

Global Effects

Altitude Sickness

Exhaustion sets in quickly at higher altitudes. Trooper models cannot run.

Battlefield Haze

Smoke and dust choke the air from this battle and battles nearby. Before deployment, the first player decides if the wind is blowing from west to east or from east to west. At the beginning of each player's turn he must place a 3" smoke template touching the edge of the table that the wind is coming from. Each turn, including the turn they are placed, these smoke templates will move 2d6 inches in the direction the wind is blowing (they all move the same distance).

Blizzard

Winds and near-whiteout conditions make ranged combat ineffective. Ranged and magic attacks against any model from greater than 5" away automatically miss.

Chum

Rotten meat makes perfect bait for crabs and fish. Undead non-warcaster/warlock warrior models/units in deep or shallow water must pass a command check at the beginning of their activation or sacrifice their movement or action.

Clear Skies

It's a beautiful day for a battle. No Global Effects.

Clearing Mists

The sun slowly burns away the morning mists blanketing the battlefield. During the first two rounds of the game, all models gain Stealth. All attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model.

Cold Snap

The stinging cold becomes life threatening. All warrior models that did not move or are not engaged in melee, suffer a POW 6 damage roll at the end of their controlling player's turns. Warjacks and warbeasts suffer -1 DEF.

Dance the Hempten Jig

Cowards will be executed. Fleeing models are removed from play at the end of their controllers maintenance phase.

Dragon Blight

A strange ailment has stricken many troops in the region. Undead units suffer -1 ARM. Roll a d6 for each living unit and apply the result listed below. These effects last the entire game.

- 1: Unit suffers -1 SPD
- 2: Unit suffers -1 STR
- 3: Unit suffers -1 RAT
- 4: Unit suffers no effects
- 5: Unit gains +1 ARM and suffers -1 CMD
- 6: Unit gains +1 STR and suffers -1 CMD

Dry Spell

Lack of rain has left streams dry and forests and fields susceptible to fire. During a dry spell, shallow water dries up and becomes rough terrain. An unengaged non-Incorporeal warrior model with a CMD greater than 1 that has any part of its base in a wheat field or forest may forfeit its action to set fire to it. Models other than the model setting the fire that are in a wheat field or forest when it is set on fire suffers Fire. Models moving into or ending their activation in a field or forest that is on fire suffer Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its Maintenance Phase until the Fire expires on a d6 roll of 1 or 2. Wheat fields and forests that have been set on fire burn for the rest of the game.

Dust Storms

Dust and debris picked up by gusting winds can cloud the battlefield. At the start of the first player's turn each round, roll 1d6. On a roll of 1 or 2, LOS for all models is reduced to 8" for the round.

Food Shortage

Scorched earth policies and lack of rain have forced many commanders to reduce their armies to half rations. Non warcaster/warlock warrior models suffer -1 STR this week.

Hasty Preparations

Frequent battles and unexpected encounters with the enemy have made it difficult for troops to take up tactical positions before battle. Models with advanced deployment may be deployed 6" beyond established deployment zones instead of 12".

Heavy Rains

Due to decreased visibility and wet powder, all models suffer -2 RAT. Living models suffer -1 CMD.

Icy Ground

Slippery ground makes for unsure footing. Slammed and thrown models are move +2". A knocked down model must roll a d6 anytime it attempts to stand up. On a roll of 1, the model slips and remains knocked down.

New Recruits

Reinforcements have arrived fresh from basic training along with new equipment and supplies. Armies may exceed the encounter level of games played this week by 50pts.

Red Tide

Seaborne sickness plagues the western coast. Living and undead models in deep or shallow water suffer -1 STR.

Snowfall

Fresh powder makes movement difficult. All models suffer -1 movement but can still charge and slam. Models that ignore the effects of rough terrain do not suffer this movement penalty.

Swirling Wind

Gusts of wind kick up leaves, dust, and debris. All ranged attacks suffer -1 on attack rolls. Players may not make combined ranged attacks and concentrated volley attacks.

Thin Air

High altitudes require more effort from warjack boilers and exhaustion takes its toll on laboring warbeasts. Warjacks and living warbeasts cannot run.

Stricken

Illness is common on the battlefield. Dirty conditions, unpredictable elements, and improper diet all contribute to the waning health of soldiers in the field. Even the undead have their own ailments, with parasitic infestations and preserved flesh beginning to rot once again. Before the game starts, after deployment, warrior models/units must pass a command check or start the game knocked down.

Trench Foot

Clean dry feet are the key to a mobile army. Non warcaster/warlock warrior models/units must make a command check before running. Models/units that fail this command check immediately end their activation.

White Squall

In coastal regions, violent downpours can disrupt the most heated battles. At the start of each turn a White Squall occurs on a d6 roll of 1. During a White Squall, LOS is reduced to 3" and models cannot give or receive orders or cast spells. A White Squall lasts one round. A White Squall can only occur once per game.

