

WEST GAMER



ULTIMATE

# WARHAMMER

The following is the complete list of scenarios that may be played at the 2007 Ultimate Warhammer tournament. Four of these will be used by all players in the first four rounds of the tournament (pre-determined by the judges). The remaining two scenarios will be chosen from a list of six of those below by the winner and runner-up of the Ultimate Quiz on day #2.

## SCENARIO LIST

(In no particular order)

### PITCHED BATTLE

- As per pages #2-3 of the Warhammer Rulebook -

### PITCHED BATTLE

- As per pages #2-3 of the Warhammer Rulebook -

With the “Acropolis of Heroes” & “Monument of Glory” special features (Rulebook pages #100-101).

### PITCHED BATTLE

- As per pages #2-3 of the Warhammer Rulebook -

With the “Historic Landmark” special feature (Rulebook pages #100-101).

### PITCHED BATTLE

- As per pages #2-3 of the Warhammer Rulebook -

With the “Ancient Idol” & “Fell Ruins” special features (Rulebook pages #100-101).

### CAPTURE

- Ultimate Warhammer Scenario -

### TOTEM WAR

- Ultimate Warhammer Scenario -

### PLUNDER

- Ultimate Warhammer Scenario -

### HEADHUNTERS

- Ultimate Warhammer Scenario -

### DAWN MARCH

- Ultimate Warhammer Scenario -

### ULTIMATE SHOWDOWN

- Ultimate Warhammer Scenario -

# CAPTURE

*The ground here is too important to give up to the enemy. We must march now to prevent our foes from occupying the prize!*

## BATTLE!

This scenario is a “Pitched Battle” and follows all the rules on page #2-3 of the Warhammer rulebook, with the following exceptions:

## OBJECTIVES

This objective in this game is to control the central terrain feature on the battlefield.

At the end of the game, **the unit closest to the centre of the objective terrain feature is worth its starting value in victory points to the owning player.** Units that are at or below half strength, broken, or below unit strength 5 do not count. If two or more units are equal distance to the centre, the unit with the highest current unit strength will claim the objective. Otherwise, the objective counts as contested (Note that a unit does not need to be within the feature to capture it, merely the closest on the table).

**Players may still gain all other victory point bonuses in this scenario, except for capturing table quarters.**

## BATTLEFIELD

The battlefield will be set up by the judges before the game, with a central feature as the objective. This will be the only piece of terrain within 12” of the centre of the table.

## DEPLOYMENT

As per Pitched Battle.

## GAME LENGTH

6 turns.

## SPECIAL RULES

None.

# TOTEM WAR

*We will capture the banners of our enemies as a testament to our might. Watch as they cower before the icons of their doom!*

## BATTLE!

This scenario is a “Pitched Battle” and follows all the rules on page #2-3 of the Warhammer rulebook, with the following exceptions:

## OBJECTIVES

This objective in this scenario is to control as many enemy standards as possible, whilst holding on to your own.

**For each standard (including your own standards) controlled by a player at the end of the game, that player gains an additional 100 victory points on top of the normal 100 for capturing a standard.**

All other victory points are scored as normal.

## BATTLEFIELD

The battlefield will be set up by the judges before the game.

## DEPLOYMENT

As per Pitched Battle.

## GAME LENGTH

6 turns.

## SPECIAL RULES

None.

# PLUNDER

*Soon we will slaughter our foes, and their treasures will be ours! Rejoice in the spoils of war!*

## BATTLE!

This scenario is a “Pitched Battle” and follows all the rules on page #2-3 of the Warhammer rulebook, with the following exceptions:

## OBJECTIVES

This objective in this scenario is to control as many enemy magic items as possible, whilst holding on to your own.

**In this scenario, magic items may be captured from the enemy in exactly the same manner as standards. Enemy magic items may not be used however. For each magic item (including your own) controlled by a player at the end of the game, that player gains an additional 50 victory points.** Used “One use only” or exhausted items do not generate any points. Only items clearly marked as “Magic items” count for these bonuses, so upgrades like daemonic gifts and Vampire bloodline powers do not.

**All other victory points are scored as normal, but players do not earn any bonuses for capturing unit standards or Battle standards.** (Unless they are magic items of course!)

## BATTLEFIELD

The battlefield will be set up by the judges before the game.

## DEPLOYMENT

As per Pitched Battle.

## GAME LENGTH

6 turns.

## SPECIAL RULES

None.

# HEADHUNTERS

*Striking swiftly & surely, we will cut off the head of the beast before it can bring its strength to bear.*

## BATTLE!

This scenario is a “Pitched Battle” and follows all the rules on page #2-3 of the Warhammer rulebook, with the following exceptions:

## OBJECTIVES

This objective in this scenario is to slay enemy characters, thus destroying the foe’s command structure.

**For each enemy character slain, fleeing or fled the table at the end of the game, gain a bonus 100 victory points. Unit champions (or equivalents) are worth 50 bonus points each in this manner as well.**

**Victory points for destroying enemy units and slaying the general are scored as normal, but no other bonuses (captured standards, Battle standards, quarters etc) are available.**

## BATTLEFIELD

The battlefield will be set up by the judges before the game.

## DEPLOYMENT

As per Pitched Battle.

## GAME LENGTH

6 turns.

## SPECIAL RULES

None.

# DAWN MARCH

*This morning mist will shield our advance well from the enemy. Only when it is too late will they see our warriors bearing down on them!*

## BATTLE!

This scenario is a “Pitched Battle” and follows all the rules on page #2-3 of the Warhammer rulebook, with the following exceptions:

## OBJECTIVES

This objective in this game is to manage to overcome your opponent by force of arms after deploying “blind”.

**Players earn victory points and bonuses as normal in this scenario.**

## BATTLEFIELD

The battlefield will be set up by the judges before the game with a large barrier extending across the centre of the field of play, blocking each side’s view to their opponent’s deployment.

## DEPLOYMENT

Both players are to deploy their entire armies simultaneously, their actions invisible to their opponent due to the barrier. Once regular deployment is complete, the barrier is removed and scouts are deployed as normal.

Other units with special deployment rules may still use them in this scenario after the barrier is removed.

## GAME LENGTH

6 turns.

## SPECIAL RULES

None.

# ULTIMATE SHOWDOWN

*No retreat! No mercy! We will destroy or we will perish!*

## BATTLE!

This scenario is a “Pitched Battle” and follows all the rules on page #2-3 of the Warhammer rulebook, with the following exceptions:

## OBJECTIVES

This objective in this game is to slaughter the enemy and control the battlefield.

**Players earn victory points as normal for destroying enemy units, but do not earn any bonuses for capturing unit standards or Battle standards.**

**All other bonuses (enemy General slain & table quarters) are doubled.**

## BATTLEFIELD

The battlefield will be set up by the judges before the game.

## DEPLOYMENT

As per Pitched Battle, except that Scouts and other units with special deployment rules cannot use them in this scenario.

## GAME LENGTH

6 turns.

## SPECIAL RULES

**No retreat!** In this scenario, units cannot leave the table. Fleeing units are stopped as soon as they reach the table edge and in their next rallying phase rally automatically, even if below 25% of their initial strength.

Pursuing units are stopped at the edge of the table as well. Note that this could lead to situations where a pursuer can reach and destroy a broken unit which has actually rolled more on its flee distance than the pursuers have rolled for their pursuit movement. This is quite alright and the fleeing unit is destroyed as normal.