

WELCOME TO THE JUNGLE

As the nations of western Immoren seek steady access to the resources of the newly discovered continent of Zu, the soldiers of the Iron Kingdoms arrive on strange new shores; establishing military colonies in surrounding islands. Competing for unclaimed territory and resources, these various outposts often resort to armed conflict. So far, these battles have been minor skirmishes and supply raids utilizing mercenaries to bolster limited colonial forces. Still, it is only a matter of time before the scale of these conflicts rise to rival the wars back home.

Combining the Coastal Colony Battlefield rules with the Warehouse Raid scenario simulates some of the early engagements between colonial forces on the mysterious continent of Zu, where resources are critical, but warcasters and warlocks are too valuable to deploy so far from home.

Play these elements together to create your own Zu stories, or play the Warehouse Raid on its own to represent a covert, mercenary-led sabotage mission in the more familiar confines of western Immoren.



NO QUARTER SCENARIO: WAREHOUSE RAID

Shared borders and opposing fortresses are not the only places of violence in the Iron Kingdoms. Though risky, enemy governments have been known to hire unscrupulous mercenaries to raid rival military storehouses, either for purposes of sabotage or to steal valuable secrets. The use of these soldiers of fortune is critical, as it allows for kingdoms to cripple their enemies while keeping their hands relatively clean.

Army Composition

Before the game begins, determine one player to be the Attacker and the other the Defender.

The Attacker has sent a mercenary force to raid a Zuese colony controlled by one of its foes. Should this elite team fail or be captured on its mission, nothing will tie it back to its employers.

The Attacker chooses one of the following Factions: Cygnar, Protectorate of Menoth, Khador, Cryx, Trollbloods, Circle Orboros, Legion of Everblight, or Skorne. The Attacker then builds a 20-point army without a warcaster or warlock, using only Mercenary and/or Minion models that will work for the chosen Faction.

The Defender has soldiers stationed to protect the recently acquired valuables and Zuese oddities stored in their colonial warehouse. The Defender chooses any Faction and builds a 30-point army without warcasters, warlocks, character models, or large- or huge-based models.

Do not roll to determine first player as normal. The Defender deploys first, and the Attacker takes the first turn.

Terrain and Deployment

It is recommended to use the Coastal Colony Battlefield terrain rules with this scenario.

If the Coastal Colony rules are not used, place eight or more pieces of terrain on the table. One of these pieces of terrain must be an obstruction no larger than 6" in width and length that represents the Warehouse. No terrain feature can be placed within 3" of another terrain feature, with the exception of trench templates.

Whether using the Coastal Colony Battlefield or not, the Warehouse must be centered in the middle of the table.

All models lose Ambush, Advance Deployment (🔱), and Distant Deployment. Theme Force benefits and other abilities cannot extend either players' deployment zones. The Defender must deploy all of his models completely within 6" of the Warehouse. The Attacker chooses two table edges. Attacker models must be deployed completely within 6" of a chosen table edge. The Attacker alternates deploying models/units between the two tables edges (i.e., the Attacker deploys a model/unit at Table Edge A, then a model/unit at Table Edge B, then another model/unit at Table Edge A, etc.)

Special Rules

The Attacker's force is approaching the Warehouse under the cover of night, during a storm, or some other environmental condition obscuring its approach. Attacker models cannot be targeted by attacks, charges, or slam power attacks made by models more than 5" away from them during the first game round.

Victory Conditions

A player wins if he has the only models remaining in play.

The Attacker wins if he has more models within 6" of the Warehouse than the Defender at the end of his turn.

The Defender wins at the end of the seventh game round, as reinforcements arrive to overwhelm the covert raiders.

BATTLEFIELD: COASTAL COLONY

Enemy warriors and hired killers are perhaps the least of the dangers a colonial soldier must face, as the exotic fauna of the region proves to be equally perilous. While the fullness of the jungle provides substantial cover from opposing gunfire, many hapless soldiers seeking shelter unknowingly trade one death for another. Concealed among the thick trees is the murderwort, an indigenous plant known to wrap itself around prey, strangling its victims and draining their corpses of precious nutrients. Until the Immorese become better acquainted with these strange new lands, officers order their soldiers to tread with caution, lest their bodies are found hanging on the vines of the murderwort.

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 |
|------------------|----------------------|------------|---------------------------------------|
| Buildings | Obstruction | 2–4 pieces | No larger than 4" in length and width |
| Warehouse | Obstruction | 1 piece | No larger than 6" in length and width |
| Pond | Shallow Water | 1–2 pieces | No larger than 4" in length and width |
| Pile of Crates | Obstacles | 2–4 pieces | Use standard wall template size |
| Murderwort Patch | Forest | 2–4 pieces | See "Special Rules" |

Special Rules

This Battlefield features the Murderwort special terrain rule. The Murderwort Patch is filled with thick hanging vines that provide much better cover than a standard forest; however, the vines are known to constrict and strangle unsuspecting prey that delves too deeply into the patch.

The Murderwort Patch terrain feature is treated as a forest, and should be no larger than 5" in length and width. While completely within a Murderwort Patch, small- and medium-based models gain Stealth (S). At the end of each player's turn, the active player rolls a d6 for each Murderwort Patch he controls any models completely within. On a roll of a 1, the vines capture and strangle a soldier. The active player chooses a model he controls within that Murderwort Patch and removes that model from play.

