

Rogue Skirmish: Randomized Warcaster Scenarios

Goal: to create a fun, competitively balanced scenario set for Warcaster Skirmish games. To encourage diversity of forces and thinking on your feet. "Roguelike" style scenarios.

This is a work in progress - if you're reading this I am very keen to hear your feedback

1. Do you think the game needs a new fan made competitive skirmish pack
2. Does a randomised approach like this make sense? Or could / should this be by building more scenarios using the existing approach?
3. Do you think the example approach will encourage enough diversity in strategy and lists?
4. Are the mission cards necessary? Do they add flair and extra strategy, or are they overwhelming with extra rules?
5. Noting the cards are examples so far, and need more development, but any feedback or ideas for them? Do they seem 'balanced' and interesting?
6. Would you like to help more as this idea comes together? This could include feedback, bouncing ideas around or playtesting.

The cards are ugly- if this catches on I will put some effort into graphic design 😊

To generate a scenario

The following pages provide cards to generate the shape of the board, and objectives.

There are 6 cards for each step of scenario generation - you can either roll a die and select the card showing that number, or print the cards and shuffle each set then select.

Once selected - keep the selected Map and Mission cards next to the table, and objective cards next to the objectives.0

For Ancillary objectives, it is recommended to print the cards twice, since there will be a matching pair of objectives.

Steps

1. Map: randomise the map and set up the objectives accordingly
2. Ancillary objective: randomise from Ancillary objectives.
 - a. Each Ancillary objective is paired - both paired objectives use the same rules, you can take a copy of the selected card and put it next to each paired objective.
 - b. If there are multiple pairs of Ancillary objectives, randomise a second ancillary objective pair, rerolling if you get multiples pairs of the same.
3. Prime Objective: For each Prime Objective, Randomise from Prime Objectives.
4. Mission: Randomise a mission. This is an additional set of special rules or victory points that affects the mission

Common Scenario Rules

*Skirmish rules apply to all scenarios
All scenario objectives provide cover*

Victory Condition

After the third Pulse round is scored, the player with the most victory points wins the game.

Rogue Tournament

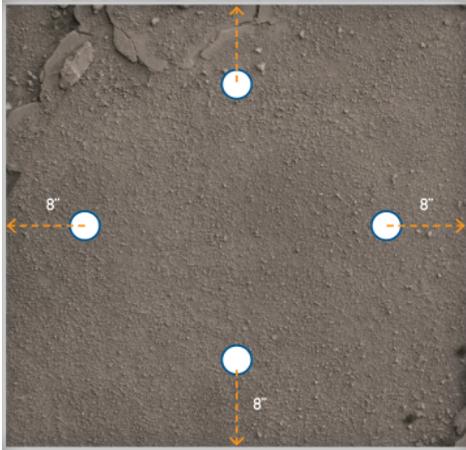
These rules are intended to be usable for competitive tournaments, with a random scenario generated each round

To be decided - does organiser randomise scenarios for each round, or does each table?

Maps

Editors note: in all cases: the objectives on central line are "Prime", those closer to the players form a pair of ancillary objectives

