

SCGWL Fantasy League Rules



Spring 2012 Season

Part 1- Scheduling

All Games are scheduled with a two week play period, beginning on a Sunday and ending on the second Saturday following the first day of the play week. It is the player's responsibility to arrange the game with their opponents by using all of the available means, including emails and phone numbers. Results are due within 24 hours of the completion of the game being played, to ensure book keeping accuracy. Any games not reported by the ends of weeks three, seven, and ten are subject to being assigned Draws by the Commissioner, unless arrangements have been made in advance of those deadlines. In the event that your opponent has proven unable or unwilling to complete the game in a reasonable time, it is your responsibility to inform the Commissioner prior to the deadline.

In the event that one or both players fail to schedule properly, a Forfeit will be assessed to the game. The forfeiting player will be scored with a loss or a draw if both players mutually forfeit. Winning by Forfeit awards the victor a Bridge Territory. Players with a pattern of forfeiting games without cause will face further penalties at the discretion of the Commissioner.

The Season will consist of ten game weeks. Players are organized into divisions of four players, sorted by geography. The first and last three weeks of the season will be games within your division, while the middle four are cross divisional games, with a rotation based on the number of divisions. Playoff spots are drawn from division winners and a number of wild cards based on the division layout. They are conducted in a seeded manner, with higher seeds receiving bye weeks and always playing the lower seeds.

During the finals game, a draft will be held. This event is mandatory for all new members. During this event, the territories will be drafted for the following season, in an order determined by the record from the prior season. Once all returning members have drafted, new members draft in the order that their payments were received by the treasurer. Drafting continues until all players have received two territories. Any member unable to attend the draft must email the Commissioner a draft proxy list or designate an attending member to draft in their place. Army type and name are also due at the time of the Draft.

Part 2- Army Selection

All armies must be selected from the current army books, not appendix lists. No forge world, expansion, or White Dwarf rules may be used with the following exceptions, listed below:

- 1) Empire, Warriors of Chaos, and Daemons of Chaos may all select the relevant Forge World units for their armies, but must inform the opponent of their potential use when scheduling the game. Warriors of Chaos may not take Chaos Dwarf units.
- 2) Ogre Kingdoms may select Rhinox Riders under the Forge World rules, but must inform their opponent prior to the game of their potential use.
- 3) Chaos Dwarves must use the relevant Forge World army list.

All armies must total 2500 points. All percentages are calculated at this total, even if you are making use of a Bridge or Road territory. This means that having a bridge will not increase your Lord allowance, but will not up the required Core either.

An army may select a single special character and a single named unit champion, but no more than those two. A Special Character is defined as any Lord or Hero selection with a unique name. A named unit champion is defined as any non-character selection with a unique name. Any such selection must be taken each and every week of the season, with no exceptions. The selections must also not be on the SCGWL Ban list (See Appendix A) to be eligible for use. You may change your selection of unique characters once per season, but it must be reported to your next opponent and must be changed prior to week ten.

In addition to certain characters being banned, there are some specific magic items that are on the SCGWL Ban list. These may not be taken in any league game.

Part 3-Playing the Game

Games must be played in an agreeable venue, arranged by both participants. In the event that one or both players cannot reach consensus, there are a number of

SCGWL approved neutral locations, which both players are expected to accept as an acceptable alternative. These sites are: GMI Games of Riverside, Games Workshop LA Battle Bunker, Games Workshop Ontario, Game Empire of Pasadena, and The Realm of Brea. Any game requiring the direct supervision of the Commissioner will be held at either GMI Games or the LA Battle Bunker.

Army lists must be created in advance, in pen or computer printout form, prior to arrival at the agreed venue. Any evidence of misrepresentation of army lists will be grounds for disciplinary action. Armies must be easily identifiable assembled models of the unit type, reflective of the equipment being employed by the unit. All mundane options, such as weapon selection, commands, and armor, must be revealed when the army is described to the opponent. Magic items and hidden units, such as assassins and fanatics, need not be revealed, but must be clearly noted to unmistakably identify which units they reside in on your army list. Following the game, a copy of the army list must be given to your opponent for their review.

