

CHAPTER
VS
DEMONS

CAMPAIGN

THE
EDGE
DAWNFALL

CHAPTER PROLOGUE

The border patrol. Is there a worse assignment? Supposedly even the Volklingen sewer guards and penal Pilgrim battalions have it better. Still, few of us complain. No one's here by accident, and we know we could have ended up much worse. Anyway, the unit's full of madmen who, over the hubbub and safety of a Refuge, prefer endless wastes, oceans of ruins, sand storms, mazes of narrow fissures. And risk.

Risk is a border patrol's constant companion. What we do is called "recon by fire" by the Chapter. If we encounter a small group of demons, we crush it then and there. If we come across something bigger... One of us goes back with a report, even if the rest have to die covering him.

Sometimes nobody manages to return and a whole patrol is lost. Even our captain stayed alive by the skin of his teeth – as a young recruit he played dead when demons stomped his squad into the ground. He's been known as Possum ever since. Until now, he's been lucky – went to the borderlands seventy three times and always returned with most of his men. They say he can sense danger. I hope there's more to that than a soldier's legend.

If Possum made a mistake, we'd have to count on Twine. They say that she was once a sawbones at the Volklingen arenas, and that's why she can patch up any wound made with any object. Once, for two days she carried a private on her back with a huge gash in his stomach which she stitched up with a shoelace. Most of the squad would lay down their lives for her, though no one knows how she ended up in the border patrol. It's the only subject she'll never say anything about. Even drunk.

There are many others here I've learned to respect. Heavy infantry sergeant Markam, who never loses his gallows humor. Gray Torlun – the oldest Pilgrim I've ever seen. He still hopes he'll kill his seven demons and gain his freedom, but we hope he won't – he's the best damn cook we've ever had on this squad.

Our newest task resembles many others before it – to do a recon of a long stretch of foothills dozens of miles from the border of inhabited lands. Only on leaving the Eld-hain fortress did we find out that we won't be going alone. a huge, grim man is walking alongside Possum. He's wearing Chapter armor, but I don't know if he's a brother. He doesn't show his face, keeps to himself. We're supposed to escort him to the northern mountains, but why would anyone want to go there?

Markam instantly started grumbling that the stranger would bring us bad luck.

He was right.

DEMONS PROLOGUE

The book is bound in rusty iron and its cover is hardened with the bones of a beast killed so long ago that no one remembers what it looked like, or knows what world it came from. Inside this rest five hundred pages. Each one a different hue, texture. I recognize their smells with my eyes closed. Many times I've licked them with the tip of my long tongue, savoring the aromas of the tanned skins of five hundred different races.

Each page is a trophy. a piece of an inhabitant from one of the worlds we helped conquer. As the chronicler for the Iron Company I can recite our trail in one long litany – even with my eyes closed.

When this honor was bestowed upon me, I clawed at my chest in joy. If I had only known a time would come when I would be ashamed of the position I held...

At the battle of Eld-hain we had the honor of fighting in the front line. But the experience and fury of our warriors was not enough. Five times we crashed against the gates. Five times too many. We weren't even granted an honorable death. When the white apes brought down their strange tower right on the front of the charging Seventh Ferrata, we waited at the back for another chance.

Robbed of our victory, and of an honorable death, twice disgraced. The punishment was severe. When the remains of the Seventh Ferrata were retreating from the human fortress, the Primes gathered us up and delivered their sentence. The company's insignia were shattered, defiled. Our previous praetor, Abigaszz, flayed himself, and then was quartered by the servants of Ish. Many veterans threw themselves on their own blades. We were stripped of our name. We were also deprived of any possibility of gaining redemption, as from now on we were to secure the far back. I only managed to save the book, pretending it had been lost during the retreat.

I must keep it hidden – the company was joined by a Master of Elements, a dried up, lanky creature which everyone calls the Skull. He's apparently here to keep us in contact with the Primes from the godforsaken shithole they're sending us to. But I know Skull is only keeping an eye on us to make sure we loyally serve our sentence. He's a spy who can never find out about the chronicle. That's why I intend to kill him at the first opportunity.

Right now the book is safely hidden. The last memento of the Iron Company.

The rest we have to win back.

CAMPAIGN SETUP

IMPORTANT!! Please note that some of the campaign rules overwrite the standard guidelines for a Player vs Player game. Any exceptions are specified in the appropriate scenarios. If a scenario does not mention a certain aspect of the battle (such as player order, unit deployment, or starting Crystal Pool), it always means this aspect remains unchanged and plays out according to the standard rules found in the Rulebook. The same goes for the “Setup” section of each scenario – it only contains unusual elements and non-standard placements that overwrite the regular battle setup procedure.

- » This campaign requires the overworld map (the one where sticker slots start with letters A, B, and C) and a set of stickers starting with letter A. The overworld campaign map contains three distinct rows with five stickers slots each, identified by different icons. Starting from the top they are: Forces (an army), Powers (a magic circle), Losses (a grave).
- » The Demon track on the campaign map becomes the Glory of the Iron Company counter. It represents the progress of the company on the long and winding road they embark upon to restore their honor, name and insignia. A high number will improve the company’s standing within the Demon army and often result in additional options or recruitment opportunities. On the other hand, it may also attract more dangerous foes.
- » The Chapter track on the campaign map becomes the Borderlands Settlers counter, representing how many families and innocent townfolk the Chapter player has managed to save. The settlers follow his army and are a double-edged sword. Many of them will provide the Chapter player with gratitude and respect, but may also make his journey harder.

CAMPAIGN MAP MODIFICATIONS

Sometimes a Script asks you to leave a sticker on a certain slot of the main campaign map. These stickers may represent anything from razed citadels or burnt bridges to dangerous monsters or strange powers unleashed due to your actions.

To keep the campaign map intact, you’re never asked to remove any stickers from it. Instead, whenever a scenario requires you to disable any sticker (for example, when a buff runs out or a special unit dies), place a cancelled sticker on top of it, so that the number of the original sticker remains visible.

After you finish the campaign, leave all stickers in place to mark permanent changes in the world of The Edge: Dawnfall. This may lead to unexpected results in further campaigns and let you discover parts of the story you might not have reached otherwise.



STARTING UNITS AND DECKS

Unlike in standard games, players start the campaign with only a fraction of their force and a small preconstructed deck of cards. More powerful units, Shrines, Banner Cards and additional Action Cards are added as the campaign progresses. Additionally, the standard rule that restricts your deck to cards

of squads present in your army is lifted. Your deck carries over between the battles and sometimes it may contain cards that can’t be used by any squad in a particular engagement.

Please remember that in this case the Top Action of the card is still available and may be used by any squad!

Before starting the first scenario, please construct your initial campaign deck using the list below and set any remaining cards aside.

Starting Action Cards:

Chapter:

- » Formation
- » Shield Wall
- » Shoot
- » Bash
- » Leap
- » Last Man Standing
- » Energy Drain
- » Overwatch
- » Tactic
- » Trap

Demon:

- » Infernal Power
- » Bloody Whirlwind
- » Faith
- » Mind Control
- » Spectral Grasp
- » Fireball
- » Ice Beam
- » Energy Source
- » Self-Destruct
- » Rush

IMPORTANT! Unlike in standard games, campaign battles do not end when players run out of Action Cards. If that happens, simply shuffle all your discarded cards and use them as your new deck.

TIME TRACK

Many battles of the campaign use the Time Track instead of (or in addition to) the Victory Points track. Time Track usually shows the end of the battle and all special events that happen during the encounter. Before a Scenario begins, place a Time Marker on slot 1 of the track, and then set up any Turn Markers listed in the Scenario on their corresponding slots. They will help you remember when an event triggers.

Please note that you increase the Time Track only after BOTH players have taken their turns. This means the game progresses according to this sequence:

- » Set the Time Track to 1, check for any initial events
- » Player A Turn then Player B Turn
- » Move the Time Track to 2, check for any events
- » Player A turn then Player B turn
- » Move the Time Track to 3, check for any events
- » (...)

SAVING THE CAMPAIGN PROGRESS

Although campaign battles are shorter than regular matches, the full campaign may still take many hours to complete. If you or your opponent wish to stop mid-game, simply take note of the current scenario number and the status of both campaign tracks.

Then, fold and stow the game until you are ready to return, making sure to keep your campaign decks separate from other cards. All of your scenario choices are remembered thanks to a system of stickers that you put on the campaign map as the game progresses.

SCENARIO 1

BLACK STAIRS



CHAPTER:

For twenty days we pressed on north-west through the wastes, finding only abandoned settlements and dried-up wells. When our supplies started running low, Possum wanted to look for water, but our guest was against it. He stated he had to get to the mountains without delay. At night I heard Torlun tell a story about strange creatures that had been seen up north recently. I wonder if the stranger is somehow connected to this?

In any case, we finally reached the Black Steps. It's an old road from before the Judgment Day, which used to cut through the mountains. Today, only fragments of it remain, cracked from the heat, jagged, treacherous.

We are in the outskirts of human lands. The traveler announced he would go on alone. This took us by surprise. Could it be possible for our mission to be over before it had really begun? In the end, Possum managed to convince the man to take two heavily armed brothers – even if just to the top of the pass.

The rest of us would remain at the foot of the mountain, watching the three figures receding into the pass.

DEMONS:

No one in the Iron Company loves those scheming, insidious bastards, the Primes of the Seventh Ferrata. But you have to admit they're clever. Just a few days since the Eld-hain defeat, and they had a new offensive planned.