Terrain Rules

Beach

AOE attacks with a POW 14 or greater that do not hit their target directly leave a 3" diameter crater centered on the point of impact if the center point is on beach terrain. Treat these craters as shallow water.

Broken Coast Ship

A Broken Coast Ship is a 14" x 36" man-made construction that features many elements (See diagram). In some scenarios, Broken Coast ships will be structures.

Forecastle/Aftcastle: The forecastle and aftcastle are obstacles that provide elevation.

Masts: The masts are obstructions. In some scenarios, the masts will be structures.

Crane: The center mast serves as the ship's crane. A warrior model with CMD 3 or more in base-contact with the crane can take a special action to pick up any friendly model that is completely within 8" of the crane and place them anywhere completely within 8" of the crane. There must be room for the placed model's base in the new location. Models picked up by the crane are subject to free strikes from models engaging them at the time they are picked up. Models picked up by the crane must forfeit their movement if they have not already activated this turn.

Paddlewheels: The paddlewheels are obstructions. In some scenarios, the paddlewheels will be structures.

Ship's Rail: The ship's rail is a linear obstacle surrounding the outside edge of the entire ship.

Blast Crater

A blast crater is rough terrain that provides cover to models within 1" of its edge.

Cobblestone Pavement

Cobblestone pavement is a man-made construction.

Deep Snow Drifts

Deep Snow Drifts are rough terrain that provides concealment to a small and medium based model with any part of its base inside the perimeter. Deep Snow does not block line of sight.

Fieldstone Wall

A fieldstone wall is a linear obstacle that can be slammed by heavy warjacks and heavy warbeasts. When a fieldstone wall is slammed, turn the slamming model so that it contacts the fieldstone wall and its front arc is parallel to the wall. All models within 2" of the slamming model that are in its front arc suffer an unboostable POW 8 damage roll. Then the 2" wide slammed section of the wall becomes rough terrain.

Frozen Water Pools

While moving over a Frozen Water Pool, a model can only change its facing at the beginning of its movement, must move in a straight, unobstructed line, and cannot turn.

When a model moves its base completely onto a Frozen Water Pool, begins its movement with its base completely on a Frozen Water Pool, or is knocked down with its base completely on a Frozen Water Pool, its controller must make a stability roll. To make a stability roll, roll a d6 for the model. A model with a small base falls through on a roll of 1. A model with a medium base falls through on a roll of 1 or 2. A model with a large base falls through on a roll of 1-3. A model that has fallen through a Frozen Water Pool suffers the effects of deep water (p.78 of WARMACHINE: Prime Remix). Mark the break in the Frozen Water Pool with a template the base size of the model that fell through. Breaks in the Frozen Water Pool remain for the rest of the game. A pushed, thrown, or slammed model that ends its movement overlapping a break in the Frozen Water Pool immediately falls through and suffers the effects of deep water.

A model that has fallen through frozen water may forfeit its movement or action during its activation to climb out. A model that forfeits its movement to climb out can perform an action as if it had advanced, but it cannot make attacks involving movement, such as a slam. A model that forfeits its action to climb out can advance but cannot run or charge. Place the model's base in contact with the break in the Frozen Water Pool.

A slammed model that ends its slam movement completely on frozen water moves an additional d3" before the damage is resolved. This movement is considered slam movement. If a model ends its slam movement completely on a Frozen Water Pool, its controller must make a stability roll (as described above). When a model is thrown and lands with its entire base on a Frozen Water Pool, make a stability roll according to the rules above. If the model does not fall through, it slides an additional d3" in the direction it deviated. The model stops sliding if it contacts rough terrain, an obstacle,

obstruction, or another model. The sliding model cannot be targeted by free strikes during this movement. Determine throw damage after moving the thrown model.

If a sliding model contacts a model with an equal or smaller sized base, that model is knocked down and suffers collateral damage. A model taking collateral damage suffers a damage roll with a POW equal to the attacker's current STR.

Hedge Row

Hedge rows are linear obstacles that provide concealment. (*Concealment: Warmachine Prime Remix p.46/Hordes Primal p.46*)

Gorge

A gorge cannot be entered voluntarily. However, a model may be slammed, thrown, or otherwise forced to move into a gorge. A model with any part of its base overlapping a gorge is removed from play.

A model with the Floating, Tattered Wings, or Wings ability may voluntarily move across a gorge without being removed from play if it has enough movement to move completely past the gorge. A model may use the Jump, Leap, or Vault abilities to voluntarily move across a gorge without being removed from play if it has enough movement to move completely over the gorge.

Marsh

A marsh is shallow water. Models within a marsh do not benefit from Pathfinder.

Pier

A pier is a man-made construction. In some scenarios, piers will be structures.

Plateau

A plateau is an obstruction that blocks the LOS of all models.

Sagebrush

Sagebrush is rough terrain that provides concealment.

Wheat Field

Wheat fields are rough terrain for small- and medium-based warrior models. Small-based models gain concealment when completely within a Wheat Field.

Rampage 08 Scenarios

Beachhead

Description

Storming a hostile beachhead requires tactical precision to push through an enemy's defensive emplacement.