Players generate terrain for the battlefield, as outlined in Appendix C, then roll scenario from Appendix D. Prior to the game, each player may select up to three territories that they wish to use during the game. Multiple copies of the same type of territory may not be used, with the sole exception of Road and Bridge. A given unit may not benefit from two territories in the same game. Any rules for designating things in the army list must be done in pen prior to the game setup, as well. These territory selections must be announced to the opponent prior to terrain setup, along with which of those territories will serve as your wager.

At the end of the game, the players will generate a territory from the Appendix B- Territories. The victorious player has the choice of accepting that randomly selected territory or taking the other player's wager. Should the wager be selected, then the defeated player will receive the randomly generated territory in its place.

Should a player ever find themselves in a situation where they possess duplicate territories to the point where they are unable to use two or three of them in a game, they have two choices. They may simply bring an extra along purely for wagering purposes. They may also petition the commissioner to have one of their duplicate territories replaced with either a Bridge or Road, depending on the quality of the original territory.

Part 4- Scoring the Game

Once completed, both players must submit their scores to the SCGWL website. Victory is determined in the scenario description in Appendix D. In addition to the victory, any changes in territories must be reported by both players. Finally, in the event of a poor game experience, any concerns about Sportsmanship or Composition must be reported. If no territories are reported, none will be assigned. If no Sports or Comp issues are mentioned, a perfectly acceptable game will be assumed and both sides will score three points each for both Sports and Comp.

In the event that you feel that a player either behaved poorly or brought an unreasonably unfair army, you must describe the nature of the infraction in your game report or in an email to the Commissioner. Based on the nature of the infraction, the Commissioner will investigate the complaint and then assign a lower score using the following criteria as a guideline.

One Point Sportsmanship Deductions:

- 1) Excessive argumentative rules disputes, including personal insults.
- 2) Improper dice etiquette, including unclear rolling that appears suspect.
- 3) Gloating or other unbecoming conduct during the game.

One Point Composition Deductions:

- 1) Excessive unbalancing of one phase of the game.
- 2) Excessive list tailoring that renders the game frustrating, such as 200 flaming archers against a Wood Spirit army or spamming ethereal units against Beasts.
- 3) Armies designed to exploit rules loopholes, such as super units with frontages composed entirely of characters or spamming five man empire detachments.
- 4) Armies designed around math with no discernable theme.

Three Point Sportsmanship Deductions:

- 1) Threats of physical violence, either against people or models.
- 2) Willful misinterpretation of the rules.
- 3) Blatant dice or movement cheating.

Three Point Composition Deductions:

- 1) Having an army list that is either illegal or not properly prepared for the game.
- 2) Total overload of one phase of the game.
- 3) Willful WYSIWYG misrepresentation.
- 4) Deliberate game unbalancing army design that renders the game miserable.

Players score six points for a win, two for a draw, and zero for a loss. Willful use of the infraction reports as a means of retaliation will be grounds for ejection from the League. Any actual acts of violence against any person or property during or resulting from any League game will be grounds for permanent dismissal from the League.

Part 5- Dues and Leadership

League Dues are due by the Draft. Membership dues are set at \$25 per season. **In addition, members who participate in both leagues pay \$40 for their dues to play both game systems.**

League Leadership consists of the following people in the following roles:

Fantasy League Commissioner- Quentin Bohn (phazael.scgwl@gmail.com)

Fantasy Terrain Design and Secretary- Carol Tiveron (carol.tiveron@gmail.com)

Fantasy Terrain Designer and Treasurer- Jennifer Starling (quyrean@yahoo.com)

40k League Commissioner- Scott Tiveron (scott.tiveron@gmail.com)

Appendix A- SCGWL Ban List

This is the list of banned items and characters at all League events. This list is not open to appeal. Reasons for the ban are listed following the name of the offending character or wargear item.

Banned Characters:

Teclis- Magic Phase abuse and ludicrous efficiency

Thorek- Overpowered anvil mechanics.

Shadowblade- Turn one general assassinations are not fun for anyone.

Skarsnict- Slows down play to an unreasonable degree.

