



**THE RUSHDEN RUMBLE
2017 – WARHAMMER
AGE OF SIGMAR
SAT. 18TH MARCH 2017**



BATTLEPLAN PACK

Rushden Rumble 2016 Scenario Pack

Here are the individual scenarios and the Gargant rules for the Rushden Rumble 2016. Any questions then please email Warren Stevens on warren.s66@virginmedia.com or PM me at the Phoenix Gaming Club Proboards site, on the Warhammer Forum or on the tga.community forums (I'm enTHRALLed on both). Have fun!

Gargant Survival!

Each team member must take a free Mercenary Gargant (we will except proxies as it's a fun tournament) but it must be on a giant base 90mm by 52mm ovals. If you have an old giant on the monster base you can just pop this on top of the base described. We may have a couple of spare Gargants at the club – however if you use these you will not be eligible for best painted Gargant competition (not that they would win a competition for the under 5s with these). First ask first gets.

The idea here is to keep your giant alive for as long as possible in each battle. Each round that he survives is an extra Tournament point for you and you only. If your partner's giant bites the dust in round 3 then he will only get 2 TPs to that point. If yours meets its mortal coil in round 5 then you will get an extra bonus of 4 TPs having survived round 4. Mark your Gargant's survival points on the results table in your tournament leaflet.

This does encourage faster game play to an extent. Finish the game with just 3 rounds completed will give you less points than finishing 6 rounds provided your Gargant is still alive and stomping.

You must use these stats for your Mercenary Gargant:

Warscroll for the Aleguzzler Gargant with a few tweaks depending on the scenario.

In addition, I have always felt that the Gargant was a little unprotected. He has a 6+ secondary wound save for free. He is worth 0 points to the opposition for game scenarios 1. However, in scenario 2 and 3 ... well you will have to read below.

If you decide to take another Gargant in your 1000pts– please make it clear which is your mercenary one and which is the one that's worth points to the opposition for Scenario 2 & 3 and for your survival points – we really don't want to see any “in-play switcheroos”.

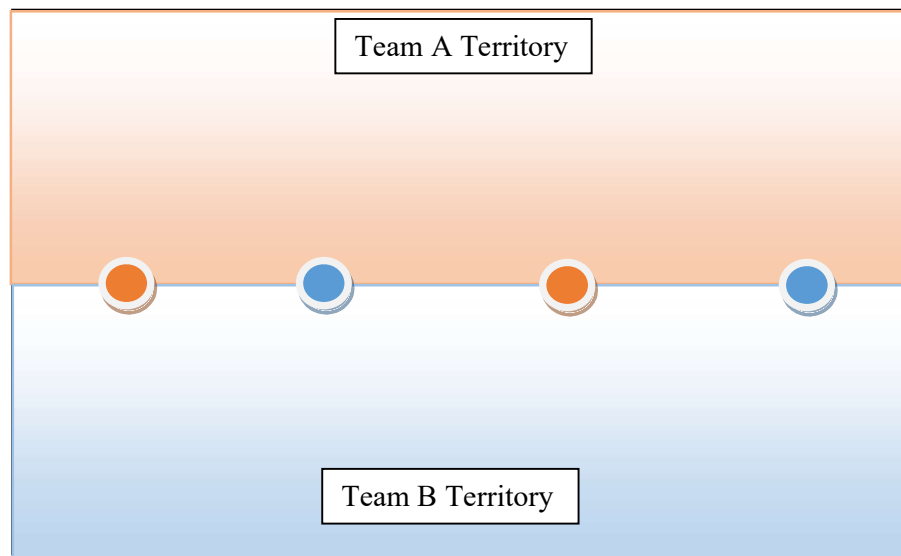
There is a side competition for the best converted and painted Gargant that blends in nicely with your 1000pts force. If you think its good enough then stick it out with your army when all players vote for the best-painted army. The tournament organisers will vote for the best converted/painted Gargant.

Battleplan one: Aleguzzlers of Doom!

Your standalone armies wake to find that their mercenary Gargants have not come back from their foray into the night to steal some vats of ale that they saw earlier in the day.

So a small patrol has gone out on a reconnaissance mission to find them and report back that they are behaving erratically in the middle of a realm field, smashing into anything they walk through. On closer inspection (using one of those fandangle viewing glasses as getting that close would be just too dangerous) they surmise that the Gargants are in fact literally blind drunk and have mistaken vats of a mysterious concoction for ale. They are completely feral and have already eaten unwary negotiators earlier. Their crystal like eyes burn a luminous green fire and they are now barring your way. This captivates your wizards who covet the crystalline emerald eyes – for scientific study obviously (a-hem).

