

WARMACHINE



TALES FROM THE FRONTLINES

SFG

WARMACHINE

Welcome to the WARMACHINE Tales From The Frontlines rules pack. This is very much a document of three parts, designed to cater for all of your games outside of competitive play and Steamroller.

The first part of this document is a collection of casual play scenarios. These are some of the scenarios we play in the office with low point armies, as well as others inspired by our favourite formats over the years (such as Brawlmachine), modified and updated for WARMACHINE Mk. IV.

The second section contains rules for a journeyman league. A journeyman league is a system that supports players slowly building and painting an army over time. They're a great way for new players to get started, and for existing players to try their hand at a new army.

The final part of this document is a campaign system designed to provide the connective tissue that links your games of WARMACHINE together as part of a larger conflict—allowing you to plan your campaign, gather and spend resources, gain territory, and implement new strategies.



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CASUAL PLAY

Whether you're a veteran of the Iron Kingdoms or a new recruit to the battlefields of Western Immoren, the following scenarios are perfect for you to sit down with an opponent and get rolling dice with minimum fuss.

Each scenario has been designed to reduce complexity whilst also maintaining deep tactical decision making, making them not only ideal for onboarding new players to WARMACHINE, but giving you something that you can come back to time and time again.

There isn't a recommended points size for these scenarios. We've designed the following scenarios to be most balanced at 50pt games, moving scenario elements a little closer together while still asking players to make strategic decisions with only limited troops at their disposal—but there's nothing to stop you scaling upwards to higher points levels.

Finally, this document also includes a rules variant section. Although not recommended for new players, once you're more familiar with the rules and have a few games under your belt, we recommend trying these if you're looking to inject a little more narrative flavor into your scenarios, or add a twist that forces additional strategic considerations. Feel free to play with either a single variant or mix two or more together for a truly memorable clash!



SCENARIO RULES

The following section outlines the rules for scenario elements, global special rules that apply to all scenarios, and how to set up a scenario. The rules for how to win a scenario are detailed under each specific scenario.

SCENARIO ELEMENTS

Scenario elements include objectives, flags, and caches. Scenario elements are not models, and do not block line of sight. Models can advance, and be pushed, slammed, and thrown through a scenario element, if they have enough movement to move completely past it, otherwise they must stop just short. A slammed or thrown model does not suffer an additional damage die for contacting a scenario element, and scenario elements do not prevent trample power attacks if they are contacted.

OBJECTIVES

Objectives are represented by 40mm and 50mm bases.

A player secures a 50mm objective if one or more of their Leader, Cohort, or Battle Engine models are within 3" of the objective, and the objective is not contested.

A player secures a 40mm objective if their Leader model or one or more of their units are within 3" of the objective, and the objective is not contested. For a unit to secure an objective, all models in the unit still in play must be within 3" of the objective.

Inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot secure objectives.

An objective is contested if any enemy models are within 3" of it. Leader models, inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot contest objectives.

FLAGS AND SCENARIO TERRAIN

Flags are represented by a 30mm base.

Some terrain can be chosen to take on a role similar to objectives in certain scenarios. In these scenarios, after the flags are placed during setup, player one chooses a piece of terrain within 5" of their flag to be scenario terrain, and denotes it with their flag; player two then does the same. When a piece of terrain becomes scenario terrain, it continues to have the same rules as it did beforehand (i.e., a piece of rough ground will still affect models in the same way).

A player secures a piece of scenario terrain by having one or more leader or solo models, or two or more of their other models within the area of the terrain, or if being within the terrain is impossible (i.e., if the terrain is an obstruction, for example) within 3" of it, and the terrain is not contested.

A piece of scenario terrain is contested if any enemy models are within the area of the terrain, or if being within the terrain is impossible, any enemy models are within 3" of it. Leader models, inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot contest scenario terrain.

CACHES

Caches are represented by a 30mm base. Players can claim caches from the start of the defender's second turn onwards. To claim a cache, a player must have a friendly model forfeit its combat action while within 3" of the cache. When a player claims a cache, the cache is removed from play and the player immediately gains 2 victory points (VP).

Players can only claim an opponent's cache. Caches cannot be claimed while they are contested. A cache is contested if any enemy models are within 3" of it. Leader models, inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot contest caches.

UNIVERSAL SPECIAL RULES

If you are playing at 50pts or lower, we recommend playing using the Execution Mode rules. If you are playing at 75pts or higher, we recommend using Assassination Mode rules instead.

EXECUTION MODE

When playing in Execution Mode, Leaders can only be destroyed by other Leader models. When a Leader would be destroyed by damage from any other source than an attack from an enemy Leader, it instead remains in play with 0 damage boxes and becomes vulnerable.

When a Leader becomes vulnerable, its upkeep spells immediately expire. It cannot make attacks or have damage removed from it. It cannot suffer damage from any source other than an attack made by an enemy Leader. If a vulnerable model suffers damage from an attack made by an enemy Leader, it is destroyed.

If a player's Leader is vulnerable at the start of their turn, it ceases to be vulnerable and 1 damage point is removed from it.

While playing this mode, when a Leader spends focus or fury during its activation to remove damage from itself, such as a warcaster's Power Field or warlock's Healing special rules, instead of removing 1 damage point for each focus or fury point, the Leader can remove 5 damage points instead.

ASSASSINATION MODE

When playing in Assassination Mode, if a player destroys their opponent's Leader, they immediately win the game, irrespective of victory points.

KILL BOX

Starting on the attacker's second turn, if a player ends their turn with their leader completely within 12" of their own table edge (the long table edge in their deployment zone), their opponent immediately gains 2 victory points (VP).

If you want to keep things simple while you're learning the game, feel free to skip this rule.

DESIGNER NOTE

If you're playing a less experienced player, consider allowing them to use the Execution Mode rules, while you use the Assassination Mode rules, to help balance the odds.

SETTING UP TERRAIN

Terrain offers players a fantastic opportunity to build visually impressive and immersive battlefields that tell stories even before the dice are rolled. Refer to the WARMACHINE Core Rules for details on how to set up terrain. For these scenarios, we recommend ten to twelve pieces of terrain, if you have it.

Remember, terrain should always be set up with the 'rule of cool' in mind. Make your terrain as visually appealing as is possible, and in a way that will provide players with interesting and tactical decisions. If possible, a central building or other large piece of terrain always serves to provide a strong focal point to make the battlefield feel bigger, as well as asking players to think carefully when moving and placing models.

DESIGNER NOTE

Try to use terrain placement to set the scene—the location might be a small village at the edge of a forest, an oasis in a bleak desert, a war-torn town plaza in the middle of no-man's land, or an area of frozen tundra. Once you have that nailed down, the battle itself will tell the stories!

SETUP AND DEPLOYMENT

Each scenario includes a diagram for how to set up a game. Each player's table edge and deployment zones are highlighted in that player's corresponding colour (attacker in red, defender in blue).

To establish player order, at the start of the game after the terrain has been set up, both players roll a d6, rerolling ties. The player with the highest result chooses whether to be the attacker (red) or defender (blue).

Once order has been determined, the defender chooses what side of the table they want to play on. Players then place the scenario elements, and if required, choose scenario terrain with their flags.

After doing so, the attacker (red) deploys their army in their deployment zone, excluding any models with Advance Deployment. Once they've finished doing so, the defender does the same in their own deployment zone. Finally, the attacker deploys their models with Advance Deployment, followed by the defender.

Once all models have been deployed, the game can begin. The attacker takes the first turn.



VARIANTS

The following are rules variants for adding more variety and random elements into your games, once you're a bit more experienced with the rules, or want a greater tactical challenge.

REDUCED FIELD ALLOWANCE

In this variant, all field allowance (FA) is reduced to 1, meaning that players cannot take multiple instances of the same model/unit.

The only exception to this is Cohort models that have multiple Hardpoints and potential loadouts. In this instance, a player may include multiple instances of the same model, but cannot include any Hardpoint option more than once throughout the entire army (i.e., a Necrofactorium player could include two or more Malefactor warjacks, but can only give one Malefactor the Fell Axe weapon).

BATTLEFIELD CONDITIONS

In this variant, a special rule is applied to the scenario. This might represent inclement weather, the condition of the battlefield, or another random element.

At the start of the game after the terrain has been set up, you can either choose a variant from the table below, or randomize the effect. If you choose to randomize the effect, both players roll a d6. Add the results together and consult the table below to see if what the conditions for the battle are.

RESULT	EFFECT
2	Strong Winds – During this scenario, the first ranged attack made by model/units during their activation gains an additional die on the attack roll. Discard the highest die rolled.
3	Muddy Ground – During this scenario, when a model enters or is placed in rough terrain, roll a d6. On a result of 1 the model must forfeit its combat action.
4	Dawn Raid – During this scenario, models can only draw line of sight up to 10". At the start of the attacker's fourth turn, the restriction is removed for the remainder of the game.
5	Broken Ground – During this scenario, model/units directly hit by an arcane or ranged AOE attack suffer -1 SPD for one round. A model/unit can only suffer this penalty once per round.
6	Waylaid – During this scenario, model/units with Ambush cannot be put into play until after the end of the second round.
7	Artillery Bombardment – After placing terrain but before deployment, the defender can place up to three 3" templates anywhere outside of a deployment zone. The templates are crater terrain features.
8	Falling Debris – During this scenario, if a model ends their activation within 1" of an obstruction terrain feature, roll a d6. On a result of 1 or 2, the model suffers a POW10 damage roll.
9	No-Man's Land – After placing terrain but before deployment, starting with the attacker, players take it in turns to place cloud terrain features, until there are four clouds in play. Models entering or ending their activation in a cloud suffer the corrosion continuous effect. At the end of each turn, the player with the least VP can move each cloud up to 5" in a direction of their choice. If players are tied, the player whose turn it is moves the clouds instead.
10	Shaken Morale – When one or more models in a non-character unit suffers damage from an enemy attack, after the attack is resolved roll a die for each model in the unit. On a result of 1, the model must either forfeit its movement or combat action during its next turn.
11	Lost Supplies – After placing terrain but before deployment, the attacker holds their closed hand over the middle of the table, around 18" from the table surface, with four dice in it. They then open their hand so that the dice fall to the table. Discard any dice that land inside a deployment zone or roll off the table. Replace any remaining dice with a 30mm base supply crate. During this scenario, if a player's model moves or is placed within 1" of a supply crate, you can remove the supply crate from play to remove d3 damage points from the model.
12	War Torn – Roll twice more on this table, ignoring any future War Torn results.

STRATEGIC PLANS

This variant provides players with additional rules that they can apply to their army, representing the intel they've gathered ahead of the battle.

At the start of the game after the terrain has been set up, each player rolls once on the Basic Advantage table, and once on the Tactical Gambit table, and gains the corresponding effects.

