Theaters of War – Warhammer Fantasy Battles Mission Generator

v1.0 28/09/2015 by Nuno M. *Based on Gav Thorpe's 'Scenario Generator'.*

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0 Pre-battle preparation

1.Prepare 3 different Army Lists (optional): If playing a pick-up game, and not a campaign game, you should bring more than one army list, so you can be prepared to deal with the various different scenario conditions.
Each should be built to excel at different things and deal with different objectives and enemies. Points value of each should be agreed between players beforehand, as usual, and should be the same for all army lists.

examples: Anti-heavy armor list, High Mobility list, Defensive list, Anti-magic list, Artillery list, etc

2.Prepare 25% point Contigents:

You must prepare at least two small forces, each with up to 25% points value of your total army list. These are to be added to your force whenever a scenario requires your points total to be larger than your opponent's. Each of them may be a:

- ***Mercenary force.*** Rules are described in 'Triumph and Treachery'. Selected from any Army, except those of Sorcerous Pacts.
- ***Sorcerous Pact.*** Rules are described in 'Storm of Magic'. Selected from Daemons of Chaos, Vampire Counts or Tomb Kings.
- ***Bound Monster(s).*** Rules are described in 'Storm of Magic'. Selected from 'Storm of Magic' or 'Monstrous Arcanum'.

1 Determine Army Strategy Rating

Each player must determine their army list's Strategy Rating.
Strategy Rating = General's Rating + Army's Rating

Consult the table on the right and add any that applies to your General's basic rating. Only apply the highest bonus applicable for each given unit (if it fits in more than one category).
If playing a pick-up game with 3 prepared lists, average the Strategy Rating of all 3 and consult the table on the right.

You add the Strategy Rating to
Strategy Rolls = **D33 + Strategy Rating**

General's rating = (General Ld / 2) x every 1000 pts of the army

Unit type *(use highest that applies to each particular unit)*	**Strategy rating value** *(per unit)*
Skirmisher	1
Fast cavalry or Vanguard	1
Special deployment*	2
Flyer	2
Scouts	3
War machine	-1
Infantry unit of 36+ models	-1

*Any unit with Ambusher, Entombed Beneath the Sands, tunneling ability, etc

2 Determine Terms of Engagement

Players roll off a Strategy Roll against each other.
The player who wins must decide if he wants to attack or stand his ground and build up his defenses. Choose one of the following:

Attacker role: the winner takes the initiative and takes the fight to his opponent. Check how much he won the Strategy Roll by, and consult the table on the right to find out what Type is the scenario to be played. Roll a D6 on the corresponding Scenario table to determine which scenarios he might choose from. That player must always play the role of Attacker in the scenario.

Defender role: the winner prepares his battlefield and lures the opponent to him. Roll a D6 on either the Defensive Stand or Raid scenarios table (player's choice) to find out which scenarios he can choose from. The player must always play the role of Defender.

Points the Strategy roll was won by	**Scenario Type** (winner of the roll chooses)
0-3+	Chance Encounter
4-10+	Point Capture
11-17+	Pitched Battle
18-25+	Raid
26-32+	Ambush
32+	Against the Odds
→Winner of the roll can opt for a Defensive Stand or Raid scenario instead	

3 Determine Environment

If not playing in a Campaign, where the environment for each battle is decided by the particular terrain illustrated on the campaign map, use these rules to determine it.
The Terrain *Environment* in which the battle takes place is influenced by who is the defender and attacker.

- The *Environment* is always chosen by the Defender, unless the scenario chosen has a pre-determined environment. He may choose to play in his own *Native environment*, if he wishes, with the possibility of generating beneficial terrain pieces for him.
- If the player who won the Strategy roll happens to be the one determining the *Environment,* and he picks his own *Native Environment* as his terrain choice, his opponent may choose a free Stratagem (see below) in addition to any Stratagems the scenario may already grant. This does not apply if both players armies' have the same *Native Environment*.

Once the *Environment* is decided, terrain pieces from its list are rolled for the battle. Note that if one of the players is in its *Native environment*, he has some choice over whether certain terrain pieces rolled have special abilities or not.

3.5 Determine Stratagem(s)

Certain scenario conditions lead to one player having the advantage over the other. Whenever this applies, it will be noted that the disadvantaged player may choose from among several Stratagems, to apply to that battle (see Stratagems list).

4 Battle!!

Fight the battle as per scenario rules.

