

# Warhammer Doubles League

## Army Structure Rules

- Each army will be made up of two **1000**pt forces.
- Each player's army will be referred to as a force from now on. Army will refer to the joint forces, totalling a **2000**pt army.
- The two forces will be allied, this will be random so Empire maybe allied with Chaos. There are no negatives for alliances, this league is just for fun after all.
- You will not know who you are allied with until your first game, though your force will be picked before the first week of the league.
- Each force, excepting High Elves, is limited by the following:  
1-2 Heroes, 2+ Core, 0-2 Special, 0-1 Rare.
- High Elves are limited to:  
1-2 Heroes, 1+ Core, 0-3 Special, 0-2 Rare.
- At least one hero character in a force must be capable of being the army general.
- No Special Characters.
- Barring the exceptions mentioned above, the choice of forces follows the usual army book selection process: e.g. Tomb Kings require a Liche Priest.

## In Game Rules

- At the start of every game both players on a team roll a dice and add the leadership value of their force's general. Whoever scores highest will be the general for the teams army and will follow the rules on p82 of the Warhammer rulebook.
- If both forces feature a battle standard bearer, whichever force's leader is the army general then that forces battle standard will become army battle standard, following the normal rules for battle standards detailed on p82/83 of the Warhammer rulebook.
- The battle standard for the other force will only provide re-rolls/combat resolution to himself and any unit he joins.
- The two points above also apply to Dogs Of War paymasters.
- Characters from one force may only join units from their own force.

## Games

At the start of each game, one team rolls a D6. This is the scenario you play. The scenarios are attached to this rules pack. Each scenario contains victory conditions, set-up details etc.

1. **Meeting Engagement**
2. **Breakthrough**
3. **Take & Hold**
4. **Treasure Hunt**
5. **Last Stand**
6. **Flank Attack**

The other team rolls 2D6 on the following table for weather.

2	<b>Sweltering heat:</b> At the start of each of your teams turns, roll one armour save for each of your units on the table (in case of multiple armour values in a unit choose the best – i.e. lowest). This does not affect characters wearing magic armour. If an armour save is <u>passed</u> then the unit has -1M until the start of your next turn. This -1M also applies to pursuit, overrun and fleeing rolls. Keep track of effected units by placing a counter next to the unit.
3 – 4	<b>Very sunny:</b> -1 to hit for all shooting as the sun dazzles off the enemies weapons/armour.
5 – 9	<b>Perfect Blood Bowl Weather:</b> No penalties
10 – 11	<b>Pouring Rain:</b> All War Machines and black powder weapons require 4+ to shoot, includes cannons etc. Also, all types of bows and crossbows require 4+ to shoot at long range. Test each time a unit wishes to shoot
12	<b>Blizzard:</b> Maximum visibility is 18 + D6 inches – roll at the start of each turn. Visibility effects line of sight, e.g. for targeting and declaring charges. Flyers must pass a strength test to fly otherwise they may only use their ground movement, test each time the unit wishes to fly.

## **Scenarios**

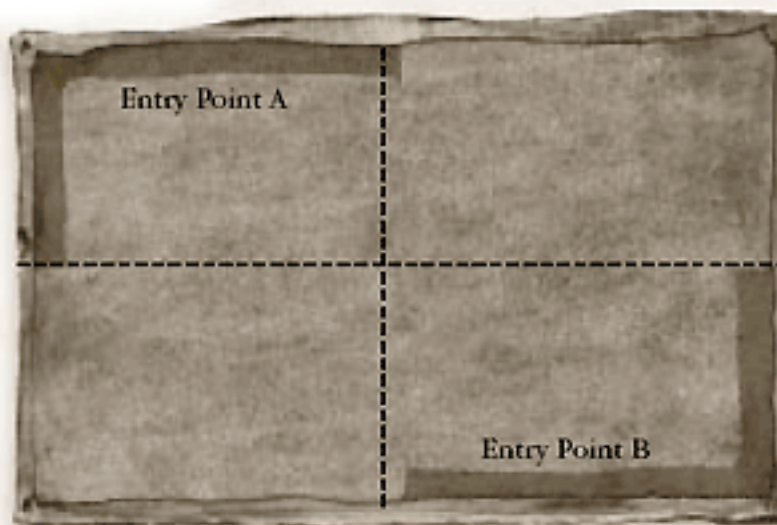
### **Scenario 1: Meeting Engagement**

Description: The two armies close with each other quickly, and must deploy from their column of march to fight.

Battlefield: Set up terrain in a mutually agreeable manner.

#### Deployment:

- Both armies roll a dice. The highest gets to choose which entry point they deploy from, use the map below as guidance.