BASIC ADVANTAGE

RESULT	EFFECT
1	Forced March – Once during deployment, immediately after being placed, one friendly model/unit can make a full advance.
2	Local Guides – After you have deployed, choose a friendly model/unit. That unit gains the Pathfinder advantage until the end of your second turn.
3	Counter Reconnaissance – At the start of your opponent's deployment, choose a model/unit with Advance Deployment. That model/unit loses Advance Deployment.
4	Camouflaged – After both players have deployed, choose a friendly unit. This unit gains Stealth until the end of the defender's second turn.
5	Secure Approach – After you have deployed, choose a friendly unit. This unit gains the Shield Wall special rule until the end of the defender's second turn. (<i>Shield Wall – While this model is B2B with one or more models in its unit, it gains +2 ARM and cannot be knocked down.</i>)
6	Range Marker – After you have deployed, choose one terrain feature. Ranged attacks made by friendly models targeting enemies within 1" of this feature gain +2RNG until the end of your second turn.

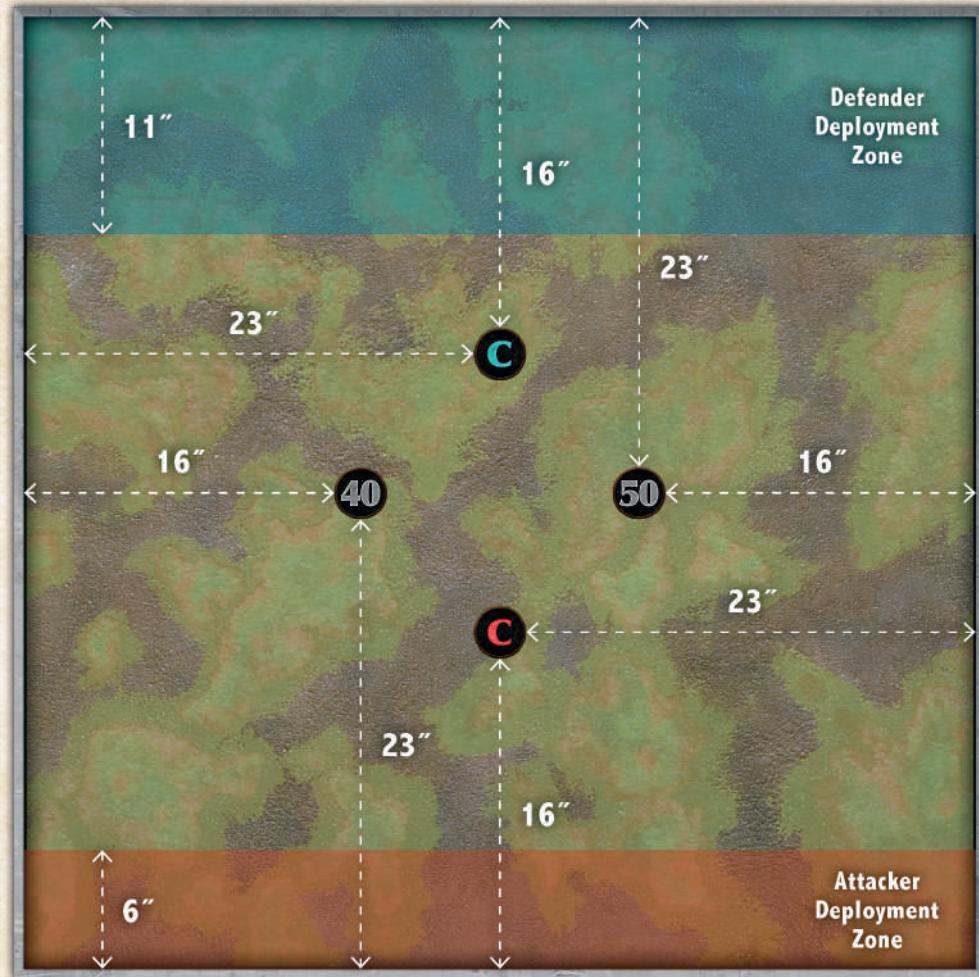
TACTICAL GAMBIT

RESULT	EFFECT
1	Decoy – After you have deployed, choose a friendly unit. That unit gains Advance Deployment and can be removed from the table and redeployed.
2	Sabotage – After you have deployed, choose one terrain feature that is not within your opponent's deployment zone. During your opponent's first turn, the feature and area within 3" count as rough terrain.
3	Ghosting the Line – During your deployment, immediately after being placed, friendly lesser and light Cohort models can make a full advance.
4	Outflank – After your opponent has deployed, choose a friendly unit. That unit gains Ambush and can be removed from the table.
5	Marked Target – After your opponent has deployed, choose an enemy model/unit. Friendly arcane and ranged attacks gain +2 to attack rolls against this unit until the end of your second turn.
6	Forward Observers – After you have deployed, choose a friendly unit. Ranged attacks made by this unit gain +2 to attack and damage rolls until the end of your second turn.



FIRST BLOOD

Not all battles involve armies with hundreds of soldiers, or the grinding attrition of trench and siege warfare. Sometimes the most important engagements are simple skirmishes, fought to capture a key position or resource, before the conflict begins in earnest.



SCENARIO SCORING

Starting from the defender's second turn, at the end of each player's turn, a player earns 1 victory point (VP) per objective they are currently securing.

SCENARIO VICTORY

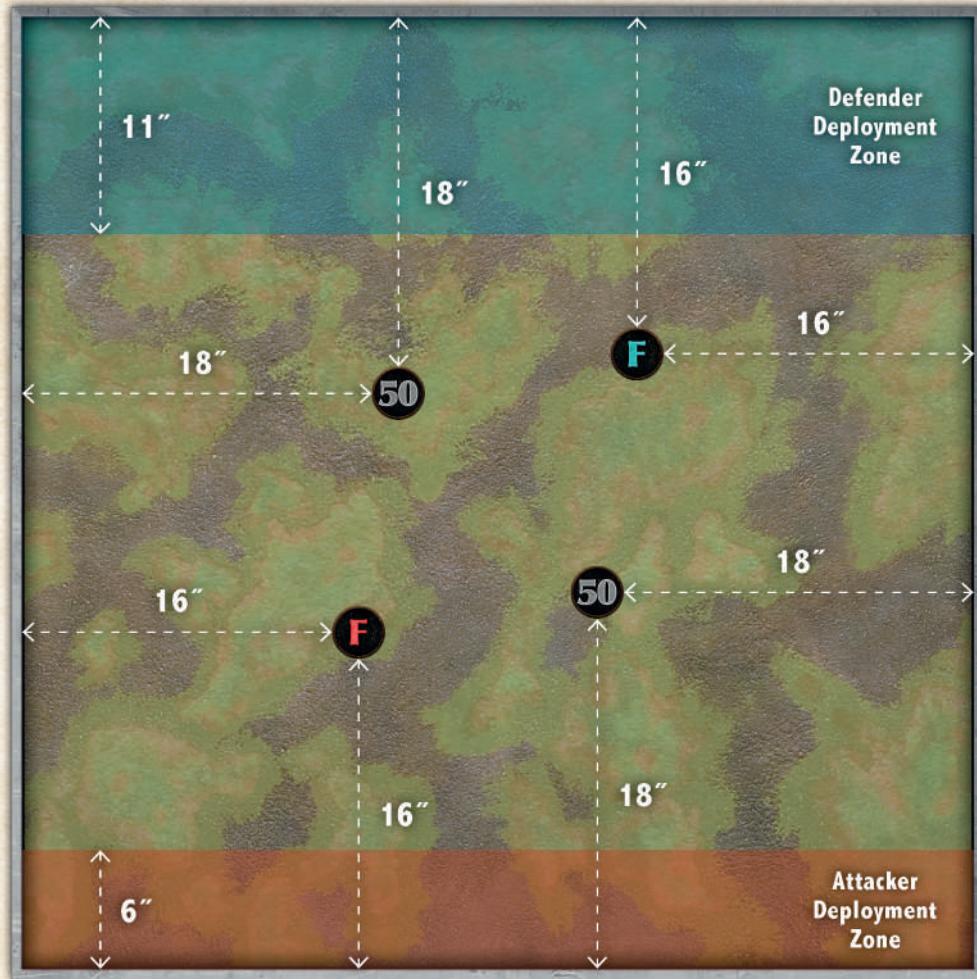
A player wins if they have 3 or more VP than their opponent after scoring at the end of their opponent's turn. A player cannot win during their own turn.

DESIGNER NOTE

As the name suggests, this scenario is a great starting place for new players. It has a straightforward design with one of each objective type on either flank, and places central cache for each player which will need to be protected. The caches provide the biggest point swing and are key to winning this scenario—and your opponent's cache will be tantalizingly close to the models you have scoring the objectives...

LINES DRAWN

Success on an open battlefield demands more than the martial prowess of a warrior, or the ability of the commander to rally their soldiers. For an army to be truly successful, their general must be able to make strategic decisions that best utilize the forces available to them.



SCENARIO SCORING

Starting from the defender's second turn, at the end of each player's turn, a player earns 1 victory point (VP) per objective and piece of scenario terrain they are currently securing.

SCENARIO VICTORY

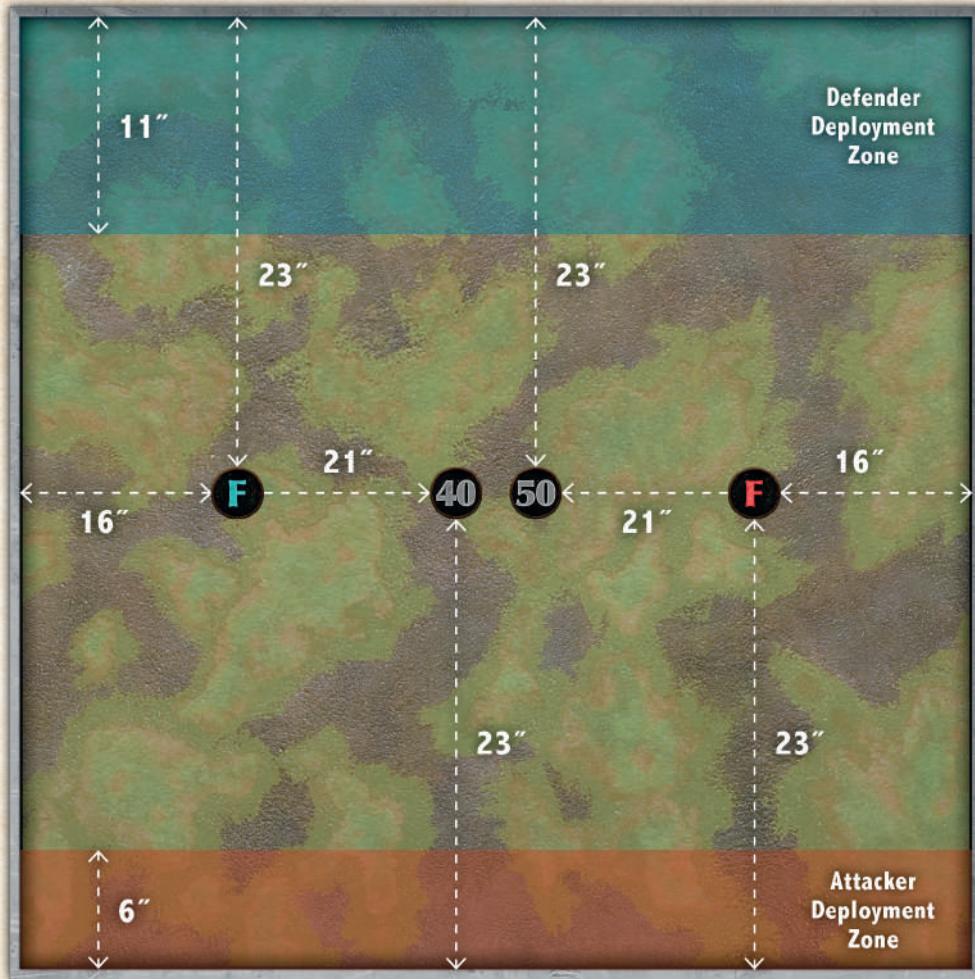
A player wins if they have 3 or more VP than their opponent after scoring at the end of their opponent's turn. A player cannot win during their own turn.

