

# Chaos War Team Scenario

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## Armies

This scenario seeks to answer the question who will triumph, good or evil? One team consists of the good aligned armies; the other team consists of evil aligned armies. Neutral armies go to which ever team has the least amount of armies. If one side has two more armies than the other, a random good army could be corrupted or a random evil army could be saved to even out the sides. Making up a story of how the change happened could garner you nerd points within your local club.

The recommended army points are 1500 points with 4 armies per team.

One player of each team is nominated as the general. If there is a dispute, the general's word is final.

One army general is nominated as the supreme overlord.

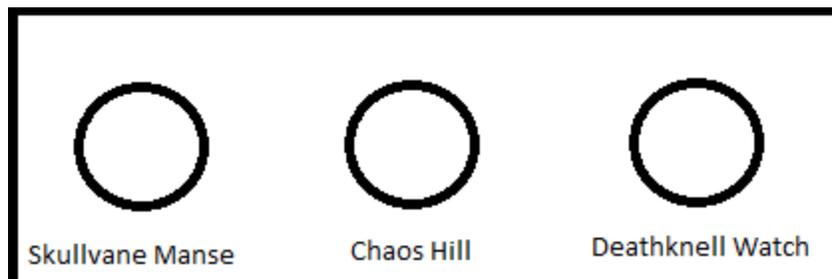
Determining sides may require a little bit of flexibility depending on how many players you get. In our first game, we had seven armies. The good side had four armies with 1500 points each; the evil side had three armies with 2000 points each.

## Table

4' x 12'

## Terrain

Required: two buildings, and a Chaos Hill. We used Skullvane Manse and Deathkneel Watch.



## Chaos Hill Rules

- Only one force may occupy the hill.
- Only one force may attack the force occupying the hill.
- Magical buffs are stripped from units once they occupy the hill.
- Magical banners do not work for units occupying the hill.

- Magical buffs cannot be cast on units occupying the hill.
- Magical attacks and debuffs may be cast on units occupying the hill.
- Ranged attacks and war machines may attack units occupying the hill.

The Chaos gods demand combat!

If a unit occupying the hill is not challenged during a combat phase, a random chaos demon with no upgrades appears and attacks them. Only wounds dealt during combat are tallied for combat resolution. If the unit survives, they remain on the hill.

1. Opposing team's choice
2. Bloodthirster
3. Great Unclean One
4. Keeper of Secrets
5. Lord of Change
6. Your team's choice

## Phases

All armies on one side act as a single phase.

Magic:

Each side gets 4d6 dice for their magic phase. The opposing team receives the sum of the low and high and dice for dispel dice.

## Points

2 points for each building held at the end of the game

2 points for killing supreme overlord

1 point for occupying the chaos hill at the end of each turn