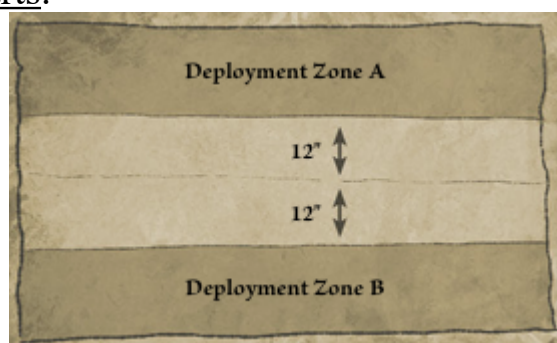


# 1. Hidden Deployment

Your armies force a night march to arrive at the battlefield and take their positions for the coming engagement. They do not have time to react to the position of the enemy and must fight from the location you selected from your battle plans in the command tent. Now you must take to the field of battle and wrest it from thine enemy.

Deployment: Your scouts have provided you a rundown of your opponent's army, but you will not be able to see how your opponent deploys due to the fog of battle.

Dice off to choose table sides. Set up your entire army before you and your opponent remove the screen as per Classic deployment. Scouts, tunnelers and ambushers deploy as their normal rules after the screen is removed, but units with the option to deploy as normal or use their special rule, must declare before deployment starts.



First Turn: The player who did not choose sides will have the first turn.

Mission: Keep your flags flying! Select 3 Banners to keep the whole game. Mark them openly so it's easier for you and your opponent to track and less shenanigans. If you choose less than 3, the remainder count as destroyed for the below scoring section.

Scoring: Score 100 victory points for each nominated banner you destroy.

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

Bonus Battle Points:

+1 for each of your nominated banners not captured or killed.

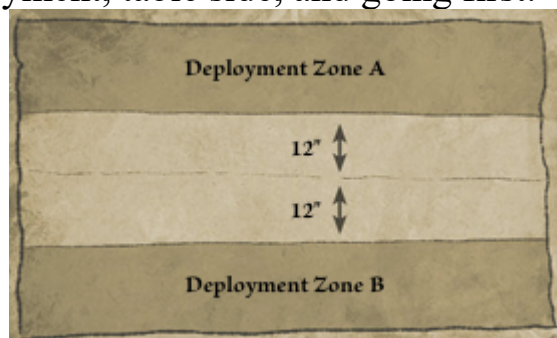
+1 if you still have 2 core units alive, not fleeing, with a unit strength of 5 or more.

+1 if your cheapest unit (non character) survives the game. If you have several with the same cost, all must survive.

## 2. This one time, at Base Camp...

The battlefield is a tumultuous place. The best laid plans rarely survive first contact as the battle lines swirl. You have been tasked with assaulting the enemy's stronghold while defending your own.

Deployment: Classic deployment. Do **not** deploy diagonally. Follow the normal rules for deployment, table side, and going first.

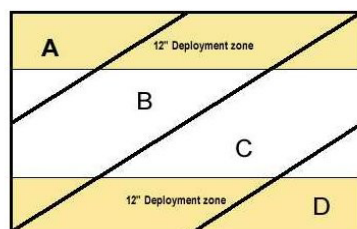


Mission: Maneuver scoring units into your opponent's base camp, while keeping his out of yours. A&D are counted as base camps.

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

Scoring units: In this battle, 'Scoring units' are any units that contain a character and/or a banner. This does not include individual characters or monsters.

Scoring: Divide the table into 4 diagonal zones as in the diagram. The lines are corner to corner, then mid front to mid side. At the end of the game, territories A&D are worth 150VPs, B&C 100VPs. To score the VPs there must be no enemy scoring units in the zone.



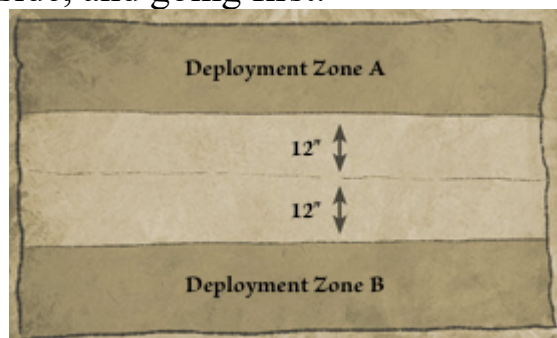
Bonus Battle Points:

- +2 Invade a scoring unit into enemy camp zone A or D at any point of the game.
- +1 No enemy scoring units in your base camp A or D at games' end.
- +2 for meeting both conditions (5 total Bps).

### 3. Attack! Defend! When will it End?

Seize the objectives and carry the spoils back to your realm. But daylight is fading on this first day of battle. Grab the objectives or cut off the enemy retreat before night falls.

