

ReaperCon 2012 Warlord Tournament: Isla del Tesoro

War may be hell, but it is also expensive. As hostilities never seem to stop in Taltos, every faction is always in need of funds for their coffers to feed the machine of War. Taxation and the spoils of battle are never enough, and that makes an opportunity like this one too tempting.

It has long been rumored that there is an island where generations of pirates buried their plunder. The stories tell that the legendary pirate king Caine the Crimson was the last pirate to know the location of the island. He and the crew of his ship, the Dark Phoenix, disappeared some 50 years ago, and some say the island was there destination. They were never seen or heard from again... that is, until Caine's charts showed up in Port Gangrel. News of the charts spread like wildfire, and it wasn't long before a ship was under way to find the island. All of the factions of Taltos set out in pursuit, each with the same goal: to find and seize the gold from La Isla del Tesoro!

The tournament is a story arc, although unfortunately not all participants will be able to play the three scenarios in order due to logistical issues. The terrain for the tournament is composed of 3 islands. Each island is broken down into 3 connected tables of terrain: a beachhead at the western end, an elevated ruins section in the middle, and a rocky cove at the eastern end. Each scenario is keyed to a specific part of the island's terrain, and each section has special rules that apply to it.

In the first of the three scenarios, All Ashore, the players will compete to rendezvous with their shore party while attempting to prevent their opponent from doing the same. This scenario takes place on the beachhead on the western end of the island. In the second scenario, Pieces of Eight, the players will compete to find the most buried treasure. This scenario will take place on the elevated ruins of the middle section of the fractured island. In the third scenario, The Phoenix Rises, the players will race to seize control of the legendary pirate ship, the Dark Phoenix, and sail away with their booty.

Tournament specific rules for the ReaperCon 2012 Warlord Tournament:

- 1) All models using the Swift Attack ability must have space to make base to base contact with the enemy model they wish to attack on their action.
- 2) When using the Summoned (Demon) SA granted by the Gate ability of the Demonic Conclave doctrine for the Darkspawn faction, demons summoned in this manner must be of equal or lesser point value than the summoning model.
- 3) Sir Broderick, Justicar is allowed to lead Justicar soldiers.
- 4) The spells Flaming Arrows and Barrage do not stack. If a model has both cast on it, the player must chose which spell is in effect for each Shoot Action.

All Ashore (Scenario 1)

After days at sea, you've found the legendary island of buried pirate treasure. You've sent a scouting party ashore and they've located the area of the island where the treasure is buried. At their signal, your main landing party has just come ashore to assist. But what's this? Another faction is on the island too? They must be stopped, and you must still rendezvous with your scouts. Run out the guns, and charge!

This is a 1000 point scenario, and lasts 5 Turns or 90 minutes, whichever comes first. The objective is to eliminate as much of the opponent's force as possible, while still getting your own models off the board where the scouting party awaits.

Deployment: Each deployment zone is 12" wide x12" deep, set in the corners of the western-most portion of the island. Each player deploys a maximum of 600 points of their force. Only complete troops (including Solos and Banded troops) may be deployed. Models with the Flyer, Hover, or Burrow SAs may deploy in areas of the deployment zone covered by water, so long as they are using the applicable SA.

