

SACRED LOCATION

Background

The attackers have found and launched a surprise raid on a sacred building. This can be a building dedicated to Evil or the Great Horned One, a Church of Sigmar or simply a Fine Inn (in the right circumstances).

The attackers are looking to loot and pillage the sacred location, taking off with as much loot as possible, before the disordered defenders stop them.

Set Up

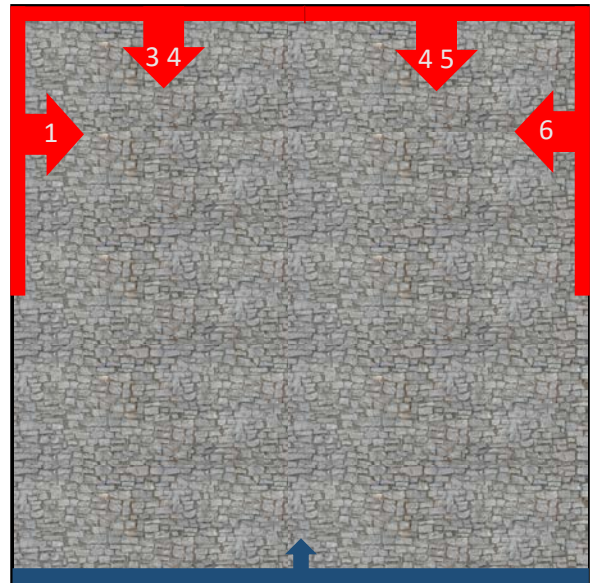
- The attacker randomly decide which board edge they enter from (this is the blue table edge).
- The defender the places the Sacred Building anywhere on the board. Place the objective as sensibly as possible to fit in with the other terrain (move terrain as required).

Attacker Setup

- The attacker deploys their entire force up to 3" onto the table.
- Check for Headstart and make any required moves.

Defender Setup

- The defender rolls d6 to determine their deployment edge. The result corresponds to the red arrow shown on the map.
- The entry edge is 24" in length
- The defender rolls Standard Rogue Planet FX for deployment distance and deploys their entire force.



Objectives

- The attackers win if they can pass two successful Looting Tests inside the church and carry the two loot chests off their table edge.
- The defender win if they can deny the loot to the attacker (i.e. if the attacker does not fulfill their victory condition)
- The defenders obtain a religious follower (as per their starting level career path) if they win the scenario.

Special Rules

HEADSTART (free move actions before the first turn)

Roll d6:

- 1 = -1 free action
- 2 or 3 = 2 free actions
- 4 or 5 = 3 free action
- 6 = 4 free actions

SACRED BUILDING

This should be a medium sized building at minimum. Up to 3 units from either side can fit inside the building at any one time.

LOOTING TEST

Make a skill check as normal.

- Failure - nothing
- Success - clues, gain +1 to next roll
- Complete Success – Success

A unit carrying loot must make a skill check to move. Failure is staggered and drop loot.

When engaged in CC unit carrying loot must drop it or suffer a -2 penalty

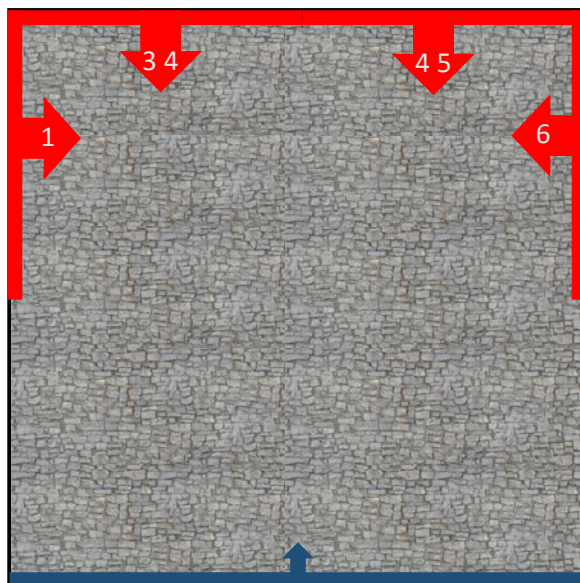
STOREHOUSE

Background

The attackers have found an enemy storehouse and have launched a raid to try and escape with as much food and equipment as possible.

Set Up

- The attacker randomly decides which board edge they enter from (this is the blue table edge).
- The defender places the 3 buildings which contain stores, anywhere on the table. Place the buildings as sensibly as possible to fit in with the other terrain (move terrain as required). 2 of these buildings should be connected via alternate walkways if possible.



Attacker Setup

- The attacker deploys their entire force up to 3" onto the table.
- Check for Headstart and make any required moves.

Defender Setup

- The defender rolls d6 to determine their deployment edge. The result corresponds to the red arrow shown on the map.
- The entry edge is 24" in length
- The defender rolls Standard Rogue Planet FX for deployment distance and deploys their entire force.