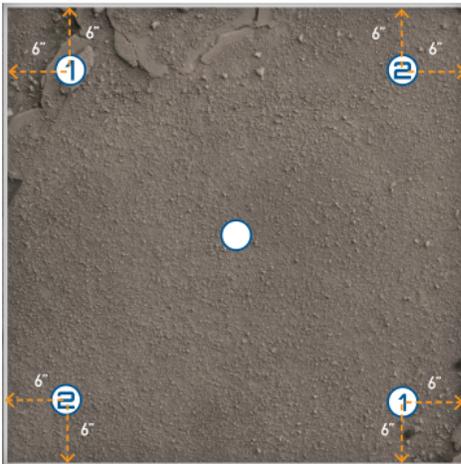
Map 1



Map 2

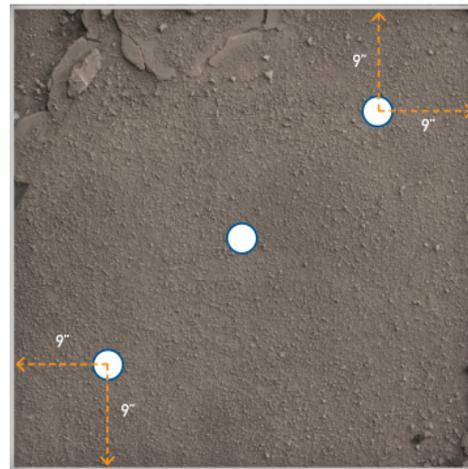


Map 3



1 & 2 denote the matching pairs of objectives

Map 4



Map 5

Incomplete - this card to be generated later

Map 6

Incomplete - this card to be generated later

Ancillary Objectives

<p>Ancillary 1: Personal Shield 1 VP, scored end of pulse round by warrior models</p> <p>While securing this objective, warrior models gain +2arm against ranged attacks</p>	<p>Ancillary 2: Arc Booster 1VP, scored end of activation by any unit</p> <p>If a player whose units are securing one or more Arc Booster permanent objectives chooses to charge a unit or void gate during the Charging Phase of their turn, they can charge their units and void gates with 1 additional Arc for each Arc Booster permanent objective they control.</p>
<p>Ancillary 3: Arcantrik Turbine Scored end of pulse round by any unit</p> <p>1 victory point is scored for arcantrik turbine objectives closest to the player's starting battlefield edge, 2 victory points are scored for the arcantrik turbine objective closest to their opponent's side of the battlefield.</p>	<p>Ancillary 4: Alien Ruin 1 VP, scored end of pulse round by any unit</p> <p>At the end of each player's turn, that player can choose to have one of their units within 3" of a gate node objective they have secured teleport to the corresponding gate node objective on the other side of the table. Reposition the teleporting unit within 2" of the corresponding gate node objective. When repositioning a squad, reposition one model in the squad first. Then, reposition the remaining models in the squad within 2" of that model. Models that cannot be repositioned within 2" of the model that was repositioned first are destroyed.</p>
<p>Ancillary 5: Chemical Stockpile 1VP, scored end of activation by warrior models</p> <p>Each model making an attack while securing this objective can gain one of the following effects on their first attack of the activation.</p> <ul style="list-style-type: none"> ● Corrosion ● Fire ● Blast Weapon ● Cryo (if the attack hits and the target isn't immune to cold, the target gains an activation token) 	<p>Ancillary 6: Repair Crane 1VP, scored end activation by warjacks or vehicles</p> <p>A warjack or vehicle scoring this objective can immediately roll 3 action dice. For each strike rolled, remove 1 damage point.</p>

Prime Objectives

<p>Prime 1: Alien Ruin 2 VP, scored end of pulse round by any unit</p> <p>A player's Cypher hand size is increased by one card for each alien ruin objective their forces secure</p>	<p>Prime 2: Gate Booster 2VP, Scored end of activation by warrior models</p> <p>After scoring this objective, you may place a void gate within 3" of the objective. You can charge the void gate with up to 3 arc.</p>
<p>Prime 3: Void Surge 2 VP, scored end of activation by any unit</p> <p>After scoring, you may apply the Arc overload to all units within 2" of an objective. Arc overload: each unit affected must immediately gain 1 arc. If they are unable to, each model in the unit suffers a pow5 damage roll and all arc on the unit is removed.</p>	<p>Prime 4: Communications Jammer 2 VP, scored end of pulse round by warrior models</p> <p>A player securing a communications jammer at the end of a pulse round can choose whether to jam. If they jam, do not remove any activation tokens from models before the start of the next pulse round.</p>
<p>Prime 5: Strategic Location Scored end of pulse round by any unit 2 victory point is scored for strategic location objectives during the first Pulse round, 3 victory points are scored for the strategic location objectives during the second Pulse round, and 4 victory points are scored for the strategic location objectives during the third Pulse round.</p>	<p>Prime 6: heavy cannon emplacement 2 VP, scored end of pulse round by any unit</p> <p>A warrior model securing this objective can use the Artillery strike *action. Models with rat 0 or no rat stat cannot make artillery strikes. Artillery strike can be used only once per pulse round.</p> <p>Artillery strike (*action): This model makes an attack with the following weapon. Cannon: Blast, lockdown, strafe, Rng 14, Pow 5 ranged attack</p>

Missions

<p>Mission 1: Assassination</p> <p>Each player nominates one of their solos as a target. The target must start deployed. The first time the target leaves play for any reason, your opponent gains 3 VP.</p>	<p>Mission 2: King of the Hill</p> <p>At the end of each pulse round, if only 1 player has model(s) within 6" of the centre of the board, they gain 3 VP</p>
<p>Mission 3: GiantSlayer</p> <p>The first time you destroy an opponent's heavy warjack, gain 2 VP.</p>	<p>Mission 4: Deep recon</p> <p>The first player who starts their turn with a model within 3" of their opponents table edge gains 3 VP. This mission can be scored only once per game and only by one player.</p>
<p>Mission 5:</p> <p>Incomplete - this card to be generated later</p>	<p>Mission 6:</p> <p>Incomplete - this card to be generated later</p>