

TERRAIN FEATURES

HILLS



Beyond the Crest: If a hill lies between two models and if neither model is upon the hill, a line of sight can only be drawn between them if an uninterrupted line can be drawn between their bases without crossing over or through the hill.

Vantage Point: A unit on a hill can fire with one additional rank compared to a unit on flat ground.

In addition, any unit that is entirely on a hill can draw a line of sight across or through other units or models that are not themselves on a hill. However, due to its elevated position, a unit that is entirely on a hill can also be seen more easily. Therefore, any unit that is not on a hill can draw a line of sight to a unit that is entirely on a hill across or through other units or models.

WOODS



Woods are treated as *difficult terrain*.

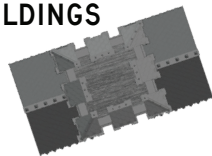
Woodland Boundaries: A wood terrain feature must have a clearly defined edge.

This allows individual trees to be removed and replaced to facilitate the movement of models.

Regardless of the position of any individual trees within the terrain feature, any model or unit counts as being behind partial cover as long as up to half of the model, or up to half of the models within the unit, is within the woods (i.e., within the terrain feature's clearly defined edge).

Arboreal Gloom: Woods of any size are dark places, filled with branches and trailing vines. Seeing clearly through such arboreal gloom is difficult to say the least. If a wood lies between two models and if neither model is within the wood, a line of sight can only be drawn between them if an uninterrupted line can be drawn between their bases without crossing over or through the wood.

BUILDINGS



Buildings are treated as *impassable terrain*.

Impassable terrain cannot be crossed during the course of a battle – units must go around it. In addition, if it is not possible to align a charging unit to the enemy unit due to the presence of impassable terrain, the charging unit has made a *disordered charge*.

COMMON OBJECTIVES

DEAD OR FLED

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of **Victory Points** equal to 100% of its points cost.

- Each enemy unit that is fleeing at the end of the battle is worth a number of **Victory Points** equal to 50% of its points cost (rounding fractions up).

- Each enemy unit that has been reduced to 25% of its starting Unit Strength or less at the end of the battle or, if its Unit Strength is equal to its starting Wounds, to 25% of its starting Wounds or less at the end of the battle, is worth a number of **Victory Points** equal to 50% of its points cost (rounding fractions up).

THE KING IS DEAD

If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of **100 Victory Points**.

Note, that this bonus does not apply to the General of an allied contingent.

TROPHIES OF WAR

You win a bonus of **50 Victory Points** for every enemy standard claimed as a trophy. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of **50 Victory Points**.

SECONDARY OBJECTIVES

SPECIAL FEATURES

A special feature is a terrain feature measuring no more than 6" at its widest point. All special features are impassable terrain over which no line of sight can be drawn.

Placing A Special Feature: Special features are placed when setting up the battlefield. A special feature must be placed in the centre of the battlefield. Once placed, a special feature does not scatter.

Controlling A Special Feature: During each Start of Turn sub-phase, a special feature can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of a special feature, the closest unit controls it. If two or more eligible units are equally close to a special feature, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to a special feature and both have the same Unit Strength, the special feature is 'contested' and neither unit controls it.

Victory Points: Controlling an important landmark is a significant achievement. To represent this, if either player controls a special feature at the end of the battle, they win a bonus of 200 VP.

Special Rules

Unusual Properties: Special features are possessed of ever-changing and highly unusual properties. During any Start of Turn sub-phase in which a unit is determined to be in control of a special feature, that unit's controlling player rolls on the table below to determine the special feature's current unusual property. The controlling unit benefits from that unusual property until the end of that turn:

Unusual Properties Table:

D6 Unusual Property

1-2 **A Tingle in the Air:** The air around the special feature tingles strangely, and those that stand too close report of a funny taste in their mouths. Whilst a unit controls this special feature, it gains Magic Resistance (-3).

3-4 **Honour Thy Forebears:** Filled with a sense of righteous pride by the sight of this special feature, those that control it will defend it vigorously. Whilst a unit controls this special feature, it gains the Hatred (all enemies) special rule.

5-6 **An Inspirational Sight:** The special feature fills, all who look upon it with courage and inspires them to ever greater acts of bravery. Whilst a unit controls this special feature, it gains the Unbreakable special rule.

SECONDARY OBJECTIVES

BAGGAGE TRAINS

A baggage train should be represented by a miniature diorama occupying a 60 x 100 mm base. Baggage trains are treated as dangerous terrain for the purposes of movement, but are ignored for the purposes of line of sight.

Placing Baggage Trains: Baggage trains are placed after the battlefield has been set up but before deployment begins. Each player places their baggage train on the battlefield so that it is wholly within their deployment zone and at least 3" away from any battlefield edge. Baggage trains may not be placed within a terrain feature of any type or straddling a low linear obstacle.

Once placed on the battlefield, a baggage train cannot be moved for any reason.