DESIGNER NOTE

This can be the most open casual play scenario. How much that comes into play will depend on the strategic decisions made by the players. Do you move your scenario terrain into the backfield to keep it safe, but isolate an element of your army in doing so? Or do you push it towards the middle of the table, so that the controlling models can influence the game more, but also risk an enemy counterattack?

CLOSE QUARTERS

When elegant strategy fails and tactical decisions falter, war becomes a more simple affair—a violent and brutal struggle for dominance over contested land, where combat is close and deadly, and every success is measured in blood, sacrifice, and a pile of enemy dead.



SCENARIO SCORING

Starting from the defender's second turn, at the end of each player's turn, a player earns 1 victory point (VP) per objective and piece of scenario terrain they are currently securing.

SCENARIO VICTORY

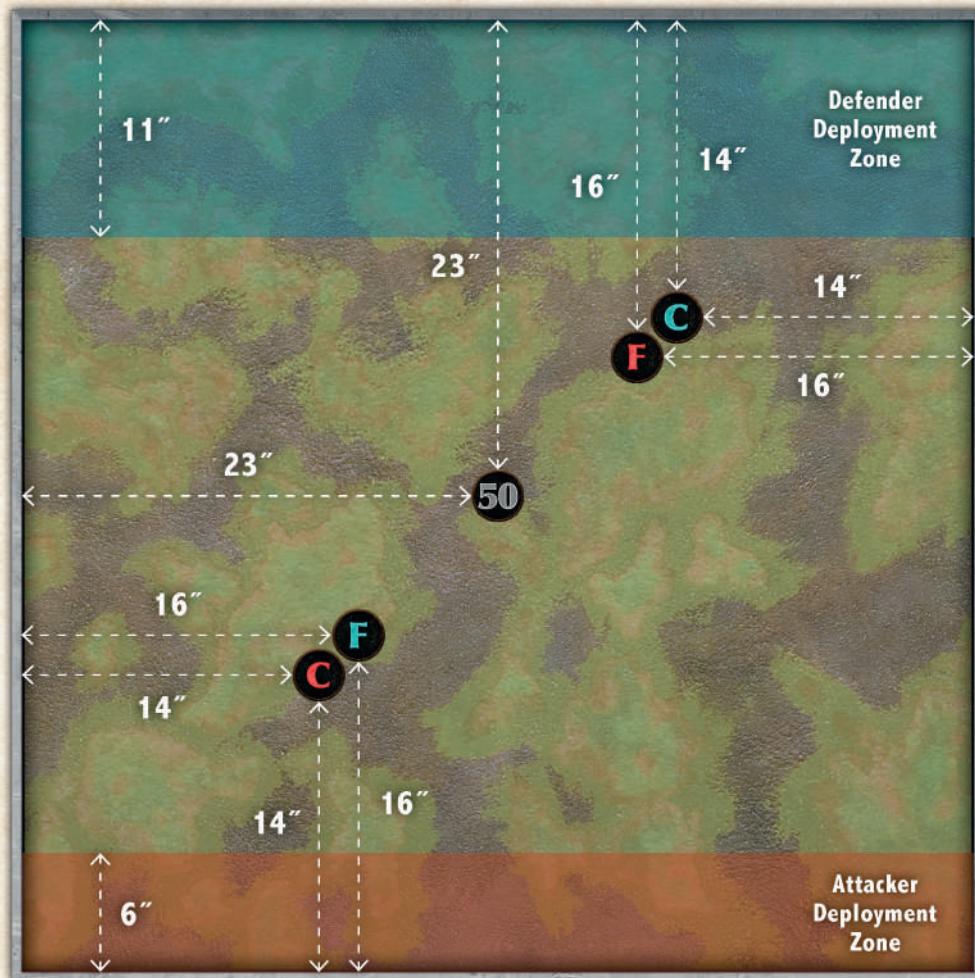
A player wins if they have 3 or more VP than their opponent after scoring at the end of their opponent's turn. A player cannot win during their own turn.

DESIGNER NOTE

If *Lines Drawn* is open, then *Close Quarters* is the opposite. A pair of central objectives offer a big victory point swing and force players to fight over them the middle of the table, but players can't forget to protect their flanks either—a sneaky solo can very easily capture a piece of scenario terrain on their own. Of course, if you're feeling bold, you could move your flag towards the middle of the table and raise the stakes even higher...

SEIZE THE INITIATIVE

Throughout history, the greatest of generals have been those best able to adapt to the conditions of battle without losing sight of their own goals—or better still, have proved able to second guess the objectives of the enemy and turn that to their own advantage.



SCENARIO SCORING

Starting from the defender's second turn, at the end of each player's turn, a player earns 1 victory point (VP) per objective and piece of scenario terrain they are currently securing.

SCENARIO VICTORY

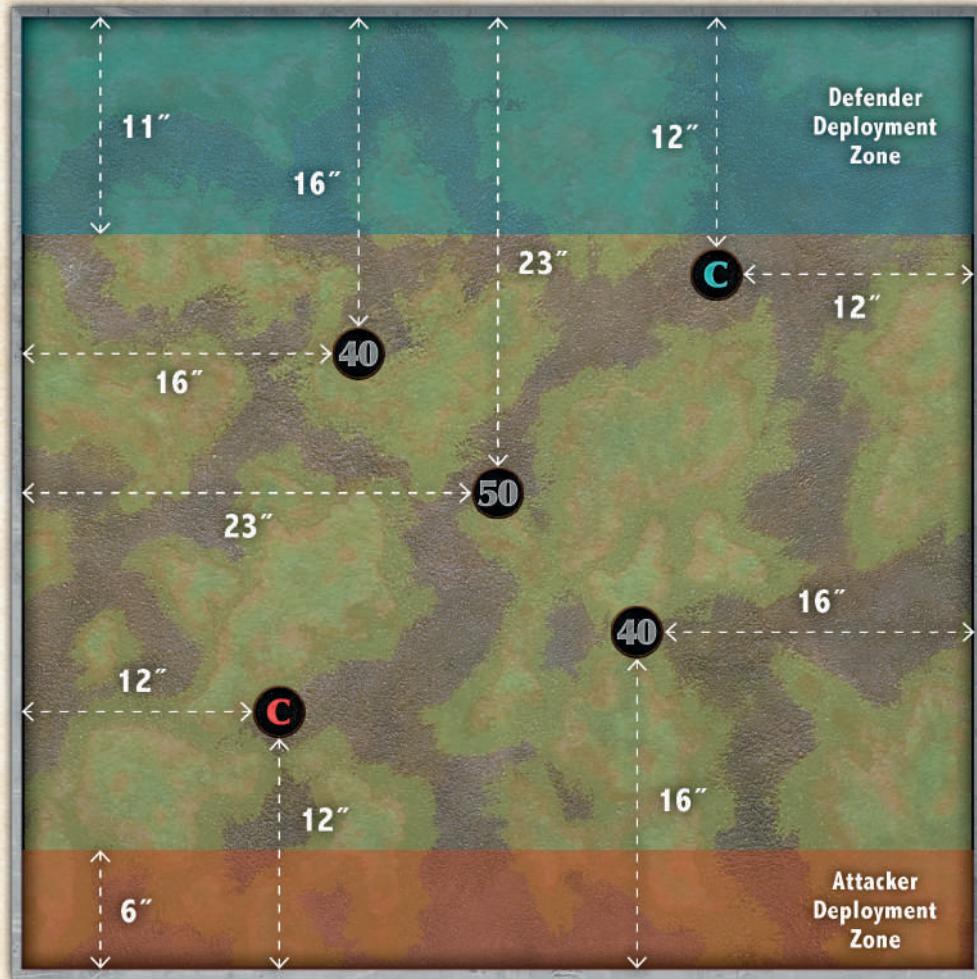
A player wins if they have 3 or more VP than their opponent after scoring at the end of their opponent's turn. A player cannot win during their own turn.

DESIGNER NOTE

Based on a Brawlmachine classic, a subtle element of this scenario is that each player's flag is in their opponent's half of the table. This affords the player a tactical decision on how to influence their opponent's deployment and positioning. You can bring the flag forward so that it's easier for you to score, and encourage your opponent to leave their cache undefended; or you can push it into the backfield and make them waste precious models as guards, that will then have very little impact on the game.

BREAKTHROUGH

The best defense is a strong offense. Great commanders know not only how to contain an enemy through attrition, but when to take swift and decisive action, seizing the moment to punch a gap in the enemy line and turn the tide of battle in their favor.



SCENARIO SCORING

Starting from the defender's second turn, at the end of each player's turn, a player earns 1 victory point (VP) per objective they are currently securing.

SCENARIO VICTORY

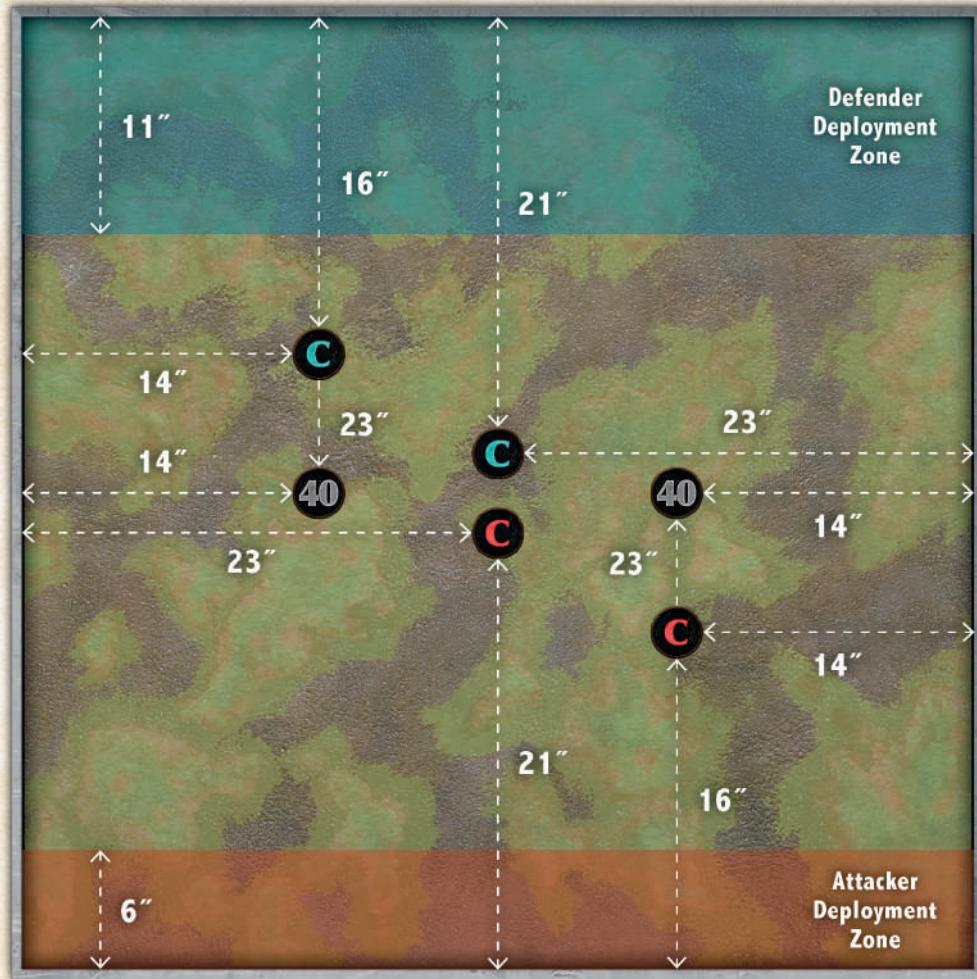
A player wins if they have 3 or more VP than their opponent after scoring at the end of their opponent's turn. A player cannot win during their own turn.

