



CROSSROADS OF COURAGE



SEASON 2

By William Hungerford

War has once again swept across western Immoren, more fierce and bloody than ever before. As the atrocities of war continue to escalate, the people look to their kings, queens, and emperors for guidance. You are one of those mighty leaders, and you stand at a crossroads. What do you believe in? How will you lead your forces to victory?

Are you a Sower of war? Perhaps your agenda is more righteous and honorable than any others. Perhaps you are willing to go to any length and put into motion any plot to ensure your people take their rightful place as the conquerors of Immoren.

Are you a Reaper of war? While others play their complex and deadly chess game, wasting the lives of thousands of their own soldiers and citizens, you prepare to reap the vast spoils left behind by their folly. You are not some petty opportunistic cutthroat; instead you will see your people rise to glory through the failure of your enemies.

Choose your side, and prepare to slay any who stand in your way. During this season of Crossroads of Courage, the conflict takes place in war-torn Llael. This once-noble nation has been ravaged by ceaseless conflict, its beautiful lands scarred with countless trenches, ruins, and the corpses of foreign soldiers. It is here, behind rows of barbed wire and mounds of the dead, that you make your stand.

Achievements

The following Achievements are available to each team for this season. A player can score each Achievement only once per week. Remember, before each league season begins a player must choose to either be a Reaper or a Sower for the entire season. While a player can freely change army lists and even Factions between games, he cannot change which team he belongs to until the next season begins.

Reaper Team

Achievement 1: Rank and File

- Paint at least 10 points of non-warcaster, non-warlock warrior models and play at least one game with them. These models can be assembled and primed ahead of time but *must begin the week completely unpainted*.

Achievement 2: Reap the Field

- Destroy or remove from play eight or more enemy models in a single friendly model's activation.

Achievement 3: Holdout

- Win the "Last Round" scenario by destroying or removing from play the enemy warcaster or warlock with a ranged attack.

Achievement 4: Razor Sharp

- Build a terrain piece for the Trenchworks Battlefield.

Sower Team

Achievement 1: Engines of War

- Paint at least 18 points of warjack or warbeast models and play at least one game with them. These models can be assembled and primed ahead of time but *must begin the week completely unpainted*.

Achievement 2: Hold Your Ground

- Win a game in which no enemy models enter within 20" of your table edge (12" for Rumble games).

Achievement 3: Rescue Mission

- Win the "No Man Left Behind" scenario with the Evacuation Timer at 0.

Achievement 4: Down and Dirty

- Build a terrain piece for the Mud Hole Battlefield.

Coin of Fate

Players who participated in Crossroads of Courage Season 1 received "The Child" Coin of Fate as a prize for finishing that season. In Season 2 league games, a player with "The Child" Coin can attempt to unleash its power to swing the Scales of Fate in his favor.

Once per game at the start of one of his turns, a player can use his Coin to swing the Scales of Fate. Some scenarios allow a player to use the Coin of Fate in other ways. In these cases, a player can use these scenario-specific Coin rules before and after he uses the Coin to try to swing the Scales of Fate. However, if a scenario rule states that a player cannot use their Coin for a specific amount of time (for example, for two rounds), the player cannot flip the Coin to swing the Scales of Fate for that duration.

To attempt to swing the Scales of Fate, a player declares his intent at the start of his turn and flips his coin, calling either heads or tails. *Heads* refers to the side of the coin displaying "The Child," and *tails* refers to the side of the coin displaying "The Raven." The result of the coin flip has an effect as described below, based on which team the player represents and whether the coin flip result was in his favor or not.

Reaper Team

Coin in your Favor

- Choose an enemy non-warcaster, non-warlock unit within 8" of a friendly warcaster or warlock. Destroy all models in that unit.

Coin not in your Favor

- All friendly warcasters and warlocks must forfeit their activations this turn.

Sower Team

Coin in your Favor

- Choose a friendly warcaster or warlock. Place that model anywhere completely within 8" of its current location.

