

# Iron Agenda Presents: Battle of Fort Brunzig

v1.1



*Even with the firepower at our disposal, this will be risky. Dawnlord Vyros and his men will take the brunt of the bloodiest fighting. They are our shield.*

-- Ravyn, Eternal Light

Under the leadership of Dawnlord Vyros, the Retribution of Scyrach engages the Khadoran forces occupying Fort Brunzig. The Retribution's goal was not to capture this fort, but instead to occupy its garrison long enough to give Kaelyssa, Night's Whisper the opportunity to conduct her own operation.

## Army Size and Composition

The Battle of Fort Brunzig is a 75-point battle between the Retribution of Scyrach and Khador.

The Retribution player constructs a 75-point army from the following pool of models:

- Dawnlord Vyros
- Ravyn, Eternal Light
- Fane Knight Skeryth Issyen
- Any non-character Retribution warjack
- Any Dawnlord model/unit
- Any Mage Hunter model/unit
- Stormfall Archers
- Ghost Snipers

The Khadoran player constructs a 75-point army from the following pool of models. The Khadoran force is only allowed a single warcaster, but gains +10 additional warjack points on top of those granted by the controlling warcaster. In addition they will have access to the gun emplacements of Fort Brunzig as detailed below.

- Kommandant Irusk or Supreme Kommandant Irusk
- Any Khadoran warjack
- Any Man-o-War model/unit
- Any Winterguard model/unit
- Assault Kommandos
- Iron Fang Pikeman
- Widowmakers

## Special Rules

After terrain is placed on the table but before deployment, the Khadoran player may place 2 3"x5" trench templates anywhere on his half of the table. A model completely within a trench template has cover from attacks made by models not within that trench template. Models completely within a trench template do not suffer blast damage unless the origin of the damage is in that template. When determining LOS, models not within the trench template ignores models completely within the trench template. Trench templates are man-made construction.

During the Khadoran player's Maintenance phase, he may fire the cannons of Fort Brunzig. He rolls a d3 to determine the number of shots he may make and for each number rolled may nominate a model or point on the table not in his opponent's deployment zone. Each shot is a POW 16 AOE 5 ranged attack. For each point on the table nominated, the AOE deviates as normal. For each model nominated, the Khadoran player may make a RAT 7 attack roll against the model. A miss deviates as normal.

If at the start of any turn both Retribution warcasters are in the Khadoran player's half of the table and at least one Khadoran warjack has been disabled, the game enters Hammertime. At the end of any turn when Hammertime is active, roll a d6. If the result is 6 or greater, the game ends due to Hammertime. Each round of Hammertime after the first, add 1 to this roll.

Hammertime continues as long as one Retribution warcaster remains in the Khadoran player's half of the table. If both Retribution warcasters leave the Khadoran player's side of the table, Hammertime ends. Hammertime will restart if at least one warcaster re-enters the Khadoran player's side of the table, and the modifier to the Hammertime roll (as described above) will pick up where it left off.

## **Victory Conditions**

The Retribution player wins if the game ends due to Hammertime or if the Khadoran warcaster is removed from the table.

The Khadoran player wins if either of the Retribution warcasters are removed from the table.