

## Final Confrontation

### Overview

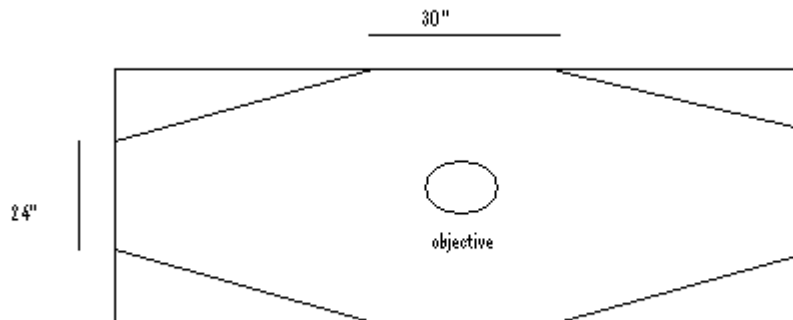
4 Empires have finally decided to advance on an important landmark, each with their own intention. Whether for good or evil, a conflict of interests is bound to occur. Battle is joined among the four major empires of the world.

### Armies

Size depends on the size of your empire. Garrisons add 50 points, Towns 100 points, and Cities 200 points. Allied Minor Realms give 100 points of Core Troops of that race. You also get your ruler for free, but he still takes up a Lord choice, or any other choices he may take up for mounts and such.

### Battlefield

Set up the terrain in an agreed manner and a prominent terrain piece must be set up in the center of the battlefield.



### Deployment

1. Players each roll a dice. Starting with the highest roll each player chooses a deployment zone. Re-roll and ties.
2. Players each roll a dice. Starting with the least each player deploys one unit in turn.
3. War machines are deployed at the same time.
4. Characters are deployed last.
5. Scouts are placed on the table after all units in all armies have been deployed. Special deployment rules all apply.

### Length of game

The game lasts for 4 turns then a random game length is rolled for i.e. 2+ for turn 5, 3+ for turn 6 and so on until turn 9.

### Special Rules

The objective means something different for each army. Each player rolls on the table below in secret.

1-2 Capture – You must keep the objective until the end of the game. You do this by having the largest unit strength in 6” at the end of the game.

3-4 Raze – You must burn down the objective to not let it fall into enemy hands. Do this by staying in combat with an infantry unit (not skirmishers) ,of unit strength 5 or more, for a whole turn.

5-6 Do as you see fit

By completing the objective you get an extra 500 Victory Points.

Also the might that has gathered has caused the land itself to respond. It's almost as if it doesn't want you to get to the objective.

Each player rolls a dice at the start of the turn. The lowest scoring must nominate one of their units to suffer D6 S5 hits, rolled for by the highest player. (The player can cackle loudly if they wish)

### Victory conditions

Victory points are counted at the end of the game as usual. The player with the most wins the game.

## Appendix

The following amendments to the turn sequence are made for a 4 player game.

### Start of the turn

Each player rolls a dice at the start of each turn. The highest scoring player goes first, followed by the next highest and so on.

Each player makes relevant psychology tests at the start of his turn. This includes animosity, panic, stupidity or any other special rules.

### Movement

As normal

### Magic

In the players' Magic phase, you generate power dice as usual. The other 3 players have a dispel pool made up of 2 basic dispel dice, +1 for each level 1 or 2 wizard, and +2 for each level 3 or 4 wizard. Dwarfs still get their 4 dispel dice and this replaces the 2 basic dispel dice.

Opponents must decide among themselves whether to dispel or not. Any dice rolled count, even if by two players trying to dispel the same spell, and all doubles count. (i.e. double 6 and double 1).

### Shooting

No change, can shoot into a combat that doesn't involve your side, hits are randomised among both sides.

### Combat

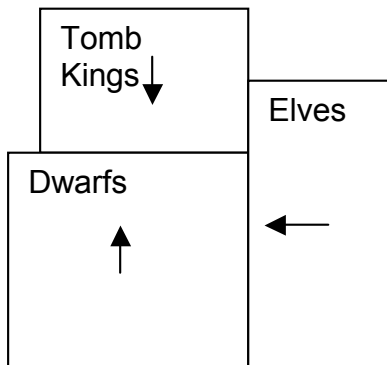
Strike in initiative order. Last chargers strike first. Only combats that include a player's unit are fought in that player's turn. (otherwise there would be 4 rounds of combat in one turn!).

In multiple combats, combat resolution is worked out as usual for each side in the combat. Results are then checked for units in combat with one another. It doesn't matter who you caused the wounds against just how many you cause. The outnumbering bonus goes to the unit with the highest unit strength. Break tests are taken with the highest difference between 2 scores.

If a unit flees then the remaining units must remain in combat with each other, unless both players decide to pursue.

If your unit has broken all the units in combat it can choose to only pursue one, the others get away.

### Example



Here the Dwarfs have just been charged in the front by the Tomb Kings and held them off. Then the elves have charged both units in the flank. The dwarfs get a combat resolution of 2, the Tomb Kings get 4 and the elves get 7.

The result is as follows;-

The Dwarfs lose to the Tomb Kings by 2, and the elves by 5, so they must take a break test with a modifier of -5 to their Ld.

The Elves beat the Tomb Kings by 3, so they lose 3 wounds.

Now if the Dwarfs break and both Elves and Tomb Kings decide to pursue then both sides may roll. If say the Elves don't want to pursue then they stay in combat with the Tomb Kings flank, and can lap round or expand frontage as usual.

Fleeing is as usual.

Panic is as usual.