

Great Lakes Warhammer League Scenario Rules – Version 14.0



Important Note: Please make sure you read through the rules for the scenario to ensure you understand them properly. Also, if you are using the GLWL rules and determining your scenario from the table in the rules, please make sure you match the name from your result to the proper scenario in this document.

GLWL Scenarios

<u>Roll</u>	<u>Scenario Name</u>	<u>Pg.#</u>
(11-12)	A Warpstone Hunt	3
(13-14)	The Gem of Power	4
(15-16)	Bitter Rivals!	3
(21-22)	Treacherous Trio	9
(23-25)	Gold Rush	5
(26-32)	Harbingers of Doom!	5
(33-42)	Pitched Battle	8
(43-45)	The Messengers	7
(46-52)	King of the Hill	7
(53-54)	Hidden Deployment	6
(55-56)	Infantry Strikes Back!	6
(61-62)	Chaos Unleashed!	4
(63-64)	Raise High the Flag	8
(65-66)	Secure and Control	8

A Warpstone Hunt!

A large warpstone has been discovered. Hunt it down and capture it before the enemy does!

(1) Special Scenario Rules:

- (a) Prior to Deployment, place the warpstone at the center of the table (use a small coin or other marker) and use the Scatter Dice and a D6 and scatter it in the direction indicated (if a “hit” is rolled, leave it at the center of the table).
- (b) A unit of infantry or cavalry which ends its move in contact with the warpstone will capture it. Units with the ability to Fly, monsters, chariots, lone characters, and fleeing units may not capture the warpstone. Units may charge / move over the warpstone without penalty.
- (c) Due to the power of the warpstone, it provides one additional power dice (add to the general pool) and one additional dispel dice to the army in possession of it. However, due to the unstable nature and the size of the warpstone, at the start of each **player** turn, the warpstone also causes D3 S5 hits with no armour saves to the unit in possession of it! Wounds suffered in this manner do **not** cause a panic test. Wounds from the warpstone count as originating from a magical attack.
- (d) A unit captures the warpstone from the enemy by breaking the enemy unit in possession of the warpstone in close combat and pursuing it, or by utterly destroying the enemy unit in possession of the warpstone in close combat. If a unit in possession of the warpstone is destroyed outside of close combat, then the warpstone is placed on the table at the spot where the unit was destroyed. If a unit in possession of the warpstone flees from the table (due to panic, voluntary flight, etc.) then the warpstone is placed on the table edge at the point where the unit left the table.
- (e) The Wood Elves Army Book “Woodland Ambush” special rule (additional wood placement) is allowed in this scenario, however note that the additional woods should be placed after the warpstone is scattered per the rules above and the additional woods may **not** be placed within 12” of the warpstone.

(2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League, with the following modifications:

- (a) 200 bonus Victory Points are awarded in this scenario if you are in possession of the warpstone at the end of the game.

Bitter Rivals!

Your general faces his most bitter rival across the battlefield today. Both generals wish to see the other dead!

(1) Special Scenario Rules – None.

(2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League, with the following modifications:

- (a) 100 bonus Victory Points are awarded in this scenario if your enemy’s general is killed and yours is neither killed nor fleeing at the end of the game. Note that “killed” means killed outright in close combat, via shooting or magic, or run down in pursuit. If the enemy general has fled off the table or is fleeing at the end of the game, this bonus does not apply (although you would still earn the standard victory points for the enemy general in such a situation).
- (b) 200 bonus Victory Points are awarded in this scenario if your enemy’s general is killed by your general and your general is neither killed nor fleeing at the end of the game. Note that “killed” means killed outright in close combat, via shooting or magic, or run down in pursuit. If the enemy general has fled off the table or is fleeing at the end of the game, this bonus does not apply (although you would still earn the standard victory points for the enemy general in such a situation). Also note that this is not cumulative with bonus (a) above.

Chaos Unleashed!

The forces of Chaos have opened a hole into the fabric of reality in the Old World and all matter of things are going wrong! In this scenario, the state of the battlefield **changes with each game turn**.

