

# **Scenarios**

For all scenarios, unless otherwise stated, the Attacker is the player attacking the hex, the Defender is the player defending it.

## **Beach Landing**

This battle should be played using the Skirmish Rules. Only the Attacker's character can gain and lose experience points in this scenario. Points per model should be based on the additional points per model values stated in The 9<sup>th</sup> Age Army Book for your faction.

Veteran troops do not gain their related bonuses for this scenario, though the Attacker's character retains its experience bonuses.

Shooting for this scenario cannot be pre-measured. State your target then measure. If the target is out of range, you miss. When firing a cannon, state the distance and direction you will be shooting, then roll the artillery dice. Your shot lands that many inches further forward. Then roll an artillery dice for bounce. Cannonballs do bounce on water.

### **Defender**

The defender is the player whose coastal hex is being attacked.

The defender's army will be made up three war machines and a defence force.

The war machines chosen depend on faction:

- Beast Herds – Any combination of three normal bolt/stone throwers, each crewed by two/three Mongrels.
- Daemon Legions - Any combination of three normal bolt/stone throwers, each crewed by two/three Horrors.
- Dread Elves – Three bolt throwers.
- Dwarven Holds – Any combination of three cannons/bolt/stone throwers (no runes). One of the three can be an Organ Gun.
- Empire of Sonnstahl – Any combination of three cannons/mortars. One of the three can be a volley gun.
- Highborn Elves – Three bolt throwers.
- Infernal Dwarves – Any combination of three Rocket Batteries/Hobgoblin bolt thrower. One of the three can be a Titan Mortar.
- Kingdoms of Equitaine – Any combination of three Scorpions/Trebuchets.
- Ogre Khans - Any combination of three normal bolt/stone throwers, each crewed by two/three Scaplings. One of the three can be a Thunder Cannon, but it cannot move.
- Orcs and Goblins – Any combination of three Splatterers/Skewerers. One of the three can be a Git Launcher.
- Saurian Ancients – Any combination of three Spearbacks/Salamanders.
- Sylvan Elves - Three bolt throwers, each crewed by two Forest Guard.
- The Vermin Swarm – Three units of five Jezails.
- Undying Dynasties – Three Charnel Catapults.

Shooting for this scenario cannot be pre-measured. State your target then measure. If the target is out of range, you miss. When firing a cannon, state the distance and direction you will be shooting, then roll the artillery dice. Your shot lands that many inches further forward. Then roll an artillery dice for bounce. Cannonballs do bounce on water. All other war machines use the old templates. If both crew and boats are under a template, they can both be hit.

### **Defender**

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- Sylvan Elves - Three bolt throwers, each crewed by two Forest Guard.
- The Vermin Swarm – Three units of five Jezails.
- Undying Dynasties – Three Charnel Catapults.
- Vampire Covenant - Any combination of three normal bolt/stone throwers, each crewed by two/three Skeletons.
- Warriors of the Dark Gods - Any combination of three normal bolt/stone throwers, each crewed by two/three Barbarians.

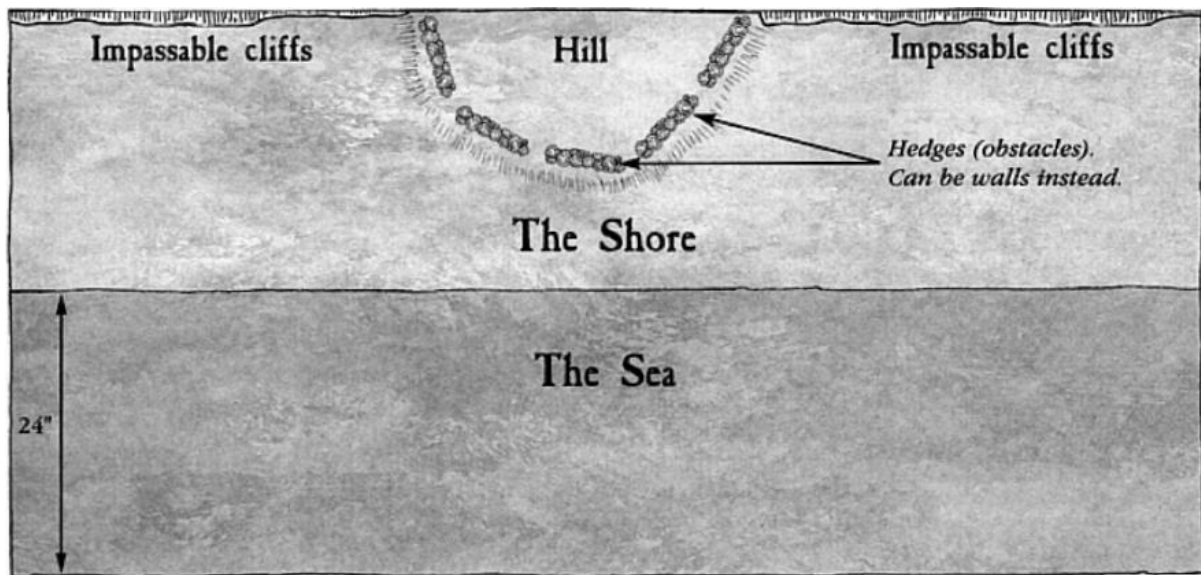
The defence force consists of 100 points of infantry models chosen from Core. One may be upgraded to a Champion for the appropriate points. No standard bearers or musicians are allowed.

### **Attacker**

The attacker is the player who is attacking the coastal hex.

The attacking force is 750 points. Choose one character from your Army Roster to lead the force. The rest of the points must be spent on Core infantry models. Four models can be upgraded to Champions for the appropriate points. No standard bearers or musicians are allowed.

