

# 1. Bodyguard

## *Description*

Many warcasters/warlocks depend on their warjacks/warbeasts to protect them in battle. In times of great danger, these bodyguards are capable of powerful defensive measures.

## *Special Rules*

Each player can assign up to one warjack/warbeast in his army to each warcaster/warlock in his army as Bodyguards.

While a Bodyguard is within the command range of its assigned warcaster/warlock, when an enemy model ends its normal movement within 6" of the Bodyguard's assigned warcaster/warlock, the Bodyguard can move up to its SPD in inches and make one normal melee attack targeting an enemy model (the attack need not target the enemy model that triggered it). The Bodyguard gains +2 to the attack roll and a boosted damage roll if the attack hits. When the Bodyguard uses this ability, it cannot use it again until after its controller's next turn.

## *Victory Conditions*

A player wins when he is the only player with one or more warcasters/warlocks in play.

## 2. Capture the Flag

### *Description*

The flag is a symbol of a nation's pride and power. Raise yours high to encourage your forces, or set your enemy's ablaze to demoralize his troops.

### *Special Rules*

Each player has a Flag (30 mm base) centered 14" from his table edge.

No model can end its activation on a Flag, but models can move across it without penalty, including charging or slamming, so long as the model has enough movement to travel completely past the Flag.

Models cannot be placed within 3" of a Flag. A slammed or thrown model does not stop if it is slammed or thrown across a Flag. If there is not enough space on the other side of the Flag to place the model's base, however, place it in base contact with the flag stand as if the flag stand were an obstruction.

Flags do not block line of sight.

Starting on the second player's third turn a player scores a Control Point when he controls his opponent's Flag.

A player controls a Flag if he has one or more models in base-to-base contact with the Flag and his opponent has no models within 3" of the same Flag. A warrior model must have a CMD greater than 1 in order to control a Flag. Ignore destroyed or inert warjacks, wild warbeasts, and fleeing models when checking for control.

### *Victory Conditions*

A player wins when he scores 2 Control Points or when he is the only player with one or more warcasters/warlocks in play.

### 3. Command Positions

#### *Description*

From positions of strategic importance, army commanders coordinate the assault of their forces to dominate the battlefield.

#### *Special Rules*

Mark two points on the centerline of the table, one 12" from the left table edge and one 12" from the right table edge. The areas within 5" of each of these two points make up Zones.

Starting on the second player's third turn, a player scores a Control Point when he controls a Zone at the end of his turn. A player controls a Zone if he has one or more models within the Zone and his opponent does not.

All the remaining models in a unit must be within a Zone in order to control it. A warrior model must have a CMD greater than 1 to in order to control a Zone. Ignore destroyed or inert warjacks, wild warbeasts, and fleeing models when checking for control.

While within a Zone, a model with the Commander ability gains Tactical Repositioning (★Action).

Tactical Repositioning (★Action): One friendly faction model in this model's command range immediately moves 3". A model can be affected by Tactical Repositioning only once per round.

#### *Victory Conditions*

A player wins when he scores 3 Control Points or when he is the only player with one or more warcasters/warlocks in play.

## 4. Daybreak

### *Description*

Darkness can be an advantage to the commander who knows how to use it. With proper preparation, the first rays of morning sunlight may be all that is needed to deliver a fatal blow.

### *Special Rules*

At the beginning of the first round, LOS is reduced to 6". At the beginning of each subsequent round, LOS increases by 2". At the beginning of the fifth round, LOS returns to normal.

Round 1: 6" LOS

Round 2: 8" LOS

Round 3: 10" LOS

Round 4: 12" LOS

Round 5+: normal LOS

### *Victory Conditions*

A player wins when he is the only player with one or more warcasters/warlocks in play.

## 5. Engines of Destruction

### *Description*

Fueled by the destruction they wreak, 'jacks and beasts grow more powerful with each killing blow.

### *Special Rules*

Before the start of the game, mark the Center Point of the table.

Starting on the third round, a player controls the Center Zone if he has one or more warjacks/warbeasts completely within 8" of the Center Point and his opponent does not. Ignore wrecked or inert warjacks and wild warbeasts when checking for control.

A warjacks or warbeast gains a cumulative +1 to melee attack and damage rolls for each warjack/warbeast it destroys with a melee attack. This bonus lasts for the rest of the game.

### *Victory Conditions*

A player wins when he ends his turn in control of the Center Zone or when he is the only player with one or more warcasters/warlocks in play.