(1) Special Scenario Rules:

- (a) At the beginning of each game turn, roll 2D6 (it is suggested to have each player roll one die) and consult the following chart to determine what happens:

2D6 Result

- 2** The Winds of Magic have been almost completely shut down. Any attempt to use a spell (whether cast by a wizard or from a bound item) requires rolling a 4+ on a D6. Once you have decided which spell to roll and how many dice to roll, first roll a D6. If it's 3 or lower, you can not cast the spell and the designated number of power dice are used up – the casting just went pppppfffftttt!!!!.
- 3-4** Bolts of chaotic energy are cascading around the battlefield. At the start of each player's turn during this storm of chaos, one or more units will be struck by the bolts. Each player rolls 1D6. The player that rolls the lowest nominates one of his own units that are on the battlefield to be struck by lightning. If the roll is a tie, both players nominate one of their own units. Each unit that is struck by lightning takes D6 Strength 5 hits.
- 5-6** An aura of clarity fills the battlefield. All shooting that uses BS gets a +1 on rolls to hit and any misfires from using an artillery dice may be re-rolled once.
- 7** The battlefield returns to normal.
- 8-9** Darkness descends upon the field of battle. At the start of the game turn (i.e., immediately after this result is rolled), roll an Artillery dice and multiply the result by 3 to find out how far in inches the troops can see. If you roll a Misfire then the fog lifts momentarily (i.e., treat this as a "7" on this chart). You cannot shoot, charge or cast spells that require line of sight to targets you cannot see.
- 10-11** The battlefield is wracked by chaotic powers which shake the ground and fill the air with howling winds. The movement rate of all ground units is reduced by 1" (e.g. a unit of Orc Boyz would move 3" and charge 6") and flyers may only fly at half their normal rate (i.e., 10" for most flying units).
- 12** The Winds of Magic have greatly expanded! Any attempt to use a spell (whether cast by a wizard or from a bound item) is considered to have +1 to its casting roll/power level. That is, if you roll an "8", it is considered to be a 9. If you have a bound item with a power level of 3, it is treated as having a power level of 4. In addition, if you produce 2 fives while rolling to cast or dispel a spell is considered an automatic success (irresistible force) the same as getting 2 sixes normally is.

- (b) The result stays in effect for the entire game turn.

(2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League.

Gem of Power

An ancient Gem of Power has been partially unearthed by your scouting party. The scouts have returned to your main force to report the news and obtain the tools and bodies they need to excavate the gem. There is one "minor" problem though... your scouts were being watched by the enemy!!

(1) Special Scenario Rules:

- (a) Use a small marker or coin to represent the Gem of Power and place it at the exact center of the table. Note that the Gem of Power does not block Line of Sight but it is treated as Impassable Terrain until it is successfully excavated by one of the armies.
- (b) To excavate the Gem of Power, a player must move a unit (or units) into base to base contact with the Gem of Power (note that Chariots may move into contact with the Gem of Power without taking any damage). At the end of the movement phase the owning player may roll a dice for each of his units in contact with the Gem of Power. On a result of '6' **or greater** the Gem of Power is successfully

excavated. The following modifiers are added to the die roll:

(the modifiers are cumulative):

- +1 – Infantry Unit
- +1 – Infantry Unit of 20+ models
- +1 – Dwarf Unit (Chaos Dwarfs do not count!)
- +1 – Dwarf Miner Unit

- (c) In addition, the army that has control of the Gem of Power adds +1 to their Power Dice pool and the unit in control of the Gem of Power gains MR2. *(If the unit in control of the Gem of Power is fleeing, you may not add the +1 to the pool).*
- (2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League, with the following modifications:
 - (a) After the Gem of Power is excavated, the item is treated as a captured enemy standard with the exception that a bonus of **200** Victory Points is granted if the bonus can be claimed by one of the players. Also note that the Gem of Power is never removed from play and can be captured / re-captured multiple times.

Gold Rush

Prospectors have found gold in the nearby mountains. Armies are being sent in to stake claims to the land. Control as much territory as possible to strike it rich!

