

SCARS OF CAEN

SEASON 1 - CHARSAUG

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 of 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 located the first area damaged by such a visitation: a noble's smoldering estate on the verge of becoming a corrupted wasteland from the lingering touch of the dragon Charsaug. 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: RISING TIDE

- Play three games within the first week of the season.
Bonus: 3 league points

RITUAL 2: TEARS OF CAEN

- Win a game against an Opportunist player who has beaten you at least once this season.
Bonus: 3 league points

RITUAL 3: SCOURING RAIN

- Play and win all three season scenarios.
Bonus: 3 league points

RITUAL 4: SURGE OF LIFE

- Earn 15 or more Hobby points within the first two weeks of the season.
Bonus: 5 league points

RITUAL 5: STORM OF EXTINGUISHMENT

- Win three games in a row against Opportunist players.
Bonus: 3 league points

RITUAL 6: CLEANSING WATERS

- Heal or remove 20 or more points of damage from a single model during one game. Points of damage that are healed or removed as a result of a feat do not count for this Ritual.
Bonus: 5 league points

OPPORTUNIST

RITUAL 1: FIRESTARTER

- Win a game by scenario victory in the first week of the league.
Bonus: 3 league points

RITUAL 2: SCARS OF THE INNOCENT

- Play five or more Purist players over the course of two weeks.
Bonus: 3 league points

RITUAL 3: TRAILBLAZER

- Play and win games in four different regions.
Bonus: 3 league points

RITUAL 4: CAMOUFLAGE

- Convert and paint a model to include a fire-related effect.
Bonus: 5 league points

RITUAL 5: CRIMINAL JUSTICE

- Win two games in the same day against Purist players, using a different warcaster or warlock for each game.
Bonus: 3 league points

RITUAL 6: BURNOUT

- Win a game in which you suffer the following handicap: At the end of each of your turns, your warcaster or warlock suffers 2 damage points. This damage cannot be transferred and can never be healed or removed.
Bonus: 5 league points

SEASON MODELS

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

- **Cygnar** – Charred Ironclad
- **Protectorate** – Charred Crusader
- **Khador** – Charred Juggernaut
- **Cryx** – Charred Slayer
- **Retribution** – Charred Manticore
- **Convergence** – Charred Cipher
- **Mercenaries** – Charred Mangler
- **Trollbloods** – Charred Dire Troll Mauler
- **Circle** – Charred Feral Warwolf
- **Skorne** – Charred Titan Gladiator
- **Legion** – Charred Carnivean
- **Minions** – Charred War Hog and Charred Blackhide Wrastler

Though legal for all league games throughout their season, **season models are not legal models for use during the other three 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/charsaug>.

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: FIELD OF ASH

These once-verdant farmlands have been reduced to ash and dust. All games played here must use Charsaug Scenario 1: Dustup.

REGION 2: BURNING MANSION

The ruins of this local nobleman's manor house burn without end.

Purist players, seeking to extinguish the flames, can choose one friendly non-warcaster/non-warlock Faction warrior unit in their army to gain Fearless (☒), Tough (☒), and Immunity: Fire (☒) for the duration of the game. This choice is made before both players deploy.

Opportunist players, seeking to loot the noble's riches from the burning building, can choose one friendly non-warcaster/non-warlock Faction warrior unit in their army to gain +2 STR and ARM for the duration of the game. This choice is made before both players deploy.

We recommend using multiple obstructions as terrain for games in this region to indicate burning wreckage scattered about.

REGION 3: NATURE'S RUIN

These woods are ravaged by a wildfire that will not end. Even when the flames finally die down, a new blaze begins from beneath the very soil, igniting the trees at their roots. All games played here must use Charsaug Scenario 2: Wildfire.

REGION 4: HOT SPRINGS

Once a source of fresh water for residents and local wildlife, this small lake boils and churns, releasing deadly blasts of steam into the air.

Purist players are seeking to gather enough water to provide for the local refugees. All models in the battlegroup of a Purist's warcaster or warlock gain Amphibious and Lash. (A model with Amphibious ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, a model with Amphibious does not block LOS.) (A model with Lash and friendly warrior models B2B with it cannot be knocked down.)

Opportunist players are seeking to hoard as much pure water as possible for their own forces. The melee weapons of all models in the battlegroup of a Purist's warcaster or warlock gain Trash. (A weapon with Trash gains an additional damage die against knocked down models.)

We recommend using at least one shallow water terrain feature for games in this region to indicate the boiling lake.

REGION 5: FIRE PIT

The coal mine on the outskirts of this noble's land has been a source of family income for generations. Now the entire mine structure burns endlessly, fueled by its own resources.

