

Thundercliff Peaks Season Rules

The Thundercliff Peaks Shattered Grounds league season takes place in the mountains of eastern Khador and western Rhul. This is a region scarred by many ancient battles and is home to numerous fortresses, both active and in ruin.

This document is a rules supplement intended for use with the Shattered Grounds League 2011 document.

Map Bonuses

Each region in Thundercliff Peaks has one or more map bonuses as described below.

- **Battlements** – Opponents' deployment zones are reduced by 2".
- **Frozen Wastes** – The controlling faction's players can choose to invoke a cold snap after terrain has been placed (including any terrain AOE's from contracts, pacts, or Theme Forces) but before either player deploys his army. If a cold snap is invoked, water terrain features count as rough terrain (ice) instead of water, and models in forest terrain features do not gain concealment (sparse woods). Water or forests created during the game via abilities, feats, or spells follow the standard rules for such terrain.
- **Fuel Depot** – Each of the controlling faction's players' warcasters gain +1 warjack point.
- **High Ground** – The controlling faction's players can place one small hill 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. Hills cannot be placed within 3" of another terrain feature.
- **Ironworks** – 'Jack Marshals and Journeyman Warcaster solos gain +1 warjack point (that can only be spent on warjacks they control).
- **Searforge Chapter House** – Reduce the point cost of one Rhulic Mercenary/Minion model/unit by 2 points or reduce the point cost of one Mercenary/Minion model/unit by 1 point.
- **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's players' warlocks gain +1 warbeast point *or* reduce the point cost of Lesser Warlock models by 1 point each.

In addition to fixed map bonuses, weather conditions dynamically affect the battle map. Check the battle map to determine if any weather conditions are affecting the game's map region before beginning play.

- **Rockslide** – If a model with a large or huge base ends its activation on a hill, all medium-based and small-based models on that hill are immediately knocked down.
- **Snow Drifts** – All hill terrain features are also rough terrain.

Map Locations

- Region 1: Malgur Forest – Timber
- Region 2: Thundercliff Peaks – Frozen Wastes, High Ground, Wildlife

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- Region 3: Drothun – Ironworks
- Region 4: Hammerfall – Battlements, High Ground, Searforge Chapter House
- Region 5: Ghord – High Ground, Searforge Chapter House
- Region 6: Skirov – Fuel Depot
- Region 7: Hellspass – Frozen Waste
- Region 8: Hound’s Tooth Pass – High Ground
- Region 9: Kovosk Hills – Timber, Wildlife
- Region 10: Old Korska – Fuel Depot
- Region 11: Ruins of Riversmet – Battlements
- Region 12: Horghold – Battlements, Searforge Chapter House

Commendations

Participation commendations have black diamond borders and are located in a column down the middle of the commendation page. The Participation commendations available in Thundercliff Peaks are:

- **Combat Service** – When a player completes his first league game in the Thundercliff Peaks league season, he receives the Combat Service commendation for his battle journal and the **participation patch** for that league season.
- **Commander** – Each player who earns at least two different Victor commendations during the league season receives the Commander commendation for his battle journal.
- **High Commander** – Each player who earns every Combat Expertise commendation during the league season receives the High Commander commendation for his battle journal.
- **War General** – Each player who plays at least four different warcasters or warlocks during the league season receives the War General commendation for his battle journal.
- **Battle Dressed** – Each player who paints a new 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 whichever manner works best for their local players, choosing the date and details of the event to suit their group’s needs. If your venue could really use more terrain or your players could use an extra incentive to paint, this is a great opportunity to get people motivated.

Veteran commendations have faction symbols within their borders and appear on the left and right sides of the Commendations page. The Veteran commendations available in Thundercliff Peaks 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] Victor** – 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 Victor commendation.

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Overall commendations have stars and diamonds around their borders and appear at the top of the Commendations page. The Overall commendations available in Thundercliff Peaks 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.
- **Conqueror** – Each player who was registered for the faction that wins the league on the global league map receives the Conqueror commendation for his battle journal.

Stratagems

As players complete games and earn commendations, they earn stratagem stamps to mark their progress on the stratagem tree in their battle journals. (See the Shattered Grounds League 2011 document for details.) When a player's numbered location on the stratagem tree is stamped during the Thundercliff Peaks 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: 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 2: Interference Plan** – Once during each of your Control Phases, select one friendly model/unit in your warcaster/warlock's command range. That model/unit gains +2 DEF against magic attack rolls.
- **Stratagem 3: 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 4: Rallying Maneuver** – Once per game during your Control Phase, select one friendly warcaster/warlock. Friendly models/units in that warcaster/warlock's control area immediately rally.
- **Stratagem 5: Feinting Gambit** – Once per game during your Control Phase, select one friendly model/unit. The selected model/unit gains +2 MAT but suffers -2 DEF. Feinting Gambit lasts for one round.
- **Stratagem 6: Scouting Gambit** – During deployment, select one friendly model/unit that does not have Advance Deployment and one enemy model/unit that does not have Advance Deployment. The selected enemy model/unit gains Advance Deployment, and the selected friendly model/unit can be deployed after both players have deployed all other models.