

WARHAMMER 2011 'ARD BOYZ SCENARIOS

Preliminary Scenario 1

EYZ DON'T SEE SO GOOD!

MISSION

Meeting Engagement
(see page 149 of the main rulebook)

LENGTH OF GAME

6 turns

NOTE ON TERRAIN

No need to roll for terrain each table should have 5 pieces of terrain.

All woods are mysterious woods.

All hills are normal hills.

SCENARIO SPECIAL RULES

At the start of each player's turn, that player rolls an artillery die and multiplies the result by 3. The result is the number of inches both players can see that turn. If a misfire is rolled there is no sight restriction that turn.

VICTORY CONDITIONS

Use Victory points to determine the winner as described on page 143 of the Main Rulebook.

MASSACRE

Defeat your opponent by 1500 victory points or more.

MAJOR VICTORY

Defeat your opponent by 800 – 1499 victory points.

MINOR VICTORY

Defeat you opponent by 200 – 799 Victory points.

DRAW

Defeat your opponent by 199 victory points or less.

BATTLE MODIFIERS

+1 point for killing your opponent's cheapest unit.

+1 point for each of your opponent's reserve units you kill.

+1 point for massacring your opponent.

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Preliminary Scenario 2

DA BLOOD SOAKED CHOPPA

MISSION

Battle Line
(see page 144 of the main rulebook)

LENGTH OF GAME

6 turns

NOTE ON TERRAIN

No need to roll for terrain each table should have 5 pieces of terrain.

All woods are mysterious woods.

All hills are normal hills.

SCENARIO SPECIAL RULES

Each Player nominates one core unit in their army to carry the blood soaked choppa. While the blood soaked choppa is in the unit's possession that unit receives +1 Strength and +1 attack. If the unit should flee for any reason the blood soaked choppa is dropped and lost forever. If the blood soaked choppa is lost then the unit loses all bonuses granted from the blood soaked choppa.

VICTORY CONDITIONS

Use Victory points to determine the winner as described on page 143 of the Main Rulebook.

MASSACRE

Defeat your opponent by 1500 victory points or more.

MAJOR VICTORY

Defeat your opponent by 800 – 1499 victory points.

MINOR VICTORY

Defeat you opponent by 200 – 799 Victory points.

DRAW

Defeat your opponent by 199 victory points or less.

BATTLE MODIFIERS

+2 points for destroying (either by combat, magic or pursuit) the opponent's unit that possessed the blood soaked choppa.

+1 point for having more standards (captured or your own) than your opponent by the end of the game.

+1 for massacring your opponent.

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Preliminary Scenario 3

THE END TIMES

The foul powers of chaos have opened a portal to consume the Old World in a blanket of destruction! If the portal is not closed in time the world as we know it shall be at an end.

MISSION

Meeting Engagement
(see page 149 of the main rulebook)

GAME LENGTH

Random – After turn 4 roll a d6, on a 3+ the game ends. On turn 5 and 6, the game will end on a 4+. The game will automatically end after turn 7.

NOTE ON TERRAIN

No need to roll for terrain each table should have 5 pieces of terrain.

All woods are mysterious woods.

All hills are normal hills.

SCENARIO SPECIAL RULES

The very world itself is being ravaged by Chaos and is under constant change. Roll a d6 at the start of every game turn and consult the chart below and apply the result for that turn only:

1 – BLOOD RAIN: The battlefield is showered in the blood of the fallen, all units are subject to frenzy this turn and are stubborn.

2 – LIGHTNING STORM: Every unit on the battlefield is struck by lightning and suffers d6 automatic wounds that cannot be saved by any means. Characters that are not attached to units take d3 wounds (distributed as per shooting if riding a mount).

3 – MAGICAL VORTEX: All wizards automatically channel both power and dispel dice this turn.

4 – TSUNAMI: The oceans wash away vast chunks of the world, and have made it hard to see and reach the enemy. All models movement is halved and when charging only roll 1 d6 to see how far they charge.

5 – GALE FORCE WINDS: All shooting that uses BS are at -1 to hit, and those that do not use a BS need a 4+ to shoot at all.

6 – GIFT OF CHAOS: The generals of the two armies are awarded great gifts by the gods, but it comes with a price. Both Generals have all of their stats increased by 1, to a maximum of 10. They have a 3+ ward save (this replaces one they may already have) and are subject to stupidity.

VICTORY CONDITIONS

Place a marker or suitable terrain piece in the center of the table to represent the chaos portal. The player who controls the portal at the end of the game you get 500 victory points. To control the portal you must have a character in base contact with the portal and no enemy characters in base contact with it. If neither player controls the objective at the end of the game the planet is consumed by Chaos and the game ends in a draw.

MASSACRE

Defeat your opponent by 1500 victory points or more.

MAJOR VICTORY

Defeat your opponent by 800 – 1499 victory points.

MINOR VICTORY

Defeat your opponent by 200 – 799 Victory points.

DRAW

Defeat your opponent by 199 victory points or less.

BATTLE MODIFIERS

+1 killing the enemy general

+1 your General is alive at the end of the game.

+1 you kill the enemy's most expensive core unit.