

SCARS OF CAEN

SEASON 3 - SCAEFANG

Vital rivers of natural power known as ley lines flow beneath the face of Caen. Many of western Immoren's warring factions—from the ancient and enigmatic Circle Orboros to the cold and calculating Convergence of Cyriss—draw upon the energy of the ley lines to strengthen their armies.

As war ravages the land, these ley lines have been harnessed by the armies of western Immoren or polluted by their conflicts with greater frequency than ever before. The damage done to these rivers of supernatural power should be healing . . . but in some places it is not.

The recent rise in draconic activity has resulted in new outbreaks of blight across western Immoren. For reasons known only to them, the dragons have begun to leave lasting scars across the face of Caen, obliterating anything that stands in their way.

You have discovered the third location that has felt the corrupting touch of blight. High in the Rhulic mountains a once impregnable fortress, unintentionally built upon a ley line, has been transformed into a foul and death-filled ruin. Near the mountain's peak, the air itself can be lethal to those foolish enough to climb to these blighted heights.

Gather your troops and march into battle, befriending those who share your ideals and defeating any who would oppose you. Will you be an altruistic Purist, seeking to restore balance and harmony to this land, or will you be a selfish Opportunist, seeking only to secure your own profits at the expense of others?

The choice is yours.

SCENARIOS

Players can randomly select a scenario before each game by rolling 2d6 and using the table in the "Scenarios" section of the Scars of Caen core rules. Alternatively, players can simply agree on a scenario to play. Note that the Ley Chart sometimes dictates which scenario to use for a specific region.

RITUALS

Rituals are unique challenges that players can complete for additional league points. A player can earn bonus points from a Ritual only once per season and can complete Rituals only for their current global team. See the "Rituals" section in the Scars of Caen core rules for more details. The Rituals for this season are described below.

PURIST

RITUAL 1: FRESH AIR

- Play a game against an opponent you have not played before or did not play last league season.
Bonus: 3 league points

RITUAL 2: UPRISING

- At the beginning of the season, choose a player to be your rival and tell your EO the name of this player. Have a higher overall league score than your rival at the end of the second week of the season.
Bonus: 3 league points

RITUAL 3: SILVER LINING

- Earn more league points by painting models than by playing games in the first week of the season. You must earn at least 5 league points by playing games in the first week to complete this Ritual.
Bonus: 3 league points

RITUAL 4: SAFETY NET

- Win a game that ends with your warcaster or warlock within your deployment zone. You cannot complete this Ritual while playing any scenario that uses Killbox.
Bonus: 3 league points

RITUAL 5: SKY HIGH

- Convert a model in your army to be leaping, soaring, flying, or airborne in any other creative manner. Models already represented as airborne (e.g., Convergence servitors, Legion harriers) are not eligible for this Ritual.
Bonus: 5 league points

RITUAL 6: TOWERING TRIUMPH

- Win a game in which at the beginning of the game you nominate one friendly Faction warbeast or warjack as your Champion. Your Champion cannot be destroyed or removed from play, and you must deal at least 25 points of damage to enemy models with your Champion during the game.
Bonus: 5 league points

OPPORTUNIST

RITUAL 1: WHIRLWIND

- Play four different opponents in the first week of the season.
Bonus: 3 league points

RITUAL 2: WINDED

- At the beginning of the season, choose a player to be your rival and tell your EO the name of this player. Win a game against your rival at least three times this season.
Bonus: 3 league points

RITUAL 3: DEATH FROM ABOVE

- Cause an enemy model to suffer falling damage.
Bonus: 3 league points

RITUAL 4: THE FALL OF MAN

- Win a game in which you knock down at least five different enemy models using any of the following power attacks: head-butt, slam, throw, double-hand throw, and power strike.
Bonus: 3 league points

RITUAL 5: BIRD OF PREY

- Convert and paint a model to include a grisly “trophy” taken from an enemy faction.
Bonus: 5 league points

RITUAL 6: TERMINAL VELOCITY

- Win a game in which at the beginning of the game you nominate one friendly Faction warbeast or warjack as your Reaper. You must win by assassination victory, your Reaper cannot be destroyed or removed from play, and you must disable the enemy warcaster or warlock as a result of a power attack throw, double-hand throw, or slam performed by your Reaper.
Bonus: 5 league points

SEASON MODELS

The following season models are available for Scars of Caen: Scaefang.

