

Warhammer Fantasy Scenario 3 – GRUDGE MATCH

- OVERVIEW -

Your greatest hero faces his most bitter rival across the battlefield today. Both rivals are determined to see the other dead at the end of the day.

- SCENARIO SPECIAL RULES -

Each player selects a champion from one of his characters (heroes or lord). The champion does not have to be the army General. The Champion counts as having Hatred against enemy characters (per Hatred rules, page 53 of the WFB rulebook). 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:

- If the Champion is dead, fleeing at the end of the game or has fled off the table, he is worth +250 VPs.
- Killing the enemy champion with your champion (by magic, shooting or combat) is worth +400 VPs (in place of the +250 bonus). If the enemy Champion is fleeing at the end of the game or runs off the table due to something done by your Champion, this bonus does NOT apply. You have to KILL him!

- BATTLE POINT MODIFIERS -

- +1 If your Champion was also your General, and the enemy's Champion was slain/fled the battle.
- +1 If your Champion died heroically at the hands of the enemy Champion (HTH combat only).
- 1 If your Champion never got within 12" of an enemy model.
- 1 If you have not reduced any enemy unit to half strength or less.