

### Scoring:

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. Each bonus point option can only be awarded once unless otherwise stated.

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
2501 or more	20-0

### Basic objective holding

A unit with more Unit Strength than any other unit within range of an objective (per scenario) controls said objective.

Infantry and Cavalry models in Closed Order formation double their Unit Strength for purposes of controlling and contesting objectives and **areas/quarters/sections**.

### Who Goes First?

In each scenario, roll off to determine who goes first. The player who finished deploying first gains +1 to this roll.

### WORK IN PROGRESS:

Rules entries in **RED** are recent changes, rewordings, reworks, and errata. Thank you for your patience!

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# 1. Relics of Madness

Tzeentch, the Changer of Ways, has scattered three powerful relics across the battlefield. Each relic pulses with chaotic energy, driving those who come near to madness. Armies clash to secure these artifacts, seeking either to harness their power or deny it to their foes.

## Deployment

- Use Classic Deployment as per *Warhammer: The Old World* rules.
- Place three objective markers (the "Relics") on the battlefield:
  - One in the exact center of the board.
  - Each player places one Relic in their deployment zone, at least 9" from the long board edge.

## Objective Rules

- **Control Relics:** Units within 6 inches can control or contest objectives.
- Controlling multiple Relics impacts the **Insanity Rule** below.

## Scenario Special Rules

### 1. Insanity Rule:

- At the end of each player's turn, all units within 6" of any Relic must take an **Insanity Test**. Start with the active player's units. Losses from this test cannot alter who controls the unit for this turn.
- Roll 2d6 for each affected unit and compare to its Leadership:
  - **If the result is equal to or less than Leadership:** The unit is unaffected.
  - **If the result is greater than Leadership:** The unit suffers D3 wounds with no armor saves allowed, as members succumb to chaotic visions.
  - **Relic Control Bonus:** For each Relic your army controls, add +1 to your opponent's **Insanity Test** rolls.

## Game Length

The battle lasts for 6 turns or until one side is wiped out.

## Victory Points and Bonus Points

Standard Victory Points per event, plus earn **50VP** for each Relic you control at the end of your turn.

Additional **Bonus Points** are awarded as follows:

- +2 if you took control of more than one relic from your opponent in a single turn.
- +2 for controlling all three Relics at any point during the game.
- +1 if you controlled the central Relic at the end of the game.

## 2. Smoke and Mirrors

Tzeentch, the Changer of Ways, conjures a thick, shifting fog that blankets the battlefield, disorienting armies and concealing his true intentions. Panic spreads as the fog thickens, sowing chaos in the heartland.

### Deployment

- Use Classic Deployment as per *Warhammer: The Old World* rules.
- **Restrictions:** Scouts, Vanguard, and Ambush cannot be used in this scenario.
- Place three objective markers on the exact center line of the board, **one in the exact center of the board and the other two with their centers 18 inches to the left and right of the center objective.**

### Scenario Special Rules

#### 1. Shifting Fog:

- At the start of each player's turn, roll a d6 to determine visibility range for the turn:
  - **1-2:** Visibility is **15 inches**.
  - **3-4:** Visibility is **18 inches**.
  - **5-6:** Visibility is **21 inches**.
- The visibility range applies to all purposes (e.g., charging, shooting, casting spells).
- Use a marker or note to track the visibility range.

#### 2. Objectives:

- A unit controlling an objective is **unaffected by the fog**. A friendly unit that can see the unit that controls an objective is **also unaffected by the fog**.
- Units within 6 inches can control or contest objectives.

### Game Length

The game lasts **6 turns** or until one side is wiped out.

### Victory Points and Bonus Points

Standard Victory Points.

Additional **Bonus Points** are awarded as follows:

- **+2** if you controlled the most objectives at the end of the game.
- **+1** if you caused wounds with a ranged attack or spell during the game.
- **+2** if an infantry unit successfully completed a charge during the game.