Kairos- Overpowered magic phase and reroll mechanic.

Slugtongue- Damages the entire enemy army prior to game beginning.

Villitch- Overpowered magic phase.

Karl Franz- Extremely powerful on a dragon with Ghar Maz.

Masque of Slaanesh- Too much Leadership bombing.

Banned Items:

Neferra Tablet- Breaks the magic phase in too many ways.

Cupped Hands- Pawns risk of abusive magic on to the other player.

Folding Fortress- Always taken for pure abuse.

Appendix B- Territories

D66	Name	Rules
11-12	Bridge	Increased Maximum Army Size by 50 Points.
13	Counter Magic	Once per game, one enemy spell is automatically dispelled, even if cast with irresistible force. This will also negate any Loss of Control results associated with the Irresistible Force.
14-15	Enchanter	One Unit Champion, noted secretly on your army list, is granted a free magic weapon for no point cost from either the common items or from their own army list. This weapon must be worth 25 points or less, but it may duplicate a choice that the army already has selected elsewhere. Daemon unit champions may choose either a common weapon or one of the following gifts: Unnatural Swiftness, Firestorm Blade, Blade of Torment, Axe of Khorne, Stream of Bile, or Flames of Tzeench. Wood Elven tree spirit champions may select a common magic weapon or any Sprite worth 25 points or less.
16	Divine Intervention	Once per game, you may make your opponent reroll an entire dice roll, rerolling all dice involved with the roll. The second roll stands and may not be rerolled under any circumstances. If another reroll effect is in play, such as Hatred or Battle Standards, which is an automatic compulsory reroll, then that effect takes priority and only rolls unaffected by the rule may be rerolled.
21-22	Elite Training	One unit, declared before the game to the opponent, gains the Soul Hunger rule and rerolls any failed "to wound" rolls in the first round of any close combat.
23-24	Inspiring Leader	The army general increases their Inspiring Presence range by 6" beyond their normal distance.
25	Hidden Temple	Once per game, you may reroll an entire dice roll of your own, rerolling all dice involved with the roll. The second roll stands and may not be rerolled under any circumstances. If another reroll effect is in play, such as Hatred or Battle Standards, which is an automatic compulsory reroll, then that effect takes priority and only rolls unaffected by the rule may be rerolled.
26	Last Minute Orders	One Unit, other than War Machines and Large Targets, gain the Vanguard rule. Characters may not join this unit, unless they have the Vanguard rule as well. This may not be combined with any other pre game move mechanic or the Scout special rule.
31-33	Road	Increases Maximum Army Size by 25 points.
34	Rally Cry	One unit possessing a Unit Standard, declared at deployment, may reroll any failed Leadership tests for Break Tests and Swift Reform. Unstable units sustain half the normal wounds, rounding up, when they lose combat.

35-36	Geomancer	After terrain has been generated, but prior to selecting sides, you may replace one existing piece of terrain with any piece of your choice from the Appendix C list. If this terrain piece is designated as special, then you must have an appropriately modeled terrain piece of your own to represent this.
41	Mob Rules	One unit, declared at deployment, calculates supporting attacks as if it were in Horde Formation, even if it is not in that formation.
42	Reckless Charge	One Unit, declared secretly on your army list, rolls an additional D6 of charge distance the first time it declares a charge during the game.
43	Dispel Familiar	Your army increases all dispel rolls by +1.
44	Power Familiar	Your army increases all casting rolls by +1. This has no effect on any bound items or powers.
45-46	Rangers	Whenever a mysterious terrain piece is entered or deployed into by either player, roll twice and accept whichever result you choose for the terrain type. If both players have this territory, then the player who entered the piece chooses.
51	Elite Marksmen	One unit, declared at deployment, gains the Volley Fire rule. If the unit is already able to Volley Fire, it may then do so while on the move and may fire all models when stationary.
52-53	Winds of Magic	Once per game, you may reroll the Winds of Magic. This may be done in either your opponent's or your magic phase.
54-55	Alchemist	One unit, declared at deployment, gains the Flaming Attacks and Magical Attacks special rules. Any characters joining the unit are unaffected. Unit champions who purchase magical weapons are also unaffected.
56	Scholar	One wizard character in your army may choose their dice rolls when generating spells. These spells count against the limit of one spell per army, as normal.
61-62	Renown Troops	One unit with a unit standard, declared secretly on the army list, receives a free magic banner worth 25 points or less from its own army list or the Common Magic Items list. This may not be applied to a unit that already has a magical standard or daemonic icon, but it may duplicate an existing choice elsewhere in the army.
63-64	Weystone	Your army ignores the first Loss of Control effect it would ordinarily roll for. This does not apply to effects that cause the player to roll on the miscast table, like the Magic Flux Scenario of Hell Heart.
65-66	Explorers	You may reroll the results of any terrain pieces you generate, but not those off the opponent. If the reroll would result in a piece that is designated as special on the Appendix C table, then you must ignore the reroll and retain the original piece.