Purist players are seeking to seal the entrance to the mine and prevent the inferno from spreading. Purist players can choose one friendly Faction heavy warjack, heavy warbeast, colossal, or gargantuan in their army to gain Bulldoze. (When a model with Bulldoze advances into B2B contact with an enemy model during its activation, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when the advancing model makes a trample power attack.)

Opportunist players are seeking to gather as much valuable coal from the burning mine as possible before the entire structure collapses. Opportunist players can choose one friendly Faction heavy warjack, heavy warbeast, colossal, or gargantuan in their army to gain Immovable Object and Parry. (A model with Immovable Object cannot be knocked down or placed. It can only move or be moved during its normal movement.) (A model with Parry cannot be targeted by free strikes.)

We recommend using at least one obstruction for games in this region to indicate the mine entrance.

REGION 6: MOLTEN NEXUS

An ancient set of krielstones hidden in the nearby wilderness indicates a ley line intersection, but this source of great power has now been corrupted. All games played here must use Charsaug Scenario 3: Burned Out.

REGION 7: REFUGEE CAMP

The noble's family, servants, and personal guard have fled to this site. They watch anxiously as your force returns time and time again—perhaps bringing hopeful news, or perhaps with plundered supplies to be resold for a steep profit. There is no game effect for playing in this region.



CHARSAUG SCENARIO 1: DUSTUP

Summary: This farmer's field is now a ruined wasteland. As you and the enemy move to engage, both forces kick up enormous clouds of warm ash. Scattered across the field are the charred remains of farm tools and other useful scrap metal. Gather what supplies you can—whether you intend to use them for the benefit of others or for your own profit—and put your enemy down.

Place three 50 mm objectives in accordance with the map below. These objectives represent piles of scrap metal.

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

SPECIAL RULES

Starting after the second player's second turn, a warcaster or warlock can forfeit his action while in B2B contact with scrap metal to gather the materials. When you do so, remove the objective from play. A warcaster or warlock cannot gather scrap metal while engaged by an enemy model.

When a Purist player gathers scrap metal, he can immediately remove $d6 + 1$ damage from all friendly Faction models within 5" of his warcaster or warlock. Additionally, he gains 1 control point.

When an Opportunist player gathers scrap metal, all friendly Faction models within 5" of his warcaster or warlock gain +2 ARM for one round. Additionally, he gains 1 control point.

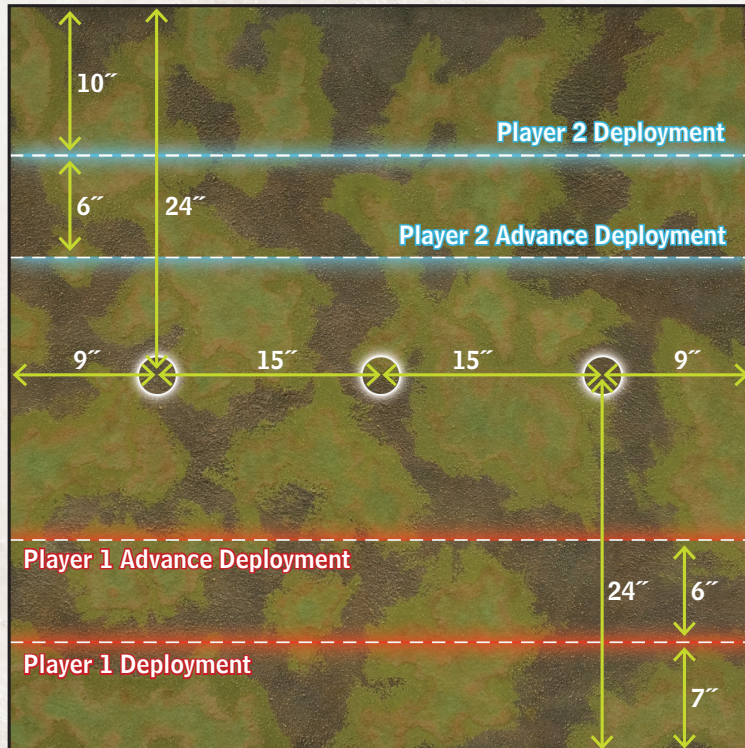
The scrap metal objectives do not have stats and cannot be targeted, moved, or placed in any way. They do not block LOS and do not count as models in regard to any in game effects. In regard to movement, these objectives count as obstructions that do not grant cover.

At the start of each player's turn, that player places a 5" AOE cloud effect anywhere on the board and then scatters it $d6$ according to the deviation template. Models with Eyeless Sight do not ignore these cloud effects. Each cloud lasts for one round.

