WARMASTER

WARMASTER SCENARIO GENERATOR

By Lex Van Rooy

Happy Dutchman and all round great geezer, Lex Von Rooy has been frantically typing at his computer to produce this rather large but extremely useful and cool article you now see before you. Be warned lots of tables, charts and suchlike are before you, so make sure you have drunk a large mug of coffee before you start reading.

When leafing through WD 292 (UK April edition) my eyes fell on Gav Thorpe's article on scenario generation. "Well," I thought, "something like that would be nice for us Warmaster players as well". Filing that thought away, I read the rest of the magazine and subsequently forgot all about it.

Some months ago it came up in conversation with Matt. He told me they had discussed doing something like that

en route to the EuroGT in March, with Rick and Jervis. Obviously, not taking that precautionary step BACK when someone calls for volunteers, I ended up getting drafted into preparing this article for your entertainment.

So, with a BIG thanks to Gav, for providing such great material to start of from, here is a Random Scenario Generator for Warmaster.

USING THE GENERATOR

The scenario generator is divided into two parts – a pre-battle sequence and a battle sequence.

In creating the article we worked under the assumption that the scenario generator will be mostly used when playing games between 1,000 and 2,500 points (min-max 1K or 2K armies), however the basic generator will work for bigger battles too. Just remember that some distances on the table may need to be increased when playing over a larger area.

PRE-BATTLE SEQUENCE

1. Choose Armies

Basically this means agree on the points value you want to play!

2. Determine Engagement type

Where we determine what kind of battle it will be. Is one player gonna be prepared and set to receive their opponents, or prone to walk into an ambush?

3. Determine Objective(s)

Figure out what exactly your army is trying to achieve. Other then Orcs, who will pick a fight just for the heck of it, normally armies have a reason for taking the field.

4. Determine Terrain

Any general worth his slat will know the lay of the land and prepare his battle-plan accordingly.

5. Determine Deployment

Are you able to out-scout your opponent and bring in part of your forces from their flank, or possibly even their rear? Or did your opponent outmanoeuvre you and gain the initiative?

6. Determine Special Circumstances

Sometimes the powers may favour you, but more plentiful are the days that the best-laid plans go awry due to unforeseen circumstances

BATTLE SEQUENCE

7. Deploy Armies

Determine who sets up first (which may be due to any effects from step 1-6) and deploy your troops for battle.

8. Determine game length and First Turn

If not pre-determined through effects from steps 1-7, this is where we figure out how many turns to play and who gets to go first.

9. Fight the Battle

Well, what are you waiting for!

High Elves

When using the scenario generator, an additional random circumstance applies to the High Elves – Intrigue at Court. In play-testing this was received enthusiastically because it does add to the tactical considerations when playing High Elves. As such I would put it forward for inclusion in games other then those using the Warmaster Scenario Generator as well.

INTRIGUE AT COURT

High Elves select their army like normal. However, because of the various intrigues at court the Elven forces need to roll a dice to determine who amongst the nobles in the army will effectively command it.

• Count up the number of Heroes and Wizards in the army and randomly determine whether a Hero or a wizard will lead the army. For example, two Heroes and one Wizard in the army would mean that on a 1-4 one of the Heroes leads the army while on a 5 or 6 the Wizard takes command. If there are several characters of the same type, simply nominate one to be promoted to General.

• If a Hero is nominated General you need not change a thing.

• If a Wizard is nominated he will still be a Leadership 10 General, but with just +1 attack AND will have the restrictive Command range of the Wizard. Also note that the 'General' originally bought from the selector in this case will be fielded as a normal Hero (LD 8/+1 attack).

1. Choose Armies

No, I am not going to tell you lot how to choose your armies – you can figure that out for yourselves! However, we are going to add a slight twist to this. In the rest of the article we will talk about your armies in terms of Vanguard, Main Force and Rearguard. Effectively we allow you to determine IF you want to split your army into 3 basically separate forces. Obviously there are pros and cons, read the rest of the article and you will see that sometimes (not) having a Vanguard will (not) be in your advantage. Check the separate box for the specific rules on splitting your forces.

Vanguard and Rearguard

Before taking step one on the scenario generator, you may divide your army into a Vanguard and Rearguard, as well as the main force itself. Rather than talking about a minimum or maximum number of units in either the Vanguard and or Rearguard, there is simply a minimum or maximum percentage of your army's total points that you can include in each.