### **Table Layout**



### Deployment

1. The Defender deploys first on the central hill.
2. The Attacker's units are not deployed and will enter the table on Turn 1, making use of any number of landing boats (see special rules).
3. Scouts, Ambush, and Vanguard special rules do not apply.

### First Turn

The Attacker takes the first Turn.

### Game Length

The game lasts until the Attacker achieves the victory conditions below, or one player concedes defeat.

### Victory Conditions

The Attacker wins by disabling all the Defender's war machines.

## **Special Rules**

Hits from war machines automatically take a model out of action if they lose their last wound – there is no need to roll on the Injury table.

War machines can be disabled by two unengaged Attackers spending an entire turn (or two turns for a single Attacker) in base contact with the war machine.

### **Landing Boats**

Landing boats have the following stats: M – 2D6. T – 7. W – 3. Large Target. Random Movement (2D6).

A landing boat can transport as many models as you can fit the bases in. Warriors in a boat must be ranked up as best as possible – when they disembark they no longer have to rank up.

The 'Look Out Sir!' rule cannot be used while in a boat. Models in a boat are Unbreakable.

When shot at by war machines that do not use BS, both the boat and the transported troops are hit – warriors first, then the boat. Any wounding hit on a boat that is S7 or more instantly destroys the boat.

When shot at by any missile weapon that uses BS, all shots are targeted at the boat. Hits are then allocated by a D6 as follows: 1-3 hits the boat, 4-6 hits the transported models.

If a boat is destroyed, its occupants must swim.

Landing boats have Random Movement (2D6), but if a double is rolled, the boat moves the distance and then hits a sand bank and cannot move for the rest of the battle. A boat that reaches land cannot move for the rest of the battle.

Models can abandon a landing boat by moving out in their next Movement phase.

A swimming model moves 1D6" per turn. A roll of a 1 means the model has drowned. Models with an Armour Save of 5+ or better minus 1 from this roll. Models knocked out or stunned while swimming will drown. If a swimming model moves far enough to reach land, they move the full distance onto the land, and begin moving as normal in the next turn.

## **Conquest Points**

If the Attacker wins, they receive 7 Conquest Points.

If the Defender wins, they receive 7 Conquest Points.

## **Raid**

### **Points**

Defender 75% of Attacker.

### **Looting**

A unit of Infantry or Monstrous Infantry can loot an unoccupied building containing loot if it spends a whole turn in base contact with or inside it, and does nothing else that turn. That unit then receives the building's loot token. A loot token can be captured in the same way as a standard. It can be recaptured in the same way. Loot can be captured by any type of unit – it is only when searching for it that the unit must be Infantry or Monstrous Infantry.

A unit that Panics drops any loot tokens it possesses.

### **Burning**

A building can be lit on fire in the following ways:

- Any attack with the Flaming Attacks special rule lights a building on fire on a 4+ on top of normal damage to the building.
- Any War Machine (including Hellscream Cannons etc.) light a building on fire on a 5+ on top of normal damage to the building.
- Each successful hit from Bows, Short Bows, and Long Bows will set a building alight on an additional D6 roll of a 6.
- A torch-armed model in base contact with a building can set it alight during the combat phase on a D6 roll of a 6.

A model inside a flaming building takes a S4 Flaming Attack during the shooting phase of both players.

### **Quenching Flames**

A model or unit can attempt to put out fires if it is in base contact with a flaming building, and does nothing else for the turn. Count the Unit Strength (W per model times number of models) and divide by 5. Roll a number of D6 equal to this. The flames are quenched on a roll of a 6.

## Table Layout



Five buildings must be placed on the table. There must be at least one in Zones A, B, and C, and cannot be within 12" of each other.

## Deployment

The Defender sets up their entire army in their deployment zone first, ignoring all deployment special rules. The Attacker does not deploy, all their forces are in reserve, except those that use the Scout special rule.

## First Turn

The Attacker takes first turn.

## Game Length

6 Turns.

## Special Rules

The Attackers army enters the battle on the first turn along its table edge following the rules for reserves.

All buildings can be lit on fire. Each building contains a loot token. The buildings are T7, and have 5 Wounds.

**Victory Conditions**

The Attacker gets 1 Victory Point for each loot counter in their possession at the end of the battle. They also get 1 Victory Point for each building destroyed or on fire at the end of the battle.

The Defender gets 1 Victory Point for each loot counter not in the Attacker's possession at the end of the battle. They also get 1 Victory Point for each building not destroyed or on fire.

Whoever has the most Victory Points, wins.

**Conquest Points**

Loss – 0 Conquest Points.

Draw – 0 Conquest Points.

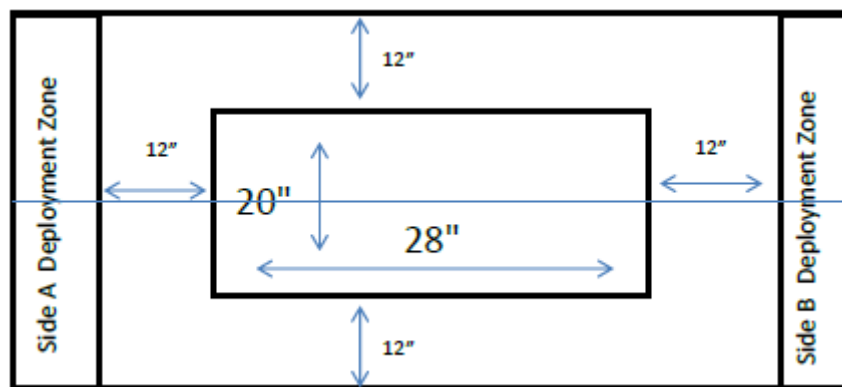
Win – The winner gets the difference in Victory Points +2 as Conquest Points.