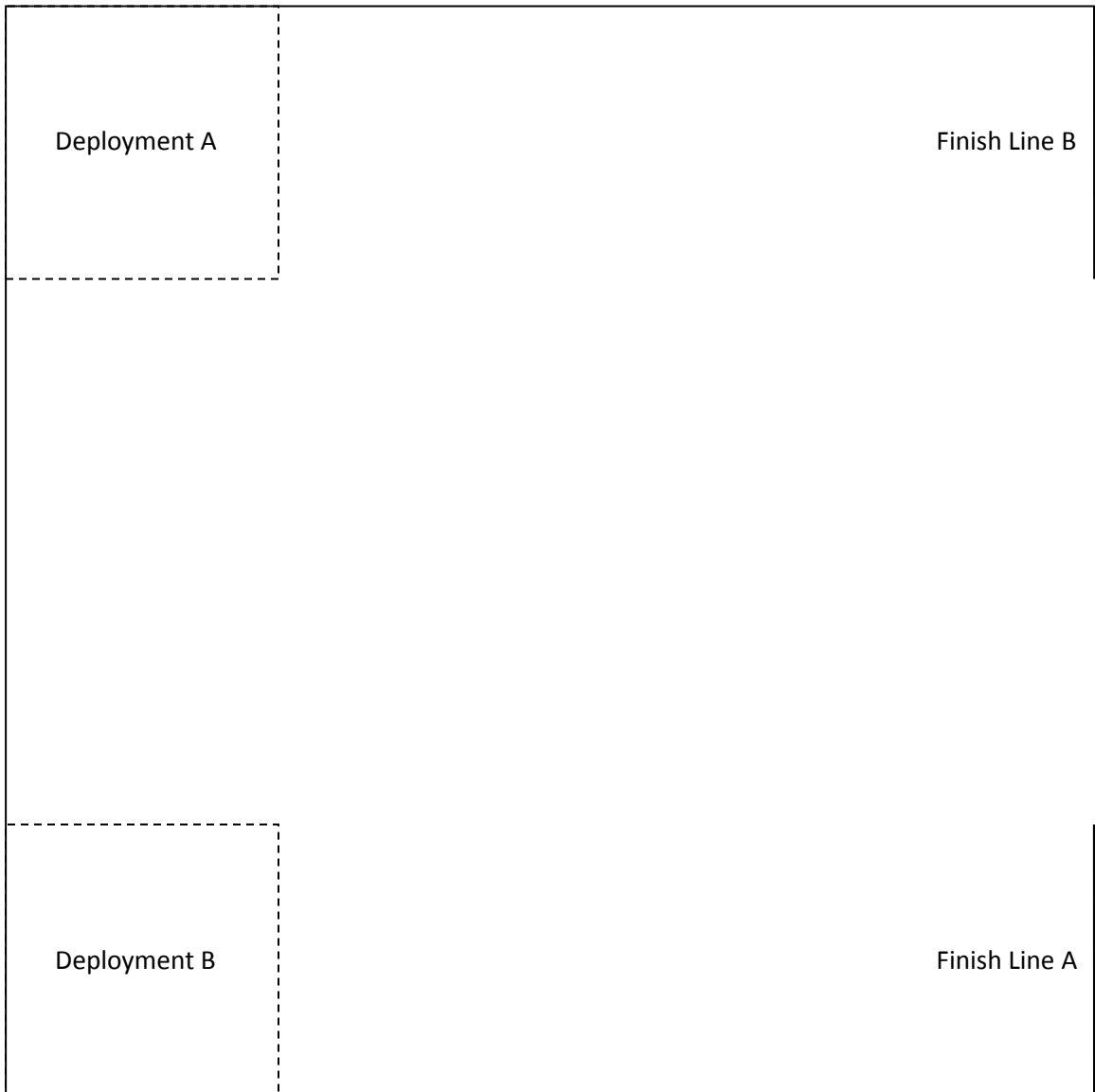
Run Out the Guns: Both sides are using the long guns from their ships offshore to bombard the island. Two joker cards are added to the deck, one of each appropriate suit to match the player's initiative cards. When their Joker card is pulled each Turn, the player chooses a target point and rolls 1d10 for scatter – the result is distance in inches, and the direction the die points is the direction of the drift. This new point becomes the center for a 3" AOE bombardment (RAV 6 attack with Pierce). This attack does not require LOS. It is possible for the drift of this attack to push it off the table or cause it to hit friendly targets. This bombardment continues even if all the models from one side are eliminated before the end of Turn 5; the only place safe from bombardment is to move off the table to the staging area where the scouting party awaits. The bombardment cards cannot be affected by the Spy ability in any way; when the card appears, the action is resolved immediately.

Reinforcements: Models not deployed during the deployment phase may begin coming ashore in Turn 2, and must come ashore as a full troop. Models may come ashore up to 10 base sizes at a time per Turn (where Standard = 1 base, Large and Cavalry = 2 bases, and Giant = 3 bases) in a skiff from their ship anchored offshore. However, any and all undeployed models with the Flyer, Hover, or Burrow SAs may come ashore at the beginning of Turn 2 by using the applicable SA and deploying at one of the sea-side edges of the deployment zone, skipping the trip in the skiff. These must still be part of a complete troop (i.e. if there are any models in the troop without these SAs, they must be part of the 10 base-sized models that come ashore in the skiff for that Turn). Add the initiative card(s) for any troop(s) coming ashore to the initiative deck at the beginning of the Turn. If there are more undeployed models than can come ashore at the beginning of Turn 2, they will need to wait until the beginning of subsequent Turns to enter the deployment zone. Repeat this process of deployment at the beginning of each Turn as necessary for any remaining troops until all troops have been deployed. Summoned models may be brought to the table at any time, as normal.

Rendezvous Point: The scouts for each faction lie across a finish line that extends 12" in from the table edge in the diagonally opposite corner from where they initially deploy. Models must leave the board across this finish line to count for scoring.

