RESURRECTION LEAGUE SCENARIOS

SEASON 2 - CHAPTER 1

Included in this document are rules and terms for playing the next three WARMACHINE MKIV Resurrection League scenarios.

TERRAIN PLACEMENT

When setting up to play league scenarios, players will take turns placing terrain on the table as described by the scenario. When placing terrain features, a player cannot place an obstacle or obstruction within 5" of another obstacle or obstruction.

SCENARIO TERMS

OBJECTIVES

Many scenarios utilize objectives. An objective can either be a terrain piece, a marker, or a zone designated on a terrain piece or on the map.

OBJECTIVE MARKERS

Objective Markers are impassable terrain features and should be represented on the table with markers that are at least 20 mm in diameter. Unless otherwise specified, all Objective Markers used in a scenario should be the same size.

DOMINATE

To have more models in an area than your opponent does.

CONTESTED/UNCONTESTED

An area or objective is contested if both players have models in the area or in scoring proximity to the objective at a time when scoring would take place. An area or objective is uncontested if only one player has models in the area or in scoring proximity to the objective when scoring would take place.

HOLD

The zone or the area of a terrain feature is held when a player occupies the area with two or more models uncontested.

SECURE

An objective terrain piece or marker is secured when a player has two or more models within 1" of the objective uncontested.

WINNING AND VICTORY POINTS

Scenario victories can be determined by either achieving the goals of the scenario or through Victory Points, scored in a variety of ways throughout playing a scenario. Turn limits on scenarios put pressure on players to succeed within a set number of turns, and Victory Points provide the means to determine victory when neither player has completed the primary objective of a scenario.

SCENARIO 1: NIGHT RAID

OVERVIEW

This scenario reflects a clandestine operation in which the Defenders are attempting to sneak into the Invaders' camp and burn their transport vessels moored along the river, effectively cutting the Invaders off from their main force. The Invaders have struck deeply into Defender territory and are now overextended. If the Defenders can cut off these overextended elements from the main force, the Invaders will be unable to reinforce their position during the main offensive and will be easier to eliminate as they are forced to make their way back to enemy-held territory over land.

This scenario ends after six rounds.

ARMY COMPOSITION

The Defender has 50 points to build their army.
The Invader has 75 points to build their army.

SETUP

As shown on the map below, a river runs along 8" of the left side of the table. The Invader's Deployment Zone runs another 8" along it. The Invader places four 3"×5" Transport Vessel objectives lengthwise anywhere in contact with the shoreline/left edge of the Invader's Deployment Zone.

The river and the Transport Vessel objectives are impassable terrain.

The Invader then places four 4"×4" obstructions representing tents anywhere in their Deployment Zone.

Finally, the Invader can place up to five additional terrain features anywhere on the table. The Defender can then place up to two terrain features anywhere outside the river or the Invader's Deployment Zone. A player cannot place a terrain feature within 4" of a Transport Vessel objective, a tent, or another terrain feature.

The Defender cannot place defenses in this scenario.

The Defender does not deploy their models in this scenario. Instead, before deployment, the Defender divides their forces into two to four Raiding Teams. The Defender records which of their models/units are in each Raiding Team. In addition to their actual Raiding Teams, the Defender begins with two Decoys. Raiding Teams and Decoys are represented by 30 mm markers on the table. The bottom of each marker should be noted with either the Raiding Team it corresponds to or that it is a Decoy.

After the Invader has deployed, the Defender places their Raiding Team markers and Decoys in contact with the edge of the table opposite the Invader's Deployment Zone.

During each of their Maintenance Phases, the Defender can place each Raiding Team marker and Decoy anywhere within 12" of its current location. After their first turn, instead of placing a Raiding Team marker, the Defender can choose to reveal it. When a Raiding Team marker is revealed, the Defender places the models/units in the Raiding Team anywhere completely within 6" of the marker. These models can activate normally that turn.

