



SCENARIO PACK ONE

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Welcome to Scenarios pack one. These are generic scenarios which can be played by any faction, and they are designed for normal game size (300-450 points on each side).

Some of these are well balanced and suitable for tournament play (#1, #2, #5 and #8),

The others (#3, #4, #6, #7, #9, #10, #11) are designed for entertainment and novelty. These ones contain more of a luck factor and slightly less balanced, but therein lies the fun and the challenge.

1 THE BATTLE OF BANNERS

Both warbands must attempt to capture the opponent's banner while simultaneously defending their own from capture.

2 DUSK RAIDERS

Two warbands hoping to strike the other's lands during the night inadvertently stumble across each other and battle it out during twilight. Darkness lends some unique aspects to play.

3 STRIKING FOX, STALKING TIGER

When faced with a larger enemy, one warlord uses his smaller sized warband to outmaneuver the deploying enemy with a sudden strike. Models deploy alternately and the smaller warband gets to make activations while the larger warband is still deploying.

4 TWISTER SEASON

Twisters ravage the battlefield as two warbands fight it out. As the scenario progresses, more twisters enter the table and have surprising results when they collide.

5 FLANKER ATTACK

One warlord plans a cunning trap to flank the enemy by surprise. 30-40% of one warband deploys in the opponent's deployment zone at the end of round 2.

6 CAPTURE THE BAGGAGE CAMP

An offensive raiding warband must break through their opponent's defensive lines in order to capture the enemy's treasure and supplies. One player is the raider, and the other is the defender.

7 SUNSET OF HEROES

A warband composed of only individual models must defend a village of peasants against an opposing warband which has 25% more points and consists of only unit models.

8 VANGUARD OFFENSIVE

Each warband seeks to capture as much territory as possible. Fight for table quarters.

9 THE FOREST ROAD

Two warbands have been approaching each other unbeknownst to the other along the same trail. This is like two trains rushing towards each other on the same track....

10 FOREST MASSACRE

A warband has been lured into taking a treacherous narrow trail in hostile terrain. Inspired by the Tuetoburg Forest ambush. Ideal for Reavers vs. Legions, but actually any factions can enjoy this one.

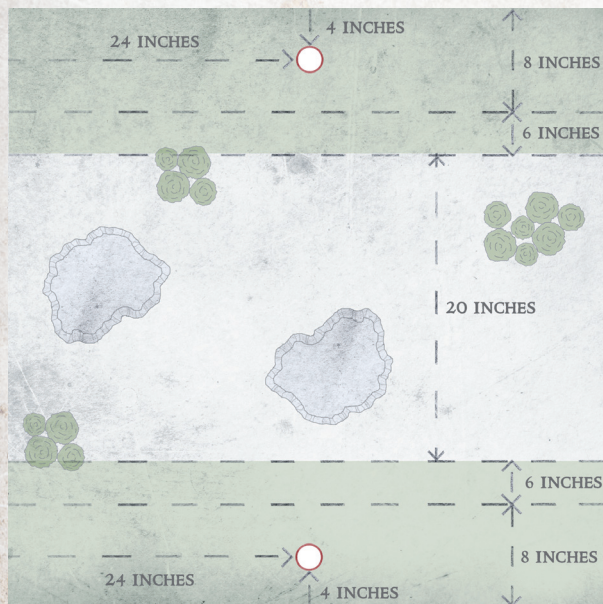
11 LORD OF CHAMPIONS

One warlord and his side-kick face off against several creatures-player can choose creature models from any faction. This is the stuff of heroic myths.



SCENARIO I: THE BATTLE OF BANNERS

Both warbands must attempt to capture the opponent's banner while simultaneously defending their own from capture.



BATTLE LEVEL

Both players have equal battle levels.

SETUP

Place a banner token in the middle of each deployment zone in regular terrain.

Both warbands deploy according to the regular deployment rules in the Godslayer rulebook.

No more than 25% of the warband's points models may ever be deployed in or voluntarily move into their own 8-inch deployment zone.

The other 75% of the warband must be deployed within the next 6 inches of the board (or may even be placed further forward through advanced deployment and secret deployment).

SPECIAL RULES

Each player's models may capture the opponent's banner and carry it away by simply moving into base contact with it. An own banner can be recaptured by moving into base contact with it. Banners can only be captured or re-captured if no enemy model with the same or larger base-size is in base contact with it.

