

# MAL DE OJO!!

The enemy has captured your ancestral stronghold- the Alamo! You have gathered the remnants of your people into a mighty army and are on the march to vengeance. After a few hours' march your scouts have spotted forces of the enemy! While surveying the arrayed forces of your foe, you spy one ugly cabron staring at you with a look full of malice and hate. Cuidate de al, tiene mal ojo! You decide to throw the Ojo right back at him and go ***kick the pinche baboso right in the huevos!!!***

## Description

Give an enemy model the Evil Eye and then kill it.

## Special Rules

Pick one of your characters to cast the Ojo at the enemy. He may pick any one model (not just a character) in the enemy army. If that character comes into close combat with that target model then all attacks made by that character against its target will automatically hit. (No need to roll)

## Strategic Objective

The player whose character kills the target of his Ojo and survives the battle, while preventing the other side from doing the same wins the objective.

- If the target of the Ojo is killed by any other means than by wounds directly caused by the character casting the Ojo or being run down by that character's unit, then you cannot achieve the objective.

- If both sides have killed their targets with their Ojo-casting characters then neither achieves the objective. If one of those characters later dies then the survivor achieves the objective.

I.e. – if both characters kill their targets, you must kill your opponent's character and keep yours alive to achieve the objective.

## Victory Conditions

Normal victory conditions will apply except that the margin of victory is 100 VP's.

“Boys, I think we all just got promoted.” - Davy Crockett on being told Santa Ana would only execute officers

# THE ALAMO

## INDY GRAND TOURNAMENT

## PINATA!!

Now that you have shaken the Ojo's curse, it's time to move on. Your march on to revenge is suddenly halted by the appearance of one of the most sacred objects of your people- the Pinata! Dios mio! Inside the holy Pinata are wondrous treasures- so whack the heck out of it and get them!

### Special Rules

1. In the center of the table is a Pinata. The Pinata has a toughness of 6 and has an unlimited number of wounds. As everyone knows, objects made out of paper (like the Pinata) are immune to magic and are not flammable. A player may cause wounds to the Pinata by either attacking it in close combat or by shooting it.
2. In order to attack the Pinata in close combat a unit must either charge the Pinata, pursue into the Pinata, or have the Pinata move into contact with it. All models touching the Pinata may attack it. The Pinata has a WS 1, T 6, never fights back, is immune to poison and has no armor save. Roll attacks and wounds as normal. At the end of that combat figure out the wounds caused and move the Pinata that many inches away from the unit which caused the most wounds. If the Pinata moves into contact with another unit then that unit is now fighting the Pinata as if the Pinata had pursued into the fresh unit. Units cannot pursue or overrun the Pinata.
3. Shoot at the Pinata as normal, it is not a large target, and has no -1 penalty for being a single model. Calculate the wounds after a unit shoots at the Pinata and move it that many inches away from the shooting unit. If another unit shoots at the pinata it may very well move again. If the Pinata is in combat it may not be shot at. (Except for by Skaven, of course).

### Strategic Objective

Whack the hell out of the Pinata, stupid! The side that causes more wounds to the Pinata will get all of the candy along with the strategic objective.

### Victory Conditions

Normal victory conditions will apply except that margin of victory is 100 VP's.

# THE ALAMO

## INDY GRAND TOURNAMENT

# SAVE THE KEG!

The many wonderous prizes of the Pinata strewn at their feet, your troops settle down to celebrate the spoils of their victory. Just as the camp followers bring the precious magical Never-Floated Keg of Black Orc Bock from your army's stores, the lookouts cry warning! The enemy is upon you once again! And they want your magic keg! You quickly order your men to surround the last precious keg and guard it with their very lives!!!!

## Description

Protect your keg, and destroy your opponent's keg, the greedy bastard!

## Special Rules

1. The deployment zone will be 12" forward from your edge of the table across the entire width.
2. This is a pitched battle with the following modifications:
  - One non-flying, true core unit must be nominated to carry and protect the Keg. This unit must be deployed with its frontage centered on a point 12" in from the long edge and 36" from the short table edge (the forward center of the deployment zone).
  - The unit carrying the Keg is Stubborn and subject to Stupidity. Units such as VC which can increase their size beyond starting size are limited to a maximum of 30 models when carrying the Keg (so they don't drink all the beer), but subtract 1 from their crumble (in addition to BSB, if any).
  - If the unit carrying the Keg breaks, is destroyed, flees or leaves the table, the Keg is smashed and lost.

## Strategic Objective

The player who destroys their opponent's keg while keeping their own keg unharmed wins the strategic objective. If both or neither keg is destroyed, neither player gets the objective.

## Victory Conditions

Normal victory conditions will apply except that margin of victory is 100 VP's.

# THE ALAMO

## INDY GRAND TOURNAMENT

## COME AND TAKE IT!!

Draining the magical keg of Black Orc Bock took the entire evening. Your troops are tired and hungover but their hunger for vengeance remains strong. The enemy's stronghold is only a day's march away. Nearby lies the town of Gobb-Zales where legend has it a magical cannon lies, a cannon that could mean the difference between glorious victory or dark defeat for your quest. You must have that cannon. Your men march to the walls of the town and demand that the peasants of Gobb-zales surrender their cannon or die. Their answer? ***COME AND TAKE IT!!!!***

### Description

Get that cannon! But don't let them get yours.

### Special Rules

Each player has a magical cannon which is deployed as normal for a war machine. This cannon has all of the statistics of a normal Cannon on page \_\_ of the BRB and functions in the same manner with the exception that it operates without a crew, but still may fire every turn. It's hits are magical. If charged, it may be destroyed in the same manner as any other war machine with no crew. Models cannot join the cannon.

### Strategic Objective

The player who spikes or destroys their opponent's cannon while keeping their own cannon unharmed wins the strategic objective.

### Victory Conditions

Normal victory conditions will apply except that the margin of victory is 100 VP's.

"Es mejor de morir de pie, que vivir de rodillas!" - Big Boss Orkale Ezze

# THE ALAMO

## INDY GRAND TOURNAMENT

# REMEMBER THE ALAMO!!

You've fought four battles hunting for the dirty, no good varmints that destroyed the ancient stronghold of your people! Now the bastards are in your sights and can't get away. The gods and your ancestors cry out for revenge! REMEMBER THE ALAMO!

## Description

Kill them. Kill them all.

## Special Rules

Your General Hates the enemy General with the white hot heat of a thousand suns.

## Strategic Objective

1. Kill or force off the table more enemy special and rare units than the enemy does of yours.
2. Capture more Table quarters than your opponent.
3. Hold more standards. At the end of the game add the number of standards your enemy has lost to the number you have remaining of your own.
4. Capture or kill more points in magic items, daemoniac gifts and casters than the enemy does of yours. For this scenario "caster" includes any model that generates power or dispel dice by any means, including via MR.

## Victory Conditions

Normal victory conditions will apply except that margin of victory is 100 VP's.

"I think we're gonna need alot more men." - Davy Crockett

# THE ALAMO

## INDY GRAND TOURNAMENT