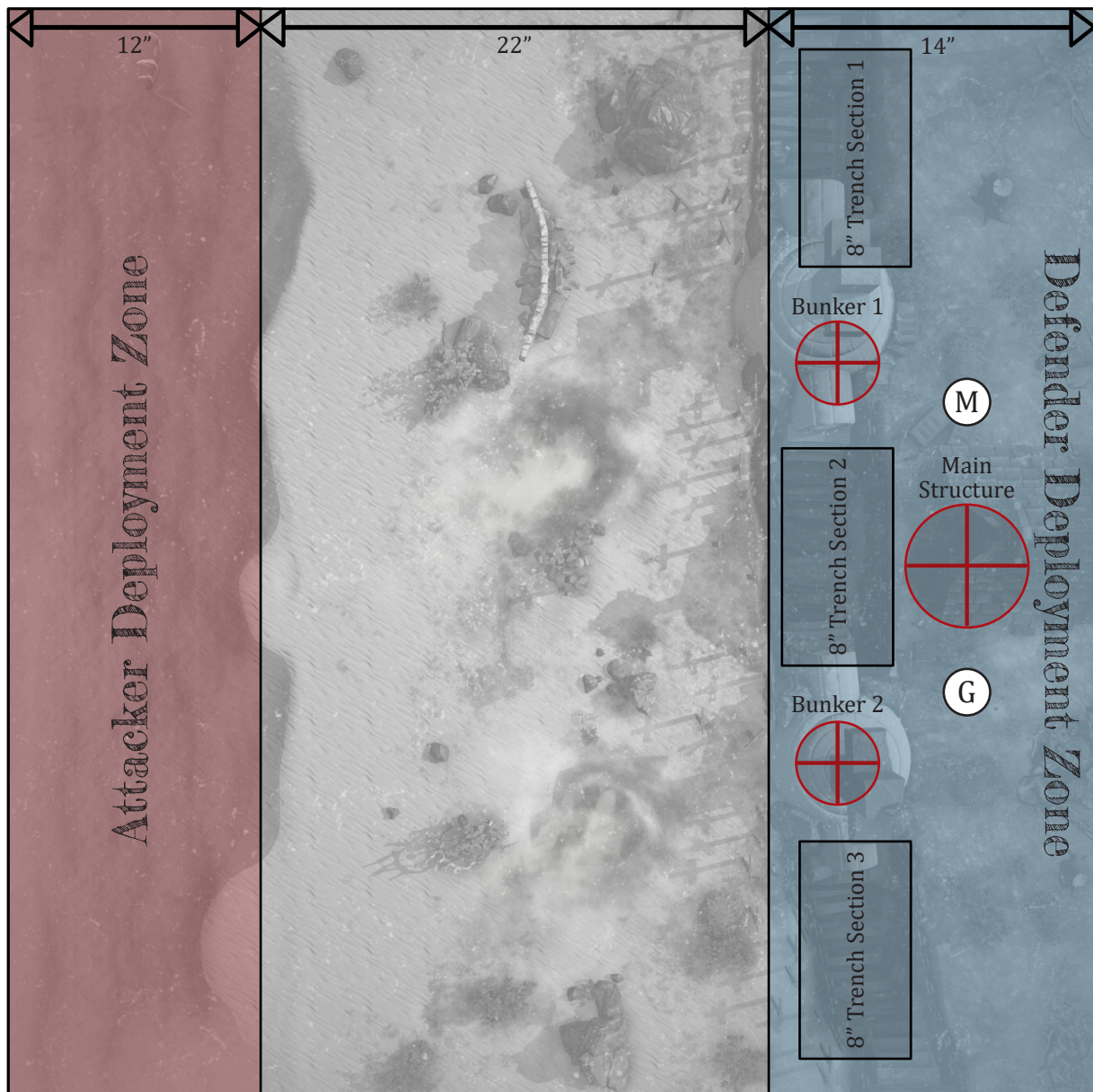


Scenario #: Storming the Shores



Scenario Overview

The shoreline of this beach, river, lake, or swamp stands as a vital stronghold, its bunkers, trenches, and heavy emplacements forming an unyielding wall against invasion. Guarding a crucial supply route, the defenders rely on their fortifications and firepower to hold the line with minimal troops, confident in the terrain's advantage. Yet, the attackers have taken note of the thinly stretched defenses, massing their forces in overwhelming numbers to breach the coastal bastion. The horizon brims with movement, the tide of war rolling in to test the strength of the shoreline's iron grip.

Forces

The player with the higher number of models is the Attacker. The Attacker must declare the size of their warband, up to sixteen models max. If the Attacker has two or fewer **ELITES**, they must field all of them. The opponent is the Defender, and they can have up to half of the total number of models the Attacker has declared, rounded down. If both warbands have the same number of models, roll a dice to see who the Attacker is and who the Defender is.

