

# Nightfall Season Rules

The Nightfall Shattered Grounds league season takes place in the northern expanse of the Scharde Islands comprising Garlghost Island and the smaller neighboring islands across the Dying Strands. It is a region fully embraced by Toruk's blight, where even pirates and traders begin to feel the dragon's taint after any degree of regular exposure.

This document is a rules supplement intended for use with the Shattered Grounds League 2010 document.

## Map Bonuses

Each region the factions fight over in Nightfall has one or more map bonuses as described below. Remember that all bonuses are cumulative during the Finale event.

- **Fuel Depot** – Each of the controlling faction player's warcasters gain +1 warjack point.
- **Pirate Cove** – The controlling faction player's army can exceed the game point size by up to 1 army point *or* can include a free mercenary or minion solo of up to 2 army points (subject to normal army-building rules).
- **Ruins** – The controlling faction's players can place one wall template anywhere within 20" of the back edge of their deployment zones after terrain has been placed but before either player deploys his army. The walls are linear obstacles that grant cover.
- **Showdown** – During the Finale event, the controlling faction's players are automatically defenders during the first round.
- **Slaughter Field** – If any models in the controlling faction player's army use corpse tokens, soul tokens, or blood tokens, each of those models begins the game with one additional token of the appropriate type (subject to the normal limits of those tokens).
- **Timber** – The controlling faction's players can place one 4" AOE forest terrain feature anywhere completely within 20" of the back edge of their deployment zones after terrain has been placed but before either player deploys his army. Forests cannot be placed within 3" of another terrain feature.
- **Wildlife** – Each of the controlling faction player's warlocks gain +1 warbeast point *or* reduce the point cost of Lesser Warlock models by 1 point each.

## Map Locations

- Region 1: The Western Fallow – Fuel Depot
- Region 2: Drer Drakkerung – Showdown, Ruins
- Region 3: Witches' Peak – Fuel Depot, Ruins
- Region 4: The Terth Cearban – Timber
- Region 5: Vellken Peninsula – Wildlife
- Region 6: Cearban's Jaw – Timber
- Region 7: Glammerung Island (NW) – Timber, Pirate Cove
- Region 8: Glammerung Island (NE) – Pirate Cove
- Region 9: Glammerung Island (SW) – Pirate Cove
- Region 10: Glammerung Island (SE) – Pirate Cove
- Region 11: Telthdruarr (N) – Wildlife
- Region 12: Telthdruarr (S) – Timber

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# Commendations

**Participation commendations** have black diamond borders and appear at the top of the Commendations page. The Participation commendations available in Nightfall are:

- **Combat Service** – When a player officially registers for battle in the Nightfall league season, he receives the Combat Service commendation for his battle journal.
- **Commander** – Each player who plays in at least five league games during the league season receives the Commander commendation for his battle journal.
- **High Commander** – Each player who plays in at least one 150-point game or at least two 100-point games (or larger) *after* already earning the Commander commendation receives the High Commander commendation for his battle journal.
- **War General** – Each player who plays at least three different warcasters/warlocks during the league season receives the War General commendation for his battle journal.
- **Battle Dressed** – Each player who paints a new warcaster, warjack, warbeast, or unit *during* the league season receives the Battle Dressed commendation for his battle journal.
- **Recruiter** – Each player who demos a game of WARMACHINE or HORDES to a new player on a league night at the league venue receives the Recruiter commendation for his battle journal.
- **Combat Engineer** – Each player who participates in a designated pre-league event at his league venue for painting, modeling, or terrain making receives the Combat Engineer commendation for his battle journal. League organizers can use this event in whatever manner would work best for their local players, choosing the date and details of the event to suit their group's needs. Whether your venue could really use more terrain or your players could use an extra incentive to paint, this is a great opportunity to support that.

**Veteran commendations** have faction symbols within their borders and appear in the middle of the Commendations page. The Veteran commendations available in Nightfall are:

- **[Faction] Combat Expertise** – Each time a player faces a faction he has not yet encountered during the league, he receives a commendation for that faction. After playing against Cygnar, for example, a player receives the Cygnar Combat Expertise commendation.
- **[Faction] Conqueror** – Each time a player wins a game against a faction he has not yet defeated during the league, he receives a commendation for that faction. After winning against Cygnar, for example, a player receives the Cygnar Conqueror commendation.

**Overall commendations** have stars and diamonds around their borders and appear at the bottom of the Commendations page. The Overall commendations available in Nightfall are:

- **Store Champion** – The player at the top of the league ladder after the Finale receives the Store Champion commendation for his battle journal and the **league coin** for the season.
- **Hero** – The champion of the Finale event at the end of the league receives the Hero commendation for his battle journal.
- **Conqueror** – Each player who was registered for the faction that wins the league receives the Conqueror commendation for his battle journal.

# Stratagems

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As players complete games and earn commendations, they earn stratagem stamps to mark their progress on the stratagem tree of their battle journals. (See the Shattered Grounds League 2010 document for details.) When a player's numbered location on the stratagem tree is stamped during the Nightfall league season, he unlocks the corresponding numbered stratagem ability below.

Before each league game, each player can choose *one* of his unlocked stratagems to use during the game. In a game with multiple warcasters/warlocks, the stratagem is assigned to one of the warcasters/warlocks. If that model is destroyed, the stratagem ability is lost for the remainder of that game. A stratagem can be used for any number of games during the course of the season once it has been unlocked.

- **Stratagem 1: Scouting Plan** – Once during each of your Control Phases, select one friendly model/unit in your warcaster/warlock's command range. That model/unit gains Pathfinder for one turn.
- **Stratagem 2: Fallback Plan** – Once during each of your Control Phases, select one friendly model/unit in your warcaster/warlock's command range. That model/unit gains Bushwhack for one turn. (During its activation, a model with Bushwhack can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.)
- **Stratagem 3: Steadfast Plan** – Once during each of your Control Phases, select one friendly model/unit in your warcaster/warlock's command range. That model/unit gains Fearless for one round.
- **Stratagem 4: Control Maneuver** – Once per game during your Control Phase, select one friendly warjack or warbeast. A selected warjack can be allocated focus this turn even if it is outside its battlegroup commander's control area. A selected warbeast can be forced this turn even if it is outside its battlegroup commander's control area.
- **Stratagem 5: Defensive Maneuver** – Once per game during your Control Phase, select one friendly model/unit in your warcaster/warlock's control area. That model/unit gains Set Defense for one round. (A model in the front arc of a model with Set Defense suffers -2 on charge, slam power attack, and impact attack rolls against that model.)
- **Stratagem 6: Evasive Maneuver** – Once per game during your Control Phase, select one friendly model/unit in your warcaster/warlock's control area. That model/unit gains Evasive for one round. (A model with Evasive cannot be targeted by free strikes. It can advance up to 2" immediately after an enemy ranged attack that missed. It is resolved unless it was missed while advancing.)