Vanguard: max 30% of army's points

Main Force: min 50% of army's points

Rearguard: max 25% of Army's points

In addition the following rules apply:

• To command the Vanguard you need to nominate a Hero (which may be your General) to lead them.

• To command a Rearguard you can nominate either a Hero or a Wizard/Shaman (but not the General).

• Each part of your force must have at least one character allocated to it.

• The Vanguard is supposed to be a quick-moving force that can move onto the battlefield before your main army does, and snatch strategic positions. You can never have troops that move less than 20 cm as part of your Vanguard.

2. Determine Engagement type

For simplicity sake we define three possible types of engagements. Roll 1D6 and check below to find the engagement you are going to fight.

D6   Engagement type

1-2   Pitched Battle: both armies have manoeuvred extensively to find a battlefield to their liking, then pitched camp for the night. The following day the armies deploy and battle commences.

3-4   Meeting Engagement: elements of the armies clash unexpectedly and battle is joined with parts of the army deploying when they arrive on the battlefield. Meeting Engagements favour faster armies and those that carry a Vanguard, as that is the first part of the army to engage the enemy.

5-6   Assault: Sometimes armies need to assault a prepared enemy position, sometimes they may be in place to spring a well timed ambush on their opponents. In the Assault the attacker gains advantages in deployment, but the defender has the bonus of bringing up reinforcements in the form of his Rearguard. To determine who is attacker and defender both players roll 1D6; highest score can choose.

3. Determine Objective(s)

Although the basic victory conditions for Warmaster do a great job simulating the normal end of a battle – losing command structure and losing army coherency/effectiveness – there will be times when battle is joined fully well knowing that there are other objectives, such as simply holding back the overwhelming tide of enemy troops, gaining valuable time for the rest of your army to mobilise. To add this layer of intricacy to the scenario, roll 2D6. The result is checked against the Engagement type found in the previous step.

Pitched Battle	Meeting Engagement	Assault	Objective
2	2	2	Do as you see fit
3	3	3-4	Kill them all!
4-5	4-6	5	Capture*
6-8	7-8	6	Conquest
9-10	9-10	7-9	Advance
11	11	10-11	Vengeance*
12	12	12	Bring me Victory!

* For these results roll an additional D6. On a 4+ these objectives will become game ending conditions, similar to breaking the opponent or killing the General. For event or tournament play treat a game won under these conditions as the maximum possible result.

Do as you see fit
Select any of the other options from the table and note it down. Should both players end up on this objective they should write it down in secret and reveal simultaneously.

Kill them all!
Your aim is to cause as many battlefield casualties as possible, to put fear in your opponent's forces.

You get double VP for each unit/character that is totally destroyed on the battlefield (units fleeing off table will NOT count for VP).

Capture
In addition to normal conditions your forces will be trying to claim a pre-defined objective.

• Place an objective on the centre-axis of the table (roughly 10-15 square cm in size).

• At the end of the game calculate the points for all units within 20 cm of the objective. The player with the highest value can add the difference between the two scores to his VP total.

In games where Capture is used as a game winning condition then this condition can be met in the following way:

• If at the end of ANY player turn the player with this objective has at least 33% of his armies total points value within 20 cm of the objective.

Conquest
Normal game conditions.

Advance
You try and push as far into enemy territory as possible. This will disrupt communication and supply lines and make your opponent easier to conquer.

Any non-flyer units that you can walk off the opponent's table edge will count as Victory Points for you. The number of Victory Points is determined by the unit's status at the time (eg, complete unit, one stand lost etc).

Vengeance
A hated foe has taken the field against you. Should your forces be able to take out any opposing characters, those will count as double Victory Points for you.

In games where Vengeance is to be used as a game winning condition then this condition can be met in the following way:

• Secretly nominate any one of the opponent's characters. If you kill this character he is worth double Victory Points and fulfils the end of game condition.

Bring me Victory!
Place D3+1 Objective counters on the table (randomly placed on the centre line of the table). When a unit moves into contact with one of these objectives, they pick them up and can move with them at 10cm per turn. Should a unit 'carrying' an objective be attacked, leave the counter at the place of the original combat. Each counter controlled at the end of the game is worth 100 Victory Points, double that if the counter was moved off table at the player's original table edge.

