

THE **WPS**.COM

# CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

## WARHAMMER ANCIENTS SCENARIOS

Every round players are asked to use hidden deployment. Each player must draw a map (paper will be supplied) of how their forces will be deployed, and then simultaneously deploy their armies. 4-inch skirmisher moves then take place. Players roll a D6, the highest roller getting the first turn.

### Game 1

Terrain features can only be placed within 12 inches of either side edge of the table. Please note they may scatter into the central 48 inches.

### Game 2

Terrain can be placed anywhere on the table, other than in a central 12-inch square.

The central 24 inches of each player's base edge represents their camp. Troops may voluntarily exit the table in this area to loot the camp. Alternatively troops may pursue off in this area as well. For any looters (troops who have pursued or moved off table voluntarily) to return they need to pass a Leadership Test at the beginning of their turn to be placed on the table edge (based on their own Ld value). Normal rules apply for troops returning from off table. If they fail their test they may try again next turn, etc.. Troops looting do not count as lost for victory points, however should an army loot its opponent's camp then a bonus of 300 victory points will be scored, in addition to the standard victory points schedule.

### Game 3

All terrain must be placed within 12 inches of any table edge, before scattering. You are fighting a hated enemy, and all victory points for units, and characters will be doubled. However, there are no victory points for standards or table quarters (this includes the Army break point bonus). Please note that although you are fighting a hated enemy, rules for "Hatred" only apply where stated in the army lists.

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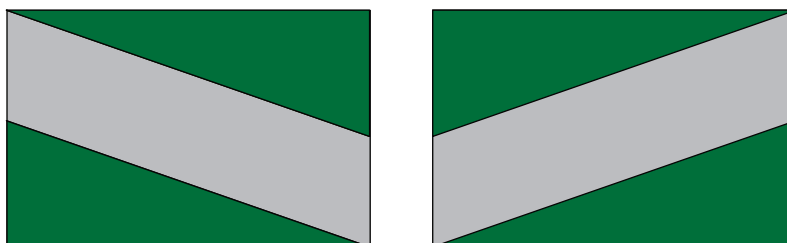
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## Game 4

1. Set up the terrain as per normal, with a clear central area of 12-inch square, before scattering the terrain.
2. Roll off for table side.
3. Place an objective marker, along the centreline of the table, 24 inches from each player's back base line. This is then moved by rolling a D6:

- 1 = 12 inches in from the **left** edge
- 2 = 24 inches in from the **left** edge
- 3 = 36 inches in from the **left** edge (i.e. centre)
- 4 = 24 inches in from the **right** edge
- 5 = 12 inches in from the **right** edge
- 6 = 36 inches in from right **edge** (i.e. centre)

4. Deployment areas will be sloping, from the centre of one side edge to the opposite corner in a triangular shape. This will give a deeper deployment area, and will mean that the armies are slightly closer together than normal.



Roll a D6:

1-3 = use deployment zones as per diagram on **left**

4-6 = use deployment zones as per diagram on **right**

5. No Skirmisher moves are permitted.
6. At the end of the game total the number of figures within 12" of the objective, for each side. If only one side has figures within 12" then they receive a bonus of 400 victory points. If one player outnumbers his opponent by more than 2:1 then a bonus of 250 points is scored. If one player just has more figures than their opponent the bonus is 100 victory points. This is a bonus to the standard victory point schedule. Bonus victory points for quarters do not apply in this scenario.

## Game 5

No restrictions on terrain. Just get stuck in!!!