If an Invader model that ends its movement or is placed within 6" of a Raiding Team marker or Decoy and has line of sight to it, the marker or Decoy must be revealed. If a Decoy is revealed, remove it from the table. If a Raiding Team is revealed, the Defender must immediately place the models in the Raiding Team anywhere completely within 4" of the marker.

Revealed Leader models and Horrors are put into play with their starting focus, fury, or essence points.

Note that Raiding Team markers and Decoys are not models and cannot be targeted. Because the Defender is placing Raiding Team markers and Decoys at the start of the game, their models lose Advance Deploy and Ambush.

SCORING

A Defender model that begins its activation in base contact with a Transport Vessel objective can make a special action to set fire to it. The Defender gains 2 Victory Points each time a Transport Vessel objective is set on fire. Each objective can be set on fire only once.

The Invader gains 1 Victory Point each time their models reveal a Raiding Team marker or Decoy. The Invader gains 2 additional Victory Points if their models reveal the Raiding Team that the Defender's Leader model is a part of.
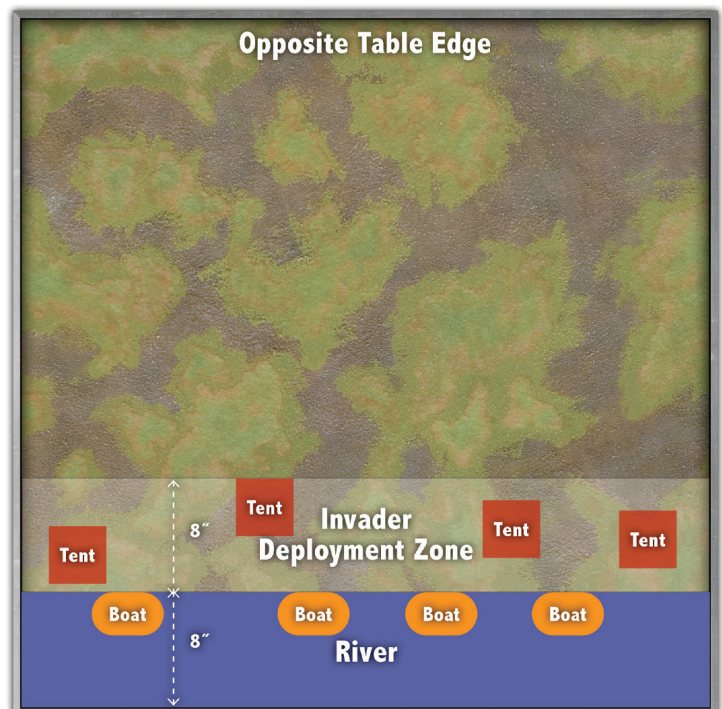
VICTORY CONDITIONS

Decisive Win: If at any time all four Transport Vessel objectives are on fire, the Defender wins the match and receives 5 War Chest points. If at the end of the sixth round, two or fewer Transport Vessel objectives are on fire, the Invader wins the match and receives 5 War Chest points.

Point Advantage Win: At the beginning of any of their turns, a player with 5 or more Victory Points than their opponent wins the match and receives 4 War Chest points.

Last Leader Win: At the end of any of the second player's turns, a player with the only Leader model that has not been destroyed or removed from play wins the match and receives 3 War Chest points.

Victory Point Win: If neither player has a Leader that has not been destroyed or removed from play at the end of any of the second player's turns, the player with the most Victory Points wins the match and receives 2 War Chest points.

Tie or Loss: If the match ends in a tie, both players receive 1 War Chest point. A player receives 1 War Chest point for a loss.

SCENARIO 2: RUNNING THE GAUNTLET

OVERVIEW

As the Defender offensive grinds on, the Invaders begin to feel the heat. In this scenario, a desperate group of Invaders attempts to cross enemy territory to warn their generals of the impending Defender main attack. Even if they cannot escape their fates, the Invaders may yet warn their forces by igniting enough signal fires at the edge of their camp as they cross the battlefield.

This scenario ends after six rounds.

ARMY COMPOSITION

The Defender has 75 points to build their army.
The Invader has 50 points to build their army.