The Battlefield

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

The Defender places three 8"-long Trench sections in their Deployment Zone. They can be placed as the Defender wishes and can be continuous, however, in the division between each of the three trench sections the Defender must place a bunker model (as indicated by the small Red Markers on the map) of at least 4" by 4", and up to 3" high, so that models of up to 75mm tall may enter the bunker's interior.

The Defender must place a Main Structure in the location indicated on the map by a large Red Marker. This structure can be a church, a large bunker, a tower, etc. It must be at least 6" by 6", and up to 6" high, so that models of up to 150mm tall may enter the building's interior.

The Main Structure and the bunkers are the Objectives of the scenario, hereafter referred to as Objective Buildings, and score Victory Points (VPs).

The Defender then places three defense works (sandbags, barricades, low wall etc.) each of which counts as a defended obstacle and is at least 4" long horizontally. They are max 1" high. Use the following instructions to deploy these defense works.

- Within 18" of the center of the battlefield (measured to the center).
- At least 12" away from another defense work (measured from the center).
- Not within or surrounded by Impassable terrain.

The Defender places either a Gun Turret or a Mortar, represented by a circled G and a circled M, respectively, on the scenario map, in any location within their deployment zone. Once placed, neither of these can be moved during the game. See the Field Artillery rules for the weapons' profile and specifications.

Fill the rest of the battlefield with terrain in the usual way, using models such as barricades, ruined buildings, trees, sandbags, etc.

Infiltrators

Infiltrators can be used in this scenario, but they cannot be within 8" of any of the Defender's Objective Buildings.

Deployment

The player with the higher number of models is the Attacker. The other deployment zone will be their opponent's, as the Defender, with half the number of models the Attacker has declared.

The Defender starts by deploying their models, and also placing the Gun Turret, or Mortar, where they wish according to the parameters set below. After the Defender has deployed their models, the Attacker deploys theirs.

Models must be set up wholly within their own deployment zone.

Once the players have set up their models, deployment ends and the battle begins.

Battle Length

At the end of the fifth turn, the Attacker rolls 1D6. On a roll of 1-2, the battle ends. Otherwise, the game lasts for six turns.

Unforeseen Events

These rules represent the treacherous and often unforeseeable tides of war that can suddenly shift the battle unexpectedly. Starting on the second turn of combat, roll 1D6. On a roll of 1-3, a random event occurs, otherwise the game continues as is until the start of the next turn, when another roll will be required. These events will always occur at the start of the combat turn, before any model Activation (unless stated otherwise).

Upon the occurrence of a random event, roll another 1D6 for the Unforeseen Events chart below to see what exactly is happens and follow the directions. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, a player no longer needs to roll at the start of a combat turn. The entries below refer to the corresponding number rolled and its respective effects:

- **1. Rising Fog:** Heavy fog covers the entire combat zone, drastically limiting visibility for all models. All Ranged Attacks have their total range halved, according to the weapon's profile and respective modifiers that may have been applied (such as scopes, etc.) The fog lasts for two turns before it dissipates.
- **2. Striding Mercenary:** A Mercenary appears on the ridge overlooking the shore. Witnessing the unfolding carnage, they decide to seize the opportunity and offer their services to the warband with the most Glory Points currently accumulated (if both warbands have the same number of points, roll-off 1D6 to see whom they offer their help to. On a roll of 1-3, the Attacker wins, and a roll of 4-6, the Defender wins the roll-off). The Mercenary will offer their services to the warband for a single turn, even if they already have hired their maximum number of Mercenary models, for 1 Glory Point.

You can choose any of the Mercenary units available to your warband, and immediately deploy them at least 6" away from any other model in the battlefield, but not within the opponent's Deployment Zone. You can also deny the Mercenary's services if you don't have the required amount of points to pay them.

At the end of the turn, the warband that they aided must pay them their required amount of Glory Points before they leave the battlefield. If the warband cannot (or will not) meet the Mercenary's standard, they leave, but not before taking out their frustration on a random member of the warband (only choose among members of the warband who haven't been taken Out of Action yet). Roll directly on the Injury Chart for this member, according to the Mercenary's profile statistics for the attack (the opponent chooses which attack was used), applying any applicable modifiers.