Controlling Baggage: A baggage train can be controlled by a single unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of a baggage train, the closest unit controls it. However, if two or more eligible enemy units are equally close, the baggage train is 'contested' and neither unit controls it.

Destroying Baggage: A unit with a Unit Strength of 5 or more can attempt to destroy the enemy's baggage train by moving into base contact with it during the Remaining Moves sub-phase. Once a unit is in base contact with the enemy's baggage train, it begins the process of destroying it, shattering wagon wheels, sending camp attendants fleeing to the hills and putting supplies to the torch. Whilst a unit is in base contact with the enemy's baggage train it cannot shoot and can only cast spells with a range of 'Combat' or 'Self'.

If, at the beginning of their next Start of Turn sub-phase, the unit is still in base

contact with the baggage train, has a Unit Strength of 5 or more, is not engaged in combat and is not fleeing, the baggage is destroyed and removed from the battlefield.

Victory Points: For each baggage train a player controls at the end of the battle, that player wins a bonus of 100 VP. If a player destroys their opponent's baggage train, they win a bonus of 250 VP.

DOMINATION

The battlefield is divided into four equal quarters by drawing four imaginary lines - two from the middle of the two long board edges, and two from the middle of the two short edges - that meet in the centre of the battlefield, as shown opposite.

Controlling A Quarter: Control of each quarter of the battlefield is determined at the end of the game. To do this, the players add together the Unit Strength of each of their models that is completely within each quarter, not counting fleeing models. The player that has the highest Unit Strength within a quarter controls it.

Victory Points: For each quarter of the battlefield a player controls, they win a bonus of 100 VP. In addition:

- If the Unit Strength of the models controlling a quarter is more than twice that of the enemy, the controlling player wins an additional 50 VP.

- If a player controls a quarter uncontested (i.e., if their opponent has a Unit Strength of zero within that quarter), the controlling player wins an additional 100 VP.

SECONDARY OBJECTIVES

STRATEGIC LOCATIONS (X)

A number of objective markers equal to the number shown in brackets (shown here as 'X') are placed on the battlefield as shown opposite.

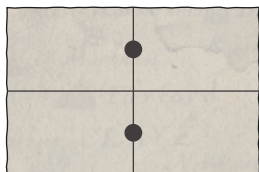
Objective markers should be represented by a miniature diorama occupying a 40mm round base. Objective markers are a type of battlefield decoration, and they can represent many things, from wells offering fresh water to thirsty warriors, to treasure troves promising wealth to victorious commanders, from messengers carrying vital information to spies hoping to escape with precious secrets.

Placing Objective Markers: Objective markers are placed after the battlefield has been set up but before deployment begins, but may never be placed within 3" of a terrain feature or straddling a low linear obstacle. If necessary, move the terrain by the smallest possible amount to allow the objective marker to be placed.

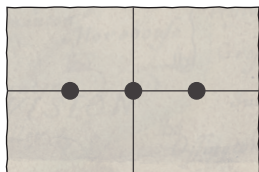
Controlling Objective Markers: At the end of each turn, an objective marker can be controlled by a single Core unit that is within 6' of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6' of an objective marker, the closest unit controls it. If two or more eligible units are equally close to an objective marker, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to an objective marker and both have the same Unit Strength, the objective marker is 'contested' and neither unit controls it.

Victory Points: For each objective marker a player controls at the end of each player's turn, they win a bonus of 30 Victory Points.

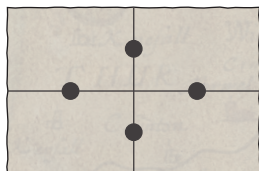
Strategic Locations (2):



Strategic Locations (3):



Strategic Locations (4):



SECRET OBJECTIVES

Each player must choose and list six Secret objectives in their muster list.

At the start of each game, each player must choose one of their Secret objectives and place it face-down in sight of their opponent.

At the end of the game, when calculating Victory Points, both players reveal their Secret objective and score accordingly.

Once a Secret objective has been selected, it cannot be selected again for the remainder of the event.

SCENARIO ROUND

YOU
OPPONENT

COMMON OBJECTIVES

	YOU	OPPONENT
Dead or Fled	pts	pts
The King is Dead	pts	pts
Trophies of War	pts	pts
King of the Hill (<i>Scenario 2</i>)	pts	pts

SPECIAL FEATURES

Controlled	pts	pts
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BAGGAGE TRAINS

Own Controlled	pts	pts
Enemies Controlled/Destroyed	pts	pts

DOMINATION

<i>Quarters Held</i>		
<i>Overwhelming Numbers</i>		
<i>Uncontested Quarters</i>		
Total	pts	pts

STRATEGIC LOCATIONS

Turn 1	pts	pts
Turn 2	pts	pts
Turn 3	pts	pts
Turn 4	pts	pts
Turn 5	pts	pts
Turn 6	pts	pts