- (1) Special Scenario Rules – None.
- (2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League, with the following modifications:
 - (a) 100 bonus victory points are awarded in this scenario for each table quarter which is controlled at the end of the battle (i.e. each table quarter is worth 200 victory points in this scenario). In order to hold or contest a table quarter in this scenario, the unit must have a current unit strength of **TEN** or greater.

Harbingers of Doom!

Mad Scientists and Crazy Engineers in Tilea have been busy building new weapons of war for the highest bidders. These Harbingers of Doom! are now being unleashed across the Old World

- (1) Special Scenario Rules:
 - (a) Each player fields three extra models on 20mm or 25mm square bases in this Scenario. These represent the Harbingers of Doom! If they have extra models, they may use them, if not take one model from 3 different units.
 - (b) Once regular deployment is finished (including characters), then starting with the player who placed his final unit last, players alternate deploying the Harbingers of Doom! anywhere in their Deployment Zone
 - (c) Harbingers of Doom have the following profile:

M	WS	BS	S	T	W	I	A	Ld
5	3	-	4	4	2	2	2	10

- (d) Each Harbinger of Doom! is armed with a hand weapon and has a 5+ ward save. Harbingers of Doom! are **Unbreakable**. They **can** prevent enemy units from Marching and they **do** trigger events and reactions in enemy units such as Night Goblin Fanatics and forcing **Frenzied** units to charge. Harbingers of Doom! **may** charge enemy units.

- (e) Harbingers of Doom! are strapped with explosives which they also may use to attack their enemies with. Harbingers of Doom! may be detonated by the owning player at the **START** of **either** player's shooting phase. The presence of nearby friendly models or any models in close combat does **NOT** prevent the detonation. If both players wish to detonate Harbingers of Doom! in the same shooting phase, then start with the player whose turn it is and alternate the detonations. If a Harbinger of Doom! has been charged and is subsequently detonated in the same turn by the owning player prior to close

combat occurring, the unit which charged is not eligible for an overrun move as it was not engaged during the close combat phase.

(f) When detonated, center the Large Round Template on the Harbinger of Doom! All models (friend or foe... regardless of whether or not they are in close combat) fully under the template are hit automatically. Those whose bases are partially covered are hit on a 4+.

(g) Each model hit by the blast suffers a S4, *armour piercing* hit. When detonated the Harbinger of Doom! is killed and removed from play.

(h) If a Harbinger of Doom! is killed by an attack prior to voluntary detonation, then roll a D6. On a 1-4 the Harbinger of Doom! does not detonate. On a 5-6 the Harbinger of Doom! detonates (resolve the detonation immediately).

(i) Casualties caused by a detonating Harbinger (friendly or enemy) can cause panic tests (resolve at the end of the phase in which the detonation occurs).

(j) Treat Harbingers of Doom! as generic humans. Do not apply army specific rules to them (e.g. Tomb Kings messengers are not Undead, etc.)

(k) If a Harbinger of Doom! is killed he is worth zero victory points to the enemy.

(2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League.

Hidden Deployment

A haze across the battlefield has made it impossible to ascertain how the enemy army is deploying. The generals will have to deploy their army without any knowledge of the enemy.

(1) Special Scenario Rules:

(a) After terrain is placed and table sides are determined, each player will have to sketch a map of the battlefield and indicate their deployment on the map. This is done without any knowledge of the units or deployment of the enemy army. Once both players have completed sketching their deployment, the maps are revealed to each other and the units are deployed as sketched out.

(b) Units that have special deployment options may not use them in this scenario. This includes scouts, Beastmen Herds, Skaven Gutter Runners with Tunneling deployment, Dwarf Miners, Wood Elf Waywatchers, Chameleon Skinks, etc. – all units must be sketched out and deployed in your deployment zone.

(2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League.

Infantry Strikes Back!

Old World infantry tactics, training, and equipment are finally catching up to the recent proliferation of Cavalry intense armies reigning terror upon their enemies....but will the new developments be enough to stem the tide?

