



CROSSROADS OF COURAGE



SEASON 4

By Will 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 the Ordic Hills around Boarsgate. Old enemies clash yet again, as a new and unthinkable threat rises to change to the very face of western Immoren forever.

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 be either 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: Infamous

- Paint at least one character model and play at least one game with it. This model can be assembled and primed ahead of time but *must begin the week completely unpainted*.

Achievement 2: The End

- Disable at least five enemy models with attacks made by friendly models before any model you control suffers damage.

Achievement 3: Chase Scene

- Win the “Mad Dash” scenario with a Grymkin Assault value of 20 or higher.

Achievement 4: Uphill Battle

- Build a terrain piece for the Hills of Midfast Battlefield.

Sower Team

Achievement 1: Sir! Yes, Sir!

- Paint at least one command attachment and play at least one game with it. These models can be assembled and primed ahead of time but *must begin the week completely unpainted*.

Achievement 2: The Beginning

- Damage at least five enemy models with attacks made by friendly models before the end of your second turn.

Achievement 3: Sam Is Acting Weird

- Successfully guess the Traitor in your army in the “Traitors Among Us” scenario before the end of your second turn.

Achievement 4: Holdout

- Build a terrain piece for the Besieged Fort Battlefield.

Coin of Fate


Players who participated in Crossroads of Courage Season 3 received "The Wanderer" Coin of Fate as a prize for finishing that season. In Season 4 league games, a player with "The Wanderer" 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. 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 Wanderer," 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


- Friendly models currently within 8" of a friendly warcaster or warlock gain Pathfinder  for one round.

Coin not in your Favor

- Friendly models currently within 8" of a friendly warcaster or warlock treat open ground as rough terrain for one round.

Sower Team

Coin in your Favor

- Friendly models currently within 8" of a friendly warcaster or warlock gain Eyeless Sight  for one round.

Coin not in your Favor

- Friendly models currently within 8" of a friendly warcaster or warlock have their LOS reduced to 8" for one round.

The Crossroads & the Holden the Grim Card

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

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 Holden the Grim (Courage) in any of his army lists. Similarly, if a player's result is Cowardice, for that league week he can include Holden the Grim (Coward) in any of his army lists. Players who participated in Crossroads of Courage Season 1, Season 2, or Season 3 can also opt to use their older iterations of Holden (Holden the Last, Private Holden, and Holden the Runaway) instead of Holden the Grim, though they must still complete the Crossroads survey to determine which version (Courage or Coward) they are allowed to use for any given week.



SCENARIO 1: TORN ASUNDER

The grymkin of the Wicked Harvest love nothing more than mischief and making others suffer. Through misdirection and distraction, the grymkin can completely change the course of a battle. Confused regiments end up wandering lost in disorienting fogs while the grymkin mimic the orders of officers or the cries of wounded friends, throwing whole armies into disarray. When such tactics are not adequate to amuse the cruel grymkin, however, they sometimes resort to direct force. Imps delight in poisoning soldiers' canteens and sabotaging their blasting powder stores, while mischievous gremlins trim artillery fuses short and hide bottles of volatile alchemical fluids in the coal boxes of warjacks.

Divide the table into four equal quadrants. Place a 12"-diameter circular zone in the center of the table.

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.



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

Starting on the first player's second turn, at the end of each turn there is a chance that mischievous and deadly grymkin will manipulate the battlefield before retreating into the shadows. At the end of the active player's turn, he rolls a d6 for each quadrant, in the order he chooses. On a roll of 1, the player rolls again on the Grymkin Mischief table below and immediately applies the result, before rolling for any remaining quadrants.

Models completely within the center zone are not affected by the Grymkin Mischief table results.