SECRET OBJECTIVES

	pts	
		pts

TOTAL SCORES

YOU	OPPONENT	RESULT

SCENARIO 1 (LAYOUT A)

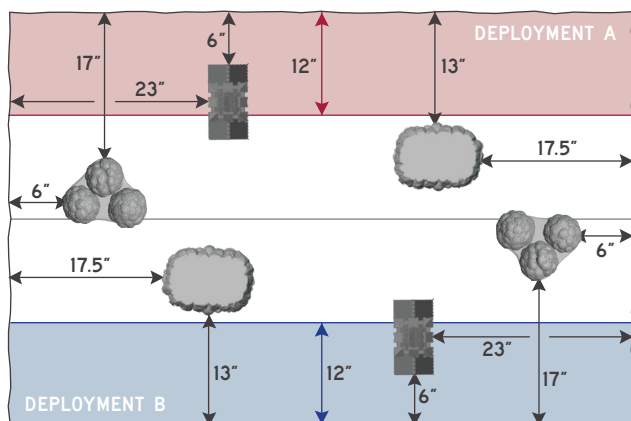
UPON THE FIELD OF GLORY

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Secondary Objectives:
This scenario may include the Baggage Trains, the Special Features, the Domination, and/or the Strategic Locations (2, 3 or 4) Secondary objectives.



SCENARIO 1 (LAYOUT B)

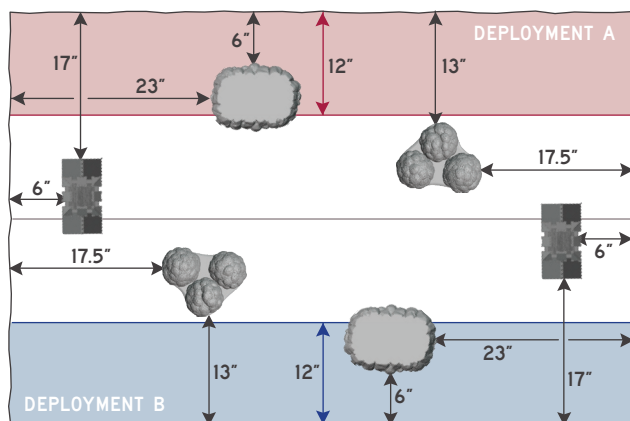
UPON THE FIELD OF GLORY

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Secondary Objectives:
This scenario may include the Baggage Trains, the Special Features, the Domination, and/or the Strategic Locations (2, 3 or 4) Secondary objectives.



SCENARIO 1 (LAYOUT C)

UPON THE FIELD OF GLORY

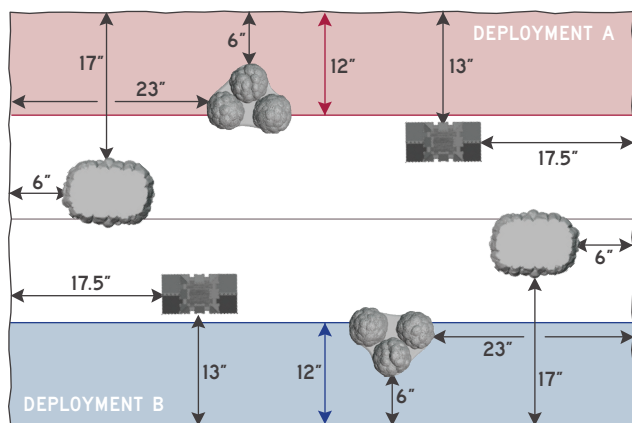
Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Secondary Objectives:

This scenario may include the Baggage Trains, the Special Features, the Domination, and/or the Strategic Locations (2, 3 or 4) Secondary objectives.



SCENARIO 2 (LAYOUT A)

KING OF THE HILL

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Scenario Special Rules:

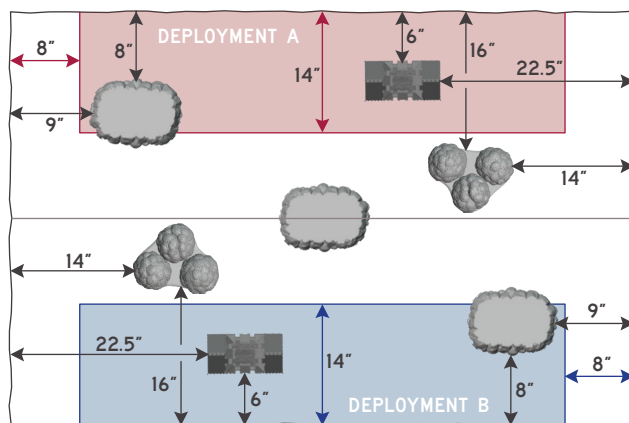
The Hill: In this scenario, the central hill can be controlled at the end of each turn by a single Core unit that is within 9" of its centre, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 9" of the centre of

the hill, the closest unit controls it. If two or more eligible units are equally close to the centre of the hill, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to the centre of the hill and both have the same Unit Strength, the hill is 'contested' and neither unit controls it.

