

SCENARIO ONE

PLUNDER THE CAMP

OBJECTIVE MARKERS AND VICTORY CONDITIONS

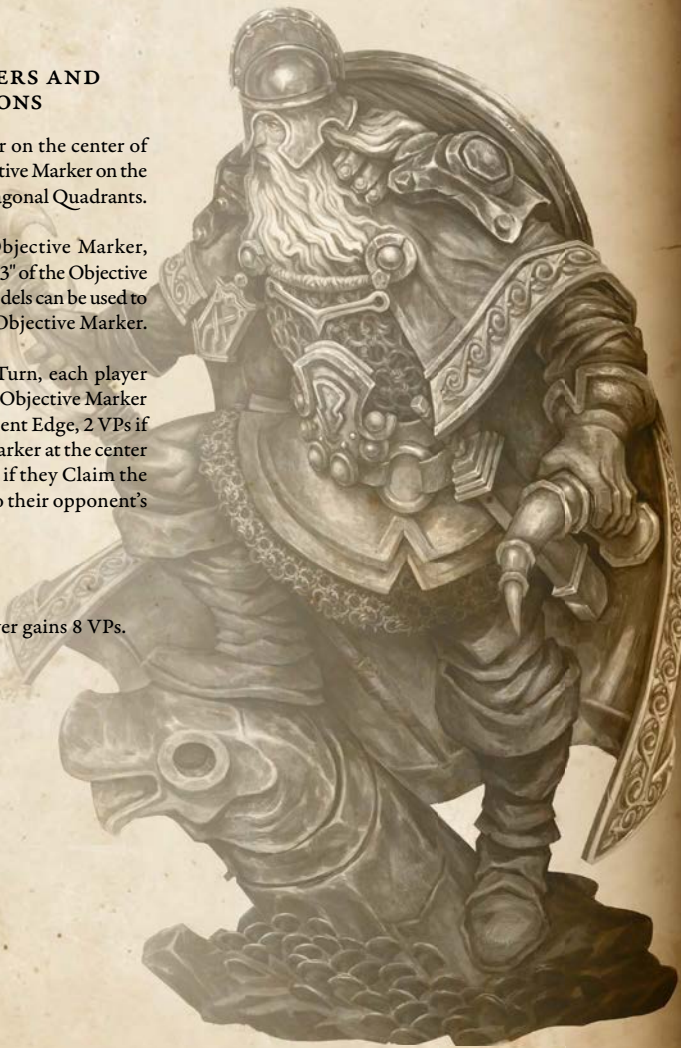
Place one Objective Marker on the center of the battlefield and one Objective Marker on the center of each of any two diagonal Quadrants.

To Claim or Contest an Objective Marker, count all legal Models within 3" of the Objective Marker. Each Regiment's Models can be used to Claim or Contest only one Objective Marker.

At the end of each Game Turn, each player gains 1 VP if they Claim the Objective Marker nearest to their Reinforcement Edge, 2 VPs if they Claim the Objective Marker at the center of the Battlefield and 3 VPs if they Claim the Objective Marker nearest to their opponent's Reinforcement Edge.

GAME LENGTH

The game ends when a player gains 8 VPs.



SCENARIO TWO

DESECRATE THEIR COLORS

OBJECTIVE MARKERS AND VICTORY CONDITIONS

This scenario does not include Objective Markers.

When a Regiment is destroyed, the enemy gains 1 Victory Point. Regiments containing a Character or a Standard Bearer count as 2 instead.

Each player must include a minimum of 2 Standard Bearer Models in their Army List.

GAME LENGTH

The game ends either at the end of the 10th Turn as normal, or when a player gains 7 Victory Points; to determine the victor, players add to their total of gained Victory Points:

- 1 point for each surviving friendly Character and Standard Bearer.

Should the game end due to the 10th Turn coming to an end, the player with a Standard Bearer or Character closest to the center of the Battlefield is the winner.



SCENARIO THREE

STAKE YOUR CLAIM

OBJECTIVE MARKERS AND VICTORY CONDITIONS

This scenario does not include Objective Markers. Instead, divide the Battlefield into four equal segments – these are the Quadrants.

At the end of each Game Turn, each player gains 1 VP for each Quadrant they Claim. Models can be used when Claiming a Quadrant if over half of their Regiment's Models are within that Quadrant. If a player Claims 3 or more Quadrants, they add +1 to the VP total they have gained this Game Turn.

GAME LENGTH

The game ends when a player gains 14 VPs.