## **Own the Bridge**

### **Points**

100% Equal

### **Table Layout**



### **Deployment**

Normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns

### **Victory Conditions**

Standard Victory points to determine a winner, a bonus of the remaining unit cost for every scoring unit on the bridge at the end of the game. Add an extra 500 pts bonus of any unit which successfully crosses the bridge during the game that doesn't fly.

### **Special Rules**

**Stone Bridge:** A massive stone bridge 28" long and 20" wide. Terrain on the side of the bridge is a chasm and any unit moving into it is destroyed, including fleeing units, unless they can fly or have some magic ability that allows them to pass over it. All models on the bridge being shot at have -1 to hit, due to the bridges walls and structure. This bridge was constructed by Dwarfs long ago and is imbued with Runes and cannot be destroyed.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points.

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

Massacre (50-100% difference) – 7 Conquest Points.

## **Pitched Battle**

### **Points**

100% Equal

### **Table Layout**

Side A: Deployment	
↑	12
↓	12
Side B: Deployment	

### **Deployment**

Normal deployment rules apply.

### **First turn**

Normal first turn rules apply.

### **Game Length**

6 Turns.

### **Victory Conditions**

Normal victory conditions apply.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points.

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

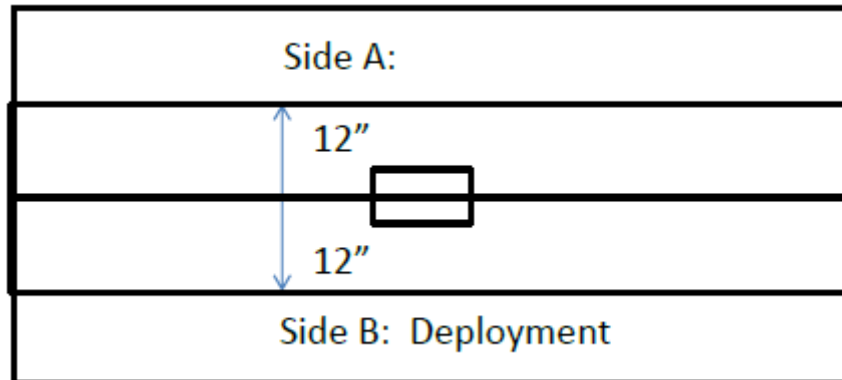
Massacre (50-100% difference) – 7 Conquest Points.

## **The Watchtower**

### **Points**

100% Equal

### **Table Layout**



### **Deployment**

The Defender places a unit of Core infantry in the Watchtower as per The 9<sup>th</sup> Age rules. Deployment then continues as normal.

### **First Turn**

The Defender takes first turn.

### **Game Length**

Starting at the end of Turn 4, at the end of each Turn roll a D6. Add the turn number to the roll. If it is 10 or greater the battle ends.

### **Victory Conditions**

At the end of the game, the player who controls the Watchtower wins. If neither player controls the Watchtower, the battle is a draw.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw – 0 Conquest Points.

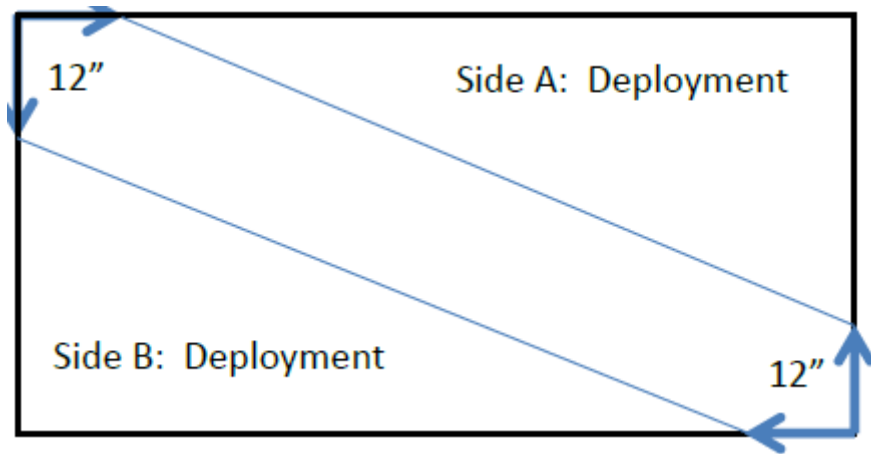
Victory – 7 Conquest Points.

## **Meeting Engagement**

### **Points**

100% Equal

### **Table Layout**



### **Deployment**

Before deployment, roll a D6 for every unit (characters are counted as individual units) in your army. On the roll of a 1, that unit is held in reserve. Otherwise, normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 turns.

### **Victory Conditions**

Normal victory conditions apply.

### **Special Rules**

Any units designated as reserves may come onto the battlefield along the long edge of their deployment zone starting from Turn 2.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference) – 0 Conquest Points.

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

Massacre (50-100% difference) – 7 Conquest Points.

## **Dawn Attack**

### **Points**

100% Equal

### **Table Layout**

Side A Right Flank	Side A Center	Side A Left Flank
← 18" →	↑ 12" ↓ 12"	← 18" →
Side B Right Flank	Side B Center	Side B Left Flank

### **Deployment**

The Attacker deploys first, and must deploy their entire army in the following manner:

- Roll a D6 for each unit.
- Based on your roll, deploy as follows: 1- Left Flank, 2- Right Flank, 3-5- Centre, 6- Your choice.
- Scouts and ambushers deploy as normal. A character can be deployed either as an individual unit, or with a unit.

### **First Turn**

The Attacker takes first turn.

### **Game Length**

6 Turns

### **Victory Conditions**

Normal victory conditions apply.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points..

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

Massacre (50-100% difference) – 7 Conquest Points.

