



RESURRECTION LEAGUE SCENARIOS

SEASON 1 – 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: SALVAGE FIELDS

OVERVIEW

In this scenario, the players race to retrieve their warjacks, warbeasts, monstrosities, and horrors as the armies return to a ruined battlefield to re-arm themselves with the fallen Cohorts.

This scenario ends after six rounds.

ARMY COMPOSITION

Scenario 4 is suitable for 50–75-point games.

SETUP

Each player must include at least two Cohort models in their force.

Place four 40 mm objectives on the battlefield as indicated on the map, these represent the salvageable war gear.

Players roll for first turn, with Player 1 deploying first as indicated on the map and taking the first turn.

Before deployment, each player selects two of their opponent's Cohort models to start the game Inactive. Beginning with Player 1, players take turns placing two of their opponent's Inactive Cohort models on their opponent's side of the table as indicated on the map.

Place an Inactive token next to each Cohort model in the salvage zones. A Cohort model with an Inactive token cannot be allocated focus, powered up, activated, advance, be moved or placed, or targeted by attacks or spells. Warlocks can leech fury from Inactive warbeasts in their battlegroup and can transfer damage to them. Leader models can channel spells through Cohort channelers in their battlegroup.

Inacative warbeast models begin the game with a number of fury points equal to their FURY stat. Inacative warbeast models do not make threshold checks.

An Inactive token can be removed from a friendly Cohort model by a Leader model anytime during the Leader's

activation by spending 1 focus, fury, or essence point while within 1" of it. A Leader model can remove up to one Inactive token each activation. The Cohort model is considered to be part of the Leader's battlegroup and can activate normally that turn.

TERRAIN

Players alternate placing terrain features, with each player placing up to 4 features. A player cannot place terrain within 4" of an Inactive Cohort model.

SCORING

Beginning with the second player's second turn, at the end of each turn players score 1 VP for each of the salvageable war gear objectives they are securing.

A player scores 2 VPs each time they remove an Inactive token from one of their Cohort models.

VICTORY CONDITIONS

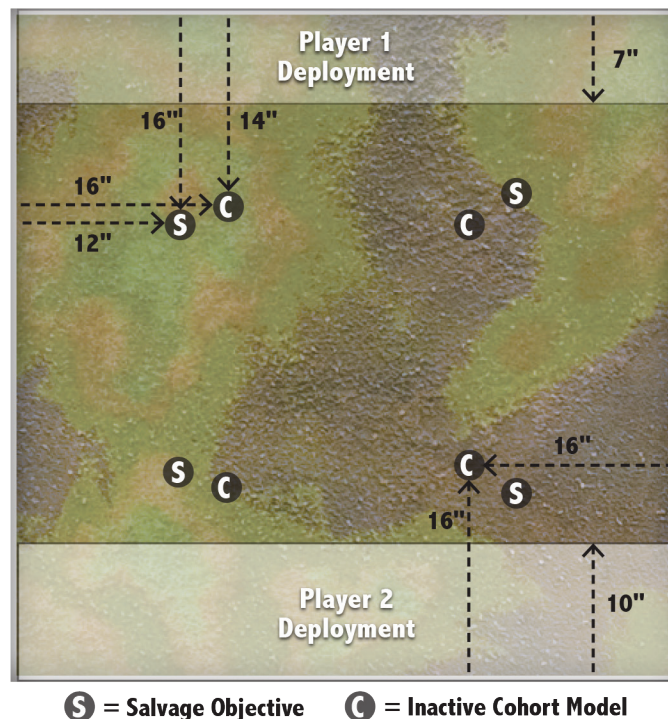
Decisive Win: At the beginning of any turn or at the end of the sixth round, if a player has removed the Inactive token from one or more of their Cohort models and controls at least 3 objectives, they win the match and receive 5 War Chest points.

Point Advantage Win: At beginning of any turn, if a player has 5 or more Victory Points than their opponent, they win the match and receive 4 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 3 War Chest Points.

Victory Point Win: After six rounds, 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: DERAILED

OVERVIEW

In this scenario, the players converge on a derailed supply train, fighting for the scattered supplies among the ruins before the boiler explodes.

This scenario ends after six rounds.

ARMY COMPOSITION

Scenario 5 is intended for 50-, 75-, and 100-point games

SETUP

You will need three 4"×12" rectangular zones to represent train cars. A 4" wide door should be marked on the center of each long edge of the train cars to indicate where models can move in and out of the zone.

Place the train car zones on the battlefield such that the centerline of the board passes through both of each zone's short edges. Place a marker in either the far left or right train cars to indicate the boiler. Place one 40 mm objective in the center of each train car, and each player places one additional 40 mm objective within 8" of the center line of the table. These represent the supply crates.