Running up-hill: Vanguard moves cannot be made in this scenario.

Victory Points: The player who controls the hill at the end of each player's turn wins a bonus of 100 Victory Points.

Secondary Objectives: This scenario may include the Baggage Trains and/or the Special Features Secondary objectives.



SCENARIO 2 (LAYOUT B)

KING OF THE HILL

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Scenario Special Rules:

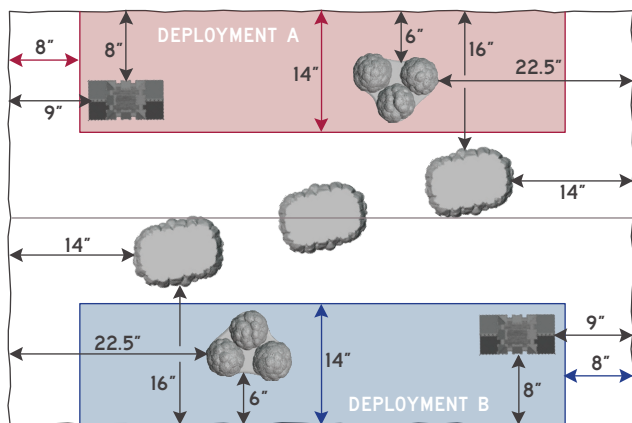
The Hill: In this scenario, the central hill can be controlled at the end of each turn by a single Core unit that is within 9" of its centre, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 9" of the centre of

the hill, the closest unit controls it. If two or more eligible units are equally close to the centre of the hill, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to the centre of the hill and both have the same Unit Strength, the hill is 'contested' and neither unit controls it.

Running up-hill: Vanguard moves cannot be made in this scenario.

Victory Points: The player who controls the hill at the end of each player's turn wins a bonus of 100 Victory Points.

Secondary Objectives: This scenario may include the Baggage Trains and/or the Special Features Secondary objectives.



SCENARIO 2 (LAYOUT C)

KING OF THE HILL

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Scenario Special Rules:

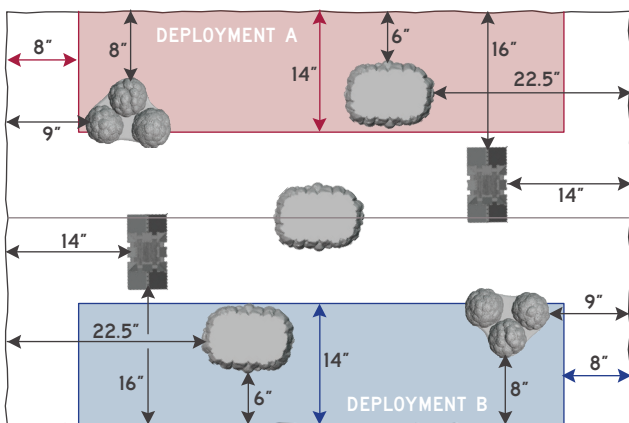
The Hill: In this scenario, the central hill can be controlled at the end of each turn by a single Core unit that is within 9" of its centre, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 9" of the centre of

the hill, the closest unit controls it. If two or more eligible units are equally close to the centre of the hill, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to the centre of the hill and both have the same Unit Strength, the hill is 'contested' and neither unit controls it.

Running up-hill: Vanguard moves cannot be made in this scenario.

Victory Points: The player who controls the hill at the end of each player's turn wins a bonus of 100 Victory Points.

Secondary Objectives: This scenario may include the Baggage Trains and/or the Special Features Secondary objectives.



SCENARIO 3 (LAYOUT A)

DRAWN BATTLELINES

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Deployment: Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone. Before deploying their army, each player rolls a D6. If either player rolls a 1, both players must choose a single unit from their army whose troop type is 'infantry' or 'cavalry' to be held in reserve. Once this roll has been made, the player that won the roll-off to choose deployment zones deploys the first unit. Units that are not held in reserve can be

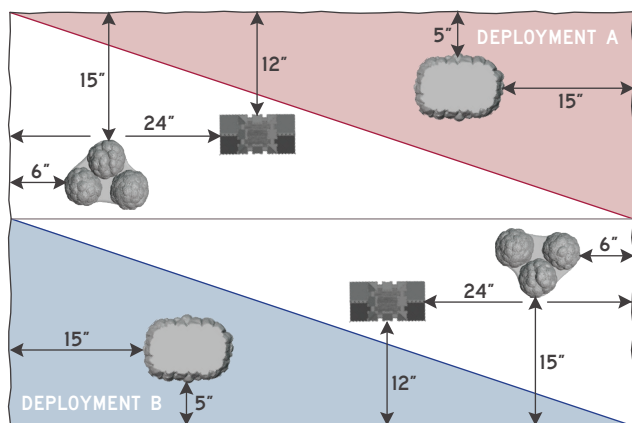
deployed using the alternating units method. During deployment, characters may join units that are being held in reserve as a result of the scenario special rule. In other words, any character that can join a unit can be held in reserve, provided they join a unit.