## **Breakthrough**

### **Points**

100% Equal

### **Table Layout**

12 ↔	Side A: Deployment	12 ↔
12		
12		
12 ↔	Side B: Deployment	12 ↔

### **Deployment**

The Defender chooses which side of the map they wish to deploy on, and may place three terrain pieces. Terrain is then placed as normal. The Defender starts deploying first, following the normal rules.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns

### **Victory Conditions**

Scoring units belonging to the Attacker that are in the Defender's deployment zone at the end of the game are worth their full points in victory points. No other points matter. The Attacker must earn  $\frac{1}{3}$ <sup>rd</sup> of their total points value to win (e.g. 833 victory points in a 2500 point game). If the Attacker fails to achieve this, they lose.

### **Conquest Points**

Loss – 0 Conquest Points.

Defender victory – 4 Conquest Points to Defender.

Attacker victory – 7 Conquest Points.

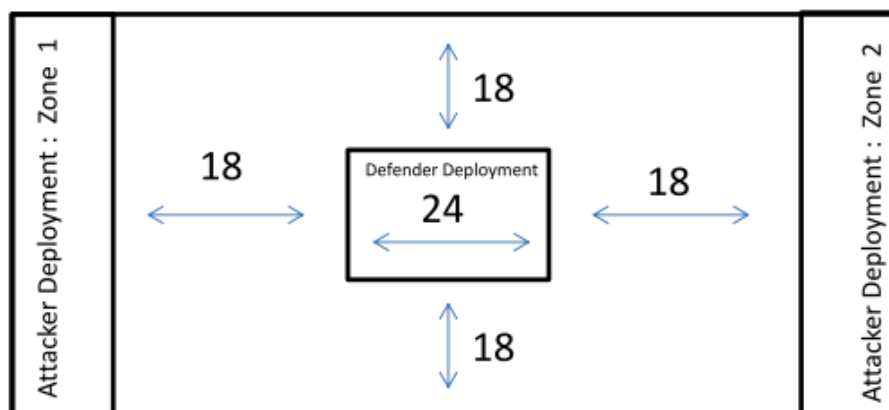
## **Ambush**

In this scenario, the Attacker is the player who is defending their hex!

### **Points**

Attacker 50% of Defender (e.g. Defender 2500 points, Attacker 1250 points). The Attacker should do their best to keep their Army within normal restrictions.

### **Table Layout**



### **Deployment**

Defender deploys their entire army first, all facing toward the same long table edge. The Attacker at least  $\frac{1}{3}^{\text{rd}}$  of their total points in each of their deployment zones. The Defender deploys Scouts first, then the Attacker.

### **First Turn**

The Attacker takes first turn.

### **Game Length**

5 Turns.

### **Victory Conditions**

Victory points are for destroyed units. Units below half their starting models give half their points, as do characters below half their starting wounds. No other points count. The Defender must aim to claim victory points equal to 50% or more of the Attacker's army points. The Attacker must aim to claim victory points equal to 75% or more of the Defender's army points. If either player's army is entirely destroyed, the other player wins. If one player achieves their goal and the other doesn't, they have won. If both achieve their goal, the result is a draw.

### **Conquest Points**

Loss – 0 Conquest Points

Draw – Attacker gains 0 Conquest Points, Defender gains 1 Conquest Point.

Attacker victory – Attacker gains 7 Conquest Points, Defender gains 0 Conquest Points.

Defender victory – Defender gains 4 Conquest Points.

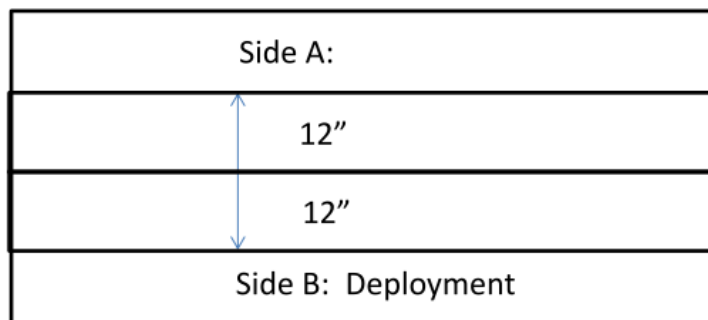
## **Destroy the Supplies**

In this scenario, the Attacker is the player who is defending their hex!

### **Points**

100% Equal.

### **Table Layout**



### **Deployment**

Defender starts deployment. Deploy as normal.

Once deployment is complete, the Defender must place 6 objectives representing supplies in their deployment zone. These must be at least 4" apart and no closer than 6" to any table edge.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns.

### **Special Rules**

Supplies – Supplies have the following stats: T4, W3. Supplies are hit automatically in combat.

In order to attack supplies, a unit must charge into base contact with them. 5 models from that unit selected by the player can attack the supplies.

### **Victory Conditions**

The Attacker gets 300 victory points for each Supplies destroyed, the Defender gains 300 for each not destroyed. Victory points are otherwise calculated as normal.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points..