DESIGNER NOTE

This scenario draws a very deliberate battle line towards the middle of the table, with plenty of victory points at stake—because the two caches are remote, it's difficult to justify allocating much resource to guarding them. Astute players will need to read the scenario as it develops to know whether it's better to commit more forces to the centre of the table, or risk making a break for the enemy cache, once their opponent's forces are engaged...

POINT OF NO RETURN

Being able to read a battlefield during the chaos of battle is a key skill for any commander in the field. An army's flank can be considered one of its weakest points if exposed—and an unanswered threat can leave even the strongest force utterly broken in its wake.



SCENARIO SCORING

Starting from the defender's second turn, at the end of each player's turn, a player earns 1 victory point (VP) per objective they are currently securing.

SCENARIO VICTORY

A player wins if they have 3 or more VP than their opponent after scoring at the end of their opponent's turn. A player cannot win during their own turn.

DESIGNER NOTE

Unlike the other scenarios, this scenario encourages players to play on the flanks. Although there is a tempting prize in the centre, claiming a single cache won't win the game, and securing the objectives is the best way to build a stable turnover of victory points. Players should be wary, however. With so many caches in play, this scenario has the capacity to get out of hand quickly should you split your forces too thin and lose one flank...

JOURNEYMAN LEAGUES

A journeyman league is a system where a group of players each choose an army and slowly build up a larger force, painting and playing games at every step. They're a great way for new players to get started, and for existing players to try their hand at a new army. There's no limit to the number of players in a journeyman league.

Although playing games is obviously a key part of a journeyman league, winning and losing can take a back seat during these games. Learning how to play WARMACHINE and what your army can do, having a good time, and building an awesome community of players is most important during the league.

Playing games isn't the only focus either—hobby is just as important. Players are incentivized to paint their models at every stage, and should you want, build themed terrain for their army too. At the end of a journeyman league, each player will have a fully painted army they can then play games with at their local club or store, or take to an event should they want to.

GETTING STARTED

Journeyman leagues are split into several stages. Before the league begins, players should agree how long they want the league to last, and how many points they want to grow their armies to. This depends on your group, but we recommend the following as a tried and tested format, played over the course of a four month period.

STAGE	DURATION	POINTS LEVEL
1	1 Month	30
2	1 Month	50
3	1 Month	75
4	1 Month	100

If you want to go at a slower pace, you can simply increase the amount of time in each stage to six or even eight weeks—or begin with a longer period in each bracket for the opening stages, while people learn the rules and paint the core of their force, and then shorten the later rounds once everyone is more experienced and are adding less models to their force.

There's no right or wrong way to run the league—ultimately, the decision is up to you.

At the start of the league, each player selects an army, ideally something that's entirely new to them, and/or they've always wanted to sink their teeth into. Players should think carefully, as they'll be running with this army for the entire league (although if a player really wants to change, or is struggling to get on with their army, they obviously can do).

CHOOSING A STARTING FORCE

Once a player has made their decision on which army they're going to play, they choose a Leader from that army, and then create a 30pt army.

These models will be the player's force during the first stage, and form core of the player's army for the duration of the league. During each subsequent stage, they'll add models to their existing force, increasing its size until it reaches the new points level.

DESIGNER NOTE

If you're not sure what to include, we recommend looking at your army's Command Starter, each of which is 30pts exactly. If you'd like to make an alternative choice, then combined arms is always a good approach—one or two cohort models, a unit, and a solo (if you have the points leftover) is always a great starting place.

PLAYING GAMES AND SCORING POINTS

Over the course of each stage, it will be each player's responsibility to assemble and paint the models in their army, as well as playing games.

There really isn't any limitation for players to be aware of when playing games—they can play as many games as they want, and against whichever opponents they want to play. When playing games, we recommend randomly choosing one of the casual play scenarios included in the previous section.

Although winning and losing individual games isn't terribly important during a journeyman league, players are competing to get the most league points, which will help to decide the achievements that are awarded at the end of the league.

During each stage, players can earn 1 league point for achieving each of the following goals:

- ◆ Painted a leader
- ◆ Painted one or more units
- ◆ Painted one or more cohort models
- ◆ Painted all of the new models added to their army at the start of the stage
- ◆ Played at least one game
- ◆ Played five or more games
- ◆ Played at least one game against each other player
- ◆ Created and painted a piece of themed terrain (once per journeyman league)

Painted models must have a minimum of at least three different colors on them, and a flocked base.

At the end of each stage, each player totals their number of points they've earned and adds it to any points they had from the previous round(s), then records it so that all of the other players can see it.

DETERMINING ACHIEVEMENTS

A journeyman league has a number of achievements, awarded at the end of the league. The conditions for each achievement are described below.

MAJOR ACHIEVEMENTS

Major achievements can only be won by a single player, unless one or more players are tied, in which case the tied players share the achievement.

◆ Best Strategist

The Best Strategist achievement is awarded to the player that has earned the most league points by the end of the journeyman league.

◆ Best Artisan

At the end of the journeyman league, each player secretly votes for the player that they feel has the best painted army. The player with the most votes is awarded the Best Artisan achievement. A player is only eligible for the Best Artisan achievement if they have a fully painted army.

◆ Best Commander

At the end of the journeyman league, each player secretly votes for the player that they feel was the most sporting. The player with the most votes is awarded the Best Commander achievement.

MINOR ACHIEVEMENTS

Minor achievements can be won by multiple players—any player that has met the criteria is awarded the achievement.

◆ Seasoned Veteran

Each player that played at least one game and painted at least one model during every stage, and earned 10 or more league points is awarded the Seasoned Veteran achievement.

◆ Battle Hardened

Each player that played at least one game and painted at least one model during three or more stages, and earned 8 or more league points is awarded the Battle Hardened achievement.

◆ Apprentice

Each player that played at least one game and painted at least one model during two or more stages, and earned 6 or more league points is awarded the Apprentice achievement.

FRONTIER CAMPAIGNS

Unlike the casual play scenarios, which are designed to be standalone experiences, the campaign system allows players to link their games together as part of a much larger conflict for territory in the Iron Kingdoms. In order to prevail, players will need more than raw military might at the table—they'll need to make strategic decisions, gather resources, and demonstrate a healthy dose of cunning, all to ensure that they don't get beaten to the prize.

The campaign is played using a round system. In each round, each player will play a single game against an opponent in an attempt to claim territory around their HQ. Taking certain areas provides important resources which are essential for success.

Campaigns will need at least two players, but there is no upward limit to the number of players. Once the campaign has started, players can drop out and new players join in without affecting the campaign itself, or directly affecting the experience of the players.

Campaigns will take at least four rounds to complete, but can run as long as ten rounds. Alternatively, if you'd prefer, you can simply play until you have a winner, with no limit to the number of rounds the campaign might take.

The objective for each player is to capture three pieces of key territory. The first player to do so wins the campaign, having gained a significant and unassailable foothold in the larger conflict. If, after ten rounds, no one has managed to gain the required territory the player in control of the most key territory wins instead.

Fortune and glory await. Are you ready to step into the breach?



SETTING UP FOR THE CAMPAIGN

At the start of the campaign, each player chooses an army to use during the campaign. The campaign is faction and army agnostic, and a player can use any of the Prime armies—or, if all of the other players agree, a Legacy army instead.

After choosing their army, each player then gets their own **claim grid**.

CLAIM GRID

Claim grids show the locations surrounding each player's HQ, and are used to track each player's progress in the campaign.

The claim grid is separated into a number of **locations**. There are three different types of location.

Key Territory	Key Territory	Key Territory	Key Territory
Key Territory	Watchtower [Intel]	Forward Camp [Supply]	Border Fortress [Morale]
Key Territory	Spy Network [Intel]	HQ [Morale]	Shrine [Morale]
Key Territory	Iron Mine [Supply]	Workshop [Supply]	Arcane Relay [Intel]

HQ – This is the player's starting location. Players begin the campaign controlling their HQ.

Named Location – These locations provide the player with resources when they are controlled. Named locations each have a keyword, indicating the type of resource they generate.

Key Territory – These locations contribute to the player winning the game.

RESOURCES

Resources are valuable commodities that players will be able to spend for various bonuses throughout the campaign. There are three different types of resource—Intel, Supply, and Morale. There is no limit to the number of these tokens each player can have.

DESIGNER NOTE

There's nothing to stop you stockpiling resources between rounds, but don't be shy in spending your resources to get an upper hand in battle and take the territories you need—or to spoil your opponent's territorial aspirations...

PLAYING GAMES

The campaign is played over a series of rounds, consisting of the following steps, resolved in ascending order.

STEP ONE - GENERATING RESOURCES AND SELECTING OPERATIONS

At the start of each round, each player generates 1 resource from each of the locations they control. Initially this will only be their HQ, meaning each player will always start with 1 Morale.

LOCATION	RESOURCE TYPE
Arcane Relay, Spy Network, Watchtower	Intel
Forward Camp, Iron Mine, Workshop	Supply
HQ, Border Fortress, Shrine of Faith	Morale

Then, each player secretly chooses a location on their claim grid. They can only choose a neutral location that is orthogonally adjacent to a location that they control.

DESIGNER NOTE

As you expand, you'll need to think carefully. Each resource type confers different advantages, either in preparing for battle or on the field itself—study the next sections carefully, so the locations you capture give you the right resources for what your army needs.

The type of location the player chose determines the type of operation they are attempting. If the player is attempting an assault, they must also discard one Intel, Supply, or Morale. If they cannot do so, they must select a different location instead.

LOCATION	OPERATION TYPE	RESOURCE COST
Named Location with Intel Keyword	Scout	
Named Location with Supply Keyword	Resupply	
Named Location with Morale Keyword	Rally	
Key Territory	Assault	1x Intel/Supply/Morale

Once all players have chosen a location, they pair off against each other.

