

Scenario 3: King of the Hill!

Scenario Description: Many of the greatest generals in history have learned to control the elements in which they fight, however, the Winds of Magic cannot be controlled!

Deployment: Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method.

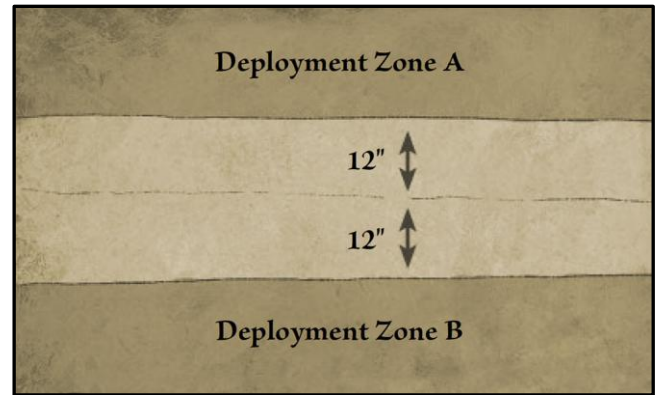
First Turn: Once deployment is complete, the winner of the roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length: Two hours and thirty minutes or Six Turns, whichever comes first.

Victory Conditions: The winner is determined by victory points.

Scenario Special Rules: The Hill: the hill can be controlled at the end of each turn by a single Core unit that is within 9" of its centre (center of the battlefield) that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 9" of the centre of the hill, the closest unit controls it. If two or more eligible units are equally close to the centre of the hill, the unit with higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to the centre of the hill and both have the same Unit Strength, the hill is contested and neither unit controls it.

Battlefield:



Scoring and Victory Conditions (P.286)

Win by	Winner	Loser
0 – 100	10	10
101 – 200	11	9
201 – 400	12	8
401 – 600	13	7
601 – 800	14	6
801 – 1000	15	5
1001 – 1200	16	4
1201 - 1400	17	3
1401 – 1600	18	2
1601 - 1800	19	1
1801+	20	0

"You're Not in Kansas any more, Toto!"

At the end of each game, each player is awarded a number of Victory Points (VP) according to the rules below:

Dead or Fled: The most usual way to win Victory Points is by destroying, routing or significantly reducing the fighting strength of enemy units:

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- Each enemy unit that is fleeing at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to less than 25% of its starting Unit Strength at the end of the battle is worth a number of Victory Points equal to 25% of its points cost (rounding fractions up).

The King is Dead:

- If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points.

Trophies of War:

- You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on page 200. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.