SETUP

As shown on the map below, the Invader deploys to a 12″×12″ area in the middle of a table edge. The Defender has two 8″ Deployment Zones running along the table edges to the right and left of the Invader's Deployment Zone.

Place a 30 mm Signal Fire objective centered 24″ from the rear edge of the Invader's Deployment Zone and 14″ from the right table edge. Place a second 30 mm Signal Fire objective centered 24″ from the rear edge of the Invader's Deployment Zone and 14″ from the left table edge. Place a third 30 mm Signal Fire objective centered 14″ from the table edge opposite the Invader's Deployment Zone and 24″ from the right and left table edges.

Players then alternate placing terrain features with each player placing up to four features. A player cannot place terrain within 4″ of an objective, Deployment Zone, table edge, or another terrain feature.

The Defender cannot place defenses in this scenario.

The Defender deploys their models first and the Invader takes the first turn.

SCORING

An Invader model in base contact with a Signal Fire objective can make a special action to ignite the signal fire. The Invader gains 2 Victory Points each time a Signal Fire objective is lit.

A Defender model in base contact with a Signal Fire objective that is on fire can make a special action to put the fire out. The Defender gains a Victory Point each time a Signal Fire objective is put out.

The Defender gains 1 Victory Point each time an Invader solo or unit is destroyed or removed from play.
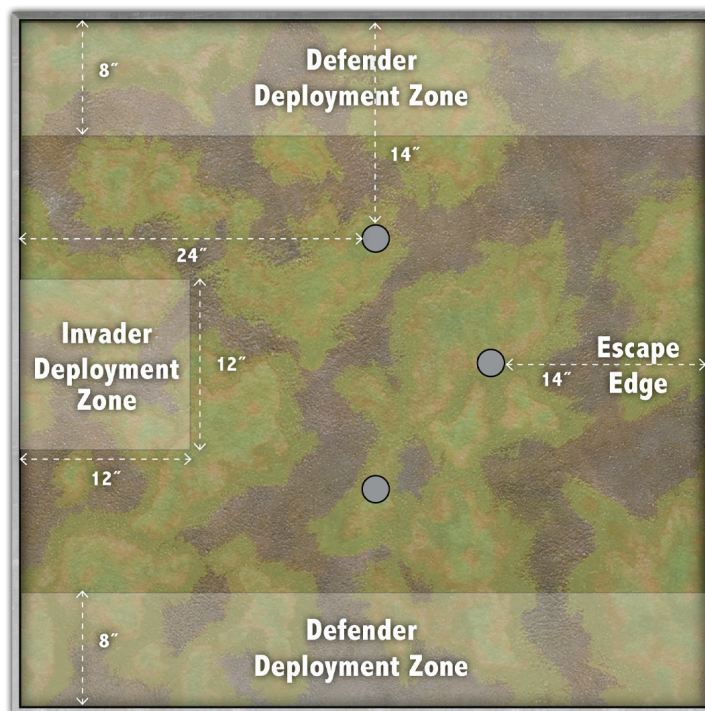
VICTORY CONDITIONS

Decisive Win:: If the Invader can move a warrior model off the opposite table edge they deployed to (marked on the map as the Escape Edge), the Invader wins the match and receives 5 War Chest points. If the Invader has not won after six rounds and no Signal Fire objectives are lit, the Defender wins the match and receives 5 War Chest points.

Point Advantage Win: At the beginning of any of their turns, a player with 5 or more Victory Points than their opponent wins the match and receives 4 War Chest points.

Last Leader Win: At the end of any of the second player's turns, a player with the only Leader model that has not been destroyed or removed from play wins the match and receives 3 War Chest points.

Victory Point Win: If neither player has a Leader that has not been destroyed or removed from play at the end of any of the second player's turns, the player with the most Victory Points wins the match and receives 2 War Chest points.

Tie or Loss: If the match ends in a tie, both players receive 1 War Chest point. A player receives 1 War Chest point for a loss.

