

## Buckeye Battles III 2009 Scenarios

### Game 1 - Hidden Deployment

The armies force a night march to arrive at the battlefield and take their positions for the coming battle. They do not have time to react to the position of the enemy and must fight from the location their general selected prior to the battle. Now you must take to the field of battle and control it!

**Game Type:** Standard pitched battle.

**Deployment:** You will not be able to see how your opponent deploys due to a screen across the table. Scouts, tunnelers, and ambushers will work as normal and placed after the screen is removed. There is no modifier to the roll for who goes 1<sup>st</sup>.

**Scoring** Each table quarter is worth 200 VPs and can only be taken by a unit with at least US5 and contain a banner, captured banner, or a BSB. Other VPs are counted as normal.

**Mission:** Control more table quarters than your opponent does.

#### Scenario Bonus Battle Points:

+1 Point for having a Battle Standard in your possession (this may be your opponents standard if captured)

+1 Point for possessing more banners than your opponent. Both captured banners and held banners of your own count for this total.

+1 Point if your enemy's most expensive unit is dead or fleeing at the end. (characters do not count toward the cost of any units for this point).

+1 Point for completing the Scenario Mission.



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### Game 2 - For Honor & Glory

Your general prepared some innovations to face the enemy in the coming battle. Both generals believe that these innovations will lead to victory and increase their honor and glory. Your general's will is focused on becoming a living legend!

**Game Type:** Standard Pitched Battle.

**Deployment:** Before the start of the game, review your opponents army. Then circle and choose an Innovation. Prior to deployment, both players simultaneously reveal their innovations.

#### **Innovations:**

- 1.) *Divine Intervention:* One roll of 2d6 (only a 2d6 roll) will automatically be a 7. The general gains a 6+ regeneration.
- 2.) *Infantry Training Sir!:* Ranked infantry with shields get an extra +1 armor save vs shooting as they form a shield wall. Halberds are armor piercing. Units of ranked infantry with musicians may re-roll panic tests.
- 2.) *Inspiring Presence:* The general's influence spreads to 18" maximum and he may redeploy 1 unit (not a war machine) after regular deployment, but before scouts deploy.
- 3.) *Locket in his Pocket:* The general carries a talisman that generates an additional dispel die in the players' pool each turn. Also he may reroll 1d6 (cannot be used to prevent a miscast or cause irresistible force) on a single d6 roll for the army that game.

**Mission:** Your general desires to perform a legendary act by killing a large target or killing another character in a challenge.

#### **Scenario Bonus Battle Points:**

- +1 Point for your largest unit-strength unit remains above half strength at the end of the game.
- +1 Point for capturing more table corners than your opponent.
- +1 If your general is alive and not fleeing at the end of the game.
- +1 For completing the Scenario Mission.



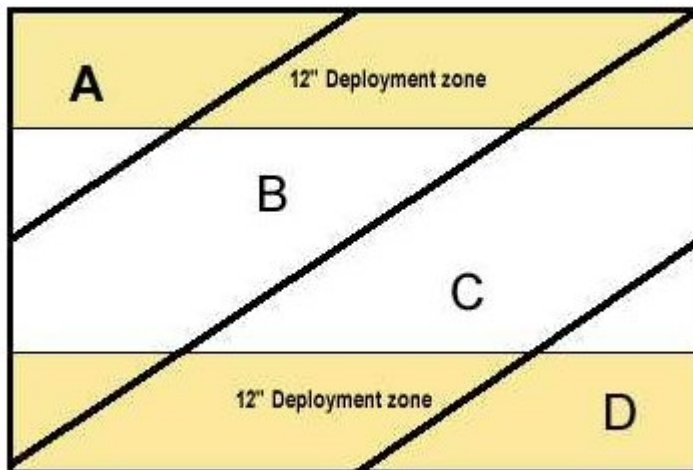
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### Game 3 - Attack! Defend! When will it end?!

The battlefield is a tumultuous place. The best laid plans rarely survive contact with the enemy. Your general has been tasked with assaulting the enemy's stronghold while defending his own.

**Game Type:** Standard Pitched Battle.

**Deployment:** Standard deployment.



**Scoring: NO VPs for Table Quarters.** Instead the lines are from center side (24”) to center front (36”) and corner to corner. You must estimate their location like table corners until after the game when you check to see which territory your units are in. At the end of the battle count the number of scoring units in each territory (**A scoring unit is any unit that is US 9 with any command model in it**). If you have more scoring units than your opponent in a territory, you control that territory. **Territories A & D are worth 200 VP's each.**

**Mission:** The battlefield is divided into 4 territories as shown on the map. Territories A & D are assigned to the player whose deployment zone they lie in. these are their “**home-base**”. The two middle territories are assigned to the player whose home-base they border. Capture enemy territories while defending your own home-base.

#### Scenario Bonus Battle Points:

- +2 Point for controlling the **enemy** home-base territory (A or D)
- +1 Point for controlling the **enemy** middle territory (B or C)
- +1 Point for controlling both the **enemy** and your **own** home-base territories (A&D)

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### Game 4 – Capture and Hold

In this scenario you fight to control important objectives across the battlefield.

**Game Type:** Standard Pitched Battle.

**Deployment:** 3 objective markers will be placed before deployment 12"/36"/60" in from the long table edges along the center line.

**Scoring:** No VP's for table quarters in this game. Each objective which is captured is worth 200 VP's. Capturing Units must be US 9 or more and have any command model in it. Capturing units also must have at least one model wholly within 3" of the objective edge. Characters can never claim objectives regardless of their US. No unit can claim more than one objective.

If both players have eligible unit(s) near the objective marker, the player with the highest combined unit strength in his eligible unit(s) controls the objective marker. Banners add unit strength 10 for this purpose. Battle Standard Bearers also add an additional unit strength 10 only if they are in a unit and not on their own.

**Mission:** Capture Objectives!

#### Scenario Bonus Battle Points:

+1 Point for each objective marker that you capture.

+1 Point for taking more objectives than your opponent.



### Game 5 – The Final Battle

**Game Type:** Standard Pitched Battle.

**Deployment:** Standard Deployment

**Scoring:** Standard Scoring

**Mission:** Its the final battle...Charge!

#### Scenario Bonus Battle Points:

+1 Point for Controlling at least one of the two table quarters on your opponent's half of the field.

+1 Point for possessing more banners than your opponent. Both captured banners and held banners of your own count for this total.

+2 Points for both players finishing the game on time.