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We'd like to thank the following people for their contribution to this rules pack:

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## Introduction

**W**elcome to the third Murphy's Brawl tournament and thank you for taking part! The tournament was held for the first time two years ago and the organisers enjoyed it very much and hopefully the players had fun as well. In any case, our previous experience left us hungry for more!

The tournament is not intended for ultra competitive play with UKGT style armies, but is more of an informal get together between friends to enjoy a weekend of playing with toy soldiers. If you're expecting a gunfight with armies going all-out to secure victory on the fields of battle, you need not show up. If you're looking for a weekend of relaxed games with your favourite models where at the end of the day someone gets a trophy because he just happened to score the most points, please send in your registration a.s.a.p.! As a result, the scenarios will not necessarily be perfectly balanced, but they will hopefully be a little different from the norm. We encourage you to bring fun armies that make the game enjoyable for both you and your opponent.

We look forward to seeing you in Delft and hope you will enjoy your games!



## General information

### *Playing in the tournament*

**W**hen you arrive at the tournament you'll need to register with the organisers. They'll check your name on the list of registered attendees. The tournament timetable (see table 1) indicates what will happen during the tournament and when. We would appreciate it if you would try to keep to the schedule. The timetable includes at which time you'll need to register.

After registration you'll play the first round of the tournament. In this round opponents will be drawn against each other randomly. Each game will be played according to the rules of the scenario that is played in that round. The exact scenarios you will be playing will be announced at the tournament. When you register in the morning, you will be handed a booklet with the details for each scenario you will be playing. The game ends after the specified number of turns, until one player concedes or until time runs out, whichever happens first. With the game over, determine the winner and loser using the rules given with the scenario and provide the appropriate scores to the tournament staff. Nearing the end of each tournament round, the tournament staff will give a Final Turn Call. Once this call has been made you are not allowed to start a new game turn without express permission of the tournament staff. Finish the current Game Turn and then start determining winner and loser. This system is used to ensure that both players get an equal number of turns.

Of course, you and your opponent will be playing the battle together. This means that friends and onlookers who finished their game early are **not** allowed to interfere or be involved in the game in any way. If there is a rules problem the appropriate referee will assist in the matter.



Following the first round, there will be a Lunch Break. During this Lunch Break there will be sandwiches available and you can vote for the Best Painted Army of the Tournament. For more information about the Best Army Award, see below.

In the second and third rounds, opponents will be paired off using the Swiss system (*except for Kai Glerum. He may play whoever he likes. – Sander*). With this system the numbers one and two on the ranking list will fight each other, the numbers three and four play against each other, and so on. You will not face the same opponent twice, instead facing a different opponent every round. Should you be paired with an opponent you have fought before, please notify the referees and they will switch you with another player to make sure you meet fresh meat,... err, a fresh opponent each round.

After the last round of the tournament the Award Ceremony will be hosted and the winners of the tournament will be declared. As soon as the Award Ceremony has begun all results are final and the tournament organisation cannot backtrack anymore. No correspondence of any kind about the final results and such will be entered into and the organisation is not responsible for any errors that occur.



Table 1. Tournament timetable

From	Till	Activity
09:00	09:30	Player Registration
09:30	09:45	Introduction
10:00	12:00	Round 1: 1500 pts During the first round the tournament staff will inform you if you have been nominated for the Best Army Award. If you are, you should display your Army on the assigned table during the Lunch Break.
12:00	13:30	Lunch Break During the lunch break the nominated armies will be on display, and you will be able to vote for your personal favourite.
13:30	14:15	Round 2: 750 pts
14:15	14:30	Break
14:30	16:30	Round 2: 1500 pts
16:30	17:00	Afternoon Break
17:00	19:30	Round 3: 2250 pts
19:30	20:00	Dinner Break
20:00	20:30	Awards Ceremony



## What you need to bring

**D**ifferent people have different ideas about what is needed to play a good game of Warhammer. But in order to let the games run smoothly, you should come prepared. Below is a list of things that we would advise you to bring:

- ◆ Rulebooks, army books, and any official publications needed for your army.
- ◆ Templates, dice and tape measure or range rulers.
- ◆ Reference sheets.
- ◆ Your Army Roster (see *Army Rosters*).
- ◆ Your **painted** army.
- ◆ Three **messenger models** of the same race as your army. The messenger models need to be marked on the bottom of the base to be clearly distinguishable.
- ◆ Two **objective markers**.
- ◆ Two **loot counters**.
- ◆ Super Glue (for repairs).
- ◆ A printed copy of this rules pack.
- ◆ Some money to buy food and drink.