- **3. Unearthed Relics:** Relics are suddenly unearthed in the battlefield. Each player places two Objective Markers to represent the relics, to a total of four, each at least 6" away from any Deployment Zone, at least 6" away from each other, and at least 6" away from any model. The relics cannot be placed on impassable terrain or surrounded by it. A model that comes into base contact with the relic claims it. The model's owner decides if it is a holy or unholy relic, according to the restriction of their faction's warband. The model either gains +1 BLESSING MARKER (for a holy relic), or starts radiating a malignant aura and causes FEAR (for an unholy relic).
- **4. The Beast of No Man's Land:** The scent of blood soaking the ground and the incessant sound of gunfire has brought the attention of a prowling beast. Rumors have been spreading about this fiend. Some say it is a stray War Beast, a hell-spawn abomination that escaped captivity before it could be made into a War Wolf. Others claim it is something much older, something that scarred the earth and fed upon its inhabitants long before the start of the war. Whatever it is, the creature knows no bounds and sees neither friend or foe, only meat.

The Beast must be placed within 6" of a side of the board that is not a Deployment Zone and at least 6" away from a Deployment Zone. The players roll-off to determine on which side of the board the creature will appear. The winning player chooses the board side, and the losing player places the creature where they deem fit, according to the parameters above. Note that the Beast cannot be initially placed anywhere within 12" of a warband model.

At the end of each of a player's model Activation, the player must roll a 1D6. On a roll of 1-4, the Beast is Activated subsequently, before the opponent activates one of their own models. The same player then acts out the Beast's actions, as described in its profile. If by the end of the turn, the Beast hasn't been activated, it is before the start of the next turn. The Beast can only be Activated once per turn. Below is the Beast's profile and special rules:

Name: Beast | **Movement:** 8"/Infantry
Ranged: N/A | **Melee:** +2 Dice | **Armor:** 0
Base: 120x80mm | **Keywords:** FEAR, TOUGH

Rules: The Beast model can be up to 60mm tall, placed on a base of 120x80mm. It is armed only with its vicious Claws and devastating Bite. These are natural parts of the creature itself and cannot be removed or lost in any way.

The Beast will seek out the nearest model with the most BLOOD MARKERS, driven by its bloodthirsty frenzy. The Beast will Charge the model through the fastest route, and will Climb, Jump Over Gaps, Between Ledges of Unequal Heights, and Down (as long as the height won't cause an Injury to it) to get at a warband model.

However, note that it will not move through Dangerous terrain if it can be avoided. The Beast does not need to have line of sight of a model to Charge it. If the beast cannot Charge a model, it will just Move toward the nearest one.

When the Beast reaches a model, it will make one attack ACTION with each of its Claws, and one attack ACTION with its Bite, all in Melee Combat (so it can make three attacks per Activation). If the Beast Charges more than one model, it will split its attacks amongst the opponents.

Equipment

- **Bite:** The Beast treats its Bite as a melee weapon with that grants a +1 DICE bonus to hit (for total of +3D). Additionally, the attack ignores any armor worn by the target and has a +1 DICE bonus to injure. The Bite does not take any hands to wield.
- **Claws:** The Beast treats its Claws as two one-handed melee weapons with the Keywords RISKY. The Claws have a +1 DICE bonus to injure. Because the Claws are wielded alongside the Bite, they are both treated as Off-Hand Weapons and suffer penalties accordingly.

Abilities

- **Resilient:** The Beast is a massive creature with unnatural vitality and is subject to the rules for TOUGH creatures. Additionally, its hide is rough and thick, acting like natural armor. Attacks made against the Beast are made with -1 DICE.
- **Unrelenting:** The Beast may take its Dash and any of its Jump ACTIONS with +2 DICE.
- **Terrifying:** The Beast is a horrid abomination whose infamous reputation has spread across many villages and towns caught in the tides of war. Trench tales speak of the carnage and desolation it leaves on its path, causing unfathomable FEAR.
- **5. Rat Frenzy:** Rats have infested the trenches ever since the start of the war. Troops wake up to the skittering of their little paws, the grinding of their teeth gnawing and tearing at the dead, and even swarming upon the living when the rotten flesh runs low and dry from the bones of the fallen. The sounds of gunfight, the bombs blowing up the ground, the spreading of smoke and ash, and the disturbance of the troops storming the shore has stirred the rats' nest, and the pests now scurry out of their holes in a ravenous frenzy, feeding on anything that stands in their way.

Rules: Use two templates of 80mm to represent the Swarms of Rats. Use two Swarm of Rats' models if you have them. The players roll-off to place each Swarm of Rats on the board. The Swarms must be placed within 8" of any piece of terrain, including terrains within Deployment Zones, but cannot be placed over Impassable terrain, or surrounded by it, and cannot be placed directly on top of another model or in base contact with them. The Swarms must be placed at least 3" away from any warband model.

The Swarms are considered Dangerous terrain, with +1 DICE to injure. A model can Move through, start its Move, or end its movement on a Swarm. If a model comes into base contact with a Swarm, they're considered to be standing on Dangerous terrain.

If a model armed with a weapon, or that has an ability, with the Keyword FIRE or BLAST, and that is not knocked Down, comes into base contact with a Swarm, it can attempt a RISKY ACTION to disperse the Swarm, without triggering the Dangerous terrain effect.

