

Warmaster's Fantasy Challenge 2010 Doubles Scenarios
Available at www.warmasterschallenge.com

The WarMaster's Fantasy **Challenge**

Sponsored by
Battlefoam



Model Painted by Stuart Witter

Doubles Package

March 1 Update, 2010

General Rules

Roll-off:

Any time the term "roll-off" is used, each player on each team rolls a dice. Each team adds their result together, compares their total with their opponent's total, with the higher result winning the roll-off

When rolling for first turn, add +1 to the team's total roll if they finished deploying first (not including scouts).

Deployment:

- Each member of the team deploys a unit each per deployment round (effectively two units at a time until one player runs out of units).
- The coalition deploys all war machines at the same time.
- A team member may deploy characters sooner than his team-mate if he runs out of units first.
- If one team member is completely out of units, his team-mate deploys one unit at a time until his forces are also deployed.

Claiming Objectives:

The doubles scenarios often feature taking and holding objectives to be successful. There are several restrictions that we have had to put in place to ensure that these scenarios are balanced.

Scoring Unit Requirements: the unit must be at least unit strength 5 to claim or contest an objective.

Controlling an Objective: A team controls an objective if they have a greater number of scoring units within 6" of an objective than the enemy team.

Contesting an Objective: Teams contest an objective when they have an equal number of scoring units within 6" of an objective than the enemy.

Wood Elf "free woods" and Objective Markers: Wood Elves may place their wood on top of an objective.

Restrictions for Scoring Unit Contesting and Controlling: No unit may control or contest more than one objective or table quarter. If the unit can qualify for multiple objective levels (i.e. primary and tertiary) the team may choose which objective the unit is claiming. **However**, if the unit can claim multiple objectives within the same objective level (i.e. multiple table quarters) randomly determine which objective they are claiming or contesting.

Warmaster's Fantasy Challenge 2010 Doubles Scenarios

Available at www.warmasterschallenge.com

Scoring Units Exceptions:

Units of Flyers and Flying Cavalry – may not control or contest an objective. Monstrous Flyers with at least unit strength 5 may contest objectives.

Summoned Units – new units that are summoned into the table – zombies, spirit hosts, etc - may not control or contest an objective.

Terrain:

Terrain is fixed in place for the Warmaster's Challenge. However over the course of the day, terrain may be moved around as armies are displayed, etc. In this instance place the terrain in a fashion that is agreeable to both teams.

Forests: All forest and jungle terrain pieces are assumed to be infinite in height for the purposes of line of sight. Flyers may still move over the piece normally.

Tertiary Objectives:

There are five tertiary objectives for the Warmaster's Challenge. The following rules must be followed:

- One tertiary objective is used each round.
- Each objective is detailed in your scenario pack.
- A team may chose to use the same objective for multiple rounds of the event.
- At the beginning of each round, before any other rolls are made, roll off. The high roller declares whether they will choose their tertiary objective for the round first or second. You must announce your choice to your opponent.
- At the beginning of each round, record your tertiary objective and your opponent's objective on your score sheet.
- To determine success or failure of the tertiary objective use the following
 - Both teams are successful = draw
 - Both teams are unsuccessful = draw
 - One team completes the objective while the other team does not = victory for the side that completes their objectives

Warmaster's Fantasy Challenge 2010 Tertiary Objectives

- 1. Kill Points:** Destroy more units than your opponents, including summoned units.
- 2. Personal Vendetta:** You must destroy an enemy unit, chosen by the enemy. The unit must start the game on the table.
- 3. Destroy the Grunts:** Have more Core selections remaining than your opponents.
- 4. Table Quarters:** Claiming more table quarters. Units controlling or contesting other Objectives may **NOT** control or contest this objective. The team may decide whether a scoring unit is claiming an objective or a table quarter freely at the end of the game. To claim a table quarter, a team must have more scoring units in a quadrant of the table than their opponent. Table quarters are determined in the usual fashion, dissecting the board. If both sides hold the same number of table quarters, the result is a draw.

