Scenario #: Armored Train

Player Deployment Zone

Player Deployment Zone

12"

10"W, 48"L, 5"H
Hill placement area

4"W, 8"L, 5"H
Train Wagon 1

4"W, 8"L, 5"H
Train Wagon 2
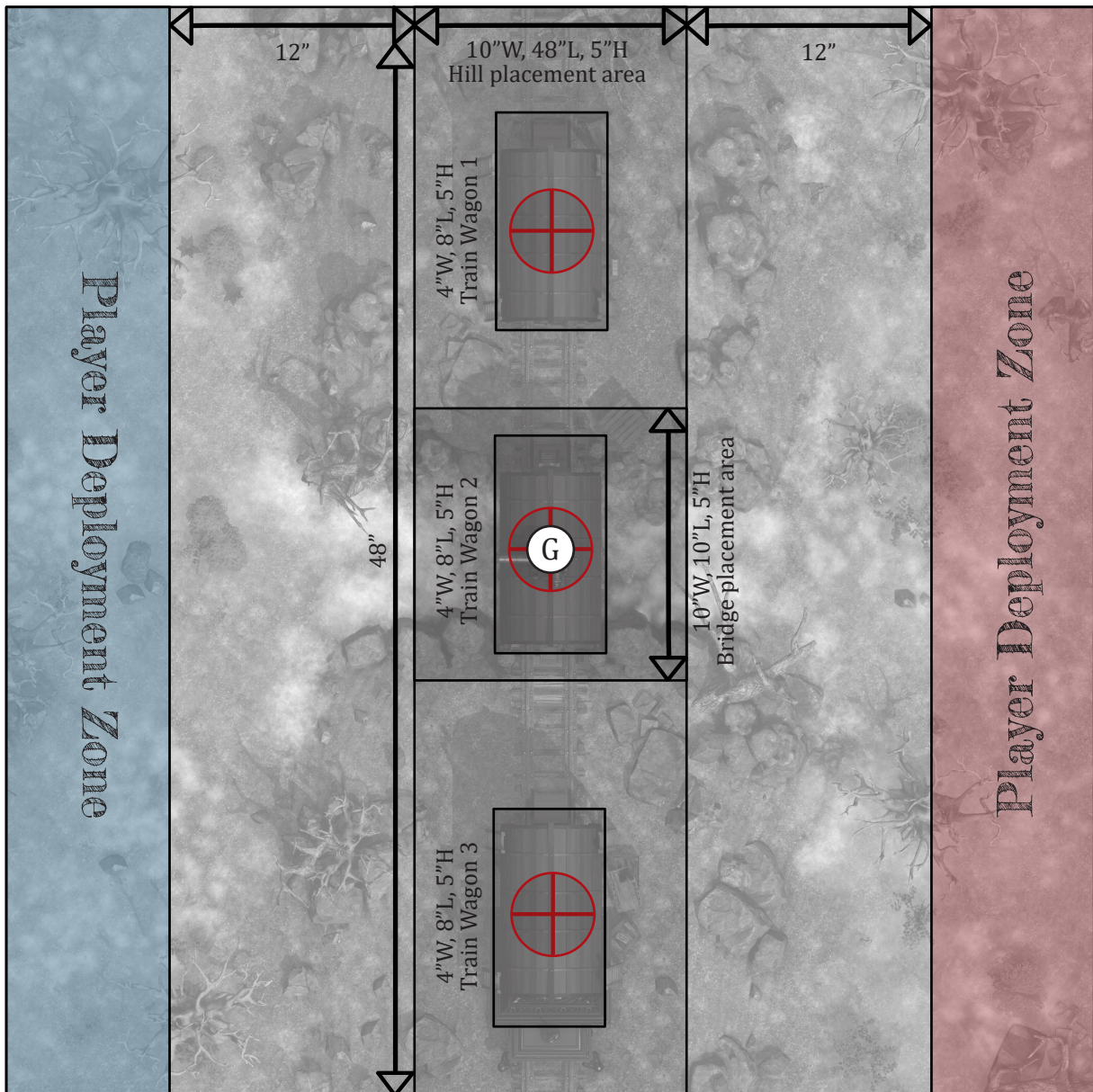
G

10"W, 10"L, 5"H
Bridge placement area

4"W, 8"L, 5"H
Train Wagon 3

48"

12"

Scenario Overview

An armoured train has been derailed. While no reason has been clearly determined, some speculate that this ill-fated transport could have been sent by loyal citizens desperate to support their forces in the front lines. Others say that it was part of a military effort that was ambushed by enemy forces; Or that it could have been contraband intended as a commercial venture by merchants seeking to profit from the demands of war. Truth be told, any other misfortune might have fallen on it. What truly matters is that the train carried supplies vital to keep the engines of war up and running: food, ammunition, medicine, and even relics—holy, and unholy. The loss of its contents has sparked a frenzy, and now warbands from all sides rush to claim what remains. Evidence of a brutal fate lies scattered across the landscape, with barbed wire, scattered shells, and fading blood trails hinting at a crew that vanished without a trace.

Forces

Both forces can use up to 15 models from their warband.

The Battlefield

The game is played on a standard-size battlefield (we suggest 4'x4').

The Table must contain a hill spanning its entire middle section, as indicated on the map. A bridge dividing the hill in half, forming a tunnel that allows access to both sides of the map. And a train with three wagons spread throughout the highest section of the hill.

Both the hill and the bridge should be about 5" high. Models up to 125mm high can pass under the bridge. Parts of each side of the hill must contain patches of barbed wire.

Fill the rest of the battlefield with terrain in the usual way, using models such as guard towers, ruined buildings, etc., placing them at least 1" away from the hill sides.

Infiltrators

Infiltrators can be used in this scenario, but must be deployed as normal troops.

