

1 Hidden Deployment

Your armies force a night march to arrive at the battlefield and take their positions for the coming engagement. They do not have time to react to the position of the enemy and must fight from the location you selected from your battle plans in the command tent. Now you must take to the field of battle and wrest it from thine enemy.

Deployment: Your scouts have provided you a rundown of your opponent's army, but you will not be able to see how your opponent deploys due to the fog of battle. Set up your entire army before you and your opponent remove the screen. Scouts, tunnelers and ambushers deploy as their normal rules after the screen is removed.

Mission: Control more table quarters than your opponent.

Scoring: Each Quarter is worth 200VPs and is captured or contested by a "Scoring Unit" defined on the scenario Master. If a quarter is contested, neither player gets VPs.

Bonus Battle Points:

+3 for controlling more quarters than your enemy

+1 if the enemy has no core units left

+1 if your cheapest unit (non character) survives the game. If you have several the same cost, all must survive.

2. This one time, at Base Camp...

The battlefield is a tumultuous place. The best laid plans rarely survive first contact as the battle lines swirl. You have been tasked with assaulting the enemy's stronghold while defending your own.

Deployment: Standard deployment. Do **not** deploy diagonally.

Mission: Maneuver scoring units into your opponent's base camp, while keeping his out of yours. A&D are counted as base camps.

Scoring: Divide the table into 4 diagonal zones as in the diagram. The lines are corner to corner, then mid front to mid side. Territories A&D are worth 250VPs, B&C 100VPs. To score the VPs there must be no enemy scoring units in the zone.

Bonus Battle Points:

+2 Invade a scoring unit into enemy camp zone A or D at any point of the game.

+1 No enemy scoring units in your base camp A or D at games' end.

+2 for meeting both when the game ends (5 total BPs).

3. Attack! Defend! When will it End?

Seize the objectives and carry the spoils back to your realm. But daylight is fading on this first day of battle. Grab the objectives or cut off the enemy retreat before night falls.

Deployment: 3 objective markers will be placed before deployment at 12"/36"/60" along the long centerline.

Mission: Control more objectives than your opponent.

Scoring: A "Scoring Unit" must have at least 1 model wholly within 3 inches of the objective edge. No unit can claim more than 1 objective. If both players contest, no VPs are awarded for that objective. Objectives are worth 100VP each.

Night fall: After the bottom of turn 5, the player that went 2nd rolls a d6. On a 1 or 2, night has fallen and game is over. After turn 6, the game ends on a 1-4, otherwise turn 7 is the end.

Bonus Points:

- +3 Control more objectives than your opponent
- +1 Have a scoring unit in the enemy deployment zone at the end of the game.
- +1 Keep all enemy units out of your deployment zone when the game ends.

4. For Honor & Glory

Every leader must find ways to inspire their troops, secure his authority, and leave a lasting legacy. To help your army your general has prepared some innovations to help carry the day and further his legendary status.

Deployment: Before deployment, but after reviewing your opponent's army, choose then circle an innovation. Prior to deployment, players reveal their choice simultaneously from the following list:

Divine Intervention: One roll of 2d6 (only a 2d6 roll) will automatically result in a "7". In addition Providence will allow you to reroll 1 Winds of Magic roll or force your opponent to reroll one of his.

Can't Touch This: One core unit gains Magic Resistance 2 (does not stack with existing MR unit may have) and +1 Initiative.

Truly Inspiring Presence: The General's leadership range increases by 6" and may redeploy any 1 unit after both players are done with deployment.

Locket in his Pocket: The general carries a talisman that generates +1 dispel die each turn. In addition, he may reroll 1d6 for any reason during the game (this will not contribute to Irresistible Force, but can add to the casting or dispel power).

Mission: Your general must add to his legacy by killing a character in a challenge, or a Monster class target by any means.

Special Rules: Due to the Heroic nature of this scenario, you may not refuse any challenges, though you may still select who may accept the challenge. This is your chance to become a Legend! In addition, if your general is in the same unit as your BSB he will be slain by the "Last Stand" rule (pg 94/107) as well.

Bonus Points:

- +3 for completing mission
- +1 if your general survives
- +1 if you initiate an underdog challenge (pg 143)

5. The End of Days

After campaigning through 4 battles, your force is now facing its final showdown. Defeat your enemy and gain glory in all the land.

Deployment: Standard deployment unless CHOOSE is in effect.

Mission: "To crush your enemies, to see them driven before you, and to hear the lamentations of their women."

Bonus points:

- +2 Turn in your score cards on time
- +1 Complete a rear charge
- +1 If the enemy has no BSB at the end of the game
- +1 Disrupt an enemy unit in combat

Master Scenario Sheet

All Rounds are Pitched Battles for deployment.

All rounds are standard Victory Points unless stated otherwise.

"Scoring Units" are defined as at least 1 full rank with 1 command or a character in it or at least 10 skirmishers including 1 command or character in them. These are used in Missions 1,2,&3.

Terrain

1) Terrain is preset. It does not move other than if Treesinging moves it. At the end of the game place the woods back in the estimated original location.

- Hills block LOS to all but large targets.
- Buildings block LOS to large targets.
- Units cannot see over other units on the same hill.
- Woods are defined by the base for LOS and cover, not individual trees.
- Buildings will block LOS of large targets. **Max occupancy is 26 models.**
- Ruins will be treated as soft cover and difficult ground.

2) LOS for models in ascending order

Anyone can see over a swarm

20-25mm infantry block and war machines LOS to each other and above, but can see over the above

40mm infantry and Cavalry block LOS to each other and above, but can see over the above

50mm monsters and Chariots block LOS to each other and above, but can see over the above

Large targets can only be blocked by hills, buildings and other Large Targets.

Day 2 Bonuses:

CHOOSE: The player may choose sides, and make the enemy deploy the first unit, and choose to go first or second to start the game.

BONUS: The player also receives +3 additional battle points, and may redeploy two units after deployment in addition to the CHOOSE options.

All woods are mysterious. All other terrain is normal.