

South Coast Grand Tournament 2017

Battleplan Pack

Intro

Following the success of last year's Battleplans we have decided to use custom Battleplans to create some new tactical challenges for Match play at SCGT2017.

Agenda's

Choosing an Agenda

Each player will have 6 **Agenda** cards which must be used during the event.

Once both players have set up but before the roll for the first battle round each player must select an Agenda for the game, these should be placed face down and then when both players have decided flipped face up.

For clarity these are not secret they are known by both players before starting the game.

Each **Agenda** has an objective to achieve which will be detailed below and an "at all costs" ability which can be used on the card.

Agenda's and Scoring

As well as a tie breaker, completing your agenda will move the degree of victory one bracket in your favour if you complete yours and your opponents will move it one degree of victory against you if they complete theirs.

For example if you win a Minor victory and achieve your Agenda you will move the Minor to a Major victory unless your opponent also completes their agenda shifting it back to a Minor win effectively cancelling out your agenda and scoring the scenario as normal.

1. Major Win
2. Minor Win
3. Draw
4. Minor Defeat
5. Major Defeat

Here are the 5 degrees of victory – each scenario will explain how this is decided.

For clarity the result does not move if both players achieve their agenda or if neither player achieve their agenda.

At all Costs!

Each Agenda has an **At all Costs!** ability which can be used as explained on the card – However using this ability will automatically fail your **Agenda's** objective so use them wisely!

To do so, announce you are using your ability and what it does – If your general is dead or not on the battlefield you cannot use your **At all Costs!** ability.

Your opponent then can decide to fail their **Agenda** objective to counter the **At All Costs!** ability, providing that their general is also still on the battlefield.

Agendas

1 – Battle of Wills

Destroy more of your opponents Leader units than you lose during the game.

At All Costs! – Glorious War Cry!

Play during any battleshock phase, all units in your army within 24" of your General in this phase do not need to take battle shock tests.

2- Cut off the head!

Kill the enemy general

At All Costs! – Mocking Taunt

Play during your hero phase, pick an enemy unit that is within 18" of your general and is not within 3" of any of your units. All models must run as far as possible towards your nearest unit, as if it was their movement phase.

3- Relic Hunter

Count the number of Artefacts you have managed to claim (by killing the model which is carrying them) if you have claimed more than you have lost then you complete this mission.

At All Costs! - Disruptive influence

Play during your Hero Phase, pick a unit within 18" of your general, the unit loses its cover save if it is receiving during this turn and any effect from terrain it has received (mysterious/damned etc).

4- Linebreaker

Destroy more of your opponents Battleline units than you lose during the game

At All Costs! – TO WAR!!!

Play during your Hero Phase, select a friendly unit within 18 inches of your General, this unit may run and charge this turn and adds 1 to both its run and charge rolls.

5- Protect the king

Your general must be on the table at the end of the game to complete this mission.

At All Costs! – Tactical Withdrawal

Play during your Hero phase, select a unit within 18 inches of your General, this unit may retreat and charge this turn.

6- Breakthrough

One unit must move off a table edge in your opponent's territory during your movement phase. Only units that were deployed on the table (not in the celestial realm etc) at the start of the game can complete this mission.

At All Costs! - AMBUSH!

Select an enemy unit within 18 inches of your General which is also within 3" of a terrain feature, this unit is ambushed by your forces – roll 10 dice, for each one which scores a 4+ it suffers a mortal wound.

The Battle Plans

Dice rolls for battle plan effects.

Many the battle plans below have instances where you must roll a dice, these rolls can never be re rolled or modified by abilities or rules from warscrolls/formations.

Kill Points

Add up the point values of any enemy units that have been destroyed during the battle (including summoned units). If you have destroyed all the units from a battalion then you also score the warscroll battalion points.