Appendix C-Terrain Generation

Generating terrain for games is done prior to the roll for scenario. It is done in a specific manner. First, the table is divided into six equal two foot by two foot sections, three per side. Players then take turns generating terrain from the table below, placing a piece in any of the six sections that does not yet have a terrain piece. Terrain pieces should have at least a six inch gap between them to allow normal ranked units to pass between them. Once all six sections have a terrain piece, each player rolls one additional piece on the table. This final piece may be placed anywhere on the table that they desire or need not be placed at all. Note that no game table should have more than two special terrain pieces, unless one or more Geomancer territories are being used in the game. Special terrain pieces are identified as such on the table.

A couple notes about terrain are worth mentioning. First, some terrain pieces, particularly the special ones, are often a subtype of the more basic terrain pieces from the main book. Where this is the case, it will be noted in the terrain description, but players should feel free to play a piece as a different base type if a more appropriate piece is available. The only hard exception to this are building based special pieces, which should always be played as buildings of the appropriate number of stories.

Appendix A1-Main Terrain Table

2d6	Type	Description
2	River or Marsh	Water Feature, Area Terrain, Mysterious, Roll on Table A8 when entered
3	Ruins, Special	Hard Cover, Area Terrain, Roll on Ruins Table A2 Below
4	Wall	Obstacle, Hard Cover, Roll on Wall Table A3 Below
5	Fence	Obstacle, Light Cover, Roll on Fence Table A4 Below
6	Ruins	Hard Cover, Area Terrain
7	Woods	Mysterious, Light Cover, Area Terrain, Roll on Table A9 when entered
8	Hill	Normal Hill, Hard Cover if behind, Elevated Line of Sight
9	Hill, Special	Hard Cover if behind, Elevated Line of Sight, Roll on Hill Table A5 Below
10	Small Building	Normal Building (see rulebook), This is a two story structure
11	Building, Special	Building (see rulebook), Two stories, Roll on Building Table A6 Below
12	Monument	Special, Impassible Feature, Roll on Monument Table A7 Below

Note that any terrain piece specified as area terrain is treated as dangerous to Cavalry, Monstrous Cavalry, Fliers, and Chariots that attempt to march, charge, or pursue through it, exactly like woods. In water features, these tests will fail on a roll of 1 or 2. Marshes are dangerous to ranked units, but on a roll of one only. Area terrain also negates any Steadfast of ranked units within them, while granting Steadfast to Skirmishing units. On the next page are all of the sub tables for the various terrain types listed above.

Table A2- Special Ruins

D6	Type
1	Altar of Khaine
2	Arcane Ruins
3	Charnel Pit
4	Magic Circle
5	Sorcerous Portal
6	Wyrding Well

Table A3- Special Walls

D3	Type
1	Wall
2	Blessed Bulwark
3	Blazing Barricade

Table A4- Special Fences

D3	Type
1	Fence
2	Ghost Fence
3	Blazing Barricade

Table A5- Special Hills

D3	Type
1	Anvil of Vaul
2	Scree Slope
3	Temple of Skulls

Table A6- Special Buildings

D6	Type
1	Acropolis of Heros
2	Dwarven Brewhouse
3	Grail Chapel
4	Haunted Mansion
5	Tower of Blood
6	Wizards Tower

