



THE WARMACHINE/HORDES CAMPAIGN

Scourge Bringer

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CONTENTS

<i>Blood Frenzy</i>	3
Campaign Rules	4
<i>Dominance</i>	5
Game 1 and Game 2 Rules	6
<i>Dark Revival</i>	7
Game 3 Rules	8

Blood Frenzy

Orsus Zoktavir did not consider himself as having a single place he thought of as home. He spent most of his time in or near battle. That was his home – the sound of slaughter and the smell of ionised air. That was what he longed for. The only place he had ever come close to sensing those homely and familiar things was in the black towered city of Khardov. The choking fumes from its mines and the unmistakable dark aura of the Orgoth were comforting to him.



It was there two weeks ago that he met Great Prince Aeniv Rolonovik. Orsus did not usually have any time for nobility. Their incessant pleasantries, lofty notions of Empire and misplaced ideas of duty were of no interest to him, but Aeniv was different. He was as dedicated, albeit in a very different way, to battle and slaughter as Orsus. In the Orgoth Keep of Khardov Aeniv had mastered the manufacture of the dreaded Fell Blades, the weapons that drove the Doom Reavers to feats of glorious carnage. It was in the Keep amongst those moaning

weapons that the Great Prince told the story that set Orsus on the path he was now following.

The northerly wind began to scream louder as the Vescheneg Headlands reared up from the horizon. That was where he would find it, the Scourge Bringer, a mystical axe so uncontrollable the Orgoth had sought to destroy it. All they could achieve was to divide the weapon and scatter the pieces. In the four hundred years since the Orgoth quit Western Immoren the axe had slowly managed to pull its pieces closer and closer together. Aeniv

believed the weapon now lay in three pieces somewhere in the Veschenegs. With his recent exposure to the Fell Blades Orsus was certain he could find and reunite this most reviled of relics. Wielding it in one hand and Lola in the other his unchecked fury would wreak havoc amongst Khador's enemies. It wasn't through duty; it wasn't to protect his home; Orsus was driven to bring destruction to all those who stood against him.



Campaign Rules

The campaign is played over three games. The games are played in the following order:

- Game 1: Smash and Grab
- Game 2: King of the Hill
- Game 3: Earthquake

The player possessing the most markers at the end of the campaign is the winner.

Markers

Markers, representing a piece of Scourge Bringer, are 40mm bases that the players are attempting to seize in each battle. A model cannot end its activation on a marker, but models can move across it without penalty, as long as the model has enough movement to move completely past it. The scenario marker refers to the marker from the scenario currently being played. This is to distinguish it from markers carried into a game from previous games.

A slammed or thrown model does not stop if it is slammed or thrown across a marker. However, if there is not enough space on the other side of the marker to place its base, the model is placed in base contact with the marker stand as if it were an obstruction. Markers cannot be targeted and do not block line of sight.

The marker may be 'picked up' by any warcaster/warlock or any large-based warjack or beast with the Open Fists advantage. If a model is in B2B with the marker it must forfeit either its movement or action to pick it up. You may

use the marker or another token to indicate the model is carrying the piece of Scourge Bringer. Once a marker is 'picked up' it is no longer considered to be a marker until it is dropped. A marker is dropped if the model carrying it is destroyed or it loses more than half of its total boxes in a single turn. The player who caused the damage may decide where the marker is placed. It must be B2B with the model that dropped it. A model that has picked up the marker may make a Throw or Double-handed Throw against the (medium-based) marker. The marker cannot be damaged by any means and does not cause collateral damage. If it lands on a model it should be placed in a manner that causes least disturbance.

Immediately after a model picks up a Scourge Bringer marker roll on the following chart (D6) -

1. Speed Up: the model gains SPD+1
2. Decay: the model suffers ARM-1
3. Hard to Kill: the model gains DEF +1
4. The Shakes: the model suffers MAT-1 and RAT-1
5. Killer Strike: the model gains MAT +1
6. In Danger: the model suffers DEF-1

This effect only lasts while in possession of the marker. A model must forfeit both its movement and action to drop the Scourge Bringer marker, and the effect ceases. The controlling player may place the dropped marker is placed B2B with the model that dropped it. If a model carries a

marker from one game to another the effect continues. Effects are cumulative. Additionally a model carrying a marker will stagger directly South at the end of all friendly models' activations; roll a D6: 1-3 Stagger 1"; 4-6 Stagger 2". A model will only ever stagger once at the end of their activation, no matter how many markers they carry. Treat this move as a push and move the model directly towards the South. Models only stagger in their own turn

Warcasters/Warlocks within 6" of a marker that is not picked up may be dragged directly towards it. This represents the power of the Scourge Bringer. At the end of all friendly models' activations and if the warcaster/warlock is within 6" of a marker roll a D6: 1-2 No Effect; 3-4 Dragged 1"; 5-6 Dragged 2". Treat this move as a push and move the model directly toward the marker. Models are only dragged in their own turn.

