

Warhammer Fantasy Scenario 6 – CARNAGE AND MAYHEM!

- OVERVIEW -

Battle is joined in earnest! The time has come to drive the enemy from the field of battle once and for all...

- SCENARIO SPECIAL RULES -

None, but pay close attention to the Victory Conditions. This game is counted as a Pitched Battle. Now get to killin'!

- 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 modifications.

- Each table quarter is worth +200 Victory Points (as opposed to the usual +100 VPs)
- Each unit of yours with US5 or greater within your opponent's deployment zone is worth an additional +100 VPs.
- Each unit completely wiped out by casualties or being run down is worth an additional +100 VPs. NO BONUS is awarded if the cowards merely escape by fleeing off the board or if they are fleeing at the end of the game.

- BATTLE POINT MODIFIERS -

- +1 If the enemy General is dead, fleeing or has fled off the table 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 your opponent has no units of US5 or greater in your Deployment Zone at the end of the game.
- 1 If your opponent received any bonus VPs from wiping out/running down any of your units.
- 1 If you have not reduced any enemy unit to half strength or less.