Table A7- Special Monuments

D6	Type
1	Bane Stone
2	Even Waystone
3	Idol of Gork
4	Sinister Statue
5	Nehekharian Sphinx
6	Sigmarite Shrine

Table A8a- Mysterious Marshes

D6	Type
1	Earthblood Mere
2	Khemerian Quicksand
3	Mist-Wreathed Swamp

Table A8b- Mysterious Rivers

D6	Type
1	Normal River
2	Boiling Flood
3	Necrotic Ooze
4	Raging Torrent
5	River of Blood
6	River of Light

Table A9- Mysterious Woods

D6	Type
1	Ordinary Woods
2	Abysmal Wood
3	Blood Forest
4	Fungus Forest
5	Venom Thicket
6	Wildwood

Appendix D-Scenarios

The types of scenarios are listed in this section. Each scenario will have a deployment type (usually Battle Lines aka Pitched Battle), some special rules, and victory conditions. Note that several scenarios refer to units that are “scoring”, which in most cases will mean units that possess at least one command model of any kind. A unit can lose its scoring status if it no longer has any command models, like if it started with only a champion which was later slain, for example.

D66 Roll	Scenario Name	Counts as Pitched Battle	Scenario Objectives
11-13	Flank Attack	No	Victory Points
14-16	Invasion	Yes	Victory Points, Cross Table
21-23	Meeting Engagement	Yes	Victory Points
23-26	King of the Hill	No	Control Center
31-43	Battle Lines	Yes	Victory Points
44-46	Pride in the Colors	Yes	Hold and Capture Banners
51-53	Assassination	Yes	Victory Points, Slay Characters
54-56	Gain Ground	No	Control Terrain
61-63	Treasure Hunt	Yes	Locate and Secure Counters
64-66	Magic Flux	No	Victory Points, Control Center

If a scenario is noted on the chart above as “Counts as Pitched Battle”, then that particular scenario allows Wood Elven players to use their Woodland Ambush rules. This allows them to place one forest terrain piece anywhere on their side of the table, after sides have been chosen. This piece is always considered to be a normal forest, not mysterious, so do not roll for its type when it is entered.

Several of the scenarios are not decided by Victory Points. If a playoff game is using one of these scenarios and the end result is a draw, then victory points will be used as a tie breaker, with any margin being sufficient to achieve victory. Regular season games are scored as Draws, as normal.

Two of the scenarios require the placement of a piece of terrain in the center of the table, displacing other nearby pieces. The guidelines require moving the pieces towards the nearest table edges, but the intent is to retain spaces between all pieces of terrain on the table of six inches, so that normal ranked units can move between them relatively unobstructed. Some reasonable fudging may be required by players to achieve a reasonable play table.

Flank Attack

Deployment: This scenario follows the rules for Battle for the Pass from the main rulebook. This means that armies must deploy within 24 inches of their narrow edge.

Special Rules: After all units have been deployed, including scouts but prior to vanguard moves, each player may select one unit to remove from the table and place into reserve as their Outflanking Unit. This unit may only be joined by a character if it is of the same unit type as the unit. This unit may not have a total value of more than 400 points, including any characters present. The player who deployed first chooses their Outflanking Unit first. The Outflanking units arrive on a turn determined by the standard rules for reserves, beginning to roll on turn two. The unit may arrive from any table edge desired.

Victory: The winner is determined by Victory Points, with a margin of 100 or more required to win.

Invasion

Deployment: This scenario follows the rules for Battle Lines from the main rulebook.

Special Rules: After the final turn of the game, each player scores 100 additional victory points for each non-fleeing scoring unit, Battle Standard, or General fully within the enemy deployment zone. Scoring units include any unit with at least one command model present.

Victory: The winner is determined by Victory Points, with a margin of 100 or more required to win.

Meeting Engagement

Deployment: This scenario follows the rules for Meeting Engagement from the main rulebook.

Special Rules: See the main rulebook for the Meeting Engagement Scenario.

Victory: The winner is determined by Victory Points, with a margin of 100 or more required to win.