## Sportsmanship

**T**he primary purpose of playing a tournament is to have fun! Playing games is a great way to spend time and when you face off against a pleasant opponent losing is not half as bad. To enhance sportsmanship we encourage all players to participate in the right spirit.

Rules problems should be solved in a friendly and relaxed way. If your opponent wishes to reread a rule give him the opportunity to do so. He is not questioning your knowledge of the game, he is enhancing his own! If one of the players wishes to call over a tournament referee, he is free to do so.

If problems are brewing and tempers are rising, the tournament staff will step in and intervene. They will give a warning to one or both players and impose the associated penalty. They can give one of two warnings:

- ◆ **Soft warning:** A soft warning is a friendly reminder to check your temper and attitude and keep things fun and friendly. We encourage you to continue the tournament in the right spirit and calm down a bit. If you receive two soft warnings, this is considered the same as on hard warning.
- ◆ **Hard warning:** A hard warning is a last warning and a 5-point penalty is immediately imposed on your overall score. You are advised to behave and tone down a lot. Receiving any further warning after a hard warning forces you to abandon the tournament and hall without any form of refund or compensation.

When the need for a warning occurs, accept this and move on. Debating or entering a discussion when warned is cause for an immediate, additional hard warning.

We hope there will not be a reason to use this system, but in the end, we'd rather send away one player than allowing him to spoil the fun for others.



## Rules questions

**I**t is very feasible that during the tournament a rules question might come up. You and your opponent may have a different interpretation of a rule, or disagree on what a certain terrain piece represents. We advise you to take a few minutes before the game to discuss the table and the terrain on it (what effect will it have on lines of sight, movement and the battle in general). Clear up any potential rules problems that might occur during the game. Also you might want to take some time to ask questions about your opponent's army and the special rules that apply to it. This should help you to get a nice and friendly start of the game!

Of course, there will always be unforeseen circumstances during most games, in which further rules questions can come up. Whenever you or your opponent are unsure about a particular rule, or disagree, grab a rulebook and look it up! Once found, continue the game. If this doesn't solve your problem you can call over a referee who will assist in the matter. The tournament referees will assist in one of two ways:

- ✦ They'll look up the appropriate rule in the rulebook and show this to the players.
- ✦ They'll roll a dice if the above does not solve the problem.

Should a tournament referee notice an event on the tabletop that is not in accordance to the rules of the game, he is allowed to interfere and point out the relevant rule in the rulebook.

The decision of a referee is final, regardless of what solution he offers. Arguing with a referee or continuing a debate after a referee has made a decision is immediately awarded with a soft warning (see above under Sportsmanship).



## Armies & Army Rosters

**A**t the tournament you'll need to bring a painted army to the tournament and your army roster, which details the army you will be using during the tournament. You may not change the composition of your army during the tournament. The rules for army selection will be discussed below. The army roster you bring must be a clear and easily readable, typed, list that details the forces in your army. This includes characteristic profiles, special rules that apply to units, unit upgrades, point costs of basic models/ upgrades/ items/ etc.

Before each battle begins you and your opponent can decide to swap army rosters. You may want to prepare a separate army roster that excludes the information that will normally not be available to your opponent prior to the game, such as magic items, special abilities (e.g. bloodline powers or sacred spawnings), etc.

We leave it up to players to decide whether or not they wish to swap their rosters but offer the following rule to prevent disagreements. If there is no consensus between you and your opponent, roll a dice: on a roll of 1-3 you do not switch army rosters and on a roll of 4-6 you must switch army rosters. After the game is finished you must give your opponent your army roster to look through if he wants to.



## Illegal armies

**Y**our army should be built using the rules given below and abiding by the rules of the game. An army is illegal if it violates one of the rules of the game or tournament. Ultimately, it is your own responsibility to make sure your army is legal, and should the organisers miss any mistakes when they check the lists before the tournament you will still be penalised if the army turns out to be illegal at the tournament. If you believe that the army your opponent is using is illegal, you are free to call over a tournament referee. The referee will check the army roster of the player thoroughly. Your own army will also be checked at the same time. If the army turns out to be illegal the referee will immediately impose the appropriate penalty.

- ✦ For every game played, or began playing, with the illegal army an 8-point penalty will be imposed on the overall score.
- ✦ The results for all opponent that played against the illegal army will be changed for that round to a 20 – 0 victory. The results of the player with the illegal army will not be altered.