DESIGNER NOTE

How the players pair off is down to you. It can be randomized, part of a schedule, or just as suits the players themselves—it's your campaign to run as best works for the players in the group. The only stipulation is that each player can't play more than one game per round.

STEP TWO - DETERMINING SCENARIO

Paired players agree a points level to play at, create their army lists. They then reveal their operations and army lists to their opponent, and consult the following matrix to determine which scenario they'll play during the round.

	SCOUT	RESUPPLY	RALLY	ASSAULT
SCOUT	Patrol Clash	Key Positions	Make Haste	High Ground
RESUPPLY	Key Positions	Patrol Clash	Contested Ground	Crossroads
RALLY	Make Haste	Contested Ground	Major Battle	Street by Street
ASSAULT	High Ground	Crossroads	Street by Street	Major Battle

To read the matrix, a player should cross reference their own operation on the left side with their opponent's across the top. The scenario where the row and column meet is the scenario they'll play, and inform the player whether they are the red (attacker) or blue (defender) player.

DESIGNER NOTE

As a rule of thumb, the odds will be stacked against you when you attempt an Assault. Whilst there is some merit in attempting to rush a key territory early on, you'll be far better served gaining control of locations that can give you a stockpile of resources first. As any good military strategist will tell you, an army can't fight on an empty stomach!

STEP THREE – RECON

Both players now determine their recon dice pool. A player begins with one d6, and can spend up to two Intel to add additional dice, at a cost of one extra d6 per Intel spent. Additionally, a player adds an extra d6 for each of the following that is applicable to their army.

- ◆ Contains one or more model/units with the **Ambush** advantage.
- ◆ Contains one or more units with the **Advance Deployment** advantage.

After doing so, both players roll their dice pool, and make a note of the individual results.

Once per dice, a player can spend one Intel to increase the value of a dice by one.

- ◆ For each result of 2 or 3, the player generates a **Basic Advantage**.
- ◆ For each result of 4 or 5, the player generates a **Tactical Gambit**.
- ◆ For each result of 6, the player generates a **Strategic Strike**.

Both players then roll a d6 on the corresponding tables for each of their results, to determine the specific effects they have gained for their game this round, and when those effects can be used.

BASIC ADVANTAGE

RESULT	EFFECT
1	Forced March – Once during deployment, immediately after being placed, one friendly model/unit can make a full advance.
2	Local Guides – After you have deployed, choose a friendly model/unit. That unit gains the Pathfinder advantage until the end of your second turn.
3	Counter Reconnaissance – At the start of your opponent's deployment, choose a model/unit with Advance Deployment. That model/unit loses Advance Deployment.
4	Camouflaged – After both players have deployed, choose a friendly unit. This unit gains Stealth until the end of the defender's second turn.
5	Secure Approach – After you have deployed, choose a friendly unit. This unit gains the Shield Wall special rule until the end of the defender's second turn. (<i>Shield Wall – While this model is B2B with one or more models in its unit, it gains +2 ARM and cannot be knocked down.</i>)
6	Range Marker – After you have deployed, choose one terrain feature. Ranged attacks made by friendly models targeting enemies within 1" of this feature gain +2RNG until the end of your second turn.

TACTICAL GAMBIT

RESULT	EFFECT
1	Decoy – After you have deployed, choose a friendly unit. That unit gains Advance Deployment and can be removed from the table and redeployed.
2	Sabotage – After you have deployed, choose one terrain feature that is not within your opponent's deployment zone. During your opponent's first turn, the feature and area within 3" count as rough terrain.
3	Ghosting the Line – During your deployment, immediately after being placed, friendly lesser and light Cohort models can make a full advance.
4	Outflank – After your opponent has deployed, choose a friendly unit. That unit gains Ambush and can be removed from the table.
5	Marked Target – After your opponent has deployed, choose an enemy model/unit. Friendly arcane and ranged attacks gain +2 to attack rolls against this unit until the end of your second turn.
6	Forward Observers – After you have deployed, choose a friendly unit. Ranged attacks made by this unit gain +2 to attack and damage rolls until the end of your second turn.

STRATEGIC STRIKE

RESULT	EFFECT
1	Disrupted Communications – After your opponent has deployed, choose an enemy model/unit. That unit cannot run during your opponent's first turn.
2	Skirmishers – After both players have deployed, choose a friendly unit and a non-character enemy unit. Destroy one grunt model in each chosen unit. The chosen units forfeit their movement during their player's first turn of the game.
3	False Signals – After your opponent has deployed, choose an enemy unit. That unit loses Advance Deployment if it had it, and must be removed from the table and redeployed at least 10" from its original position.
4	Booby Traps – After your opponent has deployed, choose one terrain feature that is not within either player's deployment zone. The first time an enemy model/unit advances or is placed within 3" of the feature, it suffers a POW14 magical damage roll.
5	Reinforcements – Once per game during your maintenance phase, you may choose a friendly Faction non-character unit that has been destroyed. The unit is returned to play and placed anywhere in its original deployment zone. Models in the unit that were removed from play are not returned.
6	Surgical Strike – During your deployment, choose a non-character solo or unit. That model/unit gains Advance Deployment and Fortune Hunter for the duration of the scenario. (<i>Fortune Hunter</i> – This model gains an additional die on its attack and damage rolls against character models.)

STEP FOUR – PLAY SCENARIO

The players play the game determined by the matrix, using the rules in the scenario brief in the next section.

BATTLEFIELD CONDITIONS

Regardless of the scenario being played, at the start of the game after the terrain has been set up, both players roll a d6. Add the results together and consult the table below to see if what the conditions for the battle are, in addition to the scenario special rules.

RESULT	EFFECT
2	Strong Winds – During this scenario, the first ranged attack made by model/units during their activation gains an additional die on the attack roll. Discard the highest die rolled.
3	Muddy Ground – During this scenario, when a model enters or is placed in rough terrain, roll a d6. On a result of 1 the model must forfeit its combat action.
4	Dawn Raid – During this scenario, models can only draw line of sight up to 10". At the start of the attacker's fourth turn, the restriction is removed for the remainder of the game.
5	Broken Ground – During this scenario, model/units directly hit by an arcane or ranged AOE attack suffer -1 SPD for one round. A model/unit can only suffer this penalty once per round.
6	Waylaid – During this scenario, model/units with Ambush cannot be put into play until after the end of the second round.
7	Normal Conditions – No effect
8	Artillery Bombardment – After placing terrain but before deployment, the defender can place up to three 3" templates anywhere outside of a deployment zone. The templates are crater terrain features.
9	Falling Debris – During this scenario, if a model ends their activation within 1" of an obstruction terrain feature, roll a d6. On a result of 1 or 2, the model suffers a POW10 damage roll.
10	No-Man's Land – After placing terrain but before deployment, starting with the attacker, players take it in turns to place cloud terrain features, until there are four clouds in play. Models entering or ending their activation in a cloud suffer the corrosion continuous effect. At the end of each turn, the player with the least VP can move each cloud up to 5" in a direction of their choice. If players are tied, the player whose turn it is moves the clouds instead.
11	Shaken Morale – When one or more models in a non-character unit suffers damage from an enemy attack, after the attack is resolved roll a die for each model in the unit. On a result of 1, the model must either forfeit its movement or combat action during its next turn.
12	Lost Supplies – After placing terrain but before deployment, the attacker holds their closed hand over the middle of the table, around 18" from the table surface, with four dice in it. They then open their hand so that the dice fall to the table. Discard any dice that land inside a deployment zone or roll off the table. Replace any remaining dice with a 30mm base supply crate. During this scenario, if a player's model moves or is placed within 1" of a supply crate, they gain one Supply resource, and the supply crate is removed from play.

SPENDING RESOURCES

During the scenario, a player may spend their resources as follows. A model/unit can only be affected by resources once per turn (i.e., a player cannot spend supply or morale to gain multiple of the same or different effects, or spend supply and morale on the same model/unit).

Supply

- ◆ At any time during a friendly model/unit's activation, a player can spend 1 Supply to reroll an attack or attack damage roll.
- ◆ At any time during a friendly model/unit's activation, a player can spend 2 Supply to give +2 to the model/unit's attack damage rolls until the end of their activation.

Morale

- ◆ At any time during a friendly model/unit's activation, a player can spend 1 Morale to give the model/unit +1 to their MAT, RAT, and AAT until the end of their activation.
- ◆ At the start of a player's turn, they can spend 2 Morale to return a destroyed unit to play, anywhere completely within their deployment zone.

STEP FIVE – POST-BATTLE RESOLUTION

The player that won the scenario captures the location they selected on their grid, and marks it accordingly. The player that lost the scenario instead gains 1 resource, determined by their operation this round.

OPERATION	RESOURCE
Scout	Intel
Resupply	Supply
Rally	Morale
Assault	Intel

STEP SIX – CAMPAIGN VICTORY CHECK AND ROUND END

After all games in the round have been concluded, check to see if the campaign has ended.

- ◆ If any player controls three key territories, they have achieved a major victory and the campaign ends.
- ◆ If the current round is the tenth round, the campaign ends and the player with the most key territories has achieved a minor victory.

If no player controls three key territories and there have been less than ten rounds, the current round ends, and a new round begins.

