



RESURRECTION LEAGUE SCENARIOS

SEASON 2 - CHAPTER 2

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 4: THIN ICE

OVERVIEW

Despite the snows and the bitter bite of winter, the war goes on. With both sides entrenched behind their barricades of earth and ice, patrols are dispatched into the no man's land between to probe the defenses of the enemy. Sometimes these patrolling forces meet, and then the grounds they mutually traverse erupt into dangerous battlefields... especially when both sides are walking on thin ice.

This scenario ends after six rounds.

ARMY COMPOSITION

Each player builds a 50-point army.

SETUP

As shown on the map below, the battlefield should be divided into six 16" x 24" objective zones.

A 36" diameter frozen lake sits in the middle of the table. The frozen lake has the following special rules:

- Models without Flight, Ghostly, Incorporeal, or Pathfinder beginning a charge, run, slam power attack, or trample power attack while completely within the area of the frozen lake must make a Slip Roll before moving.
- Models without Flight, Ghostly, Incorporeal, or Pathfinder that begin a charge, run, slam power attack, or trample power attack and end their movement completely within the area of the lake must make a Slip Roll at the end of their movement.
- When a model is directly hit by an AOE attack and/or an attack that causes fire damage while completely within the area of the frozen lake, after the attack has been completely resolved, the model must make a Slip Roll.
- When a model must make a Slip Roll, roll a d6. On the roll of 1, the model becomes knocked down. On any other roll, nothing happens.
- When a Cohort model becomes knocked down for any reason while on the frozen lake, it breaks through the ice, suffers d6 damage points, and becomes stationary for one round instead of becoming knocked down.

Players then take turns placing up to three additional terrain features each. Players cannot place terrain feature within 4" of another terrain feature, but terrain can be placed on the frozen lake. Buildings, however, cannot be placed within the area of the frozen lake. Players cannot place Fire Pit or Spike Trap defenses within the area of the frozen lake.

Players roll off to start the game normally. The first player takes the first turn, and the second player has their choice of table edges to deploy to. The first player then deploys their forces within 7" of the opposite edge. The second player deploys their forces within 10" of their table edge.

SCORING

A player scores 1 Victory Point for each objective zone they secure at the beginning of each of their turns beginning with the first player's second turn.

VICTORY CONDITIONS

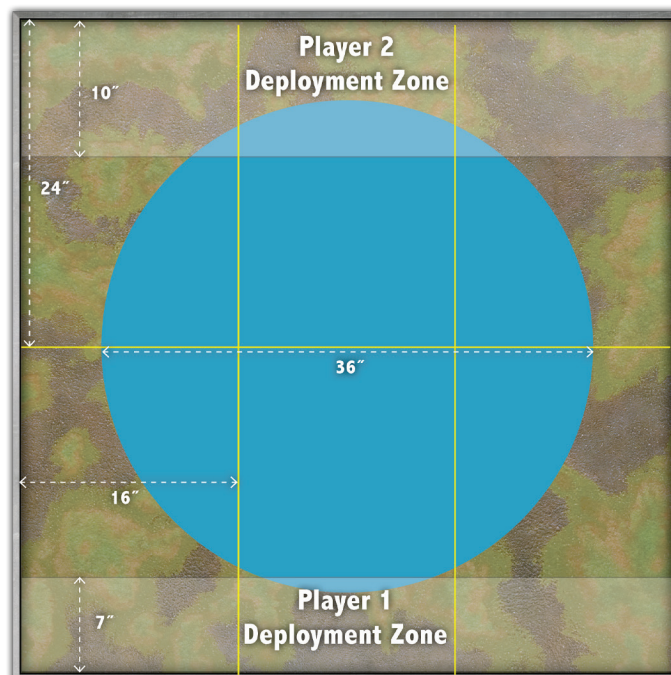
Decisive Win: If either player begins a turn securing all three objective zones on their opponent's side of the table, that player wins the match and gains 5 War Chest points.

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 5: SHIPWRECKED

OVERVIEW

As the winter months linger on, supplies to the frontlines often dwindle. With belts tightening, no spare resources can be ignored. When a recent shipwreck laden with food and raw materials is discovered spanning a nearby river, both camps rush to claim any goods they can get their hands on. As both sides meet in battle, their generals wonder how long the calm in the tumultuous winter weather will hold. This scenario ends after six rounds.

ARMY COMPOSITION

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

SETUP

As shown on the map below, an 8"-wide river spans the middle of the battlefield. The river is difficult terrain. Models that move, are moved, or are placed completely within the area of the river are removed from play. This does not include models with Flight, Incorporeal, or Ghostly. Place a 6" x 10" shipwreck objective diagonally across the center of the river so that it spans both sides of the river equally. The shipwreck objective is an obstruction.