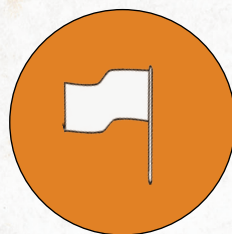
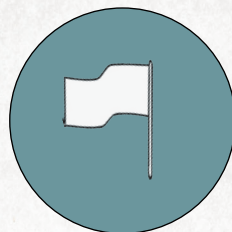
Players' minis may not move their own banner token until after it has been captured.

VICTORY CONDITIONS

If a player captures the opponent's banner token and gets it back across the middle of the table (24 inches from each table side), then the game immediately ends and that player is the winner. If neither player succeeds, then the game is a draw.

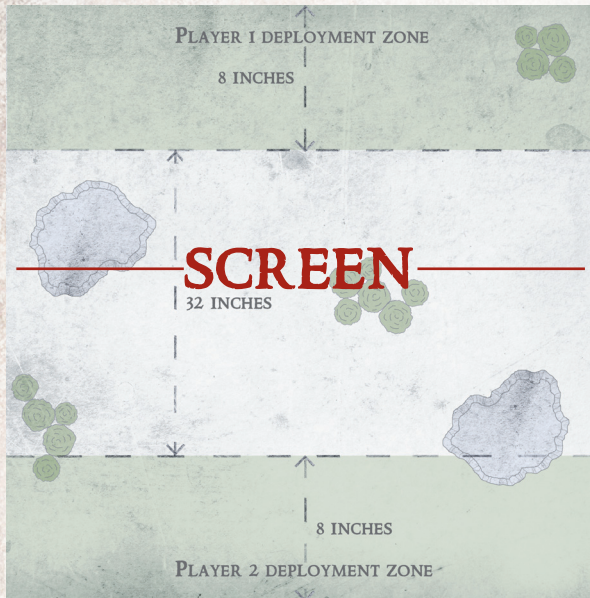
GAME DURATION

9 rounds



SCENARIO 2: DUSK RAIDERS

Two warbands hoping to strike the other during the night inadvertently come across each other and battle it out during twilight.



BATTLE LEVEL

Both players use the same battle level.

SETUP

Place a screen across the edge of each deployment zone so neither player can see the other deployment zone. Both players then deploy their models on the table simultaneously using normal deployment rules. Any secret deployment is then done afterwards.

SPECIAL RULES

In round-3, LOS is limited to 2XLEAD of the model/unit

In round-4, LOS is limited to 1.5XLEAD (round up) of the model/unit

In round-5, LOS is limited to 1XLEAD of the model/unit.

In rounds 6-8, LOS is limited to half LEAD.

VICTORY CONDITIONS

The player with the most kill points wins the game.

GAME DURATION

8 rounds



SCENARIO 3: STRIKING FOX, STALKING TIGER

When faced with a larger enemy, the Warlord uses his smaller size force to outmaneuver the deploying enemy with a sudden strike.



BATTLE LEVEL

The Striking Fox player has 33% less battle level than his opponent. We recommend Stalking Tiger forces should number at least 300+ points.

SETUP

Stalking Tiger deploys in the usual 8-inch deployment zone.

Striking Fox deploys anywhere in his table half.

Assuming the Striking Fox player finishes his deployment before the Stalking Tiger player, he may immediately make a free turn every time the opponent deploys a model/unit.

After the Stalking Tiger player has deployed his final model/unit, and Striking Fox has had his turn following that, the game proper begins with Round 1.

During the first round, the Stalking Tiger player may activate only one model/unit per turn. Further rounds follow standard activation limits.

SPECIAL RULES

The Stalking Tiger's models may not make counter attacks until start of round-1.

The Striking Fox automatically wins priority in every round.

VICTORY CONDITIONS

The player with the most kill points wins the game.

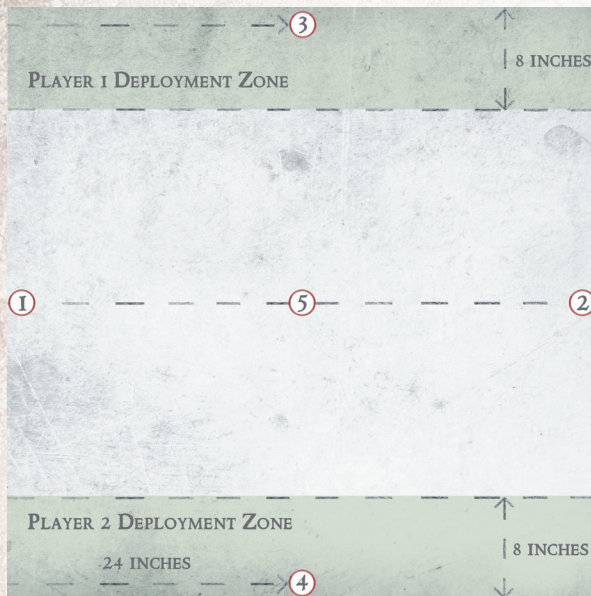
GAME DURATION

6 rounds



SCENARIO 4: TWISTER SEASON

Twisters ravage the battlefield as two warbands fight it out.