The army must immediately be changed to a legal composition. These changes can only be made by removing or altering within the existing units. The referee decides if a proposed change to make the army legal is acceptable.



## The Best Army Award

**A**side from the winner of the tournament, we will also award the Best Army Award to the army that is, in the opinion of the players, the Best Army at the tournament. The staff will come by during the first round and will inform you when your army has been nominated for the Best Army Award. To compete for the Best Army Award, your army must meet the following criteria:

- ✦ The entire army is painted and based. If even a single miniature is unpainted, or not based, you are not illegible for the award.
- ✦ You painted the army yourself. If your army is not painted by you, or contains miniatures not painted by you, you are not illegible for the award.

It is a common practice for players to bring an army to the tournament that they have not painted themselves. They either bought a fully painted army or borrowed it for this occasion from a friend. There is absolutely nothing wrong with this and your chances to win the tournament are not affected by this in any way.

The Best Painted Army Award is an award from you, the players, for the player that took the effort to play with an extraordinary painted army at the tournament. As such, it is awarded for personal skill and dedication. To this end, we wish to present the accolade to a player who painted his army himself.



If your army is nominated for the award you should display your army on the table during the Lunch Break. The staff will inform you where to display your army. Put your army on the assigned table facing towards the table edge and arrange it in a suitably dramatic and appealing fashion. The usage of displays is allowed for this purpose. Make sure that your name and entry number are clearly visible with the army, otherwise voters will not know whom to vote for.

Voting for the Best Army Award will begin at the halfway point during the Lunch Break and ends five minutes before the end of the Lunch Break. The staff will provide you with a means to vote for the Best Army Award. You should cast your vote in favour of the army that in your opinion is the best in terms of painting, conversions and/or character.

The winner of the Best Painted Army Award will be the player that receives the highest number of votes. In case a tie the tournament referees will cast the deciding vote.





## Tournament Rules

**E**very game needs rules and the Murphy's Brawl tournament is no different. The rules and restrictions that apply to this tournament are described in the following sections.

### General Restrictions

The following rules and restrictions apply to the tournament:

- ✦ The tournament will be played using the official 7<sup>th</sup> edition Warhammer Fantasy Battles rules.
- ✦ The armies may be selected from their appropriate army books released at least one month prior to the tournament. When multiple versions of a rulebook or army book exist, the most recent version is used. A list of all armies that are allowed at the tournament is included in table 2.
- ✦ The Magic Items available to races as a result of the Dark Shadows Campaign may be used (Warhammer Chronicles 2003).
- ✦ Referees set up the scenery, and it may not be moved. Wood Elf players are kindly requested to sing any woods they have moved back into place after they finish their battles (*that means you, Erwin! – Sander*).
- ✦ All miniatures should ideally be painted and based, but we understand if you haven't had enough time to finish everything. Any unpainted models you have in your army will be quite ashamed of their nakedness though, and will suffer a -1 Ld penalty for the whole tournament.
- ✦ Weapons, armour options and upgrades chosen from the army list must be shown on the models themselves.
- ✦ Dogs of War armies may be used as published in the Chronicles 2004. Note that Dogs of War armies may use regular units as well as Regiments of Renown as specified in the rules. Other armies may also include Dogs of War or Regiments of Renown, as noted in their respective army books.
- ✦ No Special or Named Characters are allowed. Special Character models may be used to represent 'normal' characters.
- ✦ You may use non-GW models, as long as it is clear for your opponent which unit type they represent.

Table 2 Allowed Armies

Allowed Armies	
Archaon's Horde – Storm of Chaos	Dogs of War – Chronicles 2004
Army of Middenland – Storm of Chaos	Dwarfs - Dwarfs
Army of Sotek – Lustria *	Empire – Empire
Army of Sylvania – Storm of Chaos	Errantry War – Storm of Chaos
Bretonnians – Bretonnia	Grimgor's Ardboyz – Storm of Chaos
Bubonic Court – Lustria *	High Elves – High Elves
Chaos Mortals – Hordes of Chaos	Lizardmen – Lizardmen
Chaos Beastmen – Beasts of Chaos	Ogre Kingdoms – Ogre Kingdoms
Chaos Dwarfs – Ravening Hordes	Orcs&Goblins – Orcs&Goblins
Clan Eshin army – Storm of Chaos	Skaven – Skaven
Cult of Slaanesh – Storm of Chaos	Tomb Kings – Tomb Kings
Daemonic Legions – Storm of Chaos	Vampire Counts – Vampire Counts
Dark Elves – Dark Elves	Wood Elves – Wood Elves

\*Lustria Armies may not be led by the Special Characters, but choose their general from the other characters as normal.