## **6. Fine Line**

### ***Description***

Raging beasts, armored warjacks, and imposing cavalry must hold their ground on the front line.

### ***Special Rules***

Before the start of the game, mark a 24" Line running east to west at the center of the table.

Starting on the third round, a player controls the Line when he has one or more large-based friendly models within 2" of the Line and there are no opposing models within 2" of the Line. Ignore wrecked or inert warjacks, wild warbeasts, and fleeing models when checking for control.

### ***Victory Conditions***

A player wins when he ends his turn in control of the Line or when he is the only player with one or more warcasters/warlocks in play.

## **7. Frontline Foray**

### ***Description***

Battle lines must be held at all costs.

### ***Special Rules***

Before the start of the game, divide the table in half with a centerline running east to west. Divide the centerline into four 12" Line Sections.

A player controls a Line Section when the base of one of his light or heavy warjacks/warbeasts overlaps the Line Section and none of his opponent's does. Ignore wrecked or inert warjacks, wild warbeasts, and fleeing models when checking for control.

Starting on the second round, a player scores 1 Control Point for each Line Section he controls at the end of his turn. A player cannot score more than 2 Control Points from any one Line Section.

### ***Victory Conditions***

A player wins when he scores 5 Control Points or when he is the only player with one or more warcasters/warlocks in play.

## 8. Gauntlet

### *Description*

Defeating the enemy takes more than superior forces or tactics. The will to meet the enemy head on and crush him to dust is often the key to victory.

### *Special Rules*

Mark an 8" wide area running north to south in the center of the table. This is the Gauntlet. Divide the Gauntlet into four equal 8" x 12" sections.

Starting on the second player's third turn, a player scores Control Points when he controls a Gauntlet section on his opponent's side of the board. The Gauntlet sections containing each player's board edge are worth 2 Control Points. The Gauntlet sections containing the centerline of the board are worth 1 Control Point.

A player controls a Gauntlet section if he has one or more models *completely within* a Gauntlet section and his opponent has no models *completely within* the same Gauntlet section. All the remaining models in a unit must be *completely within* a Gauntlet section in order to control it. A warrior model must have a CMD greater than 1 to control a Gauntlet section. Ignore destroyed or inert warjacks, wild warbeasts, and fleeing models when checking for control.

### *Victory Conditions*

A player wins when he scores 3 Control Points or when he is the only player with one or more warcasters/warlocks in play.

## 9. Inner Turmoil

### *Description*

Not only do the wars that rage across the Iron Kingdoms tear nations apart, they also put a tremendous burden on the commanders who lead their forces into battle.

### *Special Rules*

Divide the battlefield between the deployment zones into four 12"-wide Territories running north to south.

Starting on the second player's third turn, a player controls a Territory if he has one or more models completely within a Territory and his opponent has no models completely within the same Territory. All the remaining models in a unit must be completely within a Territory in order to control it. A warrior model must have a CMD greater than 1 to control a Territory. Ignore destroyed or inert warjacks, wild warbeasts, and fleeing models when checking for control.

Players can select one epic warcaster or warlock from their army list to have Inner Turmoil. A warcaster or warlock with Inner Turmoil can spend 1 focus or fury point to be replaced with the non-epic version of their model. When a model is replaced, all its stats, abilities, spells, and feats expire. The new model cannot use its feat this game if the model it replaced already used its feat.

### *Victory Conditions*

A player wins when he controls two Territories or when he is the only player with one or more warcasters/warlocks in play.

## 10. Nightfall

### *Description*

As the sun sets over the battlefield, bringing the battle to a decisive finish becomes critically important.

### *Special Rules*

For the first round, LOS is normal. At the beginning of round 2, the LOS is decreased to 12". Each subsequent round, LOS decreases by 2" until it reaches a minimum of 6".

Round 1: normal LOS

Round 2: 12" LOS

Round 3: 10" LOS

Round 4: 8" LOS

Round 5+: 6" LOS

### *Victory Conditions*

A player wins when he is the only player with one or more warcasters/warlocks in play.

# 11. No Man's Land

## *Description*

With battle lines drawn, two great armies converge on the ground between them.

## *Special Rules*

Mark a 8"-wide area, running east to west, centered on the table. This is the No Man's Land.

A player controls the No Man's Land if he has one or more models within it and his opponent does not. All a unit's remaining models must be completely within the No Man's Land for a unit to control it. A warrior model must have a CMD greater than 1 to control the No Man's Land. Ignore destroyed or inert warjacks, wild warbeasts, and fleeing models when checking for control.

