

# WARHAMMER

## Marauders Mayhem Invitational

### WARHAMMER FANTASY BATTLES INDY GRAND TOURNAMENT

#### SCENARIO CARD RULES

Version Spring 2009

## PLAYING THE GAMES

### GENERAL

1. Prior to each game commencing (but after choosing sides), players are required to display their army to their opponent and should spend 5 minutes discussing any special rules or features of each unit and the army as a whole. Note that this is an **open list** tournament, and you must share your army list with your opponent prior to starting your game.
2. All games will last 6 turns with a two and a half hours time limit. Note this time includes discussing each other's army lists and any special rules, discussing the effects of terrain and troop deployment.
3. Sliding will be used to maximize models in contact during a charge, unless both players agree otherwise before the game.

### SCENARIO CARDS

1. After both players have discussed their armies and chosen table sides but **before** deployment of player's troops, each player must choose one Scenario card from those remaining in their 'hand' and place it face down on the table. Once the cards are selected, each player's card is revealed and each player plays the game according to the scenario on **both** cards, their combined effect on the game can be discerned from the following table. Write your full name and player ID # on the back of the card you selected.
2. Scenario cards will be collected during the game by a referee.

3. Players who are found not playing using the Scenario cards will be penalized heavily.
4. The game is played as normal, with victory points awarded as shown in the Warhammer rulebook, with any modifications to these shown on the scenario table.
5. In addition to the 6 scenario cards you will also receive TWO "Pitched Battle" cards.
6. Follow the "Pitched Battle" scenario rules from the basic Rulebook for deployment and for deciding who goes first for all games regardless of the scenario card played. A battle is only declared a "Pitched Battle" game if a "Pitched Battle" Scenario card is played by either player.
7. Each player receives an objective based on the scenario card they played for the game.

### TERRAIN

1. Terrain is preset, and fixed. With the exception of Tree-singing, do not move the terrain. At the end of the game place the woods back in the estimated original location.
2. The building rules in the rulebook will be used.
3. Do NOT use the "model's eye view" method from the rulebook for determining LOS over terrain.
4. Small hills (1" high or smaller) can see over troops and obstacles. Large hills (2" or taller) can see over troops, obstacles, and small hills. Woods and buildings are assumed to be infinitely tall. Large targets can hide behind hills from troops on a same level hill or lower.
5. Treat rubble as low lying difficult terrain that you can see through. Targets inside rubble receive cover with -1 to hit.
6. Treat ruins similar to light forests (the entire base), except targets in ruins are -2 to hit. You can see 2" through the ruins, and they count as difficult terrain. Large targets are always seen in, or through, ruins regardless of location (2" rule doesn't apply).
7. Treat all water features as difficult terrain (except for aquatic models).

# SCENARIOS<sup>1</sup>

Card	“Special Scenario” Card Rules	Special rules when identical cards are played
Magic Flux	<p>At the beginning of the Magic Phase, the casting side rolls 1d6. Note the result of this roll: all casting die rolls that come up with this number are now counted as a roll of “0”. For example, if a “5” is rolled then all casting die rolls that end up a 5 now become a value of 0. Treat the result of “die roll adjustment” as the actual rolled die (i.e. it is now the unmodified die roll). This change can affect irresistible force and miscasts. Tomb kings can successfully cast a spell with a result of 0.</p> <p><b>Player Objective:</b> The objective for the player playing this card is to destroy, or have fleeing at the end of the game, any one enemy unit that can either generate power dice or dispel dice, or can cast spells (even bound spells).</p>	<p><b>MAGIC RIFT</b> The fabric of magic has been torn and now magic is even more unpredictable. Bound items require a roll of 4+ to see if they work during the magic phase. Roll after the item’s use is declared but before the opponent attempts to dispel.</p>
High Winds	<p>All shooting (i.e. anything that <b>can</b> fire in the shooting phase) is an additional –1 to hit – exception being Tomb King’s shooting still hits on 5+. All auto-hit weapons (including the Anvil of Doom ruin of Wrath and Ruin) need to roll a 3+ to hit. First roll for the number of auto-hits, and then roll to see if each auto-hit actually hit with the 3+. Units will still be slowed down by the Anvil of Doom ruin of Wrath and Ruin even if no hits make it to the unit.</p> <p>Any weapon that uses a Scatter Dice may scatter an additional d6” (artillery die + d6”). For a Cannon Ball roll a D6, on a 1-3 subtract 2” from the <b>first</b> Artillery Dice, and on a 4-6 add 2” to the <b>first</b> Artillery Dice roll. The 2nd Roll is not affected. This modification on range affects warplighting cannons.</p> <p>Flame template weapons, including spell effects, have the strength of the effect reduced by 1.</p> <p>All flying units subtract D6+1” from any Flying move they make. Roll separately for each move after both charges and charge reactions have been declared</p> <p><b>Player Objective:</b> The objective for the player playing this card is to destroy, or have fleeing at the end of the game, the highest point enemy unit that can either fly or has missile weapons. <b>A flying monstrous mount can be the highest point unit for this purpose; count only the mount’s point cost, and you only have to kill the mount to get the player objective.</b></p>	<p><b>HEAVY RAIN</b> Roll 4d6 for the number of inches of visibility. No models can see further than this dice roll. In effect the visibility distance becomes the new maximum range for shooting and charges if the range is usually farther, and you cannot pre-measure to determine if your models can see your target. This affects both armies for the first two rounds of the game. Note that spell like effects that do not require line of site work as normal</p> <p>The high wind modifiers on the left apply for the entire game in addition to the heavy rain.</p>
Monster Slayer	<p>For each single based Monster (Including Greater Daemons, Giants, etc), Ridden Monster (Including Stegadons and Hydra’s etc) and Steam Tanks actually destroyed at the end of the game, you receive an additional 100% of their point value (up to a maximum bonus of 500 points per player). For purposes of this victory point award, a monster is defined as any model that is considered a large target. This bonus is available to both players, even if your opponent plays a Pitch Battle card. Fleeing monsters at the end of the game are not eligible for the bonus victor points... you actually have to kill the monster.</p> <p>Creatures that cause Terror now only cause Fear.</p> <p><i>For example if you were to kill a Dark Elf Manticore at 200pts then you would actually score 200+200pts for a total of 400 Victory Points.</i></p> <p><b>Player Objective:</b> Kill any enemy monster as defined in this scenario. You do not achieve the player objective if the monster is only fleeing at the end of the game.</p>	<p>Monsters, as defined by the scenario card, are worth 150% additional points (up to a maximum bonus of 750 points per player)</p>