Objectives

- The attackers win if they can pass 1 successful Looting Test inside 2 separate stores buildings and carry the two loot chests off their table edge.
- The defender win if they can deny the loot to the attacker (i.e. if the attacker does not fulfill their victory condition)

Special Rules

HEADSTART (free move actions before the first turn)

Roll d6:

- 1 = -1 free action
- 2 or 3 = 2 free actions
- 4 or 5 = 3 free actions
- 6 = 4 free actions

BUILDING

This can be any sized building. Up to 1 unit from either side can fit inside the building at any one time.

LOOTING TEST

Make a skill check as normal.

- Failure - nothing
- Success - clues, gain +1 to next roll
- Complete Success – Success

A unit carrying loot must make a skill check to move. Failure is staggered and drop loot.

When engaged in CC unit carrying loot must drop it or suffer a -2 penalty

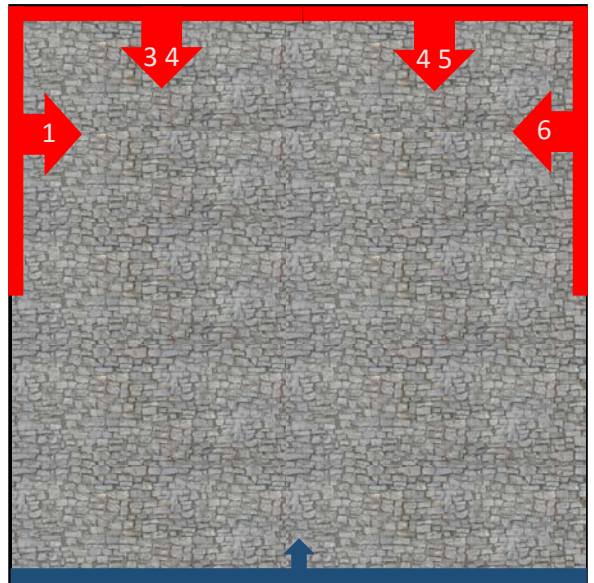
WYRDSTONE GRAB

Background

The attackers have heard rumour of some defended wyrdstone stashes. They are currently making their way to those stashes intent of leaving with their loot

Set Up

- The attacker randomly decides which board edge they enter from (this is the blue table edge).
- The defender places the 4 buildings which contain wyrdstone stores, anywhere on the table. Place the buildings as sensibly as possible to fit in with the other terrain (move terrain as required). 2 of these buildings should be connected via alternate walkways if possible.



Attacker Setup

- The attacker deploys their entire force up to 3" onto the table.
- Check for Headstart and make any required moves.

Defender Setup

- The defender rolls d6 to determine their deployment edge. The result corresponds to the red arrow shown on the map. The entry edge is 24" in length
- The defender may choose to deploy up to one of their warband members inside each of the 4 buildings.
- The defender rolls Standard Rogue Planet FX for deployment distance and deploys the remainder of their force.

Objectives

- The attackers win if they can pass 1 successful Looting Test inside 2 separate stores buildings and carry the two loot chests off their table edge.
- The defender win if they can deny the loot to the attacker (i.e. if the attacker does not fulfill their victory condition)

Special Rules

HEADSTART (free move actions before the first turn)

Roll d6:

- 1 = -1 free action
- 2 or 3 = 2 free actions
- 4 or 5 = 3 free action
- 6 = 4 free actions

BUILDING

This can be any sized building. Up to 1 unit from either side can fit inside the building at any one time.

LOOTING TEST

Make a skill check as normal.

- Failure - nothing
- Success - clues, gain +1 to next roll
- Complete Success – Success

A unit carrying loot must make a skill check to move. Failure is staggered and drop loot.

When engaged in CC unit carrying loot must drop it or suffer a -2 penalty

AMBUSH

Background

The attackers have set up an ambush for a defending patrol.

Set Up

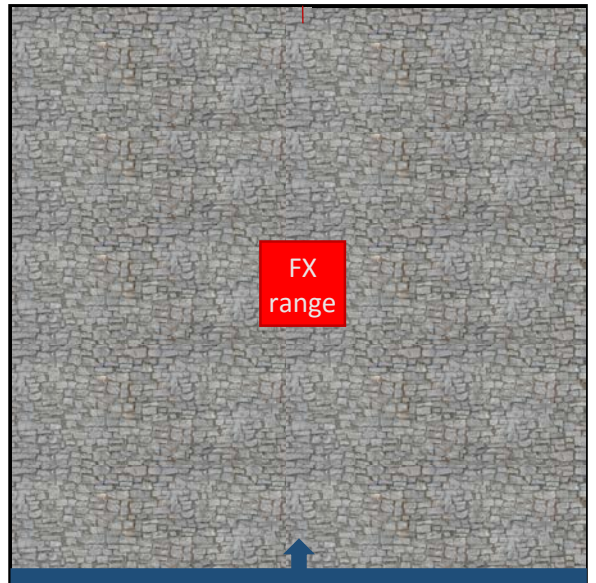
- The attacker randomly decides which board edge they enter from (this is the blue table edge).

Defender Setup

- The defender deploys his entire force within FX range of the centre of the table. Roll once before deploying to determine the range. If a unit won't fit inside the range, remaining units may be placed just outside.