Deployment

The players roll-off. The winner of the roll-off chooses which deployment zone will be theirs. The other deployment zone will be their opponent's.

The players then take it in turns to deploy one model at a time, starting with the player who has more models in their warband (roll-off if both have the same number of models).

Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, the other player sets up all their models afterwards. Once the players have set up their models, deployment ends and the battle begins.

Then place a Gun Turret model, represented by a circled G, on top of the wagon at the center of the map. Once placed, neither of these can be moved during the game. See the Field Artillery rules for the weapons' profile and specifications.

Battle Length

The battle lasts for six turns.

Train Wagons

The derailed train has three wagons. Each wagon is 4" wide (W), 8" long (L), and 5" high (H). The wagons have a set of ladders on both sides, allowing a model to climb on top of a wagon as part of their standard Move. A wagon also provides cover to a model that is in base contact with it.

The train was carrying supply crates, containing precious weapons, materials, and holy relics. The supply crates are spread between the three wagons.

Place three initial markers representing Objectives on the table as indicated on the map. These markers represent an X quantity of supply crates inside a wagon. The wagons are all closed, making it impossible to see the contents inside.

A wagon can be opened from either side by a model within 1". The model must roll on the Action Success Chart to force open a wagon's door. BLOOD MARKERS and BLESSING MARKERS can be used to hinder, or aid, this Action.

Upon opening a wagon, the player must then roll a D3:

- **Roll Result of 1:** There is one supply crate inside the wagon; Place one Objective Marker beside the model who opened the wagon to represent the crate, and remove the previous marker from the table;

- **Roll Result of 2:** There are two supply crates inside the wagon; Place two Objective Markers beside the model who opened the wagon to represent the crates, and remove the previous marker from the table;

- **Roll Result of 3:** There are three supply crates inside the wagon; Place three Objective Markers beside the model who opened the wagon to represent the crates, and remove the previous marker from the table.

Supply Crates

During the game, any model that ends its move in contact with a marker can Claim it, without the need for a roll, as long as they're not engaged in melee combat. The model has then in Claimed a crate. A model can end a Claim without the need for a roll at the start of model's Activation, dropping the crate within 1" of the model, in a direction of the model's choice. The same model cannot make a new Claim during that Activation. A model can only Claim one crate at a time, and must immediately choose one of the three following options:

- **Extract Supplies:** The model picks up the crate to start extracting it, without the need for a roll. The crates are HEAVY, and must be held with all hands a model may have. Any weapons a model might be carrying, or is integrated with, will be rendered unusable while the model is extracting the crate. As long as a model is extracting the crate, it cannot Attack, cannot Dash, and any other method of movement (teleportation, Puppet Master, etc.) cannot be used to move the model due the mystical effect of the holy relics inside, other then their standard Move. At the end of its Activation, the model can pass the crate it is extracting to any friendly model within 1" range, as long as neither model is in melee combat with an enemy model. The model receiving the crate is considered to have ended their Activation this turn, if it has not have done so yet.

A model extracting a crate can drop it without the need for a roll, or be forced to drop it if engaged in melee combat, dropping the crate within 1" of the model, in a direction of the model owner's choice. A model can also change its choice to **Destroy Supplies** (see below) without the need for a roll at any point. If a model extracting a crate moves into contact with any table edge, it has escaped with the crate successfully, and does not return to the table, in which case, remove the Objective Marker representing the extracted supplies from the table, and the model that extracted it.

- **Destroy Supplies:** The model that has Claimed a crate, or that is extracting it, can attack it as an `ACTION`. If successful, the crate is destroyed, in which case, remove the Objective Marker representing the destroyed supplies from the table.

- **Use Supplies:** As an `ACTION`, a model that has Claimed a crate can attempt to open it and use the relics inside. If successful, gain a `BLESSING MARKER`, in which case, remove the Objective Marker representing the used crate from the table.

An enemy model cannot attack a crate that has been Claimed, or that is being extracted, by another model, but they can attack the model normally.

If the model that has Claimed a crate, or is extracting it, is taken Out of Action, the crate is immediately dropped within 3" of the fallen model, in a direction of the enemy's choice. If it lands in contact with another model, the model can immediately Claim it, except if they're engaged in melee combat with an enemy model, in which case, the crate must the dropped again in a different direction.

If the game ends while a model has a Claimed crate, or is in the process of extracting it, they have failed to either extract it, destroy it, or use it, and so it does not count to the final VPs calculation.

Victory Conditions

If one warband is wiped out completely or loses their Morale test, the game ends and the opposing warband wins. Otherwise, keep a running tally of Victory Points for both sides. The players accumulate VPs as follows:

- A player scores 3 VPs for each crate successfully extracted from the map.

- A player scores 2 VPs for each crate destroyed during the game.

- A player scores 1 VPs for each crate used during the game.

Calculate VPs at the end each turn for both players and the end of the game and add them together. The player with the higher number of VPs wins, otherwise the game is a draw.

Glorious Deeds

Players score one Glory Point for every model that completes any of the following Glorious Deeds. Glory Points for these can only be gained once - whichever player completes them first gets the Glory Points!

- **No Stone Left Unturned:** The same model successfully opens two wagons.

- **Not On My Watch:** Take out an enemy operating the Gun Turret with a ranged attack at Long Range.

- **Supply Run:** Successfully extract at least two crates from the map. The model that extracts the second crate gets the Glory Point.

- **Meat-grinder:** Take out three enemies using the Gun Turret with the same model.

- **King of the Hill:** Have a model spend at least three consecutive turns on the top of the hill, within 3" of a wagon, and without suffering any `BLOOD MARKERS`.

- **Over the Enemy Line:** Successfully extract a crate through the opposing player's deployment zone.