4. Determine Terrain

A lot of times when electing to use the Random Scenario Generator there will be a table at hand, with plenty of (pre-set) terrain on it, so there is no need for terrain generation to form a particular part of the scenario generator. Even if this isn't the case, it is always better to set the terrain in a mutually agreeable way.

However, if some degree of randomness is desired, here are some suggestions to incorporate in your games:

1. Both players roll 1D6. The player with the highest roll goes first and can re-place any terrain feature on the table for each point on the dice roll. Terrain pieces should not be placed nearer than 20 cm to other pieces unless they represent linear features (like rivers etc). Pieces that can be 'stacked' (woods on hills, etc) are allowed.

2. Both players can place 1-3 pieces of additional terrain on the table. Alternatively, instead of placing those pieces then can take one piece off.

3. In Assualt scenarios you could allow the defending player to erect a certain amount of fieldworks.

There are many more options to play around with terrain, be careful that 'table creation' does not become a game in its own right !

Terrain Ponderings
One of the things I have found invaluable is to make sure you have some (3 or 4) terrain pieces of your own with you. Be it army specific terrain or bits that can be used as objectives, camps etc. Not only will it provide some 'familiar grounds', but it will also allow you to somewhat customize the battlefield.

Determine Deployment

Any General worth his/her/its salt, will be aware that the lay of the land can greatly help or hinder his battle plan. Deploying in the proper place will win a battle. To find out what kind of set-up we will encounter roll a D3 and look up the result for the appropriate engagement type.

PITCHED BATTLE

In all Pitched Battles there should 80 cm between the two deployment zones.

Pitched Battle 1

Pitched Battle 2

Pitched Battle 3

MEETING ENGAGEMENT

Set-up zones for Meeting Engagement 1 should start 30 cm from the corners of the table.

For Meeting Engagement 2, select one of the corners. The opposing player then sets up diagonally opposite.
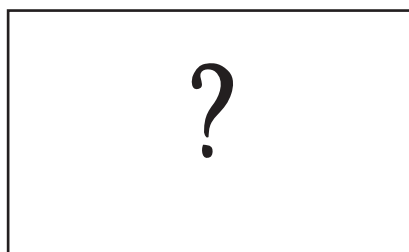
For Meeting Engagement 3 a special rule applies. Both players should roll 1D6. The highest scoring player can nominate any 30 cm of table edge that is not partly around a corner as his set-up zone. His opponent can select any other 30 cm of edge, as long as he is at least 80 cm away from his enemy.

Meeting Engagement 1

Meeting Engagement 2

Meeting Engagement 3

?

ASSAULT

In all Assault scenarios, the Rearguard enters on the defender's base edge, within the boundaries of the indicated deployment area.

In Assault 1, the attackers Vanguard could enter on either of the short table edges.

Assault 1

Assault 2

Assault 3

5. Determine Special Circumstances

Even the best-laid plans can go awry when fate is against.

- To determine if the scenario is affected by any special circumstances, both players roll 1D6.

- If the results tie, check the effect in the Major Effects table below.

- Should the result add up to a 7 then consult the Minor Effects table.

Major Effects

1. Adverse weather conditions.

Weather can be a determining factor during a battle.

Roll 1D6 and apply result as per below:

1. **High Winds:** All flyer-movement restricted to 30 cm. Home back is not affected.

2. **Torrential Rain:** All missile attacks are at +1 to hit (5+ instead of 4+ etc).

3. **Clogging Mist:** Line of sight is restricted to 30 cm. Each turn after the first roll D6: on 5+ LOS expands by 30 cm, on a 1 it reverts to 30cm.

4. **Smothering Warmth:** Any orders to a unit, after first, in each Command phase get an additional -1 Command penalty.

5. **Icy Chill:** All combat attacks are at +1 to hit (5+ instead of 4+ etc).

6. **Thunderstorm:** Apply effects of High Winds and Torrential Rain. In addition, in each Shooting phase both players nominate one point of impact. Roll a Scatter dice and Artillery dice and move the point of impact in the direction and disance indicated. Should the impact be over a unit, lightning strikes that unit with 3 shooting attacks at 4+ to hit. Should any hits be caused the unit will be confused.

