

Campagne Warmachine-Hordes Scars of Caens Halfaug

Composition :

Faction Fixe pour toute la durée de la campagne.

Liste de 20 points.

Evolution au cours de la campagne vers une faction de 25 points selon modalités de la campagne.

Une seule modification entre 2 parties sera autorisée et ce avant de définir le prochain adversaire.

Durée de la Campagne :

Du 1^{er} Juillet au 31 Aout 2014 soit environ 60 jours.

Les rondes durent 10 jours.

Une rencontre minimum par ronde. Si plus, un prorata des points sera effectué.

Déroulement de la Campagne :

- Choix de l'alignement :
Chaque joueur devra choisir entre Purificateur et Opportuniste. Cela influera sur les Rituels à effectuer pour les points bonus.
Un Vainqueur par alignement sera déclaré à la fin de la campagne ce qui donnera lieu à une « mini finale ».
2 joueurs d'un même alignement peuvent s'affronter.
- Carte de la Campagne :
La Campagne se déroulera sur une carte type Mighty Empire.
Tous les participants commencent avec 3 tuiles d'un drapeau correspondant à leurs couleurs dont une de Base Principale (imprenable).
Pour conquérir une tuile il faut une bataille (choix de l'adversaire possible si tuile vierge).
Lors de la conquête de la tuile on lance un D6 : 1-2-3 rien / 4-5-6 création d'un avant-poste.
Si un joueur a 4 tuiles vides il peut créer un avant-poste.
Les avant-postes octroient 1 point de faction supplémentaire jusqu'à un maximum de 5 (d'où les 25 points d'armée)
La conquête d'une tuile adverse contenant un avant-poste la détruit, retirant le point au joueur dont la tuile est conquise.
- Choix du Champs de Bataille :

Le Joueur ayant le moins de points de Victoire choisie la région dans laquelle se déroulera la prochaine rencontre

- Régions disponibles :

Région 1 : Ice Cage

This dense forest surrounds the Temple Farguhl, an ancient and forgotten Orgoth ruin. The bitter chill emanating from ley lines affected by Halfaug's pollution has frozen the trees and foliage solid, encasing the entire forest in ice. Where once stood verdant woods, there is now only a treacherous obstacle course of frozen pillars and razor-sharp ice shards.

All games played here must use Halfaug Scenario 1: Brittle Battle.

Région 2 : Field of Mirrors

The grounds between the nearby tree line and the Temple Farguhl are a solid sheet of smooth ice. This frigid mirror is a deadly trap for those foolhardy enough to traverse it as they approach the ruined temple. Whenever a model declares a run, charge, or slam in this region, roll a d6. On a roll of 1 or 2 the model is knocked down after its charge attack, slam attack, or run and its activation immediately ends. On a roll of a 3 or 4 there is no effect. On a roll of a 5 or 6 the model gains +2" movement this turn.

Games played here cannot use the Frostmaw or Snowswarm scenarios.

Région 3 : Entrance to the Temple Farguhl

Centered within the Field of Mirrors, the entrance to the Orgoth temple exudes an aura of foreboding. Carved by the ancient Orgoth as an enormous screaming face, the entrance exhales blighted frost from deeper within the temple's bowels in a rhythmic pattern, giving the illusion that the entire structure is alive and breathing.

All games played here must use Halfaug Scenario 2: Frostmaw

Région 4 : The Blighted Armory

The enormous main passage of the temple's ground level is large enough to easily house a company of soldiers. Located off a side passage from the main hall is an armory filled with tainted Orgoth armor, siege weapons, and—worst of all—blighted fellblades

Purist players recognize the horrific threat these blighted Orgoth weapons pose. They seek to seal the weapons off by detonating the archways leading to the side passages. Purist

players can choose one friendly Faction non-warcaster / non-warlock warrior unit in their army to replace their ranged weapons with a new weapon : Thrown Explosives. (a

model without a ranged weapon simply gains the new weapon.)

This weapon is RNG 5, ROF 1, POW 12, and AOE 3, and has Critical Fire /Damage Type: Fire .

Opportunist players do not care about the repercussions of using blighted Orgoth weaponry. They seek to empty the armory for their own use.