VICTORY CONDITIONS

A player wins if he has 2 control points at the end of his turn.


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



CHARSAUG SCENARIO 2: WILDFIRE


Summary: The forest is being consumed by a supernatural wildfire that ignites trees from beneath the earth. Gather the unnaturally afflicted roots for study later, but take care as you navigate the blazing forest.

This scenario must use at least two forest terrain features. Mark at least two forest terrain features as burning. The center of any burning forest terrain feature must be an equal distance from each player's board edge (usually 24").


Additionally, each player can place two wall templates anywhere on the table outside of either player's normal deployment zone and not within 3" of any other terrain feature. These are Wall of Fire templates that persist throughout the game. When a model enters or ends its activation within the wall template, it suffers a POW 12 fire damage roll and the Fire continuous effect . Models within the wall template gain concealment.


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

SPECIAL RULES

When a model enters or ends its activation within a burning forest, roll a d6. On a roll of 1, the model suffers the Fire continuous effect .

Starting on the second player's second turn, when a player ends his turn with his warcaster or warlock within a burning forest and there are no enemy models within the burning forest, that player gains 1 control point.

When a Purist player gains a control point, he can choose one friendly Faction model within his warcaster's or warlock's control area to gain Immunity: Fire  for the remainder of the game.

When an Opportunist player gains a control point, he can choose one enemy model within his warcaster's or warlock's control area to immediately suffer the Fire continuous effect .

VICTORY CONDITIONS

A player wins if he has 3 control points at the end of his turn.

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

CHARSAUG SCENARIO 3: BURNED OUT

Summary: An ancient ley line nexus pulses with energy and flame. The krielstones that have long stood here have melted down to glowing pools. Make your way to the center of these markers, either to reverse the damage or to bask in the malevolent power there.

Place a 12"-diameter zone in the center of the table.

The only terrain features that can be placed within the zone are small obstructions and linear obstacles to indicate the molten krielstones.

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

SPECIAL RULES

Starting on the second player's second turn, while a Purist player's warcaster or warlock is completely within the zone and no enemy warcasters or warlocks are within the zone, the Purist warcaster or warlock can suffer d3 damage points once per activation to gain d6 control points.

While an Opportunist player's warcaster or warlock is completely within the zone and no enemy warcasters or warlocks are within the zone, the Opportunist warcaster or warlock can suffer d6 damage points once per activation to gain a Blighted Power token and 3 control points. The radius of a warcaster's or warlock's control area increases by 2" for each Blighted Power token on it.

VICTORY CONDITIONS

A player wins if he has 10 or more control points at the end of his turn.

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



PURIST SCORE SHEET

RITUAL 1: RISING TIDE																
Play three games within the first week of the season.	1	2	3	Bonus: 3 League Points												
RITUAL 2: TEARS OF CAEN																
Win a game against an Opportunist player who has beaten you at least once this season.	✓			Bonus: 3 League Points												
RITUAL 3: SCOURING RAIN																
Play and win all three season scenarios.	1	2	3	Bonus: 3 League Points												
RITUAL 4: SURGE OF LIFE																
Earn 15 or more Hobby points within the first two weeks of the season.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Bonus: 5 League Points
RITUAL 5: STORM OF EXTINGUISHMENT																
Win three games in a row against Opportunist players.	1	2	3	Bonus: 3 League Points												
RITUAL 6: CLEANSING WATERS																
Heal or remove 20 or more points of damage from a single model during one game. Points of damage that are healed or removed as a result of a feat do not count for this Ritual.	✓			Bonus: 5 League Points												



OPPORTUNIST SCORE SHEET

RITUAL 1: FIRESTARTER						
Win a game by scenario victory in the first week of the league.				✓		Bonus: 3 League Points
RITUAL 2: SCARS OF THE INNOCENT						
Play five or more Purist players over the course of two weeks.	1	2	3	4	5	Bonus: 3 League Points
RITUAL 3: TRAILBLAZER						
Play and win games in four different regions.	1	2	3	4	Bonus: 3 League Points	
RITUAL 4: CAMOUFLAGE						
Convert and paint a model to include a fire-related effect.				✓		Bonus: 5 League Points
RITUAL 5: CRIMINAL JUSTICE						
Win two games in the same day against Purist players, using a different warcaster or warlock for each game.	1		2			Bonus: 3 League Points
RITUAL 6: BURNOUT						
Win a game in which you suffer the following handicap: At the end of each of your turns, your warcaster or warlock suffers 2 damage points. This damage cannot be transferred and can never be healed or removed.				✓		Bonus: 5 League Points

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