



RESURRECTION LEAGUE SCENARIOS

SEASON 2 - 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: HIGH GROUND

OVERVIEW

The Defenders rush to fortify a vital pass along an ancient road high in the mountains against an Invader assault. Should the Invaders seize the pass, they will have disrupted the Defender's supply lines and gain unfettered access to the territories beyond. Failure will force them to find longer and more dangerous pathways into the mountains.

This scenario ends after six rounds.

ARMY COMPOSITION

The Defender builds a 50-point army.

The Invader builds a 75-point army.

SETUP

As shown on the map below, the Invader deploys to an area 10" forward of the north table edge.

The Defender deploys to an area 7" forward of the south table edge. In front of the Defender's Deployment Zone is a 10" x 48" area of impassable terrain that is only divided by the 10" x 10" Pass Zone. Sitting directly to the left of the Pass Zone abutting the impassable terrain is a Guard Tower terrain feature.

Players then take turns each placing four hills anywhere on the table outside the impassable terrain and the Deployment Zones.

Players then take turns each placing four additional terrain features. These terrain features can be placed on hills, but cannot be placed within 4" of the impassable terrain, either player's Deployment Zone, or another non-hill terrain feature. Neither player can place defenses when playing this scenario. The Defender deploys first and can deploy models/units into the Guard Tower.

The Invader takes the first turn.

SCORING

Starting with the Defender's second turn, a player scores 1 Victory Point at the start of each of their turns for securing either the Guard Tower or the Pass Zone.

If the Guard Tower is destroyed, the Invader scores 3 Victory Points.

VICTORY CONDITIONS

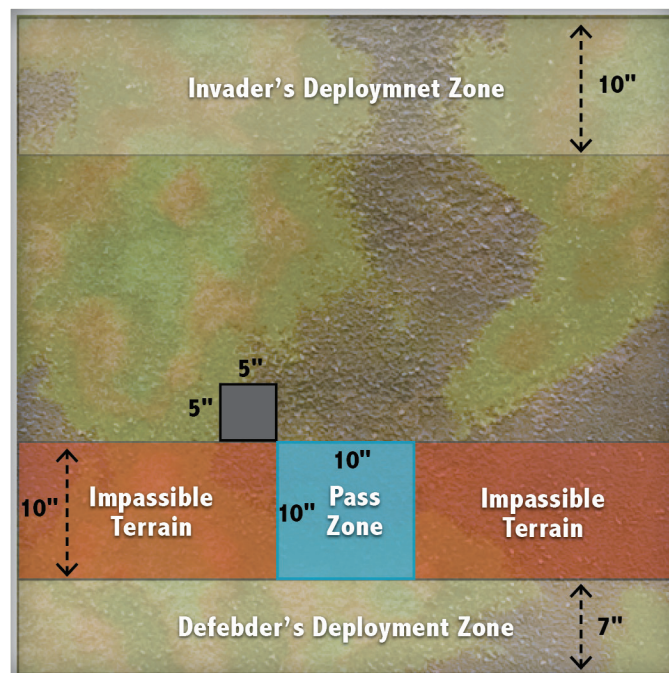
Decisive Win: If the Guard Tower has not been destroyed after six rounds, the Defender wins the match and receives 5 War Chest Points. If the Invader destroys the Guard Tower and secures the Pass Zone in the same turn, the Invader wins the match and receives 5 War Chest points.

Point Advantage Win: At the beginning of any of their turns, a player with 5 Victory Points or more 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 8: A DIFFICULT CROSSING

OVERVIEW

As the action moves into the mountains, the Invaders must perform a dangerous crossing over a fast-moving river in the highlands. Meanwhile, the desperate defenders are forced to contemplate the unthinkable to slow the Invader's advance: destroying their own bridges to buy much needed time.

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, a 4" wide river runs through the middle of the battlefield along the Invader's side of the table. The river is difficult terrain.

Three 6" x 8" bridges span the river, one 6" from each of the east and west sides of the table and one across the center of the river. Bridges are considered to be buildings with DEF 5, ARM 18, and 20 damage boxes. Any models on a bridge when it is destroyed are removed from play.

Players then alternate placing terrain features, with each player placing up to four features. A player cannot place terrain within 4" of a Deployment Zone, table edge, the river, or another terrain feature.

The Invader cannot place defenses in this scenario.

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

SCORING

A player scores 1 Victory Point at the start of each of their turns for each bridge they are securing.

The Invader player scores 1 Victory Point at the start of their turn if they have one or more models completely on the Defender's side of the river at the start of their turn.