Mercenaries

Units of a Mercenary Company are all selected from a single Armybook, even from the Armybook of the main army, up to a total points value worth of 25% of that of the main army. Alternatively, a Mercenary Company may be selected from a *Regiment of Renown*. Note that no Mercenary Companies may be hired out of the *Daemons of Chaos*, *Vampire Counts* or *Tomb Kings*: Sorcerous Pacts must be used to gain the services of these entities (see below).

Some mercenary units will never work with certain armies, however, and vice versa. These exceptions are listed below:

- *Dark Elves* and *High Elves* cannot hire mercenaries from each others' army.
- *Dwarves* and *Chaos Dwarves* cannot hire mercenaries from each others' army.
- *Lizardmen* and Chaos followers (*Warriors of Chaos*, *Beastmen*, *Skaven* or *Daemons of Chaos*) cannot hire mercenaries from each others' army.
- Realms of Men *(Empire/Bretonnia)* and Undead/Chaos followers (*Warriors of Chaos*, *Beastmen*, *Skaven* or *Daemons of Chaos*) cannot hire mercenaries from each other unless there are no Warrior Priests, Archlectors, Damsels or Prophetesses in both the army or mercenary unit.

Several separate Companies may be selected, as long as they do not exceed the 25% points total.

A Mercenary Company must contain one character to serve as its Captain (this will be the one with highest Leadership). The Captain, and not the Army General, provides Inspiring Presence for the units in the Company, and its Inspiring Presence range only extends to 6".

NOTE: You can take 1 Special or Rare unit per each Core unit included, and a maximum of only 1 choice of each (Special, Rare, Hero or Lord). Any Company requires at least one Core unit, but otherwise normal army percentage requirements do not take effect.

- The army who purchased the services of the Mercenary Company always treats them as Suspicious Allies, regardless of Alignment.
- All Mercenary units suffer -1 to their Ld characteristic.
- If a fleeing Mercenary unit passes a Rally test, it must roll a D6: on a 1-4 opposing players must roll-off and the winner gains control of the Mercenary unit; on a 5-6 the unit remains loyal for now.

Sorcerous Pacts

Units of Sorcerous Pacts are selected from one of the following Armybooks: *Daemons of Chaos*, *Vampire Counts* or *Tomb Kings*. Up to a total points value worth of 25% of that of the army may be included.

- Pacts begin the game as Trusted Allies (even if they would normally be of another type due to aligment). However it is also a Fragile Alliance, deteriorating to one step worse on a D6 roll of 1-2 (rolled at the start of the Pact player's turn) and can deteriorate past the level of a Desperate Alliance: if this happens all of the Pact units vanish and are treated as casualties.
- Characters from Sorcerous Pacts cannot join the main army's units and the army's units cannot join units from sorcerous Pacts.
- Each entire Sorcerous Pact has to be controlled by a Wizard. Wizards of level 1 can control up to 100 points worth of Pacts, level 2 up to 200, level 3 up to 300 and level 4 up to 400. The assignment of each Pact to its controller must be designated at the begginning of the battle and noted down (but may be kept secret in the same way as magic item alotment).
- If the controller of the Pact is removed as a casualty during the battle, all units of that Pact immediately are removed from the table as casualties.

NOTE: You can take 1 Special or Rare unit per each Core unit included, and a maximum of only 1 choice of each (Special, Rare, Hero or Lord). Any Pact requires at least one Core unit, but otherwise normal army percentage requirements do not take effect.*Vampire Counts* Pacts require at least one Vampire or Necromancer, and *Tomb Kings* Pacts require at least one Liche Priest.

Bound Monsters

Units of Bound Monsters are selected from '*Storm of Magic*' or '*Monstrous Arcanum*', up to a total points value worth of 25% of that of the army.

- Units of Bound Monsters cannot join units or have characters joined into them.
- You can take a maximum of 2 Bound Monsters of the same type (or up to 4 in a Grand Army).
- Bound Monsters have to be controlled by Wizards. Wizards of level 1 can control up to 100 points worth of Bound Monsters, level 2 up to 200, level 3 up to 300 and level 4 up to 400. The assignment of each unit to its controller must be designated at the begginning of the battle and noted down (but may be kept secret in the same way as magic item alotment).
- All Wizards (including enemy ones) know the Cantrip spell 'Unbind Monster' (see *Storm of Magic*).
- If the controller of a Bound Monster unit is removed as a casualty during the battle, the Bound Monster unit becomes unbound and must immediately roll on the 'Unbind Monster' table adding +2 to the roll.