Deployment: Classic Deployment. 3 objective markers will be placed before deployment at 12"/36"/60" along the long centerline. Follow the normal rules for deployment, table side, and going first.



Mission: Control more objectives than your opponent.

Scoring unit: For this scenario, any unit with unit strength 10 or higher is a scoring unit.

Scoring: To claim an objective, a scoring unit must have at least 1 model within 3" of an objective edge and also have a higher unit strength than any other scoring units that are also within 3" of that objective. Units cannot claim more than one objective at a time. Objectives are worth 250VP each.

Game Length: After the bottom of turn 5, the player that went second rolls a d6. On a 1 or 2, night has fallen and game is over. After turn 6, the game ends on a 1-4, otherwise turn 7 is the end.

Bonus Points:

+3 Control more objectives than your opponent

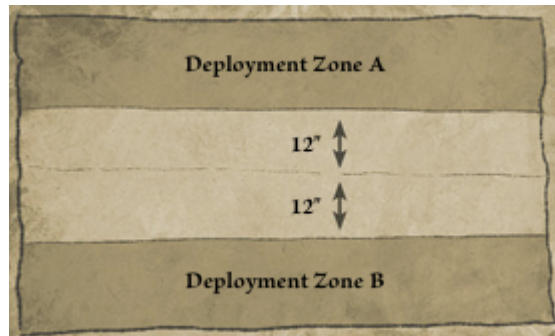
+1 Have a scoring unit in the enemy deployment zone at the end of the game.

+1 Have no enemy scoring units in your deployment zone at the end of the game.

## 4. For Honor & Glory

Every leader must find ways to inspire their troops, secure his authority, and leave a lasting legacy. To help your army, your general has prepared some innovations to help carry the day and further his legendary status.

Deployment: Classic deployment. Follow the normal rules for deployment, table side, and going first.



Before deployment, but after reviewing your opponent's army, choose then circle an innovation. Prior to deployment, players reveal their choice simultaneously from the following list:

**We can't have that:** Your first Fated Dispel of the game is an automatic **Unbinding**.

**Can't Touch This:** One of your core units gains Magic Resistance (-2).

**Tactical Genius:** After Deployment, before determining who goes first, you may redeploy up to one of your units.

**Rocket in his Pocket:** Your General can cast Fireball as a bound spell with power level 1.

Special Rules: Due to the Heroic nature of this scenario, characters and champions may not refuse any challenges, though you may still select who may accept the challenge. This is your chance to become a Legend!

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

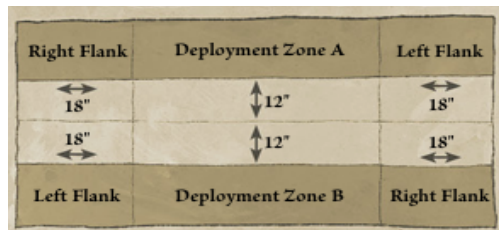
Bonus Points:

- +3 if your General kills a character in a challenge or kills a Monster in any way.
- +1 if your general survives
- +1 if a champion wounds any character

## 5.Message for you Sir!

You must get a message to high command, immediately! The fate of the entire campaign rests upon your messengers swift boots!

Deployment: Use Flank Attack deployment as per pg 293 of the BRB for deployment, table side, and going first.



The diagram shows a rectangular game board divided into three horizontal sections. The top section is labeled 'Deployment Zone A' in the center. To its left is a 'Right Flank' area, 18 inches wide, and to its right is a 'Left Flank' area, 18 inches wide. The bottom section is labeled 'Deployment Zone B' in the center. To its left is a 'Left Flank' area, 18 inches wide, and to its right is a 'Right Flank' area, 18 inches wide. The central zones are 12 inches high. Double-headed arrows indicate the dimensions: 18 inches for the flanks and 12 inches for the central zones.

Right Flank	Deployment Zone A	Left Flank
18"	12"	18"
18"	12"	18"
Left Flank	Deployment Zone B	Right Flank

Mission: Get your messenger off the opposite table edge, while killing the enemy messenger before he exits the board.

Special Rules: Bring a model on a base size no bigger than 40x40. This should be the same size base as any of your core units. The model is the Messenger and is treated as a character.

**Stats for the Messenger are M6 WS4 S4 T4 W2 I3 A2 L8.**

**Equipment : Hand Weapon, The Armor of Meteoric Iron, Talisman of Protection** (*It is ok to have these items already in your army.*)

Messengers have a reputation for bad things happening to them, so their command range is 0". The messenger is not undead or demonic. He may join those units and if they are destroyed, he will take a panic/break test as if with normal troops. Messengers may be placed in the 2<sup>nd</sup> rank of a unit instead of the front rank.

