

WARHOUNDS

II

WARMASTERS

Objectives

For the Ashes of War event series we will be using a blended set of objectives from both the Matched Play Guide (MPG) and Open Engine War (OEW) deck. The primary objectives drawn for this event have been amended to balance the scoring potentials.

Objective selection

Primary objectives for each game must be selected before deployment, from the pair assigned to each round. Each player must each choose their objective and secretly place a number of D6 on the table equal to that objective number. This can be hidden underneath a dice tray, a rule book etc. They then reveal their selections.

Secondary objectives can be selected from the list below as per normal. Each Secondary objective must only be selected **once** over the course of this event

Game 1

1 – Acquisition

Before Deployment, each player takes it in turns, starting with the player who has control of the battlefield, to place a single Objective token within 12" of the centre of the board. Each subsequent token must be at least 8" away from a previously deployed Objective token.

When a unit is activated during the Movement Phase or Combat Phase, a unit within 1" of an Objective token may retrieve it – this is the unit's activation. If a Knight Banner has retrieved a token the specific Knight model carrying the token must be declared. If a model carrying the token is destroyed, place the Objective token where the centre of the model's base was.

A unit may only carry ONE Objective token at a time.

At the end of the battle, the player(s) with this objective earn Victory Points as follows:

With a capped Maximum of 30 Victory Points

10 Victory Points per Objective token they carry.

5 Victory Points for having one or more units within 6" of an Objective token that has no enemy units within 6" of it and is not being carried.

2- Push Forwards

At the end of the battle, the player(s) with this objective earn Victory Points as follows:

5 Victory Points if they have one or more units within 18" of the opposing players' battlefield edge

15 Victory Points if they have one or more units within 12" of the opposing players' battlefield edge

25 Victory Points if they have one or more units within 6" of the opposing players' battlefield edge

An additional 5 Victory Points if there are no enemy units within 12" of their own battlefield edge.

Game 2

1 - *Seize the Quadrants*

If this objective is chosen, then at the end of the battle divide the battlefield into 4 2ft x 2ft sections and determine the total scale of each players units in each quarter. Units which have not been destroyed but are structurally compromised, or in the case of Household support units have lost more than half their models, count their scale as half (rounding down) when calculating the total Scale.

The player with the highest total Scale in a quadrant controls that quadrant. If the total Scale of both players is equal, neither player controls the quadrant. Each unit can only be counted once when determining Victory Points - if a unit is within multiple quadrants, the controlling player chooses which quadrant it counts as within for the purpose of scoring: it is ignored for the remaining quadrants.

Scoring Victory Points:

10 Victory Points for holding a single Quadrant

20 Victory Points for holding two Quadrants

30 Victory Points for holding three Quadrants

2 – *Hold the Line*

At the end of the battle, the player(s) with this objective earn Victory Points as follows:

25 Victory Points if they have no enemy units within 24" of their own battlefield edge.

15 Victory Points if they have no enemy units within 18" of their own battlefield edge.

5 Victory Points if they have no enemy units within 12" of their own battlefield edge.

An additional 5 Victory Points if they have one or more units within 12" of the opposing players' battlefield edge.

Game 3

1 – **Chokepoint**

Before Deployment, an Objective token is placed in the centre of the battlefield. At the start of each End Phase both players calculate the total Scale of their units within 6" of the Objective token. The force with the greatest total Scale within 6" of the token is 'in control' of the objective. If the total Scale of both players' units is the same, the objective is 'contested'.

At the end of the battle, the player in control of the Objective gains 20 Victory Points and an additional 10 Victory Points if no enemy unit is within 6" of the Objective token. If the Objective is contested, both players gain 10 Victory Points.*

*Players only gain Victory Points in this way if they also selected Chokepoint as their Primary Objective.

2 - **Honour thy Forebears**

If this objective is chosen, after both players have finished deploying their forces, the player/s with this objective must choose one of their Titans on the battlefield to carry their Honour Banner. Place a marker on that Titan's base or Command Terminal to signify this. If the Titan carrying the Honour Banner is destroyed place an objective marker where the centre of that Titan's base was (or deployed by the controlling player touching the Titan's base if the model is still on the table e.g., due to a Silenced result).

A friendly Titan can pick up the Honour Banner if they are within 1" of the marker when they activate during the Movement phase or the Combat phase — this counts as their activation for that phase.

At the end of the battle, the player/s with this objective score:

25 Victory Points if the Honour Banner is being carried by the Titan who started the battle carrying it.

15 Victory Points if the Honour Banner is being carried by any other friendly Titan or 5 Victory Points if the Honour Banner is not being carried by any friendly Titan but no enemy units are within 8" of the objective.

A bonus 5 Victory Points are scored if the Titan carrying the Honour Banner is not Structurally Compromised.

Secondaries

The below selection of Secondary objectives are available to choose from for this event. They are all unchanged from how they appear in the OEW cards, and each may only be selected once.

- Cut off the Head
- Martial Pride
- Preserve the Past
- Expedient Strike
- Honour Duel
- Secure Ground
- Make them Suffer
- Plant the Standard

Tertiaries

The below tertiary objectives are available to choose from at this event. Please note, as per the event pack these objectives must be selected at the **start** of the deployment phase. Each may only be played once throughout the event.

- A Quick Kill
- Break Through
- Cripple the Foe
- Hold The Centre
- Penance
- Titanic Decapitation
- No Prisoners
- Decapitating Strike