Opportunist players can choose

one friendly Faction non-warcaster/non-warlock warrior unit in their army to replace their melee weapons with a new weapon: Blighted Fellblade. (A model without a melee weapon simply gains the new weapon.) This weapon is POW 6, has Magical Weapon and Reach , and grants Spell Ward. (A model with Spell Ward cannot be targeted by spells.) At the start of this unit's activation each turn, choose a model in this unit to immediately remove from play

Terrain used in this scenario should, when possible, reflect the inside of an Orgoth temple. Obstructions, rough terrain, and linear obstacles should be prevalent, and outdoor features such as forests and shallow water should be avoided when possible

Games played here cannot use the Brittle Battle, Frostmaw, or Snowswarm scenarios

Région 5 : Arctic Anomaly

In the heart of the temple, the effect of the blight-induced cold is so powerful that no mortal creature can descend further without freezing to death in a matter of seconds. Just above this layer of concentrated death the Orgoth's ancient soul cages and other powerful antiquities have become infused with blighted energy. You can use the Doomed Descent terrain feature in this region. This feature represents a staircase to the deadly levels below the ground floor. A Doomed Descent feature should be no larger than 4" x 4". A descent does not block line of sight, and models within 2" of it gain concealment. A model cannot voluntarily advance into a descent. If at any point a non-warcaster/non-warlock model is within a descent (as a result of being thrown, slammed, pushed, placed, etc.), the model is immediately removed from play. If at any point a warcaster/warlock model is within a descent, place the model 1" outside the descent in a direction determined by the deviation template. This model then suffers a POW 25 magic damage roll and becomes stationary.

Purist players are seeking to destroy the blighted Orgoth relics by casting them down the deathly stairways of the temple. Hastily crafted defenses have been set up around these stairways, allowing the Purists some measure of protection as they work to destroy the relics. Models in a Purist player's army gain cover instead of concealment while within 2" of a Doomed Descent.

Opportunist players are seeking to collect as many of the blighted Orgoth relics as possible before their forces freeze to death. Recklessly scrambling throughout this area, Opportunists are willing to take deadly risks in this endeavor. Models in an Opportunist player's army can voluntarily advance into a descent. These models suffer the negative effects of a descent only if they begin or end their activation within one.

Terrain used in this scenario should, when possible, reflect the inside of an Orgoth temple. Obstructions, rough terrain, and linear obstacles should be prevalent, and outdoor features such as forests and shallow water should be avoided when possible.

Games played here cannot use the Brittle Battle, Frostmaw, or Snowswarm scenarios

Région 6 : Shrouded Exit

Beyond the arctic anomaly at the heart of the temple is a collapsed section of wall leading to a secret exit from the structure. A series of caverns and tunnels wind their way from the collapsed wall up to the surface behind the temple's main entrance. Unfortunately, the myriad cave insects and subterranean pests here have been horrifically warped by Halfaug's blight. Traversing the ice-slick tunnels is difficult enough, but escaping without being eaten alive may prove to be impossible. All games played here must use Halfaug Scenario 3: Snowswarm.

Région 7 : Base Camp

Located a healthy distance from the frozen nightmare surrounding the Temple Farguhl, this temporary encampment offers a relatively safe haven—the only complication being that enemy forces are also seeking to make camp here. There is no game effect for playing in this region. Games played here cannot use the Brittle Battle, Frostmaw, or Snowswarm scenarios

- Choix de la Mission :

Un jet de 2D6 est lancé avant le début de la rencontre afin de déterminer la mission si celle-ci n'est pas imposée par le champ de bataille :

02 - Mission Destruction (Destruction)

03 - Mission Incoming (Bombardement)

04 - Mission Balance of Power (Equilibre des Pouvoirs)

05 - Mission Incursion (Incursion)

06 - Mission de Campagne 1 Brittle Battle

07 - Mission de Campagne 2 Frostmaw

08 - Mission de Campagne 3 SnowSwarm

09 - Mission Outflank (Débordement)

10 - Mission Into the Breach (Dans la Brèche)

11 - Mission Close Quarters (Mano à Mano)

12 - Missions Process of Elimination (Processus d'Élimination)

Les Missions sont tirées de SteamRollers 2014 et Scars of Caen Halfaug

Mission de Campagne 1 Brittle Battle

Summary : These frozen woods are as dangerous as the enemy itself. Each bullet and every sword swing can send shards of razor-sharp ice and petrified wood flying into the exposed flesh of any nearby combatant. When placing terrain, players should use a minimum of three forests. Players cannot place additional terrain within 3" of any other terrain feature. Mark a zone (12"-diameter circle) in the center of the table as shown in the diagram below. When placing terrain, do not place obstructions within the zone.

