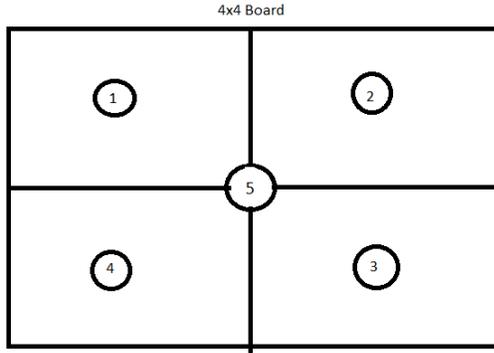


Chaos in Arda Rules

Layout

This scenario is played on a 4x4 map. Objectives are placed 12" from the board edges and should come out to look like the following:



You should then fill the board with a large amount of terrain if possible.

Starting Points and Players

This game is best played with **three - four players** at around **400** points each player. This would last about 2 and a half hours

Deployment

Each Player begins off the board. Instead of rolling for Deployment, roll for Priority. The player who goes first selects one of his warbands and then rolls a Games Workshop Scatter die in the center of the table. If an arrow result is rolled, then determine what point on the board edges that the scatter die is pointing to. That warband moves onto the battlefield from that point. NO Model may charge after entering from the board edge (including Compelled Models).

If a "Dead On" result is rolled, then the controlling player may pick any point on any board edge to move on from.

Each player alternates moving their war bands onto the field in this manner until all war bands have deployed and moved on the field.

All models count as having "moved" regardless of how far they moved onto the field. Therefore they cannot fire crossbows

If a model or terrain is restricting a warband from entering, then move the point of entry the minimum distance required for them to fully enter the field.

Objectives

Each player draws three objective cards at the beginning of the game. At the end of each Fight Phase, all players may "Cash In" their cards if they met the objective of the card in their hand. Cashing in a card puts it in the discard pile. Multiple objective cards of the same objective may NOT be cashed – You must do one per turn of the same card. The card gives one point for each card that is cashed unless otherwise specified. Every player then draws a new card from the deck for each card they cashed in. If the deck is empty, then reshuffle the discard pile and it is now the new deck.

In addition to cashing in a card, the player may also discard ONE card for free without meeting the requirements. This does not award points. They may draw a new one to replace that card.

To earn an objective victory point, you must have more points worth of models or more models on an objective than an opponent does. If you don't have more points or more models (whichever the card requires), then you cannot claim the objective.

Objectives have a 3" radius to claim them

End of Game

The game ends at the end of a turn in which **ANY** player has been reduced to 25% of their starting numbers. The player with the most points at the end of the game wins!

Answers to Frequently Asked Questions

- If a card's objective is literally impossible to achieve by any means, then it may be revealed to all players. If every player agrees that it is impossible to achieve, then it may be permanently removed from the game and that player can draw a new card to replace it.
- If two players are on the same objective and have the same objective card, then the one with the most points worth of models or number of models (whichever the card requires) on the objective counts as taking it.
- If your scatter die places you where it is physically impossible to place your models, then your deployment point moves the minimum amount necessary along the board edge in order to place your full warband.
- Alliances and betrayals are allowed and encouraged!