### 3. For Only the Butcher Rules

Khorne, the Blood God, gazes upon the battlefield and bellows with laughter. "You call that a fight? Let me show you what a real battle looks like!" Under his burning gaze, the armies of mortals surge forward, driven to madness by the promise of glory and slaughter.

#### Deployment

- Use Classic Deployment.
- Extend the front of your deployment zone by **3 inches**.
- Units may not be deployed within **6 inches** of your own board edge.

#### Scenario Special Rules

##### 1. Khorne's Influence:

- All units gain **Impetuous** for this battle.
- Units that already have **Impetuous** instead gain **Frenzy**.
- Units that already have **Frenzy** instead gain **Impact Hits (1)**.

##### 2. Glory in Combat:

- Characters and monsters slain in close combat are worth an additional **75 Victory Points**.

#### Game Length

- The game lasts **6 turns** or until one side is wiped out.

#### Victory Points and Bonus Points

- Standard Victory Points as per event, plus:
  - As stated above, Characters and monsters slain in close combat are worth an additional **75 Victory Points**.

#### Additional Bonus Points are awarded as follows:

- **+1** if you issued or accepted a challenge during the game.
- **+2** if you won a challenge.
- **+2** if one of your units charged an enemy unit with higher unit strength.

## 4. The Skull Tithe

Khorne, ever-thirsty for blood and skulls, looks upon the battlefield and roars. "You call that a fight? Bring me more skulls!" Under his baleful gaze, warriors clash in a frenzy, eager to please the Blood God with their kills.

### Deployment

- Use Classic Deployment.
- Extend the front of your deployment zone by **3 inches**.
- Units may not be deployed within **6 inches** of your own board edge.

### Scenario Special Rules

#### 1. Skulls for the Skull Throne:

- Keep a tally of each model **you kill** in close combat. Each model is worth **1 skull**.
- **Characters and Monsters** are instead worth **5 skulls** each, due to their importance and glory.
- Use dice or paper to track the total skulls collected throughout the game.

### Game Length

- The game lasts **6 turns** or until one side is wiped out.

### Victory Points and Bonus Points

- Standard Victory Points as per event, plus:
  - For every **10 skulls** collected, score an additional **50 Victory Points**.
  - Any leftover skulls are worth **nothing**.

### Additional Bonus Points are awarded as follows:

- **+1** for each character or monster slain in close combat (maximum of 3).
- **+2** if you won at least one challenge during the game.

## 5. To Betray Is Divine

Slaanesh, ever bored with the brutish antics of his brothers, seeks to control the battlefield through seduction and treachery. His whispered promises turn champions against their allies, sowing chaos from within.

### Deployment

- Use Diagonal Deployment. Deployment zones are **9 inches** away from the diagonal midline.
- Before deploying units, players take turns placing **3 objectives** each, starting with the player who will deploy first. Objectives must be placed:
  - At least **12 inches** away from any other objective.
  - At least **6 inches** away from any board edge.

### Scenario Special Rules

#### 1. Hold and Betray:

- A unit controls or contests an objective if it has models within **6 inches** of the marker.
- At the start of your turn, any unit controlling an objective may offer themselves to Slaanesh's will by sacrificing a champion or character in the unit (single model units cannot sacrifice themselves) (**this may be done while engaged**):
  - The sacrificed model is removed from the game and cannot return by any means.
  - Sacrificed models are worth **0 Victory Points** to your opponent at the end of the game.
  - The controlling player gains **1 Pleasure Token** for a sacrificed champion or **3 Pleasure Tokens** for a sacrificed character.
  - **The unit who sacrificed their champion or character gains Strike First until the start of their controller's next Start of Turn Sub-Phase.**

### Game Length

- The game lasts **6 turns** or until one side is wiped out.

### Victory Points

- Standard Victory Points as per event, plus:
  - For each **Pleasure Token** collected, score **75 Victory Points**.

### Additional Bonus Points are awarded as follows:

- **+2** if you destroyed an enemy character or champion controlling an objective before they could be sacrificed.
- **+2** if you sacrificed at least one character.
- **+1** if you sacrificed over **500 points** worth of characters and champions.