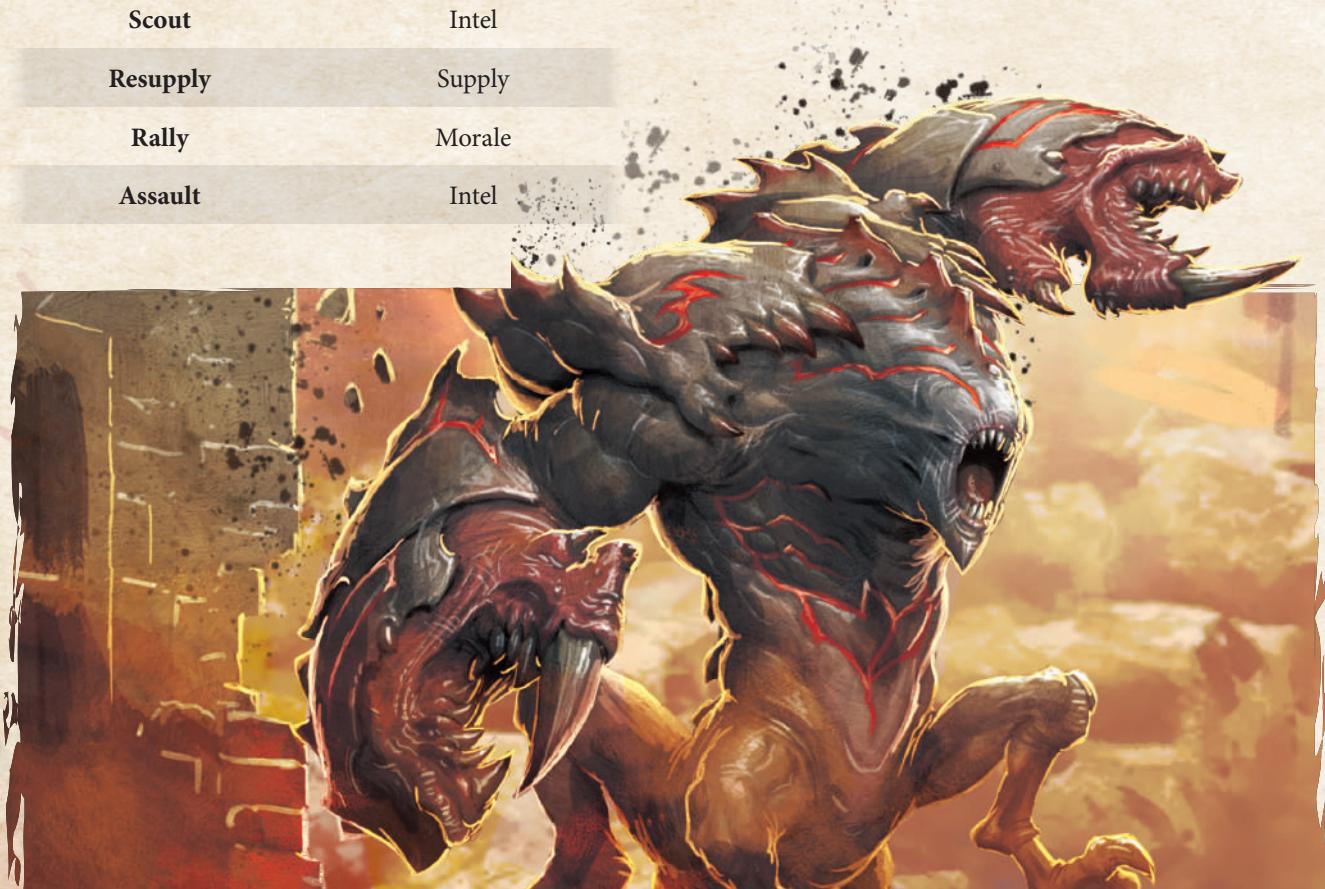
TIEBREAKERS

If multiple players have met the conditions for victory at the same time, the tied player with the most Morale claims the victory. If there is still a tie, then use Supply as a tiebreaker, and if a further tiebreaker is required, Intel.

In the unlikely event that there is still a tie after exhausting all resource tiebreakers, then all of the remaining tied players share a minor victory.

DESIGNER NOTE

If only two players find themselves tied at the end of a round, instead of using tiebreakers you could also let them play a final epic confrontation to decide the winner...



SCENARIOS

The following section outlines the rules for scenario elements and how to set up a scenario. The rules for how to win a scenario, along with their special rules, are detailed under each specific scenario.

SCENARIO ELEMENTS

Scenario elements include objectives, flags, and caches. Scenario elements are not models, and do not block line of sight. Models can advance, and be pushed, slammed, and thrown through a scenario element, if they have enough movement to move completely past it, otherwise they must stop just short. A slammed or thrown model does not suffer an additional damage die for contacting a scenario element, and scenario elements do not prevent trample power attacks if they are contacted.

OBJECTIVES

Objectives are represented by 40mm and 50mm bases.

A player secures a 50mm objective if one or more of their Leader, Cohort, or Battle Engine models are within 3" of the objective, and the objective is not contested.

A player secures a 40mm objective if their Leader model or one or more of their units are within 3" of the objective, and the objective is not contested. For a unit to secure an objective, all models in the unit still in play must be within 3" of the objective.

Inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot secure objectives.

An objective is contested if any enemy models are within 3" of it. Leader models, inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot contest objectives.

FLAGS AND SCENARIO TERRAIN

Flags are represented by a 30mm base.

Some terrain can be chosen to take on a role similar to objectives in certain scenarios. In these scenarios, a player typically chooses a piece of terrain to be scenario terrain, and denotes it with a flag. When a piece of terrain becomes scenario terrain, it continues to have the same rules as it did beforehand (i.e., a piece of rough ground will still affect models in the same way).

A player secures a piece of scenario terrain by having one or more leader or solo models, or two or more of their other models within the area of the terrain, or if being within the terrain is impossible (i.e., if the terrain is an obstruction, for example) within 3" of it, and the terrain is not contested.

Scenario terrain is contested if any enemy models are within the area of the terrain, or if being within the terrain is impossible, any enemy models are within 3" of it. Leader models, inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot contest scenario terrain.

CACHES

Caches are represented by a 30mm base. Each scenario details what from turn onwards caches can be claimed, and the reward for doing so. To claim a cache, a player must have a friendly model forfeit its combat action while within 3" of the cache. When a player claims

a cache, the cache is removed from play. Caches cannot be claimed while they are contested.

A cache is contested if any enemy models are within 3" of it. Leader models, inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot contest caches.

SETTING UP TERRAIN

Terrain offers players a fantastic opportunity to build visually impressive and immersive battlefields that tell stories even before the dice are rolled, and never is that more the case than in campaign play!

Refer to the WARMACHINE Core Rules for details on how to set up terrain. Remember, terrain should always be set up with the 'rule of cool' in mind. Make your terrain as visually appealing as is possible, and in a way that will provide players with interesting and tactical decisions. If possible, a central building or other large piece of terrain always serves to provide a strong focal point to make the battlefield feel bigger, as well as asking players to think carefully when moving and placing models.

DESIGNER NOTE

Try to use terrain placement to set the scene—the location might be a small village at the edge of a forest, an oasis in a bleak desert, a war-torn town plaza in the middle of no-man's land, or an area of frozen tundra. Once you have that nailed down, the battle itself will tell the stories!

SETUP AND DEPLOYMENT

Each scenario includes a diagram for how to set up a game. Each player's table edge and deployment zones are highlighted in that player's corresponding colour (attacker in red, defender in blue).

Each scenario has instructions for how the players should deploy their models, in a dedicated section. Once all models have been deployed according to the scenario's deployment rules, the game can begin.

Unless otherwise stated, the attacker (red) always goes first.

MOVING ON FROM THE EDGE OF THE TABLE

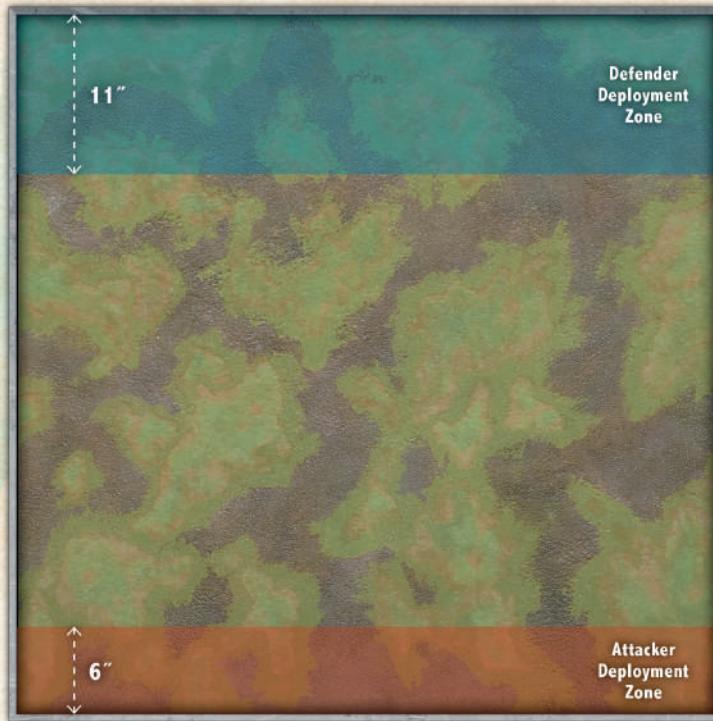
Some rules require the player to move their model/units on from their edge of the table (the longest table edge in their deployment zone). When a player does so, they measure from the edge of the table in the same way as they would the front of the advancing model's base.

When models move on from the edge of the table they can perform a full advance, run, or charge. A Cohort model that moves on from the edge of the table can run or charge during that movement without spending focus or being forced.

When a leader model moves on from the edge of the table, they immediately gain focus or fury points equal to their ARC stat.

PATROL CLASH

An unexpected meeting has occurred between two forces that have stumbled across each other, deep in no-man's land. On both sides, advance scouts now scramble to take up key positions amongst the landscape, as the main forces hurry to catch up and provide much needed battlefield support.



SETUP RULES

At the start of the game, after the terrain has been set up, both players roll a d6, rerolling ties. The player with the highest result chooses whether to be the attacker (red) or defender (blue).

Starting with the attacker, players then take turns placing flags to nominate scenario terrain, until there are a total of five pieces of scenario terrain on the battlefield.

DEPLOYMENT

Before deployment begins, both players choose a number of model/units to be their scouting force. The number each player selects is dependent upon the game size.

- ♦ 30-50pts – two model/units
- ♦ 75-100pts – four model/units

Leaders cannot be in the scouting force. If a player has model/units with Advance Deployment, the scouting force must include these models, up to the number of maximum model/units allowed. After the scouting forces are chosen, the remainder of a player's army (including any remaining model/units with Advance Deployment) becomes their main force.

The attacker then deploys their scouting force. Once they have done so, the defender deploys their scouting force. If a scouting

force includes one or more model/units with Advance Deployment, they are placed at the same time as the rest of the force, inside the corresponding deployment zone.

At the start of their second turn, a player's main force moves onto the battlefield from their table edge, including any models with Advance Deployment.

SCENARIO SCORING

Starting from the defender's second turn, a player scores a piece of scenario terrain if they have secured it at the end of their opponent's turn. When a piece of scenario terrain is scored, a player earns victory points (VP) as follows.

- ♦ First piece of scenario terrain scored - 1VP
- ♦ Second piece of scenario terrain scored - 2VP
- ♦ Third piece of scenario terrain scored - 3VP
- ♦ Fourth piece of scenario terrain scored - 2VP
- ♦ Fifth piece of scenario terrain scored - 1VP

After a piece of scenario terrain is scored, it ceases to be scenario terrain and cannot be scored again.

SCENARIO VICTORY

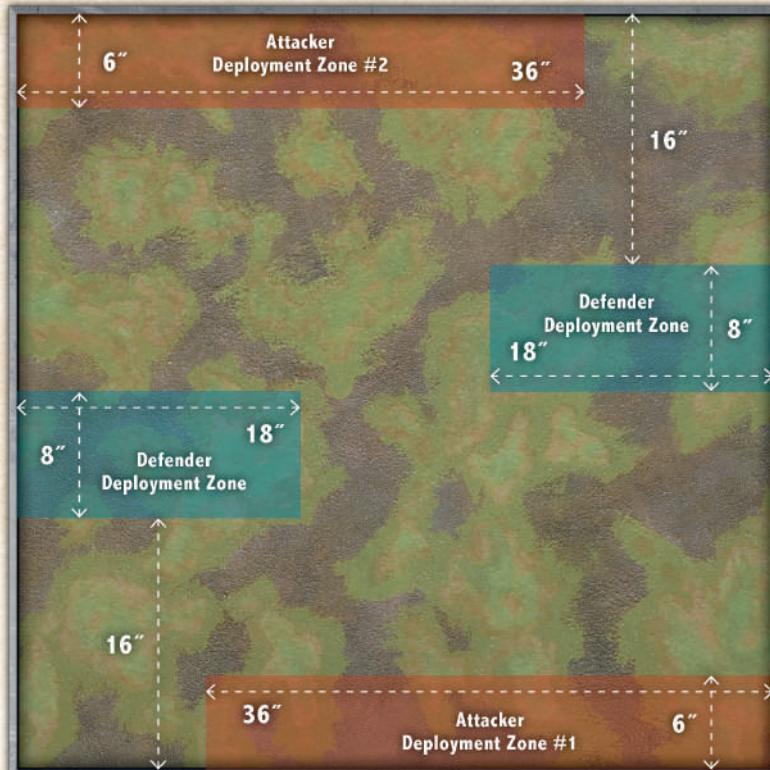
The first player to score 5VP or destroy their opponent's Leader wins.

