

Rocky Mountain Warmaster Challenge

General Rules

1. You need a standard 2000 point Warmaster army (no variants).
2. You must use the same army and army list for both rounds. Please bring a printed copy of your army list for your opponent with you to the Con.
3. Each game is limited to 1 hour 45 minutes. This gives us 15 minutes to calculate scores and reset the tables.
4. If an army breaks, the game ends immediately. There is no running up additional victory points.

Scoring

All scenarios will use the standard Warmaster tournament scoring system as shown below. **IMPORTANT NOTE:** Each scenario has 300 bonus points available. These are added to your score after all victory points are calculated.

Game Results and Victory Conditions	Tournament Points
Total Victory - Break opponent's army and have the highest number of victory points.	Your victory points + 50% of the difference in victory point totals + 300
Victory - Neither player is broken but you have the highest number of victory points.	Your victory points + 50% of the difference in victory point totals
Winning Draw - Opposition is broken but you have less victory points.	Your victory points + 300
Draw - Both armies are unbroken and have the same victory points.	Your victory points
Draw - Both armies break simultaneously.	Your victory points +150
Losing Draw - You are broken but have the highest number of victory points.	Your victory points + 50% of the difference in victory point totals
Defeat - Neither player is broken but you have less victory points than your opponent.	Your victory points
Total Defeat - You are broken and have the least victory points.	Your victory points

Scenario One: Oceanfront Property

In this scenario, the two armies start on either side of the Sirendell River – one on the north side, the other on the south side. Only the triangle delta of land is unclaimed at the beginning of the game. There is an empty garrison fort that provides incentive to hold the delta.

Bonus Points	Condition
300 points	<p>Garrison: You may claim the garrison if you have a unit (or partial unit) of infantry in full-edge contact with the garrison at the <u>beginning</u> of your movement phase <u>AND</u> your enemy does not have any units in contact with the garrison. Moving into a garrison is an INITIATIVE command. Place one unit (and one unit only - up to three stands) in the garrison. They now count as fortified and cannot be flanked. Subsequent enemy units in contact with the garrison may attack the defenders as normal using the fortified rule. If all stands in the garrison are eliminated, the garrison is lost and available to be re-occupied using the rules above.</p> <p>If a unit in the garrison has <u>missile</u> weapons, they can take full shots from the garrison following the usual rules for shooting at the closest enemy. NOTE: The position of the stands in the model is irrelevant. Treat the unit inside as if it occupies the entire structure and can fire 360 degrees.</p>

Terrain

- RIVERS & BRIDGES:** All rivers are stop-and-go for infantry only. All other units must use a bridge. Bridges do not block line of sight. A unit must have one stand flush with the river to cross it. A brigade must have one unit flush with the river to cross it. You may stand and fight in the river without penalty, but you may not redeploy or evade over the river. Shooting drive backs into the river cause confusion.



Scenario Two: A River Run Through

The snaking Sirendell River winds back and forth upon itself several times in the lowlands of the Reaches. In this scenario, the only thing separating you and your enemy is the river.

Bonus Points	Condition
300 points	Crush, Kill, Destroy: You gain 300 points if you break your opponent.

Terrain

1. **RIVERS & BRIDGES:** All rivers are stop-and-go for infantry only. All other units must use a bridge. Bridges do not block line of sight. A unit must have one stand flush with the river to cross it. A brigade must have one unit flush with the river to cross it. You may stand and fight in the river without penalty, but you may not redeploy or evade over the river. Shooting drive backs into the river cause confusion.
2. **SWAMP:** The swamp cannot be crossed except by infantry. The swamp gives negative modifiers for command, but it does not block line-of-sight. Movement is full.
3. **FOREST:** The forest blocks line-of-sight for all artillery fire.



Scenario Three: Over the River and Through the Woods

This scenario is a big battle for the center of the board. NOTE: You can deploy units on the far side of the river but each STAND must be touching the river. This will put some units in irregular formations when deployed. It also allows for a very quick engagement.

Bonus Points	Condition
300 points	Crush, Kill, Destroy: You gain 300 points if you break your opponent.

Terrain

1. **RIVERS & BRIDGES:** All rivers are stop-and-go for infantry only. All other units must use a bridge. Bridges do not block line of sight. A unit must have one stand flush with the river to cross it. A brigade must have one unit flush with the river to cross it. You may stand and fight in the river without penalty, but you may not redeploy or evade over the river. Shooting drive backs into the river cause confusion.
2. **RUINS:** You cannot deploy any troops or move any troops in the ruins on the far south edge of the board. The ruins block line of sight.



Scenario Four - Purple Mountains Majesty

The riches of the mines await the victor on this map. In this scenario, each army starts very near each other in the center of the board. There is an empty garrison fort that provides incentive to hold the plains.

Bonus Points	Condition
300 points	<p>Garrison: You may claim the garrison if you have a unit (or partial unit) of infantry in full-edge contact with the garrison at the <u>beginning</u> of your movement phase <u>AND</u> your enemy does not have any units in contact with the garrison. Moving into a garrison is an INITIATIVE command. Place one unit (and one unit only - up to three stands) in the garrison. They now count as fortified and cannot be flanked. Subsequent enemy units in contact with the garrison may attack the defenders as normal using the fortified rule. If all stands in the garrison are eliminated, the garrison is lost and available to be re-occupied using the rules above.</p> <p>If a unit in the garrison has <u>missile</u> weapons, they can take full shots from the garrison following the usual rules for closest enemy. NOTE: The position of the stands in the model is irrelevant. Treat the unit inside as if it occupies the entire structure and can fire 360 degrees.</p>

Terrain

1. **WALLS:** The earthwork walls allow for archers and artillery on higher ground to shoot down upon their hapless victims. Walls and ramps afford defended status.