Each one of us prayed to the ancestors to go in the first line. The Primes had a different idea. They sent us to the northern wastes, as far away from the blood and battle as possible. We ground our teeth in anger, tore at our bodies with sharp claws – all for nothing.

Now we are in the worst wasteland of this damned human world. We're burning in the sun, and getting whipped by wind. Scars have formed around the iron nails our soldiers drive into their flesh after every battle. Even our new praetor, an experienced warrior called Hedgehog, who is usually as calm as a rock, has started losing his patience.

Only Skull keeps smiling, as if amused by our suffering.

One day Hedgehog lost it. He took his favorite hounds and set off towards the mountains. When I stopped him at the camp's edge, he said something about being called there. They say Hedgehog's dreams are haunted by voices from Khyber. I don't know if that's possible – they haven't spoken to anyone in a long time, and he's no great hero. Whatever the case, I hope that they're not urging him to jump into a chasm or shove a sword in his guts. He'd make the third dead praetor in two weeks. That's bad for morale...

SETUP:

- » Players do not use their Shrines in this battle and only set up one Crystal Source each.
- » The Chapter player starts with 1 additional Crystal.
- » The Chapter player starts the battle and there is no Dispersal.

SPECIAL RULES:

Use the time track to count completed turns of the battle.

Mark Turns III and V on the track.

- » **Turn III:** Read Script 15.
- » **Turn V:** Last turn. The battle ends after both players complete their actions. If neither player achieved their Objective, apply no Rewards or Penalties and continue to Scenario 2.

Players can't earn Victory Points in this battle and the Victory Points track remains unused.

CHAPTER FORCES:

- » 2 Holy Knight squads
(one of them starts in the Upgraded Mode)

Objective: Kill 2 Gorehounds.

Reward: Read Script 11.

Special Objective: Kill the Bloodsmith.

Penalty: Read Script 12.

DEMONS FORCES:

- » 2 Gorehound squads (one of them starts in the Astral Mode)
- » 1 Bloodsmith squad (arrives during the battle, partial squad with only 1 model, starts in the Strong Mode)

Objective: Kill all enemies.

Reward: Read Script 16.

Penalty: Read Script 19.

Special Penalty: If the Bloodsmith has died, read Script 14 instead.

ACHIEVEMENTS

- » **Demons:** If the Bloodsmith joins the battle, and one of the Holy Knights is already dead, the Demons player immediately performs Move AND Combat (in any order) with a chosen Gorehound squad.
- » **Chapter:** If the Bloodsmith joins the battle, both Knights are still alive, and one of the Gorehounds is dead, the Chapter player immediately performs Move AND Combat (in any order) with one of his Holy Knights.



SCENARIO 2

CASUALTIES OF WAR

CHAPTER:

After the clash at the pass, Possum sent the scouts out to make sure there were no more demons around. There were. Their camp was a day's journey away from us. I can't believe that in the middle of nowhere we came upon an entire company of brutes. Maybe Possum's luck has run out?

We leave the foothills and begin the return trek to Verreden, to warn the Chapter of this new danger.

Two days we march without break. On the third, we come unto a desolate, cracked plain – and sounds of battle reach us. A cloud of smoke hangs on the horizon, figures flashing within. Possum grabs a spyglass and curses loudly. It's a long convoy of settlers, over a dozen carts in all. I don't know what they were running from, but they fell from the frying pan into the fire – a swarm of demon worshippers has beset them. The settlers are a good mile away, defending themselves with the last of their strength. We move to help them, switching our steam armors to full power, but it quickly becomes clear that we won't make it in time. Luckily, a few light-armed Pilgrims are serving in the patrol. They overtake us and run to the battle. Torlun is at the front, waving his steam lance. I'd never have believed the old man to be so fast. And so crazy.

Maybe we can save these civilians after all. But at what price?

DEMONS:

We smell blood! Our roars shook the mountains through the night. Ghosts of the elders, who watch over their company from the Khyber netherworld, provided us with a chance of redemption. Here, now, in this forgotten wasteland, warriors of the human Chapter have appeared. They'll make a first step on our long road to atonement.

They're moving quickly for naked apes. They've got good scouts and they almost leave no trace. Unfortunately for them, the thought of battle ignited a fire within us. We hunted these humans without rest, and our skin itched in anticipation of a new nail.

When we finally saw them on the horizon, the company howled – the battle was underway! Pitiful creatures from the Terror Caste wanted to steal our glory! We rushed ahead, knowing well that we were still some miles away. Out of the corner of my eye I saw Skull chanting some spell. A moment later, he vanished into thin air, and his reedy figure reappeared far ahead, among the fighters.

I stopped in surprise. I never expected this slimy creature to show the courage worthy of the Sons of Khyber.

SETUP:

- » Players do not use their Shrines in this battle.

SPECIAL RULES:

Use the time track to count completed turns of the battle. Mark Turns II, III and V on the track.

- » **Turn II:** The Chapter player places 1 Holy Knight squad on the edge of the map, at least one space away from any other models or tokens. Read Script 29.
- » **Turn III:** The Chapter player places 2 Pilgrims (if he has the available models) on the edge of the map, at least one space away from any other models or tokens. Read Script 29.
- » **Turn V:** Last turn. The battle ends after both players complete their actions.

Players can't earn Victory Points in this battle and the Victory Points track remains unused.

CHAPTER FORCES:

- » 1 Pilgrim squad
- » **Additional units arrive during the battle**

Objective: Survive.

Reward: Read Script 22.

Special Objective: Survive with at least 2 Pilgrims.

Special Reward: Additionally, if the Chapter managed to survive the battle with at least 2 Pilgrims, add 1 to the number of Borderlands Settlers.

Chapter Penalty: Read Script 23.

DEMONS FORCES:

- » 2 Dark Scholar squads
- » 1 Master of Elements

Objective: Kill all Pilgrims.

Reward: Read Script 25.

Penalty: Read Script 28.

ACHIEVEMENTS:

- » **Chapter:** If the Master of Elements dies, roll a red die for each of the remaining Dark Scholars. a result equal to or larger than 5 means the Scholar has panicked and fled the battlefield. Remove his model.

SCENARIO 3

FIRES OF FYRHOME

CHAPTER:

After the battle, we didn't get a chance to catch our breath. We helped the survivors get on the remaining wagons and made straight for Verreden with the demons on our heels. We managed to save some civilians – mostly Borderlands Settlers and their families. We know they'll be a dead weight. Markam immediately started grumbling that we should leave them to their fate. Possum and Twine didn't want to hear it. I'm glad.

I'm not so glad about the news we got from the settlers. It seems that our victory at Eld-hain came at a price – most of the Chapter's force and armies of each Refuge were tied up there. Vast areas between Refuges were left defenseless. Our enemies made use of this. Their wide, iron front rolled through the land. The people we saved were running from this onslaught.

In the evening we come out onto a plain and reach a small, quiet town surrounded by a belt of old farms. Surprised eyes follow us from the porches and windows.

"It's Fyrhome," one woman says. "They don't know what's coming."

It's a matter of hours before the demons come here. If we want to give the people a shot at escaping, we must prepare for another battle.

DEMONS:

They've escaped! They had horses, and carts, and those damn mechanical armors which never tire, and we had just finished a three-day gruelling run. Even the Iron Company must rest sometimes!

Hedgehog fell into a deep, quiet fury which I had never seen in him before. When he sobered up, he divided the company into three squads, each large enough to face humans in case it finds them. Despite his wounds, Skull is going with the first group. Gvor is leading the second one. I remain in the third one with our praetor. Thanks to this, I have a moment to safely take the chronicle out of hiding and update it. I have neglected it for too long.

In the evening, a Gorehound comes with a message strapped to its collar. Our second column came upon our prey. They're in a human village, getting ready to defend it. Fools. But even a fool's skin can be of some use. I feel that a new, glorious chapter of our chronicle will soon begin...


DEMON REINFORCEMENTS:

The Demon player places sticker A04, "Demon Banner", on the "Powers" section of the campaign map. From now on, he can place and use his Banner Card during each battle, according to the standard rules.

SETUP:

- » The Chapter player initiates all deployment steps AND takes the first turn. No squads can Disperse.
- » After all models and tokens are placed on the board, the Chapter player also places small tokens on all four Crystal Sources (one per Source). The tokens represent the Traps prepared by Fyrhome residents.

SPECIAL RULES:

- » During each player's Harvest, check any Demon models  with a Trap-marked Crystal Source for Hit. Effect: 1 Wound. After that, remove any Trap tokens that successfully Wounded a Demon model.

Use the time track to count completed turns of the battle.

Mark Turn VII on the track.

- » **Turn VII:** Last turn. If there's no winner after both players complete their actions, the player with the highest number of Victory Points wins.

CHAPTER FORCES:

- » 1 Holy Knight squad
- » 1 Pilgrims squad
- » 1 Ranger squad

Objective: Survive with at least 3 models.

Reward: Read Script 31.

Special Objective: Win through Victory Points or kill all enemies.

Special Reward: If you have managed to kill all enemies or win through Victory Points, read Script 33 instead.

Penalty: Read Script 32.

DEMONS FORCES:

- » Son of Khyber
- » 1 Gorehound squad
- » 1 Dark Scholar squad
- » 1 Bloodsmith squad (with only one model; present if sticker A08, "Praetor's Triumph", is on the campaign map)

Objective: Win through Victory Points or kill all but 2 enemies.

