

Scenario 3: Don't give mad wizards fireballs!

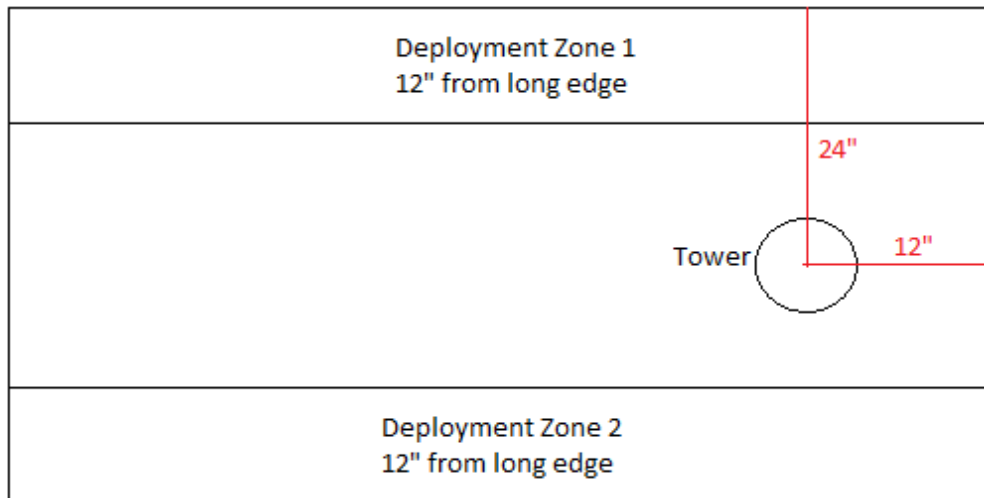
As the carnage on the field of battle at the dragons' lair subsides, the bodies begin to swell and rot, and the carrion moves in for the feast. Taking what's left of your forces and making a swift exit from the chaos, you set up camp in a secure location. You are approached by a wandering vagabond, who brings stories of treasure and madness. Allegedly there is a tower nearby that holds some magic items of great power. Unfortunately the tower is also the home of the local Mad Wizard. And he does not like company. Perhaps you should enlist an ally for this venture...

Armies

This will be a 2vs2 battle. Armies will be 800pts. No magic items except the ones you hold cards for. Normal army rules apply. IE 25%+ core, minimum of 3 units (excluding characters). Your story character may be your general if he is the only eligible character.

The Battlefield/Deployment/First Turn

This battle will be played on a 4x6 Table. You will deploy one (1) tower at the location specified. Randomize all other terrain as you want. The game will last for 6 turns or until one team is defeated. Use the alternating deployment method and roll of for first turn as normal.



Victory Conditions

The winner will be determined by Victory Points. If your story character is killed he awards 150VPs. If he is also your general he awards 250VPs. If you get the magic items you get 500VPs.

Scenario Special Rules

LOOTS!!

Each player must put one loot card into the loot pool at the start of the game. If you possess a Wild Card it is attached to whatever loot card you put into the pool. If your story character kills a character equipped with loot, by any means, then that loot is also put into the pool. The winning team gets to choose their cards from the pool first. You may randomise, agree upon, or fight (explained below) to decide who chooses first on any given team.

I don't like you that much!

If you cannot come to an agreement between yourself and your team mate on who gets to choose loot first, you may duel for it. A duel will be fought between your story characters. They will be equipped in the exact same way they were for the battle just fought. To duel, set your characters facing each other 12" apart and fight to the death. You do all four (4) phases of a turn until one of you is reduced to zero (0) wounds.

The Tower

The tower may be occupied and assaulted as normal. The wizard will hide if the tower is occupied. To claim the treasure you must search the tower. To search you must occupy the tower. Roll a D6 at the end of your movement phase. In the first turn you are in the tower you find them on a 3+, the second turn you find them automatically. The items may not be used in this game. After they are found they function as a banner would, although they may be carried by characters. IE if you have them and are defeated in combat you lose them to the unit that defeats you. A character may take the items and attempt to evade capture by leaving the unit he is in.

The Mad Wizard

The resident of the tower has objections to you taking his things. He also happens to be a Fire Wizard of moderate skill. He will cast a fireball at the closest enemy unit at the start of every magic phase. The wizard cannot be dispelled. If his target is over 16" away it is a level one (1) fireball. If his target is between 8" and 16" it is a level two (2) fireball and if his target is within 8" it is a level three (3) Fireball. If the tower is occupied the wizard is hiding, and will not cast fireball. He will instead cast **Fire Wave**.

Fire Wave. The wizard sends waves of flame down the halls of his tower in an attempt to rid it of vermin (You!). Any unit occupying the tower sustains 2d6 Strength 4 Flaming hits at the start of every magic phase.

Once you have found the magic items you may leave the tower with them. The wizard will function as above for the entire game. When leaving the tower with the items you may exit as normal and make an immediate move of 10" in your haste to escape the flaming death trap.