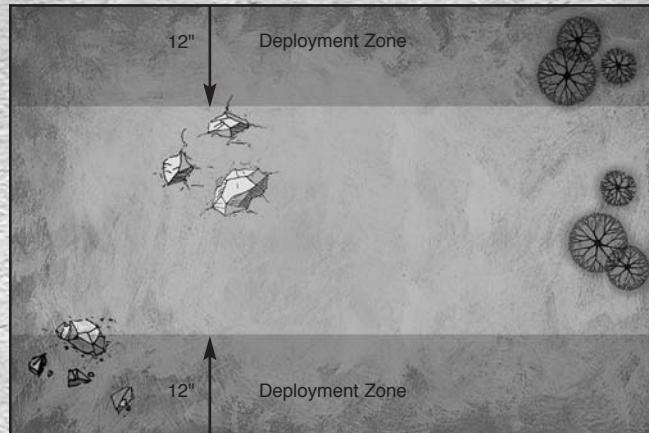
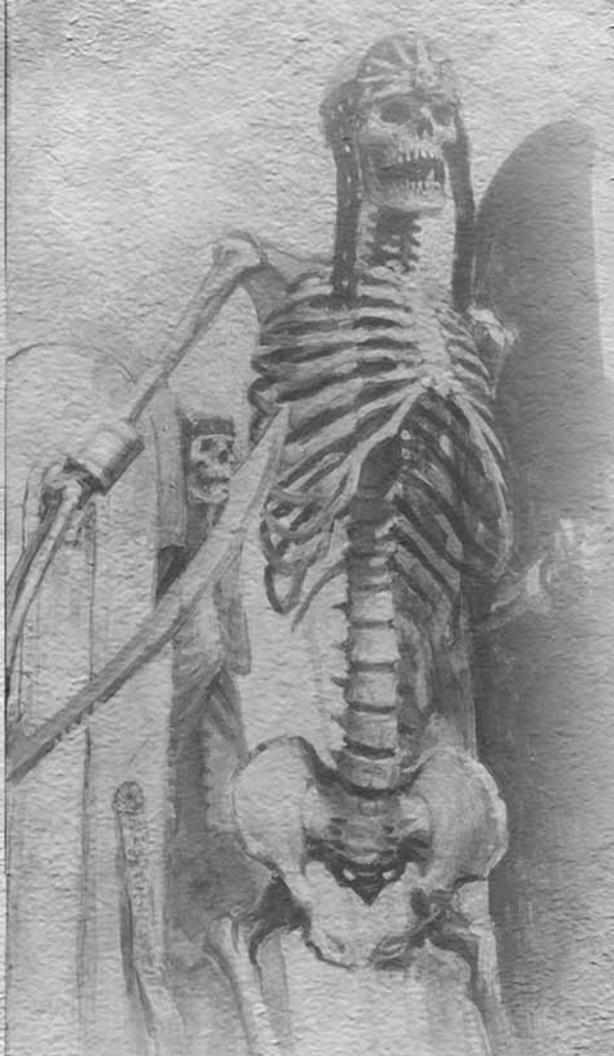
VICTORY CONDITIONS

Unless one player concedes, use the standard Victory Points rules found on p. 198 of the Warhammer rulebook with the following addition. Each table quarter you control at the end of the game is worth 200 VPs instead of 100.

DEPLOYMENT

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

The player with the most units begins by placing a unit first. Place all characters at once. *Scouting* units are deployed as described in the *Scout* rules on p. 270 of the Warhammer rulebook.



VICTORY POINT TABLE

To determine the outcome, calculate the difference in Victory Points and use the table below.

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MAGIC FLUX

MISSION

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 meet their destiny. This day, the fate of your army is wrought by magic's random flows.

SPECIAL RULES

Magic Flux. In the beginning of each player's Magic Phase both players roll a number of dice equal to their number of dice in 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 pool 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.

Note: Tomb Kings roll only the 2 dice that all armies generate in the Magic Phase.

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 (not including *Scouts*) may add 1 to his result.

LENGTH OF GAME

The game lasts 6 turns or until the time is called.

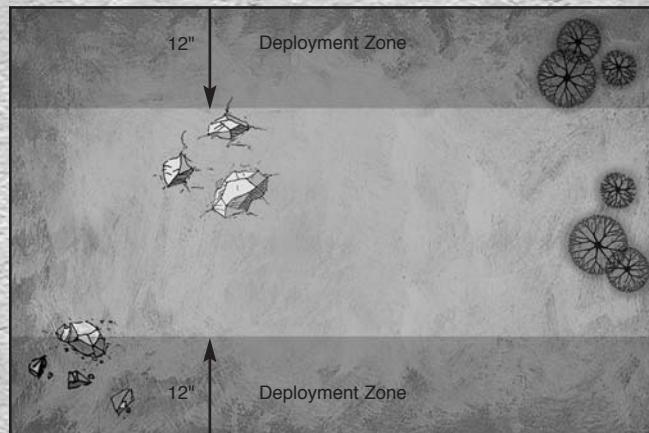
VICTORY CONDITIONS

Unless one player concedes, use the standard Victory Points rules found on p. 198 of the Warhammer rulebook.