Reward: Read Script 35.

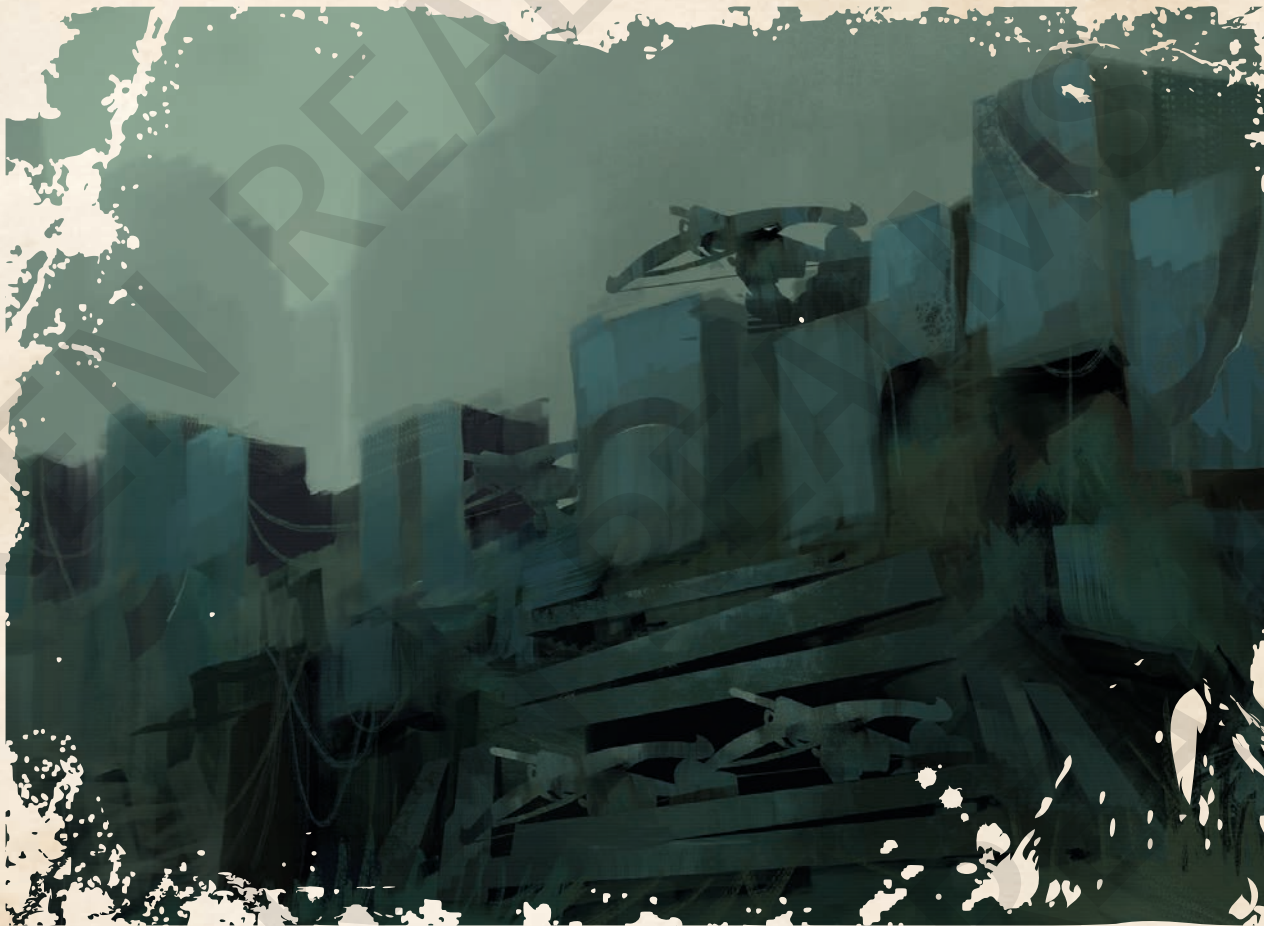
Penalty: Subtract 1 from the Glory of the Iron Company. The Skull, a spy of the Primes, dies in battle. Place sticker A13, "Skull, the Master of Elements", in the "Losses" section of the campaign map.

ACHIEVEMENTS

- » **Chapter:** Once a Son Of Khyber, a Bloodsmith or a Gorehound dies, read Script 34.

SCENARIO 4

CROSSING THE DRY RIVER



CHAPTER:

Glory be to the Chapter! I never thought I'd say this, but it was the brothers who saved us when the army commanders at Verreden and Riggers lost their heads. One of the most talented Chapter leaders, Magnus the Daring, came straight from Eld-hain with his knights, their armor still spattered with blood. Magnus took over command. He forged a plan.

From that moment, we began to hinder the enemy assault, waiting for more reinforcements to come from all the cities, and for the streams of refugees to reach the rear. As our main line of defense, we chose the bed of the Dry River, whose high banks, stretching for over a hundred miles from the west to the south-east, formed a natural wall.

Now I'm standing on top of them, watching the approaching enemies below. The demons have been concentrating their forces here since yesterday. I can clearly see they will attempt to break through. They are carrying ladders of human bone, and long ropes with iron hooks. But behind me gleam rows of Rangers' crossbows. If any of these beasts reaches the top, we are ready to push it back.

Covoro Her, IV Sharpshooter Batalion, Verreden

DEMONS:

"My beautiful and harsh mistress!

We are ready for the frontal attack. I understand how frustrated you and the other Primes are by the fact that after a promising start, this offensive got stuck at the line of this damned dried-out river. But I promise these pitiful humans won't stop us for long. We have a few surprises that will help us overrun their positions on the other shore. And when we do that, when we break through their defenses, we shall roll through their lands like an iron avalanche. I hope that when all this is accomplished, you will allow me to stand before your fearful majesty and hear your voice once more."

Hvaar Blackmax, Praetor of the Seventh Ferrata

IMPORTANT: This is a battle between the main armies of demons and men. During this battle, players DO NOT get any bonuses from stickers found in their “Powers”, “Forces” and “Losses” sections of the campaign map.

REINFORCEMENTS:

Both players select five additional cards and shuffle them into their campaign decks. They may also replace up to five cards already in the decks with any other cards from their faction.

SETUP:

- » In this scenario, the Chapter always deploys first, and the Demons always take the first turn.
- » Before any units are deployed, the Demons player chooses one long edge of the map. All spaces along this edge represent the Top of the Cliff that Demon forces attempt to capture (see Special Rules).
- » The Demons player has to deploy his units NO FURTHER than 2 Spaces away from the edge of the map directly opposite the Top of the Cliff.
- » The Chapter player has to deploy his units in the spaces on the Top of the Cliff (along the appropriate edge of the map).
- » The Chapter player starts the battle with 3 Crystals, instead of 2.

SPECIAL RULES:

- » During this battle, players do not get bonuses and penalties granted by the stickers in “Powers”, “Forces” and “Losses” sections of the campaign map.
- » Demons reach the peak of the cliff severely exhausted. Activating any Demon squad requires the player to spend one Crystal or sacrifice 1 Endurance token.
- » Whenever a model standing HIGHER (fewer full spaces away from the nearest Top of the Cliff space) attacks a model standing LOWER (more full spaces away from the nearest Top of the Cliff space), it gains +1 INI.
- » Any model standing HIGHER may Push any model standing LOWER, regardless of its base size.
- » If two models are an equal number of full spaces away from the nearest Top of the Cliff space, they are considered on equal footing and both rules described above do not apply to them.
- » Put a small token on any Scholar’s base. It’s a powerful bomb, spreading black fumes. Whenever a Scholar squad is Activated, before any Moves or Combat, the Demons player can decide to detonate the bomb, killing the carrying Scholar. Artificial darkness and thick fumes will make ranged attacks impossible during the next Chapter turn.

Use the time track to count completed turns of the battle. Mark Turns III, IV and VII.

- » **Turn III:** Demons receive 1 additional Dark Scholar squad – deploy it in any empty space no closer than 5 spaces away from the Top of the Cliff.
- » **Turn IV:** Read Script 40.
- » **Turn VII:** Last turn. The battle ends after both players complete their actions.

Players don’t earn Victory Points in this battle and the Victory Points track remains unused.

CHAPTER FORCES:

- » 1 Ranger squad. If sticker A18, “Broken Verreden Banner”, is present on the campaign map, the Ranger squad has only one model, instead of two.
- » 1 Pilgrim squad
- » 1 Holy Knight squad

Objective: Do not have more than 3 enemy models in Spaces belonging to the Top of the Cliff at the end of any Chapter’s Turn OR kill all but 3 enemy models.

Reward: Place sticker A16-A, “Chapter’s Victory”, on the appropriate slot of the campaign map, read Script 41.

Penalty: Place sticker A16-B, “Demons’ Victory”, on the appropriate slot of the campaign map, read Script 41.

Special Penalty: If all Rangers are killed, read Script 43.

DEMONS FORCES:

- » 1 Dark Scholars squad
- » 1 Bloodsmiths squad
- » 1 Gorehound squad
- » **Additional units arrive during the battle**

Objective: Have at least 4 models on the Top of the Cliff at the end of any Chapter’s Turn (if at any point you have fewer than 4 models on the map, you lose).

Special Objective: Kill all Rangers.