Coin not in your Favor

- Your opponent chooses a table edge. Place all friendly warcasters and warlocks in contact with that table edge. Placed models must forfeit their Normal Movement after being placed this turn.

The Crossroads & the Private Holden Card

The link for this season's Crossroads survey can be found at privateerpress.com/organized-play/leagues/crossroads-of-courage-season2.

Once per league week a player can visit the Crossroads for this season and answer a brief series of questions. Depending on the answers, the player will receive one of two results: Courage or Cowardice.

If a player's result is Courage, for that league week he can include Private Holden (Courage) in any of his army lists. Similarly, if a player's result is Cowardice, for that league week he can include Private Holden (Coward) in any of his army lists. Players who participated in Crossroads of Courage Season 1 can also opt to use Holden the Last instead of Private Holden, though they must still complete the Crossroads survey to determine which version of Holden the Last they are allowed to use for any given week.



SCENARIO 1: THE LAST ROUND

Summary: Trapped in a deadly battle of attrition, both sides of this conflict are running low on fuel and ammunition. The ammo crates are nearly empty, and as war rages on the soldiers must make every bullet and arrow count, since it might be the last shot they make.

Before the game begins, place a 12"- diameter control zone centered in the middle of the table. Additionally, if Battlefield terrain rules are not being used, place six to eight pieces of terrain on the table. No terrain feature can be placed within 3" of another terrain feature, with the exception of trench templates.

After terrain is placed but before the game begins, starting with the first player, each player must place one 50 mm Ammo token on the table. A player can place an Ammo token anywhere completely within 15" of their table edge (8" if using Rumble rules).

Both players have standard deployment zones. Alternatively, this scenario can be played on a 30" × 30" table using the Rumble rules found in the Crossroads of Courage core rules document.

Special Rules

Players must keep track of the number of turns in which they have made ranged attacks. Note: This includes turns in which they were the active player and made ranged attacks during their Activation Phase, as well as turns in which they were the inactive player and were able to make ranged attacks thanks to their models' special rules.

At the end of each player's turn, if that player made any ranged attacks that turn they roll a d3. If the result is less than the number of turns in which they have made ranged attacks, then that army has run out of ammo, and no models that player controls can make ranged attacks for the remainder of the game.

The exception to the above rule is that a model in contact with an Ammo token can make a ranged attack even if the controlling player has run out of ammo. Each time a model makes a ranged attack because of an Ammo token, roll a d3. If the result is a 3, remove the Ammo token from the table.

Starting on the second player's second turn, at the end of each turn a player scores 1 control point (CP) if he controls any models within the zone and his opponent controls no models within the zone. (Note: This means a player can score a CP at the end of his opponent's turn as well as his own if he meets the requirements to score.)

Victory Conditions

A player wins if he has the only warcaster(s) or warlock(s) remaining in play.

Additionally a player wins when he scores 3 CPs.



SCENARIO 2: DEVIL'S GASP

Summary: The face of war is ever evolving in the Iron Kingdoms. New weapons, new warjacks, and new ways of war are tested on battlefields all across western Immoren as each nation tries to gain advantage over its foes. Recent times have seen the introduction of a truly horrific new form of chemical warfare—the deadly concoction known as Devil's Gasp.

Mortars filled with this highly explosive creation are fired into enemy ranks, separating soldiers from their limbs and leaving behind a thick greasy fog that burns and blisters the skin of those unfortunate enough to encounter it. These deadly fog clouds remain for days, sometimes weeks, slowly rolling across battlefields as a putrid mist of death.

Before the game begins, place a 12" × 12" control zone centered in the middle of the table. We recommend putting two of the standard 6" × 12" zones together to easily create this larger zone. Additionally, if Battlefield terrain rules are not being used, place six to eight pieces of terrain on the table. No terrain feature can be placed within 3" of another terrain feature, with the exception of trench templates.

After terrain is placed but before the game begins, starting with the first player, each player takes turns placing a Devil's Gasp Cloud (described in the special rules below) on the table until each player has placed three. Devil's Gasp Clouds can be placed touching each other at the start of the game, and a player can place one anywhere completely within the zone.