Special Rules

The player lower in global priority chooses to be the attacker or the defender.

This scenario uses its own rules for terrain setup (see map). Before the game begins, mark a line dividing the table in half from east to west. Instead of using the lower ranked player's map, the defender places three field stone walls and three crate stacks on his half of the table and two barrier walls and two crate stacks on the attackers half of the table. These terrain features may not be placed within 3" of another terrain feature or table edge.

The attacker's deployment zone is shallow water, the battlefield between deployment zones is beach terrain, and the defender's deployment zone is a hill.

During deployment, the defender may place up to two (2) non-character weapon crews in his army up to 6" beyond his normal deployment zone.

Warjacks in the attacker's army gain Sealed Furnace. Warjacks with a Sealed Furnace do not have their furnace extinguished when knocked down in shallow water.

Beginning

The attacker deploys first and takes the first turn.

Victory Conditions

The attacker wins when he has one heavy warbeast/warjack and one light or heavy warbeast/warjack on the defender's half of the table while the defender has no models on the attacker's half of the table after the first round or when the last opposing warlock/warcaster is destroyed or removed from play.

The defender wins when all of the attacker's warbeasts/warjacks have been destroyed or disabled or when the last opposing warlock/warcaster is destroyed or removed from play.

Blitzkrieg

Description

Break your enemy's lines with monstrosities of iron and flesh. Destroy the enemy warcaster to ensure victory for your forces.

Special Rules

Before the start of the game, after both players have deployed, warjack/warbeast models may move up to their SPD in inches (first player and then second player).

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

Primary Victory Condition: A player wins a primary victory if the last opposing warcaster is destroyed or removed from play.

Broadside

Description

Guns blaze as enemy ships pass one another on the open water. One nation will claim victory and one will feel the cold embrace of the Meredius.

Special Rules

This scenario uses its own rules for terrain setup (see map).

At the start of each player's maintenance phase, his ship moves forward 2d6". The terrain in the area previously occupied by the ship is deep water.

Each ship is a reinforced wood structure with ARM 14 that can take 250 points of damage before being destroyed. The ships have DEF 9 due to the motion of the sea. Ranged attacks targeting the ship impact the edge of the ship at the closest point to the attacker. Models may only make melee attacks against a ship they are on.

When a ship has taken 150 points of damage, it moves forward at 1d6" instead of 2d6".

Models on a ship can only gain an aiming bonus against targets on the same ship and may not make combined ranged or combined melee attacks.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use the deployment zones indicated on the map.

Victory Conditions

A player wins when he has destroyed his opponent's ship or when the last opposing warlock/warcaster is destroyed or removed from play. If the ships have completely passed one another (the back ends of the ships are no longer in contact) and both players still have warcasters/warlocks in play, secondary victory goes to the player whose ship has taken the least damage.

Command Positions

Description

It takes a valiant commander to lead his army into the enemy position.

Special Rules

The first player to deploy may choose the point of one table corner as his Command Position. The Second player's Command Position is the point of the table corner diagonal from his opponent's Command Position.

Beginning

Determine deployment zones and turn order with a starting game roll. A player's deployment zone extends 18" from his Command Position.

Victory Conditions

A player wins if he starts his turn with a friendly warcaster/warlock completely within 10" of his opponent's Command Position or when the last opposing warlock/warcaster is destroyed or removed from play.

Contested Ground

Description

Sometimes a hill, point, or bridge isn't enough. Sometimes the entire length of the battlefield must be controlled to insure victory.

Special Rules

Divide the battlefield between the deployment zones into four 12" wide Territories running north to south. (See map)

A player controls a Territory if he has one or more models completely within the Territory and his opponent has none. Wrecked or inert warjacks, Wild warbeast, and fleeing models are ignored when checking for control.

A player scores one Control Point for each Territory he controls at the end of each of his turns. Control Points cannot be scored during the first round of the game.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins when he has seven (7) Control Points or when the last opposing warlock/warcaster is destroyed or removed from play.

Convergence

Description

Detachments and specialized units can move from leader to leader, conflict to conflict. When a battle starts before allied groups can merge, they must meet in the middle.

Special Rules

Before the start of the game, divide the table in half with a line running west to east through the center of the table.

A player controls the center line if he has friendly models within 4" of it and his opponent has no models within 4" of it. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

Beginning

Determine deployment zones and turn order with a standard starting roll. Each player has two 10" x 10" deployment zones in each corner of his table edge. A player must deploy his battlegroups and/or warlocks and warbeasts in one deployment zone and all his other models in the other.

Victory Conditions

A player wins when he controls the center line at the end of his turn, after the second round or when the last opposing warlock/warcaster is destroyed or removed from play.

Curse of Garlghast Island

Description

Wretched mists from the ruins of Drer Drakkerung can be carried to the coast of the Iron Kingdoms when the winds are angry. Only souls can quench the hunger of this lingering curse believed to be left behind by lich lords destroyed in the battle long ago.