<sup>1</sup> The scenario card rules were derived loosely based on the WPS WFB core tournament rules version: WFBCORE2005.03 (<http://www.players-society.com/wpsstuff/rules/WFBCORE200503.pdf>)

Card	“Special Scenario” Card Rules	Special rules when identical cards are played
Capture the Flag	<p>Place a Marker (Preferably a Flag) in the Center of the Table. Mark an area of 3” radius around the Flag (the tournament will provide the appropriate Capture the Flag terrain markers). This area is treated as Difficult Ground that does not block Line of Sight. The difficult ground does not bestow any advantage such as cover for models inside the area.</p> <p>At the end of the game count the US of all units that have at least 50% of their unit within 6” of the flag. Units with Banners add +10 US to their total. Skirmishers (including raiders) and raised/summoned new units do not count for this total. The player with the Highest total US score gets an addition 400 Victory Points. If your opponent plays a Pitched Battle the bonus is only +200 Victory Points.</p> <p><i>Note: There are no points given for captured quarters when this scenario is used, even if your opponent plays the pitch battle card.</i></p> <p><b>Player Objective:</b> The objective for the player playing this card is to claim the flag as described in the scenario.</p>	<p>The Bonus is increased to 600 Victory Points for the objective.</p>
Marsh Land	<p>All marches and charges with cavalry and chariots only add 50% to the base movement. Cavalry is defined as anything on a 25x50 base, though it also includes demonic cavalry for purposes of this card (even if they are classified as a large target). This does not affect large models, except large chariot-like models such as war alters, steam tanks, death coaches. Steam tanks are limited to a maximum move of 9” per movement phase (this limits the number of steam points allowed for movement).</p> <p><i>Note: The scenario does not affect Flying Cavalry when it is flying.</i></p> <p><b>Player Objective:</b> The objective for the player playing this card is to have a unit with unit strength of 10 or more in your opponent’s deployment zone at the end of the game. The unit must be at least 50% within the deployment zone to count.</p>	<p>All models are affected by the scenario (except for flying, aquatic, or ethereal creatures).</p>
Mutinous Dogs	<p>All skirmishers, ridden monsters, and single miniatures:</p> <ul style="list-style-type: none"> <li>- Cannot use the general’s leadership unless the general has joined the unit.</li> <li>- Cannot use the army’s battle standard bearer to reroll break tests.</li> <li>- Cannot claim table quarters</li> <li>- Cannot march block if the unit is less than unit strength 5.</li> </ul> <p><b>Player Objective:</b> The objective for the player playing this card is to destroy, or have fleeing at the end of the game, any one enemy skirmishing unit.</p>	<p>These units cannot use any character’s leadership even if a character joins them.</p>
Pitched Battle	<p>If you opponent played a non-“Pitched Battle” card, then the effect of the card only lasts the first two turns of the game. Their Player Objective is still in effect for the entire game.</p> <p>The game is actually considered a “Pitched Battle” game for purposes of army specific special rules.</p> <p><b>Player Objective:</b> The objective for the player playing this card is to claim more table quarters than your opponent.</p>	<p>Pitched battle with no special rules. Objective applies to both players</p>