**5 CARD HERESY**

**WARHAMMER 40,000 POKER SCENARIO**

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**Set up + Deployment**

Place 6 objective markers numbered 1-6 following the rules for placing Maelstrom of War objectives. Roll for random deployment or agree on a deployment type with your opponent. This scenario uses variable game length as described in the rulebook. Night fighting and mysterious objectives are optional, decide with your opponent prior to starting!

**Primary Objective**

The objective of this scenario is to draw playing cards and form the best 5 card poker hand you can by the end of the game. Players are awarded cards in different ways as described below.

* Whenever you kill an enemy unit, immediately draw a card.
* If you slay the enemy warlord, immediately draw a card.
* Draw one card for each objective you control at the end of each ***player turn***.

Players start with an empty hand, and have a max hand size of 5. If at any time you draw a card and have a full hand, you must either discard it or swap it for one in your hand before discarding. You must draw cards one at a time and discard before drawing your next card.

Players are eligible to score additional VP based on the poker hand they have created. The poker hands are worth the following amount of additional VP. Jokers are wild cards if used. If the entire deck is used, reshuffle the discard pile and draw from there.

One Pair: 1 VP

Three of a kind, Two pair: 2 VP

Straight, Flush: 3 VP

Full House, 4 of a kind: 4 VP

Straight Flush, 5 of a kind: 5 VP

**Secondary Objectives**

Roll 3d6 and consult the chart below to select 3 secondary objectives worth 1 VP each:

1. Big Game Hunter: At the end of the game, of all destroyed units, the player that destroyed the unit worth the most points wins this point.
2. King of the Hill: The player with the most points worth of units at least partially within 6″ of the center point of the table wins this point.
3. Ground Control: Control or contest two or more objectives at the end of the game to achieve this point
4. First Strike: A player earns this point if they destroy an enemy unit in the first game turn. Both players may score this point.
5. Linebreaker: Per the book.
6. Slay the Warlord: Per the book.

**Variations / Optional Rules**

Players should decide before the game whether or not they want to use any variations or optional rules. I have outlined a few ideas below. Feel free to come up with your own as well!

**Cash out:** This variation allows players to turn in or "cash out" completed poker hands during the course of the game. You must have a full hand of 5 to cash out. To cash out a hand, immediately discard your entire hand and score the appropriate number of VP. Cashing out happens immediately after discarding or drawing up a 5th card for a full hand. You must decide whether or not you will cash out a hand before drawing another card, if eligible.

**Discard Draw:** This variation changes the way discards work. When using the discard draw variation, any discards are placed face up next to the deck in a stack. When it comes time to draw a card, you may choose to either take the last card that was discarded or try for a new card from the deck.

***\*More variations may be added such as 7-Card Heresy, Heresy Hold-em, and more! Be sure to discuss possible variations with your opponent before the game. If you come up with any other cool variations, feel free to email me your ideas at chieflivegaming@gmail.com***

***\*To see this scenario in action, check out my YouTube channel***