Grymkin Mischief Table

ROLL D6	EFFECT
1	All models completely within the quadrant are pushed 3" directly toward the center of the table in the order your opponent chooses.
2	All models completely within the quadrant are pushed 3" directly away from the center of the table in the order your opponent chooses.
3	Choose a table edge. All models completely within the quadrant are pushed d6" directly toward the chosen table edge in the order you choose.
4	Choose a table edge. All models completely within the quadrant are pushed d6" directly away from the chosen table edge in the order you choose.
5	All models completely within the quadrant suffer the Corrosion continuous effect  .
6	All models completely within the quadrant suffer the Fire continuous effect  .

Victory Conditions

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



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SCENARIO 2: THE TRAITORS AMONG US

The most terrifying grymkin are those that can pass as human—for a time. These include figures like the mythic Lord Longfellow or the eerie women of the Witchwood—patient hunters who like to lure their prey into a false sense of security. Only very subtle traits will reveal the true nature of these malignant and predatory tricksters. It takes keen eyes and a clever mind to spot these “tells” and see through the grymkin’s glamour. Once discovered, the grymkin throw off all pretense of camouflage and gleefully indulge in the joy of slaughter.

Before the game begins, both players choose one non-warcaster, non-warlock warrior model in their opponent’s army to be a Traitor, but they do not reveal their choice to their opponent. Instead, they write down the identity of the opponent’s Traitor on a piece of paper, to be revealed later. If the model chosen is a trooper model, the player should clearly indicate which model it is based on the sculpt, paint scheme, and/or other identifying features.

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.

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

Special Rules

At the start of each player’s turn, the active player must make one guess as to which model is their Traitor. This must be a model in play. If the player chooses correctly, the Traitor is revealed, his opponent gains control of the Traitor model for the remainder of the game, and the active player’s turn immediately ends. If the Traitor was a trooper model, it becomes a solo when the opponent gains control of it in this manner.

You cannot voluntarily target the enemy Traitor model with attacks before it is revealed. If the enemy Traitor is destroyed or removed from play before it is revealed, you do not have to inform your opponent.

Victory Conditions

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

Additionally, a player wins when their Traitor is destroyed or removed from play after it is revealed. If the Traitor is destroyed before it is revealed, this win condition cannot occur.



SCENARIO 3: MAD DASH

When a motley horde of grymkin comes together to reap the Wicked Harvest, they act as a shifting wall of incomprehensible nightmares. Whole villages have been reduced to ashes, their entire populations wiped out, by the advancing tide of the grymkin. Each grymkin in the throng delights in dispensing its own unique flavor of torment as their relentless parade of terrors rolls on to find its next victims.

In the face of the Wicked Harvest, the only hope most isolated communities have is to flee for sanctuary. Only behind the stone walls of great forts or temples are they safe from the laughing grymkin mob. But even those places will not stand forever if they shelter those the masters of the grymkin have targeted for the Wicked Harvest, which is fated to reap a heavy toll upon humanity.

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

Before the game begins, the Heartless player must use a piece of string, tape, or any other material no thicker than 1" to represent the wall of his sanctuary, placing it in a straight line 20" from his table edge and running from one side table edge to the other. The Sanctuary Wall is treated as an obstruction that blocks LOS.

Next, the Doomed player places one wall template and two 5" AOE templates anywhere overlapping the Sanctuary Wall. The wall template represents the Sanctuary Gate, and the two AOE's represent Breaches.

The Sanctuary Gate and the Breaches replace the areas of the Sanctuary Wall they overlap. These areas are treated as open terrain, and not as obstructions that block LOS.

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.

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

Special Rules

An unstoppable tide of grymkin approaches, and only the safety of a nearby sanctuary holds any hope of salvation. The Heartless player is already safely behind the wall of the sanctuary and is desperately trying to close the front gate and seal the breaches in the wall before the grymkin can get inside. The Doomed player is rushing forward, trying to enter the sanctuary before being annihilated by the swarming grymkin.

During the game, the Doomed player must track the Grymkin Assault, which is represented as a numeric value. The Grymkin Assault value begins the game at 0. At the end of each of his turns, the Doomed player rolls a d6 and adds the result to the Grymkin Assault value.

