

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.

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!

Rev. 06-25-2025

Low Down Dirty Ale Thieves

The campfire's still warm. The gigantic barrels are still foaming. And that giant is definitely due back soon. Grab what you can and run — but watch out, if the giant catches you, its all over!

Deployment

- **Standard Battleline Deployment:** 12" from the long table edge
- **Teammates share a deployment zone** (each team deploys along one long edge)
Place a single **Beer Stash (Objective Marker)** at the **center of the battlefield**

Primary Objective: Victory Points

- Use **standard game scoring**
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Bonus Battle Points: Barrel Thievery

- At the **end of each player turn**, check if **any one unit** from that team:
 - Is within **3"** of the Beer Stash
 - Has **more Unit Strength than any other single unit** within 3"
 - If so, the team earns **+1 Barrel Token** (max 5 per team)
 - Tied Unit Strength = no one steals a barrel
 - Each **Barrel Token is worth 1 Bonus Battle Point** at the end of the game (max 5)
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Game Length: The Giant Returns

- At the end of **Turn 5**, roll a D6:
 - **1–2:** Game ends
 - **3–6:** Play Turn 6
- At the end of **Turn 6**, roll again:
 - **1–3:** Game ends
 - **4–6:** Play final Turn 7
- *There is no Turn 8 — by then, the Giant is home, and everyone is squashed.*

Scenario: Skinks! Nurglings! Toads! Oh, My!

The battlefield is crawling — literally. Slimy Skinks, giggling Nurglings, and giant fanged toads are squatting on every objective. They bite, they barf, and they scatter when you chase them. Secure the field, if you dare — but bring bug spray.

Deployment

- **Standard Battleline Deployment:** 12" from long board edge
- Teammates share a deployment zone
- Place **3 Objective Markers** across the battlefield centerline:
 - One dead center
 - One 18" to the left of center
 - One 18" to the right of center

Primary Objective: Victory Points

- Use **standard game scoring**
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Bonus Battle Points: Barrel Thievery

- At the **end of each player turn**, check each objective:
 - If your team has **more Unit Strength within 6"** of the marker than any enemy units, and the marker is not contested by an infestation, you **control** it and gain **+1 infestation token**.
 - Each **Infestation Token** is worth **1 Bonus Battle Point** at the end of the game (max 5)
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Special Rule: Infestation Table

At the **start of each game turn**, roll a D6 for **each objective marker**:

D6	Result
1–2	Skinks! – The objective marker scurries away: move it 2D6" in a random direction. It cannot leave the board; stop it 1" from the edge if needed.
3–4	Nurglings! – All units within 6" of the marker suffer D3 Strength 2 hits
5–6	Giant Toad! – The objective is contested this round ; no player may control it this turn

Game Length: 6 turns or until one team has been wiped out.

10 Things I Hate About You (and 9 of Them Are Nurglings)

This isn't a battlefield — it's a plague playground. Nurglings are bubbling out of every crack in the earth, giggling and gurgling and ruining everything. The only way to win is to clear them out... and maybe salt the ground when you're done.

Deployment

- **Standard Battleline Deployment** – 12" from long table edges
- Teammates share a deployment zone
- Place **9 Nurgling Holes** on the battlefield:
 - **3 along the centerline:** center, 18" left of center, 18" right of center
 - **3 in each team's deployment zone,** center, 18" left of center, 18" right of center, 12 inches from the long board edge.

Primary Objective: Victory Points

- Use **standard game scoring**
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Bonus Battle Points: Clearing Nurgling Holes

- If a unit is **touching** a **Nurgling Hole** at the **end of your Movement phase**, it may attempt to **clear it**
 - Roll a D6:
 - **5+** = Success! Remove the Nurgling token (if any) and **gain +1 Cleanse Token**
 - **1–4** = Failure — the unit suffers **D3+1 Strength 3 hits** instead.
 - **Each Cleanse Token is worth 1 Bonus Battle Point at the end of the game (max 5)**
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Game Length: 6 turns or until one team has been wiped out.