Scenario Special Rules

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn of their controlling player's choosing, other than the first. When they arrive, reserves may enter the battlefield as *reinforcements*, from any point on a battlefield edge within their deployment zone.

Secondary Objectives

This scenario must include the Strategic Locations (3) Secondary objective and may include the Domination and/or the Baggage Trains Secondary objectives.



SCENARIO 3 (LAYOUT B)

DRAWN BATTLELINES

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Deployment: Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone. Before deploying their army, each player rolls a D6. If either player rolls a 1, both players must choose a single unit from their army whose troop type is 'infantry' or 'cavalry' to be held in reserve. Once this roll has been made, the player that won the roll-off to choose deployment zones deploys the first unit. Units that are not held in reserve can be

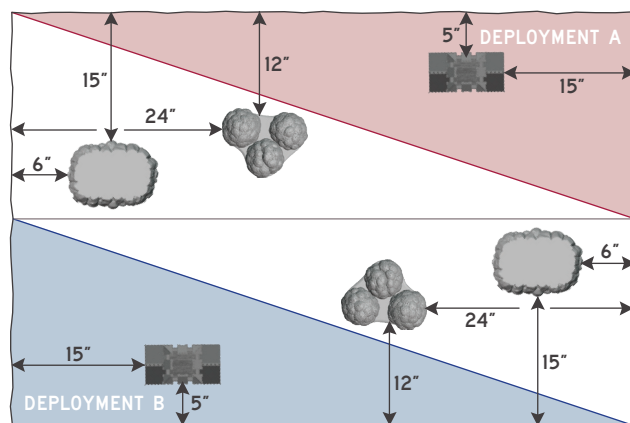
deployed using the alternating units method. During deployment, characters may join units that are being held in reserve as a result of the scenario special rule. In other words, any character that can join a unit can be held in reserve, provided they join a unit.

Scenario Special Rules

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn of their controlling player's choosing, other than the first. When they arrive, reserves may enter the battlefield as *reinforcements*, from any point on a battlefield edge within their deployment zone.

Secondary Objectives

This scenario must include the Strategic Locations (3) Secondary objective and may include the Domination and/or the Baggage Trains Secondary objectives.



SCENARIO 3 (LAYOUT C)

DRAWN BATTLELINES

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Deployment: Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone. Before deploying their army, each player rolls a D6. If either player rolls a 1, both players must choose a single unit from their army whose troop type is 'infantry' or 'cavalry' to be held in reserve. Once this roll has been made, the player that won the roll-off to choose deployment zones deploys the first unit. Units that are not held in reserve can be

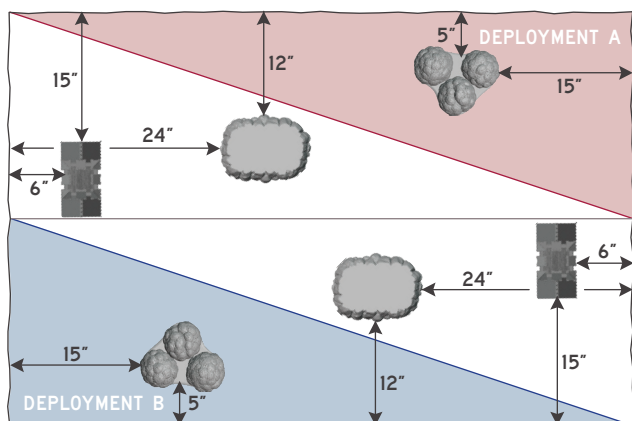
deployed using the alternating units method. During deployment, characters may join units that are being held in reserve as a result of the scenario special rule. In other words, any character that can join a unit can be held in reserve, provided they join a unit.

Scenario Special Rules

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn of their controlling player's choosing, other than the first. When they arrive, reserves may enter the battlefield as *reinforcements*, from any point on a battlefield edge within their deployment zone.

Secondary Objectives

This scenario must include the Strategic Locations (3) Secondary objective and may include the Domination and/or the Baggage Trains Secondary objectives.



