# RESURRECTION LEAGUE SCENARIOS

## SEASON 1 – CHAPTER 1

Included in this document are rules and terms for playing the first 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: PIERCING THE VEIL

## OVERVIEW

Players fight to control a critical battlefield as a strange arcane presence meddles in the conflict, manifesting a dangerous and drifting fog that can aid or hinder, depending on how players navigate it.

This scenario ends after six rounds.

## ARMY COMPOSITION

Scenario 1 is suitable for 50- and 75-point games.

## SETUP

Place a large hill in the center of the battlefield and 2 objectives as indicated on the map below. Use tokens or dice to mark the six numbered points around the perimeter.

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. After terrain has been placed, each player places one 3" cloud effect template on the battlefield within 1" of the center hill. These cloud effect templates represent the Rolling Fog.

## SPECIAL RULES

**Rolling Fog:** At the beginning of each player turn, roll a d6 for each Rolling Fog template in play and move it 4" toward the corresponding numbered marker as indicated on the map. Rolling Fog templates that touch the edge of the board are removed from play.

**Billowing Mist:** Starting with the second turn, at the beginning of each of player 1's turns, each player adds one Rolling Fog template to the battlefield. These templates must be placed within 1" of another Rolling Fog in play. If there are more than six Rolling Fogs on the battlefield at the beginning of player 1's turn, do not add any more Rolling Fog templates.

**Twisted Distortion:** Rolling Fog templates are cloud effects. A model within one or more Rolling Fog templates suffers –1 AAT, –1 MAT, – RAT, and cannot Aim.

## SCORING

Starting on the second round, at the beginning of each player's turn, each player scores 1 Victory Point (VP) for each flag they secure and 2 VP if they hold the center hill uncontested.

## VICTORY CONDITIONS

**Decisive Win:** At the beginning of any turn or the end of the sixth round, if a player secures both flags and holds the center hill uncontested, they win the match.

**Point Advantage Win:** At beginning of any turn, if a player has 5 or more Victory Points than their opponent, they win the match.

**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.

**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.
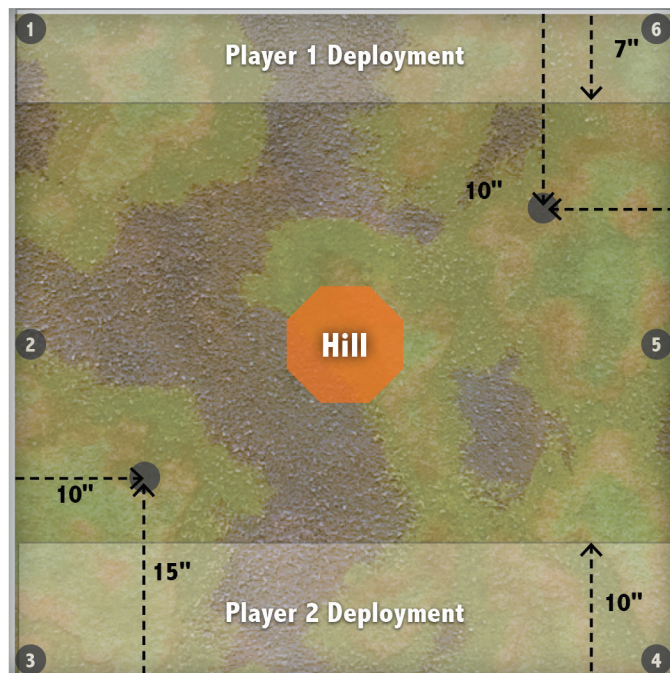
# SCENARIO 2: MONUMENT TO WAR

## OVERVIEW

In this scenario, players clash at the site of a sacred monument, believed to be the divinely blessed protector of the city. Determined to break the spirit of the city's people, the Invaders seek to desecrate the shrine by toppling its statues and capturing the heroic monument while the Defenders will stop at nothing to protect it.

This scenario ends after six rounds.

## ARMY COMPOSITION

Scenario 2 is intended for 50-, 75-, and 100-point games

## SETUP

As shown on the map below, place a large obstruction (Monument) with a recommended size of 5" x 5" and 4 small objectives (Statues) on the battlefield.

Before deployment, the Defender may designate up to half their army's points value to represent reinforcements. These units gain Ambush for this scenario. Only warrior models can be designated as reinforcements.

