

**DALASLAGET**

**WARHAMMER  
FANTASY**

**Sommar 2024**

**Schema**

# Schema

Lördag:

08.30 Samling och genomgång

09.30-12.30 Match 1 Capture the flags

12.30-13.40 Lunch

13.40-16.40 Match 2 Seize the centre

16.40-17.00 Fikapaus

17.00-20.00 Match 3 Hold the ground

Söndag:

08.30 Samling

09.00-12.00 Match 4 Blood and Glory

12.00-13.00 Lunch

13.00-13.45 Armies on Parade

13.45-16.45 Match 5 Desecrate the Holy/Unholy Ground

17.00 Prisutdelning

# Dalaslager Scoring Units

- Infantry units with at least 10 models & a Unit Standard Bearer.
- Cavalry units with at least 5 models & a Unit Standard Bearer.
- Monstrous Infantry units with at least 3 models & a Unit Standard Bearer.
- Monstrous Cavalry units with at least 3 models & a Unit Standard Bearer.
- Chariot units with at least 3 models & a Unit Standard Bearer.
- Up to one unit with the Fast Cavalry rule may count as scoring, so long as it contains at least 10 models and a unit standard bearer. If your army contains more than one such unit then you must declare which unit is scoring at the start of the game.

As long as these Scoring Units meet the above requirements before a game. They remain Scoring

until the Unit Standard Bearer is destroyed!

- Finally, the Battle Standard bearer can join a unit and this unit will count as scoring provided that: a) he joins the unit at the start of the game and remains with the unit, b) the unit

begins the game with the minimum number of models (Infantry, Fast Cavalry and War Beasts 10, Cavalry 5, Monstrous Infantry/Beasts/Cavalry and Chariots 3) and c) the unit has at least one model remaining. A unit with a standard bearer and a BSB only counts once for the purpose of scoring.

Units that are NEVER considered scoring:

- Characters on their own
- Monsters (including Ridden ones).
- Units that are Fleeing.
- Units with Fly/Hover Special Rule (including the BSB)
  - Summoned units

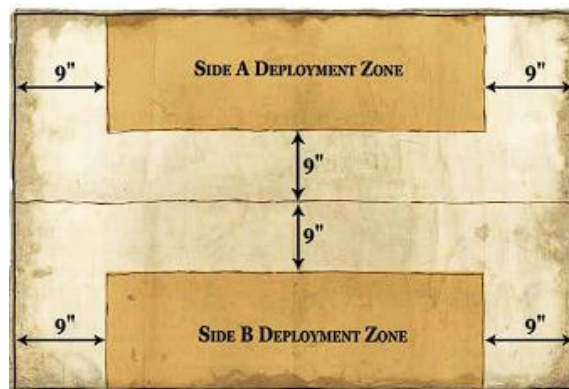
# Match 1

## Capture the flags

### Deployment

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter. Units may be placed anywhere in their half of the table that is more than 9" from the center line and more than 9" from either narrow table edge.



### First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his roll.

### Game Length

The battle will last for six game turns

### Scenario Special Rules:

After Spell Selection, each player reveals how many scoring units they have in their list. The opposing player then picks 3 scoring units to Destroy. If a player only has 2 Scoring units the opposing player then gets to pick an one unit (in this case) on the opposing players list, this unit then becomes Scoring. The same logic applies if the player brings 0 or 1 Scoring unit. The player who destroys the most Scoring units win the Secondary objective. If both players score the same amount, neither players achieves the secondary objective.

# Match 2

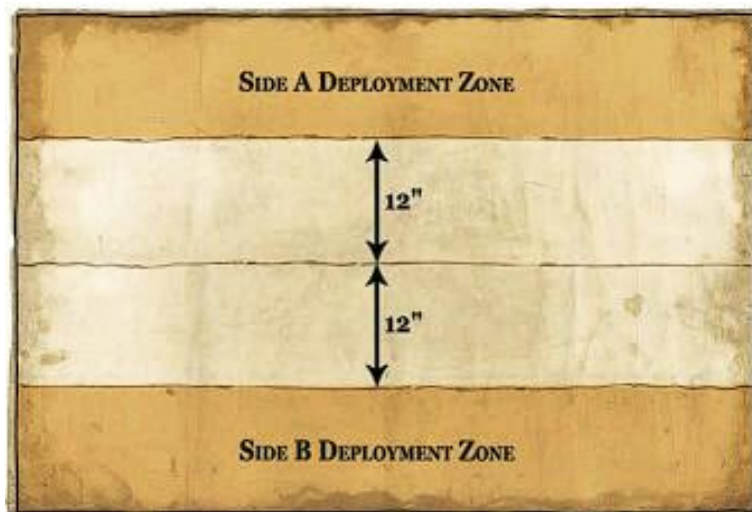
## Seize the centre

### Deployment

Place a marker in the centre of the table before the game begins.

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.



### First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his roll.

### Game Length

The battle will last for six game turns, or until a player is wiped out.

### Scenario Special Rules:

At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre of the board gains a counter. At the end of the game, the player with the most such counters win this Secondary Objective. If both players have the same amount of counters, neither player wins this secondary objective.