Reward: Read Script 42.



SCENARIO 5

SECRET OF THE MONASTERY



CHAPTER:

The border patrol never rests. Straight from burning Fyrhome we have traveled northwest, where – according to the townsfolk – we would find a small church and an abbey. Near the temple grounds we saw some farms and vineyards. We should have left those people to their fate. You can't save everyone! And yet – we couldn't just leave.

The silent sisters were surprised by our arrival. They didn't seem to find the news of a rampaging demon horde worrying. They didn't even agree to leave their convent! Possum and Twine tried to change their minds. It was slow, tedious work, as even in the face of danger the sisters would not break their vows of silence. Time was passing quickly. The demons came before we had a chance to move out.

We set up defensive lines around the monastery, but soon more enemies appeared on the horizon. They attacked with such fury that we had to retreat behind the stone walls of the abbey. The terrified settlers, women, children and nuns crowded behind us as we tried to hold back the enemy advance.

In the end, they pushed us all the way down to the underground scriptorium. What we saw there made us speechless.

A mechanical angel stands in the middle of the room, surrounded by hassocks and candles. The prioress explains in gestures that the nuns will try to reactivate it. This could be the miracle we need to get out of here alive. We surround the angel with a wall of shields, getting ready for our final stand.

Although the silent sisters cannot speak, they sing remarkably well...

DEMONS:

The defeat in that damned town burned my fingers as I wrote about it in the chronicle. Our company fights and bleeds, but we still have to prove we can win. How are we to conquer entire strongholds if we are repulsed by a human ragbag?

Fortunately, we will soon get the chance to even the score. The Chapter force we're following has done something so stupid that Hedgehog had the report repeated three times. Instead of fleeing the town, they took all its people and started moving in our direction! It turned out there's some small human temple they intend to protect.

We attacked with all of our forces and managed to push them into the temple's basement. They hid like rats in dark corridors. They have nowhere to run. Everything will be decided here.

We are aroused by the coming battle. Hedgehog sets up a careful plan of the assault, choosing who will have the honor of fighting in the first line. Only some strange singing coming from the abbey's corridors worries me slightly.

We could use the Skull and his damned divining runes...


CHAPTER REINFORCEMENTS:

The Chapter player places sticker A03, “Chapter Banner”, on the “Powers” section of the campaign map. From now on, he can place and use his Banner Card during each battle, according to the standard rules.

SETUP:

- » During deployment, place the Angel of Death last, at least 1 space away from any other Chapter models.

SPECIAL RULES:

- » The Angel of Death is inactive at the beginning of the battle (cannot be Activated, use any Actions, be attacked, Pushed or affected in any other way).
- » Players can't earn Victory Points in this battle and the Victory Points track remains unused.
- » At the end of each of his Active turns, the Chapter player may spend 1 Crystal to place a number of Prayer tokens on the Angel's base equal to the number of  Chapter models.
- » If there are more than 7 Prayer tokens, the Angel immediately wakes. From now on, it participates in battle as normal.

Use the time track to count completed turns of the battle.

Mark Turn VIII.

- » **Turn VIII:** Last turn. The battle ends after both players complete their actions.

CHAPTER FORCES:

- » 3 Holy Knight squads
- » 1 Pilgrim squad
- » Angel of Death (starts inactive, see Special Rules)

Objective: Survive with at least 1 Holy Knight.

Reward: Read Script 51.

Special Objective: Reactivate the Angel of Death before the start of Turn IV.

Penalty: Read Script 54.

DEMONS FORCES:

- » Son of Khyber
- » 2 Gorehound squads
- » 1 Dark Scholar squad
- » 1 Bloodsmith squad (with only two models; add a third model if sticker A08, “Praetor's Triumph”, is in the “Powers” section of the campaign map)

Objective: Kill 3 Holy Knights.

Reward: Read Script 55.

Penalty: Subtract 1 from the Glory of the Iron Company.

Additional Penalty: If the Angel of Death was activated before the start of Turn IV, read Script 56.

ACHIEVEMENTS

- » **Demons:** Once the Chapter player adds a 4th Prayer token on the Angel of Death base, the Demons player may Activate two of his squads during his next Active turn.



SCENARIO 6

THE TRANSPORT



CHAPTER:

The road south was hell. In normal conditions we would have reached the Dry River in a week, but saddled with settlers we moved at a turtle's pace. The water and food quickly ran out. We had to search through burned settlements and slain caravans, grabbing anything the demons had rejected. Sometimes we had to choose a longer route to avoid enemy units which were becoming more and more numerous.

When we finally reached the river, it turned out that our army had retreated. Only a putrid battlefield remained. I saw Possum clench his gauntlet so hard its metal creaked and hydraulic pipes broke. They abandoned us! They gave the entire frontier back to the demons!

The people are looking to us uncertainly and we have no idea what to do. We move on, picking up small groups of stragglers along the way. Soon after, our scouts find a railroad that cuts across the river. It seems armored trains are still traveling between Verreden and Riggers. That's our chance. There's but one problem. A large group of demons is building a barricade on the tracks. They must have come up with a similar idea...

DEMONS:

Our prey has fled south. We knew that nothing could save it. Another great offensive has begun, and they were unwittingly walking right into it. But it was a cold comfort. The honor of the final strike should be ours! Are we allowed to go after our prey? The orders were clear – we were to secure the distant foothills until further notice. The human patrol provided us with an excuse to leave our post. But aren't we far enough as it is?


The praetor asked the company's elders for advice. They conferred through the night in his tent, from which rage-filled roars would occasionally sound. Finally, they decided we would continue going south. The company greeted this news with an ear-splitting shout.

A week later there's no sign left of that initial enthusiasm. Gvor, our main scout, is more disheartened with every day. We have now penetrated deep into human territory, to the shore of the Dry River, passing many bodies and battlefields. Our prey was nowhere to be seen, and we were late for a great battle. Gvor feels responsible. However, he did find an iron path that the human armored hulks still travel on. Seizing one of those would definitely get the Primes' attention...

SETUP:

- » Before any units are deployed, the Demons player chooses any large space at least 1 space away from the edge of the map and places small tokens on all 7 of its hexes. These tokens represent a barricade Demons have built on the tracks (see “Special Rules”).
- » The Chapter player has to deploy at least 4 spaces away from the Barricade.

SPECIAL RULES:

- » If any Chapter model is  with a Barricade token, this Chapter model may use one Combat and spend one Crystal (or one Endurance token) to remove this part of the Barricade.

Use the time track to count completed turns of the battle.

Mark Turns II, III, IV and V on the track.

- » **Turn II:** The train can be heard in the distance. Chapter forces receive 1 additional Crystal.
- » **Turn III:** The train approaches. Chapter forces receive 1 additional Crystal.
- » **Turn IV:** The train uses emergency brakes. The Chapter player Activates two squads instead of one if he takes an Active turn.
- » **Turn V:** Last turn. The train is about to crash into the Barricade! If there are fewer than 3 Barricade tokens and at least 1 Holy Knight still alive on the battlefield, Read Script 62.

Players don't earn Victory Points in this battle and the Victory Points track remains unused.

CHAPTER FORCES:

- » 2 Holy Knight squads
- » 1 Pilgrims squad
- » 1 Ranger squad (with only 1 model)

Objective: Remove at least 6 Barricade tokens before the battle is over.

Reward: Read Script 61.

Special Objective: Kill the Son of Khyber or Master of Elements.

Penalty: Read Script 66.

DEMONS FORCES:

- » Master of Elements
- » Son of Khyber
- » 1 Gorehound squad
- » 1 Bloodsmith squad (with 2 models; add third model if sticker A08, “Praetor’s Triumph”, is in the “Powers” section of the campaign map)

Objective: Save at least 2 Barricade tokens.

Reward: Add 2 to the Glory of the Iron Company and then read Script 67.

Penalty: Subtract 1 from the Glory of the Iron Company.

Additional Penalty: If the Son of Khyber and Master of Elements are dead, subtract one additional point from the Glory of the Iron Company.



SCENARIO 7

AN OLD ENEMY

DARKNESS:

A pull. We've felt it for a long time, dragging us in the direction of a multidimensional space, where we dreamed our dreams full of hunger and craving. Now, something else has joined them. A light. It shouldn't be here. Not in our domain. Despite this, the light draws us in – it hints of fulfillment.

We slip into it and in an instant we are somewhere else. We exchange the hot, tight womb of darkness for a strange, doubled world: its bottom hard as our teeth, the top so light we can float through it without effort. But the most important thing is that from every side we can feel weak emanations which make our bodies twist into spirals.

Nourishment. We'll return home full and satisfied...

DEMONS:

The gorehounds have been growling since morning. The soothsayer read the blood runes thrice, muttering to himself. The warriors march on in silence. Something is coming. We can all feel it.

We finally discover a burned down human outpost. The Darkness is here – even in the middle of the day the outpost seems engulfed in a black fog. The warriors spit on the ground. Hedgehog swears. This is not the first time we've seen them. They always appear on worlds where our armies lead long, ravaging conquests. Once they start to appear, more and more come, like vultures to the carrion. Only the Primes know where they come from and what they really want.

One thing is sure: if we don't succeed quickly on this damned world, the Darkness will eventually flood everything. Until that time we must eradicate it wherever it appears. The praetor gives the signal for attack. Grudgingly, we form up. Of all possible battles, this is the one we'd rather avoid.