Invader models lose Ambush 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. Urban terrain is recommended.

## SPECIAL RULES

**Blessed Shrine:** Defender models within 5" of the Monument are immune to continuous effects.

**Topple:** An Invader Cohort model within 1" of a statue can topple it by doing the following:

- **A medium- or larger-based horror** within 1" of a statue can topple it by forfeit its Normal Movement and Combat Action and spending one essence point.
- **A medium- or larger-based warbeast** within 1" of a statue can topple it by forfeit its Normal Movement and Combat Action and being forced.
- **A medium- or larger-based warjack** within 1" of a statue can topple it by forfeit its Normal Movement and Combat Action and spending one focus point.

When a statue is toppled remove it from the battlefield.

## SCORING

The Invader scores 2 Victory Points each time they topple a statue.

Beginning on the second round, the Defender scores 1 VP for each statue they secure uncontested.

## VICTORY CONDITIONS

**Decisive Win:** At the beginning of any turn or at the end of the sixth round, if two or more statues have been toppled and the Invader secures the Monument uncontested, they win the match. If no statues have been toppled and the Defender secures the Monument uncontested, at the end of sixth round, they win the match.

**Point Advantage Win:** At the beginning of any round, a player with 5 or more Victory Points than their opponent wins the match.

**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.

**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.
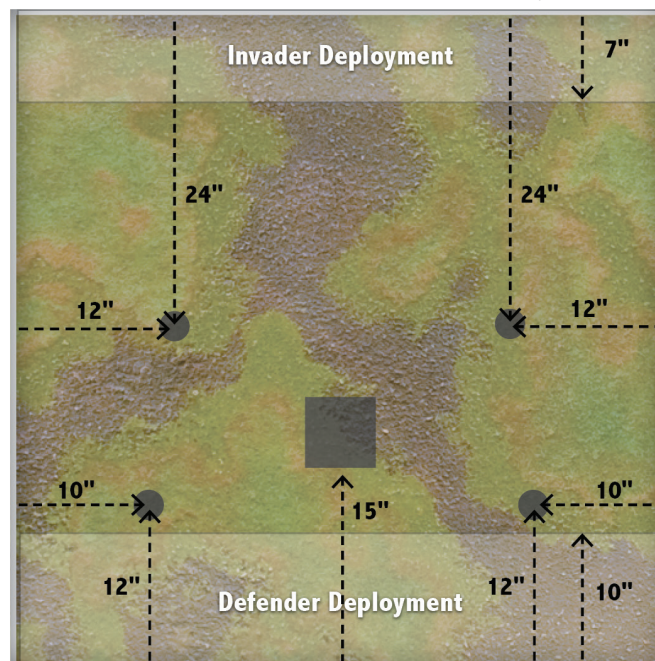
# SCENARIO 3: SIGNAL STRENGTH

## OVERVIEW

Players battle to control the titanic communications tower and its volatile power coils, the Defenders fighting to broadcast their message and the Invaders battling to shut down the tower for good.

## ARMY COMPOSITION

Scenario 3 is suitable for 50- and 75-point armies.

## SETUP

As shown on the map below, place a large obstruction (Communications Tower) in the center of the battlefield, with a recommended size of 5" x 5", and four objectives (Power Coils), centered on and 6" away from each side of the Communication Tower.

The Defender takes the first turn in this scenario.

## TERRAIN

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

## SPECIAL RULES

**Electric Arcs:** If a model is directly hit by an AOE or spray attack within 4" of a Power Coil, all models within 4" of the Power Coil suffer a POW 10 electricity damage roll.

**Ionization [4"]:** When a model without Resistance: Electricity suffers an electrical damage roll while within 4" of one or more Power Coils, add +2 to the roll.

**Ground:** If a player secures the Communications Tower uncontested, during their Maintenance Phase, they can grant one model/unit Resistance: Electricity for one round.

## SCORING

Starting on the second round, at the beginning of their turn, a player scores 1 Victory Point (VP) for each Power Coil they secure and 2 Victory Points if they secure the Communications Tower uncontested.

## VICTORY CONDITIONS

**Decisive Win:** At the beginning of any turn or at the end of the sixth round, if a player secures three of the four Power Coils and the Communications Tower uncontested, they win the match.

**Point Advantage Win:** At the beginning of any round, a player with 5 or more Victory Points than their opponent wins the match.

**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.

**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.