KEY POSITIONS

A scouting force has discovered a location used as a logistics hub for resupplying units in the field, and sent word to the main army.

Hidden to the north, the scouts now make preparation for a daring raid, as supporting elements approach from the south.

The ambush is set—but will best-laid plans prevail?



SETUP RULES

At the start of the game before deployment, the defender places two caches in one of their deployment zones, and one cache in the other zone.

DEPLOYMENT

Before deployment begins, the attacker chooses two models/units to be their scouting force. The remainder of their army is their main force, and must include their Leader.

The attacker then deploys their main force into deployment zone #1. Once they have done so, the defender deploys their army, which can split as they see fit across both defender deployment zones. Finally, the attacker deploys their scouting force into deployment zone #2.

If a force includes one or more model/units with Advance Deployment, they are placed at the same time as the rest of the force, inside the corresponding deployment zone.

Both players roll a d6, rerolling ties. The player with the highest result takes the first turn.

SCENARIO SCORING

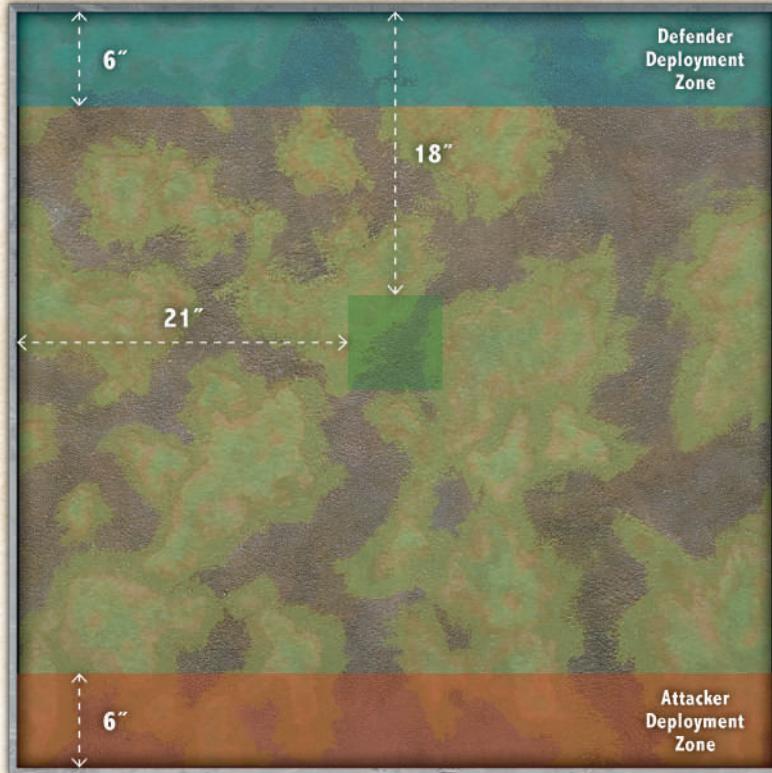
From the start of their third turn onwards, the attacker can earn 2 victory points (VP) when they claim a cache. The defender cannot claim caches.

SCENARIO VICTORY

The attacker immediately wins if they have scored 6VP. The defender wins if the attacker has not scored 6VP by the end of the attacker's fifth turn, or if the attacker's Leader is destroyed.

MAKE HASTE

Time is of the essence. A small party sent to gather intel from behind enemy lines has discovered a location that, if captured, would be a huge blow to enemy morale. Neither side is quite ready for battle as the spies race to claim it and establish a secure position, before the defenders can muster their own troops to fight them off.



SETUP RULES

At the start of the game before deployment, place an area terrain element (ideally a hill) within the green deployment zone. This terrain element is scenario terrain.

DEPLOYMENT

The attacker deploys their Leader plus d3 additional model/units. The defender then deploys their Leader and d3 model/units. Model/units with Advance Deployment are placed at the same time as the other models, inside their player's deployment zone.

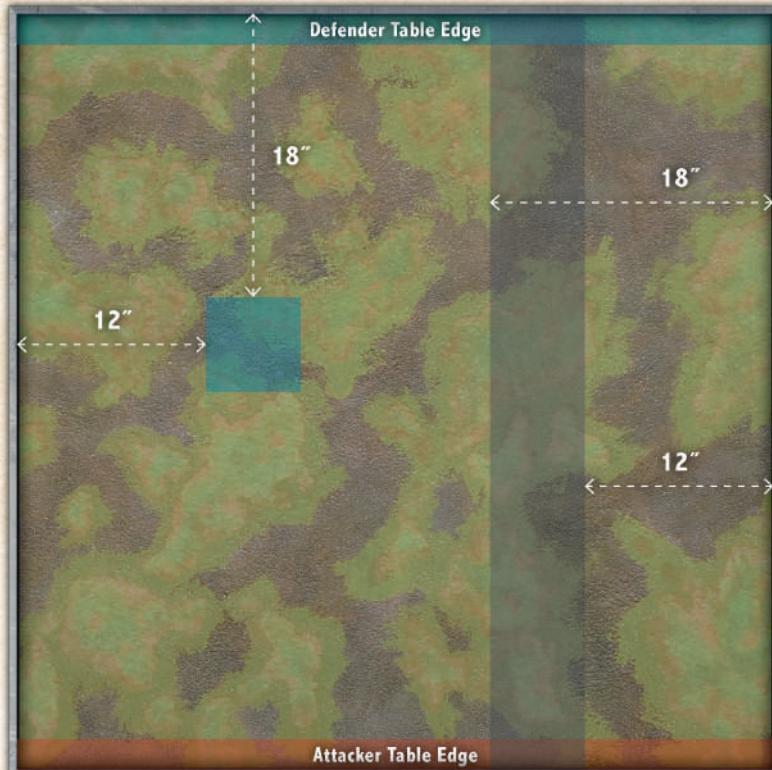
At the beginning of each player's turn, starting with the attacker, both players alternate rolling a d6 for each model/unit that have not yet deployed. If the result is 4, 5, or 6, the model/unit moves onto the battlefield from the player's table edge.

SCENARIO VICTORY

Starting from the defender's second turn, a player wins if they have secured the scenario terrain for two turns in a row.

HIGH GROUND

A small force has established a strategic base of operations in no-man's land, vital for their continued war effort. Their position is tenuous, but the importance of the isolated outpost for coordinating the advance elements of their army cannot be overstated—precisely why their enemies must now take it for themselves.



SETUP RULES

At the start of the game during terrain set up, place a long strip of felt or paper on the table, the same width and length of the grey area. This represents a **road**.

After doing so, the defender places an area terrain element (ideally a hill) within their deployment zone. This terrain element is scenario terrain.

DEPLOYMENT

Before deployment begins, the defender chooses two model/units to be their holding force. The remainder of their army is their main force, and must include their Leader. The defender then deploys their holding force in their deployment zone. If the holding force includes one or more model/units with Advance Deployment, they are placed at the same time as the rest of the holding force, inside the player's deployment zone.

During their first turn, the attacker's army moves onto the battlefield from the bottom edge of the table.

During their first turn, the defender's main force moves onto the battlefield from the top edge of the table.

SCENARIO SPECIAL RULES

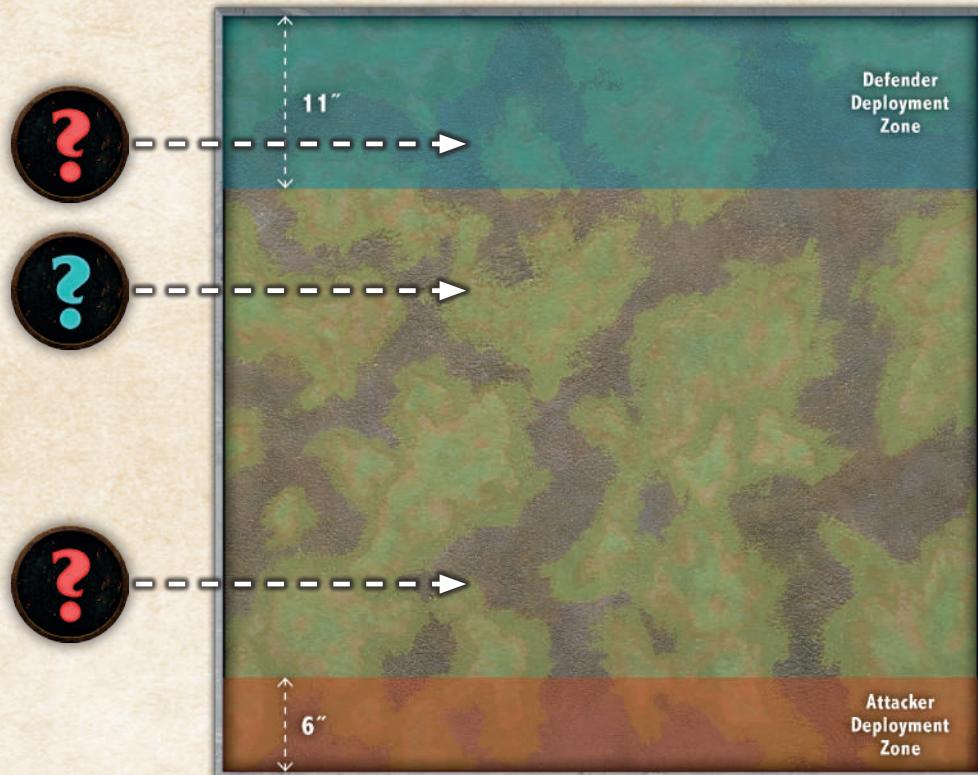
Model/units beginning and ending their activation on the road (grey zone) gain +2 SPD during that activation.

SCENARIO VICTORY

Starting from the defender's second turn, a player wins if they control the scenario terrain for two turns in a row.

CONTESTED GROUND

One location, two vastly different perspectives amongst the assembled forces. To one side this is less a strategic gain, and more one important for maintaining the morale for the troops. To the other this is a point on the map to be captured and mined for resources, to support the ongoing campaign...



SETUP RULES

At the start of the game, before deployment and starting with the attacker, the players take turns placing scenario elements, until there are a total of three scenario elements on the battlefield. Players may choose which type of scenario element (40mm objective, 50mm objective, or flag) they place.

When placing scenario elements, the first and second elements must be placed in the defender's half of the table, and the third element must be placed in the attacker's half of the table.

