

QUAKE CITY RUMBLE

TECTONIC FLUX

A tectonic flux is disrupting the flow of magic throughout the battlefield. Wizards find it harder to concentrate on spells, while magic defenses are weakened by the flux.

MISSION
 Destroy the enemy before magic undoes your plan!

LENGTH OF GAME
 The game lasts six turns or until time is called.

DEPLOYMENT
 Both players roll a D6. The player with the highest result chooses on which side to deploy. The other player chooses either to deploy first or second. Place all war machines at once. Place all characters last and all at once. Scouting units are deployed as described in the Scout rules on page 270 of the Warhammer rulebook.

WHO GOES FIRST
 Both players roll a D6. The player who rolls highest may choose to go first or second. The player who finishes deploying their units first (not including scouts) may add one to their result.

VICTORY POINT TABLE
 Determine your battle result by taking the higher victory point total and subtracting the lower. Compare the result to this table:

Victory Points	Result	Battle Points
300+	Victory	16
0-299	Draw	12
N/A	Loss	8

Scenario bonus points:
 +4 pts are awarded to the player who wins the battle.

SPECIAL RULES

During each magic phase, each player rolls a D6. The number rolled will be ignored when that player tries to cast or dispel a spell.

This could potentially negate the possibility of a Miscast or IF for that turn.

In addition, any bound spells (spells contained in magic items and spells like Treesinging) that cast at the level rolled on the D6 will not work for that turn.

NOTE: Tomb Kings that roll power dice that equal the number to be ignored will instead count that result as a zero. Spells will succeed even on a power level of zero. For example, I roll 2D6 to determine the power level of a spell. I am ignoring rolls of 4. I roll a 4 and a 6. The 4 is reduced to zero and the power level for the spell is 6.

NOTE: This battle counts as a pitched battle.