2. Ancient battlefield

The field has seen battle many times before. The spirits of the slain are restless and will often heed the call to arms when battle is once more joined over their graves.

- When a combat is joined, both players roll 1D6.

- On a 6 the ancient spirits of your race will join in that combat; place a unit of ghosts (Skeleton stats) in the combat as if they where just summoned per the Undead spell. They will fight in that particular combat and then fade away (ie, they can pursue, but any other result means the unit is taken off the table again.)

- Should both players roll a 6 then an independent unit with Graveguard stats is (randomly) placed on the table.

  - using scatter and artillery dice, nominate the centre of the table as starting point and determine final position and facing.

  - place the remaining two stands back to back behind the first. In effect the unit will be looking in 3 directions!

  - after the Graveguard is placed check to see if any target is in Initiative range.

  - if so, charge the Graveguard in and immediately proceed to fight that combat. (contrary to commanded Undead, these battlefield ghosts will (only) charge on initiative.

  - (the remains of) Graveguard units remain in play until completely destroyed, they always go first on initiative and must attack the nearest target.

3. Local population

The site of your battle is populated. An envoy could possibly persuade them to fight on your side.

• Roll 1D6 to determine what settlements you found (see the table on the opposite page). Place appropriate scenery/counter(s) on the table.

• Any character from your army can try to get them to join the fray. Make sure the character is in contact with the settlement and roll 1D6. Consult the chart below to determine the effect.

  • **JOIN:** add the appropriate units to your army roster, place them in their area and command them in your next Command phase as normal.

  • **NEUTRAL:** troops of a location staying neutral will not be placed on the table and can not be contacted again.

  • **TURNING HOSTILE:** add the appropriate units to your opponent's army roster, place them in their area. Your Character will need to retreat as if 'overrun'.

  • **DEFENDING:** troops defending their home do not count against BP or gain you VP when destroyed.

Locals defending their home will defend the borders of their area and thus count as defended/fortified (depending on the actual area). They will pursue enemies. They will not advance but rather fall back towards their 'home'. Missile armed troops will be able to shoot out and attack the nearest enemy in sight.

A Giant defending its 'home' will fight any troops in his predefined area, pursuing and Advancing when appropriate. When not in contact with troops he will charge on initiative and when not in contact with troops he will Throw Large Objects as per the Giant Goes Wild chart.

4. Foreboding

The auguries have been ominous, the sky over the battlefield has turned into a sickly shade of green, or the signs in the sky are unfavourable. Whatever the reason, the troops on both sides are unnerved and less willing to engage in battle.

• All units start the game with a -1 modifier to all Command checks when receiving orders.

• This modifier stays active until a unit has been successfully ordered (either singly or as part of a brigade) once. After that they will follow orders as normal, unless a unit or brigade is subject to a blunder.

• In addition to the randomly determined effect of the blunder the unit will also revert to the -1 Command penalty (note that this may result in one unit effectively dropping to -2 on account of the blunder results).

5. Magical Flux

The winds of magic are upset in this location, causing unexpected effects.

• At the start of each turn roll 2D6 for the state of flux. This result is applied for both players during that turn.

2	All spellcasters are able to cast two spells at normal casting values.
3-4	All spells benefit from a +1 when rolling to cast, but no re-casts may be made!
5-9	Magic behaves normally.
10-11	All spells suffer a -1 penalty when rolling to cast (spells that require a 7 to cast, need a 6 followed by a 4+).
12	No spells will work this turn, any lasting spell-effects are instantly nullified as well !!

Settlement Types

1. Goblinoids

There are 3 small camps, randomly placed in the area of the battle. Parley results:

    1-3   Join
    4-5   Neutral
     6   Hostile

To find what troops a camp yields roll 1D6:

    1-3   Number of Goblin units equal to the dice roll.
    4-5   One or two units of Orcs.
     6   One unit of Wolf Riders.

2. Trolls

There is a Troll lair in the area (equivalent of one unit of trolls), it is randomly placed in an appropriate area – near any bridge or swamp will do nicely! Or actually in a water feature, should those be available.

    1-3   Join
     4   Neutral
    5-6   Hostile

3. Giant

A Giant is laying up in the area, a small counter should be randomly placed to represent his rest place.