DEPLOYMENT

The attacker deploys their army first. The defender then deploys their army second. The attacker then deploys their model/units with Advance Deployment. Finally, the defender deploys their model/units with Advance Deployment.

SCENARIO SPECIAL RULES

Starting from the attacker's second turn, if a player ends their turn with their Leader completely within 12" of their table edge, their opponent immediately earns 2 victory points (VP).

SCENARIO SCORING

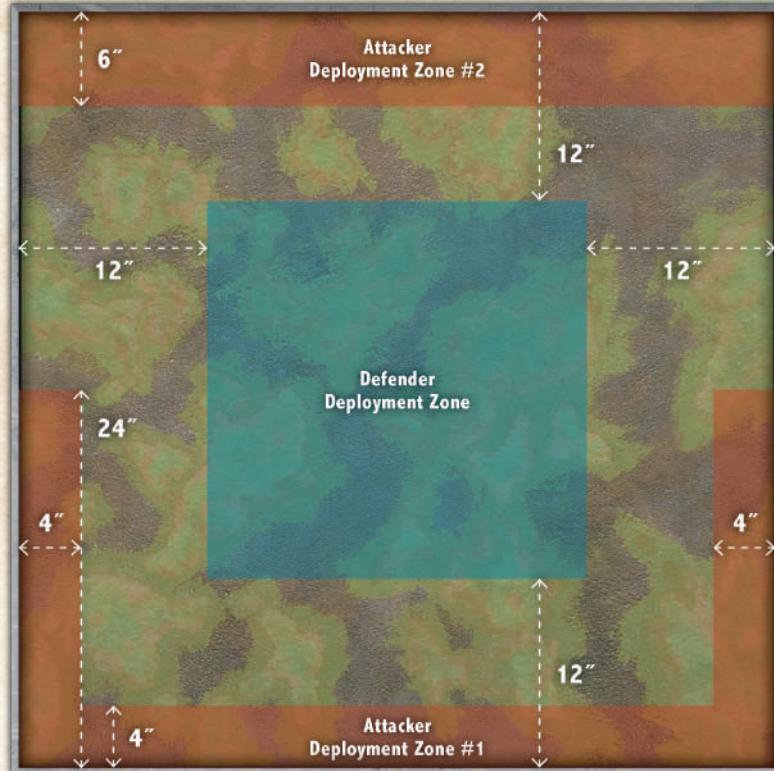
Starting from the defender's second turn, at the end of each player's turn, a player earns 1VP if they are currently securing one scenario element, 3VP if they are currently securing two scenario elements, and 5VP if they are currently securing all three scenario elements.

SCENARIO VICTORY

If a player destroys an opponent's Leader, they immediately win. At the end of the defender's fifth turn the player with the most VPs, and at least 3VP more than their opponent wins. If this condition has not been met, both players play a sixth turn. The player with the most VPs then wins. If both players are tied after the additional turn, the player that has destroyed the highest value of their opponent's model/units wins.

CROSSROADS

A skeleton crew of defenders has dug in at a small village, currently operating as a hub to resupply the front lines with rations, munitions, and equipment. But in war, the frontline is never far away, and such a place cannot escape scrutiny. An enemy army now marches on the village, keen to claim the key position for themselves...



SETUP RULES

At the start of the game before deployment, the defender places a piece of rough terrain in the center of the table. They then place four obstructions (ideally buildings) in their deployment zone, no closer than 6" to another obstruction. Finally, they can place up to four obstacles anywhere on the table.

Then, starting with the attacker, the players take turns placing caches within 1" of an obstruction, until there are a total of four caches on the battlefield. When placing caches, if an obstruction already has a cache within 1", it must be placed within 1" of another obstruction.

Finally, after all caches have been placed, the defender secretly determines which cache is the objective, by writing it on a piece of paper or token and placing that piece of paper/token face down next to one cache, and a blank piece of paper/token face down next to each other cache.

DEPLOYMENT

The attacker deploys their army first, in deployment zone #1. The defender then deploys their army second. If the defender's army includes one or more model/units with Advance Deployment, they are placed at the same time as the rest of the army, inside the

defender's deployment zone. Finally, the attacker then deploys their model/units with Advance Deployment in deployment zone #2.

SCENARIO SPECIAL RULES

Starting from their second turn onwards, the attacker can claim caches.

When the attacker claims a cache, reveal if the cache was the objective or not. If it was not, discard the cache without effect. If the cache is the objective face, it remains in play and becomes a 30mm based objective, which can be secured by any model/unit, and contested as normal.

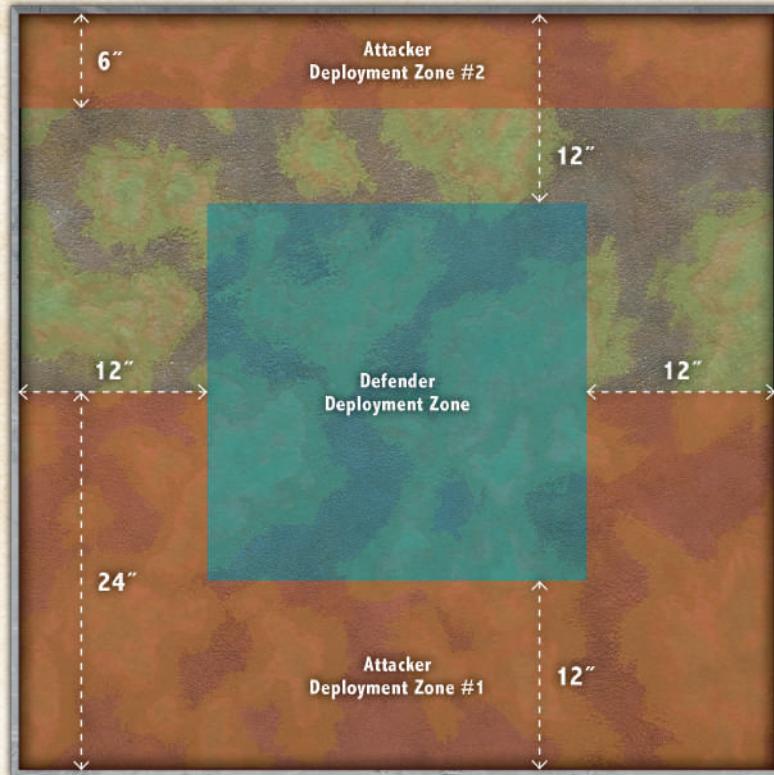
The defender cannot claim caches.

SCENARIO VICTORY

After the objective is revealed, if the attacker still controls the objective at the end of the defender's following turn, they immediately win. If they do not control the objective at the end of that turn, or if the objective has not been revealed by the end of the attacker's fifth turn, the attacker loses.

STREET BY STREET

Bitter fighting has ravaged this war-torn town since the first engagements of the campaign. For the defenders, holding it is as much an act of continued defiance in the face of mounting odds as it is a strategic goal—a symbolic victory against an aggressor, keen to take the settlement as a future staging ground in their offensives.



SETUP RULES

At the start of the game before deployment, the defender places a piece of rough terrain in the center of the table. They then place four obstructions (ideally buildings) in their deployment zone, no closer than 6" to another obstruction. Finally, they can rearrange all of the remaining terrain and place it anywhere on the table, provided each piece of terrain is at least 6" from any table edge.

DEPLOYMENT

The defender deploys their army first. If the army includes one or more model/units with Advance Deployment, they are placed at the same time as the rest of the army, inside the player's deployment zone. The attacker then deploys their army in deployment zone #1. Finally, the attacker then deploys their model/units with Advance Deployment in deployment zone #2.

SCENARIO SPECIAL RULES

During this scenario, use the Execution special rules in the Warmachine Core Rules.

SCENARIO VICTORY

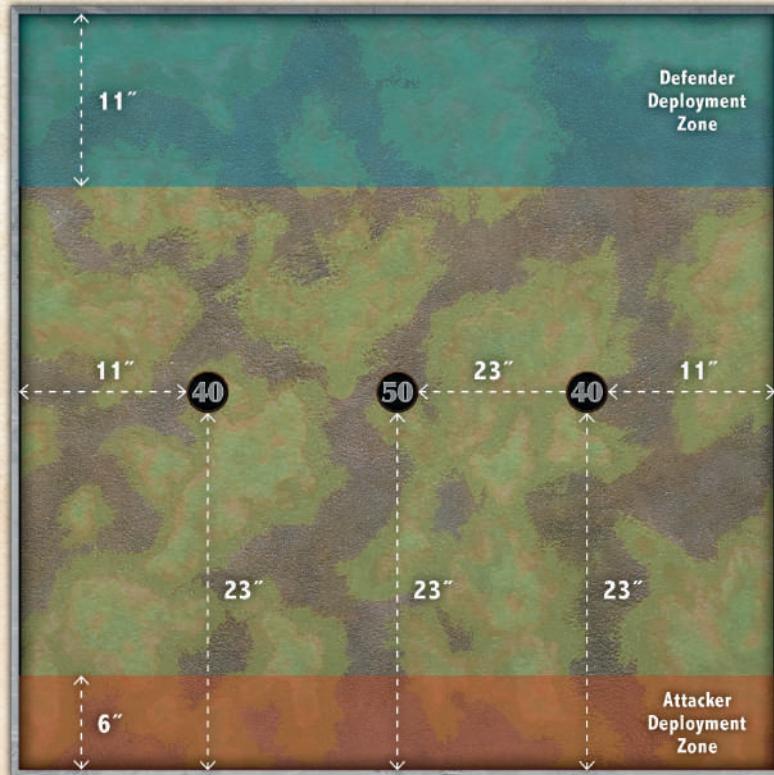
The attacker wins if there are no enemy model/units in the defender's deployment zone at the end of the defender's turn.

The defender wins if there are no enemy model/units in the defender's deployment zone at the end of the attacker's turn.

MAJOR BATTLE

Both forces have arrived at the same time and place in no-man's land. The lines of battle have been drawn, and plans made on either side.

Now, as the time of the big push comes, all that is left is the fighting. The stakes are high—the victor will claim control of key territory, and a vital step forward in winning this war of attrition.



DEPLOYMENT

Before deployment, determine which player is the attacker using the rules below.

If one player has more key territories than the other, that player is automatically the attacker. If the players have the same number of key territories, both players roll a d6, rerolling ties. The player with the highest result is the attacker.

The attacker deploys their army first. The defender then deploys their army. The attacker then deploys their model/units with Advance Deployment. Finally, the defender deploys their model/ units with Advance Deployment.

SCENARIO SPECIAL RULES

At the end of the defender's first turn, if the attacker was chosen automatically, the defender chooses an objective and removes it from the game. If the attacker was chosen by dice roll, instead label the objectives 1-3 and then roll a d3 to determine which objective is removed from the game.

SCENARIO SCORING

Starting from the defender's second turn, at the end of each player's turn, a player earns 1 victory point (VP) for each objective they are currently securing.

SCENARIO VICTORY

A player wins if they have 3 or more VP than their opponent after scoring at the end of their opponent's turn. A player cannot win during their own turn.

WARMACHINE



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