SCENARIO 4 (LAYOUT A)

CLOSE QUARTER

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

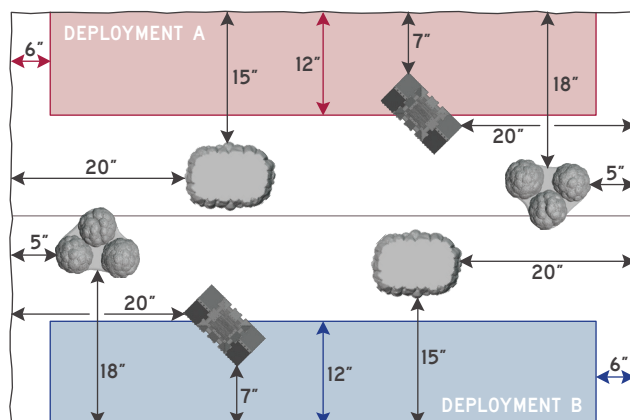
First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Scenario Special Rules:

Bottleneck: The battle is fought in a narrow mountain pass enclosed by high cliffs. Because of this, the short battlefield edges count as impassable terrain. As such, no units (including fleeing units or any arriving from reserve) can leave or enter the battlefield via either short edge unless they have the Ethereal or Fly (X) special rule.

Secondary Objectives: This scenario must include the Strategic Locations (2) Secondary objective and may include the Domination Secondary objective.



SCENARIO 4 (LAYOUT B)

CLOSE QUARTER

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

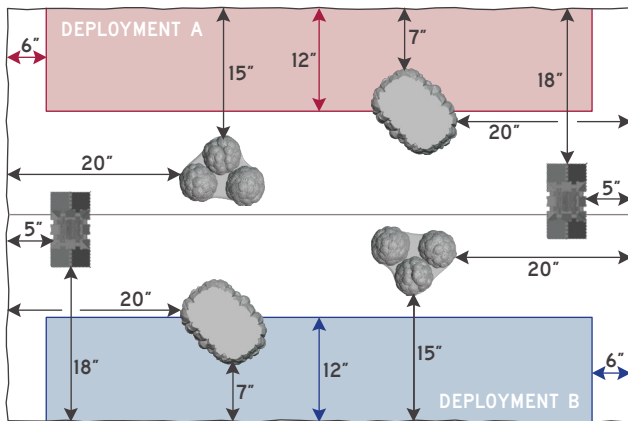
First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Scenario Special Rules:

Bottleneck: The battle is fought in a narrow mountain pass enclosed by high cliffs. Because of this, the short battlefield edges count as impassable terrain. As such, no units (including fleeing units or any arriving from reserve) can leave or enter the battlefield via either short edge unless they have the Ethereal or Fly (X) special rule.

Secondary Objectives: This scenario must include the Strategic Locations (2) Secondary objective and may include the Domination Secondary objective.



SCENARIO 4 (LAYOUT C)

CLOSE QUARTER

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

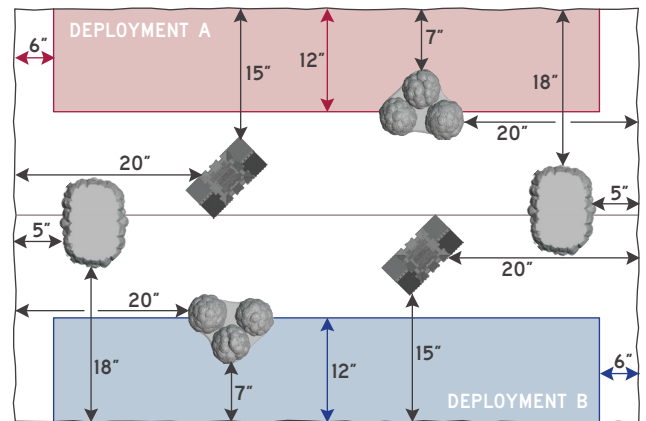
First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Scenario Special Rules:

Bottleneck: The battle is fought in a narrow mountain pass enclosed by high cliffs. Because of this, the short battlefield edges count as impassable terrain. As such, no units (including fleeing units or any arriving from reserve) can leave or enter the battlefield via either short edge unless they have the Ethereal or Fly (X) special rule.

Secondary Objectives: This scenario must include the Strategic Locations (2) Secondary objective and may include the Domination Secondary objective.



SCENARIO 5 (LAYOUT A)

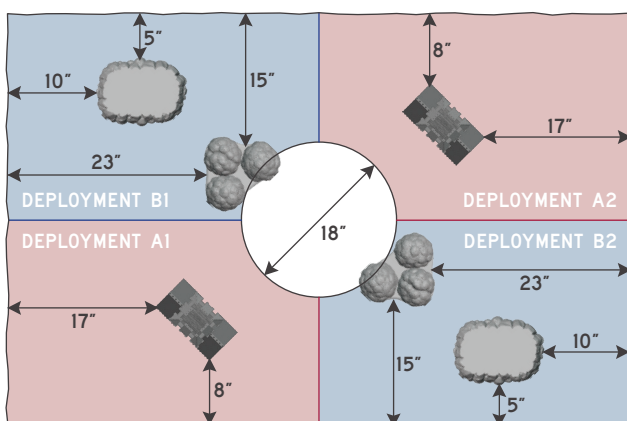
A CHANCE ENCOUNTER

Set-up: The winner of a roll-off chooses their deployment zone (A1, A2, B1 or B2), as shown on the map below. If the winner of the roll-off selects a deployment zone marked 'A' then their opponent will use the opposite deployment zone, also marked 'A'. If the winner of the roll-off selects a deployment zone marked 'B' then their opponent will use the opposite deployment zone, also marked 'B'. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Secondary Objectives: This scenario must include the Special Features Secondary objective and may include the Domination Secondary objective.



