

\*\*\*Special rules in Italics apply only to the 2vs1 game, the rest apply to both games\*\*\*

### **Scenario #6: There be gold in them hills!**

After the Fiasco at the control stones you find yourself lost in the hills. Men go missing from watch and animals are scared. Not at all how you imagined your triumphant victory to be. As you set up camp an emissary from another camp arrives. He brings news of a cave nearby rumored to hold untold treasures. The problem; There is a large force of strangers approaching the cave entrance, much too large for you to handle alone, but together? Perhaps victory is attainable!

#### **Armies**

This will be a 2vs2 battle. Each player takes 1200pts worth of legal army. No magic items may be taken except for those you hold cards for. Your story character may be your general if he is the only available character. There are no mount restrictions. Any mount taken for your story character must be paid for out of your Lords allowance.

*[In the 2vs1 game the lone player has 2000pts and the other two players have 1200pts each]*

#### **The Battlefield**

The board will be set up as per Battle line in the BRB. Deploy one 'cave entrance like' terrain piece center of the board. Randomize remaining terrain as you see fit. Use alternating deployment method. Roll for first turn as normal.

*[In the 2vs1 game deploy the cave entrance centered in the lone player deployment zone. The lone player gets first turn.]*

#### **Victory Conditions**

The team that does the most wounds to the cave entrance wins the game.

*[In the 2vs1 game if the team of 2 does not open the cave entrance by turn 6 the lone player wins]*

#### **Game Length**

The game will last 6 turns or until the cave entrance is opened. Or we get bored.

#### **Scenario Special Rules**

##### **The Cave**

The cave entrance is impassible terrain. A cave-in has sealed the entrance and needs to be cleared. You may attack the cave entrance in your combat phase if you are within 6" of it and unengaged. The cave entrance has the following profile:

M	WS	BS	S	T	W	I	A	Ld
-	3	-	-	6	20	-	-	-

### **Sappers!**

At the start of the game each Team may nominate D3+1 units to be sappers. These units may use explosives to attempt to open the cave entrance. To do so they must be within 6" of the entrance and unengaged. Nominate one model in the unit to be the "Thrower". Place the large round template centered over the cave entrance, it then scatters like a stone thrower. If a Misfire is rolled you dropped it and you must center the template over the person throwing it and scatter it D3". Any model touched by the template takes a St4 hit. If the cave entrance remains under the template it suffers D6 St6 Hits.

### **Engineers!**

*The single player is tasked with stopping the enemy from gaining entrance to the cave. He uses this rule instead of the **Sappers!** Special rule. The players engineers are quick to disarm thrown explosives. If the enemy tries to throw explosives the player may try to disarm them. To do so he must nominate one unengaged unit within 6" of the cave to try. This unit takes an Initiative check. If passed the explosives are disarmed. If failed they go off as normal. If passed with a 6 the player may throw the explosives back at the unit that threw them. Resolved as above. If failed with a 1 the explosives blow up in their hands, the unit takes 2D6 st4 hits, and the cave entrance is hit as above.*

### **Scouts**

*The single player may nominate up to D3 units to be a scouting force. These units are held in reserve and enter the game anytime after turn 1. They may enter from any board edge following the rules from the BRB for troops entering the board.*

### **Loot!**

At the start of the game each player must put a loot card into the pool. If a unit carrying a magic banner breaks from, or is destroyed in combat, the banner goes in the pool. If your story character kills a model with magic items, they go in the pool. The winning team will get to choose cards first. Teammates can either; agree on, roll for, or duel for first pick. Duels are fought with no magic items equipped.

### **The Cave**

The players that win the game will enter the cave first in the next scenario and will have an advantage over the losers. To be explained in the next scenario.