Each time a bridge is destroyed, the Defender receives 1 Victory Point.

VICTORY CONDITIONS

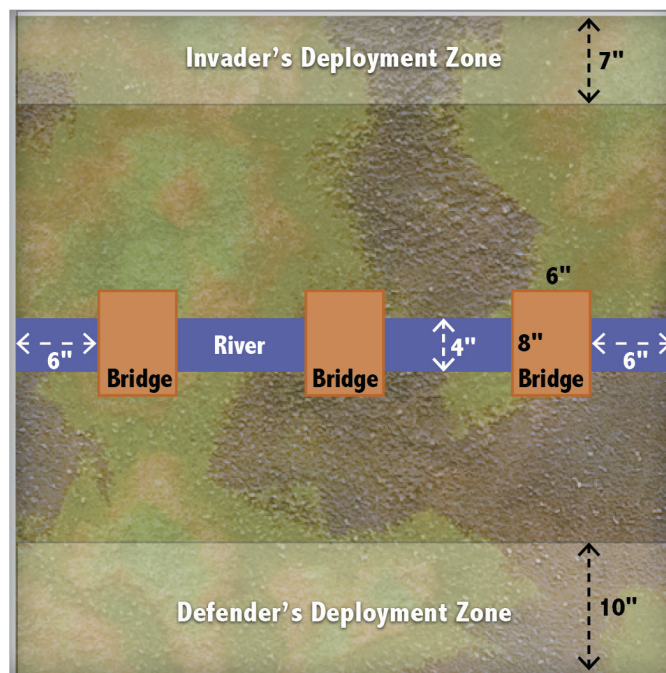
Decisive Win: If the Invader holds all three bridges at the beginning of any of their turns, they win the match and gain 5 War Chest Points. If at any time all three bridges are destroyed and the Invader has no models on the Defender's side of the river, the Defender wins the match and receives 5 War 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 9: FIREBREATHER

OVERVIEW

The Invaders have finally cornered the Defenders at their mountain camp located at the site of an old abandoned red powder mine. As the battle erupts, both sides must carefully consider the implications of the residual powder deposits as they work to achieve their strategic goals without blowing the mountain apart at its seams.

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, a 5" x 5" Mine Entrance objective sits in the middle of the table on the west side of the battlefield. The Mine Entrance objective is an obstruction.

Four 3" x 5" trenches are positioned on the east side of the battlefield in pairs with a gap of 4" between them.

The Defender then places three 3" x 5" Command Tent objectives anywhere on their side of the table. Command Tent objectives cannot be placed within 3" of the Defender's Deployment Zone, another Command Tent, or a table edge. Command Tent objectives are obstructions.

Players then take turns each placing three Powder Keg Defenses anywhere within 12" of the Mine Entrance.

Players then take turns each placing two additional terrain features. A player cannot place terrain within 4" of a Deployment Zone, table edge, trench, Mine Entrance, Command Tent, table edge, or another terrain feature.

The Invader cannot place additional defenses in this scenario.

The winner of "The High Ground" scenario decides which player deploys first.

The winner of the "Difficult Crossing" scenario decides which player takes the first turn.

SPECIAL RULES

Tinderbox: The entire area surrounding the mine is coated with a fine layer of red blasting powder. The residual deposits of powder only get heavier the closer they get to the Mine Entrance. Each time a model makes a ranged or arcane attack that causes fire damage, immediately after the attack is resolved, roll a d6. On a roll of 2, the attacking model suffers the fire continuous effect. On a roll of 1, the blasting powder explodes, causing the attacking model and any models within 2" of it to each suffer a POW 10 blast damage roll. On any other roll, nothing happens.

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

- **Defender:** Rear Guard—Reinholdt, Gobber Spy can make a Rear Guard special action once per game while in the Invader's Deployment Zone. When he does so, the Defender gains 1 additional War Chest point for this scenario. This action can only be taken once per game.
- **Invader:** Gather Intel—Reinholdt, Gobber Spy can make the Gather Intel special action once per game while in base contact with a Command Tent objective. When he does so, the Invader gains 1 additional War Chest point for this scenario. This action can only be taken once per game.

SCORING

The Defender scores 2 Victory Points at the start of each of their turns if they are securing the Mine Entrance objective.

The Invader scores 1 Victory Point at the start of each of their turns for each Command Tent objective they are securing.

VICTORY CONDITIONS

Decisive Win: At the beginning of any of their turns beginning with the third, if a player is securing all three Command Tent objectives and the Mine Entrance objective, 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.