## 6. The Pursuit of Excess

Slaanesh, ever impatient and unsatisfied with the pace of events, decides to accelerate the carnage. With a burst of speed, the armies are thrown into chaotic clashes as the Dark Prince revels in the frenzy of pain and pleasure.

### Deployment

- Use Diagonal Deployment. Deployment zones are **12 inches** away from the diagonal midline.
- Before deploying units, players alternate placing **two objectives** each, starting with the player deploying first. Each objective must be placed:
  - In the opponent's deployment zone.
  - At least **6 inches** from any board edge.
  - **At least 15 inches from any other objective.**

### Scenario Special Rules

1. **Rapid Advance:**
  - During the first round of the game, all units have their **Movement value increased by 4** and **lose Swiftstride if they have it.**
2. **Objective Control:**
  - A unit controls or contests an objective if it has models within **6 inches** of it.

### Game Length

- The game lasts **6 turns** or until one side is wiped out.

### Victory Points

- Standard Victory Points as per event, plus:
  - Holding **an** objective in your **deployment zone** at the end of the game is worth **150 Victory Points.**
  - Holding **an** objective in your **opponent's deployment zone** at the end of the game is worth **300 Victory Points.**

### Additional Bonus Points are awarded as follows:

- **+1** if you charged a unit in the flank during the game.
- **+2** if you charged a unit in the rear during the game.
- **+2** you won a combat in which **either player** had a unit engaged in the enemy's flank or rear.



## 7. Rot and Ruin

The battlefield is plagued with corruption as the forces of Chaos vie for dominance. Nurgle's blight spreads across the land, seeping into every corner of the battlefield. The Changer of Ways and the other Ruinous Powers look on, amused, as their mortal champions fight to claim territory and corrupt the land.

### Deployment

- Use Classic Deployment.
- Divide the battlefield into **four equal table quarters**.
- Place **one objective marker** at the exact center of the board to represent the heart of the corruption.

### Scenario Special Rules

#### 1. Corruption of the Land:

- At the end of each turn, players score points for controlling table quarters and the central objective.
- A table quarter is controlled if a player has more total unit strength within that quarter than their opponent. Units can only contribute to controlling one quarter at a time.
- The central objective can be controlled or contested by units within **6 inches**.

#### 2. Nurgle's Blessing:

- **At the start of each player's turn, roll a d6 for each of their units within 12 inches of the central objective:**
  - **1:** Nothing happens
  - **2-6:** The unit suffers D3 wounds with no armor saves allowed. After the wounds have been suffered, the unit gains **Regeneration (6+)** until the start of the owner's next **Start of Turn Sub-Phase**.

### Game Length

- The game lasts **6 turns** or until one side is wiped out.

### Victory Points

- Standard Victory Points as per event, plus:
  - At the end of each player's turn, score:
    - **25 VP** for each table quarter controlled.
    - **50 VP** for controlling the central objective.

### Additional Bonus Points are awarded as follows:

- **+2** if you controlled all four table quarters at any point during the game (**does not have to be at the same time**).
- **+1** for each enemy unit destroyed within **12 inches** of the central objective (maximum +3).

## 8. Pestilent Dominion

In the heart of the battlefield, the corrupting touch of Nurgle has taken root. Bloated flora and pestilent fauna have transformed the land into a morbid paradise. Armies clash amidst this festering garden, each vying for control over its unholy bounty.

### Deployment

- Use Classic Deployment.
- Divide the battlefield into **four equal table quarters**.
- Place one **central objective marker** in the exact center of the battlefield, representing the heart of Nurgle's garden.