Terrain set up

Players can set up terrain by agreeing a set up or by using the following rule. Players roll off and the player that wins placed the first piece of terrain. Bother players alternate until all terrain is placed. No piece may be placed within 6 inches of a board edge or another terrain feature. No terrain can be placed within 1 inch of an objective marker (this does not apply to terrain placed later in the game eg/ Sylvaneth wildwoods and Balewind vortex etc)

Then roll for each piece of terrain on the scenery table to see what special rules they have.

Sylvaneth Wildwoods

Both Players should agree how to play Sylvaneth wildwoods during the game; however we recommend the following method.

Trees can be removed and models may move freely on the spaces around the 3 circles but the 3 circles are impassable to units unless the model can fly.

Battle Plan 1: Heralds of the Storm

A storm of eldritch energy rages across the battlefield, both general's seek to use the storm to push their opponents from the field.

Set-up

Both players roll a dice, re-rolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

Triumphs

If one player had more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see GH page 109) after both armies have been set up.

Victory!

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control 4 objectives. Place 4 Altar's of the Storm /objective markers on the table as per diagram below. Finally mark a line bisecting the centre of the board to represent the **storm front** (you could use the range rulers from your AoS starter set).

A player controls an objective is, at the end of any turn they have a Leader and/or behemoth within 3" of the objective and there are no enemy leaders/behemoths within 3" of it. An objective remains under the players

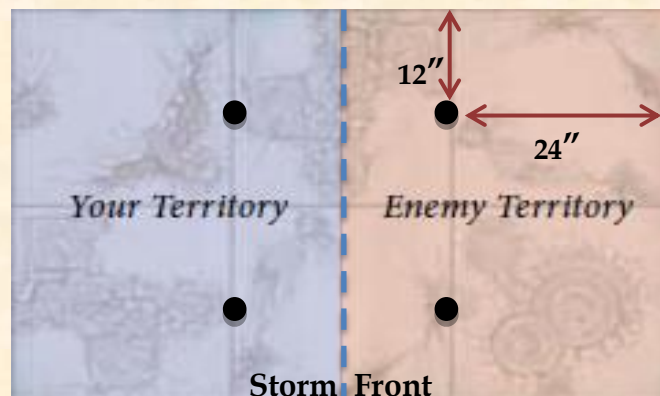
control until the enemy is able to gain control of it.

At the end of each battle round count the number of Altars each player controls, the player who controls the most pushes the storm front 6" inches towards their opponents table edge.

A player will score a Major Victory if they at any point from the third battle round they control all 4 objectives or if the storm front is 18" or more from the central line into their enemies territory. Failing that, then at the end of the fifth battle round the player who controls the most objectives wins a minor victory. If both players are tied on objectives then the player who scores the most kill points wins a minor victory

The Storm Rages

Roll a Dice for each unit passed over or touched by the storm front when it moves; on a 4+ they take D3 mortal wounds .



Battle Plan 2: The Silver Tower

The location of the fabled silver tower has been discovered, both general's seek to take the field and discover the secrets held within but the tower goes not give up its mysteries easily!

Set-up

When placing terrain no piece may be placed within 6" of an objective marker.

Both players roll a dice, re-rolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another.

The player that finishes setting up their army first can choose who has the first turn in the first battle round.

Triumphs

If one player had more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see GH page 109) after both armies have been set up.

Victory!

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the silver tower.

During set-up place 3 objective markers as shown on the map below. Finally place a building or appropriate piece of scenery to represent the **silver tower** on the central objective.

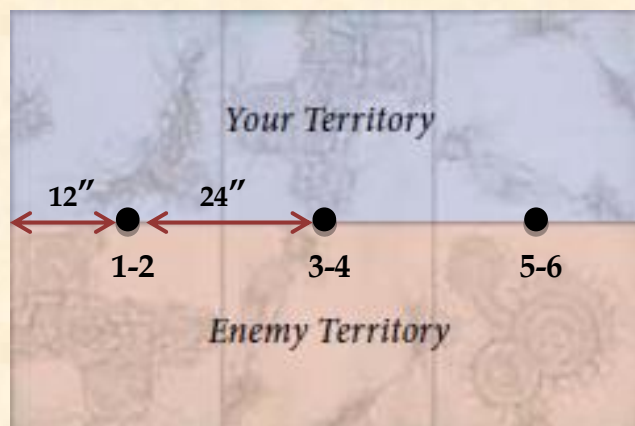
A single non behemoth unit may enter the tower in the same way as the garrison rules (see skull keep warscroll). A player controls the silver tower if at the end of any turn if they have a unit Garrisoned in the tower or failing that they have more models from their army within 6" of the silver tower than there are enemy models within 6" of it.