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

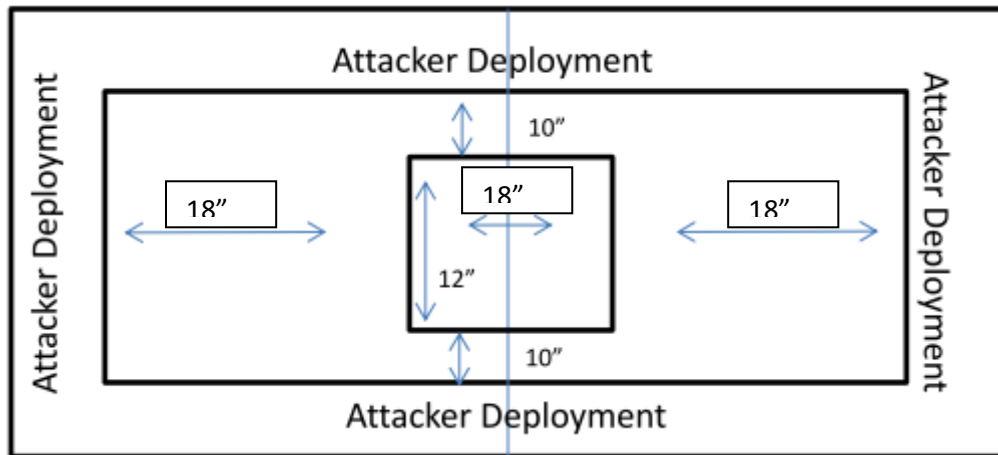
Massacre (50-100% difference) – 7 Conquest Points.

## **Night Attack**

### **Points**

Attacker 50% of Defender (e.g. Defender 2500 points, Attacker 1250 points). The Attacker should do their best to keep their Army within normal restrictions.

### **Table Layout**



### **Deployment**

The Defender deploys first, placing all their units inside the central square.

The Attacker deploys their entire army second.

Scouts follow the same order.

### **First Turn**

The Attacker takes first turn.

### **Game Length**

See Victory Conditions.

### **Victory Conditions**

At the end of Turn 4, calculate victory points. If the Attacker is winning, continue the game, otherwise the Defender wins. If the game lasts 6 full turns, the attacker gains an additional 300 victory points. Otherwise, calculate victory points as normal.

## **Special Rules**

Darkness – at the start of each turn roll an Artillery dice and multiply the result by 3. This is the distance in inches that models can see. A misfire result means the moon has emerged briefly from behind clouds, and normal rules apply. Models cannot shoot, charge, or cast spells outside of the range rolled.

Surprise attack – the Defender can only move on the first turn (this includes marching). No charging, shooting, or magic can be performed.

Sneaking – the Attacker cannot deploy any Chariot, Monster, Ridden Monster, or War Machine at the start of the battle. Instead, deploy them at the start of Turn 2. They may behave as normal from this turn onwards (so can charge, shoot etc.).

## **Conquest Points**

Loss – 0 Conquest Points.

Draw – Defender gains 1 Conquest Point, Attacker gains 0 Conquest Points.

Defender victory at the end of Turn 4 – 3 Conquest Points.

Defender victory at the end of Turn 6 – 4 Conquest Points.

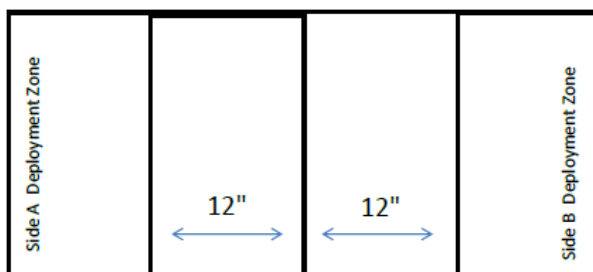
Attacker victory – 7 Conquest Points.

## **Messengers**

### **Points**

100% equal.

### **Table Layout**



### **Deployment**

Normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns.

### **Special Rules**

Messengers – Each player takes 3 models as messengers. The models must be on a 20mm base.

Stats: M-6, WS-3, BS-3, S-3, T-3, W-2, I-4, A-1, Ld-10, 5+ Ward Save, Immune to Psychology. A messenger must be on foot.

Messengers can be deployed on their own, or in a unit, and are deployed as normal during deployment. 2 or more messengers can be deployed within the same unit. Messengers count as characters. In combat, a messenger always moves to the back of the unit to avoid combat is possible. 1 of the 3 messengers is actually carrying the message. Before deployment, each player must write a specific description of this messenger on a secret note.

### **Victory Conditions**

Standard victory points apply, but if a player has a messenger in the enemy deployment zone and not fleeing at the end of the game, they gain an extra 25% of army points.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points..

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

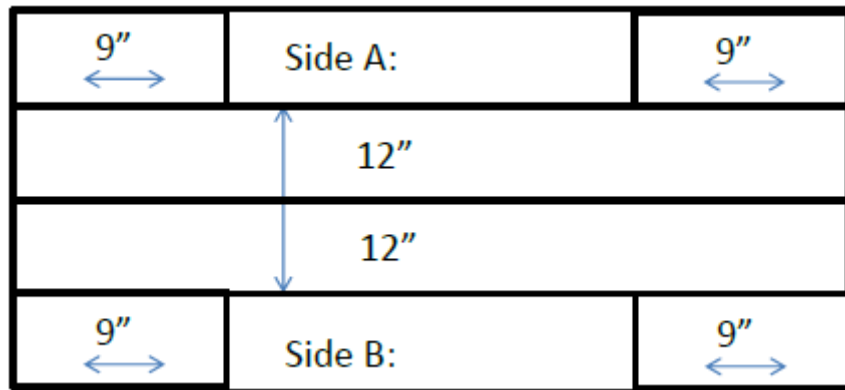
Massacre (50-100% difference) – 7 Conquest Points.

## **Blood and Glory**

### **Points**

100% equal.

### **Table Layout**



### **Deployment**

Normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns, or when one army breaks.

### **Special Rules**

Army Breaking Point – an Army's Breaking Point is equal to every 1000 points of the army rounding up (so 3 for a 2500 point battle). An Army's Fortitude is calculated by counting the number of standards, including the battle standard, and adding +2 for the general. Fleeing units and units temporarily off-board count.

An Army breaks when its Fortitude is equal to or less than its Breaking Point.

### **Victory Conditions**

When one army breaks, the other is immediately declared the winner. If both armies break in the same phase, the battle is a draw.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw – 0 Conquest Points..