## Army Selection

The army selection for the Murphy's Brawl is a little different than for most tournaments. You will need two different armies for the tournament: a main army of no more than 1500 points and a detachment of no more than 750 points.

- ◆ Both the 1500 points army and the 750 points detachment must follow the restrictions on army selection of their own army book.
- ◆ Both the 1500 points army and the 750 points detachment must be from the same race. Chaos Mortals and Chaos Beastmen may be mixed as normal.
- ◆ When the 1500 points army is combined with the 750 points detachment, the combined army has to comply with the normal restrictions on a 2250 points army (i.e. no more than 4 characters, at least 3 core units, no more than 4 special units and no more than 2 rare units). Note that this also means that you cannot take Lord level characters.
- ◆ You cannot use all of your available character slots on wizards (characters with magic items that grant them spellcasting abilities count as wizards for this purpose but Tomb Kings and Tomb Princes do not). This restriction is also valid for the 2250 points combination of both armies.
- ◆ You cannot take the same special choice more than twice and/or the same rare choice more than once. This restriction is also valid for the 2250 points combination of both armies.
- ◆ You may take Dogs of War units as a Rare choice in your army, as indicated in the Dogs of War army list.
- ◆ You may not take more than one wizard in your 750 points detachment (characters with magic items that grant them spellcasting abilities count as wizards for this purpose, but Tomb Princes do not).
- ◆ Bretonnian armies are only required to have a Battle Standard Bearer in their 1500 points army, not in their 750 points detachment. Tomb King Armies are only required to have a Hierophant in their 1500 points army, not in their 750 points detachment.



## Winning the tournament

**D**uring the tournament you will score points based on how well you do on the tabletop and based on how well your army is painted. The player with the highest combined total of points will be the winner of the tournament. If two players end on an equal number of points, the player with the highest command points total will win. If the command points are also equal, the player who has scored the highest number of victory points will win.

The points you score can be divided into three categories:

- ◆ Command Points: for playing and winning games.
- ◆ Army Painting: for the quality of your painting and conversions.
- ◆ Army Presentation: for the quality of your painting and for the clarity of your army roster.

The maximum number of command points you can score is 60 (60%), the maximum points for army painting is 30 (30%) and the maximum points for army presentation is 10 points (10%). The manner in which you can score these points will be discussed below.



## Command Points

**T**he tournament will be decided in three battles, each with their own scenario rules. The number of command points you will score for each battle depends on the difference in victory points scored by each player, and on the outcome of the scenario. After each battle you calculate the total number of victory points that you and your opponent have scored according to the Victory Point chart at the end of this rules pack.

You have to take two different armies to the tournament: one 1500 pts main army and a 750 pts detachment. In each of the three battles you will use a different selection from the armies you have taken to the tournament.

You will use the following armies in the tournament:

- ◆ Round 1: 1500 pt army.
- ◆ Round 2: First you will play a small skirmish with your 750 pt detachment. Afterwards you will play a 1500 pt battle, which will be influenced by the outcome of the 500 pt battle.
- ◆ Round 3: 1500 pt army and your 750 pt detachment.





You will play a different scenario in each round. The scenarios you will play are included below in this rules pack.

In each battle, the difference in victory points scored by the winner and the loser directly relates to the command points scored by each player. The larger the margin of victory, the more points the winner will receive for winning. Table 3 shows the transition from victory points to command points for the different sized battles.

Table 3.1 Command Points in 1500 pts battle

Difference in Victory points	Type of Victory	Winner	Loser
0 – 299	Draw	10	10
300 – 599	Minor Victory	13	7
600 – 899	Solid Victory	15	5
900 – 1,199	Crushing Victory	17	3
1,200+	Massacre	20	0

Table 3.2 Command Points in 2250 pts battle

Difference in Victory points	Type of Victory	Winner	Loser
0 – 399	Draw	10	10
400 – 799	Minor Victory	13	7
800 – 1,199	Solid Victory	15	5
1,200 – 1,599	Crushing Victory	17	3
1,600+	Massacre	20	0



## Army Painting

**D**uring the Brawl the referees will stop by your table to determine the painting standard of your army. It is not uncommon for players to include models or take an army that they have not painted themselves. There is absolutely nothing wrong with this and points will still be awarded for Army Painting and Presentation.

