SCENARIO 2: SUPPLY AND DEMAND
(GUARD SCENARIO)

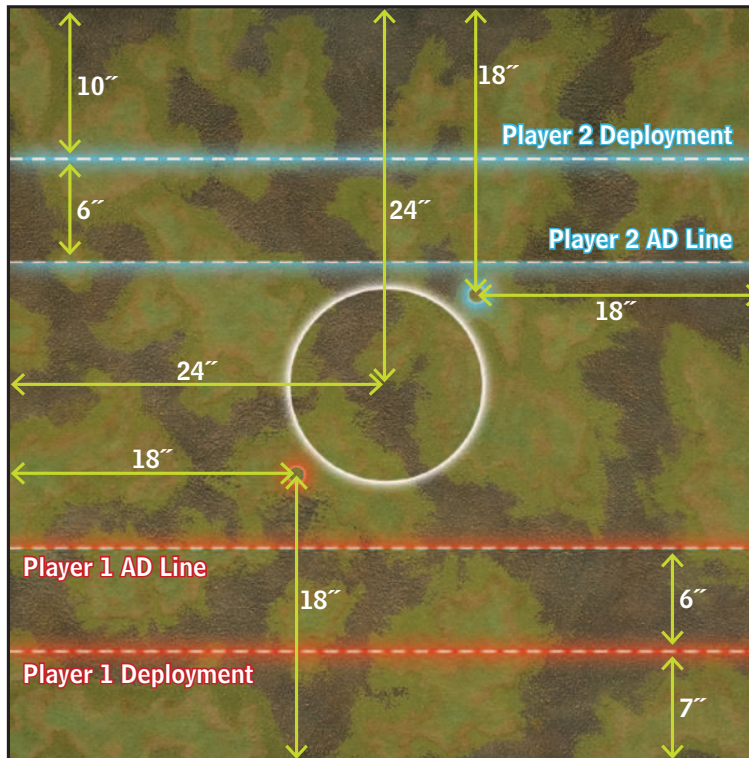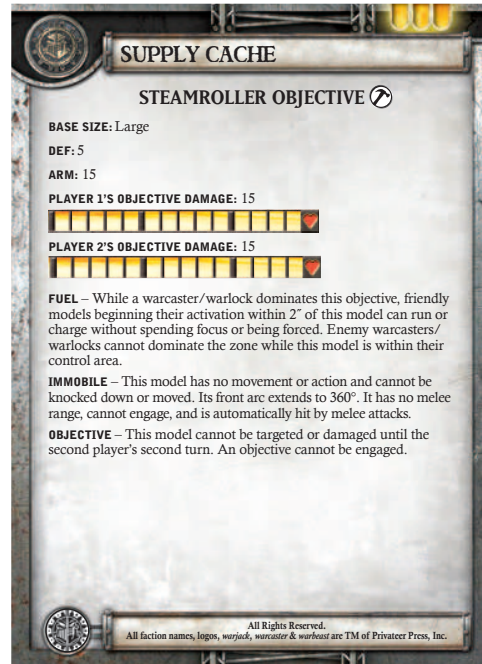## SPECIAL RULES

Artifice: Kill Box

Mark a zone (12″-diameter circle) and place two objectives (Supply Caches) in accordance with the diagram below. The objectives on Player 1's side of the board are friendly Faction models to Player 1 and vice versa. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- **Enemy Objective: Destroyed** (once per objective) = 1 CP, **Dominate** = 2 CP
- **Zone: Control** = 1 CP, **Dominate** = 2 CP

VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the zone.

SUPPLY CACHE

STEAMROLLER OBJECTIVE ⊘

BASE SIZE: Large

DEF: 5

ARM: 15

PLAYER 1'S OBJECTIVE DAMAGE: 15

PLAYER 2'S OBJECTIVE DAMAGE: 15

FUEL – While a warcaster/warlock dominates this objective, friendly models beginning their activation within 2″ of this model can run or charge without spending focus or being forced. Enemy warcasters/warlocks cannot dominate the zone while this model is within their control area.

IMMOBILE – This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

OBJECTIVE – This model cannot be targeted or damaged until the second player's second turn. An objective cannot be engaged.

Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.