BATTLE LEVEL

Equal battle level.

SETUP

As per the usual Godslayer deployment rules.

SPECIAL RULES

Twister Movement

Roll for deviation direction and 4D6 movement for all Twisters at the start of each round. Twisters move over any kind of terrain or object with no penalty. If a Twister moves to leave a table edge, then immediately roll for deviation direction and 4D6 movement for that twister again. If the second roll takes it off the table, then it is gone and does not return.

Twister Deployment

Twisters 1&2 – At the start of Round-1 place two 4AOE templates in the middle of both table sides (left and right). Roll for deviation direction as with a deviating AOE attack using a Godslayer template, and move it 4D6 inches in that direction.

Twisters 2&3 – At the start of round-3 a second and third 4AOE Twister templates are deployed in the same manner as the first but in the middle of both deployment zone table ends. Move it in a random direction 4D6 inches.

Twister 5 – At the start of round-5 a third 4AOE Twister template is deployed directly in the exact middle of the table. Move it in a random direction 4D6 inches.

- Any model whose base is touched by a twister takes 1D6 direct damage. Twisters can trigger bravery tests.
- Missile attacks within 10 inches of a Twister suffer -1 to hit and +2 POW
- Missile attacks within 5 inches of a Twister automatically fail.
- All models within 2 inches of a Twister are knocked down.



As per the Godslayer rules, a model counts as within these ranges if any part of the base is in that range.

If two twisters come into contact with each other, then roll a D6:

- 1 – Both Twisters are cancelled and removed from play
- 2-3 – Both Twisters are reduced in power, moving 2D6 and doing 1D3 damage
- 4-5 – Both Twisters are increased in Power, moving 5D6 and doing 1D6+2 direct damage, and 5AOE
- 6 – Both Twisters divide into two 3AOE twisters! Move them all at the start of the next round

VICTORY CONDITIONS

The player with the most point's value in models still on the table which are not knocked down at the end of round-7 wins the game.

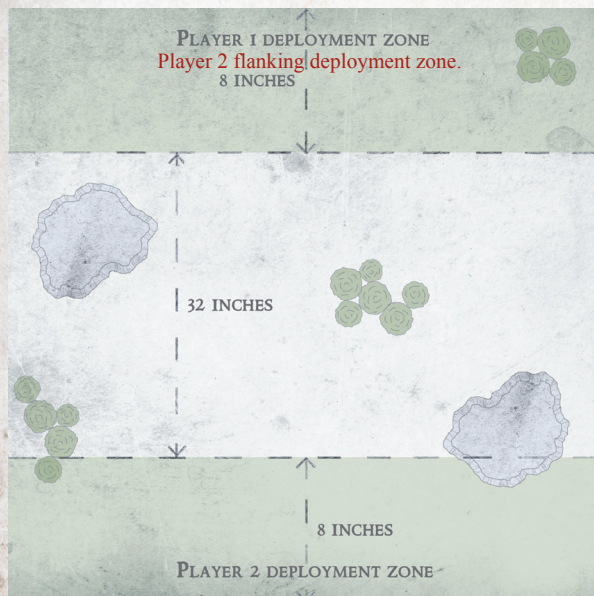
GAME DURATION

7 rounds



SCENARIO 5: FLANKER ATTACK

One warlord plans a cunning trap to flank the enemy by surprise.



BATTLE LEVEL

Equal battle level. We recommend 400+ points.

Chose one player to be the flanker. This player deploys 30-40% of his warband points as a flanking force. The exact percentage is up to the player.

SETUP

The players deploy their models using the normal deployment rules except that the flanking force is not deployed on the table before the battle begins.

SPECIAL RULES

After all models on the table have finished their activation in round 2, and before the start of round-3, place the flanking force in the opponent's deployment zone. For each model/unit, the player chooses the exact location inside opponent's deployment zone for their placement, then rolls 1D6 for a direction of deviation, using the Godslayer deviation template. Roll 2D6 for distance of deviation, then place the models. If the model/unit deviates off the table it may attempt to deploy again at the end of the following round.

