

Scenario 8: Gosh Darn Trolls Everywhere!

Escaping the mayhem in the cavern with your spoils you rejoin your army. Loot aplenty to try out you start to formulate plans for a test run. Now all you need is a willing, or perhaps unwilling, test subject! As dawn approaches the sounds of another army can be dimly heard in the distance. Your scouts return with reports of an army across the field, but there are trolls in the way! Good thing trolls are stupid; perhaps they can be used to your advantage?

Armies

Armies will be 1600pts. This will be a 1vs1 battle. Normal army construction rules apply. Your story character may be your general if there is no other legal option. Your story character may have any mount available to characters in your army book, the cost of which is paid for in your Lords allowance.

The Battlefield/Deployment/First Turn

Deployment will be as per battle line in the BRB. Randomize sides, terrain, who deploys the first unit, and who gets first turn.

There are four (4) trolls in the center of the board; they are a 2x2 skirmishing unit that will follow the **Trolls!** Special rule below.

Victory Conditions

The winner will be determined by victory points. The player that does the majority of wounds to the troll unit will get a bonus +150VPs. If your story character does the majority of wounds to the trolls by himself you gain +250VPs. If you get the trolls to complete one or more successful charges you gain +100VPs. If your Story book character is killed he awards +200VPs (+100 if he is your general.)

Scenario Special Rules

Trolls! The trolls may not be charged in the first game turn. The trolls will remain stationary unless baited. The trolls may be baited in the remaining moves sub phase. To bait the trolls nominate a point within 18" of one of your characters and in their front arc. The trolls will immediately move 2D6+6" towards this point and will stop on the point nominated (they stop to eat the bait!). If this move brings them into contact with an enemy unit it counts as a charge (as they attempt to eat them instead!).

LOOTS!

Each player must put one (1) uncommon item 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.