

Warhammer Fantasy Scenario 1 – WINDS OF MAGIC

- OVERVIEW -

The Winds of Magic blow strong across the battlefield today, disrupting your powers and draining the energy of your spellcasters. If luck is with you, they will drain the magic from your enemy as well!

- SCENARIO SPECIAL RULES -

Roll all Power Dice and Dispel Dice at the start of the magic phase. All rolls of 1 remove that dice from use that turn. Bound spells can only be used if the player rolls a 3+. Tomb kings: when rolling to cast, all 6s are not counted in the roll. This game is counted as a Pitched Battle.

- SET UP -

Deployment zones are each long side of the table, 12" onto the table. Each player rolls a d6. The player with the highest roll begins by placing a unit first. Players then alternate placing unit. As usual, all War Machines must be deployed at the same time (although they may be deployed in different portions of the deployment zone), and all Characters are deployed simultaneously as the last unit the player places. Each may be placed in different portions of the deployment zone and may be deployed within units. Units with the scouts special rule are placed after all other units are placed as per the standard rules.

- WHO GOES FIRST -

Both players roll a D6. The player who finished deploying his units (not including scouts) first may add +1 to the result. The player who scores highest may choose to go first or second.

- LENGTH OF GAME -

The game lasts 6 turns or until time is called.

- VICTORY CONDITIONS -

Standard Victory Points rules apply (Pg 102 of the WFB Rulebook), with the following addition:

- Any enemy wizard character who is dead, who is fleeing at the end of the game, or who has fled off the table an extra +100 VPs.
- Completely wiping out (Dead, fleeing at the end of the game, or fled off the table) a unit that provides an extra power or dispel dice to the army, through any means (mark, spawning, magic item in the unit, etc.) is worth an extra +100 VPs.

- BATTLE POINT MODIFIERS -

- +1 If none of your wizards were killed, have fled, or are fleeing at the end of the game.
- +1 If all of your opponent's wizard characters were killed, have fled, or are fleeing at the end of the game.
- +1 If your General is alive, on the table, and not fleeing at the end of the game.
- 1 If you failed to even wound an enemy wizard at any point during the game.
- 1 If you have not reduced any enemy unit to half strength or less.