Victory – 7 Conquest Points.

## **Defend Your Ground**

### **Points**

Defender is at 75% of Attacker. The Defender should do their best to keep their army within restrictions.

### **Table Layout**

↕ 12"	Defender Deployment Zone A
↕ 12"	Defender Deployment Zone B
↕ 12"	
Attacker Deployment	

### **Special Rules**

The Defender chooses a table side for their deployment.

Before deployment, the Defender may place 3 barricades, approximately 6" in length. These barricades count as dangerous terrain for any unit except those with the Skirmishers special rule.

The Defender also places 3 walls and 1 tower, at least 2 of which must be placed in Zone B.

All Defender's models count as being on a hill for shooting attacks.

### **Deployment**

The Defender deploys their entire army first.

Divide the total points of the Attacker by 1000 and add 1 rounding up (so 4 for a 2500 point battle). This is the number of units that the Defender must deploy in Zone B.

The Attacker deploys their entire army second.

Scouts and Vanguard do not apply in this battle.

### **First Turn**

Both sides roll a D6. The Defender adds +2 to this roll. The player with the highest total can choose who takes first turn.

### **Game Length**

8 Turns.

## **Victory Conditions**

Standard victory points apply, with the following additions:

- The Attacker gains victory points equal to every unit in Deployment Zone A at the end of the battle that is not fleeing.

## **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points..

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

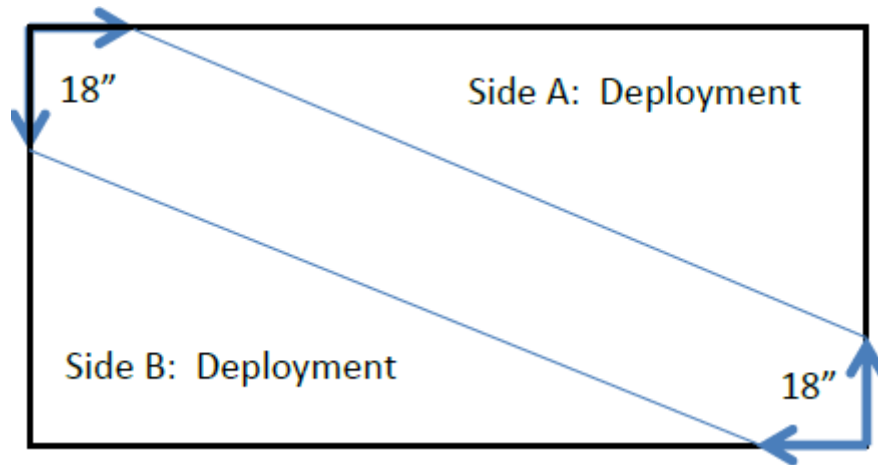
Massacre (50-100% difference) – 7 Conquest Points.

## **Valley of Death**

### **Points**

100% equal.

### **Table Layout**



Terrain can only be placed inside the deployment zones.

### **Deployment**

Normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns.

### **Victory Conditions**

Standard victory points apply.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points..

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

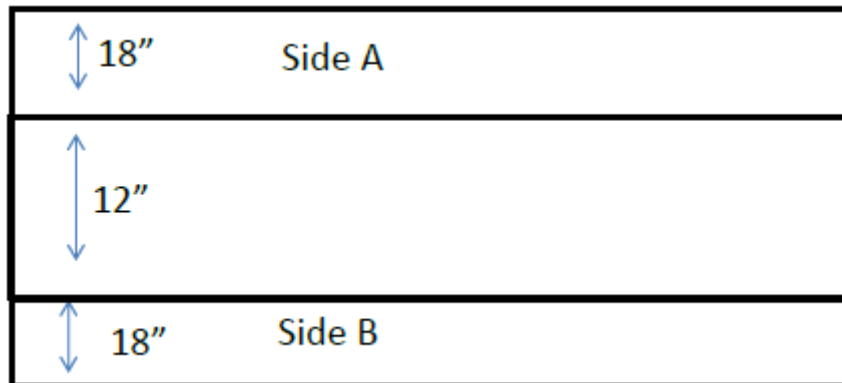
Massacre (50-100% difference) – 7 Conquest Points.

## **Surveyor Journey**

### **Points**

100% equal.

### **Table Layout**



### **Deployment**

Normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns.

### **Special Rules**

Surveyor – each player nominates 1 character other than the general or battle-standard bearer. If no other characters exist, a unit champion must be chosen. This is the surveyor. When the surveyor touches Impassable Terrain or enters any other terrain, the controlling player earns 100 victory points. The surveyor can only gain the victory points once per piece of terrain.

### **Victory Conditions**

Standard victory points apply, adding those earned by the surveyor.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points.

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

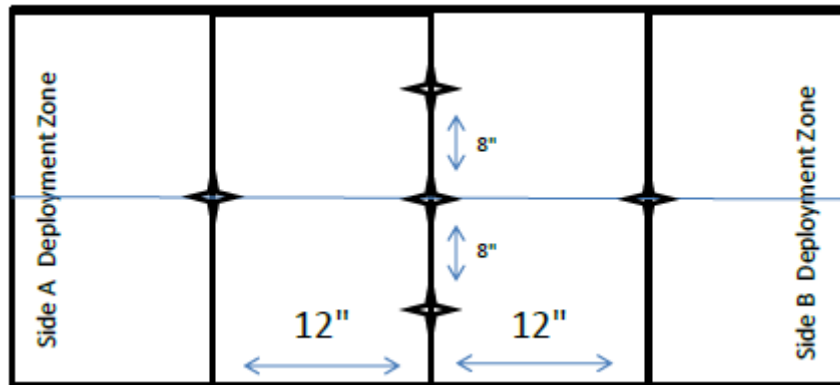
Massacre (50-100% difference) – 7 Conquest Points.