If successful, remove the Swarm from the game board, and the Activation of the model is over regardless of any remaining **ACTIONS** the model might have.

Each Swarm moves 2D6" at the start of each combat turn, before the Activation of any model. They will always move toward the nearest model that is knocked *Down*, or, toward the nearest model that is not engaged in melee combat, and that is at least 6" away from any other model. The Swarms cannot move toward a model that causes **FEAR**. The Swarm must have line of sight of the model that is either knocked *Down* or singled out in order to move toward them. If neither condition is met, the Swarm does not move on that turn.

The Swarms cannot be engaged in any form of combat. The Swarms will stay for D3 turns after which the rats will scurry back to their holes and disappear.

- **6. Long Lost Stash:** The constant bombardment over the shore uncovers long lost stashes, containing several weapons and items, the spoils of war. Each player places one Objective Markers to represent these stashes, to a total of two, each at least 8" away from any Deployment Zone, at least 8" away from each other, and at least 6" away from any model. The stashes cannot be placed on impassable terrain or surrounded by it. A model that comes into base contact with the stash claims it. The model's owner rolls 1D6 for a chance to get one of the following items:
 - **Roll Result of 1:** A Trench Shield;
 - **Roll Result of 2:** A Standard Armor;
 - **Roll Result of 3:** Grenades;
 - **Roll Result of 4:** A Medi-kit;
 - **Roll Result of 5:** Armor Piercing Bullets (the model that claimed the stash may, in this case only, use this item during this battle to have its respective effect until the end of the game);
 - **Roll Result of 6:** A Grenade Launcher.

The model that claims the stash may immediately equip the item they have looted for the duration of this game.

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:

- The players score five VPs for each Objective Building that they have taken control of. The Attacker scores two VPs for each Objective Building they have destroyed.
- The players control an Objective Building if the total number of models from their warband that are wholly within that building is higher than the total number of enemy models within 1" of the Objective Building. A model is considered wholly within a building if it is entirely within the edges of the building's footprint, as agreed by the players.
- The Attacker destroys an Objective Building if at least one of their **ELITE** models that is wholly within the building plants an explosive charge. The model can plant the explosive charge with an Action (no roll required), but upon doing so, the Activation of the model ends. In any following turn, if the **ELITE** model is activated and moves at least 1" outside of the building's footprint (previously accorded by the players), the Objective Building is immediately destroyed and any other model (friends and foes) that is still wholly within the building

must immediately roll on the Injury Chart, ignoring armor. If the **ELITE** model is taken Out of Action before its next Activation, the explosive charge does not go off.

Calculate VPs at the end of the game for both players and add them together. The player with the higher number of VPs wins, otherwise the game is a draw. However, the following conditions can alter the tides of battle, granting the win regardless of the VPs a player may have accumulated:

- If the Attacker takes control of the Main Structure Objective Building for two full consecutive turns, they win the game regardless of the VPs the Defender may have.
- If the Defender takes all of the Attacker's **ELITE** models Out of Action, they win the game regardless of the VPs the Attacker may have.

If any of these two victory conditions are met at any point during the game, it is considered a decisive win for the respective player and the game immediately ends.

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!

- **The Shore is Ours:** As the Attacker, win the game by taking control of the Main Structure Objective Building for two full consecutive turns. Your last activated model to have entered the Main Structure and that was not taken Out of Action gains the Glory Point.
- **The Head of the Snake:** As the Defender, take half of the Attacker's **ELITE** models Out of Action (rounded down) with the same model.
- **Battlefield Legend:** Take at least two enemy models Out of Action with the same model during the battle with any **ACTIONS** the model has, without suffering any **BLOOD MARKERS**. If the model suffers a **BLOOD MARKER** but reduces it back to zero, the count resets, and the model is now eligible again to score this deed if they meet the necessary requirements stated above.
- **Bloodcloud:** Take at least three enemy models Out of Action with one of your models using a weapon with the Keyword **BLAST**.
- **Cold Blooded Killer:** Use 2+ **BLOOD MARKERS** on a Melee Attack of one of your models to take an enemy **ELITE** model Out of Action in a single Activation.
- **Ghost of Shores:** Take an enemy **ELITE** model Out of Action with one of your models with the Keywords **INFILTRATOR** or **SKIRMISHER**.

If agreed by the players prior to starting the game, you may replace one of the Glory Deeds above for one of the following options:

- **Rat Catcher:** Disperse a Swarm of Rats that has taken another model Out of Action, with a model armed with a weapon with the Keyword **FIRE**.
- **Bloody Beast:** Take the Beast Out of Action with a model that has at least 2+ **BLOOD MARKERS** at the start of its Activation.