Game Length: Game ends after 6 turns or when one side is wiped out.

Victory Points: Getting your messenger off the opposite side 350VP  
Kill the enemy messenger 300VP

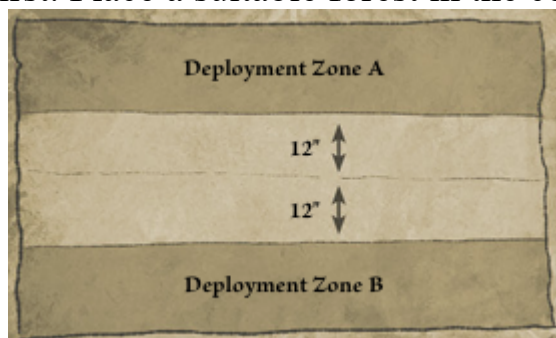
Bonus Points:

- +2 For completing both parts of the mission
- +2 if your messenger completes a charge
- +1 for wounding the enemy messenger

## 6. Bloody Woody Haze!

Your army comes across a hazy wooded area strewn with bones and smashed armor. Units entering the wood are overcome with uncontrolled rage and ferocity. The powers that are within this wood might be harnessed and benefit your forces. You must figure out how to control the hazy wood while the wood is driving your units out of it.

Deployment: Classic deployment. Follow the normal rules for deployment, table side, and going first. Place a suitable forest in the center of the board.



Mission: Control the Forest in the center of the table by having more scoring units than the enemy in or partially in the forest at the end of the game.

Special Rules: The wood in the center immediately gives any unit that even partially enters it **Frenzy**. Any frenzied unit charging while in the wood must charge the nearest eligible target. The moment a unit has left the woods, this application of Frenzy is lost.

Scoring unit: For this scenario, any unit with unit strength 10 or higher is a scoring unit.

Victory Points: Scoring units at least partially in the wood at the end of the game are worth 250 Victory Points.

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

Bonus Points:

+2 for controlling the Woody Haze since no one else could! Control is established by having more unit strength wholly inside the woods.

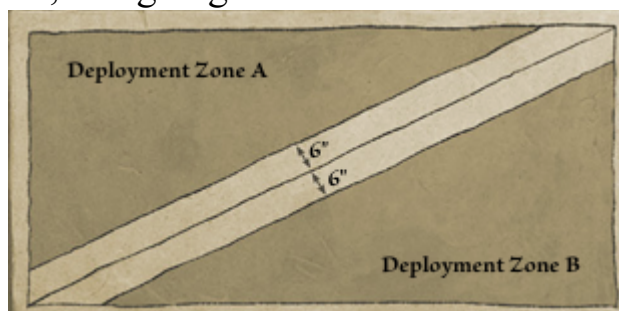
+1 for each **Frenzied** charge connecting with an enemy unit (MAX 3)



## 7. A Meeting of Minds

Sometimes a general must make do with the resources available to him. Today could be one of those times.

Deployment: Use diagonal deployment as per pg 294-295 in the BRB for deployment, table side, and going first.



Special Deployment Rules: Before deployment, roll a die for each of your units. If you roll a 1, that unit must be set up in reserves. If you roll a 6, that unit and an additional unit of your choice which has not yet been rolled for must be set up in reserves. Roll for characters separately. Generals and units which cannot move after deployment ignore this rule entirely.

Mission: This is war. Slaughter everyone in your path.

Game Length: 6 turn or until one side is wiped out.

Special Rules: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn— other than the first— of their controlling player's choosing. When they arrive, reserves may enter the battlefield from any point on the long or short battlefield edge within their deployment zone, and move on using the rules for reinforcements (as described on page 134 of the BRB).

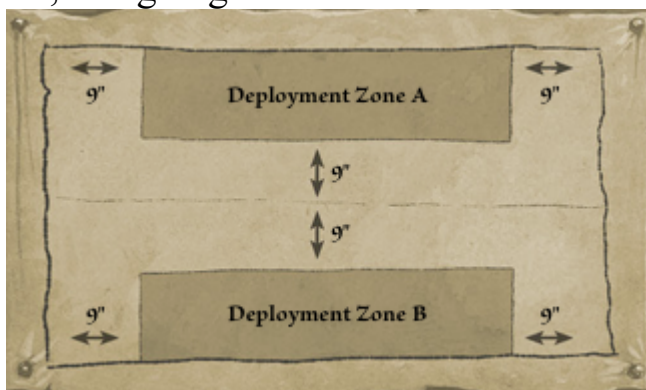
Bonus Points:

- +1 for completing a charge with an infantry unit.
- +1 for completing a charge with a cavalry unit.
- +1 for completing a charge with a monster unit.
- +1 for completing a rear charge.
- +1 for completing a flank charge.