Both players have standard deployment zones. Alternatively, this scenario can be played on a 30" × 30" table using the Rumble rules found in the Crossroads of Courage core rules document.

Special Rules

Devil's Gasp Clouds are represented by 3" AOE templates. These templates are cloud effects that cannot be removed from the table by any spell or effect, and spells or effects that ignore cloud effects when determining LOS do not ignore Devil's Gasp Clouds when determining LOS. Models entering or ending their activations in the AOE suffer 1 damage point.

At the start of each player's turn, the active player must move one Devil's Gasp Cloud. The player chooses a direction and places the AOE 2d6" in that direction. After placing the AOE, if the active player has "The Child" Coin of Fate from Season 1, he can press his luck and attempt to move a different AOE (a player cannot move the same AOE more than once per turn). The player flips the Coin: if it is heads (The Child), he moves a Devil's Gasp Cloud as described above and can choose to flip the Coin again (allowing a lucky player to move many AOE's in a single turn). If the Coin flip is tails (The Raven), the player's opponent moves a Devil's Gasp Cloud, and the active player cannot flip the Coin of Fate for d3 rounds. Note: If you roll a 1 on the d3, that does mean you got lucky and can use the Coin on your next turn.

Starting on the second player's second turn, at the end of each turn a player scores 1 control point (CP) if he controls any models within the zone and his opponent controls no models within the zone. (Note: This means a player can score a CP at the end of his opponent's turn as well as his own if he meets the requirements to score.)

Victory Conditions

A player wins if he has the only warcaster(s) or warlock(s) remaining in play.

Additionally, a player wins when he scores 3 CPs.



SCENARIO 3: NO MAN LEFT BEHIND

Summary: Nothing is sacred in war, not even the wounded. A group of soldiers, desperate for medical supplies, have discovered an enemy medical camp. The fact that the medical tents are filled to the brim with wounded enemy soldiers is of little concern to these raiders, who believe it is better to put the injured out of their suffering and use the supplies for their own needs. As the raiding party descends on the camp, the enemy force must defend it long enough to evacuate the wounded, earning another day of survival.

In this scenario, the Reaper player is the Attacker and the Sower player is the Defender. If both players belong to the same team, randomly determine which player is the Attacker and which is the Defender.

Before placing any other terrain, place a 12"- diameter control zone centered in the middle of the table. The Defender then places three Medical Tents completely within the zone. Medical Tents cannot be placed within 2" of each other. Each Medical Tent is a 3"- diameter obstruction. If physical terrain pieces are not available to represent Medical Tents, a player can use 3" AOE templates to represent these obstructions. Additionally, if Battlefield terrain rules are not being used, place six to eight pieces of terrain on the table. No terrain feature can be placed within 3" of another terrain feature, with the exception of trench templates and Medical Tents.

The Defender is attempting to evacuate the wounded soldiers in the Medical Tents along the Evacuation Route. Before the game begins, but after terrain has been placed, the Defender sets up the Evacuation Route. The Route is created by placing a series of 3" × 5" zones in contact with each other to create a continuous path from a Medical Tent to a table edge other than the Defender's (we recommend using note cards to represent the zones).

The first Evacuation Route zone must be placed in contact with a Medical Tent. Each time a new 3" × 5" zone is placed along the Route, it must be placed in contact with the last zone placed and cannot overlap any Route zone by more than 1". Once a zone that connects the Route to a table edge other than the Defender's is placed, the Evacuation Route is complete.

Both players have standard deployment zones. The Attacker is the first player. This scenario is not recommended for Rumble games.

Special Rules

The number of Evacuation Route zones on the table plus the number of terrain features that contact any Route zones (not including the Medical Tents) indicates how many turns it will take the Defender to successfully evacuate the wounded—the Evacuation Timer starts with this total.

At the end of each of the Defender's turns, if he controls any models within the Evacuation Route and his opponent controls no models within the Evacuation Route, decrease the Evacuation Timer by 1.

