

Fighting battles on Thorkinsons Island.

- 1) Set up terrain as described below.
- 2) Place D3 + 3 objective markers.
- 3) Roll a D6 to choose side. Watchtower gives +1 to this roll.
- 4) Draw 2 objective cards. You *may* discard one and draw another which you must keep. Note down any secret events/vendettas/etc.
- 5) Deploy forces, following the standard 6th ed rules.
- 6) Roll for first turn
- 7) Play game, games last for 6 turns.
- 8) Reveal objectives, and count VPs.

Notes:

- All 1000pt games to be played on a 4' x 4' table
- Deployment zones are 12" in from each side.
- Army lists are open.

1 Terrain

Hills: Unless a 5x2 unit on 20mm bases can be placed on top, flat, the terrain is considered impassable.

Buildings are considered impassable terrain and cannot be interacted with.

Choose D6+3, or any mutually agreeable terrain features. Some features, such as hedges or fences may comprise several pieces. In which case place them together.

Lay out the terrain in a mutually agreeable manner. I discourage the use of hills in deployment zones, but each to their own. Alternatively, take it in turns to place each feature. The first player chooses the feature, the second places it. Then switch, continue until all terrain is placed. Winner of a roll off decides who chooses/places first.

2 Place objective markers

Markers

Are denoted by a piece of numbered card/paper. Although it's encouraged to place them on/in terrain pieces, they can be placed anywhere not impassable. Objective markers represent something of particular interest, or strategic importance, such as a pile of shiny rocks, a hill or a shrine.

Placing objective markers

Players take it turn to place objective markers, rolling off for the first placement. They cannot be placed on impassable terrain, within 8" of an existing marker, or 4" of a table edge. A maximum of one may be placed in each deployment zone.

Control of Objectives

An objective is considered under control if an unengaged friendly unit of unit strength 5 or more is within 3" of the marker, and there are no enemy units of unit strength 5 or greater within 3".

3 Choose sides

Each player, rolls a die. Highest chooses the side. Reroll ties. If you are playing in a campaign and have a watchtower, you may add +1 to this roll. Choose sides after placing markers, but before drawing objectives.

4 Objectives

Shared open objective

Occupy. 50 VPs for controlling more objective counters than your opponent. 100 VPs for controlling 2 more.

Private hidden objectives

Draw 2 cards from this deck. Where objective text mentions a unit, units must be at least unit strength 5. Use a single suit from a deck of playing cards.

- **A. Breakthrough.** 50 VPs for each unmounted *unit* travelling from your own into your opponent's deployment zone.
- **2. Take prisoners.** 50 VPs for each enemy *unit* pursued and caught. [Hidden]
- **3. Hold.** (-50 VPs if lost). Secretly nominate an objective marker. A friendly unit in control of this marker gains +1 combat resolution until control of the marker is lost. Lose 50VPs if a friendly unit is not in control of this marker at the end of the game. To claim the CR, reveal this objective latest at the beginning of the relevant combat phase.
- **4. Eye of magic.** (-50 VPs if lost). Secretly nominate an objective marker *not* in your deployment zone. A friendly wizard in contact with this marker gains a random magic spell from any lore in the core book (any subsequent wizards gain the same

spell), and generates an extra power die. The wizard is still limited in the number of dice they are able to use on a single spell by level. If no character or unit is in contact with this marker at the end of the game lose 50 VPs. Reveal this objective in the relevant magic phase.

- **5. Grudge.** 50VPs if the enemy general is removed from play. 100VPs if the general is killed (combat, magic, shooting or pursued and caught) by your own general. No VPs if the general flees the board.
- **6. Preservation.** 50VPs for each unit above half strength beyond the first 2. I.e., having 4 units above half strength gives 100VP. 3 = 50VP.
- **7. Capture.** Secretly nominate an objective marker in your opponents half of the board. 50 VPs if controlled at the end of the game.
- **8. Flank Attack.** Lose 100VPs. After making at least 2 deployments, announce this objective. The remainder of your troops may be kept off board, secretly note down which flank they will arrive. Characters can be immediately split between the two groups. At the beginning of each turn roll a die. T1, 5+. T2, 4+, T3 auto. Move troops onto the board. They may not charge, but can shoot (though they have to move), and use magic as normal.
- **9. Trap.** Lose 50VPs. Secretly nominate an objective marker in your half of the board AND a turn number. This is a cunningly concealed trap. It may be triggered at the start of **your** chosen turn. Use the large blast template centered on the marker. All models touched (including friendly models!) take a S3 hit. Any casualties result in a panic test. If you forget to/decide not to trigger the trap at the appropriate time, the opportunity is lost.
- **10. Purge.** 50VPs for each enemy wizard slain or leaving the table.
- **J. Vendetta:** secretly nominate an enemy unit (of unit strength ≥ 10). If this unit is wiped out/flees the board, gain 50VP.

5 Deploy forces

Again, roll off for the right to choose who deploys first. Players then take turns to deploy a unit. Any war machines are placed at the same time, but may be deployed independently. Characters are placed as a final deployment, and may be placed in units or independently as desired.

The player who deploys first gets +1 when rolling for first turn.

6 Roll for first turn

Simple! Remember the +1, for whomever finished deployment first.

7 Play the Game

All is fair in love and war, but no-one likes a clipper.

8 Count VPs

Each unit destroyed/fleeing/fled the table scores VPs equal to points value.

Units reduced to half strength or below, score VPs equal to half points value.

Characters killed/fleeing/fled score VPs equal to value

Monsters killed/fleeing/fled score VPs equal to value

War machines are considered destroyed if the machine itself is reduced to 0 wounds, or all crew are slain/fleeing/have fled. No VPs are gained for killing some but not all crew.

Add VPs gained/lost from objectives and tally up the score.

For a 1000pt game:

0-149 pts = Draw

150-249 = Minor victory

250- = Major victory

