

Warhammer Fantasy Scenario 4 – RAISE THE FLAG HIGH

- OVERVIEW -

A new war has erupted and the armies are whipped up with fervor for their cause. The sight of their banners fills them with courage and the confidence they need to destroy their enemies. However, the loss of their banners has an equally devastating effect on morale!

- SCENARIO SPECIAL RULES -

Each unit standard or army standard (BSB) adds +2 to combat resolution rather than the normal +1. 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:

- Each captured unit standard or army standard (BSB) is worth +200 VPs, rather than the usual 100.

- BATTLE POINT MODIFIERS -

- +1 If none of your banners were captured by the enemy and still in his possession at the end of the game.
- +1 If you captured and held an enemy banner at the end of the game.
- +1 If you have broken the spirit of the enemy by destroying his most expensive unit. If this unit has fled off the table is fleeing at the end of the game, this bonus also applies.
- 1 If you failed to ever capture an enemy standard at any point during the game.
- 1 If you have not reduced any enemy unit to half strength or less.