Scoring: Each player scores 1 point for each full 100 points of the enemy destroyed. They also score 1 point for each full 100 points of their force that crosses the finish line to rendezvous with their scouts. Players receive no points for models left on the field of play. Regardless of the actual total point value of all army lists, should a player get all of their army off the board, they are awarded the full 10 points. Likewise, should a player destroy all models of an opposing army, they are awarded the full 10 points. All unearned points from the battle are split evenly, with any odd point going to the player with the most points of kills.

All Ashore Map



Pieces of Eight (Scenario 2)

With a beachhead secured, you are ready to start looking for the island's treasure. Unfortunately, the other faction has also secured a spot, and is ready to start searching the island. The race is on to find the Pieces of Eight!

This is a 1000 point scenario, and lasts 5 Turns or 90 minutes, whichever comes first. The objective is to find as much of the buried treasure as possible, while denying your opponent from doing the same.

Deployment: Each deployment zone is 6" wide x24" deep, set along the western-most edge of the board. Models with the Flyer, Hover, or Burrow SAs may deploy in areas of the deployment zone covered by water, so long as they are using the applicable SA.

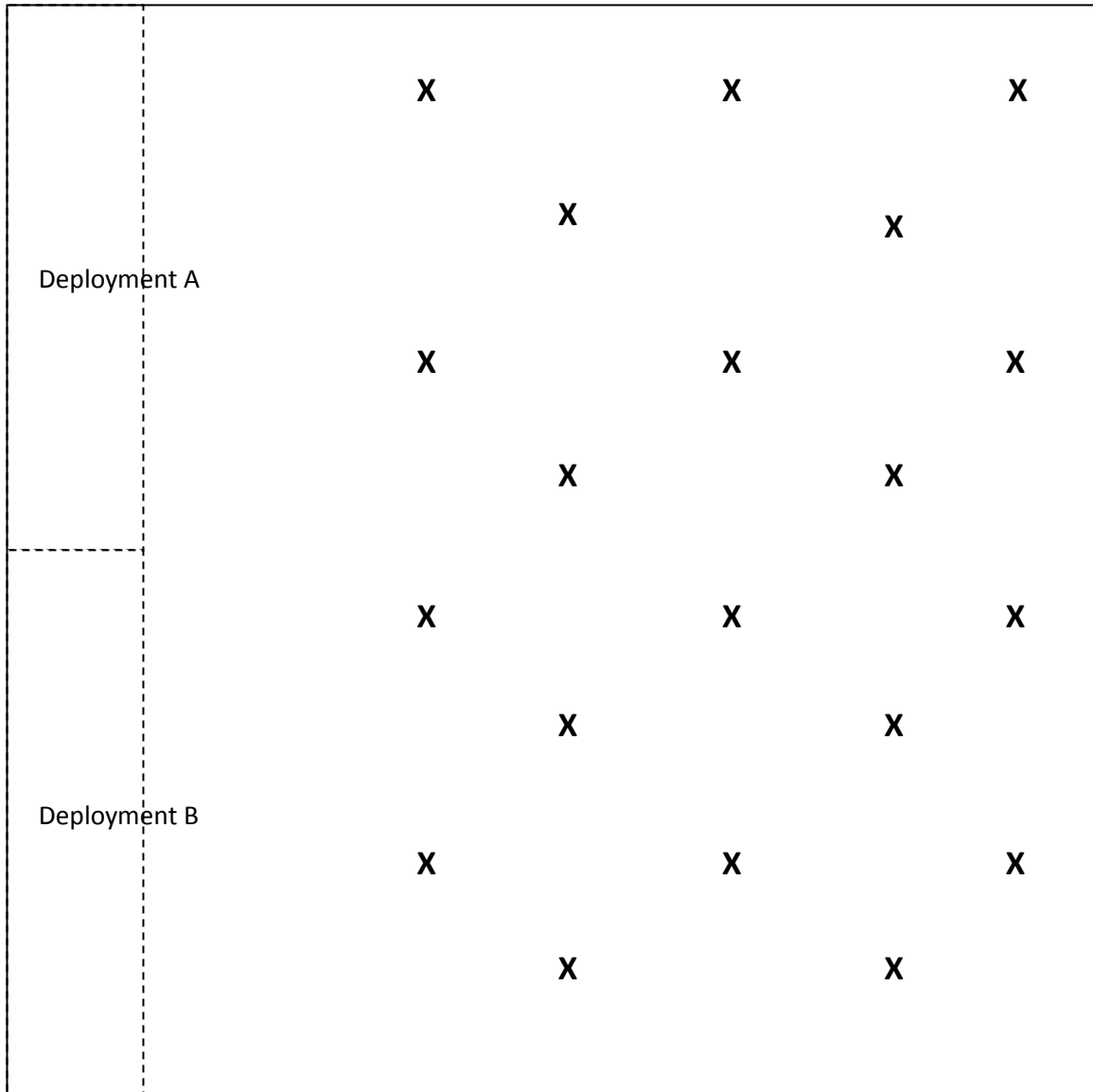
"X" Marks the Spot: Scattered across the board are 20 treasure markers. Once per activation, the leader and any elite models from a troop can each search one of these markers in an attempt to find the buried treasure. The model must be within 2" of the treasure maker (Flyers must land and Burrowers must surface) to perform this action. It requires a Specialty action to search for treasure, and each marker can only be searched in this manner once per activation. On a 10 or Better Roll, the treasure at that marker is found (the Auto 10 rule applies). The following bonuses/penalties apply to searching:

- Captain: +2
- Warlord: +4
- Elite: +3
- Solo: +3
- Spellcaster w/Earth tome: +1
- Burrow SA: +1
- Construct SA: -1
- Flyer SA: -1
- Mindless SA: -1
- Mounted SA: -1
- Non-Corporeal SA: +1
- Spy SA: +1

Use all modifiers that apply; for example, a Warlord with Spy and Flyer SAs would have a total bonus of +4 (+4 for Warlord, +1 for Spy, -1 for Flyer = +4). Once treasure has been found at a location, the marker is removed and no further treasure can be found there. If the search fails, the marker can be searched again during other activations (including those of the opposing faction).

Scoring: Each player scores 1 point for each piece of treasure they collect. Once earned, treasure cannot be taken away by the enemy. If there are any unawarded points at the end of the game, they are split equally, with any odd point going to the player with the most kills.

Pieces of Eight Map



The Phoenix Rises! (Scenario 3)

Laden with treasure, only one task remains; getting off the island. But wait, what's this? While grabbing treasure from the peaks of the mountain, you've spotted a ship anchored in a cove on the east end of the island. No, it couldn't be. Could it? Yes, it's the Dark Phoenix, a lost pirate ship of legend! What could be a finer prize to bring home the plundered booty in than the Dark Phoenix?

This is a 1000 point scenario, and lasts 5 Turns or 90 minutes, whichever comes first. The objective is to seize the Dark Phoenix and make her ready for sail.

Deployment: Each deployment zone is 12" wide x12" deep, set in the corners of the western-most portion of the table. Models with the Flyer, Hover, or Burrow SAs may deploy in areas of the deployment zone covered by water, so long as they are using the applicable SA.

Restock the Hold: Barrels of gunpowder, food, and water have washed ashore or been stockpiled in two Supply Zones at the eastern end of the Cove. At the end of each of the Turns 2-5, the army with the most base-sizes (where Standard = 1 base, Large and Cavalry = 2 bases, and Giant = 3 bases) within a 5" diameter circle surrounding the center of one of these stockpiles is able to seize supplies needed to restock the Dark Phoenix to make her ready for the journey home. Only part of a model's base must be within the circle for it to be counted. Flyers and Burrowers must be on the surface for their bases to be counted.

Capture the Prize: Waiting at the end of the dock in the cove is the derelict pirate ship, the Dark Phoenix. She is a fine prize, but needs work to make her ready for sail. At the end of each of the Turns 2-5, the army with the most base sizes (where Standard = 1 base, Large and Cavalry = 2 bases, and Giant = 3 bases) on the deck of the ship is able to affect repairs and make the ship ready for sail.

Light a Fire in Her Belly: The Dark Phoenix' cannons have been silent a long time, but they are still deadly. A special card is placed in the initiative deck to represent when a cannon is located that will still fire. Each time the card comes up in a Turn, whomever controls the ship – by having the most base-sizes on board (where Standard = 1 base, Large and Cavalry = 2 bases, and Giant = 3 bases) – is able to fire one of the cannons on the gun deck. The controlling army may choose any of the cannons to fire, but each cannon is fixed to being able to fire in the 180 degree arc immediately in front of it. The cannon fires with a RAV 5 attack, Rng 18", with the SAs Blowthrough and Slowfire. Use the gunport in the ship's hull as the base edge for determining the start of the ½" pathway for the Blowthrough attack.

Scoring: Each player scores 1 point for each of the supply areas they hold at the end of each of the Turns 2-5. The player that holds the ship at the end of each of the Turns 2-5 is awarded 3 points. Any unawarded points are split equally, with any odd point going to the player with the most kills.

The Phoenix Rises Map