***Note:** This is slightly different from normal table quarters, because units controlling other objectives do not count when determining this result. Also Table quarters for VPs are calculated as normal.*

- 5. Achieve a Massacre:** Win the game by at least 1200 Victory Points.

Default Tertiary: In the event that one or both teams fail to declare a tertiary objective once the game has started, the default tertiary is **Achieve a Massacre**.

Warmaster's Fantasy Challenge 2010 Doubles Scenarios

Available at www.warmasterschallenge.com

Scenario 1: The Mark of Destiny

Scenario Special Rules:

Objective Marker: the Mark of Destiny,
Random Game Length

Place Objective Marker: Before deployment, placing a single objective marker in the centre of the board. Then scatter the marker using the scatter dice and a single D6. On the roll of a hit, the marker does not move.

The Mark of Destiny: Any unit with 6" of the marker gains "Steadfast".

Steadfast units may choose to take all break tests using a Stubborn role with an unmodifiable Leadership of 7 (or use their normal leadership and psychology/break rules; fear & terror work as normal; daemons and undead may use Steadfast, but will break and flee if they fail {like Nancy Boys}).

Steadfast units also gain one of the following additional bonuses, as chosen by the player:

1. Immune to Fear.
2. Immune to Panic.
3. Magic Resistance (MR) One (1) (this stacks with existing MR, up to a maximum of 3)

Once chosen, the bonus cannot be changed for that unit.

The bonus is lost immediately if the unit moves outside of 6" of the objective.

Random Game Length: At the end of turn 5, one player rolls a D6. On a 3+, play turn 6. At the end of turn 6, one player rolls a D6. On a 4+, play turn 7. On a failed result or at the end of turn 7, the game ends.

Deployment: Roll off. The winning side claims their table edge by deploying first. Units may be deployed up to 12" from their table edge. Follow the normal procedure for deployment.

Team 1	12"
Team 2	12"

First Turn: Roll off.

Primary Objective: Control the Mark of Destiny. The team with the greatest number of scoring units within 6" of the Objective Marker wins. If both sides have an equal number of scoring units within 6" (or no units) the result is a draw.

Secondary Objective: Crush the enemy. Win by at least 300 Victory Points.

Tertiary Objective: If your team completed your tertiary and your opponent did not, your team wins the objective. If your opponents completed their tertiary and you did not, then they win the objective. All other results are a draw.

Tactical Bonus:

Tactical Bonus:

Warmaster's Fantasy Challenge 2010 Doubles Scenarios

Available at www.warmasterschallenge.com

Scenario 2: The Fog of War

Scenario Special Rules: The Fog

The Fog: The battlefield is cloaked in a deep fog. At the start of the game, before rolling for first turn, every unit may choose to use the fog to their advantage or not. Roll off to determine who declares first.

From turn 2 onward, each team will announce which units are in the fog at the start of their player turn (Warmasters will provide bead markers so team can indicate which units are in the fog). The following benefit and penalty applies for units that use the fog:

1. **Targeted by a charge (declared or compulsory), or Targeted by (friendly & enemy) magic and shooting.** The targeting unit rolls a die. On a 3+, the enemy unit may be targeted normally. If a 1-2 is rolled, the unit may not be targeted, but the charging, shooting or casting unit may target another unit (which may or may not also be in the fog, following the same procedure until a unit is spotted or no possible targets are left). In the event a unit cannot see anyone to charge, it may move as normal.
2. **Movement Penalty:** The unit may only move at $\frac{3}{4}$ of their normal speed, and may march/ charge at $\frac{3}{4}$ of normal, in this turn and in their next turn. Reduce random movement to $\frac{3}{4}$ of the distance rolled, including free and pursuit distances).

Flyers may not use the fog.

Deployment: Roll off. The winning side claims their table edge by deploying first. Units may be deployed up to 12" from

their table edge. Follow the normal procedure for deployment.

Team 1	12"
Team 2	12"

First Turn: Declare which units are in the fog, then Roll off.

Primary Objective: Crush the enemy. Win by at least 300 Victory Points.

