

Warhammer Fantasy Scenario 5 – ASSASSINATION

- OVERVIEW -

The enemy's leadership is strong, but nothing destroys the morale and organization of an army faster than the death of their leaders. Take out the enemy's command structure and win the day!

- SCENARIO SPECIAL RULES -

None, but pay close attention to the Victory Conditions. 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:

- Killing a lord character is worth an extra +200 VPs. This is on top of the +100 VPs gained from killing the enemy's General. This means dead, not fled off the table or fleeing!
- Killing a hero character is worth an extra +100 VPs. This means dead, not fled off the table or fleeing!

- BATTLE POINT MODIFIERS -

- +1 If none of your characters were killed, have fled, or are fleeing at the end of the game.
- +1 If all of your opponent's 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 character at any point during the game.
- 1 If you have not reduced any enemy unit to half strength or less.