Your armies need to get rid of them all. You come out of the wood and find not just your Gargants but also two of the enemy's that are randomly walking and crashing into all scenery... as well as falling over. Suddenly your scouts spot the enemy across the field also looking for their Gargants...



Set-up.

All Gargants have been transformed into drunken behemoths and something has sway over them. Every so often you see a flash of green light and the burnt remains of a tree stump afterwards. Your wizards are at amiss to what this is – demonic possession or something more sinister? You control the Gargant's random dice rolling but they no longer have allegiance to you – they will fight and kill friend or foe. You have to kill them all. Effectively they are your objectives – but moving and very dangerous.

Roll to see who places their giant down first on the central line (24 inches in).

Position one : 6 inches from the left. Position 2 : 22 inches from the left

Position 3: 22 inches from the right Position 4 : 6 inches from the right.

Roll for territory set up and set up accordingly. Roll for your Gargant by using a scatter dice and 3D6. This will be your Gargant's starting position. This may end up being closer to you or nearer to your enemy. If it lands on the target of the scatter dice use the small arrow. Gargants that go through dangerous terrain or obstacles must take

the appropriate tests immediately. If they hit each other or any other unit (including friendly) – a fight breaks out as they are in combat. Gargants in this state will fight anybody – friend or foe. All of the Gargants are too dangerous in this drunken aggressive state and have to be destroyed. You must also kill the enemy!

Gargant Drunken Phase.

During the start of each team's movement phase you must roll on the D6 Drunken Gargant table below only for your Gargant if not in combat. You must "control" which was your mercenary Gargant according to the die roll in this phase. This also counts as his movement phase. Whilst in combat he just wants to smash stuff and ignores the Drunken Gargant table in favour of the brawl.

1= Whoopsy! – The Gargant takes his usual 2D6 random move and immediately falls over – use the rules for Timber!

2= Technicolor Yawn – The Gargant takes only D6 random move and stops – he's not feeling good and projectile vomits straight ahead (no deviations) 8 inches. Any unit that the bile and acid puke contacts takes D3 mortal wounds and has -1 bravery for the rest of the game. If affected again the unit will take the damage but not the extra -1 bravery.

3= Drunken Rage – The Gargant takes 3D6 random moves and adds an extra -1 to all rend attacks and an extra D6 to its club attacks until the next round.

4= Resounding Belch – The Gargant takes his usual 2D6 random move, then lets forth an almighty foetid belch in the direction of the nearest unit within 8 inches. This throws the unit 8 inches directly away from the Gargant and takes D3 damage if it hits scenery or another unit. If it hits another unit, this too will also take D3 damage.

5= "I'll squish you...!" – The Gargant forgoes his random move and picks up a boulder.

Roll a D3 – on a 1 he picks up the boulder and lets it slip from his two handed grasp as he lifts it over his head to throw. It crashes on his head and he receives a wound.

On a 2 he lobbs the boulder with a range of 36 inches at an enemy unit.

On a 3 he lobbs the boulder with a range of 48 inches at an enemy unit.

For 2 and 3 you must use as a Grot rock lobber except for the ranges.

6 – The eyes have it! – The green eyes glow with extra pulsating and luminous energy causing the Gargant to stop dead in its tracks. He uses a supercharged arcane bolt spell for free without rolling for it. This sorcerous energy is far too much for wizards to unbind and causes D6 mortal wounds to anything in its 24-inch path. In addition, it causes D3 mortal wounds to the Gargant who caused it.

Remember that the Gargants cannot make combat contact with any of its enemies in the movement phase. It can however complete any of the descriptions above and stagger back 3 inches if that movement brought it up to an enemy unit (you or them).

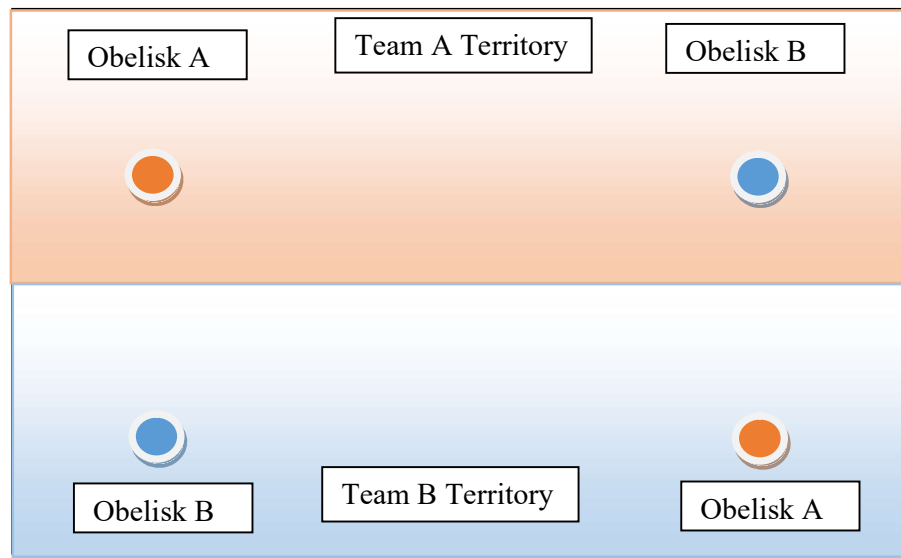
In the charge phase you may charge 2D6 but use the Drunken stagger rule on the warscroll.