DEPLOYMENT

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

The player with the most units begins by placing a unit first. Place all characters at once. *Scouting* units are deployed as described in the *Scout* rules on p. 270 of the Warhammer rulebook.



VICTORY POINT TABLE

To determine the outcome, calculate the difference in Victory Points and use the table below.

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TREASURE HUNT

MISSION

Steal the enemy's most prized magic item!

SPECIAL RULES

Before the battle begins, each player must let his opponent know where his most expensive magic item is and what it is. If the character with the item is slain in combat, the winning unit now has possession of the item but may not use it. Armies that maintain possession of the enemy's most prized magic item at the end of the game receive a bonus of 250 Victory Points.

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 (not including *Scouts*) may add 1 to his result.



LENGTH OF GAME

The game lasts 6 turns or until the time is called.

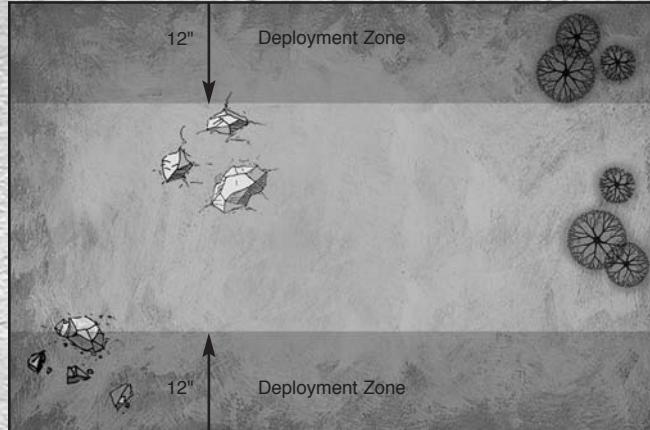
VICTORY CONDITIONS

Unless one player concedes, use the standard Victory Points rules found on p. 198 of the Warhammer rulebook with the possible addition of the 250-point bonuses.

DEPLOYMENT

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

The player with the most units begins by placing a unit first. Place all characters at once. *Scouting* units are deployed as described in the Scout rules on p. 270 of the Warhammer rulebook.



VICTORY POINT TABLE

To determine the outcome, calculate the difference in Victory Points and use the table below.

VICTORY POINTS	RESULT
0–200	Draw
201–1000	Solid Victory
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PERSONAL OBJECTIVES

MISSION

Not every objective means the same to everyone. A hill for artillery and missile troops is valuable to Empire or Dwarf armies, whereas it would be useless to a combat-oriented Chaos force. However, everything means something to someone. We don't always know what our enemy holds dear, but we still have to try to stop him.

SPECIAL RULES

Each player has 750 points to assign to terrain pieces to represent the level of importance that section of the battlefield represents. A single objective may not have more than 50% of the points (375 points) assigned to it. Each player must assign points to at least three and no more than five different objectives.

After placing the terrain, each player gets slips of paper, writes down a number of points on each, and slips them upside down under or next to a piece of terrain. This way opponents cannot see how many points it is worth. A clever player may even place slips under terrain with no points to throw the enemy off.

Objectives may not be placed in the Deployment Zones and must be placed at least 8" from other objectives you have placed. There are no restrictions to the proximity of enemy objectives.

To control an objective, your opponent must not be on it, and you must have a unit that is greater than or equal to 50% of its original number of models or an undamaged vehicle on it. Units falling back do not count. You gain Victory Points equal to the points of YOUR objectives you still control in addition to the normal Victory Points rules found on p. 198 of the Warhammer rulebook.

LENGTH OF GAME

The game lasts 6 turns or until the time is called.



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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 (not including *Scouts*) may add 1 to his result.

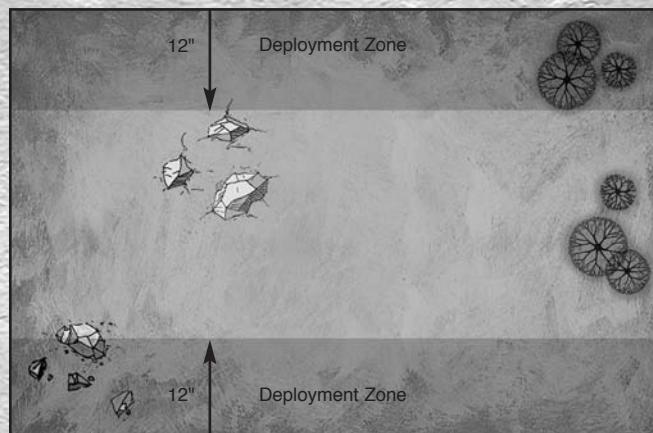
VICTORY CONDITIONS

Unless one player concedes, use the standard Victory Points rules found on p. 198 of the Warhammer rulebook with the additional rules found in the Special Rules section.

DEPLOYMENT

Both players roll a D6. The player with the highest result places the first piece of terrain. Players proceed alternating placing pieces of terrain. **Note:** At least 2 pieces of terrain must be outside of the deployment zones.