King of the Hill

Deployment: Prior to deployment, place a single standard hill feature directly in the table center. Displace any other nearby terrain towards the nearest table edge so that there is at least a six inch space between the terrain piece and the hill being placed. This scenario otherwise follows the rules for Battle Lines from the main rulebook.

Special Rules: None.

Victory: The winner of the game is the player with the most scoring units in contact with the hill feature at the center of the game. Scoring units are any unit with at least one command model present.

Battle Lines

Deployment: This scenario follows the rules for Battle Lines from the main rulebook.

Special Rules: None.

Victory: The winner is determined by Victory Points, with a margin of 100 or more required to win.

Pride in the Colors

Deployment: This scenario follows the rules for Battle Lines from the main rulebook.

Special Rules: None.

Victory: At the end of the game, each player adds their remaining banners to the number of banners that they captured, including army Battle Standards. The winner is the player with the highest total.

Assassination

Deployment: This scenario follows the rules for Dawn Attack from the main rulebook.

Special Rules: Challenges may not be refused in this scenario. Every unit champion slain by a player awards an additional 25 victory points. Every hero model slain by a player (including Dark Elven assassins) awards an additional 50 victory points. Every Lord or Monster model slain by a player (count ridden monsters as one model) awards an additional 100 victory points.

Victory: The winner is determined by Victory Points, with a margin of 100 or more required to win.

Gain Ground

Deployment: This scenario follows the rules for Battle Lines from the main rulebook.

Special Rules: None

Victory: The winner of the game is the player who controls the most terrain pieces at the end of the game. To control a terrain piece, the player must have a non-fleeing scoring unit in contact with the terrain piece with no enemy units of any kind in contact with the terrain piece. Scoring units are any unit with at least one command model present.

Treasure Hunt

Deployment: This scenario follows the rules for Battle Lines from the main rulebook. After sides have been chosen, but before any units have been deployed, each player alternates placing three loot counters, beginning with the player who won the roll for choice of sides. The first counter must be placed within a terrain piece within their own deployment zone. The second counter must be placed within a terrain piece in the area between deployment zones. The final counter must be placed within a terrain piece somewhere within the opposing deployment zone. If for some reason a counter cannot be placed within a terrain piece (i.e. there are no terrain pieces in the zone for some reason) it is then placed anywhere desired and treated like a dropped counter (see below).

Special Rules: At the end of each game turn, any scoring unit may search a terrain piece for the loot counters present, as long as no enemy units are in contact with the terrain piece. Roll a d6 for each counter present. On a roll of 1, each model in the searching unit immediately resolves a dangerous terrain test. On a roll of 4 or more, the loot counter is found and held by the unit in question. Held Loot Counters are captured like unit standards in close combat. If a unit carrying a counter flees for any reason or is destroyed outside of combat, it is dropped immediately on the spot where the final model stood prior to fleeing or dying. Dropped counters may be picked up by any model in contact with them at the end of the remaining moves phase. Armies subtract one dice from their Power and Dispel pools for every loot counter that they control at the start of each magic phase.

Victory: The army that holds the most loot counters at the end of the game wins

Magic Flux

Deployment: Prior to deployment, place a single Arcane Ruins feature directly in the table center. Displace any other nearby terrain towards the nearest table edge so that there is at least a six inch space between the terrain piece and the ruins being placed. This scenario otherwise follows the rules for Battle Lines from the main rulebook.

Special Rules: In addition to the normal effects of the Arcane Ruins, any model attempting to cast spells or bound powers within 6" of the center ruins must replace one of the dice used to cast with the artillery die. If a number is rolled, it is added to the casting value as normal, though a six on that die does not contribute to an irresistible force. If a misfire is rolled on the die, then the model attempting the power must roll on the miscast table, even if it normally ignores miscasts. At the end of the game, the army with the most models capable of channeling or otherwise producing dispel dice within 6" of the Arcane Ruins at the center of the table scores 500 bonus Victory Points.

Victory: The winner is determined by Victory Points, with a margin of 100 or more required to win.