    1-3   Join
     4   Neutral
     5   Hostile
     6   Defend

4. Ogres

A camp of the ever-mercenary Ogres is in the area (equivalent of one unit of Ogres), it should be randomly placed on the centre line of the table.

    1-4   Join
     5   Neutral
     6   Hostile

5. Bandits/brigands

There are three small camps, randomly placed in the area of the battle. Parley results:

    1-3   Join
    4-5   Neutral
     6   Hostile

Roll 1D6 per camp:

    1-3   Number of units of Bretonnian Spearmen equal to the dice roll.
    4-5   One (on a score of 4) or two (on a score of 5) units of Archers
     6   One unit of Mounted Squires.

6. Locals

One centrally placed, built-up area of app. 20x20 cm.

    1-2   Join
    3-4   Neutral
     5   Hostile
     6   Defend

Troops in the camp are (Bretonian stats for reference):

    Two units of spearmen
    Two units of archers
    One unit of Mounted Squires.

Evil armies will find it easier to recruit some populations then others, they can adjust their recruitment roll by -1 for population options 1-4, they do however also suffer a +1 for options 5 and 6.

Good armies can add 1 to their roll to determine the type of settlement (which should effectively rule out them trafficking with Orcs and their likes.

Author — Lex Von Rooy runs the sucessful and ever-growing Warmaster Yahoo group. He's been a Warmaster player since the game was first released. Lex hails from the Netherlands and also runs one of the Euro Grand Tournies as well.

Further Information — the Warmaster Range can be purchased from Games Workshop Direct. See the How to Order pages for more information.

More Warmaster — Turn to page 68 for Pick a Card.

Website — www.Warmaster.com & games.groups.yahoo.com/group/gw-warmaster/

6. Chaotic incursions

The weave of the Warp is highly unstable in several areas of the battlefield. With all the energies coming free in the battle a lot of denizens of the Warp will be drawn to it. At random moments during the battle they may be able to push through, into the mortal realm and the battle. Their feeding frenzy will not make any distinction between the armies locked in combat, they will simply assail the nearest target(s).

D6	Unit
1-2	No Unit
3	Flyer
4	Swarm
5	Spawn
6	Greater Daemon

Daemons suffer from Instability as per the rules in their army selector.

At the beginning of each turn after the first casualties have fallen (first unit destroyed!!) before any activities are done, roll 1D6.

• On a 3+ the appropriate Daemonic unit will appear (see table).

• It is placed in the centre of the table and Scatter Dice are rolled to determine where it will move.

• The Daemonic unit will attack any unit it contacts during that move, or that it ends within 5 cm off (in which case it will move into contact with that unit using the normal rules of engagement.)

• At the start of a player turn the active player rolls a Scatter dice for any surviving Daemonic unit.

• Note that Daemonic units will fight other daemonic units!

Killing Daemons will give you their victory value, units killed by Daemons count against your Break Point.

Minor Effects

1+6 Unstable Magic
On any spell-roll made the following rule is applied:

• Any 're-casting' ability, be it inane or begotten through the use of artefacts, will still work, but spells will be one level more difficult than before.

• Should the result be a 1, the magic user in question will suffer a magical backlash and not be able to cast more spells during the game!

• Should the spell normally need a result of 3+, 4+ or 5+ on a 6 it will be doubly effective (effect two units where it normally effects one, last until YOUR next turn where it usually last until your opponent's etc).

2+5 Plague
A virulent plague has stricken many of your troops down, you barely managed to get them to take up position on the line of battle. On the first turn (only) all troops are at an additional +1 to command (as if taking second orders).

3+4 Motivation
Your general has given a highly motivational speech to the troops. The first turn (only) all troops will automatically pass their first order!

6. Deploy Armies

In this stage the players actually deploy the armies on the table. This will be depended on the type of engagement we determined earlier:

Pitched Battle
The players both roll 1D6 (re-roll ties). The player with the highest score determines if he sets/up first, or forces his opponent to deploy. Start with deploying the Vanguard (if applicable) one unit at a time and alternating. After the Vanguard(s) have been placed we roll off again for the Main forces and subsequently for a Rearguard.

In each of the 3 phases of deployment the player that finished placing his unit first, gains a +1 modifier on the roll for first turn (see 8.)