Special Rules

Until the curse is broken, the battlefield is shrouded in mist which limits LOS to 8", spells and animi cost one additional focus/fury to cast, and living models do not provide soul tokens.

The curse is broken after nine living models have been destroyed.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins if the last opposing warlock/warcaster is destroyed or removed from play.

Daybreak

Description

Using the darkness as an advantage is a task that most commanders find difficult to master. When done correctly, the first rays of morning sunlight may be all that is needed to deliver the enemy a fatal blow.

Special Rules

At the start of the first turn, LOS is 5". At the beginning of each turn after the first, the LOS is increased by 1". At the beginning of the fifth round, LOS returns to normal.

Round 1

Turn 1 LOS = 5 inches

Turn 2 LOS = 6 inches

Round 2

Turn 1 LOS = 7 inches

Turn 2 LOS = 8 inches

Round 3

Turn 1 LOS = 9 inches

Turn 2 LOS = 10 inches

Round 4

Turn 1 LOS = 11 inches

Turn 2 LOS = 12 inches

Round 5

LOS returns to normal

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins when the last opposing warcaster/warlock is destroyed or removed from play.

Dead Men Tell no Tales

Description

Leave no survivors on the seas of battle to report your acts of piracy and war.

Special Rules

This scenario uses its own rules for terrain setup (see map).

Players must take at least one heavy warjacks/warbeasts in their army for this scenario.

Before the start of the game each player may place two (2) crate stacks on his ship.

At the beginning of each player's turn, his ship moves 2d6" toward the enemy ship. When the ships come in contact, they stop moving.

Models on a ship can only gain an aiming bonus against targets on the same ship and may not make combined ranged or combined melee attacks.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins when he has at least one heavy warbeast/warjack in play and his opponent has no living or undead non-warcaster/warlock warrior models remaining in play or when the last opposing warlock/warcaster is destroyed or removed from play.

Divide and Conquer

Description

Rival forces must consolidate their battle lines to crush the enemy.

Special Rules

Before the start of the game, divide the table into four Quarters.

A player controls a quarter if he has more models completely within the quarter than his opponent. A unit counts as one model for the purposes of calculating who has more models within the Quarter but only counts if all models in the unit are completely within the quarter.

If a player controls two Quarters that make-up one complete table edge at the end of his turn, he scores one (1) Control Point. For example, a player controlling the northwest and northeast quarters at the end of his turn controls gains one (1) Control Point since he controls the entire north table edge.

Each player has two 10" x 10" deployment zones located in corners of the table. One player deploys in the northwest and southeast corners. The other player deploys in the northeast and southwest corners. The first player chooses his deployment zones at the start of the game.

During this scenario, models with the Ambush ability cannot be placed inside their opponent's deployment zones, but may be placed along any table edge.

Beginning

Determine deployment and turn order with a standard starting roll.

Each player has two 10" x 10" deployment zones located in corners of the table. One player deploys in the northwest and southeast corners. The other player deploys in the northeast and southwest corners. The first player chooses his deployment zones at the start of the game.

Victory Conditions

A player wins when he scores five (5) Control Points or when the last opposing warlock/warcaster is destroyed or removed from play.

Drawing Lines

Description

Maintaining supply lines in and out of hostile territory is a constant struggle. When these lines become compromised, new routes must be established.

Special Rules

Divide the table into 12" squares and mark Points at the vertices of each intersection.

A player holds a Point if he has one or more models within 2" of the point while his opponent has no models within 2" of the point. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins when he holds any three points in a straight line from north to south (not diagonal) at the end of his turn starting in the second round or when the last opposing warlock/warcaster is destroyed or removed from play.

Gravemaker

Description

Two armies stand poised over a miserable, mud-slicked wasteland in the middle of nowhere. By nightfall this patch of ground will have been transformed in a field of honor, sanctified by the blood of the fallen.

Special Rules

Place an 8" diameter mud pit in the center of the table. The mud pit is rough terrain.

The first player to hold the mud pit for three (3) consecutive rounds wins the game. A player holds the mud pit if he controls all models within the mud pit during his Maintenance Phase. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins if he holds the mud pit for three (3) consecutive rounds or when the last opposing warcaster/warlock is destroyed or removed from play.

Ground Zero

Description

No soldier is safe when 'jacks and beasts go on a killing spree in the center of the battlefield.

Special Rules

Before the game begins, mark a Control Point in the center of the table. A player holds the Control Point if he has one or more friendly warjacks/warbeasts within 6" of the point while none of his opponent's warjacks/warbeasts are within 6" of the point.

Warjacks/warbeasts within 6" of the Control Point gain Berserk. Every time a model with Berserk destroys another model with a melee attack, it must immediately make one melee attack against another model in its melee range, friendly or enemy.

Warjacks/warbeasts within 6" of the Control Point gain +1 MAT against warrior models, friendly or enemy.

Beginning

Determine deployment zones and turn order with a starting roll, and use standard deployment zones.