<p>HILLS (0119)</p> <p>Open Ground Changing unit starting turn w/majority uphill. +1 combat result</p> <p>ANYTL OP WALT - Unit within 6' gains Magical & Flaming Attacks SCREEL ST OPE - Model's charging, marching, fleeing, pursuing or overrunning up, down or through as crease slope must take a Dangerous Terrain test.</p> <p>TEMPLE OF SIGHTS - At the beginning of each player turn, any character or champion on any roll a D6. 1. Remove model no save. 2-6 One random character goes up by D3 points.</p>	<p>FORESTS (0119)</p> <p>Crabby Monstrous Cavalry, Chariots - Dangerous Terrain on marches, charges, overruns, flees or pursues over Eggs begin/end bying more - Dangerous Terrain Save for unit w/majority in or when shooting through. No effect for shooting out of unit w/majority within cannot be defeated Skirmishers/Lone hit w/maj within - Subborn</p> <p>MONSTER OCS FORESTS - Roll D6 1. Ordinary 2. Abyssal Wood - Unit w/majority in gains Fear 3. Blood Forest - Any spell cast by (or at) model within: all units within forest suffer D6 S4 hits After: more forest 2D6' in random direction 4. Fungus Forest - Model within gains Stupidity 5. Goblin unit gains Subborn 6. Venon Thicket - Dangerous Terrain. Model within has dose combat Poison of Attacks 7. Will Wood - Unit within at end of turn, roll D6. On 4+, suffer D6 S4 hits.</p>	<p>REVERS (0120)</p> <p>Crabby Monstrous Cavalry, Chariots - Dangerous Terrain on charges, overruns, flees or pursues through Cannot march through Unit cannot be flanked or damn rank bonus</p> <p>MONSTER OCS RIVERS - Roll D6 1. Normal 2. Biding Flood - Model within at end of turn suffers S4 hit with no armor save. Immune to Flaming Fires 3. Necrotic Coae - Dangerous Terrain. Unit moving through gains Poisoned Attack until end of next players turn 4. Raging Torrent - Dangerous Terrain. Model within +3 hit 5. River of Blood - Unit that moves or charges through causes Fear until end of next player's turn. 6. River of Light - Unit entering hit by random Light Spell</p>	<p>MARSHLAND (0121)</p> <p>Non-sharshal units - Dangerous Terrain Crabby Monstrous Cavalry, Chariots - Dangerous Terrain terrain falls on 1 or 2</p> <p>EARTHLE OODMERE - Unit w/majority within gains Regenation (+) KHEMERAN QUICKSAND - Monstrous Monstrous Infantry, Monstrous Cavalry removed on failed Dangerous Terrain test with no save MIST WREATHED'S WAMP - Unit w/majority within gains hard cover. At end of movement phase, unit must pass hit die test or lose D6 model's.</p>
<p>DANGEROUS TERRAIN - If model marches, charges, overruns, flees or pursues into or through roll D6. On 1, wound (character D6) no armor save.</p>	<p>MONSTER OCS - Roll once per game when 1st entered DANGEROUS TERRAIN - If model marches, charges, overruns, flees or pursues into or through roll D6. On 1, wound (character D6) no armor save.</p>	<p>MONSTER OCS - Roll once per game when 1st entered DANGEROUS TERRAIN - If model marches, charges, overruns, flees or pursues into or through roll D6. On 1, wound (character D6) no armor save.</p>	<p>DANGEROUS TERRAIN - If model marches, charges, overruns, flees or pursues into or through roll D6. On 1, wound (character D6) no armor save.</p>