SETUP:

- » The Chapter player will control the Darkness forces in this scenario.
- » During setup, the Darkness player must place the Shadow Gate at least three spaces away from the edge of the map.
- » The game will be played according to the standard rules. See "Darkness Faction" rules in the "Darkness" expansion.

SPECIAL RULES:

Use the time track to count completed turns of the battle.

Mark Turns II, III, and VIII on the track.

- » **Turn II:** The Darkness player receives 2 Darkness Points. If sticker A13, "Skull, the Master of Elements", is in the "Forces" section of the campaign map, read Script 75.
- » **Turn III:** If sticker A13, "Skull, the Master of Elements", is in the "Forces" section of the campaign map, read Script 76.
- » **Turn VIII:** Last turn. The battle ends after both players complete their actions.

DARKNESS FORCES:

- » 1 Shadow squad
- » 1 Impostor squad
- » 1 Void Specter squad
- » 1 Slaughter Crow squad

DARKNESS DECK:

During this scenario use the following Darkness Deck:

- » 1 Hunger
- » 2 Metamorphosis
- » 1 Shadowy Tendrils
- » 2 Poison Kiss
- » 4 Chaos Wisdom
- » 4 Emptiness
- » 3 Anger
- » 3 Black Mark

Objective: Kill all enemies or win through Victory Points.

Reward: Read Script 71.

Special Objective: Kill the Son of Khyber.

DEMONS FORCES:

- » Son of Khyber
- » 1 Gorehound squad
- » Master of Elements (if the sticker A13, "Skull, the Master of Elements", is in the "Forces" section of the campaign map)
- » 1 Bloodsmith squad (with 2 models; add a third model if sticker A08, "Praetor's Triumph" is in the "Powers" section of the campaign map)

Objective: Kill all enemies or win through Victory Points.

Reward: Read Script 72.

Penalty: Read Script 74.

ACHIEVEMENTS:

- » **Darkness:** If Darkness forces kill the Son of Khyber, each Demons squad gets -1 ATT and -1 INI until the end of the battle.

SCENARIO 8

THE BATTLE OF FRACTURED FIELDS

CHAPTER:

I don't understand our high command. Each new order pushes us closer to defeat. First, Magnus the Daring made us give up the entire fortified line of the Dry River. We thought it was a sign of a general retreat towards the safety of Refuges, but no – over the next few days we had to launch several strikes against the approaching demons, and slow down their march. Many good men have died. And for what?

Right now, I'm watching our army form ranks in the middle of the wasteland, right between the strongholds of Verreden, Riggers, Volklingen, and Al-Iskandria, the largest human settlement. The officers are saying we'll fight the decisive battle here. Here? On an empty plain of no value? Without any terrain advantage? I can't comprehend it. I'm beginning to suspect that the demons have possessed all of our commanders.

One thing is sure: we'll be fighting soon. The ragged insignia of the demons already looms over the horizon.

Covoro Her, IV Marksmen Battalion Sergeant Verreden

DEMONS:

"My mistress! I hope you receive this message quickly, as every moment counts. The human army we have been chasing into the wastes between their main strongholds has unexpectedly stopped and is preparing for defense. It's a decision I can't comprehend! The terrain is not in their favor. I sense a trap, though what it would entail, I cannot say. Unfortunately, most of the Ferrata's Primes are insisting we attack at once, before they can entrench themselves well. I have tried to dissuade them from this, together with Ummrel, who seems to represent the interests of Ashu the Dreameater. We have failed in this. The assault begins soon.

I beg you for help, my mistress. If you have any agents among the humans, or any hidden forces, now is the time to make use of them..."

Hvaar Blackmaw, Primarch of the Seventh Ferrata

IMPORTANT: This is a battle between the main armies of demons and men. During this battle, players DO NOT get any bonuses from stickers found in "Powers", "Forces" and "Losses" sections of the campaign map.

REINFORCEMENTS:

Both players add five chosen Action Cards to their decks. If any player doesn't have a "Banner Card" sticker in the "Forces" section of the campaign map (Chapter: A03, Demons: A04), they place it now. From now on, they can use their Banners during each battle, according to the standard rules.

SPECIAL RULES:

- » During this battle DO NOT use any bonuses from the stickers in "Powers", "Forces" and "Losses" sections on the campaign map.

Use the time track to count completed turns of the battle.

Mark Turns II, IV, and VIII on the track.

- » **Turn II:** Read Script 81.
- » **Turn IV:** Read Script 82
- » **Turn VIII:** Last turn. The battle ends after both players complete their actions and the player with the most VPs wins.

CHAPTER FORCES:

- » 2 Holy Knight squads
- » 1 Pilgrim squad
- » 1 Purge Doctor squad
- » 1 Ranger squad (if the sticker A18, "Verreden Broken Banner", is on the campaign map, this squad has only one model)

Objective: Kill all enemies or win through Victory Points or have the highest number of them at the end of the battle.

Reward: Read Script 84.

Penalty: Read Script 85.

DEMONS FORCES:

- » Son of Khyber
- » 1 Gorehound squad
- » 2 Dark Scholar squads
- » 1 Bloodsmiths squad

Objective: Kill all enemies or win through Victory Points or have the highest number of them at the end of the battle.

Reward: Read Script 87.

Penalty: Read Script 86.

SCENARIO 9

KOSCHEI'S QUEST



Several hours earlier...

CHAPTER:

I don't know what dusty archives Magnus got these maps from, but they were completely right. The caverns' size is overwhelming; the whole Eld-hain refuge together with its tower could fit in the largest cave. Supposedly, there was once an underground sea here that soaked in deeper when the rocks cracked during the Judgment Day. What remains is a cluster of vast caverns, and a plain above them.

Mountainbiter gleams in our torchlight like a huge, twisted heap of black metal. It's a strange technology, as vile as the demons' magic. I have no idea how it works, but the important thing is that Koschei, who traveled within it all the way from the northern mountains, knows. The machine has changed him. He's grown thinner. His eyes have sunk. The Chapter's best spy is turning into a shadow of himself. But that's none of our business – our job is to protect him while he works. An easy task for one of the Chapter's best units. I believe the only thing we could fear is that Koschei doesn't drop several hundred tons of rock on our heads by mistake...

Five, soldier of Chapter special forces

DEMONS:

The Iron Company are not rats. We like clean fighting in open spaces and with honest rules, where everything is decided by determination and strength. The mission we are about to carry out is far removed from that ideal. And yet we accepted it gladly.

When we joined the main army, one of the praetors came to us, a servant of Ish. He was impressed by our recent victories. He promised us a chance to regain our name. a dangerous task that required us to go deep underground to the abandoned tunnels of an unfinished human railway.

There, in a giant cavern beneath the battlefield, the white apes are keeping Mountainbiter – a machine bought from the damned Dvergar for a price even I'm afraid to consider. They want to use it to collapse the caverns and annihilate our army. We won't let that happen!

IMPORTANT: This is a battle between the main army of men and the Iron Company. During the battle, **ONLY** the Demons player applies the bonuses and penalties of stickers found in the “Powers”, “Forces” and “Losses” sections of the campaign map.

SETUP:

- » At the start of battle, before any models or tokens are placed, the Chapter player places a large token anywhere on the map. It represents the Mountainbiter - a machine that will help the Chapter win.
- » Players do not use their Shrines and only place one Crystal Source each.

SPECIAL RULES:

- » Only the Demons player applies the effects granted by any stickers on the campaign map.
- » During the battle, both Chapter and Demons models may enter the space representing the Mountainbiter – and can be Pushed from it.
- » If a Chapter model is on top of the Mountainbiter’s space, the Chapter player may sacrifice an Activation of this model, and then spend 1 Crystal in order to place one small token on the machine, representing an Earthquake it causes. The cost of operating the Mountainbiter cannot be paid with any other alternative resource.
- » If Demons models fully occupy the Mountainbiter’s space, the Chapter cannot operate the Mountainbiter until they kill or push enough Demons to move into its space.
- » Earthquakes can only be caused once per turn.

Players don’t earn Victory Points in this battle and the Victory Points track remains unused.

CHAPTER FORCES:

- » 3 Holy Knight squads (special forces, +1 Endurance token and +1 to all basic Attributes)
- » 1 Ranger squad (special forces, +1 Endurance token and +1 to all basic Attributes)

Objective: Collect 4 Earthquake tokens (see Special Rules).

Reward: Read Script 91.

Penalty: Read Script 92.

DEMONS FORCES:

- » 1 Son of Khyber
- » 1 Gorehound squad
- » 1 Bloodsmith squad
- » 1 Master of Elements (if the sticker A13, “Skull, the Master of Elements”, is in the “Forces” section of the campaign map)

Objective: Kill all enemies before the Chapter gathers 4 Earthquake tokens.

Reward: Add +2 to the Glory of the Iron Company, read Script 94.

Penalty: Read Script 93.

ACHIEVEMENTS

- » **Demons:** As soon as the Demons kill their second Chapter model, read Script 95.



SCENARIO 10

THE HIGH GROUND



CHAPTER:

We've been marching south for five days, leaving the Dry River behind us and avoiding any demon stragglers. The settlers are getting anxious. Several groups have decided to leave us and head for the Refuge on their own. Possum keeps calmly explaining that we're safer together, but he won't force anyone to stay.

On the sixth day the ground shook. Animals reared in panic, people were shouting, children were crying. Fortunately, the earthquake subsided quickly, and soon after our scouts found the human army. Or at least what was left of it.