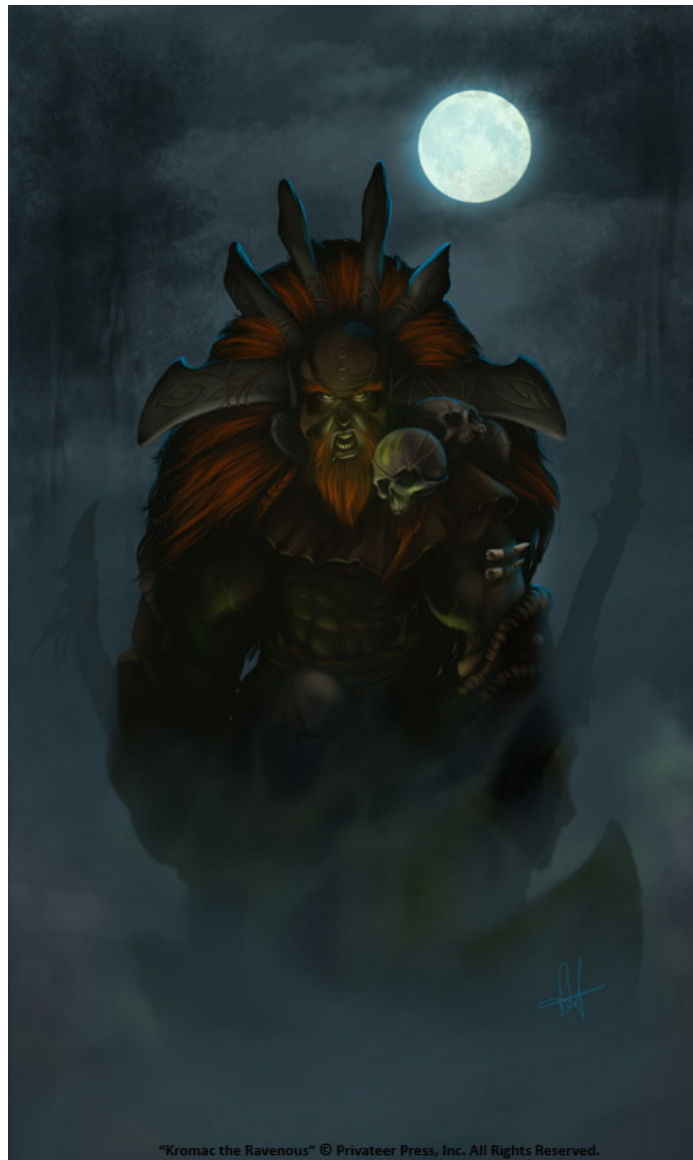
Note a model may stagger once, but may be dragged several times! Stagger moves are performed before drag moves. If there is more than one marker in play randomly determine the order of staggers before all drag moves are performed.

Note: if a player wins a game without controlling the scenario marker he must assign it to one of his eligible modes before the start of the next game. He must also assign control of loose markers in a similar way.

Dominance

It always took a moment to adjust. It was like emerging for a darkened cave into a startling dawn sunrise, but that wasn't quite right. The darkness of his beast form was more magnificent, more fiery than any sunrise could be. The beast was more than he was. It was pure, focussed and truly alive. It was free from the politicking of the druids and the responsibility of being the leader of a tuath. It was savagery, violence and rage manifest in flesh.

As he adjusted back he looked down at Dusk and Dawn, his great axes, to see surprisingly little blood and gore on their surfaces. Around him the warbeasts were panting. Their pursuit was relentless and he could sense his foe was near. The Tharn were few in number and any loss was significant. These vile dragonspawn would fall to the vengeance of his great axes as may before had been felled. He expected to see more Tharn around him, but only the wolf riders had kept up the unrelenting pace. His mastery of warbeasts



"Kromac the Ravenous" © Privateer Press, Inc. All Rights Reserved.

was legendary, not only amongst his own people. If he had to face the filth of the dragon with only these wolves, then so be it. They would bring death.

From their home in the Thornwood they had pursued their foe back north, past the great lakes until the enemy suddenly veered

towards the coast and past the foul smelling black city. Now the wind became stronger as they climbed into the coastal mountains. The enemy was close and would meet Dusk and Dawn soon. Kromac smiled and allowed the beast to consume him once more.

Game 1 - Smash and Grab

Summary: Three players attempt to grab the marker and take it off the South edge of the battlefield

The South edge of the table is the side that does not have a deployment zone.

The Scourge Bringer marker is placed at the centre of the battlefield.

Each player deploys in a 10" x 10" square at the centre of their table edge. Determine the first player with a standard starting roll. Play proceeds clockwise around the table.

Until the victory conditions are met, a player continues to play even if his last warcaster/warlock is destroyed or removed from play.