All of the models in the army must fulfil the criteria in order to score points. The presence of a single model that doesn't, will compromise the score. The Wow factor and Conversions categories abide by slightly different rules, detailed below.

The referees judge armies using the following criteria:

### Basing (0, 3 or 5 points)

0. The army contains unfinished bases.
3. All bases are painted and flocked or sanded. Black edges to bases are acceptable.
5. A visible effort has gone into the bases of the army. Examples of this are basing the entire army with sand and static grass in a coherent manner, or creating interesting scenic bases for important models and units in your army.

### **Detailing (0, 4, 8 or 10 points)**

0. Details are painted in the same colour as the model itself, without any attempt to set them apart.
4. Some details have been painted on the models in for example flat colours.
8. The majority of the details are painted using simple techniques, such as extreme layering of colours or inks.
10. Details are painted with care. They are highlighted and/or black lined and obviously stand out from the model.

### **Army Coherency (0 or 5 points)**

0. The look of the army lacks coherency. The paint scheme is ill conceived and units don't seem to belong together.
5. Units belong together on the battlefield. Characters and skirmishing units, though individually identifiable, clearly belong in the army.

### **Banners (0, 3 or 5 points)**

0. There are banners missing from the army, or they are painted with a single colour.
3. All of the army banners are present and painted to an acceptable (two colour) standard.
5. The army features impressive, elaborate and distinctive banners.

### **Wow factor (0, 3 or 5 points).**

0. Sorry, nothing really catches the eye.
3. The army are painted to a high standard that catches the referees' eyes.
5. The army is painted to a very high standard and is likely to be a contender for the best army award. Only a few armies will score these points.



## **Army Presentation**



he referees will determine Army Presentation points by viewing your army roster, reading any background text you have created and examining the models in your army. The following points are awarded:

### **Army Roster (0 or 2 points)**

0. The roster is not clear or incomplete.
2. The roster is clear, typed and readable. It contains all information required to play, such as characteristic profiles, point costs, special rules, etc.

### **What You See Is What You Get (0, 2 or 8 points)**

0. The army does not visually represent what is listed in the army roster
2. An especially minor element of the army is not WYSIWYG.
8. The army visually represents exactly what is listed in the army roster. Models carry the weaponry and options they are supposed to have and there is no room for confusion.



## The Fields of Battle

**D**uring the Brawl your general will have to test his mettle against many different challenges on the battlefield. Each round he will have to deal with new circumstances on the field of battle and receive new orders to carry out. In the fog of war he will not always be aware of what his enemy is up to. To represent these uncertainties, we will use a combination of objective cards and scenarios at the Brawl. Both the objective cards and the scenarios will be discussed below.

### *Objective Cards*

To represent the orders your general has been given by his superiors and the uncertainties a battle brings with it, we will use objective cards. At the start of each round, every player will be randomly dealt an objective card that details his mission for that round. The cards may have positive effects for your army, but sometimes you may also suffer a disadvantage, for example when e.g. an important set of plans is lost to the enemy.

There are two different types of objectives: secret objectives and open objectives. This will be noted in the top right corner of the card you receive.

Secret objectives are just that; secret. You don't have to tell your opponent what your objective is for this round and you can use all of your wiles to deceive your opponent into believing you are actually after something else! Normally, a secret objective card will require you to nominate a certain enemy unit or terrain feature before you start deploying your armies, but after choosing which side of the table you will fight the battle on. Make sure that you clearly write down on a piece of paper what your objective will be for this battle, to allow your opponent to check after the battle what your objective has been. When you receive an open objective card, you will have to share your objective with your opponent and he will know what you are trying to achieve.

To claim an objective you will need to have a unit of unit strength 5 or more within 6" of the objective (unless noted otherwise in the description of the objective card). When both players have a unit with a unit strength of 5 or more within 6", the objective is contested, and you will not have achieved your mission. To claim or contest a table quarter, you will also need to have a unit with a unit strength of 5 or more in the table quarter. When the unit straddles two table quarters, you can only claim or contest the table quarter that holds the majority of the unit's models.

After the battle is finished you must announce your objective to your opponent if you had a secret objective card, and show him which enemy unit or terrain feature you nominated before the battle. This allows you to both check if you have achieved your mission and you can determine if you are entitled to your rewards. Normally, you will receive a set number of bonus victory points for achieving your mission.

The different objectives that will be used in the Brawl are discussed below. When there are multiple values of the bonus victory points mentioned, that means that there are objective cards with these different values available.