- **Cygnar** – Ashen Gun Mage Captain Adept
- **Protectorate** – Ashen Paladin of the Order of the Wall
- **Khador** – Ashen Man-O-War Kovnik
- **Cryx** – Ashen Bloat Thrall
- **Retribution** – Ashen Ghost Sniper
- **Convergence** – Ashen Algorithmic Dispersion Optifex
- **Mercenaries** – Ashen Thrall Warrior
- **Trollbloods** – Ashen Fell Caller Hero
- **Circle** – Ashen War Wolf
- **Skorne** – Ashen Ancestral Guardian
- **Legion** – Ashen Spell Martyrs
- **Minions** – Ashen Gobber Tinker

Though legal for all league games throughout their season, **season models are not legal models for use during the other seasons or outside the Scars of Caen league.**

Players gain the Purist or Opportunist abilities listed on the season model card based on their chosen team for this season. Stat cards for season models can be found online at <http://privateerpress.com/organized-play/leagues/scaefang>.

AWARDS

PURIST CHAMPION MEDAL

The Purist Champion medal goes to the Purist player with the most points on the league scoreboard at the end of the season.

OPPORTUNIST CHAMPION MEDAL

The Opportunist Champion medal goes to the Opportunist player with the most points on the league scoreboard at the end of the season.

PARTICIPATION PATCHES

All players who participate in a Scars of Caen league season receive a participation patch.

MAP REGIONS

The Ley Chart is the league map for Scars of Caen. Before each game, players determine which map region they are fighting over. The player with the lowest league score chooses the region. In the case of a tie, roll a d6 to determine who chooses.

When games are completed, in addition to scoring league points, players should also inform the EO when they win a game and which region they were fighting over. The EO then reports this information using the online Ley Chart.

Each region has a different effect on the battles that take place there. These effects are static; they do not change during the course of the league. When fighting in a region, be sure you know what additional rules are in effect for that region.

REGION 1: THE ASCENT

The initial climb up the mountain is treacherous, even without the presence of dragon blight. The topography in this area is some of the deadliest in all of western Immoren. One misstep and a traveler will quickly plummet to his death on the rocks below.

Games played here must use Scaefang Scenario 1: What Goes Up.

REGION 2: TRAIL OF DEVASTATION

Above the initial ascent into the mountains, a path toward the Rhulic keep becomes clear. It appears that during Scaefang's visit to this area, the terrible dragon smashed into the keep itself, shattering entire sections of the fortress. Here the ground is littered with fallen stone from the keep above. Visitors must not only beware the wreckage on the ground but also continually look to the sky, as loose chunks of the fortress periodically crash down from above.

The only terrain features that can be used in this region are hills, linear obstacles, obstructions, and rough terrain.

Starting on the third round, at the start of each player's turn that player can place a 5" AOE anywhere on the table. The player then rolls for deviation using 2d6 for distance. If the AOE deviates off the board, nothing happens. All non-warcaster, non-warlock warrior models under the AOE suffer a boosted POW 6 damage roll and are knocked down. After resolving this damage but before removing the AOE template, the player who placed the AOE can place a wall-sized linear obstacle completely within the AOE as long as the linear obstacle does not touch any models or other terrain features.

Games played here cannot use the What Goes Up, Blackout, or Gold Rush scenarios.

REGION 3: BLACK SKIES

Anyone brave enough to climb to this point on the mountain will immediately notice that the Rhulic keep at its summit can't be seen. The uppermost peaks are obscured by jet-black clouds filled with blighted ash and embers. The only way to the top is through this opaque wall—and into the unknown.

Games played here must Scaefang Scenario 2: Blackout.

REGION 4: THE KILLING FIELD

For those strong enough to pass through the Black Skies, relief soon turns to panic as they catch sight of the ruined Rhulic keep for the first time. Entire sections of the keep are missing, and what remains is covered in black soot. Dark embers swirl around the fortress endlessly. Worst of all, it soon becomes painfully obvious there are still Rhulic survivors here. These blighted soldiers have gone utterly insane and are holed up in the few remaining defenses. One such structure hosts an enormous cannon that the mad soldiers fire upon anyone or anything rising out of the Black Skies, rendering the rocky field in front of the keep's entrance a death trap.

The only terrain features that can be used in this region are hills, linear obstacles, obstructions, and rough terrain.

Whenever a player scores one or more control points, all models within a zone or base to base with a flag suffer a POW 8 blast damage roll and are pushed 6" directly away from the center of the zone or flag in an order chosen by the active player.

Games played here cannot use the What Goes Up, Blackout, or Gold Rush scenarios.

REGION 5: RUINS OF THE DEAD

The interior of the shattered keep is a fetid charnel house of Rhulic remains. Though once these halls inspired awe, they now can drive the bravest of heroes mad. Blighted flies swarm within clouds of burning ash as their larvae feast upon the rotting remains of the keep's previous inhabitants.