Each player scores 1 victory point if they control the silver tower at the end of each of their turns. They receive a bonus number of points if they have a unit garrisoned in the tower equal to the current battle round.

The player with the most victory points at the end of the fifth battle round wins a Major Victory. If both players are tied then the player who scores the most kill points scores a minor victory any other result is a draw.

Fate is Fickle

Roll a D6 at the start of each battle round 2 and each round thereafter, before determining initiative, to determine the towers location. If the tower moves to a new location, push any units away to allow the tower to be placed. These units take D3 mortal wounds as the tower appears showering them with debris. Any unit garrisoned in the tower moves with it. Roll a dice for the unit on the roll of a 4+ the unit is lost forever remove it from play.



Capture and Control

Two ancient relics highly sought after by two forces lay in the middle of this battlefield, both armies must fight to claim them!

Set-up

Both players roll a dice, re-rolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another.

The player that finishes setting up their army first can choose who has the first turn in the first battle round.

Triumphs

If one player had more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see GH page 109) after both armies have been set up.

Victory!

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control two objectives. The objectives are located as per the map below.

A player controls an objective if at the end of any turn, they have their general within 6" of the objective and the enemy general is not, failing that, if they have more models from

their army within 6" of objective than there are enemy models within 6" of it.

Each player score 1 victory point for each objective they control at the end of each of their turns. They receive a bonus point if an objective is claimed by their general.

The player with the most victory points at the end of the fifth battle round scores a major victory. If the players are tied on victory points at the end of game then the player with the most kill points scores a minor victory.

Shattered dreams

If a unit within 6" of the objective fails a battleshock test then D3 additional models also flee.



Battle Plan 4: Domination

As your forces make their way to anvil the land starts to erupt and spew ash into the atmosphere. A rival army crests the horizon who are intent on the same prize, who will take the field!

Set-up

Both players roll a dice, re-rolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting

up their army first can choose who has the first turn in the first battle round.

Triumphs

If one player had more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see GH page 109) after both armies have been set up.

Victory!

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the 4 central areas as shown on the map below.

A player controls an area if they have the most units within the area at the end of any turn, units must have the majority of models within an area to count. A unit cannot be in more than one area.

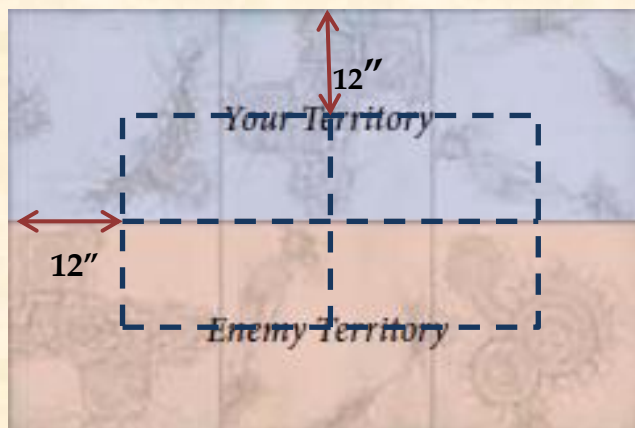
Each player scores 1 victory point for each area they control in their territory and 2 points for each area in the

enemy territory at the end of each of their turns.

Starting with the third battle round, if one player controls all areas at the end of the battle round they immediately score a major victory otherwise the player with the most victory points at the end of the fifth battle round scores a minor victory. If the players are tied on victory points at the end of game then the player with the most kill points scores a minor victory.