**Take the Hill**

**Secret**

*You have been ordered to capture and hold a strategic landmark, vital to your army's campaign.*  
 Nominate one piece of scenery outside of both players' deployment zones. If you have a unit capable of claiming an objective at the end of the battle inside or on top of the terrain piece at the end of the battle, you gain an additional 500/300/200 victory points.

**Into the Breach!**

**Secret**

*Your army has been on a big push into enemy territory and you have been tasked to break through the enemy lines.*  
 Each unit that is capable of claiming an objective at the end of the battle that finishes the battle in the enemy deployment zone will be worth an additional 100 victory points, up to a maximum of 500/300/200 victory points.

**Capture the Flag**

**Secret**

*One of your enemy's banners has caught the fancy of your king and he would like to have it to decorate his throne room. (For the royal decorator has claimed it would set off his eyes nicely.)*  
 Nominate one enemy unit that has a standard bearer, or the enemy battle standard. If you have captured and hold the banner at the end of the battle, you gain an additional 500/300/200 victory points.

**Trophy Hunt**

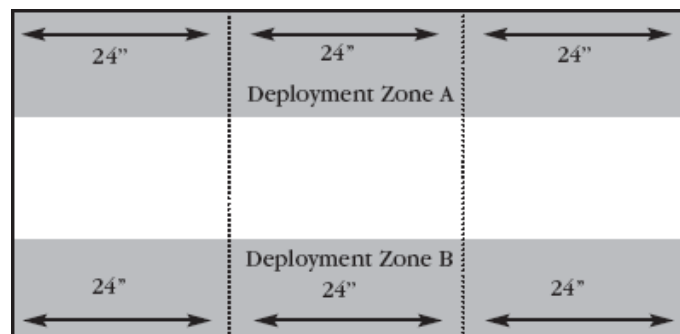
**Secret**

*Your general has been involved in a rivalry with a colleague to see who is the most successful. He is trying to add to his collection of banners to show of and woo the impressionable women-folk.*  
 If you have captured the most enemy banners at the end of the battle, you receive an additional 400/200/100 victory points on top of the normal 100 victory points for doing so.

**Messengers**

**Open**

*Your general has heard rumours that a brave, yet socially inept, hermit knight guards a chapel near your location. He decides to send messengers to persuade/bribe him to support your noble cause.*  
 Before deploying both armies, place three messenger models in your deployment zone. They have to be clearly marked, and you secretly nominate one to be the principal messenger, one as the secondary messenger and one as the decoy. You have to try to move your messengers off the centre 24" of your opponent's table edge. If you succeed, your principal messenger is worth 300 victory points, your secondary messenger 100 victory points. Your decoy has no idea what he's doing, so he's not worth any victory points.





**Assassination**

Secret

*Fearing the keen tactical intellect of one of the enemy commanders, your Commander has decided to take the dastardly rascalion out of the equation.*

Nominate one enemy character after deploying but before rolling to see who goes first. If you manage to kill this character, you gain double his victory points.

**Head Hunt**

Secret

*Having been mortally insulted by the enemy commander, it is decided: "He must die! I alone am best!"*

If you kill the enemy general, you receive 400/200/100 victory points in addition to the normal 100 victory points for killing the general.

**False Information**

Secret

*Your spy network has successfully infiltrated the enemy ranks and has sown confusion in the enemy ranks about his objectives for this battle.*

Your opponent will receive no bonus victory points for achieving his objectives, if his objective card awards any.

**Spy!**

Secret

*You have successfully infiltrated a spy in the enemy ranks. He awaits your signal to carry out his orders.*

Nominate one enemy unit before deploying both armies. You may force that unit to take a Ld test at -2 Ld at the start of one of his turns (once per battle only!). If the test is failed, you may control that unit's movement for that turn. Note that it may still cast spells/shoot as normal.

**Pitched Battle**

Secret

*Your general has received no special orders for this battle.*

No special objectives apply to your army. Play a normal battle.

**Protect the Loot**

Open

*Your troops are lugging around the loot they have plundered earlier in your campaign. They may lose motivation if their precious plunder is lost.*

Place two loot counters in your army, with a maximum of one per unit. Loot counters can be captured by the enemy like banners and may also be recaptured if lost. If an enemy unit flees for whatever reason, place the loot counter at the place they started their flee move from. You lose 200 victory points for every loot counter you do not control at the end of the battle.