Don't forget that these rules only apply to your mercenary Gargants and not to any other Gargant you may have in your army. Please apply the survival battle points to this game also – after all it is still the model you brought regardless of allegiance.

Victory:

You gain 200 army point values if you slay any drunken Gargant Aleguzzler. However, being in control of the behemoth's body is another matter. Your wizards really want those green crystalline eyes. The game ends on the sixth round – count how many Gargant corpse heads you control that has a unit within 6 inches of it. It is assumed you have cut off the Gargant's head for the prized eyes – your wizards don't trust you to just pop the eyes out – you could damage them! Replace the body with a suitable marker for the head. If you control them all it's a major victory and if you control more than your opponent, it is a minor victory. If there is no winner (a draw) then count up your kills and whoever has more than 150pts difference claims a minor victory. If the difference is less than a 150pts then this is still a draw.

Battleplan two: "Come and take it ... if you can!"



Your scouts have discovered four obelisks of arcane power that have appeared in your realm, apparently they erupted from the ground just recently. The eldritch singing coming from them seems a maddening call to chaotic benefactors. Your army is not ready to take them for your own as you wait for the support of an ally so you send your mercenary Gargants to hold them before your armies can get there.

On arriving you realise that only two of your Gargants remain guarding two of the obelisks. The others are nowhere to be seen and another two unrecognisable Gargants have captured the other two. Suddenly a thunderous realm clap is heard and the shimmering light on the horizon heralds the arrival of another two armies. Unfortunately, one of your Gargants holds an obelisk in their territory and you soon realise that one of theirs is in yours. You must help your rather stupid Gargant and kill theirs to take possession of the wailing obelisks. Your wizards advise you that capturing all four will silence them.

Set-Up

Use the rules for Blood and Glory page 111 of the GBH except that the Gargants must be set up first using the diagram above. The Gargant cannot leave the obelisk it guards as it would feel failure in its duty and each has shackled itself to one of the obelisks.

Victory

This is as in the Blood and Glory pitched battle rules however you must kill the opposing Gargants to take control and stop the opposing army from killing yours and taking control. Your Gargant is chained to the obelisk and cannot move further than 6 inches from it – he controls this for your armies in the meantime. If he does he loses

control of the obelisk (and so, do you) and takes D3 mortal wounds from the chain which rips into his shin. Gargants are worth zero points value in this battleplan.

Note: instead of starting from the third battle round it will be the fourth in deciding which players have a major victory if they hold all four obelisks.

Wailing Obelisks:

The screeching wails makes your neck hairs or scales stand on end. It feels as if some insidious creature is writhing around your skin and bones when you get too close and causes them to crack or shatter. Any unit within 6 inches without the monster or behemoth keyword will take D3 mortal wounds at the start of their turn.

Monsters and behemoths also get +1 pip save for any mortal wounds they suffer while within 6 inches and this does include riders of such things. So your Gargant could have a 5+ save for any mortal wound inflicted. Remember if he breaks free and is outside the 6 inches this no longer applies.



Battleplan three: Gifts from the Heavens

Your armies meet the enemy across a plain of abyssal nightmares and advance to take what you all feel is rightly yours. Hold on; what is that rambling noise? You all look up and see two balls of bright blue fire descend rapidly and you scatter without any hope of success to try and avoid its impact.

Meteors of sigmarite and warpstone are highly prized and you make for them stepping over the carnage wrought by their spectacular arrival. They have to be in your possession to gain any advantage.

Set-up.

Use all the rules for the Pitched Battle: Gifts from the Heavens on page 115 of the GHB. However, meteors landing in an area usually creates a lot of energy and damage. So to portray this the meteor strikes will cause D6+1 mortal wounds on any unit within 4 inches and D6+1 normal wounds between 4 and 8 inches inclusive.

Any Gargant within 6 inches of a meteor after the impact effects settle absorb some of the energy from the meteor which gives certain characteristics. Roll a D6. On an odd number your Gargant suffers a mortal wound and on an even number he gains a wound. Roll this if applicable in the next hero phase and in every one of your own hero phases thereafter. Use the Victory guidelines in the GHB but note that Mercenary Gargants are worth 200 army value points.

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