

I don't know what's so damned important about that hill, but they sure want it bad... so we do too!

America Hill is a multiplayer scenario where warcasters and warlocks fight for control of a place of power. As the fight progresses they attempt to tap into the arcane resources of the environment to try to cripple their opponent and claim supremacy.

Special Rules

America Hill is a multiplayer game designed to be played by any number of players. Players should choose a tabletop size large enough to accommodate everyone. The recommended format for America Hill is a 350-point Mangled Metal/Tooth and Claw but can be played at any format the players agree on.

As part terrain placement place a large hill in the center of the table – suggested size is 12” diameter. It is recommended to add one additional piece of terrain per player between each player's deployment areas. Place three *woldwompers* (see below) equidistant around the hill touching its base.

Players deploy equally spaced around the table. Since with an odd number of players some people will be deploying along table sides and some at corners, the easiest to ensure everyone starts equidistant from the hill is to set the front edge of each player's deployment zone to be 12” from the hill, regardless of distance from table edge. Advance Deployment is reduced to 6” beyond the standard deployment zone.

At the end of a player's turn where that player has their warcaster/warlock on the hill, the controlling player gains a random bonus. At the end of a player's turn where that player has at least one model on the hill and has or is tied for the most models on the hill he gains a random bonus. A player may gain a random bonus for both or either condition any given turn.

For each random bonus roll 1d6 and consult the following table. A player may gain each bonus only once per turn – if a duplicate is rolled re-roll until a new result is obtained.

1. The current player activates the Woldwomper 1
2. The current player activates the Woldwomper 2
3. The current player activates the Woldwomper 3
4. The current player activates may place any one non-warcaster non-warlock model currently on the hill or within 3” of the hill within 6” of its current location. Model may not be placed more than 4” above the table surface. There must be room for the model's base at the destination.
5. The current player may place three 3” AOE cloud effects in play anywhere completely within their warlock/warcaster's control radius. These clouds remain in play for one round.
6. The current player may place a 4” AOE fire storm template anywhere within completely within the warlock/warcaster's control radius. The warcaster/warlock must make a magic attack roll against each model in the AOE ignoring LOS, cover, concealment, elevation, Stealth, Invisibility, or intervening models. Each model hit suffers an unboostable POW 12 damage roll and the Fire continuous effect.

Woldwompers

Woldwompers are models that only activate when the appropriate random effect is rolled above. Use the stats of a woldwarden for the woldwomper with the following modifications:

- -1 to the model's ARM
- -1 to the POW of the model's weapons.
- Woldwompers do not have an animus.
- Remove Chain-Attack: Druid's Wrath.
- Allow Spell Strike to work with offensive spells with a fury *or focus* cost of 3 or less.
- Woldwompers are immune to Continuous Effects.
- A woldwomper has no FURY or THRESHOLD stats.

Woldwompers are not friendly to any faction except when activated by a faction's controller, when they are considered friendly models. Woldwompers engage and are engaged by other models normally. Woldwompers will always make free strikes if they are granted one by another model's movement.

At the start of each players' turn, all woldwompers immediately stand up facing whatever direction they were facing last. When a player activates a woldwomper it may consider that it was forced twice during the activation, though no fury is placed on the model and proximity to a friendly warlock is unnecessary. A woldwomper receives these two virtual forcings per activation even if the controlling player is not fielding a warlock. A woldwomper can use these virtual forcings for anything a heavy warbeast would normally be able to do with them, including boosting, charging, and performing power attacks. Do not place FURY on the woldwomper when it performs these virtual boosts.

Victory Conditions

At the end of each turn, the player with the most models on the hill gains 1 VP.

A unit counts as 1 model, regardless of the number of members on the hill

In the case of a tie, VPs are awarded to all players tied for most models on the hill

The last player with a warcaster or warlock still in play is the winner. In the case of the game ending early, use victory points collected by each player (including those for having the most models on the hill) to determine the winner.