## 8.The Cheese Stands Alone

The last one standing is the strongest. Strong like cheese. Be the cheese!

Deployment: Use Break Point deployment per pg 290-291 in the BRB for deployment, table side, and going first.



### Scenario Special Rules:

All armies have a breaking point. This is equal to a quarter (25%) of the total Unit Strength of the army at the start of the game. To calculate the break point of your army, simply add together the Unit Strength of every unit (including characters) in your muster list and divide the total by four, rounding fractions down.

With each model removed from play as a casualty and with each unit destroyed, an army approaches its break point. If, during any Start of Turn sub-phase, the remaining Unit Strength of either army has fallen below its break point, that army is considered to have 'broken'. At this point, the game ends as models begin to flee, crumble into dust, dematerialise, and so forth.

### Additional Special Rules:

When a unit is reduced to less than 50% unit strength, it gains **Frenzy**. It cannot lose this frenzy unless it also has been returned to 50% or more unit strength.

When a unit is reduced to less than 25% unit strength, it gains **Hatred**.

Game Length: 6 turns or until one army breaks.

### Bonus Points:

+2 if your army is not broken at game end.

+2 if your opponent's army is broken at game end.

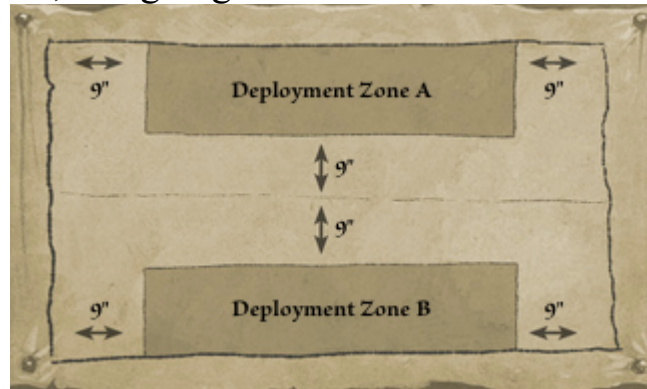
+1 if your general is alive at game end.



## 9. Fight 'till the end!

Only one army will make it through this day. Give it everything you've got!

Deployment: Use Break Point deployment per pg 290-291 in the BRB for deployment, table side, and going first.



Special Rules: none

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

Victory Points: Banners you break are worth double their normal amount of victory points for your army.

Each time you win a challenge, score an additional 100 victory points.

Each time a scoring unit destroys or runs down an enemy in combat, score an additional 100 victory points.

Scoring units: For this scenario, any unit that contains a banner and/or a character is a scoring unit. This does not include individual characters or monsters.

Bonus Points:

+1 if one of your units survived the battle while under 25% unit strength.

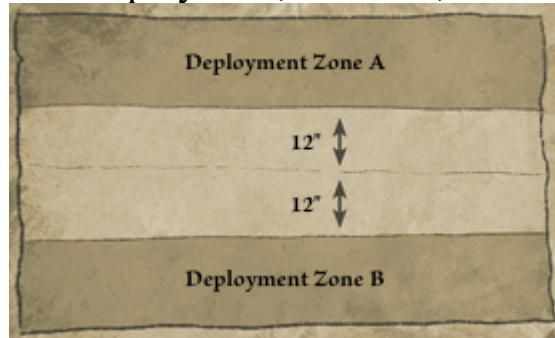
+1 if one of your scoring units destroyed an opponent's scoring unit.

+1 if a unit you control fled a charge, but later in the game destroyed a unit in combat. (repeatable, up to +3 max)

## 10. A Dangerous Game

Sometimes it all comes down to a calculated risk.

Deployment: Classic deployment. See scenario special rules and victory points sections for information on deployment, first turn, and table sides.



Scenario Special rules: Prior to deployment, but after discussing army lists with your opponent, roll off. Starting with the winner of the roll off, each player will take it in turn to bid victory points or pass. The bidding begins at 100 Victory points. To make a legal bid, on your turn, you must bid a higher number than your opponents last bid. Continue this way until a player passes. The player with the highest bid will choose sides, who deploys first (using the standard alternating deployment), AND who will take the first turn. He must make all of these decisions before the first unit is placed.

Game Length: The game lasts for 6 turns or until one side is wiped out.

Victory points: The player who passed (and did not make any of the above decisions) will earn a number of victory points equal to the highest bid amount.

Bonus points:

+1 if you made the highest bid.

+2 if your opponent has no characters left alive at the end of the battle.

+2 if you completed a successful rear charge.