- Armies take it in turn to deploy units. Units are deployed by moving them on from the their entry point using the same rules as returning to the table from a pursuit off the table. Therefore, place the back of the unit on the table edge and then make up to a march move onto the table – any weather special rules do not apply to deployment.
- Scouts deploy with the rest of the army.
- The army that finishes deployment first gets +1 to their dice roll for first turn.

Who goes first?: Both armies roll a dice, the highest roll gets the choice of first or second.

Length of game: The game lasts six turns.

Victory Conditions: Use the standard Victory Points system on p102 of the Warhammer rulebook.

## **Scenario 2: Breakthrough**

Description: Two armies meet and are eager to smash their way through their opponent's lines.

Battlefield: Set up terrain in a mutually agreeable manner.

### Deployment:

- Both armies roll a dice, the highest gets to choose whether to go first or second.
- The army that chooses to go first deploys their entire army first.
- The army going second then deploys their entire army in the opposite deployment zone.
- Armies are deployed using the Pitched Battle rules from p 2/3 of the Warhammer Rulebook.
- Scouts deploy as normal, if both have scouts roll off to see who gets to deploy theirs first.

Who goes first?: The army that deployed first, goes first.

Length of game: The game lasts six turns.

Victory Conditions: At the end of the battle, calculate Victory Points as normal but do not award Victory Points for possessing table quarters. In addition, any unit of at least Unit Strength 10 in either army (apart from flyers) that moves off the opposing player's table edge gives them an 200 extra Victory Points.

- Moving off involves leaving the opposing edge either by normal movement (marching) or via pursuing an enemy off. You do not get the extra points if the unit flees off the opposing table edge.
- Once leaving the table in this manner, the unit may not return to the table.

### **Scenario 3: Take & Hold**

Description: The two armies come across a strategically beneficial village; they both wish to possess it.

Battlefield: Place terrain in a mutually agreeable manner with the following exceptions. One building is placed in the dead centre of the table and each army places another building in the centre of the battlefield, not in a deployment zone.

Deployment:

- Deploy as a pitched battle (p 2/3 of the Warhammer rulebook).
- The army who finishes deploying first gains +1 to the dice roll to go first.
- Scouts deploy as normal.

Who goes first?: Both armies roll a dice, the army with the higher roll goes first.

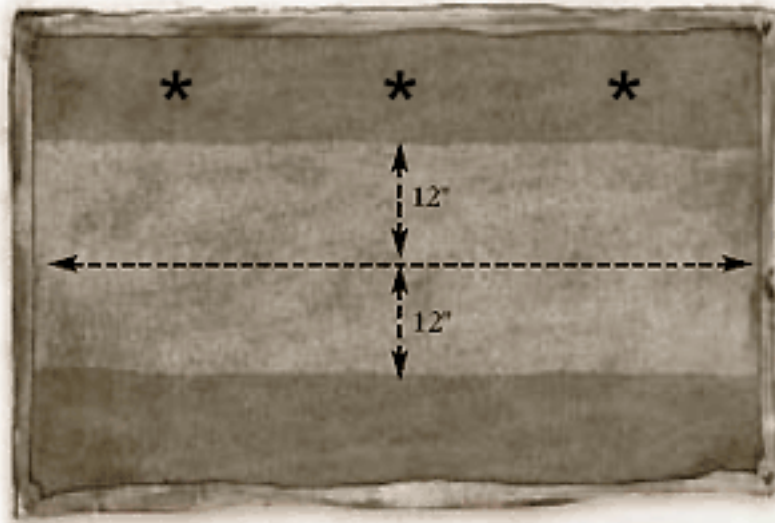
Length of game: The game lasts six turns.

Victory Conditions: The army that holds the most buildings (out of the 3 deployed) wins the game. If both armies hold a building each or no buildings, then it is draw. To hold a building you must occupy it with a unit of at least unit strength 5 at the end of the battle.

## Scenario 4: Treasure Hunt

Description: There be treasure in them there hills.

Battlefield: The battlefield needs to have three possible locations for the treasure. These should be placed evenly across the defender's deployment zone (see \*s on the map below). These pieces of terrain are ruins they count as difficult terrain, and should be no more than 3" in diameter. The rest of the battlefield terrain should be laid out in a mutually agreeable manner.



Deployment:

- Each army rolls a dice; the highest can choose to be attacker or defender.
- The attacker deploys their entire army at once in the deployment zone without the treasure locations.
- The defender deploys their entire army second in the zone with the treasure locations.
- Scouts deploy as normal.

Who goes first?: The attackers go first.

Length of game: The game lasts for six turns.

Special rules: Neither side knows where the treasure lies, so its exact location must be determined randomly. An attacking unit may search one of the locations if it begins its turn in base contact with one of the locations, isn't engaged in close combat and remains stationary for the entire turn.