Attacker Setup

- The attacker deploys their entire force within FX range of the board edges. Roll once before deploying to determine the range.
- The attacker may use all board edges and can decide per unit which edge they will deploy from..



Objectives

- The attacker wins if they can kill all the enemy Heroes (including the Leader) OR force the enemy to rout.
- The defender wins if they withstand the enemy OR the attacking force routs

Special Rules

PRISONER RAID

Background

The attacker has already raided a defending area and is attempting to move some captured prisoners across the table.

Set Up

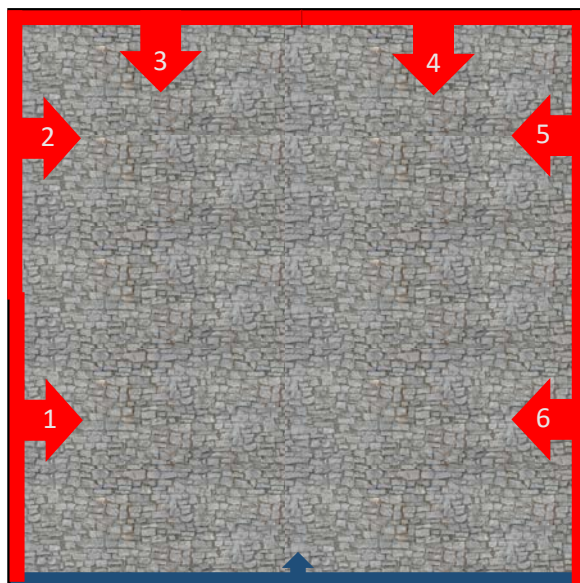
- The attacker randomly decides which board edge they enter from (this is the blue table arrow).
- The attacker has 3 captives, each one being led by a warband member.

Attacker Setup

- The 3 captives and escorts start within 3" of the centre of the attackers deployment edge.
- The attacker deploys their rest of their force up to FX distance onto the table, from the blue edge.
- The captives and escorts each get 1 free movement before the game starts.
- Check for Headstart for the rest of the warband, and make any required moves.

Defender Setup

- The defender rolls d6 to determine their deployment edge. The result corresponds to the red arrow shown on the map. The entry edge is 24" in length.
- The defender rolls Standard Rogue Planet FX for deployment distance and deploys the remainder of their force.



Objectives

- The attackers win if they can successfully escape with 2 of the 3 prisoners.
- To escape the attackers must move a prisoner and escort off the opposite end of the table to which they started from.
- The defender wins if they can stop the prisoners from moving off the board.

Special Rules

HEADSTART (free move actions before the first turn)

Roll d6:

- 1 = -1 free action
- 2 or 3 = 2 free actions
- 4 or 5 = 3 free actions
- 6 = 4 free actions

PRISONERS

Prisoners can only ever move 2d6" when in base to base contact with an attacking unit. They move as desired by the attacker.

Prisoners only ever move as a reaction if the enemy FAILS a skill check (not moderately succeeds). Prisoners can only ever move 6" as a reaction

If a prisoner has no one in base to base contact with them they drop to the ground and stay stationary.

DEFEND

Background

The attackers have found something of great importance. They are looking to take it at all costs.

Set Up

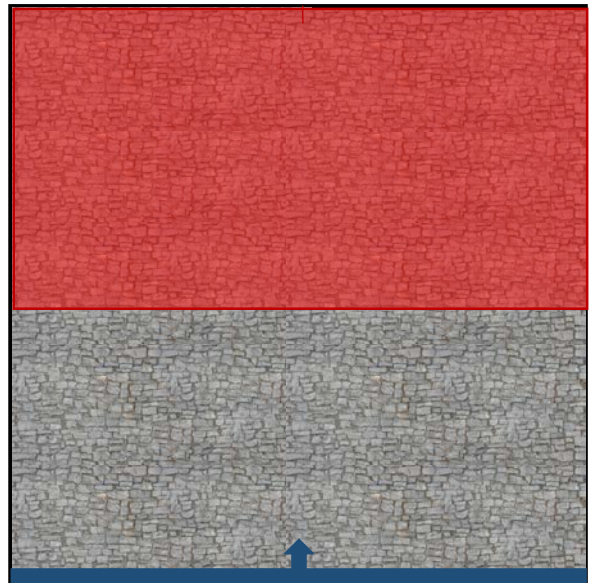
- The defender randomly decides which board edge they enter from (this is the red table edge).

Defender Setup

- The defender deploys his entire force anywhere from their board edge to the centre of the table.
- Next choose a terrain feature to defend, or place one to defend anywhere on the table (this may be an object, obstacle, area terrain etc).

Attacker Setup

- The attacker deploys their entire force within FX range of the opposite board edge (blue table edge)



Objectives

- The attacker wins if they can kill all the enemy Heroes (including the Leader) OR force the enemy to rout.
- The defender wins if they withstand the enemy OR the attacking force routs

Special Rules

DEFENDED OBJECT

At the start of each of the defenders turns (excluding the first), if a defenders unit is in direct base contact with (or inside of) the terrain piece being defended and the attacker is not, then the attackers energy pool is reduced by a single unit of energy.