## *Victory Conditions*

A player wins when he is the only player with one or more warcasters/warlocks in play. Starting on the first player's third turn, a player wins when he ends his turn in control of the No Man's Land.

## 12. Power Play

### *Description*

At the center of the conflict, indomitable warjacks and ferocious warbeasts face off in vicious hand-to-claw combat.

### *Special Rules*

Before the start of the game, mark the center point of the table.

Starting on the third round, a player controls the Center Zone if he has one or more models within 6" of the center point and his opponent does not.

All the remaining models in a unit must be within the Center Zone in order to control it. A warrior model must have a CMD greater than 1 to in order to control the Center Zone. Ignore destroyed or inert warjacks, wild warbeasts, and fleeing models when checking for control.

Warjacks and warbeasts can perform headlock, weapon lock, arm lock, and head-butt power attacks without spending focus or being forced.

A warjack/warbeast that hits with a headlock, weapon lock, arm lock, or head-butt power attack can immediately make one melee attack without spending focus or being forced.

### *Victory Conditions*

A player wins when he ends his turn in control of the Center Zone or when he is the only player with one or more warcasters/warlocks in play.

## 13. Scattered Lines

### *Description*

When forces are scattered across the battlefield, an army must reorganize quickly to maximize its offensive line.

### *Special Rules*

A player's deployment zone extends 16" from his table edge instead of 10". Choice of deployment zones and turn order are determined with a standard starting roll as usual.

Models cannot be deployed within 8" of each other unless they are in the same unit, battlegroup, or warpack.

Models with advanced deployment must be deployed in the deployment zone during regular deployment.

### *Victory Conditions*

A player wins when he is the only player with one or more warcasters/warlocks in play.

## 14. Transverse Assault

### *Description*

As the battle rages, leaders take decisive measures to position their armies for victory. Though some positions are easily secured, others must be fought for to the bloody end.

### *Special Rules*

Place a Control Point at the center of the table and four additional Control Points 12" to the north, east, south, and west in a cross shape.

A player holds a Control Point if he has one or more friendly models within 2" of it and his opponent does not, ignoring wrecked or inert warjacks, wild warbeasts, and fleeing models.

### *Victory Conditions*

Starting on the third round, the player who takes the first turn wins by holding the three Control Points forming a line from north to south at the end of his turn or when he is the only player with one or more warcasters/warlocks in play.

Starting on the third round, the player who takes the second turn wins by holding the three Control Points forming a line from east to west at the end of his turn or when he is the only player with one or more warcasters/warlocks in play.

## 15. Unlikely Alliance

### *Description*

War often makes for strange partnerships, however transitory. Even known enemies will band together in the face of a greater threat.

### *Special Rules*

Each army list can include one warrior model/unit from another faction or one mercenary/minion warrior model/unit not normally available to the player's faction. This model/unit is included at its normal point cost, and its faction status does not change. (For example, the Battle Hymn of a Choir of Menoth included in a Khadoran army still affects only Protectorate warjacks.)

Mark two points on the centerline of the table, one 12" from the left table edge and one 12" from the right table edge. The area within 5" of each of these two points makes up the Zones.

Starting on the second player's third turn, a player scores 1 Control Point when he controls a Zone at the end of his turn. A player controls a Zone if he has one or more models within it and his opponent does not.

All the remaining models in a unit must be within a Zone in order to control it. A warrior model must have a CMD greater than 1 to in order to control a Zone. Ignore destroyed or inert warjacks, wild warbeasts, and fleeing models when checking for control.

### *Victory Conditions*

A player wins when he scores 3 Control Points or when he is the only player with one or more warcasters/warlocks in play.

## **16. Workin' in a Coal Mine**

### ***Description***

When a battle erupts near coal mines, mechaniks rush to bring fresh fuel to their warjacks.

### ***Special Rules***

Before the start of the game, divide the table in half with a centerline running north to south. Mark two Control Points along the centerline of the table starting 16" from the table edge and spaced 16" apart. These points represent the entrances to coal mines.

Starting on the second round, a player holds a Control Point if he has one or more models within 3" of it and his opponent does not, ignoring wrecked or inert warjacks, wild warbeasts, and fleeing models. A warrior model must have a CMD greater than 1 to hold a Control Point.

If a player holds a Control Point and has at least one warrior model within 3" of it, warjacks that begin their activation within 3" of that Control Point gain +1 SPD during that activation.

### ***Victory Conditions***

A player wins when he holds both Control Points or when he is the only player with one or more warcasters/warlocks in play.