Victory Conditions

A player wins when he holds the Control Point at the end of his turn, starting after the second round or when the last opposing warcaster/warlock is destroyed or removed from play.

Guidons

Description

As they march into battle, renowned units take pride in their colors, markings, and history. To show their bravado, they will often decorate a warjack/warbeast with a unit banner, painted effigy, or simple hash marks to record their victories. These guidons help to motivate them and serve as a rally point in the thick of battle.

Special Rules

Each unit in a player's army/horde may be assigned a single warjack/warbeast as that unit's guidon. A warjack/warbeast may not be a guidon for more than one unit. Units with a model within 3" of their guidon never flee. Fleeing units within 3" of their guidon immediately rally.

Before the start of the game, mark two Control Points 24" from the back edge of the deployment zones and 12" in from each side. (See map)

A player controls a Control Point if he has one or more models within four inches of the Control Point while none of his opponent's models are within four inches of the Control Point. Do not count wrecked or inert warjacks, fleeing models, models with a CMD of 1 or less, or incorporeal models when determining whether or not a player has won the scenario.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins if he holds both Control Points at the end of his turn after the second round or if the last opposing warlock/warcaster is destroyed or removed from play.

Heading for the High Sea

Description

A freshly loaded supply ship makes a prime target for enemy attack. Port security must be able to hold off hostile forces until the ship hits the open water.

Special Rules

The lower ranked player may choose to be the attacker or the defender.

This scenario uses its own rules for terrain setup (see map).

At the end of each turn, the ship moves forward 2d6". The terrain in the area previously occupied by the ship is deep water.

Each of the ship's three masts is a reinforced wood structure that has an ARM of 14 and can take 15 points of damage before being destroyed. When all three of the masts have been destroyed, the ship moves at -1" each turn. Each of the ship's paddlewheels is a reinforced wood structure that has ARM 14 and can take 40 points of damage before being destroyed. When both paddlewheels have been destroyed, the ship moves at -1" each turn.

Beginning

The attacker deploys first and takes the first turn.

Victory Conditions

The attacker wins when all of the ship's masts and paddlewheels have been destroyed or if the last opposing warlock/warcaster is destroyed or removed from play.

The defender wins a primary victory when the ship has moved past the end of the pier (37" of movement) or when the last opposing warlock/warcaster is destroyed or removed from play.

Ice Breakers

Description

To achieve victory, an army must risk the perils of a frozen river.

Special Rules

Before the start of the game, players place a 3" wide river dividing the table from east to west. The river is an Ice Flow. Players must determine the direction the river is flowing before deploying.

At the beginning of each player's Maintenance Phase, models whose bases are completely within the area of the ice flow are moved 3" in the direction the river is moving. Move the models furthest down river first. A model stops moving if it contacts another model's base. If the model contacted has an equal- or larger-sized base, the moving model is knocked down. A model cannot be targeted by free strikes during this movement. If a model is moved off of the table due to this movement it is removed from play.

If any portion of a model whose base is completely within the area of the ice flow is caught within a damage causing AOE, the model immediately falls through the ice flow and suffers the effects of deep water. A model that has fallen through an ice flow may forfeit its movement or action during its activation to climb out. A model may face any direction when it climbs out. A model that forfeits its action to climb out can advance but cannot run or charge.

Beginning

Determine deployment zones and turn order with a starting game roll, and use standard deployment zones.

Victory Conditions

A player wins a primary victory if he has a heavy warjack/warbeast on his opponent's side of the river while his opponent has no models on his side of the river, after the second round, or when the last opposing warcaster/warlock is destroyed or removed from play.

Integrated Assault

Description

Monsters of metal and flesh barrel across the battlefield while troops advance and lay down fire, charge into melee, or provide support at the rear of an army. Under the command of a competent leader, a well rounded force can weather even the most prolonged engagements.

Special Rules

When building an army/horde, players cannot spend more points on units than they spend on warjacks/warbeasts.

Before the start of the game, divide the table in half with a line running west to east through the center of the table. (See map)

Units within 6" of a friendly non-abomination warjack/warbeast gain +1 CMD.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins if he ends his turn with one or more friendly units and one or more friendly warjack/warbeast models on his opponent's side of the centerline, after the second round, while none of his opponent's models are on his side of the table or when the last opposing warcaster/warlock is destroyed or removed from play.

Into No Man's Land

Description

Two armies meet on a virtually open expanse of battlefield. Between them lies No Man's Land.

Special Rules

A player ending his turn with one or more of his models on his opponent's deployment zone while none of his opponent's models are on in his deployment zone scores one (1) Control Point. In this scenario, players do not place terrain on the map in locations marked with an X. Control Points cannot be scored in the first round.

Models with Ambush must be deployed normally.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins if he is the first player to score four (4) Control Points or when the last opposing warcaster/warlock is destroyed or removed from play.

Into the Light

Description

The battle for possession of a strategically located lighthouse can give a nation the upper hand for control over coastal shipping lanes.