After all troops have been deployed players that have nominated a Vanguard can elect to make one move forward with each Vanguard unit. Should they forgo this option they can add an additional +1 on the dice roll for first turn.

Deployment summary

Engagement type	Vanguard	Main Force	Rearguard
Pitched Battle (any)	Deployed together		
Meeting Engagement (Any)	Move on first	Move on second	
Assault 1 Defender	Deployed together		Reserve
Assault 1 Attacker	May flank	Deployed together	
Assault 2+3 Defender	Deployed together		Reserve
Assault 2+3 Attacker	Deployed together		

Meeting Engagement

The players both roll 1D6 (re-roll ties). The player with the highest score chooses an entry point to denote where his army is arriving from. He then makes a move onto the table with a unit from his Vanguard. At this stage note that no move may bring troops into contact with an enemy. This process continues until both players have moved all Vanguard units onto the table.

Starting with the player that won the dice roll, now alternate moving units of your Main Force onto the table. Should one player be done before the other, he is allowed to take an additional move with any unit of his Vanguard for each movement the other player still needs to do.

Units in the Rearguard are not deployed, the can be placed at the table edge at the start of their 2nd turn and be moved normally.

The player that finishes deployment first (including any advances with his Vanguard!) adds +1 to their dice roll for 1st turn.

Assault

Assaults are pretty straightforward, the defender deploys first, placing all units of his Vanguard and Main Force in the designated deployment zone. The attacker then places all his troops in his deployment area(s).

The defender's Rearguard can come onto the table as reserves (see point 5) in the second turn. They deploy on the edge of the table and then play as normal.

In Assault deployment 1, the attacker may send his Vanguard to flank the enemy, in this case they are not deployed onto the table. From the 2nd turn on roll 1D6, on a 4+ the Vanguard is placed on the short table edge of their choice and then play as normal.

In Assault deployment 1 and 3, the defending player chooses which long table edge he is defending.

Determine Game Length and First Turn

To determine the number of turns to be played, roll 1D6 and check the table below:

To determine who gets first turn both players roll 1D6 (re-roll ties). In an Assault scenario, the Attacker roll 2D6. The player who scores highest may choose whether to have the first turn, or force his opponent to go first. The roll for first turn may be modified by earlier steps in the Generator (eg, see 7. Deployment)

7. Fight the Battle

Well! What is keeping you! Get your game on …

D6	5 turns	6 turns	Random length
Pitched Battle	1	2-5	6
Meeting Engagement	1	2-4	5-6
Assault	1	2-3	4-6

Roll 1D6 at the end of the 5th turn. On a roll of 1 the battle ends. If not, roll again at the end of the 6th turn, ending on a 1,2 or 3. After that if you roll, the battle ends on anything other than a 6.

MASTER STRATEGIST ADJUSTMENTS

Once you have tried generating some Random Scenarios you might try your hand at playing the pre-game Master Strategy game. As the Art of War tells us, there is much to be gained in proper preparation and setting the stage for you battle can often win it, before you actually fight.

After calculating the strategy rating for your selected army, we will allow you to spend these points to adjust some, or maybe all of the results in our basic steps. But be aware that overspending them early on may trap your army in an unfavourable position once the battle starts.

Determining Your Force's Strategy Rating

There are several options of looking at the strategy rating of a force. What you will find below is a working algorithm that is based on playing games at the 1,000 point or 2,000 point min-max values. What we tried to take into consideration when determining values is the added flexibility that choosing some troop types will give a general. In effect this means that infantry, being able to perform in several battlefield roles, will have a higher rating than heavy cavalry, which basically has one purpose. A further distinction is made for troops with missile capability.

Your total strategy rating will be comprised of one part that is determined comparing your army to that of your opponent. The second part of the rating will depend on your own army's troop choices and when playing at 2,000, should be divided by two to get the actual score.

Both players should arrive at a strategy rating that is somewhere between 10 and 20 points. We found that the easiest way to keep track of these points (and to keep track of spending them!) is by piling a corresponding number of dice together!

Health Warning: Warmaster is a game! Although it is obvious that it is possible to tweak your army to optimise your strategy rating. Remember that the reason to create this Random Scenario Generator was to allow you to have FUN games, not to create another competitive factor in the game!

