

The Glimmerwood Encounters

Chieftain Madrak Ironhide is struggling to ensure that the Kriels of the Glimmerwood and the surrounding areas are safe.

At the same time Cygnars soldiers are holding out in a war that will not end until the borders are no longer under attack from the surrounding nations.

The struggle of the Trolls and that of Cygnar are intertwined. It is of great importance that Madrak Ironhide and King Leto once again unite their forces against their common enemies, or else the Kriels and maybe even proud Cygnar will fall.

Recently attacks had been brutal, as skorne invaders from across the eastern sands beset them in periodic waves. There was now a strange calm, and Madrak did not trust it.

Throughout the campaign players battle for control of the Glimmerwood, and its surrounding areas. The campaign consists of three scenarios played in the usual manner and one scenario played as a team battle. Victory is attained by scoring Battle Points. Battle Points are pooled together to find the winning faction.

The campaign is an open campaign so players should feel free to join anytime.

Never before has warfare been so total or the stakes so high.

Campaign Rules

All players must be part of an alliance.

Alliances;

Trollkin and Cygnar

Skorne and Magnus

Khador, no allies

Protectorate, no allies

Cryx, no allies

Mercenaries, no allies

Legion of Everblight, no allies


Circle of Orboros, no allies


By the example of Doomshaper and Ironhide, let us show them why any who come against our kin should fear us.

Hero points


Fielding one of the following Characters from the Iron Kingdoms will earn you a (1) Hero point per battle (points are awarded after the game);

 Madrak Ironhide

 Commander Adept Nemo

 Magnus the Traitor

 Kommander Irusk

 Karchev the Terrible

 High Scrutator Serverius

Special rules

Hold: A player may Hold a location if he controls all models within the space described during his maintenance phase. Models that are engaged in melee combat cannot Hold a location. Neither warrior models with CMD stats of 1 or less nor Incorporeal models can Hold a location.

Satchel: Some scenarios require a model to carry a satchel. Anytime a warrior model carrying a satchel is destroyed or removed from play, place a marker at the model's last location. The marker represents the satchel, which may be picked up by a friendly warrior model ending its normal movement in base contact with it.

The Armoury

3 hero points lets you purchase 50 point worth of troops or warjacks in addition to the point limit of the game.

2 hero points lets you set up two linear obstacles in addition to the terrain set up normally.

1 hero point allows you to make a roll to see if a bond is formed between your caster and one of his jacks.

Army Composition

All normal army composition rules must be obeyed. Games can be played at any encounter level, except for the last game which is played, as a team game, at the 1000 point level.

No Clones: It's not allowed to field two of the same characters on the same battlefield. If both players wish to field the same character in the same game, they must both put a bid in on the character in addition to the characters normal point cost, the highest bidder gets the character.

NOTE: For the last game it is allowed to make an army consisting of Cygnar and Trollblood models.

Winning the Campaign:

The Fraction or alliance of fractions that scores the most Battle Points throughout the campaign is the winner.

Battle Points: Win 5, Draw 2, Los 1.

She had been following the albino trollkin for days in this swampy forest, watching as he visited villages of his people, always escorted.

She felt the heat of Everblight's presence as his thoughts carried the weight of command. "I would see that weapon in use, but do not linger if the battle turns..."

Scenarios

1: Last Stand

Description: Last stand is a desperate battle for survival. As enemies close in from all sides, a pitched battle explodes across the field.

Special Rules: Cygnar and Trollblood are Defenders, all other, attackers and defenders, are determined randomly.

Set Up: The defender always makes the Last Stand. The defender may place two low wall sections within 10" of the center of the table. Players then take turns placing terrain features as described in Campaign Terrain (APO: page 133). Additional terrain features must be placed 10" of the center of the table.

Beginning: The defender deploys first, placing his models within 6" of the center of the table. The attacker then deploys his models within 3" of any number of table edges. The defender takes the first turn.

Victory Conditions: A player wins the battle once his opponent's last warcaster has been destroyed or removed from play.

2: Guard the Treasure

Description: Guard the Treasure is a struggle for a mysterious artefact located at an excavation site on the battlefield.

Set Up: Before the start of the game a 5" AOE template at the center of the table representing the excavation site. This is the "Zone".

Special Rules: Players score Control Points by having a warjack or warbeast completely within the Zone.

A heavy warjack or heavy warbeast scores two (2) Control Points and a light warjack or light warbeast scores one (1) Control Point. Award points during the controlling player's maintenance phase. Wrecked, inert warjacks and wild warbeasts cannot score points.

Victory Conditions: The game lasts for eight game rounds. The player with the most Control Points wins the game.

3: Reestablish Supply Lines

Description: Invading forces have cut off supply lines and begun construction of their own fortifications in the area.

Set Up: Before placing any other terrain the defender places one guard tower anywhere on his side of the table outside of his deployment zone. The guard tower door cannot face either deployment zone. The guard tower cannot be destroyed.

Special Rules: Cygnar and Trollbloods are attackers all others are determined randomly. This scenario also utilizes the satchel rules. Three warrior models in the attacker's army determined during deployment carry satchel bombs. The attacker must Hold the guard tower for one (1) round with a model carrying a satchel bomb to win the game.

Beginning: The defending player sets up first, placing his models within 10" of the table edge. The attacker then deploys his forces up to 10" from the opposite table edge. After all models are placed each player rolls a d6. The high roller chooses who goes first.

Victory Conditions: The attacker wins if he Holds the guard tower for one round with a model carrying a satchel bomb. The defender wins if the attacker's last warcaster is destroyed or removed from play or if the battle ends. The game lasts for 8 game rounds.

4: Control the Line

In this game two players team up and create one army of 1000- points to fight an opposing team.

Description: Once you have the good ground on the field, the trick is to keep it. Don't let your enemy out flank you. The objective is to take key positions and keep your opponent from pushing you back.

Setup: Before the start of the game mark three points in the middle of the table, one at the centre and two more 12" from the non-deployment table edges.

Special Rules: Players rush to points marked on the middle of the table, capturing them when a model under their control ends its activation with its base overlapping the marker. If a model leaves the point, the point remains under that player's control until the opponent player captures the point. Only one model at a time may be on top of a point.

Victory Conditions: The game lasts for six rounds and the players who control the most points at the end of the game wins.