Special Rules : Starting after the second player's second turn, at the end of each turn if a player owns a warcaster or warlock within the zone and no enemy models contest it, the player scores 1 control point.

The zone is contested by a player if he owns at least one model within the zone that is not a warcaster, warlock, inert warjack, wild warbeast, fleeing

model, or model out of formation. If multiple players would score in the same turn, only the active player scores.

In this scenario forests can be targeted by ranged and melee attacks and can be damaged. Each forest has DEF 5, ARM 18, and 15 damage boxes.

Forests are not friendly or enemy

models and cannot suffer any effect other than taking damage. When a forest suffers enough damage to disable it, models within the forest suffer 1 point of cold damage. Starting with

the active player, each player places a SP 6 spray template with the narrow end of the template within the forest. Models under the spray template suffer 1 point of cold damage. Then remove the forest from the game.

Victory Conditions : The first player to earn at least 4 control points and have more control points than his opponent immediately wins the game. A player wins if he has the only warcaster(s) or warlock(s) remaining in play.

Mission de Campagne 2 Frostmaw

Summary : The entrance to the Temple Farguhl stands as a monument to the cruelty of the Orgoth. Now that the temple has been blighted by Halfaug, the structure is even more ominous and deadly than ever. Position your forces to enter the temple, but beware the gusts of blighted frost pouring from its mouth.

Place an obstruction touching the center of the left or right side of the table (the first player chooses). The obstruction should be no larger than 5" in length and width. This obstruction represents the entrance to the Temple Farguhl. For this scenario hobbyists are encouraged to create their own obstruction to represent the temple entrance (i.e., a massive screaming face of black stone frosted with ice and snow). Players cannot place additional terrain within 3" of any other terrain feature. The first player has a deployment zone of 7" and an advance deployment of 13". The second player has a deployment zone of 10" and an advance deployment of 16".

Special Rules : Starting after the second player's second turn, at the end of each turn if a player owns a warcaster or warlock within 1" of the obstruction and no enemy models contest it, the player scores 1 control point. The obstruction is contested by a player if he owns at least one model within 4" of the obstruction that is not a warcaster, warlock, inert warjack, wild warbeast, fleeing model, or model out of formation. If multiple players would score in the same turn, only the active player scores. At the end of each turn, if a player scored a control point that turn, blighted frost pours from the mouth of the temple entrance.

Models within 4" of the obstruction suffer Blight Sickness for one round. (Warrior models affected by Blight Sickness suffer -2 DEF, SPD, and STR.

Warjacks affected by Blight Sickness

cannot spend focus to boost attack or damage rolls. Warbeasts affected by Blight Sickness cannot be forced to boost attack or damage rolls.)

Victory Conditions : The first player to earn at least 4 control points and have more control points than his opponent immediately wins the game. A player wins if he has the only warcaster(s) or warlock(s) remaining in play.

Mission de Campagne 3 SnowSwarm

Summary : Escape the horror of the Temple Farguhl, but be warned! The tunnel leading back to the surface is infested with blighted insects hungry for their next meal. When placing terrain, players should try to use terrain features that might be found in an underground tunnel. Players cannot place additional terrain within 3" of any other terrain feature. Both players have a deployment zone of 10" and an advance deployment of 16". After both players have deployed, starting with the first player, each player places a single 5" AOE anywhere on the table that is not in either player's deployment or advanced deployment zone. These AOE's represent Blighted Swarms.