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SCENARIO 3: CLOSE QUARTERS
(ASSAULT SCENARIO)
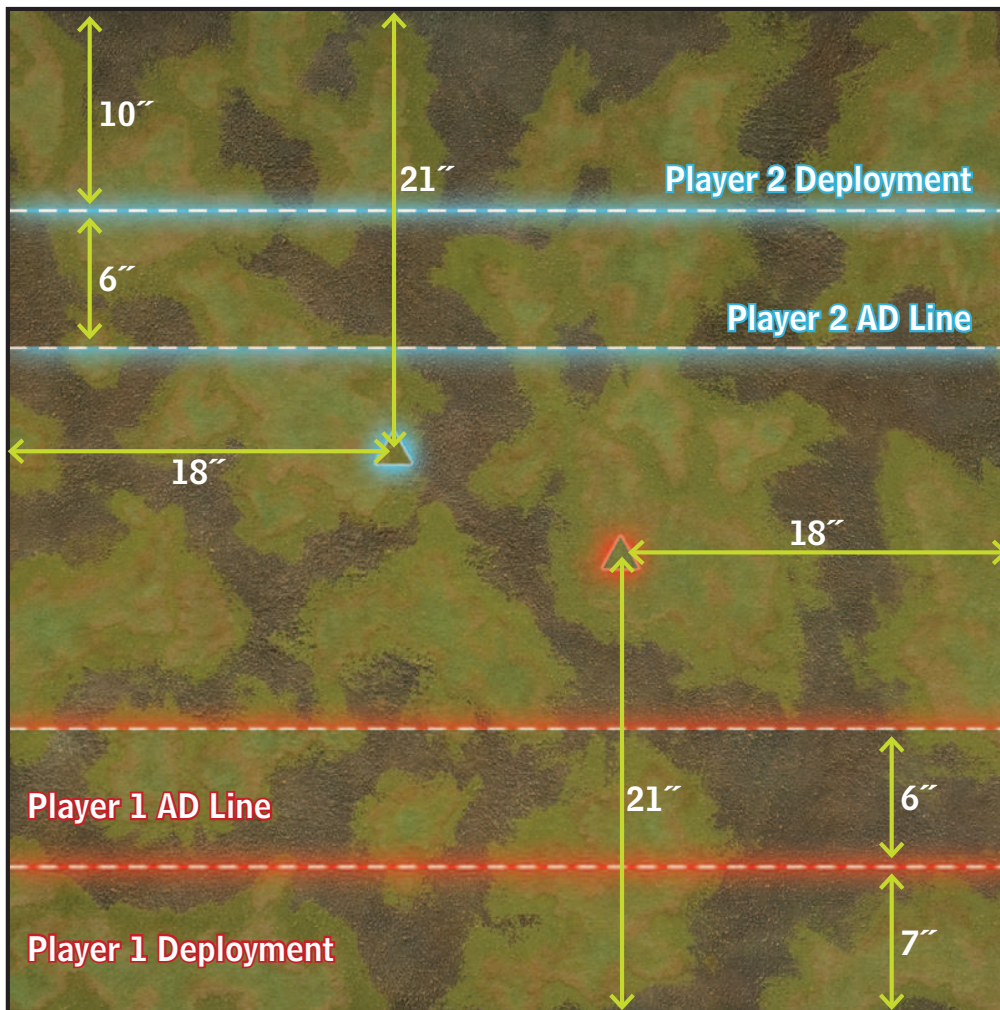
SPECIAL RULES

Artifice: Kill Box

Place two flags in accordance with the diagram below. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- **Friendly Flag: Dominate = 1 CP**
- **Enemy Flag: Control = 2 CP, Dominate = 3 CP**

VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4″ of the enemy flag.

Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.

SCENARIO 5: INCURSION
(INVADE SCENARIO)

SPECIAL RULES

Place three flags in accordance with the diagram below. At the end of the second player's first turn, randomly remove one flag from the board.

At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

• **Flag: Control = 1 CP, Dominate = 2 CP**

VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rdtiebreaker, double the army points within 4″ of each flag.

Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.

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SCENARIO 6: CHEMICAL REACTION
(INVADE SCENARIO)

SPECIAL RULES

Mark two zones (12″ × 6″ rectangles) and place two objectives (Alchemical Devices) in accordance with the diagram below. The objective on Player 1's side of the board is a friendly Faction model to Player 1 and vice versa.

At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- Enemy Objective: Destroyed (once per objective) = 1 CP
- Friendly Zone: Dominate = 1 CP
- Enemy Zone: Control = 2 CP, Dominate = 3 CP

VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the enemy zone.

ALCHEMICAL DEVICE

STEAMROLLER OBJECTIVE ⚒

BASE SIZE: Large
DEF: 5
ARM: 18

PLAYER 1'S OBJECTIVE DAMAGE: 15

PLAYER 2'S OBJECTIVE DAMAGE: 15

ALCHEMICAL REACTION – While a friendly warcaster/warlock dominates this objective friendly models within 2″ of this model are immune to continuous effects.

IMMOBILE – This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

OBJECTIVE – This model cannot be targeted or damaged until the second player's second turn. An objective cannot be engaged.

Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.

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SCENARIO 11: PROCESS OF ELIMINATION
(LOCK SCENARIO)

SPECIAL RULES

Artifice: Kill Box

Mark two zones (12″× 6″ rectangles) and place two objectives (Monoliths) in accordance with the diagram below. The objectives are enemy models to all other models. Only the player who destroys one of these objectives gains 1 CP for destroying that enemy objective. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- **Objective: Destroyed (once per objective) = 1 CP**
- **Zone: Control = 1 CP, Dominate = 2 CP**

VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than his opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within each zone.

MONOLITH

STEAMROLLER OBJECTIVE ⊘

BASE SIZE: Large
DEF: 5
ARM: 20
PLAYER 1'S OBJECTIVE DAMAGE: 15

PLAYER 2'S OBJECTIVE DAMAGE: 15

IMMOBILE – This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

INEXORABLE – When another Monolith is damaged this model cannot be damaged for one turn.

OBJECTIVE – This model cannot be targeted or damaged until the second player's second turn. An objective cannot be engaged.

Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.

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