



The OFCC 2015 Warhammer Fantasy Battles Scenario Pack v.2.0



OFCC 2015

Warhammer Fantasy Battles

Scenario Packet

July 18 – July 19, 2015



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OFCC Scenario 1 - The Book of Grudges

Sometimes old hatreds don't die hard but rather fester like a sickness. Ancient enmities and rivalries get passed from generation to generation in an unending cycle of violence. Sometimes the slightest insult can lead to all out ... War.

Battlefield

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason, please return the terrain to its original location at the conclusion of the match. The Mysterious Terrain has been identified on the table by index card. The index card will note at what range the card is able to be flipped to reveal the Mysterious Terrain. Please flip the card back to its original facing at the conclusion of the match.

Deployment

The players will use the Pitched Battle Deployment Map and Rules outlined in the "**Battle line**" mission on page 144 of the Warhammer Fantasy Rulebook.

First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his or her roll.

Game Length

The battle will last for six game turns, or until the round time is over.

Victory Conditions

The winner is determined by Victory Points.

Special Rules

Ancient Enmity – Each player will nominate one character or champion in the opposing army to be the target of their unrelenting hatred. Enemy units gain **Hatred** against that character and any unit they are with.

Break their spirit – The first player to cause the enemy's Fortitude to equal or be less than its Breaking Point (pg. 148 WFB Rulebook), will earn an additional **250 Victory Points** at the end of the game.

Scenario Battle Points

There are five additional battle points that players may earn during this scenario:

1 Battle Point Achievements:

Slay the rat bastard! – You manage to slay the target of your **Ancient Enmity**.

I stand vindicated! – The character your opponent nominated for **Ancient Enmity** is still alive at the end of the game.

Say that to my face! – The character your opponent nominated for **Ancient Enmity** wins a challenge against the model you nominated for **Ancient Enmity**.

2 Battle Points Achievements:

Bring me his head! – You manage to earn "**Slay the rat bastard!**", "**I stand vindicated!**" and "**Say that to my face!**" during the course of the game.



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OFCC Scenario 2 - The Dawn of War

Sunrise. The sky is bathed in crimson as the day-star rises in the east. As the first rays of dawn touch upon the battlefield, the hosts of the enemy fade into view. The exultation of seeing the enemy is only matched by the impending sense of dread as the first clarion call to battle is sounded. The battle is joined!

Battlefield

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason, please return the terrain to its original location at the conclusion of the match. The Mysterious Terrain has been identified on the table by index card. The index card will note at what range the card is able to be flipped to reveal the Mysterious Terrain. Please flip the card back to its original facing at the conclusion of the match.

Deployment

The players will use the Pitched Battle Deployment Map and Rules outlined in the “**Battle for the Pass**” mission on page 146 of the Warhammer Fantasy Rulebook.

Game Length

The battle will last for six game turns, or until the round time is over.

Victory Conditions

The winner is determined by Victory Points.

First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his or her roll.

Special Rules

The Clarion Call of Battle! – The owning player will nominate one musician in his or her army to be the **Hornblower**. The Hornblower while still alive will provide +1 Combat Resolution in combat. A player must have a musician to have a Hornblower.

Break their spirit – The first player to cause the enemy's Fortitude to equal or be less than its Breaking Point (pg. 148 WFB Rulebook), will earn an additional **250 Victory Points** at the end of the game.

Scenario Battle Points

There are five additional battle points that players may earn during this scenario:

1 Battle Point Achievements:

Sound the charge! – You charge into combat with a unit containing your Hornblower.

Rally the troops! – The musician you nominated as the Hornblower is still alive at the end of the game.

Onward! Pursue them! – You win combat and chase down an enemy unit with a unit containing your Hornblower.

2 Battle Points Achievements:

Silence their horns! – You manage to earn ***Onward! Pursue them!*** Achievement while chasing down and destroying a unit with the enemy's Hornblower.



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OFCC Scenario 3 - The Battle of Two Suns

During battle, there is an earsplitting sound of wet fabric ripping as the sky is rent asunder and a baleful red star shares the sky with the sun for a brief moment. In that time reality slows and storms of magic rage across the battlefield. Then as quickly as it started the rent is sealed and an eerie silence follows...

Battlefield

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason, please return the terrain to its original location at the conclusion of the match. The Mysterious Terrain has been identified on the table by index card. The index card will note at what range the card is able to be flipped to reveal the Mysterious Terrain. Please flip the card back to its original facing at the conclusion of the match.

Deployment

The players will use the Pitched Battle Deployment Map and Rules outlined in the **"Battle Line"** mission on page 144 of the Warhammer Fantasy Rulebook.

First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his or her roll.

Game Length

The battle will last for six game turns, or until the round time is over.

Victory Conditions

The winner is determined by Victory Points.

Special Rules

High Magus – Designate one wizard to be your High Magus. That wizard will gain the **Twin Suns of Chaos** special rule. Dwarfs may select a runesmith to serve as their magus.

