

The WarMaster's Fantasy
Challenge



Doubles Package
March 21, 2009

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:

- During 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 and Capturing Flags:

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 Requirement: the unit must be at least unit strength 5 to claim or contest an objective or capture a flag. If reduced to less than unit strength 5 while carrying the flag, the unit can continue to carry the flag.

Non-Scoring Units:

Units of Flyers and Flying Cavalry – may not control or contest an objective, nor capture or carry a flag. Monstrous Flyers with at least unit strength 5 ***may*** contest objectives, but may not capture or carry a flag.

Summoned Units – new units that are summoned into the table – zombies - may not control or contest an objective, nor capture or carry a flag.

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.

Warmaster's Fantasy Challenge 2009 Doubles Scenarios

Available at www.warmasterschallenge.com

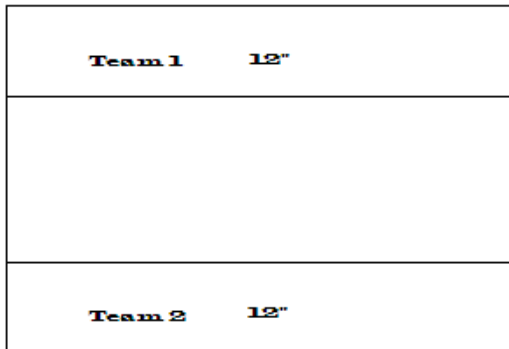
Scenario 1: Control the Board

Scenario Special Rules:

Objective markers; Reign of Chaos

Place Objective Markers: Before rolling for deployment, each team rolls off. Starting with the team that won, teams alternate placing a total of three (not 6) objective markers at least 18" from the long board edge, and at least 12" from each other and the short table edge. Objective markers cannot be placed in impassable terrain.

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 more objective markers than your opponent. The objective markers are fixed in place and units may move over a marker (however, units are not destroyed if they flee through one), but cannot end their movement on a marker. A unit can only claim one objective. The team with the highest number of scoring units within 4" of an objective marker controls the marker. If there are the same number of scoring units within 4", then the objective markers is considered drawn. The team that controls more markers wins. If each side controls the same number of markers, the primary objective is drawn.

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

Tertiary Objective: Enemy Lines. Have a scoring unit in the enemy deployment zone at the end of the game. If both teams have units in their respective enemy deployment zones, or neither side has a unit in their respective enemy deployment zones, the result is a draw.

Tactical Bonus: Reduce all enemy scoring unit to under unit strength 10.

Tactical Bonus: For having all your non-ranged units outside your deployment at the end of the game (there must be at least one unit outside your deployment zone).

Reign of Chaos: At the beginning of each game turn (not team turn), roll 2d6 and consult the table below:

Result	Effect	Rules
2	Magic Lull	No spell may be cast with irresistible force this turn
3-4	Mud	Ground units deduct 1" from their total movement, including random movement.
5	Ethereal Terrain	Roll for each piece of terrain. On a 6, the piece "disappears" for the turn, removing all benefits and penalties
6-8	Calm Winds	No Effect
9	Howling Winds	All models with ranged weapons must roll a D6 before firing. On a 1, the model may not fire. On a 2+, the model fires as normal
10-11	Acid Rain	-1 to all saves – armour, ward, and regeneration.
12	Protection of the Gods	All models gain a 6+ special save

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Scenario 2: King of the Hill

Scenario Special Rules: Random Game Length.

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: King of the Hill. The team with the greatest number of scoring units within 6" of the center of the table wins. If both sides have an equal number of scoring units within 6" (or no units) the result is a draw.

Secondary Objective: Table Quarters. The Team claiming more table quarters wins this objective. Units controlling or contesting the Primary Objective may **NOT** control or contest this objective. 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.

Tertiary Objective: Crush the enemy. Win by 300 Victory Points.