There are two possible victory conditions -

- A player who successfully controls this scenario's marker moves the model carrying it B2B with the South edge of the table
- A player wins the game if he is the last player to have a warcaster or warlock remaining in play

Game 2 - King of the Hill

Summary: Three players attempt to take and hold the high ground at the center of the board

Randomly determine a table edge to represent South.

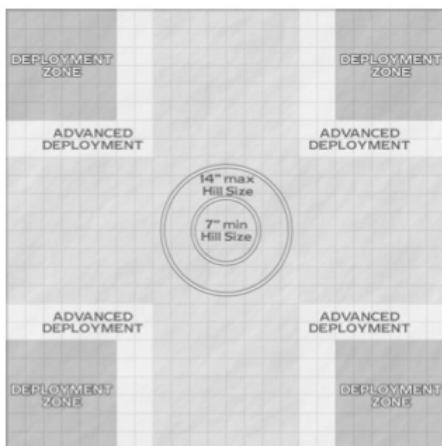
The Scourge Bringer marker is placed at the centre of the battlefield.

See map for deployment zones. Note that Advance Deploy models in this scenario can only deploy 4" beyond standard deployment instead of the usual 6".

Determine the first player with a standard starting roll. Play proceeds clockwise around the table.

There are three possible victory conditions -

- The first player to accumulate 3 control points wins the game
- A player who successfully controls the scenarios marker moves the model carrying it B2B with the South edge of the table
- A player wins the game if he is the last player to have a warcaster or warlock remaining in play



Place a large hill in the center of the table. Beginning on the third round, at the end of each player's turn, that player earns 1 control point if all of his warcasters/warlocks are on the hill.

Until the victory conditions are met, a player continues to play even if his last warcaster/warlock is destroyed or removed from play.

Dark Revival

My master has more memories than my feeble mind could ever hope to absorb. He reveals to me what is important and the rest remains as indistinct flashes that fade into blurry tones and shades. When Everbright shows me a memory there is a divine purpose.

I was marching my legion south revelling in the mind and senses of a nearby Carnivean when my Master spoke directly to me. He showed me a scene of blighted destruction that was more stunning than any I have ever seen with my own eyes.

I revealed to my servant the long past ruination of a sibling of mine; a weak dragon that was prone to extreme impetuosity. The Orgoth wrought great devastation on the peoples of this continent, but they mostly stayed away from the dragons after my father smote their fleet. While they did not wish to directly confront us they also did not wish to be rolled aside should our family feud spill out onto their newly conquered lands. The Orgoth set to building a weapon that could fell a dragon. That they achieved it is an amazement for I have not witnessed any mortals that could command such magics since. They kept this weapon hidden away until it was needed. My foolish sibling gave them the opportunity.

These buried memories become vivid in my mind. I can see, smell and almost touch them as



Everbright reveals to me the fate of that dragon. A great warrior of the Orgoth, wrapped in dense ornate armour, carries a massive axe into the centre of a battle as the assembled army fights to hold the dragon back. The warriors do not stand a chance when confronted with the mighty power of a full strength dragon and soon enough the great warrior is confronted by the beast as the army is swept aside. The next images are astounding to behold.

I saw my sibling struck down with a single blow. Its flesh was dissolved under a black mist that emanated from the weapon. The great warrior, the assembled army and every living creature for miles around was consumed by the

undiscriminating power of the weapon. I myself was injured by its clinging darkness and I decided to flee lest it weaken me further.

My Master bade me to turn north west, for as we marched past the great wood of Blackroot he recognised a presence that brought these memories to the fore, it could be that of his sibling's athanc or even the weapon of the Orgoth. Either way what he sensed must be destroyed. I am his Prophet. I will rediscover this memory and remove it from the face of the world.



Game 3 - Earthquake

Summary: Three players attempt to control the centre of the battlefield

The Scourge Bringer marker is placed at the centre of the battlefield. This marker, whether on the battlefield or picked up, counts as South, i.e. all stagger moves are directly towards this point or the model carrying it. This represents the power of the final, most powerful piece of Scourge Bringer

Mark a 14"-diameter circle centered on the table. This is the mosh pit.

A player controls the mosh pit if he has one or more models completely within the mosh pit and his opponent does not. For a unit to control the mosh pit, all models must be completely within it. A warrior model must have a CMD greater than 1 to control the mosh pit. Ignore wrecked or inert warjacks, wild beasts, and fleeing models when checking from control.

Every time the scenario marker is picked up all models completely within the 14" are immediately moved 1" in a random direction.

There are two possible victory conditions -

- Starting on the first player's third turn a player wins if he ends his turn in control of the mosh pit and the Scourge Bringer marker from this scenario is within the mosh pit.
- A player wins the game if an eligible model picks up the scenario marker and he controls all other markers.
- A player wins the game if he is the last player to have a warcaster or warlock remaining in play