Scenario 2: Let loose the Giants of Loot

Exiting the cave with your new shiny toys you come upon a scene of chaos. Arrayed before you are the armies of those you fought within, more than you can handle alone. The time has come to seek allies and slay enemies. In the center of the chaos you see two towering beasts, laying waste around them with trees and rocks. They seem to be the focus of attention for a lot of the troops, perhaps they have something valuable?

Armies

Armies will be 600pts. You may not use any magic items other than the ones you found in the cave. Normal army construction rules apply, IE 25% minimum core, and at least three units. This battle will be 2vs2vs2vs2. Teams will be decided randomly.

The Battlefield/Deployment/First Turn

The Table will be 8'x4'. Each team of two will claim a corner. Your deployment zone will be 12" up the short edge and 36" along the long edge from your corner. Roll off to see who deploys first, that team will deploy its entire army first. The remaining teams will then deploy in clockwise order. The team that deploys first will get first turn unless one of the other teams can roll a 6 on 1d6.

Victory Conditions

This battle is to the death. The last team with models on the table is the Victor.

Scenario Special Rules

Giants!

There are two (2) giants deployed in the center of the table. At the start of each game turn they will move 2d6" towards the closest enemy. They may not be railroaded. If you are within 1" of their flank they auto complete their charge. The giants will make their attacks using the chaos giant table. They have a 4+ armour save, a 6+ ward save, and 8 wounds. Each giant is in possession of a Wildcard.

Loot!!

Each player must put one (1) loot card into the pot at the beginning of the game. It may be an item you have equipped. If your campaign character kills an enemy character that is equipped with loot, these loot cards also go into the pot. After the game is over, the team that wins will get to choose one (1) item out of the pot first. The winners will also roll a D6. On the roll of a 6, they may choose any item, from any player, instead of one from the pot. The losers will then roll off to randomly determine the order they choose in, and may also choose one (1) item from the pot.

Wildcards

The wild cards may not be used in this game. They are treated as banners. Once captured from the giants they remain with the unit that captured them. These cards will be taken by any unit that destroys the unit carrying them. If the unit carrying it is in combat with more than one enemy, only the last unit standing will have possession of the card. A unit may leave the table by any edge to retain the wildcard. They count as destroyed for all game purposes.

Fragile Alliances

The teams are treated as the same army. There will be no splitting of dice. You may use each other's general and BSB as long as you are friendly. Greed overpowers even the best of us. If your ally is in possession of a Wildcard, you may break your alliance by declaring a charge against the unit carrying the Wildcard. From this point onwards you are no longer allies and treat each other as enemies for the rest of the game.