Special Rules

This scenario uses its own rules for terrain setup. Instead of using the lower ranked player's map, players' divide the table into four quarters and use the scenario map (see map). In addition to the terrain on the map, each player must place an 8" hill, 8" beach, and 4" x 6" ruin on his half of the table. These terrain features may not be placed within 3" of another terrain feature but may be placed over shallow water.

After deployment but before the first player's turn, the second player chooses which table quarter is being illuminated by the lighthouse during the first turn. Each turn after the first, the illuminated table quarter moves one table quarter clockwise at the beginning of the Maintenance Phase as the lighthouse beacon rotates. The table quarters that are not illuminated each turn are dark.

Models in the illuminated table quarter can draw line of sight normally within the illuminated table quarter but can only draw line of sight 6" into the dark table quarters. Models in the dark table quarters have a 6" LOS within the dark table quarters but can draw line of sight to models in the illuminated table quarter normally.

A player controls the lighthouse if he has one or more models completely within 5" of the lighthouse and his opponent has no models within 5" of the lighthouse. Ignore wrecked or inert warjacks, wild warbeasts, fleeing models/units, and warrior models with CMD stats of 1 or less when checking for control.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins when he controls the lighthouse at the end of his turn, after the second round, or when the last opposing warlock/warcaster is destroyed or removed from play.

Land Grab

Description

Pushing forward to seize enemy territory can take its toll on any army. The heavy casualties are often outweighed by the end result of a rapid advance when the opposing force is left in ruin.

Special Rules

Divide the battlefield into four 12" wide Territories running west to east. (See map)

A player controls a Territory if he has one or more models completely within the Territory and his opponent has none. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

A player scores one Control Point for each Territory he controls at the end of each of his turns. Control Points cannot be scored during the first two rounds of the game.

Before the start of the game, after both players have deployed, one non-advanced deploy unit may move up to their SPD in inches (first player and then second player).

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins when he has seven (7) Control Points or when the last opposing warcaster/warlock is destroyed or removed from play.

Ley Lines

Description

The druids of the Iron Kingdoms have long tapped into the elemental power that flows through Caen, but battlefields amidst ancient ley lines are not limited to the northern forests. When battles encroach upon these lines of power, reckless and bloody combat ensues.

Special Rules

Before the start of the game, divide the table into quarters with two lines running from corner to corner through the center of the table in an X. These are the ley lines.

A player controls a table quarter if he has one or more models within the table quarter while none of his opponent's models are within the table quarter. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

When a model touching a ley line casts a spell it can target any model also touching the same ley line, ignoring LOS and range. A warjack or warcaster model whose base is overlapping the intersection of the two ley lines during their controllers control phase gains one (1) focus point after allocation. This focus point can exceed normal allocation limits as a result of the ley lines. A warlock model whose base is overlapping the intersection of the two ley lines during their controllers control phase gains one (1) fury point after leaching. This fury point can exceed the warlock's FURY stat. A warbeast model whose base is overlapping the intersection of the two ley lines during their controllers control phase gains +1 FURY for one round.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins if he controls the east and west table quarters after the second round, controls the north and south table quarters after the second round, or if the last opposing warcaster/warlock is destroyed or removed from play.

Majority Rules

Description

An aggressive army can quickly gain the upper hand by securing the majority of the battlefield.

Special Rules

Before the start of the game, players place three Control Points. One in the center of the table and two more centered 8" from the east and west table edges (see map).

A player holds a Control Point if he has one or more models within 4" of the Control Point while none of his opponent's models are within 4" of the Control Point. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

Beginning

Determine deployment zones and turn order with a starting game roll, and use standard deployment zones.

Victory Conditions

A player wins a primary victory if he holds two or more Control Points at the end of his turn, after the second round, or when the last opposing warcaster/warlock is destroyed or removed from play.

Marooned

Description

Battles on the southern waters of the Sea of a Thousand Souls often leaves survivors stranded on the region's broken islands awaiting rescue. When the crews of opposing nations find themselves on these desolate rocks, holding the high ground means survival when the tide come in.

Special Rules

This scenario uses its own rules for terrain setup. Instead of using the lower ranked player's map, the players place a 12" hill in the center of the table. Each player then places two 8" hills, two 8" beaches and three crate stacks on his side of the table. These terrain features may not be placed within 3" of the table edge. Crate stacks may be placed on hills and beaches.

All terrain within 3" of the table edge is deep water. The parts of the table not containing terrain are shallow water.

Models with the ambush ability must be deployed normally.

A player controls a hill if he controls all the models on the hill at the end of his turn. Ignore wrecked or inert warjacks, wild warbeasts, fleeing models/units, and warrior models with CMD stats of 1 or less when checking for control.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins a primary victory if he controls three or more hills at the end of his turn, after the second round, or when the last opposing warlock/warcaster is destroyed or removed from play.

Nightfall

Description

It becomes critical to bring the battle to a decisive finish as the sun quickly sets over the battlefield.

Special Rules

Beginning at the start of the first player's first turn, the LOS of non-warcaster/warlock warrior models is limited to 32". At the start of each of the first player's subsequent turns, the LOS restriction is halved until it reaches 2" in the fifth round.