Twin Suns of Chaos – When the High Magus attempts to channel they gain a power die or dispel die on a 5 or 6. If they roll a 1 during a channeling attempt they lose a power or dispel die.

Something has gone wrong... - Any wizard will miscast (no irresistible force) on a roll of two or more 1's during a casting attempt. This includes all forms of additional casting dice (mushrooms, sacrificial dagger, etc...)

Break their spirit – The first player to cause the enemy's Fortitude to equal or be less than its Breaking Point (pg. 148 WFB Rulebook), will earn an additional **250 Victory Points** at the end of the game.

Scenario Battle Points

There are five additional battle points that players may earn during this scenario:

1 Battle Point Achievements:

Dimensional Cascade – A player manages to miscast during the game. (Rune inscribed dwarf war machines exploding will count as a miscast)

Harnessing the winds of magic – A player manages to channel successfully 3 times (power or dispel dice).

How is he still alive? – Your High Magus is still alive at the end of the game.

2 Battle Points Achievements:

Mage Slayer – You manage to slay the enemy's **High Magus** during the game.



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OFCC Scenario 4 - The Clash of the Titans

The two champions stare across at each other from opposite ends of the battlefield. Then suddenly as one they move towards each other, each answering the challenge. As the two champions meet, the battle forms a circle around them as the Gods watch their battle from above.

Battlefield

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason, please return the terrain to its original location at the conclusion of the match. The Mysterious Terrain has been identified on the table by index card. The index card will note at what range the card is able to be flipped to reveal the Mysterious Terrain. Please flip the card back to its original facing at the conclusion of the match.

Deployment

The players will use the Pitched Battle Deployment Map and Rules outlined in the “**Meeting Engagement**” mission on page 149 of the Warhammer Fantasy Rulebook.

First Turn

After deployment, the player that set up second rolls a die. On a 6 they may choose who has first turn. On a 1-5 then that player that set up first decides.

Game Length

The battle will last for six game turns, or until the round time is over.

Victory Conditions

The winner is determined by Victory Points.

Special Rules

The Eternal Champion – Nominate one character to be your Eternal Champion. In a challenge this character is able to reroll misses to hit in combat. This character must issue challenges every turn it is able. The Eternal Champion provides +1 Combat Resolution to whatever combat they are involved in.

The Clash of the Titans – When both Eternal Champions are engaged in a challenge with one another, they gain the ability to reroll failed to hit and to wound rolls in close combat against each other.

Break their spirit – The first player to cause the enemy's Fortitude to equal or be less than its Breaking Point (pg. 148 WFB Rulebook), will earn an additional **250 Victory Points** at the end of the game.

Scenario Battle Points

There are five additional battle points that players may earn during this scenario:

1 Battle Point Achievements:

The Slayer – A player manages win a challenge with their Eternal Champion.

The Champion Eternal – A player has his Eternal Champion alive at the end of the game.

3 Battle Points Achievements:

Avatar of War – You earn “**Slayer**” achievement in a challenge with the opponents Eternal Champion.



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OFCC Scenario 5 - The Last Stand

The Generals' dance of death is almost at an end. The flow and ebb of combat has allowed each of them to take the upper hand during the course of the battle. As the sun begins to set upon the battle field drenching everything in a crimson glow, the two Generals finally join battle and decide who shall win the day.

Battlefield

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason, please return the terrain to its original location at the conclusion of the match. The Mysterious Terrain has been identified on the table by index card. The index card will note at what range the card is able to be flipped to reveal the Mysterious Terrain. Please flip the card back to its original facing at the conclusion of the match.

Deployment

The players will use the Pitched Battle Deployment Map and Rules outlined in the "**Blood and Glory**" mission on page 148 of the Warhammer Fantasy Rulebook.

First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his or her roll.

Game Length

The battle will last for six game turns, or until the round time is over.

Victory Conditions

The winner is determined by Victory Points.

Special Rules

The Look of Eagles – Whenever your General is involved in a challenge, their *Inspiring Presence* is increased by 6" until the end of the turn.

Valor Unmatched – Nominate one unit to be the General's bodyguard. That unit gains *Stubborn* and *Immunity to Psychology*.

Let slip the Dogs of War! – Nominate one unit to be the General's slayers. That unit gains *Devastating Charge*.

Break their spirit – The first player to cause the enemy's Fortitude to equal or be less than its Breaking Point (pg. 148 WFB Rulebook), will earn an additional **250 Victory Points** at the end of the game.

Scenario Battle Points

There are five additional battle points that players may earn during this scenario:

1 Battle Point Achievements:

The Last Bastion of Hope – Both the Battle Standard Bearer and General are alive at the end of the game.

Trample the Standard – You manage to slay the enemy Battle Standard Bearer.

Might make right! – Your general wins a challenge during the battle.

2 Battle Points Achievements:

Slayer of Kings – You manage to slay the enemy General with your General.