SCENARIO 5 (LAYOUT B)

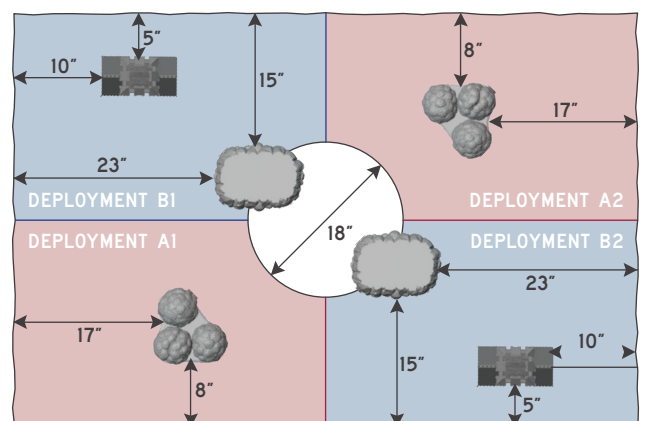
A CHANCE ENCOUNTER

Set-up: The winner of a roll-off chooses their deployment zone (A1, A2, B1 or B2), as shown on the map below. If the winner of the roll-off selects a deployment zone marked 'A' then their opponent will use the opposite deployment zone, also marked 'A'. If the winner of the roll-off selects a deployment zone marked 'B' then their opponent will use the opposite deployment zone, also marked 'B'. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Secondary Objectives: This scenario must include the Special Features Secondary objective and may include the Domination Secondary objective.



SCENARIO 5 (LAYOUT C)

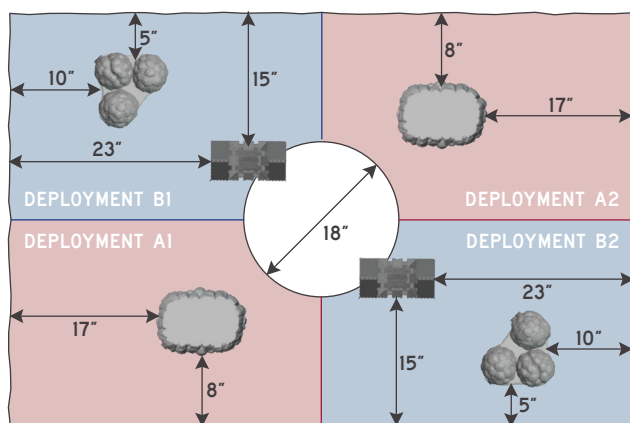
A CHANCE ENCOUNTER

Set-up: The winner of a roll-off chooses their deployment zone (A1, A2, B1 or B2), as shown on the map below. If the winner of the roll-off selects a deployment zone marked 'A' then their opponent will use the opposite deployment zone, also marked 'A'. If the winner of the roll-off selects a deployment zone marked 'B' then their opponent will use the opposite deployment zone, also marked 'B'. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.

Game Length: The game lasts 6 turns.

Secondary Objectives: This scenario must include the Special Features Secondary objective and may include the Domination Secondary objective.



SCENARIO 6 (LAYOUT A)

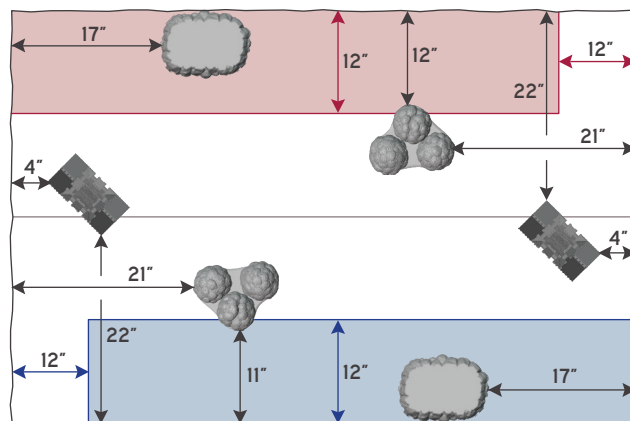
ENCIRCLEMENT

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

Game Length: The game lasts 6 turns.

Secondary Objectives: This scenario may include the Strategic Locations (4) Secondary objectives and may include the Baggage Trains and/or the Special Features Secondary objectives.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.