(1) Special Scenario Rules –

(a) Shieldwall: When stationary for the player turn, infantry units using spears and shields increase their Armour Save by +1 in close combat against enemies fighting to their front. Characters may not benefit from this bonus, and this bonus only applies in close combat, not against wounds suffered from shooting, magic, or other means.

(b) Keen Halberds – In addition to providing their normal +1 Strength, Halberds also benefit from the *Armour Piercing* rule.

(2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League.

King of the Hill

The opposing generals have ordered their armies to take the high ground in the center of the battlefield.

(1) Special Scenario Rules:

- (a) The primary objective is a hill that must be placed in the center of the table. The hill does not count as one of the pieces of terrain for purposes of generating terrain.
- (b) A unit must have a current unit strength of 5 (in addition to not being a character, monster, or fleeing as outlined in the scenario) or greater to capture the hill.
- (c) The army with the unit closest to the hill at the end of the battle captures it. If both players have a unit equidistant from the hill, one player captures the hill if their unit is worth more than double the points value of the closest enemy unit (which is eligible to capture the hill).
- (d) Multiple units that are on the hill are not combined to determine who captures the hill. If an army has multiple units that occupy the hill, only the most expensive unit for the army that's on the hill counts.
- (e) It is the point value of the current models in the unit, not US that determines who captures the hill. Also, it is not victory points as determined for scoring (i.e., half points for a unit under half or full points for a unit over half), but the current value of the models in the unit(not including characters or monsters).
- (f) A unit on the hill is considered as close as any other unit on the hill – there is no additional advantage to be "closer to the center" of the hill. You're either on or off the hill.

(2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League, with the following modifications:

- (a) The army that captures the hill earns 300 bonus victory points.

Messengers

By chance, two hostile armies meet in a valley and battle ensues. Both armies, desperate for reinforcements, decide to send out a handful of Messengers for a chance to warn their allies. The element of surprise will play a huge role in the upcoming battles; therefore, your objective is to get as many of your Messengers off the board as possible, while keeping the enemy's Messengers from escaping.

(1) Special Scenario Rules:

- (a) This scenario requires both armies to have 3 extra models to represent the Messengers. If they have extra models, they may use them, if not take one model from 3 different units. The models should be a model on foot that is on a 20mm or 25mm base.
- (b) Once regular deployment is finished (including characters), then starting with the player who placed his final unit last, players alternate deploying Messengers anywhere in their Deployment Zone.
- (c) Messengers have the following profile:

M	WS	BS	S	T	W	I	A	Ld
6	4	3	3	4	2	3	1	9

- (d) Each Messenger is armed with a hand weapon and has a 5+ ward save. Messengers are immune to Fear and Terror. They do not prevent enemy units from Marching regardless of how close they are. In addition, Messengers do not trigger events or reactions in enemy units of any kind (e.g., Night Goblin Fanatics or units with Frenzy). Messengers may not charge enemy units of any kind for any reason but will fight back as normal if they are engaged in combat and may make charge reactions as normal.
- (e) Messengers must try to escape the battlefield via their opponent's far table edge. Models that are chased or driven from the field count as escaping as long as they weren't destroyed in the process. Each Messenger is duty bound to go in a different direction. Thus, each one must leave the table via a different escape zone. Break down the long table edge into three 2' sections. Each 2' section is one of three escape routes.
- (f) Treat messengers as independent characters for shooting and movement.

- (g) Treat messengers as humans. Do not apply army specific rules to them (e.g. Skaven messengers flee 2D6 not 2D6 + 1, VC and Tomb Kings messengers are not Undead, etc.)
- (h) If a messenger is killed he is worth zero victory points to the enemy (although the enemy does prevent him from earning 150 points for his opponent!)
- (i) Models that are chased or driven from the field count as escaping as long as they weren't destroyed in the process.
- (j) Messengers are **never** march blocked!
- (2) Mission Objective/Scoring- Use the standard victory point scoring rules for the League, with the following modifications:
 - (a) For each of your Messengers that gets off the board (through the proper places) you receive 150 bonus victory points.

