

SHORE LEAVE

Privateer Press is proud to present a special scenario for the award-winning tabletop miniatures battle game *WARMACHINE*!



The following scenario takes place after the events of the now epic Kings, Nations, and Gods campaign presented in *WARMACHINE: Escalation*, the first exciting expansion for the tabletop miniatures game.

With the Revenant Crew of the Atramentous and the newly resculpted Satyxis Raiders about to be unleashed upon the world, we are left wondering, "What is the worst that could happen?"

SCENARIO: *SHORE LEAVE*

CRYX VS. CYGNAR, RHADOR,
OR PROTECTORATE

500 POINTS

DESCRIPTION:

Malleus 3rd, Glaceus 606 AR – The *Widower* cut through the morning fog like a razor toward the unwary coastline. Pirate Queen Skarre Ravenmane propped one of her boots on the tarnished port railings and looked out over the staggered beaches through a brass and leather spyglass. When satisfied of her findings, she let out a hiss in her native tongue, collapsed the glass, and handed it to her first matriarch—another twisted Satyxis woman with gaunt flesh and ebon horns.

"Let me see the list," Skarre commanded with her hand outstretched. Upon being handed a leather scroll, she unfurled it and licked her ruby lips as she began to read. "Lord Daeamortus wants these mortals taken alive if possible. They hold the greatest power and thus lead the enemy into battle. Let your attention be drawn to them, for they are to be judged before the slaughter. Is that understood?"

"Yes mi'queen," the first matriarch hissed and bowed.

"Good. If any of these mortals are on that beachhead and Daeamortus does not attain them," she held up the list, "he will deal with the reason for the loss personally." She gave a



brilliantly wicked grin. "He is far less merciful than I am sister. Let that grain of truth temper the troops' resolve." She began to laugh maliciously but cut herself off.

Both of their ears perked at the haunting and shrill call of a sea raptor. Skarre instinctively focused her predatory eyes on a dark speck winging its way to her ship from the distance. The shape became clearer and more defined as it drew closer, and the pirate queen chuckled grimly as she prepared for its arrival.

The black-feathered ocean predator sailed silently on graceful wings. Skarre lifted her arm as a falconer would, and it dove rapidly to her. When the creature opened its wings widely to slow its descent, morning sunlight shone through several spanning tears and holes in them. A thrall like so many of her ship's crew, the creature dug aged and blunted claws into her gauntlet and looked up, staring at her through empty sockets.

"Report," she commanded. The creature's cracked beak clacked open and closed, and in horrific thrall speak it spewed forth the news from the Atramentous.

We stand ready to aid thee. By the command of the Lord Dacamortus, we will join thee. Thou have but to ask. The undead messenger closed its beak and stared blankly again. Leaning down Skarre whispered to the beast before thrusting it back into the air for it to take flight. In seconds it was a speck again on the horizon.

"Excellent news," Skarre sighed as she walked with determination to the captain's nest. "Set course for the inlet and stoke the jack fires. We have company joining us soon, and we should be prepared for a most striking little get together."

The ship lurched against the ebbing tide but cut quickly toward the approaching shore. The roar of several bone and helljacks echoed from the bowels of the Widower, and Skarre laughed maniacally. A black ghostly ark appeared on the horizon, and she grinned at the Atramentous.



She would have her master's quarry—or his wrath—by nightfall this day.

SPECIAL RULES:

Shore Leave lasts for eight rounds.

Neither player may field mercenaries for this scenario.

The non-Cryx player must spend at least 250 points on units and/or solos.



If a non-Cryx unit leader or solo is destroyed or removed from play as the result of an attack made by a friendly model the Cryx player immediately wins.



Leaders of units and Solos may be *captured* during the Shore Leave scenario.

Capture: Instead of making melee attacks separately, Cryx models of the same unit and



within melee range of the same target may combine their efforts to subdue an opponent. The model with the highest MAT in the attacking group makes one melee attack roll for the group adding +1 to the attack and damage rolls for each model in the unit, including itself, participating in the attack. If the damage roll is enough to destroy the target, it becomes a captive.

Roll a d6 when a non-Cryx unit leader or solo becomes a captive. If the role is a 6, the captive is declared a *chosen* and is brought before Lich Lord Daemortus. The last non-Cryx unit leader or solo in play is always considered to be a *chosen*.

Any Cryx model, except an Incorporeal model or bonejack, that begins its activation in base-to-base with a captive may carry the model up to half the Cryx model's normal movement rate. Two models of the same unit that begin their activation in base-to-base contact with a captive may carry the model up to their normal movement. Models may not run or charge while carrying a captive. If the models carrying a captive are destroyed or removed from play, the captive remains in the place the models last occupied. A model may drop a captive at any time. Dropping a captive does not require an action. When dropped, the captive is placed on the table in base contact with the model that dropped it.

Any friendly model beginning its activation in base-to-base contact with a captive may free the model as long as the captive model is not in base-to-base contact with a Cryx model. Once freed a captive activates normally.

Raid: Satyxis Raiders and Revenant Crew of the Atramentous do not have to be put in play at the start of the game. The Cryx player may put one or more of these units in play during his control phase during any turn. When put into play, place the Satyxis Raiders or Revenant Crew of the Atramentous in skirmish formation within 3" of any table edge.



infallible resolve, below you will find a 500-point Cryx army that served Lich Lord Daeamortus with the utmost efficiency and precision. It would have been a crime that echoed throughout western Immoren if we had decided not to share it with you. To all the Cryxian pirates sailing throughout the world, "heed the call to Shore Leave and raid until you can raid no more!"

SET UP:

Shore Leave is intended to be played on a 4' x 4' table.

Players take turns, each placing three (3) terrain features. Players cannot place terrain within their opponent's deployment zone. Terrain features must be placed at least 3" from another terrain feature. Terrain features may be placed on hills.

BEGINNING:

The non-Cryx player deploys his army first, placing his models within 8" of the center of the table. Models with Advance Deployment are placed before the Cryxian force is deployed. The Cryx player then deploys his models within 3" of any one-table edge.

The Cryx player takes the first turn.

VICTORY CONDITIONS:


The game ends at the completion of the eighth game round. Cryx wins if they have a captive *chosen* in their deployment zone at the end of the game. The other player wins if Cryx does not have a captive chosen in their deployment zone at the end of the game.

With the newly released Revenant Crew and Satyxis Raiders available, we could not help but put them to the test in this special scenario. Holding to the pirate theme with



Sample Cryx Army and point cost:

WARCASTER

 Pirate Queen, Skarre 66


SKARRE'S BATTLEGROUP


 Leviathan 125

 Defiler x 2 90 (45 ea.)


 Deathripper 38

SUPPORT

 Satyxis Raiders 64

 Revenant Crew of the Atramentous 77

 Skarloek 16

 Machine Wraith 21

Army total 497 points