A 6"-wide bridge spans the river 8" from the east table edge. Models completely on the bridge gain cover from arcane and ranged attacks made by models not completely on the bridge.

Players then take turns placing up to five additional terrain features each. A player cannot place a terrain feature within 4" of another terrain feature, including the river, bridge, and shipwreck objective.

Players roll off to start the game normally. The first player takes the first turn, and the second player has their choice of the north or south table edge to deploy to. The first player then deploys their forces within 7" of the opposite edge. The second player deploys their forces within 10" of their table edge.

SPECIAL RULES

Unpredictable Winter Weather: At the start of each player's turn, roll a d6. On the roll of 1 or 2, a storm either starts or ends. On a roll of 3-6, nothing happens.

When a storm begins, roll 1d6 on the table below:

- 1-2: **Obscuring Mists:** All models gain concealment. Additionally, the LOS of all models is limited to 12".
- 3: **Heavy Winds:** All models suffer -1 SPD, MAT, and RAT. Additionally, all models lose Flight.
- 4: **Cold Snap:** Models without Resistance: Cold suffer -1 DEF and cannot make Tough rolls.
- 5: **Ice Storm:** All models gain concealment. Additionally, warrior models without Resistance: Cold that do not move at least 1" or are not placed during their activations suffer a POW 10 damage roll.
- 6: **Blizzard:** All models treat open terrain as rough terrain and gain concealment. Additionally, the LOS of all models is limited to 10".

Storms continue until a player rolls a 1 or 2 at the start of their turn to end it. The storm's effects expire when the storm ends. Once a storm ends, there is always a chance a new storm will begin at the beginning of the next player's next turn.

SCORING

A Cohort model in base contact with the shipwreck objective during its activation can make a special action to gain a cargo token. A Cohort model can only have one cargo token at any time. When a Cohort model gains a cargo token, its controlling player scores 1 Victory Point. When a Cohort model with a cargo token begins its activation completely within the area of its controlling player's deployment zone, remove the cargo token from the model and its controlling player scores 2 Victory Points.

A player securing the shipwreck objective at the start of each of their turns scores 1 Victory Point.

VICTORY CONDITIONS

Decisive Win: If either player has three or more cargo tokens removed from their Cohort models while in their deployment zone, that player wins the match and gains 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 6: SNOWFALL

OVERVIEW

As the winter months wear on, both sides expand their earthworks, slowly cutting new trenches into the hard, frozen ground. With both entrenched forces separated by a scant dozen or so feet, a fierce battle suddenly breaks out between them as heavy snow falls overhead. This scenario ends after six rounds.

ARMY COMPOSITION

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

SETUP

Players roll off to determine the first player. The first player deploys first and takes the first turn.

Each player should place a 3" x 5" command trench in the middle of their deployment zone, touching the farthest edge of their deployment zone as shown on the map below. Then players take turns each placing four additional 3" x 5" trenches on their side of the table outside their deployment zones, beginning with the first player.

Players then take turns placing up to four additional non-trench terrain features each. A player also cannot place these terrain features within 4" of another terrain feature.

SPECIAL RULES

Lay of the Land: The models of the player who lost the Thin Ice scenario lose Advance Deployment and Ambush when playing this scenario.

Combat Ready: The healthy and hale warrior models of the player who won the Shipwrecked scenario gain Tough during the first two rounds of the game.

Falling Snow: Snow falls throughout the battle, gradually getting heavier as the conflict rages on. At the start of each player's turn, beginning with the first player's second turn, roll a d6. On the roll of a 1, the storm worsens to the next Stage. On any other roll, nothing happens.

The storm is at Stage 1 at the beginning of the game.

The effects of the storm stages are:

- **Stage 1:** All models gain concealment.
- **Stage 2:** All models gain concealment. Models treat open terrain as rough terrain.
- **Stage 3:** All models gain concealment. Models treat open terrain as rough terrain. Models lose Flight. All models have their LOS reduced to 12".
- **Stage 4:** All models gain concealment. Models treat open terrain as rough terrain. Models lose Flight. All models have their LOS reduced to 12". Models without Resistance: Cold suffer -1 DEF and lose Tough.

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

- **Gather Intel:** Reinholdt, Gobber Spy can make the Gather Intel special action once per game while within the area of your opponent's command trench. When he does so, you gain 1 additional War Chest point for this scenario. This action can only be taken once per game.

SCORING

A player scores 1 Victory Point for each trench objective on their opponent's side of the table they are holding at the beginning of each of their turns.

VICTORY CONDITIONS

Decisive Win: At the beginning of any of their turns, if a player is holding their opponent's command trench, 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.