Victory Conditions

A player wins if he has the only warcaster(s) or warlock(s) remaining in play.

Additionally, the Defender wins if the Evacuation Timer reaches 0.



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BATTLEFIELD: TRENCHWORKS

Summary: Trench warfare is a common nightmare on the battlefields of western Immoren. Soldiers huddle in shallow yet well-protected ditches, taking cover behind barriers of barbed wire as they wait for any opportunity to defeat their similarly entrenched enemy. These extended conflicts last for days, weeks, or sometimes even months, grinding regular soldiers into hardened veterans.

Terrain Setup

Players should use a mix of the following terrain features when placing terrain on this battlefield:

DESCRIPTION	TERRAIN FEATURE TYPE	FREQUENCY	SPECIAL NOTES
Trench	Trench	6–12 pieces	—
Dead Soldiers	Rough Terrain	0–4 pieces	No larger than 3" in length and width
Barbed Wire	Special	3–6 pieces	See "Special Rules"

Special Rules

This Battlefield features the Barbed Wire special terrain feature.

The Barbed Wire terrain feature is treated as rough terrain, and should be no larger than 4" × 0.75" (standard wall template size). Barbed Wire provides concealment as if it were an obstacle. When a model enters or ends its activation in Barbed Wire terrain, it suffers 1 damage point.



BATTLEFIELD: MUD HOLE

Summary: In many rural areas throughout western Immoren, battlefields are little more than patches of dirt two forces soak in the blood of their enemies. When the rains begin, these open fields become treacherous arenas of thick mud, capable of miring the great warjacks and warbeasts on their way to war.

Terrain Setup

Players should use a mix of the following terrain features when placing terrain on this battlefield:

DESCRIPTION	TERRAIN FEATURE TYPE	FREQUENCY	SPECIAL NOTES
Pool of Rain	Shallow Water	1–2 pieces	—
Shallow Mud	Rough Terrain	2–4 pieces	No larger than 4" in length and width
Lonely Oak	Forest	1 piece	No larger than 5" in length and width
Deep Mud	Rough Terrain	2–4 pieces	See "Special Rules"

Special Rules

This Battlefield features the Deep Mud special terrain feature.

The Deep Mud terrain feature is treated as rough terrain, and should be no larger than 3" in length and width. Deep Mud provides concealment to a small-based model completely within its perimeter. When a medium- or large-based warjack or warbeast begins its activation in Deep Mud terrain, the active player rolls a d6. On a roll of 1, the model suffers –4 SPD and cannot run or charge for one round.



CROSSROADS OF COURAGE 2016 PLAYER RECORD SHEET

Player Name:	Team Name:
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Week	Games Played	Game Won	Achievements Scored	Fate Point(s)
1			1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>
2			1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>
3			1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>
4			1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>

TOTAL FATE POINTS

Reaper Team
Achievement 1: Rank and File
Paint at least 10 points of non-warcaster, non-warlock warrior models and play at least one game with them. These models can be assembled and primed ahead of time but <i>must begin the week completely unpainted</i> .
Achievement 2: Reap the Field
Destroy or remove from play eight or more enemy models in a single friendly model's activation.
Achievement 3: Holdout
Win the "Last Round" scenario by destroying or removing from play the enemy warcaster or warlock with a ranged attack.
Achievement 4: Razor Sharp
Build a terrain piece for the Trenchworks Battlefield.

Sower Team
Achievement 1: Engines of War
Paint at least 18 points of warjack or warbeast models and play at least one game with them. These models can be assembled and primed ahead of time but <i>must begin the week completely unpainted</i> .
Achievement 2: Hold Your Ground
Win a game in which no enemy models enter within 20" of your table edge (12" for Rumble games).
Achievement 3: Rescue Mission
Win the "No Man Left Behind" scenario with the Evacuation Timer at 0.
Achievement 4: Down and Dirty
Build a terrain piece for the Mud Hole Battlefield.