

CLUB CHALLENGE

16th-17th May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

WARMACHINE/HORDES SCENARIOS

GENERAL SCENARIO RULES

These apply to ALL scenarios below.

- Any Warlock or Warcaster death during the game does not end the game under any condition,
- Wrecked or inert Warjacks, Wild Warbeasts, and fleeing models/units are not counted when determining whether or not a player has won the scenario, i.e. never count as a claiming model.
- Warrior Models with a CMD value of less than 1 can never claim objectives, or count towards scenario conditions.
- Unless otherwise stated Advance / Deep Deploy will be allowed in all Scenarios.
- Unless otherwise stated all deployment zones are 10" from your table edge.

Scenario 1 – Divide and Conquer

Before the start of the game, divide the table into four equal Quarters, with one line running west to east through the centre of the board, and one line running north to south through the centre.

For a unit to control a Quarter, all models in that unit still in play must be completely in within that Quarter.

A player ending his turn with one or more of their models/units completely within in either, both East, or both West Quarters, while his opponent does not have any models completely within those Quarters, wins.

If time runs out before one player has won, the person with at least 3 VP's more than his opponent, wins. If the VP difference is 2 or less, then the game is a draw.

Scenario 2 – No Man's Land

Mark an 8" wide strip of area, running east to west, through the centre of the table. This counts as the "No Man's Land".

For a unit to control the area, all models in the unit still in play must be completely in within that Territory.

From the 3rd Round onwards, a player ending his turn with one or more of his models/units in "No Man's Land", while his opponent does not have any models completely within "No Man's Land", wins.

If time runs out before one player has won, the person with at least 3 VP's more than his opponent, wins. If the VP difference is 2 or less, then the game is a draw.

Scenario 3 – Contested Ground

Divide the battlefield between the deployment zones into four 12" wide Territories running north to south. Note: These areas do not extend into your deployment zones.

A player controls a Territory if he has one or more models/units completely within the Territory and his opponent has no models completely within the Territory. For a unit to control a Territory all models in the unit still in play must be completely with that Territory.

A player scores one Control Point for each Territory he controls at the end of each of his turns.

CLUB CHALLENGE

16th-17th May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, ENlgand

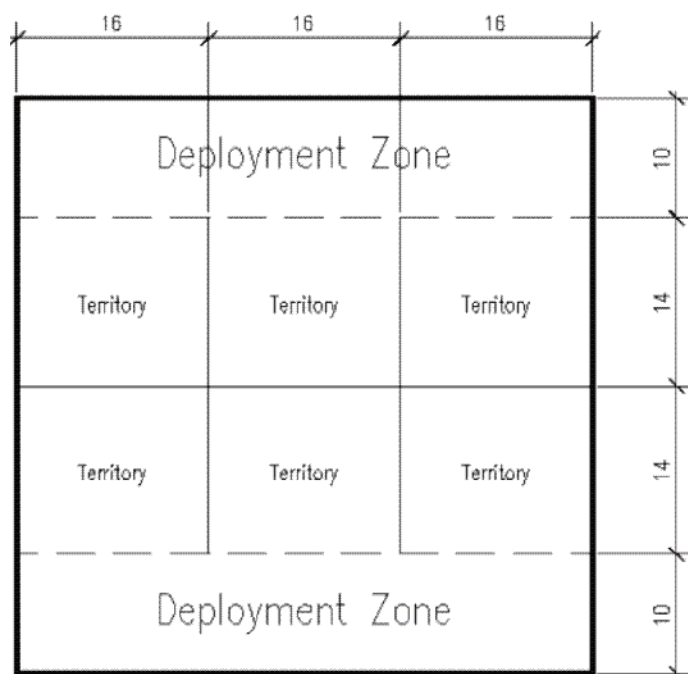
Control Points cannot be scored during the first round of the game.

A player wins when he scores 5 Control Points.

If there is no winner when time runs out, the player who currently has the most Control Points (CP's) wins. If both players have the same number of control points, then the player who currently controls the most Territories wins. Otherwise the game is a Draw.

Scenario 4 – Invasion

Divide the table between the deployment zones into 6 No. 16" x 14" Territories (see map below). A player controls a Territory if he has one or more models/units completely within the Territory, and his opponent does not have any models completely within the Territory.



For a unit to control a Territory, all models in the unit still in play must be completely within that Territory.

From the 3rd Round onwards, a player ending his turn wins when he holds at least two Territories on his half of the table and one Territory on his opponent's half of the table.

If there is no winner when time runs out, the player who controls the most of his opponent's Territories wins. If both players control the same number of their opponents' Territories, then the player who currently controls the most Territories wins. Otherwise the game is a Draw.

Scenario 5 – Take and Hold

Place 3 Markers along the centre of the board; the first two 8" from both table edges, and the other 24" from either edge in the centre. (1p or 5p coins are the rough size of marker players should be using.)

A player controls a Marker if he has a model base that completely covers the Marker.

From Turn 3 onwards, a player scores one Control Point for each Marker he controls at the start of each of their Maintenance phases.

Control Points cannot be scored during the first two rounds of the game.

A player wins when he scores 3 Control Points.

If there is no winner when time runs out, the player who has the most Control Points wins. If both players have the same number of control points, then the player who killed the enemy caster wins. Otherwise the game is a Draw.