

Scenario 5: These Aren't the Loots you are looking for

After the last confrontation with the heroes in the vicinity you begin to grasp that it will take more than skill to become the champion. The quest for power is wrought with bones. It's time to ensure they are not yours. Tales of a nexus of power are spreading through the region. They tell of stones that let you make men like puppets, bending to your will. Further investigation is required.

Armies

This will be a 1vs1 battle. Armies will be 1000pts. Standard army construction rules apply. No magic items may be taken other than those you hold cards for. Story characters may be the general if they are the only eligible character. Story characters may take mundane mounts (from any book, must be modelled.)

IMPORTANT you will require one character to use the **Control Stone**. This may be your story character or another character of your choosing. You cannot use the stone without a character controlling it so plan accordingly.

The Battlefield/Deployment/First Turn

This battle may be played on a 4x4 or a 6x4 table. Deploy terrain as usual. Deployment will be as per Battle line in the BRB. Roll for sides as normal. After terrain has been deployed, and sides chosen, each player will deploy a suitable marker or small terrain piece to represent the **Control Stone**. This must be deployed in the centre of your deployment zone, 8" from your edge. You must deploy a character on/next to it. Also Deploy three **objective markers** equally spaced along the centre line of the table.

Victory Conditions

The winner will be the player in control of the most objective markers. To control an objective you must have the most scoring units within 3" of the marker. A scoring unit is a unit that has the option to take command models and has 5 or more models in it. NOTE this does not mean they must have the command; just that it is an option that the unit can take. IE dogs, harpies, great eagles are NOT scoring units. A unit may only be in control of one objective at a time.

Scenario Special Rules

LOOTS!

Each player must put two (2) items into the pool at the beginning of the game. If your story character kills any character equipped with loot, it goes into the pool. If a unit equipped with a magical banner is destroyed in combat, or breaks and flees from combat, its banner goes into the pool. The winner of the battle will get to choose one (1) loot card from the pool first. Wild Cards are always added into the pool, and go to the winner in addition to the card they choose.

Control Stone

At the start of your remaining moves sub phase the character at the stone can focus the power of the stone. Roll a D3. This is the number of enemy units you may attempt to control. To gain control of an enemy unit you must dominate its mind. Roll a D6 and add your Ld, your opponent now rolls a D3 and adds his leadership. If your score is equal to or higher the unit is under your control for the rest of the movement phase. If you fail to gain control of a unit, and still have attempts left, you may try again.

You must deploy a character at the control stone. You may choose to leave the control stone during the movement phase. A different character may take up control of an empty stone. If you do so you may not use it in the turn you leave/take it. The character using the stone is immune to its effects.

A character using the stone may not be targeted by ranged attacks or magic. You may assault the stone like an Arcane Fulcrum. IE only one model may fight the user of the stone at one time. The character using the stone has a 4+ ward save. The character using the stone may function normally in the magic and shooting phases.