

Battlegroup Bash V

2009

A small gaming event of epic proportions

Battle at the Farmstead

The attacking player is attempting to overrun a small farmstead in order to gather resources for the war effort. Fortunately a small patrolling army has set up camp at the farm and are now getting ready to surprise the unsuspecting attacker.

One player is the Attacker
The other players is the Defender

Deployment:

The attacking player sets up first and goes first. The Attacking player must deploy his army completely within 10" of the opposite table edge from the Farmstead.
The Defender deploys his army inside the Farmstead perimeter.

Battlefield set up:

Set up the farmstead perimeter by making a 20" X 20" square area, with its front-line centered on the center of the table. The farmstead is surrounded by hedges and low walls- this is the farmstead perimeter. Inside the perimeter set up one large building (4x6) and one small building (2x4) and three farm features (barrels, crates etc.). Buildings and farm features must be placed at least 3" from the walls.

There is an open road leading from the opposite table edge towards the center of the Farmstead. Place 3-5 terrain features on each side of the road: Fields, trees, hills, rocks etc.

Victory Conditions:

Victory goes to the player controlling the farmstead by the end of the game. The games lasts for 6 turns.

A player controls the the farmstead if he has one or more models completely within the farmstead perimeter and his opponent has no models completely inside the farmstead perimeter. For a unit to control the farmstead perimeter all models in the unit still in play must be completely inside the farmstead perimeter.

For a Warrior model to control the farmstead perimeter it must have a CMD of greater than 1. wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

Still Breathing

Your commander has heard rumors of a wounded messenger carrying important information back to Caspia. The messenger is an expert in blending in with the surroundings, trained by Pendrake himself.

It is important that you find him and retrieve whatever information you can gather. The messenger must be captured alive and interrogated.

Battlefield set-up:

Place a 10" circular forest template at the center of the table. The rest of the table should be covered in forest features; bushes, trees and small stream.

Special rules:

At the end of turn two the Messenger turns up inside the forest template.

Roll deviation, and place the Messenger so that the model is still completely inside the forest template, but touching the edge determined by the deviation roll.

The messenger activates in both players maintenance phases.

He will fire his hand cannon at the closest model every turn he is not controlled by any of the players.

The messenger is a small based model with the stats of a Journeyman Warcaster, the messenger is equipped with a hand cannon but no mage blade. The messenger is always considered an enemy model.

The messenger has no facing and no back arc; His front arc extends 360°.
The messenger can not be destroyed or removed from play.

To control the messenger, a model must engage the messenger and make a successful melee attack against him during its activation. Once the messenger is hit with a melee attack he is placed in base to base contact, moving by the shortest route possible, with the model that hit him.

If he is no longer in base to base contact with the controlling model, the player loses control of the messenger.

For a new model to take control over the messenger that model needs to make a Strength check against the controlling model (d6+STR).

The model that controls the messenger can only use its normal movement; it can't run charge or be placed.

Deployment:

Determine deployment and turn order with a standard starting roll. Players are allowed to place their forces completely within 10" of the table's edge.

Victory condition:

The game lasts for six game rounds, or until time runs out. The player that controls the messenger by the end of the game wins.

The Council

Seven of the more prominent Trollkin Elders are gathering at an old Castle ruin, in an attempt to agree upon the best course of action against the warring nations, that are threatening their Kriels.

The attacking player is trying to eliminate the Council in order to rid the land of the Trollkin menace.

The defender has seen some long sighted political or strategic goal in keeping the Elders alive.

Setup:

Determine who plays the role of Attacker, and who gets to Defend, with a standard starting roll.

The Defender goes first and deploys his forces completely within to 10" of the table edge.

The Attacker goes second and deploys his forces completely within to 10" of the table edge.

Battlefield setup:

Place a 20"x 20" ruined castle at the centre of the table. Place 4-6 additional terrain features on the table; forests, bushes, ponds.

Place 7 Trollkin models in a circle as close to the centre as possible. These are the Trollkin Elders.

Special Rules:

The Trollkin Elders can not be knocked down.

The Trollkin Elders have DEF 13.

The Trollkin Elders have a 360* front arc.

The Trollkin Elders can not engage or be engaged.

Attacker special rules:

The attacker must eliminate the Trollkin Elders by making a successful melee attack against each Trollkin Elder model. Once a Trollkin Elder is hit, the Trollkin Elder is removed from the table and the attacker is awarded a game point.

Only one Trollkin Elder can be removed per turn by either player.

Defender special rules:

The defender must persuade the Trollkin Elders to leave in a hurry.

All defending models have a persuade skill of [8].

A defender can charge before making a persuade check, but he can not run.

To persuade an Trollkin Elder the defending model must be within melee range of an Trollkin Elder and make a successful persuade skill check. Once an Elder is persuaded it is removed from the table and the defender is awarded a game point.

Only one Trollkin Elder can be removed per turn by either player.

Victory Conditions:

The game lasts for six turns. The player that has scored the most game points is the winner.

Skirmish at the Verdenheng (*Domination*)

You have been forced to withdraw into the Verdenheng, a blighted and rocky land with lots of hidden dangers. You must gather your strength and return to safer passages as fast as possible.

Set up:

Divide the table into 1-foot squares and place domination points at the vertices of each intersection. (See Domination map Prime Remix p.82)

Battlefield set up:

The Verdenheng consists of rock and old trees. Place about 10 rock features on the table. The whole battlefield is considered to be a rock maze.

Beginning:

Determine deployment and turn order with a standard starting roll. Players are allowed to place their forces completely within 10" of the table edge.

Victory Conditions:

The game last for eight (8) game rounds. Players rush to capture specific domination points on the table. A player captures a domination point when any part of the base of a model under his control passes over it. If a model leaves a domination point, the point remains under its army's control until an enemy model moves on top of it. Only one model may be on top of a domination point at any time.

Verdenheng special rules:

Cave-in: When a ranged attack AOE deviates to a point inside the rock maze, a medium- or large-based model is slammed or thrown into a rock-wall, or if a spell, special action, or special attack that can knockdown models is made by a model inside the rock maze, the active player must make a cave-in check. The player rolls a d6. On a 5 or 6, a cave-in occurs. If a cave-in occurs, place a 3" AOE cave-in template in a location d6 inches from the point where the check was triggered in a direction determined by the deviation template. Models in the cave-in template when it is first placed suffer a POW 8 damage roll. The cave-in template deviates through rock walls, is rough terrain and remains on the table for the rest of the game.

Clear and Collect

Battles are being fought throughout Immoren and what some might consider scrap, and leftover wreckage from lost battles are treasured valuables for others.

Set up:

Mark an 8" wide area, running east to west, centered on the center line of the table. This is the collection area.

Each player then takes turns placing four (4) supply points each. A point may not be placed closer than 3" to another point and must be placed completely within the collection area.

Beginning:

Determine deployment and turn order with a standard starting roll. Players are allowed to place their forces completely within 10" of their table edge.

The player that goes second must then choose and discard one supply marker. The remaining seven supply markers must be gathered by the players during the game.

Special rules:

A model on a point can use its action to pick up a supply point. Units, solos, light jacks and warcasters can only pick up one supply point during the game. Heavy jacks can pick up any number of supply points during the game.

Only one model may be on top of a supply point at any time.

If a model or unit that picked up a supply point is destroyed or removed from play, the supply point is returned to the table, centered on the spot occupied by the removed model.

Victory Conditions:

The game last for six (6) rounds. The player that has gathered the most supply markers is the winner.

If both players have gathered an equal number of supply markers, the game is decided by the standard caster kill victory condition.