You can use the Corpse Pile terrain feature in this Region. This feature represents a heap of blighted dead. Corpse Piles are considered hills and provide elevation. Whenever a model/unit moves into or enters a Corpse Pile it must pass a command check or flee. Any model that begins its activation within a Corpse Pile suffers -2 to attack and damage rolls for one round.

The only terrain features that can be used in this region are linear obstacles, obstructions, rough terrain, and Corpse Piles.

Purist players are searching for any non-blighted survivors that may be buried in the piles of corpses. A Purist warrior model within a Corpse Pile can forfeit its action to search the pile. Whenever a model searches, roll a d6. On a roll of 6 a survivor is found, and models in the player's army ignore the attack and damage penalty caused by Corpse Piles for one round.

Opportunist players are trying to rob the Rhulic dead of their valuables. An Opportunist warrior model within a Corpse Pile can forfeit its action to search the pile. Whenever a model searches, roll a d6. On a roll of 6 several corpses in the pile are successfully robbed. The model that successfully searched gains Inspiration [Faction] for one round. (Friendly

Faction models / units in the command range of a model with Inspiration [Faction] never flee and immediately rally.)

Games played here cannot use the What Goes Up, Blackout, or Gold Rush scenarios.

REGION 6: CINDER SUMMIT

The upper levels of the keep are open to the skies above, as the roof of this fortress has been shredded and cast down. Scattered across the charred and broken remains of the roof and the floor below are the contents of the fortress' treasure vault. The blighted Rhulic survivors watch from behind whatever defenses remain as enemy forces battle each other in a frenzied contest for the fallen keep's loot.

All games played here must use Scaefang Scenario 3: Gold Rush.

REGION 7: THE FOOTHILLS

The rugged, windswept foothills at the base of the mountain offer a number of protected hollows where your forces can rest and recoup as they prepare for another assault on the mountain. Unfortunately, your enemy is more than willing to fight for the choicest spots. There is no game effect for playing in this region.

Games played here cannot use the What Goes Up, Blackout, or Gold Rush scenarios.

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SCAEFANG SCENARIO 1: WHAT GOES UP

Summary: The first obstacle on the path to the mountain's peak is a particularly hazardous stretch of terrain where travelers must carefully watch their footing lest they slip and tumble off the mountain to their deaths.

When placing terrain, players can use only terrain features that provide elevation. Both players have a deployment zone of 10" and an advance deployment of 16".

We recommend using at least six terrain features for this scenario.

Place a 12"-diameter zone in the middle of the table. Place at least two pieces of terrain within the zone.

Players cannot place additional terrain within 3" of any other terrain feature.

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.

Whenever a model suffers falling damage, double the damage exceeding the ARM of the model. Models thrown or slammed while elevated are moved an additional 3" and also suffer a falling damage roll as if they had fallen 4" (damage roll = 3d6 + POW 10) after the attack is fully resolved.

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.

SCAEFANG SCENARIO 2: BLACKOUT

Summary: This area is covered in thick black clouds of blighted death. Visibility is severely limited, but your force must press forward and escape the lethal haze quickly or they will soon choke to death on the swirling ash and embers.

Place two flags in accordance with the diagram below. These flags represent high points that rise above the black clouds.

Players cannot place additional terrain within 3" of any other terrain feature.

SPECIAL RULES

Starting after the second player's second turn, at the end of each turn if a player owns a warcaster or warlock in base-to-base contact with the enemy flag and no enemy models contest it, the player scores 1 control point.

A flag is contested by a player if he owns at least one model within 4" of the flag 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.

All models have their LOS reduced to 10". Any model that forfeits its movement or advances less than 1" during its normal movement begins to suffocate and suffers -2 DEF for one round. Models within 4" of a flag ignore these effects.

VICTORY CONDITIONS

The first player to earn at least 3 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.



SCAEFANG SCENARIO 3: GOLD RUSH

Summary: The upper level of the ruined keep is a chaos of greed, blight, and spilling blood. The keep's vault has been rent asunder and its contents strewn across the shattered floors. Hold your enemy at bay as you gather as much wealth as possible.

Place two objectives and a 6" x 12" zone in accordance with the diagram below. Before the beginning of the game, each player can place one additional objective anywhere on the table that is not within either player's deployment zone. The first player places his objective first. These objectives are Treasure Chests and are enemy models to all other models.

The only terrain features that can be used in this region are linear obstacles, obstructions, and rough terrain. Players cannot place additional terrain within 3" of any other terrain.