Secondary Objective: Control the board. Control your half of the table by having more scoring units in it than your opponent. If both sides control their halves of the board, or both sides do not control their halves, the result is a draw.

Tertiary Objective: If your team completed your tertiary and your opponent did not, your team wins the objective. If your opponents completed their tertiary and you did not, then they win the objective. All other results are a draw.

Tactical Bonus:

Tactical Bonus:

Warmaster's Fantasy Challenge 2010 Doubles Scenarios

Available at www.warmasterschallenge.com

Scenario 3: Lightning Crashes

Scenario Special Rules: Objective Markers; Lightning Rods; Flanking Force;

Place Objective Marker: Before deployment, but after rolling for table sides, roll off. The winner places a single objective marker at least 18" from any table edge. The other team then places a marker 18" from any table edge and 12" from another marker. These markers are the lightning rods.

Lightning Rods: If your team controls a lightning rod, at the start of each magic phase, roll a d6 and add the current turn number to the result. If the result is equal to or greater than 6, then the following applies bound spell may be used by the army:

If the team controls one Lightning Rod:
(Bound Spell – Power level 3) The team may choose one enemy unit anywhere on the table to suffer D6 Strength 3 hits, distributed as shooting. This may **not** target a unit in combat.

If a team controls both Lightning Rods:
(Bound Spell – Power Level 7) The team may choose one enemy unit anywhere on the table to suffer D6 Strength 6 hits, distributed as shooting. This may **not** target a unit in combat.

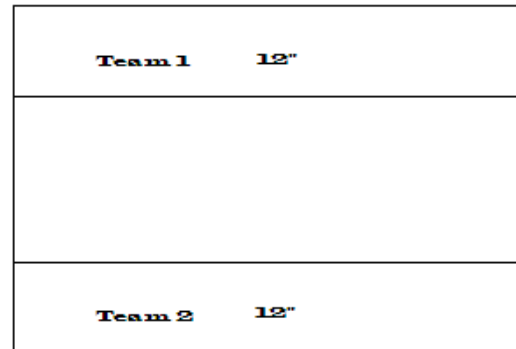
Flanking Force: Each team **may** place up to 500 points worth of their army into a flanking force. Once both teams have determined their forces, they must reveal their flanking force to their opponents before deployment.

On turn 1, roll a D6. On a 3+, the flanking force arrives. On turn 2, the flanking force arrives automatically.

Roll a D6. On a 1, the force arrives on the table edge to the team's left. On a 2, the force arrives on the table edge to the team's right.

On a 3+, the force arrives on the team's choice of either short table edge. These units may march, but cannot move more than 8" into the board (including units that move randomly). The flanking force cannot charge in the movement phase on the turn it arrives.

Deployment: Roll off. The winning side claims their table edge by deploying first. Units may be deployed up to 12" from their table edge. Follow the normal procedure for deployment.



First Turn: Roll Off.

Primary Objective: Control the lightning rods. The side that controls more lightning rods wins this objective. If both sides control the same number of objectives, the result is a draw.

Secondary Objective: Crush the enemy. Win by at least 300 Victory Points.

Tertiary Objective: If your team completed your tertiary and your opponent did not, your team wins the objective. If your opponents completed their tertiary and you did not, then they win the objective. All other results are a draw.

Tactical Bonus:
Tactical Bonus:

Scenario 4: Field of Glory

Scenario Special Rules: None

Deployment: Roll off. The winning side claims their table edge by deploying first. Units may be deployed up to 12" from their table edge. Follow the normal procedure for deployment.

Team 1	12"
Team 2	12"

First Turn: Roll off.

Primary Objective: Destroy the enemy. Win by at least 600 Victory Points.

Secondary Objective: Capture banners. The Team holding the most banners (both captured banners and original banners not lost) wins. If both side have the same number of banners, the result is a draw. Banners captured and subsequently lost do not count for either side.

Tertiary Objective: If your team completed your tertiary and your opponent did not, your team wins the objective. If your opponents completed their tertiary and you did not, then they win the objective. All other results are a draw.

Tactical Bonus:
Tactical Bonus:

Play