For units, place the first model according to the deviation. Then place all other models of that unit anywhere on the table but in unit formation with the placed model.

If the deploying model ends up on top of an enemy base, then place the deploying model in base contact with that model, and the deploying model counts as charging the enemy model that was standing there.

These deployed models may then be activated after all other models have activated in round-2.

VICTORY CONDITIONS

The player with the most kill points wins the game.

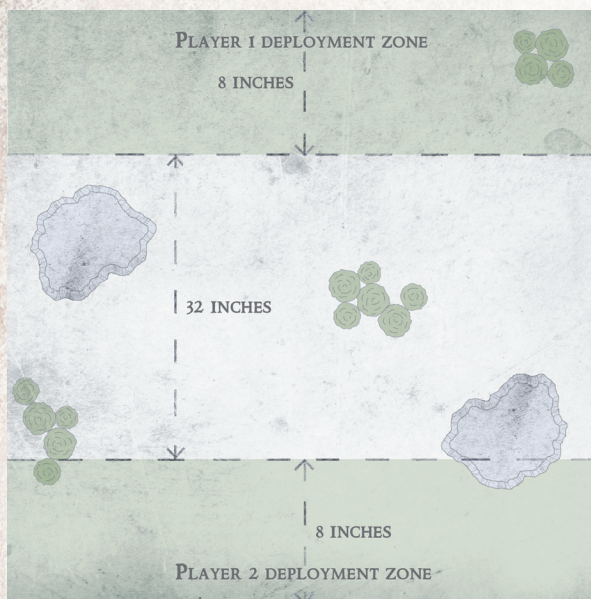
GAME DURATION

8 rounds



SCENARIO 6: CAPTURE THE BAGGAGE CAMP

An offensive raiding warband must break through their opponent's defensive lines in order to capture the enemy's treasure and supplies.



BATTLE LEVEL

Each player uses the same battle level.

Chose one player to be the Raider.

SETUP

Both players deploy their models using the normal deployment rules.

SPECIAL RULES

There are no special rules in this scenario.

VICTORY CONDITIONS

At the end of the battle, each of the Raider's units/models fully or partly inside the defender's deployment zone is worth its points value in kill points. Fleeing, stationary and knocked-down models do not count. No other victory points are used for the Raider.

The defender counts victory with regular Kill points. If the Raider's victory points are more than half of the defender's victory points, then the Raider wins.

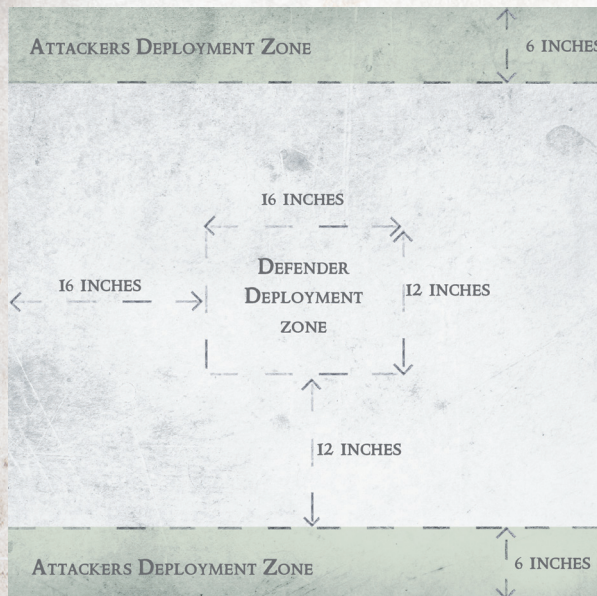
GAME DURATION

7 rounds



SCENARIO 7: SUNSET OF HEROES

A warband composed of individual models must defend a homestead from a more numerous foe.



BATTLE LEVEL

Chose one player to be defender. The defender composes his warband with no limits for the DPL number of warlords or even several of the same model. He may also take multiples of the same equipment items.

The defender's entire force must be composed of individual "heroes", so he may not take war-machines, units or creatures, but may take attachments if they are individual models.

The attacker gets 25% more points than the defender. He may only have one warlord, and may not take characters, war-machines or creatures. He must field at least two units of starter-box units of his faction. The rest of his force must be composed of unit models of any of his faction's units.

For each 100 points of the enemy warband, the Defender gets 5 villagers. Use the counters to represent them on the table-top. Villagers have 1 life-point each and form into units of 5 counters and operate exactly as units.