Shattered Dominion

The ground cracks and splits and poisonous fumes and sudden pits appear to drag unsuspecting warriors to their doom! At the start of battle round 2, randomly determine which area is shattering – this area is **deadly** to all models. At the start of each battle round move the dangerous area by rolling a D3 (an area will never be **deadly** two turns in a row.



Battle Plan 5:

Realm Gate Wars

This battle takes place in a joining of the realms, this is a highly strategic location and both forces fight to control the means to wage war all over the realms by using the gates!

Set-up

Before placing terrain put 4 realm gates (or suitable terrain) on the table as per the map below

Both players roll a dice, re-rolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another.

The player that finishes setting up their army first can choose who has the first turn in the first battle round.

Triumphs

If one player had more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see GH page 109) after both armies have been set up.

Victory!

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the 4 Realm Gates as shown on the map below.

A player controls a Realmgate if at the end of any turn, they have a Battleline unit within 3" of the objective and the enemy does not, failing that, if they have more models from their army within 3" of the Realmgate than there are enemy models within 3" of it.

Each player scores victory points for each Realmgate they control at the end of each

of their turns. The Gate in their territory is worth 1, the central gates worth 2 each and the Gate in enemy territory is worth 4.

The player with the most victory points at the end of the fifth battle round scores a major victory. If the players are tied on victory points at the end of game then the player with the most kill points scores a minor victory.

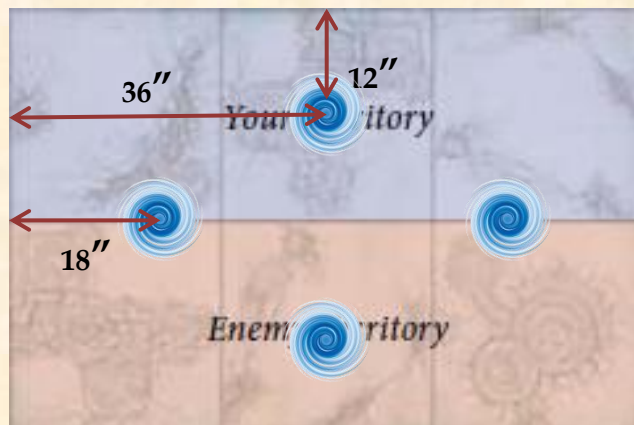
Realm Jumping

Each Realm gate on the board uses the terrain warscroll for the Baleful Realmgates with the following exceptions.

You cannot emerge from a table edge

When a unit uses the gate roll a D6 and consult the table below

D6	Result
1	your opponent picks the gate you emerge from
2-3	Randomise the Gate the unit emerges from
4+	Pick the Gate as normal



Battle Plan 6:

Altar of Azyr

The location of the lost anvil of the six smiths has been found and both forces seek it power!

Set-up

Both players roll a dice, re-rolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

Triumphs

If one player had more points left over than their opponent,

then they can roll on the Pitched Battle triumph table (see GH page 109) after both armies have been set up.

Victory!

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the central area as shown on the map below.

A player controls the Altar if at the end of any turn, they have more HERO models within the area than the enemy, failing that, they have more Battleline models within the area than the enemy.

At the end of each of your turns you score a number of victory points equal to the number of the current round if you control the Altar.

The player with the most victory points at the end of the fifth battle round scores a Major victory.

If the players are tied on victory points at the end of

game then the player with the most kill points scores a minor victory.

Striking the Anvil

A HERO model may strike the anvil up to three times if they are within 3" of it at the start of their Hero phase.

Declare how many times you will strike the anvil and roll a D6 for each strike and consult the chart

D6	Result
1	The model striking the anvil suffers a mortal wound
2-3	Pick an enemy unit within 12" they suffer 1 Mortal wound
4-5	Pick an enemy unit within 18" they suffer D3Mortal wound
6	Pick an enemy unit within 24" they suffer D6 Mortal wound

If you roll a double or triple then these dice cancel each other out and you suffer a number of mortal wounds equal to the number shown on one of the D6