The Defender can nominate up to 5 units and/or solos to deploy inside the train cars. Any units deployed in this way must forfeit their Normal Movement on the Defender's first turn.

The Invader is the first player when playing this scenario.

TERRAIN

Players alternate placing other terrain features, with each player placing up to 4 features.

SPECIAL RULES

Train Cars: Models can only advance into or out of a car zone through its door. Models completely within the train cars have cover from attacks from models completely outside the train cars.

Boiler: At the beginning of each Invader turn, roll 2d6 for each train car zone remaining on the table. On a result of 2, the boiler explodes. Remove the train car containing the boiler and its objective from the board. All models within that train car are destroyed.

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

Defender: Arcane Espionage — Once per game, if Reinholdt, Gobber Spy is within 10" of the Invader leader when that Leader casts a spell, the Defender receives 1 additional War Chest point for this scenario.

Invader: Maps and Codes — Once per game, if Reinholdt, Gobber Spy is within a train car zone with no other enemy models, the Invader receives 1 additional War Chest point for this scenario.

SCORING

Beginning with the Defender's second turn, at the end of each player's turn, each player scores 1 Victory Point (VP) for each supply crate they are securing.

VICTORY CONDITIONS

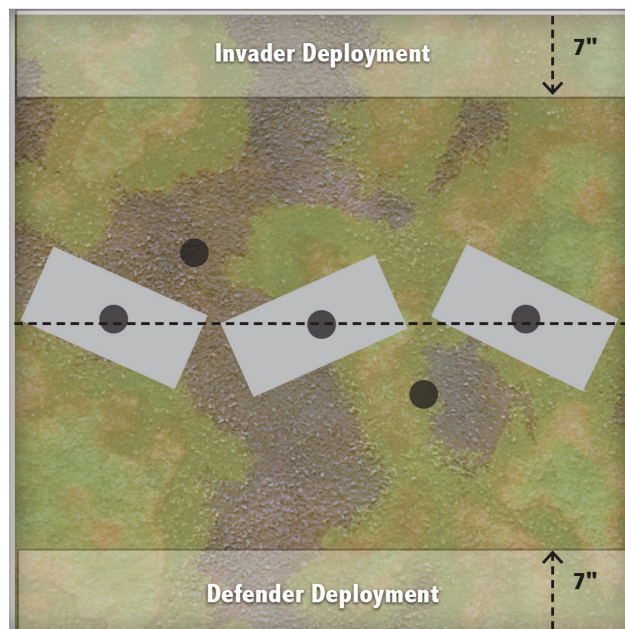
Decisive Win: Beginning with the third round, if a player is securing at least four supply crate objectives at the beginning of their turn, they win the match and receive 5 War Chest points.

Point Advantage Win: At beginning of any turn, if a player has 5 or more Victory Points than their opponent, they win the match and receive 4 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 3 War Chest points.

Victory Point Win: After six rounds, 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: GOING DOWN

OVERVIEW

In this scenario, the players clash for control of a water reservoir as the Invader attempts to bring the water down far enough to infiltrate their forces through the tunnel into the city beyond.

This scenario ends after six rounds.

ARMY COMPOSITION

Scenario 6 is suitable for 50-, 75-, and 100-point games

SETUP

Place a 12" circular zone in the center of the board to represent the water reservoir. Place one 50 mm Tunnel objective in the center of the water reservoir and three 40 mm Spillway Valve objectives as indicated on the map. Set aside a die or other marker to indicate the Water Level of the reservoir, beginning at 5.

The Invader is the first player in this scenario.

TERRAIN

Players alternate placing terrain features, with each player placing up to 6 features. A player cannot place terrain within the water reservoir.

The water reservoir is Shallow Water.

SPECIAL RULES

Spillway Control: At the end of each round, the Water Level is reduced by 1 for each Spillway Valve the Invader secures.

The center Tunnel objective cannot be secured until the Water Level reaches 0.

SCORING

Starting on the second player's second turn, at the end of each player's turn, each player scores 1 Victory Point (VP) for each Spillway Valve they are securing. The Invader scores 3 VP at the end of each of their turns if they are securing the Tunnel objective.

VICTORY CONDITIONS

Decisive Win: At the beginning of any turn, if a player is securing all three Spillway Valves, they win the match and receive 5 War Chest points.

Point Advantage Win: At beginning of any turn, if a player has 5 or more Victory Points than their opponent, they win the match and receive 4 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 3 War Chest points.

Victory Point Win: After six rounds, 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.