Round 1 LOS* = 32"

Round 2 LOS* = 16"

Round 3 LOS* = 8"

Round 4 LOS* = 4"

Round 5+ LOS* = 2"

* for non-warcaster/warlock warrior models.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins when the last opposing warcaster/warlock is destroyed or removed from play.

On the Move

Description

Tactics, muscle, and firepower are the tools for securing a battlefield objective. When objectives must be taken one after the other, mobility and the foresight to know your enemy's next move becomes the difference between victory and crushing defeat.

Special Rules

Mark three (3) Points along the east to west center line of the table starting 12" from the table edge and spaced 12" apart (See map). The Point to the left of the player taking the first turn is Point 1, the center is Point 2, and the point to the right of the first player is Point 3. A player holds a Point if he has one or more friendly models within 2" of the Point while none of his opponent's models are within 2" of the Point.

Starting after the second round, a player can score a Control Point if they hold Point 1 at the end of their turn. Remove Point 1 immediately after a player has scored a Control Point for it. Once Point 1 has been removed, a player can score a Control Point if they hold Point 2 at the end of their turn. Remove Point 2 immediately after a player has scored a Control Point for it. Once Point 2 has been removed, a player can score a Control Point if they hold Point 3 at the end of their turn. A player cannot score more than one Control Point per turn.

Beginning

Determine deployment zones and turn order with a starting roll, and use standard deployment zones.

Victory Conditions

A player wins when he scores two (2) Control Points or when the last opposing warcaster/warlock is destroyed or removed from play.

Predominant Front

Description

Ravenous beasts and iron warmachines tear across enemy lines, leaving soldiers to hold the ground behind them.

Special Rules

Before the start of the game, divide the table between the deployment zones into six 14" x 16" territories (See map).

A player controls a Territory on his side of the table if he has one or more models completely within the Territory and his opponent has none. Wrecked or inert warjacks, Wild warbeast, and fleeing models are ignored when checking for control.

A player controls a Territory on his opponent's side of the table if he has one or more warjacks/warbeasts completely within the Territory and his opponent has no warjacks/warbeasts completely within the Territory. Wrecked or inert warjacks, Wild warbeast, and fleeing models are ignored when checking for control.

Beginning

Determine deployment zones and turn order with a starting roll, and use standard deployment zones.

Victory Conditions

A player wins when he holds two (2) Territories on his side of the table and one (1) Territory on his opponent's side of the table at the end of his turn, after the second round, or when the last opposing warcaster/warlock is destroyed or removed from play.

Process of Elimination

Description

The battlefield is a constant sea of activity. Once one strategic victory is achieved, it must sometimes be left behind to pursue the next objective.

Special Rules

Divide the battlefield between the deployment zones into four 12" wide Territories running north to south. (See map)

A player controls a Territory if he has one or more models completely within the Territory and his opponent has none. Wrecked or inert warjacks, Wild warbeast, and fleeing models are ignored when checking for control.

A player scores one Control Point for each Territory he controls at the end of each of his turns. A player cannot score a Control Point for the same Territory more than once. Control Points cannot be scored during the first round of the game.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player when he has three (3) Control Points or when the last opposing warlock/warcaster is destroyed or removed from play.

Reinforcements

Description

As two armies wear away at one another, the timely arrival of reinforcements can turn the tide of battle. Any troops deployed to reinforce a broken battlefront can tax a faction's conflicts in other regions so commanders must weigh all options when deciding upon their use.

Special Rules

Divide the battlefield between the deployment zones into four 12" wide Territories running north to south. (See map)

A player controls a Territory if he has one or more models completely within the Territory and his opponent has none. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

A player scores one Control Point for each Territory he controls at the end of each of his turns. Control Points cannot be scored during the first round of the game.

Each army/horde may take reinforcements based on the encounter level of the game (50 at 500pts, 75 at 750pts, and 100 at 1,000pts). Collectively, the entire force (army/horde and reinforcements) cannot violate any FA rules for the decided upon encounter level of the game.

Reinforcements may be deployed completely within 3 inches of the back edge of the player's deployment zone during his Maintenance Phase any round after the first.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins when he has five (5) Control Points and has not deployed his reinforcements or when the last opposing warcaster/warlock is destroyed or removed from play.

Ridge Raiders

Description

Commanders vie for control of a natural boundary to gain the upper hand for military dominance of the region.

Special Rules

Divide the table in half with a line running from east to west. This line is the Ridge. Models within 4" of the Ridge benefit from elevated terrain.

A player controls the Ridge if he has one or more models within 4" of the ridge while none of his opponent's models are within 4" of the ridge or on his half of the table. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

Models further than 4" from the ridge cannot draw line of sight to models further than 4" from the other side of the ridge.

Beginning

Determine deployment zones and turn order with a starting game roll, and use standard deployment zones.

Victory Conditions

A player wins when he controls the Ridge at the end of his turn, after the second round, or when the last opposing warcaster/warlock is destroyed or removed from play.

