

The Land of Oz Factions

The warring factions of Oz have dragged your army here to break the deadlock in the war for Oz. Before setup, choose which faction you will support in this battle. Each faction can only be chosen once during the tournament. Assign that faction's banner to a unit which already has a banner (can be a magic banner and/or the battle standard bearer). This does not count as an additional banner for combat resolution, but can be lost as a result of the last stand rule. Once both players have assigned their banner, players reveal which faction and where the banner is to each other.

If the banner is used to achieve the Activation Effect for that faction, it is **NOT** possible to receive the 300 bonus victory points for the Special Mission. After the game, write the round number in the Round Used column and ask your opponent to initial next to it.

Faction	Activation Effect	Special Mission (300 victory pts)	Round Used	Opponent Initials
Dorothy	Dorothy has upgraded her bucket! One use stone thrower with 24" range from chosen banner. A roll of a misfire results in no scatter from target.	Satisfy Dorothy's blood lust towards wizards. The highest level wizard from the enemy army must be dead or fled to achieve this mission.		
Lollipop Guild	Shiny new weapons! For one game turn the unit with the banner is granted +1 strength from special weapons provided by the guild. Activate during your magic phase.	The guild is always searching for more resources. Control more terrain features, by having a unit within 6" without an enemy within 6", than your enemy.		
Witch of the North	The always kind Witch of the North offers protection. For one game turn, the unit with the banner receives a 5+ ward save. Activate during your magic phase.	The Witch of the North actually wants you out of Oz. Satisfy this mission by getting her banner into the enemy's deployment zone.		
Witch of the West	The Witch of the West enjoys tampering with magic of any kind. One use, +d3 to cast or dispel a spell.	Destruction and chaos are the goal of the Witch of the West. Destroy/run-off highest point enemy core unit to achieve this mission.		
Wizard of Oz	The intimidation techniques of the wizard are well known in Oz, but still have an effect on newcomers. The unit with the banner causes fear for one game turn. Activate during your magic phase.	The Wizard of Oz wants no rivals! The enemy general must be dead or fled to achieve this mission.		