# Match 3

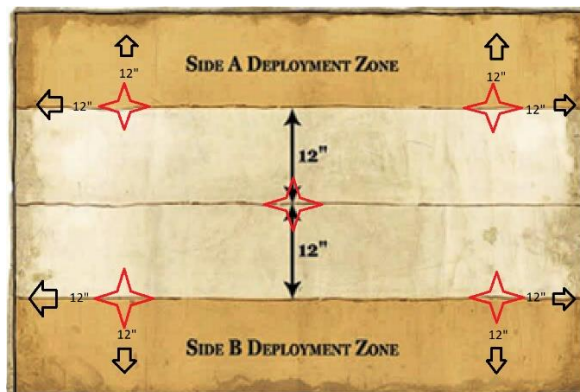
## Hold the ground

### Deployment

Before the beginning of the game, place 5 markers as depicted bellow. Any Scoring unit can hold the objective if it is within 3" of the centre of the marker. One unit can only hold one objective at a time.

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.



### First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his roll.

### Game Length

The battle will last for six game turns

### Scenario Special Rules

At the end of the game the player whom controls the most objectives wins the secondary objective.

To control an objective a player must have at least one Scoring unit within 3" of that objective.. Any part of the unit counts for this. If both players control the same amount of objectives, then neither player scores the secondary objective.

# Match 4

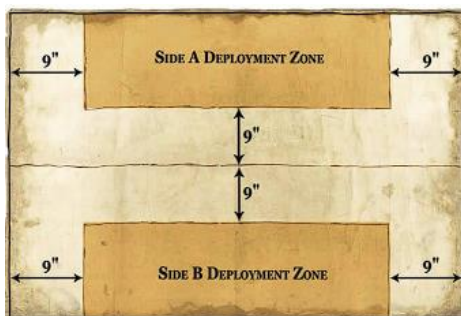
## Blood and Glory\*

### Deployment

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter.

Units may be placed anywhere in their half of the table that is more than 9" from the center line and more than 9" from either narrow table edge.



### First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his roll.

### Game Length

The battle will last for six game turns. The game does NOT end immediately when an army breaks.

(Please note that this means that both players can break one another for the Secondary objective).

### Scenario Special Rules

Any army immediately breaks when its fortitude is equal to or less than its Breaking Point.

Breaking Point: For this event; an army's breaking point is equal to three (3).

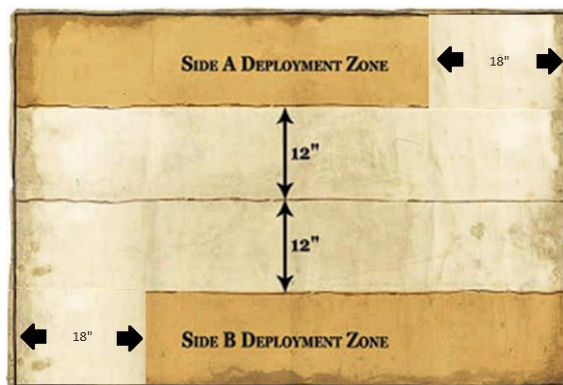
Fortitude: An army's fortitude is equal to the current number of standards in the army (including the battle standard), plus two (2) for the general. Fleeing units and units that are only temporarily off-table still count. The players who have broken their opponents fortitude gain the secondary objective.

# Match 5

## Desecrate the Holy/unholy ground

### Deployment:

The player choosing the Deployment Zone also chooses a short Board Edge and the other player gets the opposite short Board Edge. Deployment Zones are areas more than 12" away from the Centre Line and more than 18" of the board's length from the opponent's short Board Edge. When declaring Special Deployment, players may choose to keep up to two of their units as reinforcement. These units follow the rules for Ambushing units, except that they must be placed touching the owner's short Board Edge when they arrive.



### First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his roll.

### Game Length

The battle will last for six game turns.

### Scenario Special Rules

You must desecrate your opponent's holy ground while protecting yours.

After Spell Selection, both players choose a Terrain Feature that isn't Impassable Terrain and that is not fully inside their Deployment Zone, starting with the player who chose their Deployment Zone (note that both players may choose the same Terrain Feature). A player captures their opponent's chosen Terrain Feature if any of the player's Scoring Units are inside that Terrain Feature at the end of the game. If a player captures their opponent's chosen Terrain Feature while not allowing their own to be captured, they win this Secondary Objective. (Armies that deploy Terrain Feature like Wood Elves, this Terrain Feature cannot be used for Scoring purposes).



## Mission Objectives

Scoring will follow a modified version of the 20-0 system.

Difference in Victory Points	Winner's Tournament Points	Loser's Tournament Points
0-200	10	10
201-500	11	9
500-800	12	8
801-1100	13	7
1101-1400	14	6
1401-1700	15	5
1701-2000	16	4
2000+	17	3

The winner of the secondary objective gains 3 Tournament points whereas the loser will lose 3 tournament points. If there is no winner, or if both players achieve the secondary objective, then no additional tournament points are gained or lost.

Tournament points for winning the secondary objective are added/subtracted immediately after each round.

