



BATTLEPLAN

JAKKOB BUGMANSSON XI and The Battle of the Parch

You have been hired to be the bodyguards of the famous Brewmaster-General, Jakkob Bugmansson XI. He is returning a stolen barrel of his legendary tippel, Bugman's XXXXXX, and needs an escort through a bone-dry territory inhabited by a band of very thirsty brigands!

THE ARMIES

One player is the Bodyguard. Their opponent is the Brigand. Each player's army must have exactly 5 units. The units in each army must conform to one of the types in the following list. You can double the size of a unit, but if you do so, it counts as 2 choices instead of 1.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

Champion: A **HERO** with a Wounds characteristic of 8 or less.

In addition to the two armies, you will need the Citadel miniature of Jakkob Bugmansson XI.

THE BATTLEFIELD

The battle is fought on a battlefield that measures 24" by 24". Set up terrain as described in the core rules.

SET-UP

The players roll off, and the winner decides which territory each player will use. The territories are shown on the map. The players then alternate setting up units one at a time, starting with the player who won the roll-off. Players must set up units wholly within their territory. Continue to set up units until both players have set up their armies.

JAKKOB BUGMANSSON XI

After armies have been set up but before the first battle round begins, the Bodyguard must set up Jakkob Bugmansson within 6" of the Bodyguard's general. Jakkob Bugmansson is treated as an objective marker that starts the battle under the control of the Bodyguard. He can be moved as described in the rules overleaf.

MOVING JAKKOB BUGMANSSON XI

If you control Jakkob Bugmansson XI, at the start of your movement phase, you can say that 1 friendly model within 1" of Bugmansson will escort him (if you are the Brigand, Bugmansson has been captured and your model is escorting your prisoner). If you do so, place Jakkob Bugmansson XI so that his model is touching the base of the escort's model. In that movement phase, if you move that escort, you must also move Bugmansson so that his model once again touches the base of the escort's model. A model that is escorting Jakkob Bugmansson XI can never move more than 6" in the movement phase, and Bugmansson is not moved if his escort moves at any other time.

JAKKOB BUGMANSSON XI'S AXE

At the start of the combat phase, if Jakkob Bugmansson XI is controlled by the Bodyguard, roll a dice for each Brigand unit within 3" of Bugmansson. On a 3+, that unit suffers D3 mortal wounds.

BATTLE LENGTH

The battle lasts for 5 battle rounds.



GLORIOUS VICTORY

At the end of the battle, the Bodyguard wins a **major victory** if they control Jakkob Bugmansson XI and he is wholly within the Brigand's territory, and the Brigand wins a **major victory** if they control Jakkob Bugmansson XI. In any other circumstances, use the tiebreaker to determine which player wins a **minor victory** or if the battle is a **draw**.

TIEBREAKER

Each player adds up the number of enemy units that were destroyed during the battle, excluding any units that were added to the armies after the battle started. Double-sized units count as 2 units instead of 1. If one player has a higher total, they win a **minor victory**. If neither player has a higher total, the battle is a **draw**.



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