STRATEGY RATINGS

For having more Heroes ....2 Strategy Points then your opponent

For having more Wizards..........................1 Strategy Point then your opponent

For having more Cavalry units ....1 Strategy Point then your opponent

For having more Artillery units ....1 Strategy Point then your opponent

For having more Infantry units ....1 Strategy Point then your opponent.

For having more Terror-causing ....1 Strategy Point options then your opponent.

General Command 9 ....1 Strategy Point

General Command 10 ....1 Strategy Point

Having at least one each of ALL ....1 Strategy Point troop types in your selector

For having a flyer unit or flyer mount .....1 Strategy Point in your army list

Including a Vanguard ....2 Strategy Points

Including a Rearguard ....1 Strategy Point

Including both a Vanguard ....+1 Strategy Point & Rearguard

For each unit of infantry:.........................$^1/_2$ Strategy Point

For each unit of cavalry or monsters:.......0 Strategy Point

For each unit with ballistic capability:.....$^1/_2$ Strategy Point

Note: To amend for the special rules for Undead and Skaven those armies calculate their infantry units against a base $^1/_4$, instead of using the value given above!

Some examples have been added to the back of the article to allow you to see how to work calculating your rating. For the final rating $^1/_4$ are rounded down, $^1/_2$ and $^3/_4$ ratings are rounded up.

Effecting Changes: For some of the steps of the Random Scenario Generator there will be very specific uses for the Strategy Points you just determined. In general, you can use a Strategy Point to re-roll any D6 called for in the steps of the generator, unless otherwise noted below. Any Strategy Point used should be clearly removed from your tally.

1. Choose Armies

Obviously you already determined your army (otherwise we would not know your rating 8-), however, after you determined that, the first issue you can spend points on is opting to use Battle Honours. You can have a maximum of 3 Battle Honours, with the normal restrictions that each must be a different one and each must be give to another unit.

The first Honour will cost you 1 SP. A subsequent one 2 pts, and fielding a 3rd unit with Battle Honours costs an additional 3pts.

2. Determine Engagement type

The way to spend any SP in this step is in what we call a Bid. You can (secretly) select 1-3 dice from the SP pile. When both players have done this they reveal the number of dice, and roll to find the highest result. The player rolling high determines the Engagement type.

In case of a tie, determine the Engagement type as per the standard rules!

When rolling off to find who is attacker / defender in the Attack engagement, either player can re-roll using an SP.

3. Determine Objective(s)

Both players can opt to modify the 2D6 dice by re-rolling one or both dice.

4. Determine Terrain

Player can opt to use 0-4 SP. For each SP used you can move one piece of terrain (OTHER then rivers) no more then 15 cm from its original location (and NO rotating it!!) OR place one of his own features (no bigger then 20x20 cm). Should both players want to move the same piece (or either one NOT want a piece moved or placed!) they use the dice to determine what happens, with the highest rolling player having the choice.

Eg, I will spend 1 SP to move a wood that is blocking LOS on the centre of the battlefield, if my opponent is OK, then I simply registrate the use of the SP and move the piece. Should my opponent choose to oppose my move then he also spends an SP and we both roll our dice. Should I win or draw! I still get to chance the position of the piece.

5. Determine Deployment

Similar to step 2, this is another 1-3 D6 bid. The player rolling high determines the Deployment type.

In case of a tie, determination is per the standard rules!

Any other rolls called for can be re-rolled using an SP.

6. Determine Special Circumstances

Both players can elect to spend Strategy Points to influence the Special Circumstances roll.

- Each player can opt to roll 1 or 2 additional dice from the SP pile.

- Doubles or 7's rolled only count between the players NOT in your own roll!

- Should there be more doubles on the table then simply apply all circumstances.

- Should there be both doubles and 7's then doubles have priority; should there be more 7's then apply all circumstances.

In addition to the SR points spend determining circumstances, you can elect to re-roll any dice roll called for in the specific circumstances found. Eg, when you determined weather influences you could re-roll the 1 you rolled (High Winds, which would seriously hamper your fliers), hoping for a better result.

Note that you can ONLY re-roll dice called for DETERMINING scenario parameters, eg, should you find yourself on an Ancient Battlefield then the dice-rolls described are PART of the battle, and thus not eligible for rerolls.

7. Deploy Armies

Any dice rolled in this step can be re-rolled spending SP.