The battlefield stretched to the horizon, across the cracked plain filled with holes and craters. We find a few wounded and some Purge Doctors who are cleaning this place up with fire. From them we hear that the army has retreated to Al-Iskandria, pursued by demons. We try to learn more, but the conversation is interrupted by one of our scouts. We are not alone! a large force of demons starts pouring out of a nearby fissure. Possum rushes the settlers away, and orders us to push the enemy back to gain some time. The Purge Doctors stand behind us on their mechanical stilts, heating their flamethrowers up.

DEMONS:

We are late! We've been traversing these damn caverns so long that when we finally saw the light of day, the surface was already quiet as a tomb. To get back to the plain, we had to climb up a treacherous, rocky landslide. When the first warriors reached the top, we heard their warcries and the clang of weapons.

Some human stragglers were lying in wait for us. They think they can send us back to the caves. Over my dead body! Hedgehog is rushing everyone up. We are slipping on the rocks and constantly losing the ground beneath our feet. I wonder how many will fall and break their necks.

CHAPTER REINFORCEMENTS:

Before the battle, the Chapter player may replace any Action Cards in his deck with cards from the reserve. Cards still have to add up to twenty.

SETUP:

- » At the start of the battle, the Chapter player chooses two adjacent edges of the map and marks them with tokens. All spaces along these edges represent the Top of the Slope that the Demons attempt to climb.
- » The Demons player deploys his models at least six spaces away from any Top of the Slope space.
- » The Chapter player deploys his models on the Top of the Slope spaces.
- » Players set up only two Crystal Sources (one each). They have to be placed on the Top of the Slope spaces.

SPECIAL RULES:

- » Each model on the Slope has all its basic Attributes lowered by 1, as long as its there.
- » Whenever a model standing HIGHER (fewer full spaces away from the nearest Top of the Slope space) attacks a model standing LOWER (more full spaces away from the nearest Top of the Slope space), it gains +1 INI.
- » Any model standing HIGHER may any Push any model standing LOWER, regardless of its base size.
- » If two models are an equal number of full spaces away from the nearest Top of the Cliff space, they are considered on equal footing and both rules described above do not apply to them.

Use the time track to count completed turns of the battle.

Mark Turns II, III, IV, V, VI and VII.

- » **Turn II:** The Demons may rush their reinforcements – if they choose to do so, spend one Crystal and roll a red die.
1-4 Reinforcements arrive: place 1 Son of Khyber anywhere on the Slope.
5-6 The Son of Khyber tumbles down into the abyss and will not be available in this battle.
- » **Turn III:** The Demons are reinforced with 1 Son of Khyber, unless they already rolled for him in the previous turn. Place the Son of Khyber anywhere on the Slope.
- » **Turn IV:** Read Script 101.
- » **Turn V:** The Demons may rush their reinforcements – if they choose to do so, spend one Crystal and roll a red die.
1-4 Reinforcements arrive: place 1 Dark Scholar squad anywhere on the Slope.
5-6 All the squad's models tumble down into the abyss and will not be available in this battle.
- » **Turn VI:** The Demons are reinforced with 1 Dark Scholar squad, unless they already rolled for them in the previous turn. Place 1 Dark Scholar squad anywhere on the Slope.
- » **Turn VII:** Last turn. The battle ends after both players complete their actions.

CHAPTER FORCES:

- » 2 Holy Knight squads
- » 1 Purge Doctor squad
- » 1 Pilgrim squad
- » 1 Ranger squad (with one model, only if sticker A14, "Jehl, Hunter of Fyrhome", is in the "Forces" section of the campaign map).

Objective: win through the Victory Points.

Reward: Read Script 106.

Penalty: Read Script 104.

DEMONS FORCES:

- » 1 Bloodsmith squad
- » 1 Dark Scholar squad
- » 1 Master of Elements
- » **Additional squads will become available during the battle**

Objective: win through the Victory Points.

Reward: Add 1 to the Glory of the Iron Company, Read Script 105.

Penalty: Read Script 105.

ACHIEVEMENTS

- » **Demons:** Each time a Demons model is killed, the Demons player may Move with one of his squads.



SCENARIO 11

THE END OF MAGNUS THE DARING



CHAPTER:

The Darkness roils before us. Human silhouettes flash inside it. Maybe if they were regular troops or priests we might have abandoned them. But they are our Chapter brothers. They deserve a better death.

We attack, leaving only a few people behind to guard the settlers. We run straight towards a black cloud of Darkness. Inside, we can see shapes that make our guts twist. And our brothers, fewer than we had hoped. Only now can we recognize the banner. It's Magnus the Daring and his personal guard! The life of the commander of the combined human armies is now in our hands.

We speed up as our charge gains momentum. One after another, we dive into the Darkness.



DARKNESS:

A pull. Our black, constricting world suddenly turns upside down. In one direction, the pressure eases, like a bursting membrane. Then, a light appears. It is foreign to us, painful – but it draws us in with the promise of fulfillment.

Of all the flavors, it is the mixture of blood, desperation and despair that we like best. It soaks through war-torn worlds. In a place of our emergence, this aroma is especially potent. A battle is waning here. Grand plans came to nothing. The despair of the flesh beings is palpable.

We drop on them unexpectedly. We shred them to pieces, smother them in choking darkness, bring them back to our world. We are interrupted by vibrations in the air. More are coming our way. We lick our lips. This will be a good day.

SETUP:

- » The Demons player will become the Darkness player in this scenario.
- » The Darkness player places a Shadow Gate token at least 3 spaces away from the edge of the map.
- » The Chapter player places two Crystal Sources within two spaces of the Shadow Gate and at least two spaces from one another.
- » The game will be played according to the standard rules. See “Darkness Faction” rules in the “Darkness” expansion.
- » The Chapter player deploys all of their squads first, at least 2 spaces away from the Gate and any Crystal Sources.
- » After all Chapter models are deployed, place 6 small tokens on the map. Chapter and Darkness players take turns placing these tokens, with the Chapter player going first. Tokens represent Wounded Chapter Brothers – Magnus and his personal guard (see “Special Rules”).
- » Now, the Darkness player deploys his Shadows, Void Specters and Slaughter Crows. He can place any number of them  with a Shadow Gate, and up to one  with any of the Wounded tokens.
- » Impostors remain on their squad card. They will deploy later during the battle.

SPECIAL RULES:

- » The Darkness player can Attack tokens representing the Wounded Chapter Brothers as if they were enemy models. These tokens have – INI, and 2 DEF, are Blocked, cannot Attack or Counterattack. Any Wounded token is automatically removed from the game.

Use the time track to count completed turns of the battle.

Mark Turns III, V and VI.

- » **Turn III:** Read Script 112.
- » **Turn V:** Read Script 114.
- » **Turn VIII:** Last turn.

Players don't earn Victory Points in this battle and the Victory Points track remains unused.

CHAPTER FORCES:

- » 1 Holy Knight squad
- » 1 Pilgrim squad
- » 1 Ranger squad
- » 1 Purge Doctor squad

Objective: Save at least 1 Wounded Chapter Brother.

Special Objective: Save at least 3 Wounded Chapter Brothers.

Reward: Read Script 116.

Special Reward: Read Script 117.

Penalty: The Chapter player subtracts 2 from the number of Borderlands Settlers and deploys one fewer model of his choice in the next scenario.

DARKNESS FORCES:

- » 1 Shadow squad
- » 1 Void Specter squad
- » 1 Slaughter Crow squad
- » 1 Impostor squad

DARKNESS DECK:

During this scenario use the following Darkness Deck:

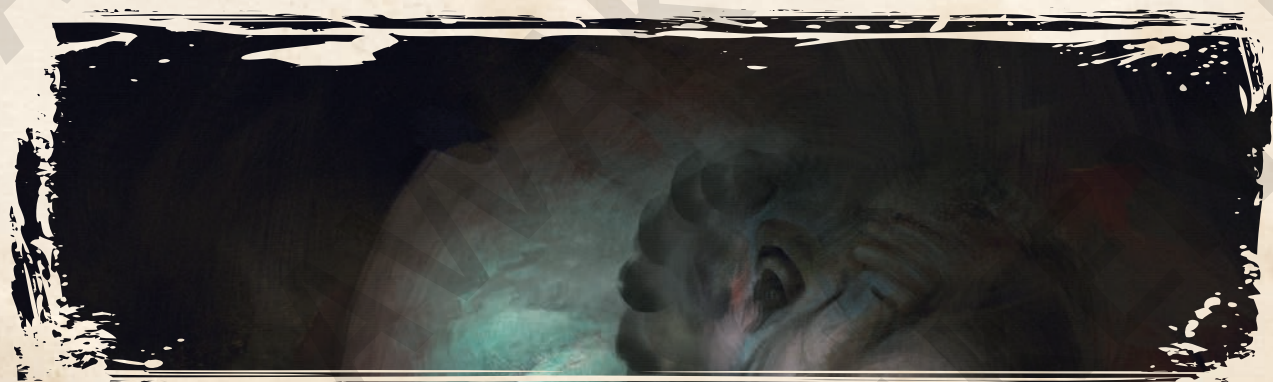
- » 1 Hunger
- » 2 Metamorphosis
- » 1 Shadowy Tendrils
- » 2 Poison Kiss
- » 4 Chaos Wisdom
- » 4 Emptiness
- » 3 Anger
- » 3 Black Mark

Objective: Kill at least 5 Wounded Chapter Brothers.