<p>OBSTACLES (0122)</p> <p>Crabby Monstrous Cavalry, Chariots - Dangerous Terrain on marches, charges, overruns, flees or pursues over Cover for units w/majority behind and in base contact. Being models in base contact may ignore. Unit's charge/units behind obstructive suffer penalty.</p> <p>BEAZING BARRICADE - soft cover, charges, hit S4 hit on model in contact BLESSED BULWARK - hard cover, charges -1 to hit, model's from Forces of Destruction have their initiative HEDGE - soft cover, charges -1 to hit. GHOSTFENCE - soft cover, defend or causes Fear in 1st round of combat WALL - hard cover, charges -1 to hit.</p> <p>DANGEROUS TERRAIN - If model marches, charges, overruns, flees or pursues into or through roll D6. On 1, wound (character D6) no armor save.</p>	<p>MYSTICAL MONUMENTS (0124)</p> <p>Treat as Impossible Terrain ALTAR OF KHAINE - Unit <= 6' gains From Any ARCANE RELIN: Wizard <= 6' can roll 1-4 dice to demand IF3 + one 6' roll on nearest. BANE STONE - +1 on wound rolls on unit <= 6' CHARMEL PIT: Unit within 6' is -1 Leadership. Unlaid gain, Regenation (+) ELVEN WAYSIDE: Wizard <= 6' +1 on demand. IDOL OF GODS: Unit <= 6' a start of turn can we'll failed charge distance rolls. MAGIC CIRCLE: Unit <= 6' 11 Magic Resist (2) SINISTER STATUE: Start of each player turn, roll for each unit <= 6': On 1-3, take D6 S4 hits SORCERERS POSE: Start of Magic phase, roll 2D6 & target closest unit. Ignore range, LOS, in combat, etc. 2-4 Soulflight (Lore of Death) 5-6 Wyman's Wildforms (Lore of Breath) 7-8 Plague of Rust (Lore of Metal) 8-9 The Speed of Flight (Lore of Light) 10-12 Herd of Fire WYRDMING WEL - Unit within 3' and not in combat may roll D6 at end of movement phase 1. No voluntary and on start of next turn 2-4 Unit receives 2D6 wound, worth of model die, sees spell Respects (Lore of Life) 5-6 Gains Stupidity & Unbreakable for game</p>	<p>BUILDINGS (0126)</p> <p>ENTER - non-marching infantry monstrous infantry war-beast, monstrous beast & swarms enter by charging, during move. Max 1 unit LEAVE - put unit adjacent to rib at least 1 rear rank, model 1' from building. No charges from. Forward unit must set as done as possible to an unharmed of charging. MAGIC - No protection from Magic attacks SHOOT FROM - Measure from side of building 360 degrees. Only 1 model per floor. SHOOT AT - Unit inside has hard cover. Templates do D6 hits CHARGE - With only 1 unit, No charge bonus. Destroyer can only roll or stand still ODDWAY: Each side chooses 10 models to fight. (Monstrous infantry/craby/beast=3, Monstrous=) Up to half on any model's can attack distance champion/ etc. Casualties taken from back as normal. Chaff anger can be fought only with one of 10 chosen model. COMBAT RESULT - Combat result only based on kill. (monster wins a tie), D defend er's stand off. If defend er fails break test, place on opposite side of building from attacker. Attacker may then enter. If defend er does n of lose, only result is attacker moves back 1'</p>	<p>ARCANE ARCHITECTURE (0130)</p> <p>Treat as Building or Impossible Terrain ACROPOLES OF HER OCS - Unit <= 6' gains Subborn Garrisoned unit +1 to hit in combat DWARF BREWHOUSE - Unit within 6' gains Immune to Pyrology & Subborn. Dwarfs also gain Unbreakable & must pass Leadership test to move out of effect range. GRAIL CHAPEL - Unit from Forces of Order within 6' gains Regenation (+). Bretonnian & no gain Subborn HAVENED MANSION - Unit within 6' a end of shooting phase suffer D6 S4 hits no armor save. Unit inside causes Fear. NEPHEWARKAN SPECTER - At start of phase turn, player can pick character within 6' to take hit die test. On fail, wound no armor save. On pass, roll only gain Destructive Charge. Heroic Killing Blow, or Loversmaster (Death) for rest of game. SIGMARTTESHRINE - Unit from Forces of Destruction <= 6' re-roll successful ward save TOWER OF BLOOD - Unit within 6' gains Harard. Forces of Destruction also gain From Any WIZARD'S TOWER - Wizard within 3' a start of magic phase has two all spells from his chosen lore that phase. If > 1 wizard in range, randomize wh o gains spell.</p>