8. Determine game length and First Turn

Game length is determined as per the basic rules. First turn however is done similar to step 2 and 5, this is another 1-3 d6 Bid. The player rolling high determines if he will take first turn or not. However, take into consideration that ANY modifiers on 1st turn as determined in earlier steps (like during deployment) will still be taken into consideration!

In case of a tie, determination is per the standard rules!

Any other rolls called for can be re-rolled using an SP-point.

9. Fight the Battle

Any Strategy points left over at the stage (with a maximum of 5SP) can be spent during the game to adjust (one or more of) your command dice rolls. (using SP-dice to reroll one or both of the dice!)

Character	Number of units	Type	SP	Total SP
General	1	Gen	1	1
Hero	2	Her	-	-
Enchantress	-	Wiz	-	-
Flying mounts	-	FM	-	-
Unit				
Bowmen	4	Inf	$^1/_2+^1/_2$	4
Men-at-arms	2	Inf	_	1
Peasants	2	Inf	_	1
Grail Knights	1	Cav	_	_
Knights	4	Cav	_	1
Squires	5	Cav	$^1/_2$	$2^1/_2$
Running Total				**$10^1/_2$**
All troop types			1	$11^1/_2$
more Heroes			-	
more Wizards			-	
more Cavalry			1	$12^1/_2$
more Artillery			-	
more Infantry			-	
more Terror			-	
Vanguard			2	$14^1/_2$
Rearguard			-	
Both			-	
Total (Rounded Up)				**15**

Character	Number of units	Type	SP	Total SP
General	1	Gen	-	-
Hero	4	Her	-	-
Shamans	2	Wiz	-	-
Wyvern	1	FM	1	1
Unit				
Goblin	4	Inf	$^1/_2+^1/_2$	4
Orcs	5	Inf	_	$2^1/_2$
Black Orcs	1	Inf	_	_
Boar Boyz	3	Cav	_	_
Wolf Riders	3	Cav	$^1/_2$	$1^1/_2$
Running Total				**9**
All trooptypes			-	
more Heroes			2	11
more Wizards			1	12
more Cavalry			-	
more Artillery			-	
more Infantry			1	13
more Terror			1	14
Vanguard			2	16
Rearguard			-	
Both			-	
Total				**16**

Example of Calculation.

Lets look at Strategy Point calculation with some real life examples. I will pit my Bretonian forces against an O&G force run by Martyn Dorey. And then, to show the difference, offset the Bretonian against the Chaos troops that my youngest spawn Roel played at EuroGT IX, whilst the Orcs face off against Gene, the siege tower's Undead.

Now lets make the same calculation when the Bretonians face Roel's Chaos army. Roel has successfully run this list at various events. He prefers to keep his forces together so declined to field a Vanguard (realising that to do so be would be obliged to have his General command them!)

Character	Number of units	Type	SP	Total SP
General	1	Gen	1	1
Hero	2	Her	-	-
Enchantress	-	Wiz	-	-
Flying mounts	-	FM	-	-
Unit				
Bowmen	4	Inf	½+½	4
Men-at-arms	2	Inf	_	1
Peasants	2	Inf	_	1
Grail Knights	1	Cav	_	_
Knights	4	Cav	_	1
Squires	5	Cav	½	2½
Running Total				**10½**
All troop types			1	11½
more Heroes			2	13½
more Wizards			-	
more Cavalry			1	14½
more Artillery			-	
more Infantry			-	
more Terror			-	
Vanguard			1	15½
Rearguard			-	
Both			-	
Total (Rounded Up)				**16**

Character	Number of units	Type	SP	Total SP
General	1	Gen	1	1
Hero	4	Her	-	-
Sorceror	1	Wiz	-	-
Chaos Dragon	1	FM	1	1
Unit				
Chaos Warriors	3	Inf	_	1½
Marauders	3	Inf	_	1½
Trolls	1	Inf	_	½
Ogres	1	Inf	_	½
Dragon Ogres	1	Mon	_	_
Harpies	1	FM	1	1
Running Total				**7**
All troop types			-	-
more Heroes			-	-
more Wizards			1	8
more Cavalry			-	-
more Artillery			-	-
more Infantry			1	9
more Terror			1	10
Vanguard			-	-
Rearguard			-	-
Both			-	-
Total				**10**