Ring of Stones

Description

Whether one considers it a fulcrum of ancient power or a local landmark, today the stone circle is the site of a pitched battle for dominance between two great forces.

Special Rules

Place 6 standing stones in a circle in the middle of the table. Each standing stone is 1" in diameter and 4" from the center of the table (See map). The standing stones cannot be damaged in any way. Do not place any terrain within 3" of the ring of stones.

A player controls the Ring if he has one or more warjacks/warbeasts completely within the Ring and his opponent has no warjacks/warbeasts within the Ring. Wrecked or inert warjacks and Wild warbeast are ignored when checking for control.

Beginning

Determine deployment zones and turn order with a starting game roll, and use standard deployment zones.

Victory Conditions

A player wins when he controls the Ring at the end of his turn, after the second round, or if the last opposing warcaster/warlock is destroyed or removed from play.

Scattered Lines

Description

When forces are scattered across the battlefield, an army must quickly reorganize to maximize its offensive line.

Special Rules

A player's deployment zone extends 16" from his table edge instead of 10". Models/units cannot be deployed within 8" of another model/unit. Models in the same battlegroup or warpack may be deployed within 8" of each other. Models with advanced deployment must be deployed in the deployment zone during regular deployment.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use the deployment rules listed under special rules, above.

Victory Conditions

A player wins if the last opposing warcaster/warlock is destroyed or removed from play.

Spearhead

Description

The vanguard of any army leads it into battle. It is the tip of the blade that deals the penetrating blow to the enemy, allowing the rest of the army to charge into the breach.

Special Rules

Before the start of the game, mark four lines from the center of the table to each corner. (See map)

A player controls a line if he has one or more models within two inches of the line while none of his opponent's models are within two inches of the line. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

Each player may advanced deploy one heavy warjack/warbeast between the lines on his side of the table.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins if he controls both lines on his side of the table at the end of his opponent's turn, after the second round, or when the last opposing warcaster/warlock is destroyed or removed from play.

Tag Team

Description

When multi-ton goliaths crash together on the battlefield even the most hardened infantry soldier has much to fear.

Special Rules

Before the start of the game, divide the table in half with a line running west to east through the center of the table. (See map)

Non-warcaster/warlock warrior models within 6" of an enemy warjack/warbeast suffer -1 CMD

Heavy warjacks may trample without spending focus. Heavy warbeasts may trample without being forced.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins if he ends his turn with two or more friendly warjack/warbeast models on his opponent's side of the centerline while none of his opponent's warjacks/warbeasts are on his side of the table, after the second round, or when the last opposing warlock/warcaster is destroyed or removed from play. Do not count wrecked or inert warjacks or wild warbeasts when determining whether or not a player has won the scenario.

Under Fire Mk2

Description

A single well trained marksman can tie up an enemy advance. That advance can be halted altogether by a sniper in a secure location with a force to back him up.

Special Rules

Each player places a tower centered on the front line of their deployment zone. The tower is a 4" tall, 2" diameter stone structure containing a marksman. The tower has ARM 18 and can suffer 20 points of damage before being destroyed. Destroying a tower is the only way to affect or destroy the marksman within it. At the end of each Control Phase, a player may activate his marksman and make two attacks (RAT 8, RNG 14, POW 12). Measure the range of each shot from the base of the tower. Each marksman may also fire once per round at an enemy model that ends its normal movement within 14" of the marksman's tower. In addition to the damage roll, a model hit by the marksman during their activation cannot make attacks that activation.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins when he destroys his opponent's sniper tower or when the last opposing warlock/warcaster is destroyed or removed from play.

Uphill Battle

Description

It takes an army's most impressive weapons to hold the hills in critical regions.

Special Rules

During setup, 8" hills must be placed on all map locations marked with an X.

A player scores a Control Point at the end of his turn for each hill with a friendly heavy warjack/warbeast on it and no opposing heavy warjacks/warbeasts on it. Control Points cannot be scored during the first two rounds of the game.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

A player wins when he scores five (5) Control Points or when the last opposing warlock/warcaster is destroyed or removed from play.

When Words Fail

Description

Animosity in the Iron Kingdoms runs deep, and mere words often cannot quell the rage within rivals. When parlay fails, the clearest communication is the heads of opposing warcasters on pikes.

Special Rules

Mark a line down the center of the board, splitting it evenly into east and west table halves.

A player controls a table half if he controls all models within the table half during his Maintenance Phase. Wrecked or inert warjacks, wild warbeast, and fleeing models are ignored when checking for control.

All models gain the Advance Deployment rule. Place models with Advance Deployment after normal deployment, up to 12" beyond the established deployment zone.

Models may not make attacks, give or receive orders, perform special actions, allocate focus, or use feats during the first round of the game.

Beginning

Determine deployment zones and turn order with a standard starting roll, and use standard deployment zones.

Victory Conditions

A player wins when he controls the east or west table half or when the last opposing warcaster is destroyed or removed from play.