## **Tactical Advance**

### **Points**

100% equal.

### **Table Layout**



Place 5 objective markers according to the above layout.

### **Deployment**

Normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns.

### **Special Rules**

Objectives – The centre objective is worth 100 victory points. The objective in the enemy deployment zone is worth 200 victory points, the objective in your own deployment is worth 0 victory points. The remaining 2 objectives are worth 50 victory points each.

An objective is held by the closest unit. Objectives do not take up space, so a unit can be placed directly on top of them.

### **Victory Conditions**

Standard victory points apply, adding those for objectives.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points.

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

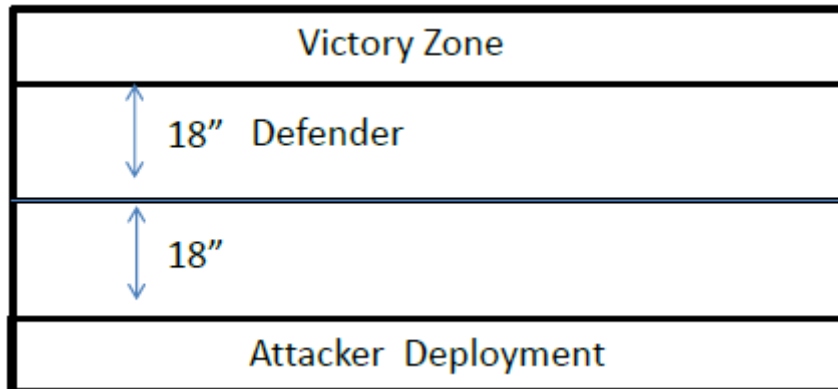
Massacre (50-100% difference) – 7 Conquest Points.

## **Guard Duty**

### **Points**

100% equal.

### **Table Layout**



### **Deployment**

The Attacker deploys their entire Army first. The Defender gets one objective marker for every 1000 points they field, rounded up (so 3 for a 2500 point battle). These should be up to 3" square, and placed within the Victory Zone, no closer than 3" to any table edge or 6" from another objective marker. The Defender then deploys their entire Army.

### **First Turn**

The Defender takes first turn.

### **Game Length**

6 Turns.

### **Special Rules**

Objectives – the Attacker may destroy objectives if they have an unengaged unit in base contact with it at the end of any close combat phase. This is after break and panic tests, and the unit must not be fleeing. Objective must be charged as if they were a normal unit.

### **Victory Conditions**

Victory points as normal, but with the Attacker gaining ¼ of points total for each objective destroyed.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points.

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

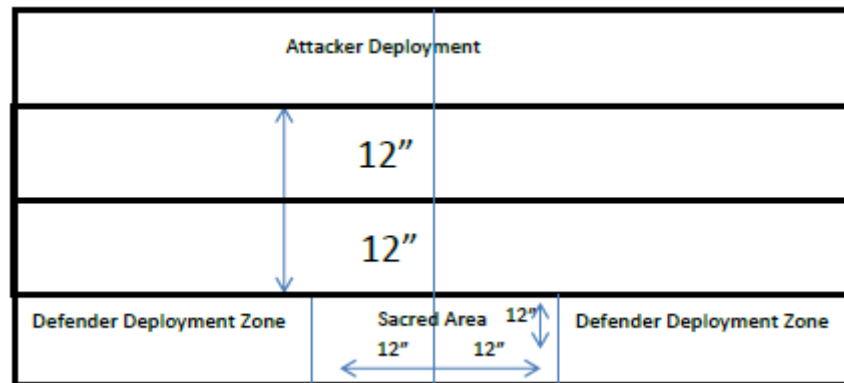
Massacre (50-100% difference) – 7 Conquest Points.

## **Sacred Place**

### **Points**

100% equal.

### **Table Layout**



No terrain can be placed within the sacred area shown above, except for one piece of ~8x8" terrain within the sacred area, to represent a shrine. This counts as impassable terrain.

### **Deployment**

The Defender places their entire Army first (units can be placed in the sacred area if possible). The Attacker places their entire Army second.

### **First Turn**

The Attacker takes first turn.

### **Game Length**

6 Turns.

### **Special Rules**

Sacrifice – When an Attacker unit is in base contact with the shrine, a Defender unit in base contact with that unit must make a sacrifice:

- For Monstrous Infantry, Monstrous Cavalry, Monster, remove one model.
- For Cavalry, remove D3 models.
- For anything else, remove D6 models.

The Defender may choose which models are sacrificed.

If a sacrifice is made, the Attacker unit is moved 1" away from the shrine.

**Victory Conditions**

If, at the end of any Defender turn, there is an Attacker unit in base contact with the shrine, the Attacker wins.

If this condition is not met by the end of Turn 6, the Defender wins.

**Conquest Points**

Loss – 0 Conquest Points.

Defender win – 4 Conquest Point.

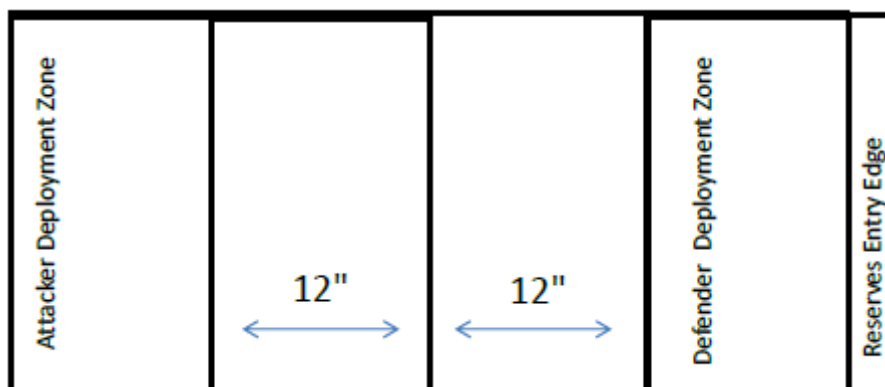
Attacker win – 7 Conquest Points.