SCENARIO 3: HAMMER STRIKE

OVERVIEW

After months of training, reconnaissance, and operations intended to wear down the enemy's defenses, the Defenders are finally ready to launch their main offensive against the Invaders. The Invaders hold a strategically important industrial village, and the Defenders have vowed to drive them out once and for all.

This scenario ends after six rounds.

ARMY COMPOSITION

This scenario is suitable for 75- and 100-point armies.

SETUP

The Invader deploys within 10" of the north table edge. The Defender deploys within 7" of the south table edge.

Place a 4"×8" Command Tent objective in the middle of the Invader's Deployment Zone so that it touches the forward edge of the zone as shown on the map. The Command Tent is an obstruction.

The Defender and Invader then take turns placing the following Building objectives:

- **Alchemist's Shop**: This objective is an obstruction that must be at least 6"×8". While you are securing the Alchemist's Shop, the ranged weapons of friendly models within 5" of the objective gain +2 RNG.
- **Granary**: This objective is an obstruction that must be at least 6"×8". If you are securing the Granary objective during your Maintenance Phase, you can remove d3+1 damage points from a friendly living model anywhere on the table.
- **Park**: This objective is a 6" diameter area of open terrain. While you hold the Park, friendly models/units in the Park cannot be targeted by enemy spells.
- **Repair Shop**: This objective is an obstruction that must be at least 6"×8". If you are securing the Repair Shop objective during your Maintenance Phase, you can remove d3+1 damage points from a friendly construct model anywhere on the table.

A Building objective cannot be placed within 5" of a Deployment Zone or another Building objective.

Players then alternate placing terrain features, with each player placing up to two features. A player cannot place terrain within 4" of an objective, Deployment Zone, or another terrain feature.

The Defender cannot place defenses in this scenario.

The Invader sets up first and the Defender takes the first turn.

SPECIAL RULES

High Alert: If the Invader won the Running the Gauntlet scenario, the Defender's models lose Advance Deployment and Ambush in this scenario.

Reinforcements: The Invader can call in reinforcements during the game. If the Invader won the Night Raid scenario, they can call for reinforcements twice during the game. If the Defender won the Night Raid scenario, the Invader can call for reinforcements once during the game. The Invader can call for reinforcements at the end of any of their turns. When they do so, return one destroyed solo or unit to play, placing it anywhere completely within 5" of the Command Tent.

Gobber Spy Mission: Players who include Reinholdt, Gobber Spy, in their force can undertake the following covert missions:

Defender: *Gather Intel*—Reinholdt, Gobber Spy, can make the Gather Intel special action once per game while in base contact with the Command Tent objective. When he does so, the Defender receives 1 additional War Chest point for this scenario. This action can only be taken once per game.

Invader: *Rear Guard*—Reinholdt, Gobber Spy, can make a Rear Guard special action once per game while in the Defender's Deployment Zone. When he does so, the Invader receives 1 additional War Chest point for this scenario. This action can only be taken once per game.

SCORING

Starting on the second round, at the beginning of each of their turns, a player scores 1 Victory Point if they have two or more models completely within the river uncontested, and 2 Victory Points if they have two or models completely outside of the river on their opponent's side of the table. A player scores 3 Victory Points if their Leader model is securing the Daredevil objective.

VICTORY CONDITIONS

Decisive Win: At the beginning of any of their turns beginning with the third, if a player is securing both the Daredevil objective and the river, they win the match and receive 6 War Chest points.

Point Advantage Win: At the beginning of any of their turns, a player with 5 or more Victory Points than their opponent wins the match and receives 5 War Chest points.

Last Leader Win: At the end of any of the second player's turns, a player with the last Leader model in play wins the match and receives 4 War Chest points.

Victory Point Win: If neither player has a Leader in play at the end of any of the second player's turns, the player with the most Victory Points wins the match and receives 3 War Chest points.

Tie or Loss: If the match ends in a tie, both players receive 1 War Chest point. A player receives 1 War Chest point for a loss.