**We'll show 'em, lads!**

Open

*One of your lowly ranked officers is suffering from delusions of grandeur and decides to show the rest of your army he should be in charge...*

The unit champion in your cheapest unit that has a unit champion is trying to show off. Whenever that unit is able to declare a charge, they must do so. If the unit charges, they will be immune to psychology for the rest of that turn. You may also elect to take a Ld test to prevent the unit from charging. If passed, the ordinary troopers 'persuade' the champion not to, and he is removed as a casualty.

**Top Secret!**

Secret (duh!)

*Your general is carrying plans vital to the war effort. They should be protected at all costs!*

If your general is killed in the battle, the vital intelligence is lost. You lose 300 victory points.



## Scenarios

Every battlefield has its own special peculiarities and therefore no battle will be the same. You will therefore have to play a different scenario in each round. The special rules for the different scenarios will be discussed below. Note that all games last for 6 turns or until one player concedes, whichever happens first.



### Round 1: Magical Mayhem

In this round you will use your 1500 pts army.

#### Overview

In this scenario mages struggle to maintain control of the strong winds of magic blowing across the battlefield as the armies clash together.

#### Deployment

The scenario follows the normal deployment rules for a Pitched Battle from the rulebook (page 2), with the following exception:

- ◆ The terrain may not be moved and consequently the rules for placing terrain are ignored.

#### Special Rules

- ◆ The first spell in each magic phase is cast as normal.
- ◆ For the second spell all 6s are removed from the casting roll (effectively making it impossible to roll an irresistible force impossible for the second spell onwards)  
For the third spell all 5s and 6s are removed from the casting roll. This effect continues to increase for subsequent spells.
- ◆ Even an unsuccessful casting roll counts as a casting roll for this purpose.
- ◆ After the sixth spell cast, the magic phase ends.
- ◆ In addition, all bound magic items are at -1 power level and will run out on a D6 roll of a 1. Bound items that already run out on a 1 will now run out on a D6 roll of a 1 or 2.

Tomb King armies treat these effects in the same way as if a Drain Magic spell from the High Magic deck was cast on them. That means that the Incantations will go through on a power level of 0 if all dice are removed because of the Magical Mayhem scenario. The Grave Markers in the Army of Sylvania and a Warrior Priest's Prayers are treated as bound items in all respects, so in this scenario they will be at -1 power level and run out on a D6 roll of a 1.

#### Victory conditions

After the battle calculate victory points as normal, according to table 4. To obtain the corresponding command point score, compare the difference in victory points with table 3.



## Round 2: Knowledge is Power

This round consists of two battles: a 750 pt Skirmish the night before the main event, and a 1500 pt Battle that will determine your command points score for the round.

### *750 pts Skirmish*

#### Overview

Both commanders have sent one of their small detachments to try to capture the enemy's battle plans the night before the battle.

The objective cards will not be used for the 750 pt Skirmish.

#### Deployment

The game will be played on a 4' x 4' table. Both players roll a dice. The highest scoring player may choose which part of the table to play on, after which the lowest scoring player chooses his deployment zone by deploying his first unit in it.

Continue deploying using the same deployment rules as detailed in the Warhammer rulebook (see p.2) with the following exception:

- ✦ The terrain may not be moved and consequently the rules for placing terrain are ignored.

#### Who goes first?

Both players roll a dice; the player who finished their deployment first (not including scouts) may add +1 to his dice roll. The player who scores highest may choose to go first or second (re-roll ties).

#### Special rules

The skirmish is fought the night before the main battle. To represent this, at the start of each game turn, roll an Artillery Dice and multiply the result by three to find out how far in inches the troops can see through the darkness. If you roll a Misfire then the moon is bright enough for normal warfare for that game turn. You cannot charge, shoot at or cast spells at targets you cannot see. If a unit using a random movement distance rolls high enough to get into contact without being able to see the enemy they are charging, their movement will still count as a charge.

#### Objective Points

The champion of one of your units is assumed to have a copy of the battle plans that have been devised for the day after. If no champion is present, nominate another model that carries the plans. The controlling player may decide which unit has the plans. You may not give the plans to any unit or model that can *Fly*, or to a model that has the *Fast Cavalry* or *Scouts* special rules.

During the game these plans can be captured in the same way as banners are captured (see the Warhammer rulebook, p.80).

#### Victory conditions

Do not count victory points in this skirmish. If one player has his opponent's battle plans in possession at the end of turn 6, he is the winner of the skirmish. If neither player, or both players have the opponent's plans, the skirmish ends in a draw.



## 1500 pts Battle

### Overview

Both commanders try to use the information available to them from last night's raid to outwit the enemy and take the field.