Special Objective: Kill all Wounded Chapter Brothers or all Chapter models.

ACHIEVEMENTS

- » **Darkness:** If Darkness forces kill a Chapter model, the Darkness player marks any other Chapter model with a Charge token. This model is losing its morale, and gets -1 ATT and -1 INI as a result.
- » **Chapter:** If Darkness forces kill any Wounded Chapter Brothers, the Chapter player immediately receives 1 Crystal.



SCENARIO 12

GATES OF AL-ISKANDRIA



CHAPTER:

For a few days we march as hard as we can, overtaking the main demon army. Finally, the walls of Al-Iskandria rise above the horizon like a mountain range. This is the largest of all human Refuges. And the best defended. If the demons are heading for it, and not for Riggers, Verreden or Volkingen, they must be really sure of themselves. But if we won't be safe in Al-Iskandria, then where?

Unfortunately, the border patrol's rotten luck makes itself know once more. Even from afar we notice the sea of carts and tents surrounding the city. The iron gates are shut. The settlers and their families start to despair. Have we led them to their deaths?

Possum has no intention of giving up. He pushes through the lethargic crowd. He stops in front of the gate and demands that they let us in. To no avail. He asks for one of the Chapter's peers to be summoned. No one listens to him. In the crowd around us, I see many brothers from other units, survivors of the recent battle, and even soldiers from other Refuges. They tell us the city council of Al-Iskandria has shut the gates in fear of a long siege. Cowardly bastards!

Possum calls a meeting. We try to decide whether we should stay by the city or move on to another Refuge. That's when we hear the screams. Demon banners appear over the horizon. We grab our weapons. We close a ring of shields around the settlers, with the iron gate behind us, and before us – the demon horde.

DEMONS

Soon after the battle of the Fractured Fields, the company's elders were summoned to the main camp of the Seventh Ferrata to attend a feast prepared by the Primes. Each one of those treacherous, bloodthirsty fuckers raised a toast to us. Even Ish herself was impressed by what we'd accomplished. I think they've got some plans for the machine we captured underground. I don't know what they want to do with that Dvergar-stinking pile of junk. I don't care. Only one thing matters: as a reward for capturing it, the Primes gave us the Right of First Blood.

The very next day, we made for the largest, most heavily defended human refuge. The moment it appeared on the horizon, Hedgehog gave the word to prepare for an attack. We step before the entire demon army, and run towards the closed gates and the defenders gathered there. We will tear into them like wild animals, while the rest of the army watches. We'll give them a show to remember!

REINFORCEMENTS:

Both players select five additional cards and shuffle them into their campaign decks. They may also replace up to five cards already in the decks with any other cards from their faction.

Additionally, the Chapter player adds 2 to the number of the Borderlands Settlers, as panicked civilians flock towards his force.

SPECIAL RULES:

Use the time track to count completed turns of the battle. Mark Turns II, III, V and VIII.

- » **Turn II:** Read Script 122.
- » **Turn III:** If sticker A18, “Broken Verreden Banner”, is not on the campaign map, read Script 123.
- » **Turn V:** If sticker A29-A, “Damaged Mountainbiter”, is not on the campaign map, read Script 125.
- » **Turn VIII:** Last turn. If both players finish their actions and there is still no winner, the player with the most VPs wins.

CHAPTER FORCES:

- » Angel of Death
- » 1 Holy Knight squad
- » 1 Pilgrim squad
- » 1 Purge Doctor squad.

Objective: Kill all enemies or win through Victory Points.

Reward: Read Script 120.

Penalty: Read Script 126.

DEMONS FORCES:

- » Son of Khyber
- » 1 Gorehound squad
- » 1 Bloodsmith squad
- » 1 Dark Scholars squad
- » 1 Master of Elements (if sticker A13, “Skull, the Master of Elements”, is in the “Forces” section of the campaign map – if not, replace him with 1 Gorehound squad)

Objective: Kill all enemies or win through Victory Points.

Reward: Add 2 to the Glory of the Iron Company, read Script 121.

Penalty: Read Script 121.



SCENARIO 13

A MEDGEHOG AND A POSSUM



CHAPTER:

The border patrol doesn't know the meaning of the term "suicide mission", but the plan that Possum outlined sent shivers down our spines. Despite this, we have agreed. Every last one of us. We spend the last hour reminiscing about former adventures and remembering old comrades, while Possum visits all the groups gathered at the gates of Al-Iskandria to work out the final details.

Night falls. We wait for an opportunity. Finally, the first comet cuts across the sky. Then another. And a third one. Giant trebuchets sling fiery projectiles from the walls of Al-Iskandria at the demons' camp. Chaos erupts. That's our chance!

We gather all those who can hold a weapon. The stragglers from Dry River and Fractured Fields, the guards from burned towns, small groups of brothers – and even all the settlers who can fight. With the aim of breaking through the siege, we assault the demons' camp, as it descends into chaos

Well, at least the others try to break through the siege. The border patrol has other plans. The moment we defeat the first enemy unit, we break away from the main force and make our way deeper into the camp. To where, according to Koschei, the Mountainbiter is kept. It is a suicide strike, but who knows – maybe we'll make it.

Maybe one of us will return, just like the Possum did many years ago.

DEMONS:

We've regained our name! The fury of our strike against human forces at the gates of the stronghold surprised even the veterans of the Seventh Ferrata. When we returned, sweaty and bloodstained, they moved out of our way. The Primes met us in the middle of camp. Without a word, they gave us the remains of our old insignia. We roared. The Iron Company was back!

To celebrate this occasion, we wanted to attack the humans again, but the leaders have other plans. They have asked us to keep an honor guard by the strange, canvas-covered machine, captured in the caverns beneath the Fractured Fields. They say it's a key that will open the stronghold's gates. Ish is worried the humans might want to destroy it. I wonder who would be crazy enough to try!

Late in the evening, the humans begin their barrage. Our camp lights up with fires, and we can see the assaulting enemy in their glow. We find it hard to stand idly by the Dvergar machine. We want to charge into battle, but our Master of Elements calms the praetor down. According to his predictions, the battle will come to us.

And it does!

REINFORCEMENTS

Before the battle, both players may replace any Action Cards in their campaign decks with cards from their reserve. Both decks should keep their total size unchanged.

SPECIAL RULES:

Use the time track to count completed turns of the battle.

Mark Turns III and VI on the track.

- » **Turn III** – Read Script 133.
- » **Turn VI** – From now on, each player may Activate two squads per turn, resolving their Movement and Combat in any order. The first one to perform a double activation is the player with fewer Endurance tokens remaining.



DEMONS FORCES:

- » Son of Khyber
- » 2 Gorehound squads
- » 1 Bloodsmith squad (one model; add another if sticker A30, “Gvor the Pathfinder”, is in the “Forces” section of the campaign map, and another one if sticker A08, “Praetor’s Triumph”, is in the “Powers” section of the campaign map).
- » 1 Master of Elements (if sticker A13, “Skull, the Master of Elements”, is in the “Forces” section of the campaign map).
- » If the Demons player still has free squad slots after deploying these units, fill them with Dark Scholar squads.

Objective: Kill all enemies or win through Victory Points.

Reward: Read Script 139.

CHAPTER FORCES:

- » 1 Angel of Death
- » 1 Purge Doctor squad
- » 1 Holy Knight squad (with +1 Endurance token and +1 to all basic Attributes, if sticker A21, “Markam, Heavy Infantry Sergeant”, is in the “Forces” section of the campaign map).
- » 1 Pilgrim squad (only if sticker A09, “Torlun the Gray”, is in the “Forces” section of the campaign map; the squad contains one model with +1 Endurance token and +1 to all basic Attributes).
- » 1 Ranger squad (only if sticker A14, “Jehl, Hunter of Fyrhome”, is in the “Forces” section of the campaign map; the squad contains one model with +1 Endurance token and +1 to all basic Attributes).

Objective: Kill all enemies or win through Victory Points.

Reward: Read Script 138.

ACHIEVEMENTS

- » **Demons:** If the Holy Knight is killed, disable sticker A21, “Markam, Heavy Infantry Sergeant”.
- » **Demons:** If the Pilgrim is killed, disable sticker A09, “Torlun the Gray”.
- » **Demons:** If the Ranger is killed, disable sticker A14, “Jehl, Hunter of Fyrhome”.
- » **Demons:** If all above models are killed, and the Chapter has sticker A31, “Magnus’ Banner”, in the “Powers” section of the campaign map, the Chapter player must disable this sticker immediately.
- » **Chapter:** If the Master of Elements is killed, disable sticker A13, “Skull, the Master of Elements”.
- » **Chapter:** If all Bloodsmiths are killed, disable sticker A30, “Gvor, Pathfinder” and sticker A08, “Praetor’s Triumph”.
- » **Chapter:** If the Son of Khyber is killed, and sticker A15, “Bloody Insignia”, is in the “Powers” section of the campaign map, the Demons player must disable this sticker immediately.

SCENARIO 14

CALL OF THE WASTES



CHAPTER:

The border patrol is prepared for many misfortunes. For long expeditions through the wastes, for enemy ambushes, for thirst, hunger, exhaustion. But not for betrayal. Twice did the Chapter and our cities show we mean nothing to them. The first time, when they abandoned the northern frontier to the demons and sacrificed us – along with hundreds of civilians – in the name of their plan. The second time, when they shut the gates of Al-Iskandria right before us.

