

Scoring:

A slight adjustment to scoring is being made for this event. When calculating points at the end of the game, please adhere to the following:

- Units reduced to less than 50% unit strength are worth 50% of their points. (instead of less than 25% earning 25% of points)
- Single model units, characters, monsters, etc, are worth 50% of their points if they are reduced to less than 50% of their starting HP.
- Calculate characters and the units they have joined as separate entities, per your army list.

We are using a 20-0 scoring system to calculate Battle Points. Each mission will also have up to 5 potential bonus points you can earn to increase these scores.

Victory Point Differential	Battle Points Earned
0-250	10-10
251-500	11-9
501-750	12-8
751-1000	13-7
1001-1250	14-6
1251-1500	15-5
1501-1750	16-4
1751-2000	17-3
2001-2250	18-2
2251-2500	19-1
2500 or more	20-0

Basic objective holding

Scoring units for scenario objectives are tiered as follows, based on units current formation

Tier 1 – determined by scenario

Tier 2 – Closed order infantry

Tier 3 – closed order cavalry

Tier 4 – Open order infantry or cavalry

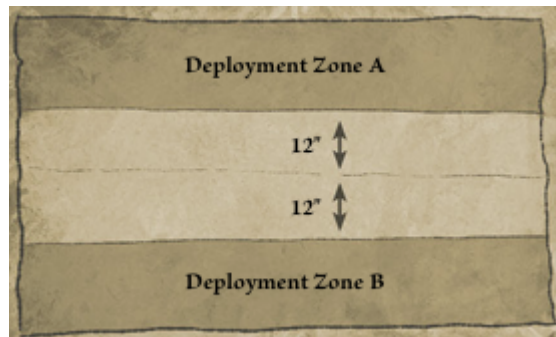
Tier 5 – Skirmish infantry or cavalry

Tier 6 – Single model units, chariots, and all other unlisted units.

Always use the highest tier option for a unit that could be in more than 1 tier. Tier 1 trumps all others, Tier 2 trumps 3 or higher, etc. If tied, use total unit strength meeting objective requirements (not just the highest tier- all unit strength).

Tzeentch's Tower of Madness

Tzeentch turns to his brothers and says 'I'll start this show.' He raises his hands and in the middle of the heartland arises an impossibly tall tower of shimmering silver.



Deployment – Classic deployment. Before players choose deployment zones, place 1 objective marker in the exact center of the board. Then roll artillery dice to scatter the objective. This objective is the "tower". The tower is an illusion, and as such has no effect on gameplay other than being an objective and the rules below. Then, each player may place an objective marker anywhere on his side of the board, exactly 12 inches from the long board edge. Do not place one of these within 9 inches of the "tower". These objective markers are 'relics'.

Scenario special rules – Closed order infantry with a banner are Tier 1 for this scenario. Hold the tower at the end of your turn to score 300VP. Keep track of this during the game. The tower is held by having scoring units within 6 inches of it. When you score the tower's points at the end of your turn, all units within 9 inches of the tower must take an insanity test. To do this, roll 2d6 and compare to your leadership. If you roll **OVER your leadership** stat, you pass. Any unit that fails must attack itself with 1 attack (owner's choice if more than 1 option) from each model part in the unit (yes, you may use the basic handweapon).

Hold a relic to add +1 to insanity tests your army must make. If you hold both relics, add +2 instead. Hold a relic by having a scoring unit within 6 inches of it.

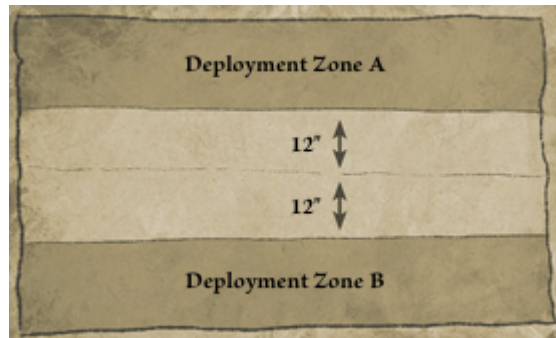
Game length – 6 Turns. An army being wiped out does not end the game. Continue to play the objective rules until 6 turns have passed.

Victory points – As normal for event, plus 300 vp for each friendly turn that ended with the Tower under your control.

Bonus points - +2 if one of your units killed itself due to a failed insanity test
+1 for each relic you control at the end of the game
+1 if you controlled the tower at the end of your turn 3 or more times this game.

Tzeentch's Smoke and Mirrors

Tzeentch turns to his brothers and says ' I'll start this show. ' He raises his hands and thick steamy clouds begin to fill the heartland, causing panic and disorder everywhere.



Deployment – Classic Deployment. However scouts, vanguard, and ambush cannot be used in this scenario. It's just too dang hard to see to be able to coordinate movement far afield, let alone gather intelligence on any foes. Place an objective marker in the exact center of the board.

Scenario Special Rules – Closed order infantry with a banner are Tier 1 for this scenario.

The fog creates limited sight lines for everyone. At the start of the game, units cannot see more than 24 inches away for any purpose (charging, shooting, casting spells, etc). Units may still move as normal. At the start of every turn, roll a d6. On a 1,2, or 3, worsen this sight limitation by 6 inches. On a 4, 5, or 6, improve it by 6 inches. It may be helpful to use dice or a piece of paper to keep track of the fog's effects.