### Deployment

The scenario follows the normal deployment rules for a Pitched Battle from the Warhammer rulebook (p.2), with the following exceptions:

- ◆ The terrain may not be moved and consequently the rules for placing terrain are ignored.
- ◆ After rolling off to decide who deploys where, the player that lost the 750 pt skirmish must deploy his entire army.
- ◆ When the losing player has finished deploying his army, the winning player deploys his army.

If the skirmish ended in a draw, follow the normal deployment rules for a Pitched Battle from the Warhammer rulebook (p.2), with the following exceptions:

- ◆ The terrain may not be moved and consequently the rules for placing terrain are ignored.

### Who goes first?

If there was a winner in the 500 pt skirmish, he may decide whether to go first or second in the 1500 pt Battle.

If the skirmish ended in a Draw, both players roll a dice; the player who finished their deployment first (not including scouts) may add +1 to his dice roll. The player who scores highest may choose to go first or second (re-roll ties).

### Special Rules

There are no special rules in this scenario.

### Victory conditions

After the battle calculate victory points as normal, according to table 4. To obtain the corresponding command point score, compare the difference in victory points with table 3.





### Round 3: A different perspective

In this round you will use both your 750 points detachment and your 1500 points main army. The general of the 1500 points main army will act as the general of the combined force of 2250 points.

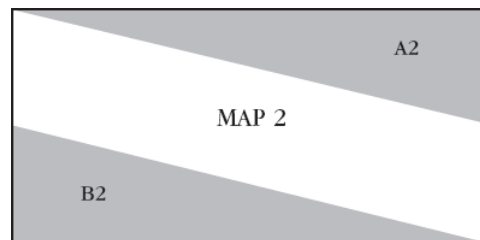
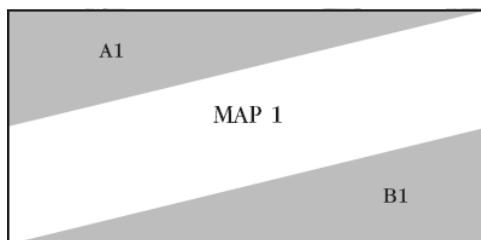
#### Overview

Both armies are fully prepared for battle and their goal is simple – wipe out their enemy and take the field!

#### Deployment

This scenario uses the same deployment rules as detailed in the Warhammer rulebook (see p.2) with the following exceptions:

- ◆ The terrain may not be moved and consequently the rules for placing terrain are ignored.
- ◆ Both players roll a dice; the player who scores highest may choose the side of the table to deploy his forces on.
- ◆ The player that did not choose the table side may choose to use deployment map 1 or map 2:



- ◆ If he chooses map 1 that means he will deploy in zone A1 and his opponent will deploy in zone B1.
- ◆ If he chooses map 2 that means he will deploy in zone A2 and his opponent will deploy in zone B2.
- ◆ Note that this means you will start slightly closer to your opponent than 24".
- ◆ After this continue deployment as normal for a Pitched Battle scenario from the Warhammer rulebook (p.2).

#### Who goes first?

Both players roll a dice; the player who finished their deployment first (not including scouts) may add +1 to his dice roll. The player who scores highest may choose to go first or second (re-roll ties).

#### Special Rules

There are no special rules in this scenario.

#### Victory conditions

After the battle calculate victory points as normal, according to table 4. To obtain the corresponding command point score, compare the difference in victory points with table 3.



Table 4. Victory points

Condition	Victory Points
You receive a number of Victory points equal to the points value of each enemy unit either destroyed, fleeing or having fled the table. Each independent character is counted as a separate unit for this purpose, and characters mounted on monsters are also counted separately from their mount.	Equal to point value of unit.
You receive Victory points for each enemy unit reduced to below half its original starting number of models, and Independent models (characters, chariots and monsters) reduced to half their starting number of wounds or less.	Equal to ½ point value of unit.
If you control the most table quarters at the end of the battle (You control a table quarter if it contains at least one of your units with a Unit Strength of 5 or more and consisting of more than one model that is not fleeing and no enemy units with a Unit Strength of 5 or more and consisting of more than one model that are not fleeing. If a unit is in more than one table quarter you only claim the quarter with the majority of the unit in it, counted in whole models).	+ 100 Victory points
Enemy General slain, fleeing or having fled the table	+ 100 Victory points (In addition to points scored for being a destroyed unit)
If you captured the highest number of standards at the end of the battle	+ 100 Victory points
If you captured the enemy Battle Standard at the end of the battle	+ 50 Victory points