SPECIAL RULES

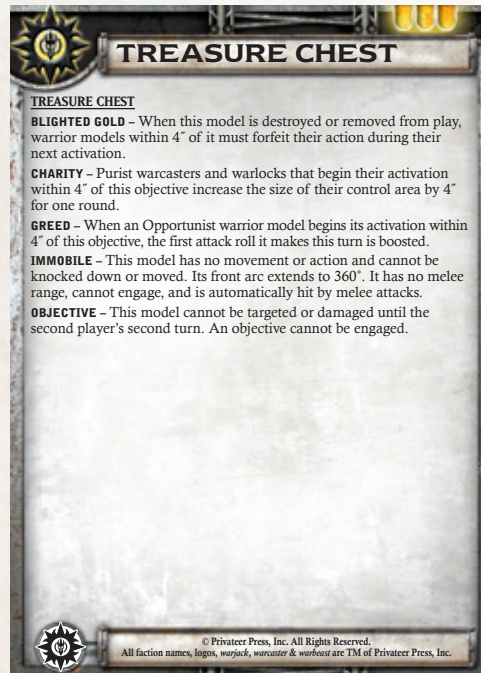
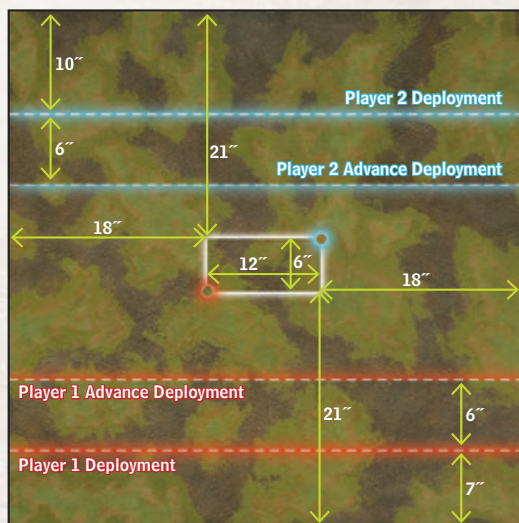
Starting after the second player's second turn, at the end of each turn if a player owns a warcaster or warlock within the zone and no enemy models contest it, the player scores 1 control point.

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.

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.





PURIST SCORE SHEET

RITUAL 1: FRESH AIR		
Play a game against an opponent you have not played before or did not play last league season.	✓	Bonus: 3 League Points
RITUAL 2: UPRISING		
At the beginning of the season, choose a player to be your rival and tell your EO the name of this player. Have a higher overall league score than your rival at the end of the second week of the season.	✓	Bonus: 3 League Points
RITUAL 3: SILVER LINING		
Earn more league points by painting models than by playing games in the first week of the season. You must earn at least 5 league points by playing games in the first week to complete this Ritual.	✓	Bonus: 3 League Points
RITUAL 4: SAFETY NET		
Win a game that ends with your warcaster or warlock within your deployment zone. You cannot complete this Ritual while playing any scenario that uses Killbox.	✓	Bonus: 3 League Points
RITUAL 5: SKY HIGH		
Convert a model in your army to be leaping, soaring, flying, or airborne in any other creative manner. Models already represented as airborne (e.g., Convergence servitors, Legion harriers) are not eligible for this Ritual.	✓	Bonus: 5 League Points
RITUAL 6: TOWERING TRIUMPH		
Win a game in which at the beginning of the game you nominate one friendly Faction warbeast or warjack as your Champion. Your Champion cannot be destroyed or removed from play, and you must deal at least 25 points of damage to enemy models with your Champion during the game.	✓	Bonus: 5 League Points



OPPORTUNIST SCORE SHEET

RITUAL 1: WHIRLWIND		
Play four different opponents in the first week of the season.	✓	Bonus: 3 League Points
RITUAL 2: WINDED		
At the beginning of the season, choose a player to be your rival and tell your EO the name of this player. Win a game against your rival at least three times this season.	✓	Bonus: 3 League Points
RITUAL 3: DEATH FROM ABOVE		
Cause an enemy model to suffer falling damage.	✓	Bonus: 3 League Points
RITUAL 4: THE FALL OF MAN		
Win a game in which you knock down at least five different enemy models using any of the following power attacks: head-butt, slam, throw, double-hand throw, and power strike.	✓	Bonus: 3 League Points
RITUAL 5: BIRD OF PREY		
Convert and paint a model to include a grisly "trophy" taken from an enemy faction.	✓	Bonus: 5 League Points
RITUAL 6: TERMINAL VELOCITY		
Win a game in which at the beginning of the game you nominate one friendly Faction warbeast or warjack as your Reaper. You must win by assassination victory, your Reaper cannot be destroyed or removed from play, and you must disable the enemy warcaster or warlock as a result of a power attack throw, double-hand throw, or slam performed by your Reaper.	✓	Bonus: 5 League Points