RESURRECTION LEAGUE SCENARIOS

SEASON 1 – CHAPTER 3

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 7: BATTLE PLANS

OVERVIEW
In this scenario, the Invader mounts an assault to break into the Defender's bunkers and steal the names of the couriers carrying the precious battle plans, while the Defender fights to deceive their enemy and protect the secret of which of their warriors hold the plans.
This scenario ends after six rounds.

ARMY COMPOSITION
Scenario 7 is intended for 50- and 75-point games.

SETUP
As shown on the map below, place two Bunker terrain features on the battlefield 18" forward from the Defender's table edge. Before deployment, the Defender secretly designates three friendly solos/units to be Couriers and writes this information down in secret. The Defender will reveal this information at the end of the game or when their last Courier solo/unit leaves play. Additionally, at the end of each Invader turn, the Defender must reveal the identity of one Courier solo/unit for each bunker the Invader is occupying.
The Invader's models lose Advance Deployment for this scenario.
The Invader takes the first turn in this scenario.

TERRAIN
Players alternate placing terrain features, with each player placing up to 4 features. A player cannot place terrain within 4" of a Bunker.

SCORING
Beginning on the second player's second turn, each turn each player scores 1 Victory Point for every Bunker they are occupying. The Invader scores 2 Victory Points each time a Courier solo/unit is destroyed or removed from play, even if that model/unit's identity had not yet been revealed.

VICTORY CONDITIONS
Decisive Win: At the beginning of any turn in which no Courier solos/units remain on the table, the Invader wins the match and receives 5 War Chest Points. If at the end of the sixth round, at least two Courier solos/units remain on the table, the Defender wins the match and receives 5 War Chest Points. If one Courier model remains, the match is a tie.
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 last Leader model in play wins the match and receives 3 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 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.
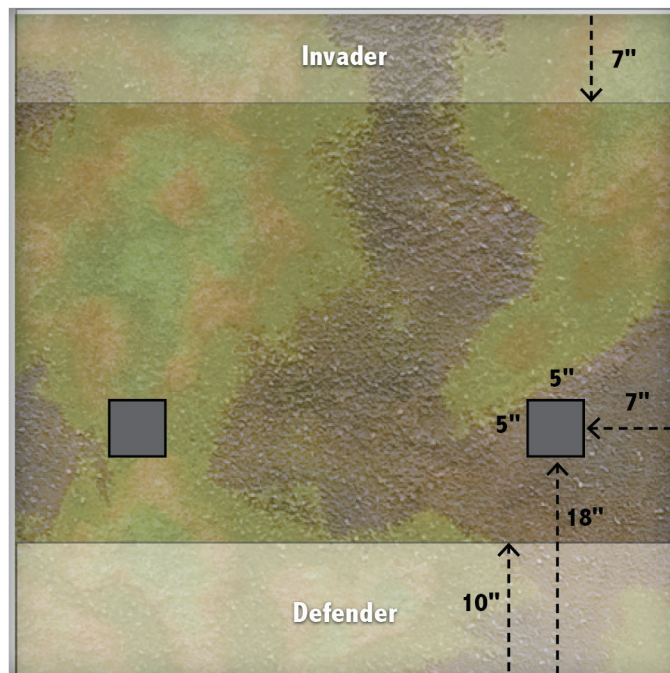
SCENARIO 8: CROSSROADS

OVERVIEW

In this scenario, the scout forces of two opposing armies meet at a crossroads, struggling to either light the way for their allies or darken the road for their enemies as the armies rush toward their climactic confrontation.

This scenario ends after six rounds.

ARMY COMPOSITION

Scenario 8 is intended for 50-point games.

SETUP

As shown on the map below, each player has two 10" square deployment zones on opposite corners of the battlefield. Place four 40 mm objectives centered 18" forward from the middle of each table edge—these represent the beacons. After players have completed deployment, randomly select two beacons and place fire tokens to indicate they are lit. At the end of each player's turn, before scoring, place a fire token on each beacon the Defender is securing, and remove any fire tokens from beacons that the Invader is securing.