Pitched Battle

The most common engagement fought in the Old World.

- (1) Special Scenario Rules – None.
- (2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League.

Raise High the Flag

A new war has erupted and the armies are whipped up with fervor for their cause. The sight of their banners fills them with the courage and confidence they need to destroy their enemies in the early stages of the war. However, loss of their banners has an equally devastating affect on morale.

- (1) Special Scenario Rules:
 - (a) In this scenario, a side that has a standard bearer adds +2 to its combat result (instead of +1) when determining which side has won a close combat.
 - (b) In this scenario, a side that has a battle standard bearer adds +2 to its combat result (instead of +1) when determining which side has won a close combat. Note that if you have a unit standard and the battle standard in the same unit they do stack!
- (2) Mission Objective/Scoring – Use the standard victory points scoring rules for the League, with the following modifications:
 - (a) 100 bonus victory points are awarded in this scenario for each unit standard or army battle standard that is captured and held at the end of the battle (i.e. each standard is worth 200 points in this scenario).

Secure and Control

The location of three magical artifacts of great power buried deep below the surface has been discovered! Your mission is to secure and control the sites so that the mining crews can be brought in to excavate them. It won't be easy though.....as your enemy has the same orders!

- (1) Special Scenario Rules – Use the Pitched Battle scenario from the Warhammer rulebook with the following modifications:
 - (a) Use three small markers or coins as objective markers to represent the excavation sites. Place the first objective marker at the exact center of the table, the second 18" to the right of the first objective marker, and the third 18" to the left of the first objective marker. Note that the Objective markers do not block Line of Sight and are treated as open terrain features.
- (2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League, with the following modifications:
 - (a) No Victory Points can be claimed in this scenario for holding Table Quarters.
 - (b) Each objective marker held at the end of the game is worth 150 Victory Points. To claim an

objective, a player must have a Unit Strength 5+ unit within 6" of the objective marker and the enemy must not have any Unit Strength 5+ units within 6" of the objective marker at the end of the battle. If these criteria are not met, then neither side may claim that particular objective.

Note that a friendly / enemy unit may only claim / contest one objective and the unit does **not** have to be wholly within 6" of the objective to claim / contest it.

Treacherous Trio

The clandestine actions of espionage usually don't come into play directly on the battlefield, but in war, not everything goes as planned. Your spies have stolen some important enemy plans. Unfortunately, only one of your spies has them, and your enemy's spies have also taken vital information from you! You must try to protect your spy as he struggles to return to friendly territory and kill the enemy spy before he escapes to safety.

(1) Special Scenario Rules:

- (a) This scenario requires both armies to have 3 extra models to represent the Spies. If they have extra models, they may use them, if not take one model from 3 different units. The models should be a model on foot that is on a 20mm or 25mm base.
- (b) After both armies are deployed (including Scouts, any tunneling markers, etc.), both players place one Spy at a time starting with the player who placed his final unit last. The Spies are deployed anywhere in the enemy's Deployment Zone.
- (c) Each player must secretly designate one of his three Spies to be the one with the enemy plans. Note down on a piece of paper which Spy has the plans. The other two Spies are decoys.
- (d) The Spies have the following profile:

M	WS	BS	S	T	W	I	A	Ld
6	4	3	3	4	2	3	1	9

Each Spy is armed with a hand weapon and has a 5+ ward save. Spies are immune to Fear and Terror. They do not prevent enemy units from Marching regardless of how close they are. In addition, Spies do not trigger events or reactions in enemy units of any kind (e.g., Night Goblin Fanatics or units with Frenzy). Spies may not charge enemy units of any kind for any reason but will fight back as normal if they are engaged in combat and may make charge reactions as normal. Spies are **never** march blocked.

(2) Mission Objective/Scoring – Use the standard victory point scoring rules for the League, with the following modifications:

- (a) If the Spy with the enemy plans (not the decoy models) survives the game, he is worth an additional +100 Victory Points. If he survives and is in the controlling player's Deployment Zone at the end of the game, he is worth +200 Victory Points.