Both players roll a D6. The player with the highest result may select which side to deploy on. The player with the most units begins by placing a unit first. Place all characters at once. *Scouting* units are deployed as described in the *Scout* rules on p. 270 of the Warhammer rulebook.



VICTORY POINT TABLE

To determine the outcome, calculate the difference in Victory Points and use the table below.

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0–200	Draw
201–1000	Solid Victory
1001–1600	Crushing Victory
1601+	Victorious Slaughter

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GET 'EM!

MISSION

Purge the area of all who oppose you.

SPECIAL RULES

If the enemy's General is slain, is fleeing, or has fled off the table, you receive an additional 200 Victory Points.

If the enemy's General is slain AND your General is still alive, you receive an additional 100 Victory Points.

This scenario counts as a Pitched Battle for the Wood Elves.

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 (not including *Scouts*) may add 1 to his result.



LENGTH OF GAME

The game lasts 6 turns or until the time is called.

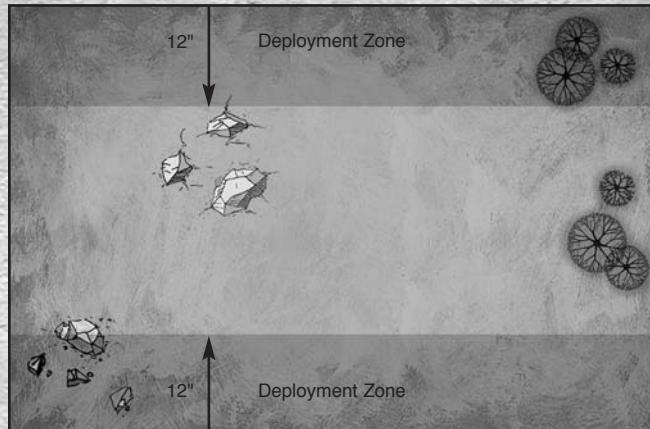
VICTORY CONDITIONS

Unless one player concedes, use the standard Victory Points rules found on p. 198 of the Warhammer rulebook.

DEPLOYMENT

Both players roll a D6. The player with the highest result places the first piece of terrain. Players proceed alternating placing pieces of terrain. Both players roll a D6. The player with the highest result may select which corner to deploy in.

The army with the most units begins by placing a unit first. War machines are placed at the same time, though they can be deployed in different parts of the battlefield. Characters are deployed last in the order of deployment for each army. *Scouting* units are deployed as described in the *Scout* rules on p. 270 of the Warhammer rulebook.



VICTORY POINT TABLE

To determine the outcome, calculate the difference in Victory Points and use the table below.

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MEETING ENGAGEMENT

MISSION

In this scenario, both armies must deploy from a column of march and engage the enemy.

DEPLOYMENT

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

Both players roll a D6. The player with the highest result places the first piece of terrain. Players proceed alternating placing pieces of terrain. Both players roll a D6. The player with the highest result may select which side to deploy on. Units must be deployed at least 6" from the neutral table edges and 36" from the enemy table edge.

The players take it in turns to deploy their units, starting with the one at the top of their Order of March and working down. The second and subsequent units must be deployed closer to the neutral table edges than any unit already in play – in effect the army deploys outward from the first unit. All war machines are written as a single entry on the Order of March, though they can be deployed anywhere on the battlefield within the normal Deployment Zone. Champions are deployed with their units. All other characters are deployed after all other units in the army, each player deploying their characters all at the same time. Characters may start the battle within units.

Scouting units must be deployed in the same way as other units, except they may be deployed up to 18" from the enemy (i.e., they don't have enough time to work their way as far forward as normal).

SPECIAL RULES

There are no special rules in this scenario.

WHO GOES FIRST?

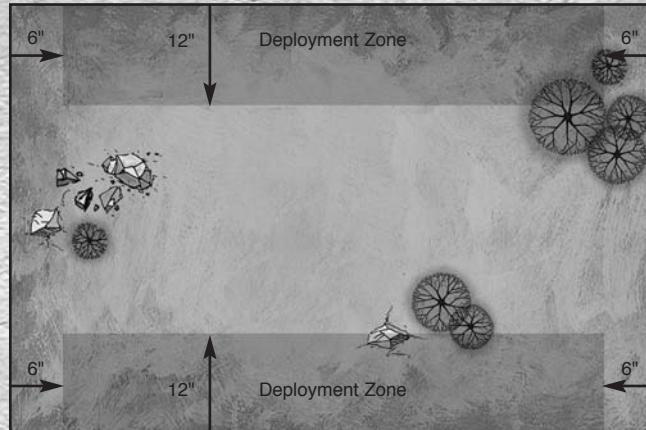
Both players roll a D6. The player who rolls highest may choose to go first or second. The player who finished deploying his units first (not including *Scouts*) may add 1 to his result.

LENGTH OF GAME

The game lasts 6 turns or until the time is called.

VICTORY CONDITIONS

Unless one player concedes, use the standard Victory Points rules found on p. 198 of the Warhammer rulebook.



VICTORY POINT TABLE

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