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

TERRAIN

Players alternate placing terrain features, with each player placing up to 4 features. A player cannot place terrain within 4" of a Beacon objective.

SCORING

Beginning at the end of the second player's second turn, the Defender scores 1 Victory Point for each beacon that is lit. The Invader scores 1 Victory Point for each beacon without a fire token.
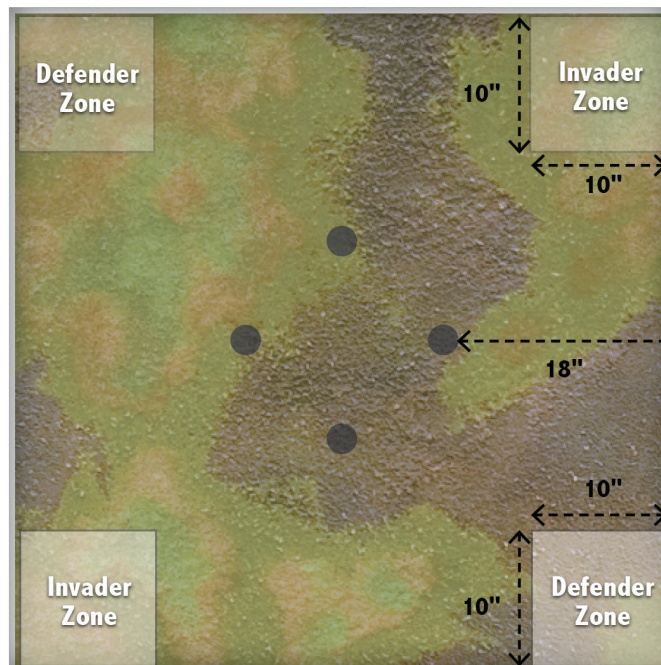
VICTORY CONDITIONS

Decisive Win: Beginning with the start of the Defender's third turn, if all beacons are lit at the beginning of the Defender's turn, the Defender wins the match and receives 5 War Chest Points. Beginning with the start of the Invader's third turn, if no beacons are lit, 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 last Leader model in play wins the match and receives 3 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 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 9: RED FALLS

OVERVIEW
In this scenario, players clash at a waterfall rushing over a cliff face, fighting to hold their opponent on their side of the river as the leaders make their courageous stands on the edge of disaster.

This scenario ends after six rounds.

ARMY COMPOSITION
Scenario 9 is suitable for 50-, 75-, and 100-point armies.

SETUP
As shown on the map below, players mark one side of the battlefield as the Abyss, the edge of the falls, extending 12" in from that table edge. The river consists of the center 18" between the player table edges. Any model whose base touches or moves past the edge of the Abyss is removed from play.

The river is considered to be shallow water terrain. While in the river, models lose Pathfinder. Medium- and small-based model completely within the river are pushed 4" directly toward the Abyss at the start of their activations. A medium- or small-based model that becomes knocked down while completely within the river is immediately pushed 4" directly toward the Abyss.

Place a single 50 mm objective centered in the river and 5" from the edge of the Abyss. This represents the Daredevil objective (see below). The Daredevil objective is secured if a friendly Leader model is within 1" of the objective and no opposing models are within 3" of the objective.

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

TERRAIN
Players alternate placing terrain features, with each player placing up to 3 features. A player cannot place terrain within 4" of another terrain feature, the Daredevil objective, or the Abyss.

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

Defender: Map the Ford - Reinholdt, Gobber Spy can make the Map the Ford special action once per game while completely outside of the river and on the Invader's side of the board. When he does so, the Defender gains 1 additional War Chest point for this scenario.

Invader: Play Dead - Reinholdt, Gobber Spy can make a Play Dead special action once per game the turn after being targeted by an attack or being hit by an AOE or spray attack on the previous turn. When he does so, the Invader gains 1 additional War Chest point for this scenario. This action may 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.