

# The Warmaster's Challenge Scenario

## The Treasure Hunt (play test version)

Your forces are reunited, and you have made your way into the forbidding mountain range. The way through the mountains is lit with strange, dancing lights and eerie sounds resonate through the night. You know instinctively that you are close to your goal.

Imposing your will on your forces, they march through narrow passes and into a small valley, filled with ancient, alien structures. At last you have found the hidden treasures of the old ones.

Entering the valley, you notice that you are not alone.

**Deployment:** Standard Pitched Battle, Objective Markers

**Objective Markers:** There are D3+2 objective markers. Roll off, with the team that rolls highest placing an objective marker, alternate placement thereafter. Each marker must be at least 12" from a table edge and at least 12" from each other. Markers can be picked up by any model/unit with unit strength 5 by stopping over the marker. Units carrying an objective marker may not march or fly and do not double their movement on the charge, except for Dwarfs. Units may only carry one objective marker. If the unit drops below unit strength 5 they drop the marker and may not carry it any further.

Teams alternate deployment by placing a unit from each coalition force (2 units at a time).

**Primary Objective:** Secure the Victory. Win the battle with a solid victory (600+).

**Secondary Objective:** Capture objective markers. Secure control of more objective markers than your opponent by the end of the game

**Tertiary Objective:** Crush them all. Secure the massacre (1200+)

**Tactical Bonus:**

+1 For having all your non-ranged units outside of your deployment zone by the end of the game. (There must be at least one of your units outside your deployment zone)

+1 For not having lost any markers throughout the game.