

Rising Tensions

This is a 1000-point Scenario and it lasts 5 Turns. The purpose of Rising Tensions is to move your models into contact with the Objective Points and earn control tokens while preventing your opponent from doing the same.

Setup

Each player has a standard 24" wide x 12" deep deployment zone centered on the back edge of their side of table. There are 3 Objective Points; one located directly in the middle of the table, and one to each side of it, each located 8" from the table edge. Terrain is not dictated in this scenario.

Fog of War

This scenario uses a Fog of War rule. At the beginning of each Turn, roll a d6. The battlefield is cloaked in a dusty haze if the result is less than or equal to the number of the Turn that is about to begin (thus, only a 1 on the first roll, but a 5 or less on Turn 5), restricting LOS to 12". All actions requiring LOS (including ranged attacks and some spells) cannot be used against targets further than 12" away.

Earning Tokens

The Player with the most bases in contact with an Objective Point at the end of each Turn controls that location and earns points from it. If the number of bases for each side is equal (or if there are no models in contact with the Objective Point), then no points are earned from that location. Standard bases are counted as 1 Base each, Large and Cavalry bases are counted as 2 Bases each, and Giant bases are counted as 3 bases each. In Turn 1, each Objective Point controlled is worth 1 token. In subsequent turns, the value for controlling an Objective Point increases by 1 token,

until at the end of Turn 5, each location is worth 5 tokens. Should any one side control all 3 Objective Points at the end of any one Turn, they earn a single additional token. A total of 50 tokens may be earned during the course of this scenario (3 in Turn 1, 6 in Turn 2, 9 in Turn 3, 12 in Turn 4, 15 in Turn 5, and 1 for each Turn where one side controls all 3 Objective Points). At the end of Turn 5, any unearned tokens are split evenly between the two players. If there are an odd number of unearned tokens, whichever player has killed more of their opponent's force (by points value) gets the extra token.

Scoring

Divide the number of earned tokens by 2 and round down (as necessary). This is your earned points. Divide the number of points killed of the opposing force by 1000. Add it to your earned points for your final score.

Example:

Player A earned 17 tokens and killed 474 points of Player B.

Player B earned 30 tokens and killed 354 points of Player A.

There are 3 unearned tokens at the end of the game, so the players divide them evenly between them. The odd token goes to Player A, because he has 474 kill points and Player B has 354 kill points.

Player A gets 9 earned points $[(17+2)/2 = 9.5, \text{round down}]$ for tokens, plus .474 kill points. Player B gets 15 earned points $[(30+1)/2=15.5, \text{round down}]$ for tokens, plus .354 kill point.

Final Scores:

Player A 9.474

Player B 15.354