Hold the central objective by having scoring units within 6 inches of it. A unit holding the objective is completely unaffected by the fog. Furthermore, friendly units that can see this unit are also unaffected by the fog (sorta like a visual daisy chain through the fog).

Game Length – 6 Turns or until one side is wiped out.

Victory points – As normal for event.

Bonus points - +1 if you caused 1 or more wounds this game with a ranged attack or spell (something other than combat)

+2 if you controlled the objective at the end of the game

+2 if you completed a charge with an infantry unit this game.

Khorne's Clash

Khorne saw what his brother had done, and laughed. "You call that a fight? Let me show you what a real fight is!"

Deployment – Classic, except extend the front of your deployment zone 3 inches, and you cannot deploy units within 6 inches of your own board edge.

Scenario special rules – Enraged armies clash under the shadow of Khorne's influence. Commanders struggle to bring their armies to heel and to keep battle lines intact. There are no tier 1 scoring units for this battle. All units gain **Impetuous**. Units that already have **Impetuous** instead gain **Frenzy**. Units that already have **Frenzy** instead gain **Impact Hits(+1)**. Units that cannot normally charge that fail their **Impetuous** test instead can do nothing for the turn.

Game Length – 6 turns or until one side is wiped out.

Victory points – As normal for event. Also, characters and monsters slain in close combat are worth an additional 50VP.

Bonus points - +1 if you issued or accepted a challenge
+2 if you won a challenge that lasted more than 1 round
+2 if you won a challenge that only lasted 1 round

Khorne Flakes

Khorne saw what his brother had done, and laughed. "You call that a fight? Let me show you what a real fight is!"

Deployment – Classic, except extend the front of your deployment zone 3 inches, and you cannot deploy units within 6 inches of your own board edge.

Scenario special rules – There are no tier 1 scoring units for this battle. Khorne needs skulls. Lots and lots of skulls. Keep a tally of each model you kill in close combat. Characters and Monsters are worth 5 instead of 1 for their heightened importance and glory. It may be helpful to use dice or paper to track this throughout the game.

Game Length – 6 turns or until one side is wiped out.

Victory points – As normal for event. Also, for every 10 skulls you have collected, score an additional 50VP. Any leftover skulls are worth 1VP. (for example, if I collected 58 skulls, I would score $(50 \times 5) + 8$ for a total of 258VP. If I had collected 34, I would score $(50 \times 3) + 4$ for a total of 154vp.)

Bonus points - +1 for each character and/or monster you killed in close combat (to a max of 3)
+2 if you won at least one challenge

Slaanesh's Betrayal

Slaanesh, ever bored by his brother's antics, has chosen a different tactic to control the heartland, conversion, by the sneakiest method he can think of – back stabbing!

Deployment – Diagonal deployment, 9 inches away from diagonal midline. Before deploying units, both players take turns placing 3 objectives each, starting with the player who will be deploying first. These objectives can be placed anywhere on the board, as long as they are placed at least 12 inches away from any other objective and at least 6 inches away from any board edge.

Scenario special rules – Units with champions and characters are Tier 1 for this scenario. Hold an objective by having scoring units within 6 inches of it.

At the start of your turn, any unit controlling an objective may offer themselves to Slaanesh's will. To do this, they sacrifice a champion or character in the unit. That champion or character is removed for the rest of the game and cannot be brought back by any means. They are worth 0VP for your opponent. (note that a unit containing only a champion who does this will fall down the scoring tiers as they no longer qualify to be tier 1).

When a unit sacrifices its champion, its controlling player gains 1 Pleasure token.

When a unit sacrifices a character, its controlling player gains 3 Pleasure tokens.

Game Length – 6 turns or until one side is wiped out.

Victory Points – As normal for event. Also, for each Pleasure token you've collected this game, score 50VP. For every 3 tokens, score an additional 25VP. (If I have 4 tokens, I will score $(4 \times 50) + 25 = 225$ VP. If I have 6, I will score $(6 \times 50) + (25 \times 2) = 350$ VP.)

Bonus Points - +2 points if you destroyed an enemy character or champion that controlled an objective before they could be sacrificed.

+2 Points if you sacrificed a character.

+1 Point if you sacrificed over 500 pts worth of characters and champions.

Slaanesh's Speed Dating

Slaanesh didn't think events were happening fast enough, and there wasn't enough pain and pleasure happening in the heartland. He decided to kick this battle off in a higher gear.

Deployment – Diagonal deployment, 12 inches away from the diagonal midline. Before deploying units, each player, starting with the player deploying first, places one objective anywhere in his opponents deployment zone, but at least 6 inches from any board edge.

Scenario special rules – Units with movement values of 7 or higher (not including the Fly special rule) are Tier 1 for this scenario.

During the first round of the game, all units have all of their movement values set to 9. They also lose **Swiftstride** for this turn.

Hold an objective by having scoring units within 3 inches of it.

Game Length – 6 turns or until one side is wiped out.

Victory Points – As normal for event. At the end of the game, holding the objective in your deployment zone is worth 100VP, while holding the objective in your opponents deployment zone is worth 250VP.