Tactical Bonus: Wipe out all enemy core choices (not including newly raised units)

Tactical Bonus: Have a scoring unit in the enemy's deployment zone

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Scenario 3: Pennant Race

Scenario Special Rules: Flag Zone; Flanking Force; Royal Standard Bearers

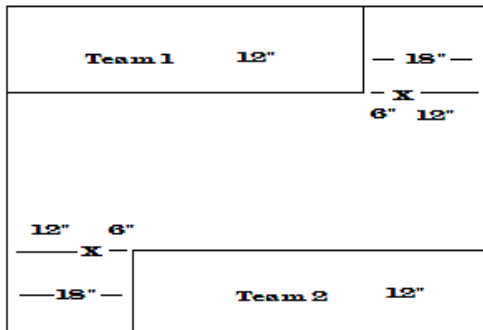
Flag Zone: Roll Off. The winning team chooses where their flag will be placed. A team's flag must be placed exactly 12" from their long and short table edges. The other team's flag is placed in the diagonally opposite corner 12" from their long and short table edges.

Mark off 18" from the short edge on which the flag was placed. This is a deadzone for the defending army, in which no units may be deployed at the start of the game.

Flanking Force: Each team may place up to 500 points worth of their army into a flanking force. The team 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. The force may deploy anywhere along the same short table edge as their opponent's flag. These units may march, but cannot move more than 8" into the board (including units that move randomly).

Royal Standard Bearers: Nominate one unit in the combined army that is **NOT** in your flanking force to act as your Royal Standard Bearers. This unit must be deployed within 12" of the midway point of the long table edge.



Deployment: Roll off. The winning side deploys first. Units may be deployed up to 12" from their table edge, outside the flag zone. Follow the normal procedure for deployment.

First Turn: Roll Off.

Capture the Flag: The flag may not be moved until the enemy team takes it. Any scoring unit may capture the flag. Capturing the flag ends a unit's movement for the turn. Use a new objective marker to represent the flag, leaving the original marker in place to represent its original position. Regular movement is not penalized for bearing the flag in the movement phase. If the flag bearing unit flees or is killed, the banner is dropped and may be picked up by any scoring unit (friend or foe) that ends their movement phase in contact with the flag.

Units may not pick up the flag if the flag is contested by the enemy (an enemy unit is within 3" of their flag).

Replanting the Flag: If your flag is recovered, it may be replanted by taking it back to its original position.

Primary Objective: Capture your opponent's flag. If both teams capture their opponent's flags the result is a draw. If neither team captures a flag the result is a draw.

Secondary Objective: Breakthrough; the Royal Standard Bearers must finish the game at or across the centre line; If both armies are across the line (or not) the result is a draw. Otherwise, the team across the line wins.

Tertiary Objective: Crush the enemy. Win by 300 Victory Points.

Tactical Bonus: Capture more table quarters than your opponents.

Tactical Bonus: Have your (defended) flag planted at the end of the game

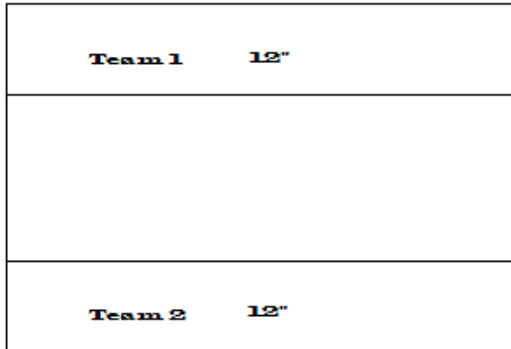
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Scenario 4: Field of Glory

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.



First Turn: Roll off.

Primary Objective: Crush the enemy.
Win by 300 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: Crush them all. Earn at least 1000 Victory Points. If both sides succeed or fail to earn 1000 VPs, the result is a draw.

Tactical Bonus: Make them Bleed.
Wound (or kill) every enemy character.

Tactical Bonus: Destroy the enemy's most valuable unit. If there are two or more units of equal value, then any one of those units counts.