

OWP2026 Campaign: Scenarios (v1.2)

General Rules:

- Only **Regiments** (units from the Regiments/Mobs/Retinue/etc section of the Army Book) can **score** Victory Points (VP).
- Victory Points are earned **only** through scenario objectives.
- Each game lasts **4** turns.
- A side may score a maximum of **20 VP** from each scenario

Scenario 1: Crystal Fields

(Place 3 Objectives on the battlefield center line: one Objective in the center of the battlefield, two Objectives, each 12" from its respective battlefield edge.)

At the **start** of each side's **turn**, determine control of each Objective:

- A side controls an Objective if the total **Scoring Value** of its Regiments within **7"** of the Objective is **higher** than that of the opposing side.
- Scoring Value: 1 for each **full** 100 points of the unit's cost (including Champions, etc).
- A Regiment may contribute to the control of **only one** Objective at a time. If a Regiment is within range of multiple Objectives, its controlling side must choose which Objective it contributes to.

Each controlled Objective is worth **D6 VP**.

Scenario 2: Treasure Chests

(Place 2 Treasure Chests on the battlefield center line, each 24" from the nearest battlefield edge.)

Capturing a Chest

At the start of a side's turn, a Treasure Chest may be captured by one of its Regiments in **base contact** with it, provided there are no enemy Regiments within **6"** of the Chest.

Carrying a Chest

- A Regiment carrying a Chest may move and charge normally but **cannot** March or Fly.
- If the Regiment **Falls Back**, Flees, Panics, fails a Psychology test that causes movement, or otherwise moves involuntarily, the Chest is immediately **dropped** before the move begins.
- If the Regiment carrying a Chest moves more than **8"** during a movement or charge, the Chest is **dropped** at the start of that movement.

Tug of War

Each time a unit loses a combat and passes its Break Test, it gives ground. The losing unit is **moved backwards** a number of **inches** equal to the amount **by which it lost the combat**. The winning unit(s) are moved with it so that the combat continues in the next turn.

Each Chest is worth **3D6 VP** at the end of the battle.

Scenario 3: Magic Ritual

(Place a Ritual Site in the center of the battlefield.)

Once per turn, a single Caster or Runesmith within **6"** of the Ritual Site may attempt a Ritual. Only **one attempt** to cast a Ritual can be made per side's turn.

- A Ritual is treated as a spell with **Power Level 1**.
- It can be **dispelled** as normal using Winds of Magic cards (it can be **Rebounded**, but not **Destroyed**)
- It cannot be dispelled using a **Dispel Magic Scroll** (or similar auto-dispel items or abilities).
- Each successfully completed Ritual is worth **2D6 VP**.