Whenever model is completely within a number of inches equal to the Grymkin Assault value of the Doomed player's table edge, that model is immediately removed from play.

Starting on the Heartless player's third turn, at the end of each of his turns, the Heartless player rolls a d6 for each Sanctuary Gate or Breach in play with a friendly model within 5" of it. On a roll of 1, the Breach is sealed or the Gate is closed, and the appropriate template is removed from play. If the removal of a template in this manner causes any model to be within the Sanctuary Wall obstruction, that model is placed on the side of the Sanctuary Wall closest to the Doomed player's table edge, using the rule of least disturbance. A model that cannot be placed due to special rules is removed from play instead.

Victory Conditions

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

The Doomed player wins if his warcaster or warlock begins its activation completely within 20" of the Heartless player's table edge.



BATTLEFIELD: THE HILLS OF MIDFAST

The hills of Midfast have drunk the blood of countless warriors through the ages. From ancient times of tribal chieftains to the modern day, these battlefields have hosted armies both great and small, and the wide expanse of the hills is dimpled with black craters and scarred with impromptu graves.

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
Wooded Foothill	Forest and Hill	4–8 pieces	No larger than 4" in length and width
Muddy Pool	Shallow Water	0–2 pieces	No larger than 3" in length and width
Fallen Timber	Obstacle	1–3 pieces	Wall template size
Boulder	Obstruction	1–3 pieces	No larger than 4" in length and width

Special Rules

A Wooded Foothill terrain feature counts as both a forest and a hill.

BATTLEFIELD: BESIEGED FORT

The Iron Kingdoms are dotted with hundreds of small forts and keeps. They stand on the forgotten borders of ancient fiefdoms and fallen nations, serving as monuments to conflicts of the past. Many are hollow ruins that are home only to the dead, but others still stand as the redoubts of noble companies of soldiers.

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
Shattered Wall	Obstacle	3–6 pieces	Wall template size
Crater	Trench	2–4 pieces	Use 3", 4", or 5" AOE's to represent each
Crumbling Building	Obstruction	0–3 pieces	No larger than 4" in length and width
Destroyed Building	Rubble	1–3 pieces	No larger than 4" in length and width
Ongoing Bombardment	Special	See "Special Rules"	See "Special Rules"

Special Rules

This Battlefield features the Ongoing Bombardment special Battlefield rules. Starting on the first player's second turn, artillery begins to bombard the battlefield. During each player's Maintenance Phase, the active player chooses a point anywhere on the table for the bombardment to deviate from. The bombardment deviates 2d6" from the chosen point in a direction determined by the deviation template. Direction 4 on the deviation template should point toward the rear edge of the active player's deployment zone. Center a 3" AOE on the point of impact. Models in the AOE are hit and suffer a POW 10 ranged attack blast damage roll. The AOE remains in play and is treated as a Crater, as described above.



CROSSROADS OF COURAGE 2017 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: Infamous
Paint at least one character model and play at least one game with it. This model can be assembled and primed ahead of time but <i>must begin the week completely unpainted.</i>
Achievement 2: The End
Disable at least five enemy models with attacks made by friendly models before any model you control suffers damage.
Achievement 3: Chase Scene
Win the "Mad Dash" scenario with a Grymkin Assault value of 20 or higher.
Achievement 4: Uphill Battle
Build a terrain piece for the Hills of Midfast Battlefield.

Sower Team
Achievement 1: Sir! Yes, Sir!
Paint at least one command attachment and play at least one game with it. These models can be assembled and primed ahead of time but <i>must begin the week completely unpainted.</i>
Achievement 2: The Beginning
Damage at least five enemy models with attacks made by friendly models before the end of your second turn.
Achievement 3: Sam Is Acting Weird
Successfully guess the Traitor in your army in the "Traitors Among Us" scenario before the end of your second turn.
Achievement 4: Holdout
Build a terrain piece for the Besieged Fort Battlefield.