Special Rules : Starting after the second player's second turn, at the end of each turn if a player owns a warcaster or warlock within the opponent's deployment zone and no enemy models contest it, the player scores 1 control point. The zone is contested by a player if he owns at least one model within his deployment zone that is not a warcaster, warlock, inert warjack, wild warbeast, fleeing model, or model out of formation. If multiple players would score in the same turn, only the active player scores. At the beginning of each player's turn, the active player chooses one Blighted Swarm AOE. The player chooses a direction and moves the AOE 1d6" in that direction. If this movement would cause the AOE to leave the table, its movement ends at the board edge and it remains in play. If a model begins or ends its activation within a Blighted Swarm AOE, the model suffers a POW 10 damage roll. If this damage roll disables the model, the active player can choose to have it move again as described above. A Blighted Swarm AOE cannot be moved more than twice in one turn. Models suffering the Fire continuous effect are immune to the effects of a Blighted Swarm.

Victory Conditions : The first player to earn at least 4 control points and have more control points than his opponent immediately wins the game. A player wins if he has the only warcaster(s) or warlock(s) remaining in play.

Rituels

Chaque joueur choisi un alignement en début de campagne : Purificateur et Opportuniste.

Chaque Alignement donne lieu à des options dans certaines missions mais aussi à des « rituels » à accomplir pouvant octroyer des points bonus.



OPPORTUNIST SCORE SHEET

RITUAL 1: FROSTBITE		
Win the first game you play this season. You cannot complete this Ritual if you lose the first game you play this season.	✓	Bonus: 3 League Points
RITUAL 2: REVENGE IS A DISH . . .		
Have your opponent roll all of your attack and damage rolls against his warcaster or warlock, and win the game by assassination victory.	✓	Bonus: 3 League Points
RITUAL 3: SNOWBLIND		
Destroy or remove from play an enemy model that is suffering at least two of the following effects simultaneously: blind, corrosion, fire, knockdown, and stationary.	✓	Bonus: 3 League Points
RITUAL 4: LEAVE THE WOUNDED		
Win a game with the following conditions: Your army must contain at least 20 points' worth of infantry. Whenever a unit would make a massive casualties command check, remove the entire unit from the table even if they would normally auto pass or are immune.	✓	Bonus: 5 League Points
RITUAL 5: HARDCORE MUGGING		
Perform all of the following power attacks on the same enemy model in a single game: headbutt, slam, and throw (either single- or double-handed).	✓	Bonus: 3 League Points
RITUAL 6: FOREVER PERFECT		
Create a piece of terrain (forest, shallow water, linear obstacle, or obstruction) that has the appearance of being frozen or covered with ice or snow.	✓	Bonus: 5 League Points



PURIST SCORE SHEET

RITUAL 1: SNOWFALL		
Play and win a season scenario via scenario victory within the first week of the league.	✓	Bonus: 3 League Points
RITUAL 2: PURE OF HEART		
Win a game against the Opportunist Champion from last season. If that player is not available, win a game against the highest-ranked Opportunist player during weeks 3 or 4 of this season.	✓	Bonus: 3 League Points
RITUAL 3: FIRST THAW		
Win a game by assassinating the enemy warcaster or warlock with a friendly model that shook off stationary or knockdown in the same turn.	✓	Bonus: 3 League Points
RITUAL 4: WINTER COAT		
Paint and/or convert a model to have winter camouflage.	✓	Bonus: 5 League Points
RITUAL 5: REFUGE AND RESPITE		
Win a game in which no friendly model suffers any of the following effects: blind, corrosion, fire, knockdown, or stationary.	✓	Bonus: 3 League Points
RITUAL 6: RESCUE PARTY		
Play a game in which at the beginning of the game you nominate one friendly Faction warrior unit in your army without Ambush to become a Rescue Party. To complete this Ritual, you cannot lose more than 50% of the unit's starting number of models, and all members of the unit must be in the opponent's deployment zone at the end of the game.	✓	Bonus: 5 League Points

Classement final

Chaque joueur marque des points de tournoi en fonction du résultat de ses parties, de la peinture de son armée ainsi qu'en fonction des Rituels qu'il aura accompli.

Chaque joueur gagne 2 point de tournoi par victoire et 1 point de tournoi en cas d'égalité et 0 en cas de défaite. Les points de tournoi déterminent le classement actuel du joueur (général et par alignement).

Chaque joueur ayant sa Faction entièrement peinte (3 couleurs mini et quelque soit le niveau de peinture) se verra octroyé 1 points de Bonus. Toute faction contenant une figurine peinte sur fond Neigeux-Corrompu (neige-nuances de violets-bleu) aura droit à un point supplémentaire.

