

BATTLEPLAN

WHITE DWARFS BIRTHDAY

MULTIPLAYER BATTLE

Use the pitched battle rules. Also if there are multiple combats during the phase the only units that are allowed to fight are units that are in contact with the players whose turn it is.

OBJECTIVES

Set up the white dwarf in the centre of the board.

SET-UP

The players roll a dice to determine where they can deploy their army as shown on the map. Every player sets up their army at once. If you roll the same place as another player both of you play one round of rock, paper and scissors to see how moves to next possible territory.

TURN

After all the armies are set-up the players roll a dice the player that rolled the highest start the first battle round continuing clock wise from there.

TREACHERY

At the start of the first battle round players receive 2 treachery cards. If a player is deployed at territory 2 or 5 that player receives an additional 2 treachery cards to start with. You can hold a maximum of 5 cards at all time. You are allowed to discard any card you want at any time if you do so you are **NOT** allowed to draw any new cards. At the start of every battle round every player can draw 1 card from the deck.

Players can draw additional cards by destroying enemy units.

WHITE DWARF

The White dwarf is a actual model on the field so you cannot place any models on top of him.

A player has the White Dwarfs attention when they have more models within 6" of the white dwarf every **hero** or **monster** counts as 5.

At the end of your movement-phase if you have the White Dwarfs attention you can draw another treachery card.

VICTORY

The player that has the White dwarfs attention at the end of the game wins.