### Scenario Special Rules

#### 1. Rotting Paradise:

- At the start of each player's turn, roll a D6 for **every enemy unit** within **6 inches** of the central objective.
  - On a **1-3**, the unit takes **D3 Strength 4, AP - hits** as they are attacked by carnivorous plants and venomous insects.
  - On a **4-6**, **The unit gains Regeneration (6+). If they already have Regeneration, this result does nothing.**

#### 2. Table Quarters:

- A table quarter is controlled if a player has more total unit strength within that quarter than their opponent. Units can only contribute to controlling one quarter at a time.

#### 3. Heart of the Garden:

- The central objective can be controlled or contested by units within **6 inches**

### Game Length

- The game lasts **6 turns** or until one side is wiped out.

### Victory Points

- Standard Victory Points as per event, plus:
  - Controlling the **central objective** at the end of the game is worth **300 Victory Points**.
  - Controlling a **table quarter** at the end of the game is worth **150 Victory Points**.

### Additional Bonus Points are awarded as follows:

- **+2** if your General was alive at the end of the game and was within **6 inches** of the central objective **also**.
- **+2** if you controlled at least **three table quarters** at the end of the game.
- **+1** if at least one enemy unit lost wounds using the **Rotting Paradise** rule.

## 9. White Wolf, Red Snow

In the frigid expanse of northern Ohio, devotees of Ulric, the god of battle, wolves, and winter, push back the tides of chaos. Learn their ways, and drive Chaos back into the far north (Michigan)!

### Deployment

- Use Classic Deployment.
- **Divide the battlefield into four equal vertical sections**, each measuring 18 inches wide and running from one player's board edge to the other.

### Scenario Special Rules

#### 1. Ulric's Favor:

- At the **start of each player's turn**, they receive **1 Favor Point** for each vertical section they control.
  - A vertical section is controlled if a player has more total unit strength within that quarter than their opponent. Units can only contribute to controlling one section at a time.
- Players can spend **Favor Points** at the start of their turn to invoke Ulric's blessing:
  - **1 Favor Point:** Choose one **friendly unit** to gain **+1 Strength** until the end of the turn.
  - **2 Favor Points:** Choose one friendly unit to become **Stubborn** until the start of their next turn. (a unit that has previously used their Stubborn ability regains the ability to use it.)

### Game Length

- The game lasts **6 turns** or until one side is wiped out.

### Victory Points

- Standard Victory Points as per event, plus:
  - Each controlled **vertical section** at the end of the game is worth **250 Victory Points**.

#### Additional Bonus Points are awarded as follows:

- **+2 Points** if, at the end of the game, you control both center vertical sections or both outer vertical sections.
- **+1 Point** if, at the end of the game, you have 5 or more **Favor Points** left over.
- **+2** if your game was finished before time is called.

## 10. Where the Faithful Strike True

The battlefield has become a sacred proving ground, where only those deemed worthy by Sigmar himself shall prevail. His divine hammer tests the might and faith of warriors, rewarding those who strike with righteous fury and stand firm against the darkness. Only through conquest and unshakable resolve can one claim the God-King's favor.

### Deployment

- Use Classic Deployment.
- **Divide the battlefield into four equal vertical sections**, each measuring 18 inches wide and running from one player's board edge to the other.

### Scenario Special Rules

#### 1. Sigmar's Cleansing:

- At the beginning of your turn, choose a vertical section on the table. This area has been consecrated for Sigmar. Your units in a chosen vertical section improve the armor piercing value of all non magical attacks by 1. This effect lasts until the end of the turn.

#### Vertical sections:

- **A vertical section is controlled if a player has more total unit strength within that quarter than their opponent. Units can only contribute to controlling one section at a time.**

### Game Length

- The game lasts **6 turns** or until one side is wiped out.

### Victory Points

- Standard Victory Points as per event, plus:
  - Each controlled **vertical section** at the end of the game is worth **250 Victory Points**.

#### Additional Bonus Points are awarded as follows:

- **+2** if you controlled either both outer vertical sections or both center vertical sections at the end of the game. (max +2 pts)
- **+1** if you used Sigmar's Cleansing on 3 or more different vertical sections during the game.
- **+2** if your game was finished before time is called.