

# Thunderdome Scenarios by Captain Spud

## OH GOD IT BURNS

The damage roll from Fire continuous effects is reduced to POW10.

At the start of the game, each player chooses one model he controls. This model suffers the Fire continuous effect. Whenever a Fire continuous effect on a model ends, if that player controls more than one Caster in play, the model that player controls that is furthest from the center of the board immediately suffers the POW10 fire damage roll instead and the Fire continuous effect.

**Center Bonus:** While standing on the central hill, models gain Immunity: Fire. If all of a player's casters are on the central hill, all Fire continuous effects on that player's models immediately expire.

## BAND OF BROTHERS

Each player's three Casters are considered to be part of a unit for all beneficial purposes (eg, abilities, spells, and feats that affect entire units) but not for harmful purposes (eg, Crippling Grasp affecting all of them, needing to stay within unit coherency, etc). Each Caster unit gains three abilities:

- **Confluence** – This model gains a cumulative +1 bonus on magic attack rolls for each other model in this unit that is within 1" of it.
- **Defensive Line** -While this model is B2B with one or more models in its unit, it gains +2 ARM.
- **Practiced Maneuvers** – A model in this unit can ignore other models in its unit when determining LOS and can advance through other models in its unit if it has enough movement to move completely past them.

## WIZARD WAR

When a Caster makes its normal movement, it may choose to make this movement directly toward the center of the board (declare that you are doing so). If that Caster moved at least 3" while making this movement, it gains boosted magic attack rolls this activation.

**Center Bonus:** When a model standing on the central hill makes a magic attack, ignore focus and fury points overboosting the ARM of a target directly hit.

## CROSS-TRAINING

When a Caster makes any type of attack, it may use the best of its MAT, RAT, FOC, or FURY value to make the attack roll.

Each model with a ranged weapon gains Gunfighter. At the start of a model's combat action when it decides to make ranged attacks, it may gain +1 ROF on one of its ranged weapons; if it does, it may only make ranged attacks targeting models within its melee range this activation.

When targeting a model within a Caster's melee range with an offensive spell, reduce the COST of that spell by 1, to a minimum of 1.

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## WANDERING WARRIORS

At the end of each caster's activation, if that caster destroyed one or more enemy models this activation and is not within 8" of another friendly caster, it may immediately advance up to its SPD, ignoring free strikes. At the end of this movement, if the model is still not within 8" of another friendly caster, put up to two Focus or Fury points on it. A caster cannot exceed its FOC or FURY value as a result of receiving this additional Focus or Fury.

## THE ONE WHERE PEOPLE YELL

At the start of each player's maintenance phase, the other players at the table determine one of that player's models through democratic yelling. That model is pushed  $d3+3$ " directly toward the center of the board.

**Center Bonus:** A model on the central hill ignores all damage and effects from enemy models not on the central hill.

And of course, feel free to make your OWN Thunderdome scenarios!

When designing a Thunderdome scenario, keep a few guidelines in mind:

1. The golden rule: **Thunderdome should be a fast, fun brawl.** Your scenarios should encourage bold plays.
2. Many players play Thunderdome hesitantly, hanging back until they find a "safe" kill, leading to slow, boring games. To correct for this, **your scenario should make the center of the board more attractive, and/or make the outside edge less attractive.**
3. Melee tanks are by default the gods of Thunderdome, so **your scenario should never make melee or armor-camping stronger** (*a good rule of thumb is "Will this make the Butcher stronger?" If the answer is yes, it's probably a bad scenario*). Conversely, magic attacks and ranged attacks tend to be weaker in the early stages of the game, so feel free to offer incentives to these attack types to bring them on par with the big tanks.
4. **Don't make scenarios that encourage blatantly counterintuitive actions**—attacking your own models, intentionally leaving enemies alive, and so on. These might be funny to the scenario designer, but players will hate them.
5. **Don't add special rules that completely rewrite what models do.** Instead, help the things that models are already good at.
6. **Keep the scenario text short.** There's already a lot of chaos for players to keep track of in any Thunderdome game; if you make the scenario really complicated as well, people are going to get confused and frustrated.