MOV	MEL	MIS	MAG	DEF	ARM	LEAD	ACT
3	4	5	3	11	4	6	3

RNG ACT POW

Farm Tools	MEL	0	2	1
Slings	MIS	10	2	1

SETUP

Set up a homestead compound measuring 12 inches deep by 16 inches wide in the centre of the table. Place several buildings and/or walls there – the defender may decide how they are situated. There must be at least two entrances into the central compound, each at least 3 inches wide. The defender sets up all his model inside the 12X16 compound.

The attacker may set up in either or both of the table end deployment zones.

SPECIAL RULES

The defender's models and villagers all have Hardened Will.

VICTORY CONDITIONS

If the attacker kills half of the peasants, he wins.

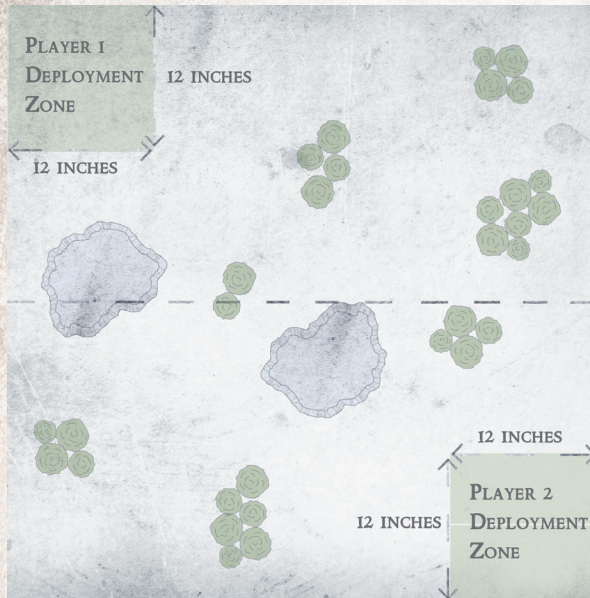
GAME DURATION

7 rounds

VILLAGER 1	VILLAGER 2	VILLAGER 3
VILLAGER 4	VILLAGER 5	VILLAGER 1
VILLAGER 2	VILLAGER 3	VILLAGER 4
VILLAGER 5	VILLAGER 1	VILLAGER 2
VILLAGER 3	VILLAGER 4	VILLAGER 5
VILLAGER 1	VILLAGER 2	VILLAGER 3
VILLAGER 4	VILLAGER 5	

SCENARIO 8: VANGUARD OFFENSIVE

Each warband seeks to capture as much territory as possible.



BATTLE LEVEL

Both players uses the same battle level.

SETUP

The players deploy all of their models within a 12X12 inch square located at opposite corners of the board.

SPECIAL RULES

There are no special rules in this scenario.

VICTORY CONDITIONS

Divide the table into quarters. The player with the most model points value (including items) in each table quarter at the end of the game counts as the owner of that quarter.

If a player captures 3 or 4 quarters, then he is the winner.

If the table quarters are a draw, then decide victory based on kill points.

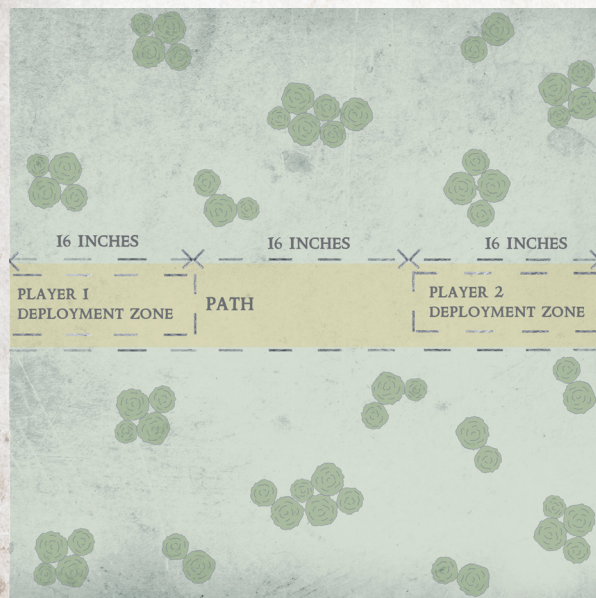
GAME DURATION

7 rounds



SCENARIO 9: THE FOREST ROAD

Two warbands have been approaching each other unbeknownst to the other along the same trail.



BATTLE LEVEL

Both players use the same battle level.

