

# The Gathering Storm

**Twilight falls over the lands of Realmlight.** *Hesperax, the ghastly god-dragon who rules the desolate north, has made an alliance with the barbarian tribes, greenskin hordes, undead legions, and ruinous demons that infest the hinterlands. Seeking to consolidate her power and march forth at the head of an unstoppable army, Hesperax and her lieutenants are mustering their forces on the outskirts of the northern city of Hjolfnir.*

**The defenders of Realmlight refuse to serve as thralls to the dragon queen.** *With little time to lose, House Begovic leads an alliance of men, elves, dwarves, and lizardmen to thwart Hesperax's plans and scatter the forces of darkness once and for all. They shall meet their foes in the trackless forests and deserted streets around Hjolfnir.*

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## **Scenario Outlines**

**Turn Limit:** 4 turns

**Alliances:** *The Forces of Darkness and The Defenders of Dawn*

There are 3 battlefields, each with 6 objectives set up on the table. Players will be assigned to tables with an eye toward creating generally equal alliances at each table. Players roll off and then alternate deploying units within 12" of their table edges. At the end of each round, if a unit is within 3" of a marker whilst no enemies are, then it counts as being seized. Markers remain seized even if the unit moves away, however Wavering units can't seize or stop others from seizing them. If units from both sides contest a marker at the end of a round then it becomes neutral. After 4 rounds have been played, the game ends, and each alliance scores 1 Victory Point (VP) for each objective marker that they control across each of the 3 games.

### **Game 1 - The Twilight Forest**

*A massive battle plays out amidst a dense woodland of brooding trees and shaded boughs. Who will emerge victorious from the Twilight Forest?*

### **Game 2 - Blood in the Streets**

*Armies maneuver and charge in the barricaded streets and back alleys of Hjolfnir. The city spells certain doom, but for whom?*

### **Game 3 - Clash in the Eightpoints**

*The altar of chaos demands a sacrifice! The weak will be slaughtered and the victor will claim grisly trophies from the battlefield.*

# Individual Army Objectives

***Amid the tide of destruction, individual factions marshal their forces to pursue their own distinct objectives on the battlefield.***

*Players who accomplish their individual army objective can claim a narrative victory, even if their side doesn't win the overall game.*

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## **House Begovic (John)**

Dominate - Ensure the enemy controls no objectives.

## **Lizardmen (Jim)**

Attrition - At least 50% of enemy non-Hero units killed.

## **Dwarves (Vincent)**

Defend - No enemy units fully inside friendly deployment zone at the end of the game.

## **Orcs (Paul)**

Slay - Kill the enemy hero with highest Tough value.

## **The Scions of Twilight (Patrick)**

Invalidate - At least one friendly unit with 3+ models fully inside enemy deployment zone at the end of the game.

## **Daemons (Lawrence)**

Onslaught - Win a melee combat by 3+ wounds.

## **Undead (Alex)**

Sorcerer Supreme - Kill an enemy hero with a spell.

## **Chaos (Mark)**

Secret Mission - Friendly hero within 3" of enemy table edge inside deployment zone at the end of the game.

## **Wood Elves (Parker)**

Ancient Heirlooms - Friendly hero within 6" of the center of the table at end of game.