When the first location is searched, roll a D6 at the end of the turn. On a 5+ the treasure is found, otherwise it is not there. When the second location is searched, the treasure is found on a 4+, if it is still not found, it is definitely in the last location. **Re-rolls of any kind may not be used on this roll.**

Victory conditions: At the end of the battle, if the attacker has an unbroken unit in contact with the location containing the treasure they win. In any other circumstance, the defender wins.

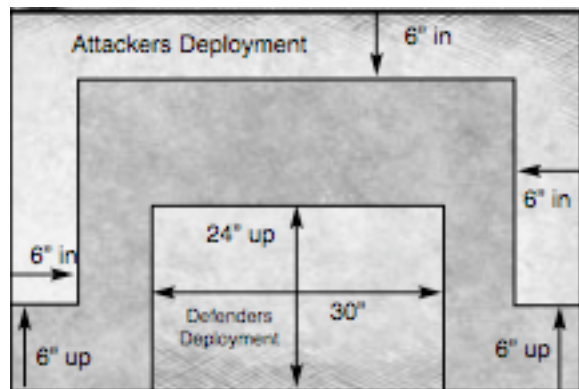
## Scenario 5: Last Stand

Description: One army is making a desperate last stand against their attackers, they must stop them from pillaging their homes.

Battlefield: Set-up the terrain in a mutually agreeable manner.

### Deployment:

- Both armies roll a dice; the army rolling the highest can choose to be attacker or defender.
- The defender deploys their entire army first.
- The attacker deploys their entire army second.
- Scouts deploy as normal.



Who goes first?: Roll a D6, on a 1 the defender goes first, on a 2-6 the attacker goes first.

Length of game: The game lasts six turns.

Special rules: The defenders have pledged to defend their homes to the last; as such they are *immune to panic*.

### Victory conditions:

Calculate victory points as normal except where stated below:

- No victory points for table quarters.
- Any attacking units of US5+, not fleeing, in the defenders deployment zone at the end of the game provide the attacker with +100 victory points.

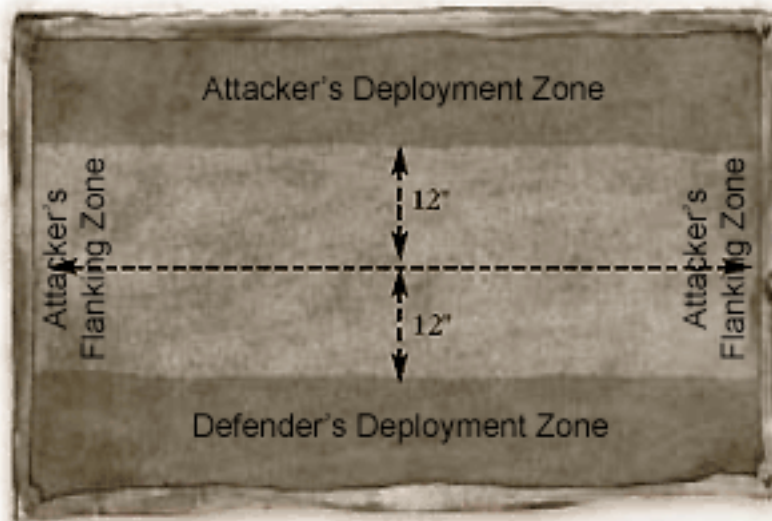
## Scenario 6: Flank Attack

Description: Thanks to superior tactics, scouting or luck, one army begins the game in the advantageous position of outflanking its foe.

Battlefield: Set-up the terrain in a mutually agreeable manner.

### Deployment:

- Both armies roll a D6, the highest gets to choose to be attacker or defender.
- The defender chooses a deployment zone and then deploys their entire army.
- The attackers can then decide which (if any) units and/or characters will serve as a flanking force. Flanking units have to be chosen from the same force.
- The attacker then deploys all non-flanking units on their side of the table.
- Scouts deploy. If both sides have scouts, the defender may deploy theirs first.



Who goes first?: Both armies roll a D6, highest may choose to go first or second.

Length of game: The game last six turns.

### Special Rules:

- At the start of the attacker's second turn, the attacker rolls a D6, on a 4+ the flanking force turns up. If not, on the third turn, this becomes a 3+; fourth turn on a 2+ and they will turn up on the fifth turn without a roll.
- Once a successful roll has been made, the attacker may place some or all of their flanking units onto the table in a flanking zone (see map above).
- Units that turn up act exactly as units returning from pursuit off the table (p43 of Warhammer rulebook.)
- Flanking units do not have to be bought on the turn the roll is made; they may be bought on later from either flanking zone in the attacker's remaining turns. No further roll is needed.

### Victory Conditions:

Calculate victory points as normal except that flanking units are worth double victory points.