SCENARIO 6 (LAYOUT B)

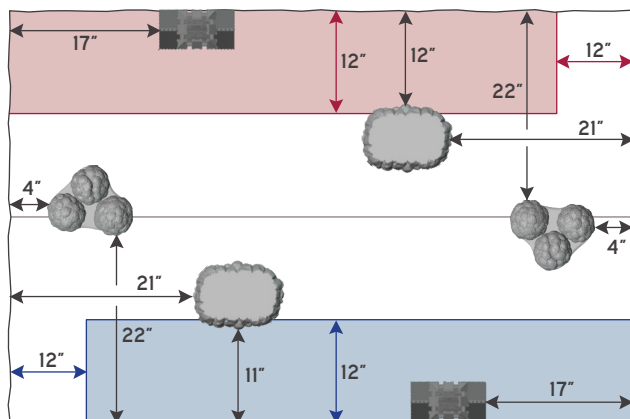
ENCIRCLEMENT

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

Game Length: The game lasts 6 turns.

Secondary Objectives: This scenario may include the Strategic Locations (4) Secondary objectives and may include the Baggage Trains and/or the Special Features Secondary objectives.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.



SCENARIO 6 (LAYOUT C)

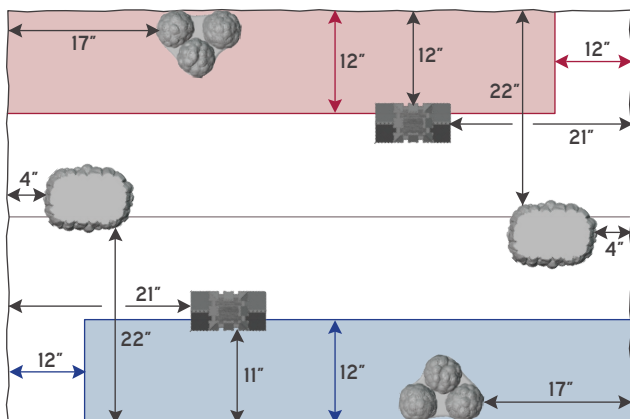
ENCIRCLEMENT

Set-up: The winner of a roll-off deploys the first unit. Players deploy their armies using the alternating units method.

Game Length: The game lasts 6 turns.

Secondary Objectives: This scenario may include the Strategic Locations (4) Secondary objectives and may include the Baggage Trains and/or the Special Features Secondary objectives.

First Turn: Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to the roll.



SECRET OBJECTIVE
ASSASSINATION

Objective: Kill all of your opponent's characters. Enemy characters that have fled the battlefield or are fleeing at the end of the battle, count toward this objective

Reward: 150 Victory Points

SECRET OBJECTIVE
MAGICAL
DOMINION

Objective: Successfully cast three spells during a single turn without them being dispelled and without suffering any miscasts.

Reward: 75 Victory Points

SECRET OBJECTIVE
BEAST HUNTER

Objective: Kill all units in your opponent's army with the troop type monster. Units that flee the battlefield or are fleeing at the end also count.

Reward: 100 Victory Points

SECRET OBJECTIVE
HOLD THE LINE

Objective: Have two of your units (each with Unit Strength 10 or more) within your opponent's deployment zone at the end of the battle. Fleeing units or those affected by Stupidity do not count.

Reward: 75 Victory Points

SECRET OBJECTIVE
DUEL OF KINGS

Objective: Kill your opponent's *General* in a challenge.

Reward: 200 Victory Points

SECRET OBJECTIVE
WIZARD'S BANE

Objective: Successfully dispel three of your opponent's spells in a single turn, without being Outclassed in the Art in the same turn.

Reward: 75 Victory Points

SECRET OBJECTIVE
OVERWHELMING
FIREPOWER

Objective: Destroy an enemy unit in the Shooting phase that began the phase with Unit Strength 10 or more.

Reward: 75 Victory Points

SECRET OBJECTIVE

CUT OFF THEIR
RETREAT

Objective: Have one of your units (with Unit Strength 15 or more) within 6" of the longest edge of the battlefield inside your opponent's deployment zone at the end of the battle. Fleeing units or those affected by Stupidity do not count.

Reward: 75 Victory Points

SECRET OBJECTIVE

"FIRE THE
ARTILLERY!"

Objective: Cause an enemy unit to fail a Panic test and flee as a result of being shot at by a *war machine* unit.

Reward: 100 Victory Points

SECRET OBJECTIVE

CAPTURED
COLOURS

Objective: Capture enemy standards as Trophies of War.

Reward:

Capture 2 standards -
50 Victory Points

Capture 3 standards -
100 Victory Points

Capture 4 or more -
150 Victory Points

SECRET OBJECTIVE

BOUNTY
HUNTER

Objective: Kill the most expensive unit in your opponent's army. Units that have fled the battlefield or are fleeing at the end also count.

Reward: 75 Victory Points