SETUP

Both players write down the order of setup in a list, starting with the model/unit at the front of the line and the next one and so on, moving backwards.

Place the terrain on the table so there is a clear path around 6 inches wide crossing the table in the middle.

Both players then deploy their minis on the table up to 16 inches from the table edge within the central trail. The first model on the list is deployed closest to the centre of the table, and then the next behind that one and so forth until you reach your own table edge. Any models not fitting on the trail may be deployed on the trail in the first round when there is space for them, and in that case they move on from the edge of the table as the very first action of their activation.

SPECIAL RULES

The table outside the path all counts as difficult terrain.

Both parties are so surprised that no charges may be declared in the first round.

VICTORY CONDITIONS

The player with the most kill points wins the game.

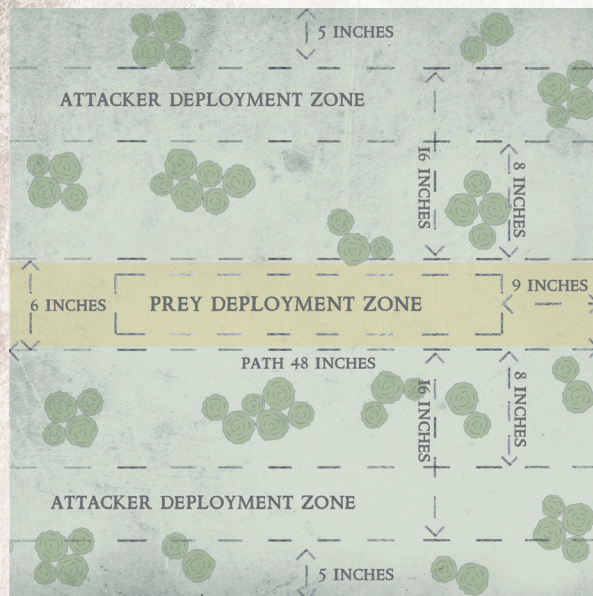
GAME DURATION

6 rounds



SCENARIO 10: FOREST MASSACRE

A warband has been lured into taking a treacherous narrow trail in hostile terrain



BATTLE LEVEL

The prey has 33% more points than the ambusher.

SETUP

Place the terrain on the table so there is a clear path around 6 inches wide crossing the table in the middle. Outside the path is all forest with a few small clearings.

The prey sets up his warband first, 9 inches from either table edge, and only along the path. So that means in the central 24 inches of the table in a zone 6 inches wide

The ambusher sets up anywhere between 8-16 inches from the path, on either or both sides.

SPECIAL RULES

The ambusher gets to choose if he takes the first turn.

All models of the ambusher benefit from *Concealment*, *Woodwise*, and have an LOS of 8 inches through forest.

Woodwise: The models treat forest as open terrain for any kind of movement, including charges, but not for line of sight.

Concealment: The model/unit has a sight value of 0, and models can only draw line of sight to it when within 6" of the model/unit or when it is engaged in melee.

The Prey units have an LOS of 2 inches through forest while Prey individual models have an LOS of 4 inches through forest.

VICTORY CONDITIONS

The player with the most points of non-fleeing miniatures left on the table after Round 6 is the winner

GAME DURATION

6 rounds



SCENARIO II: LORD OF CHAMPIONS

One warlord faces several creatures.

BATTLE LEVEL

The *Champions* player's warband consists of one warlord and his sidekick (1 character), both from the same faction.

The *Monsters* player's warband consists of unlimited DPL creatures from any factions, with 50% more points than the champions player, (plus or minus 10 points).

The *Monsters* warband does not have warlords. The highest LEAD model is the warband leader but may not assign action tokens since it is not a warlord model.

SETUP

The *Monsters* player's sets up first, placing models anywhere on the table, but each must set 12+ inches from any other.

The *Champions* player then deploys his models, and may place his models anywhere on the table, and automatically wins priority in the first round.

SPECIAL RULES

All *Monsters* models may use their own sub-faction ability and all count as friendly models for other *Monsters* models.

Place 3 counters along the middle line of the table. Each counter is a healing position which may only be used by the *Champions* player's models. Moving into base contact with them makes them available to use at anytime thereafter in the game during the model's standard activation (remove the token).

Each potion heals 2D3+3 life-points. *Monsters* models may not move the potions, although *Monsters* model bases may be sneakily placed on top of the potions.

VICTORY CONDITIONS

The player with the last model standing wins.

GAME DURATION

Unlimited.