## **Royal Escort**

### **Points**

100% equal. The Attacker must split their forces in two. Each force must include at least 1 core unit, but no other restrictions apply.

### **Table Layout**



### **Deployment**

One segment of the Attacker force is deployed in the Attacker Deployment Zone. The other is held as the Reserve Force.

### **First Turn**

The Defender takes first turn.

### **Game Length**

At the end of Turn 6, roll a D6. On a 4+ the game will continue for one more Turn.

### **Special Rules**

**Royal Character** – the Royal Character has the following stats – M:4, W:3, Ward Save 5+. This character cannot fight in combat. Look Out Sir rolls can be re-rolled by this character.

**Royal Escort** – any other character in the same unit as the Royal Character can take any wounds inflicted on the Royal Escort instead.

**Bottleneck** – Any unit that flees off the long table edges are destroyed. Pursuing units will always stop 1" from the long table edges.

**Reserve Force** – the Reserve Force will enter on Turn 1 on the table edge shown above, following the rules for Reserves.

**Victory Conditions**

The Defender wins if the Royal Character escapes off the Attacker Deployment Zone short edge of the table.

The Attacker wins if the Royal Character is killed.

If neither of these conditions are met, the result is a draw.

**Conquest Points**

Loss- 0 Conquest Points.

Draw- 0 Conquest Points.

Defender Victory – 4 Conquest Points.

Attacker Victory – 7 Conquest Points.

## **Under Ground**

### **Points**

100% equal.

### **Table Layout**

12" ↔	Side A:	12" ↔
12" ↑		
12" ↓		
12" ↔	Side B:	12" ↔

### **Deployment**

Normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns.

### **Special Rules**

Gloom – At the start of every Turn, roll 3D6 and add the results together. This is the distance in inches that all models can see for that Turn.

### **Victory Conditions**

Victory points as normal.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points.

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

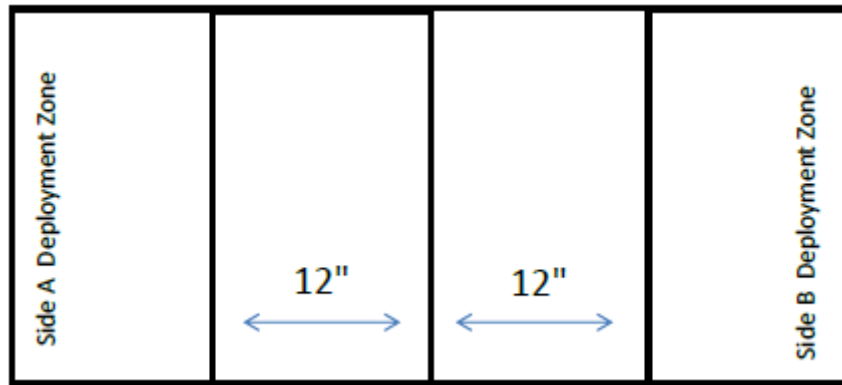
Massacre (50-100% difference) – 7 Conquest Points.

## **Battle for the Pass**

### **Points**

100% equal.

### **Table Layout**



### **Deployment**

Normal deployment rules apply.

### **First Turn**

Normal first turn rules apply.

### **Game Length**

6 Turns.

### **Special Rules**

Bottle-neck – units fleeing off the long edge of the table are destroyed. Pursuing units will stop 1" away from the long table edges.

### **Victory Conditions**

Victory points as normal.

### **Conquest Points**

Loss – 0 Conquest Points.

Draw (0-10% difference)– 0 Conquest Points.

Narrow Victory (10-30% difference) – 2 Conquest Points.

Solid Victory (30-50% difference) – 4 Conquest Points.

Massacre (50-100% difference) – 7 Conquest Points.

## **Battle for the Frozen River**

### **Points**

Defender is at 50% of Attacker. The Defender should do their best to keep their army within restrictions.

### **Table Layout**

12"	Attacker
28"	Frozen River Zone
8"	Defender Deployment

### **Deployment**

The Attacker deploys their entire Army first. The Defender deploys their entire Army second.

### **First Turn**

The Attacker takes first turn.

### **Game Length**

6 Turns.

### **Special Rules**

Thin Ice – Each time a unit steps onto the Frozen River Zone, it must roll a D6. Defenders add +1 to this roll. Units in close combat don't have to roll.

1. Ice breaks – roll armour saves for every model in the unit. If the save is passed, the model dies. Ward Saves are not permitted.
2. Ice cracks – take an Initiative test for D6 models in the unit. If the test is failed, the model dies. Ward Saves are not permitted.
3. Unit must stop to prevent ice breaking – the unit cannot move any further, but can take other actions as normal (note that if the unit failed a charge, the normal rules also still apply) for this Turn.
4. Slippery ice – all unit movement is halved for this Turn.
5. No effect.
6. No effect.

Any template based war-machine that hits the ice makes a hole in the ice on D6 roll of a 4+. Mark using a template sized marker. This area is now dangerous terrain for all units.

**Victory Conditions**

If the Attacker has 10% or more of their total points in the Defender Deployment Zone at the end of the battle, they win. Otherwise the Defender wins.

**Conquest Points**

Loss- 0 Conquest Points.

Defender Victory – 4 Conquest Point.

Attacker Victory – 7 Conquest Points.