Today, for the first time, we have decided to do something for ourselves – and for the people who trust us. Possum is talking to the leaders of other groups while we're preparing for battle.

Night falls. We wait for an opportunity. Finally, the first comet cuts across the sky. Then another. And a third one. Giant trebuchets sling fiery projectiles from the walls of Al-Iskandria at the demons' camp. Chaos erupts. That's our chance!

We gather all those who can hold a weapon. The stragglers from Dry River and Fractured Fields, the guards from burned towns, small groups of Chapter brothers – and even all the settlers who can fight. We assault the chaos-ridden camp like a steel wedge. The border patrol is at its very tip. We'll pave the civilians a way through the siege, even if we die trying.

Let others worry about the Mountainbiter. We've fulfilled our duty, and then some. The wastes are calling to us.

DEMONS:

We've regained our name! The fury of our strike against the human forces at the gates of the stronghold surprised even the veterans of the Seventh Ferrata. When we returned, sweaty and bloodstained, they moved out of our way. The Primes met us in the middle of camp. Without a word, they gave us the remains of our old insignia. We roared. The Iron Company was back!

To celebrate this occasion, we wanted to attack the humans again, but the leaders have other plans. They have asked us to keep a honor guard by the strange, canvas-covered machine, captured in the caverns beneath the Fractured Fields. They say it's a key that will open the stronghold's gates. Ish is worried the humans might want to destroy it. I wonder who would be crazy enough to try!

Late in the evening, the humans begin their barrage. Our camp lights up with fires, and in their glow we see the assaulting enemy. They don't seem interested in our machine. They're breaking through the siege, far away from us.

Each one of us knows we should stay at our post. But when we notice who's leading the human assault, our orders lose any meaning. Our prey! The same damn Chapter warriors we've been clashing with since the Black Stairs. Fuck the Primes and their plans! This is a matter of honor. This chapter in the Iron Company's history needs a proper closure.

SPECIAL RULES:

- » Both players get a set of small tokens, representing available Reinforcements. The number of tokens depends on the number of Borderland Settlers and Glory of the Iron Company accordingly, and equals:

1-3:	2 tokens.
4-6:	3 tokens.
7-9:	4 tokens.
10:	6 tokens.

- » During their Harvest, a player may spend 1 Reinforcement token to deploy one of their killed models back on any empty space of the battlefield. The only exceptions are the Angel of Death and Son of Khyber – bringing them back costs 2 Reinforcement tokens.

- » **Players may Reinforce only once per Harvest.**

Use the time track to count completed turns of the battle.

Mark Turn IV.

- » **Turn IV:** Read Script 143.

CHAPTER FORCES:

- » Angel of Death
- » 1 Holy Knight squad
- » 1 Pilgrim squad
- » 1 Rangers squad
- » 1 Purge Doctor squad.

Objective: Kill all enemies or win through Victory Points.

Reward: Read Script 147.

DEMONS FORCES:

- » Son of Khyber
- » 1 Gorehound squad
- » 1 Dark Scholar squad
- » 1 Bloodsmith squad
- » 1 Master of Elements.

Objective: Kill all enemies or win through Victory Points.

Reward: Read Script 148.



SCRIPTS:

11 *We thought the demon attack would dissuade the traveler from going on alone. We explained that it wouldn't get any safer further on. With no results. Whatever he intends to do in those damned mountains, he must really not want any witnesses. At least he repaid us for our help – gave us some healing tinctures straight from the Chapter's treasury. He says he won't need them any more.*

» Place sticker A05, “Chapter's Medicinal Remedies”, in the “Powers” section of the campaign map. You can disable this sticker at any point during any battle to immediately restore all Endurance tokens to one selected squad.

12 *Our brothers who escorted the traveler did not return from the pass. Markam said that he'd sooner die than leave his soldiers. We looked for his two armored brothers until the last of the food and water ran out and Possum had to order us to march out. He and Markam almost got into a fight over it, and the patrol moved south in a foul mood. We had no idea how costly this delay would turn out to be.*

» Place sticker A06, “Razing of Fyrhome”, on the appropriate slot of the campaign map.

14 *The Iron Company waited two days for Hedgehog. Finally, we decided that he'd either lost his mind or deserted. I crossed his name out of the chronicle, and then everyone cursed him loudly. We were about to move out when someone noticed a crawling figure on the plain. It was Hedgehog – almost dead of his wounds and loss of blood. I didn't know what to do with him – it's a bad omen when the squad sees a defeated praetor. Skull didn't hesitate. He took Hedgehog into his camp and started patching his body up with magic. Soon, the praetor came to enough to tell us about a squad of humans that appeared in the area. At once I went there with our best scout, Gvor. The trail was cold. We had wasted too much time. Now we have to split up into smaller groups to find the enemy.*

» Place sticker A07, “A Divided Company”, in the “Losses” section of the campaign map. As long as it's there, the Demons player deploys one fewer model of his choice at the beginning of each battle.

15 *The dogs weren't here alone! a demon storms out from behind a bend in the rock, its skin covered with iron nails. On seeing the knights, it stops suddenly. Delight spreads across its face. Then the demon leaps into battle with wild abandon, the likes of which the Chapter knights didn't even see at Eld-hain.*

» A Bloodsmith model joins the battle. The Demon player places him anywhere on the map, at least one space away from any other models or tokens.

16 *When the last of the human knights fell, and his blood soaked into the cracked surface of the Black Steps, Hedgehog was in raptures. Of the whole company, it was he who earned a new nail!*

There was still the masked wanderer who remained on the outskirts of the battle. Hedgehog leaped on him but the man stabbed the demon through the knee with a practiced move. Then he left him – furious and swearing – and continued climbing up the steps. Hedgehog didn't mention this little detail to anyone.

The knee healed quickly, and the new praetor became a hero to the whole company. As we celebrated, chanting his name, Skull looked inquiringly from the sidelines, keeping the gaze of his sunken, beady eyes on Hedgehog. I'm worried that if I can't get rid of this spy soon, he'll inform on us to all the Primes of the Ferrata...

» Place sticker A08, “Praetor's Triumph”, on the appropriate slot of the campaign map. It will allow you to deploy one more Bloodsmith model in some additional battles (it is mentioned in their “Demon Forces” sections).

» Add 2 to the Glory of the Iron Company.

19 *Praetor Hedgehog returned unexpectedly – wounded, bloody, with madness in his eyes. He was shouting from afar: “Humans in the pass!” The whole camp buzzed with excitement. Everyone grabbed a weapon and leaped to their feet, and in my mind I thanked the wisdom of the old warriors whose spirits had advised Hedgehog from Khyber. The first assault of our penal battalion ended in defeat, but at least now we know where to look...*

» Add 1 to the Glory of the Iron Company.

22 *If not for the fact that most Pilgrims aren't exactly right in the head, the settlers would have died before our eyes. Luckily, the suicide charge of Torlun and the others held the demons back until the rest of our forces joined them. Many unarmed people died, though many others were saved. Now, they're treating us like heroes, though we have no idea what to do with them.*

Twine's running between the wounded with her arms covered in blood to her elbows. Possum wants to move on – we can see another squad of demons on the horizon. I jump in to help Twine and together we load the wounded onto carts. She says nothing, but I can see a gleam of gratitude in her eyes.

» Add 3 to the number of Borderlands Settlers. Leading a large group of them will have both positive and negative consequences. If sticker A12, “Slaughtered Civilians”, is present on the campaign map, add 2 to the number of Borderlands Settlers instead.

» Then, if sticker A06, “Razing of Fyrhome”, is present on the campaign map, play Scenario 4. Otherwise, play Scenario 3.

23 *Our Pilgrims' sacrifice was for nothing. Before the rest of our forces reached the battlefield, most of them were dead. And so were the settlers. We've only saved a handful of women and children who hid under one of the carts. They are silent, but in their eyes we can see reproach for not having come sooner. I quickly notice Torlun among the heavily wounded. Twine is trying to stem the bleeding from a huge gash in his hip. To no avail. One of the oldest soldiers in this patrol dies in her arms. I later learn from people that Gray Torlun was missing only one demon to complete his penance.*

The patrol has not lost this many people in one battle in a long time. The mood is foul.

» Place sticker A09, “Torlun the Gray”, in the “Losses” section of the campaign map. From now on, whenever any scenario asks you to use the Pilgrim squad, deploy one fewer Pilgrim model.

» If sticker A06, “Razing of Fyrhome”, is present on the campaign map, go to Scenario 4. Otherwise, go to Scenario 3.

25 *The Iron Company joined the battle as it was still raging. The smell of blood and sight of bodies, strewn around like broken toys, sent us into ecstasy. The knights managed to save only a handful of humans. Our cries of triumph made the sky shake – as well as the few scholars who survived the battle. I think they suspect what's in store for them. Stepping between the Iron Company and its prey rarely pays off.*

» Add 1 to the Glory of the Iron Company.

Then, choose one:

» Punish the surviving Dark Scholars – Read Script 26.

» Release them to carry the stories of your triumph – Read Script 27.

26 *a short, sweet moment of slaughter. We shred those runts into bits. It's just a shame their stench clung to us. We must wash it off with human blood!*

» Place sticker A10, “Violent Frenzy”, in the “Powers” section of the campaign map. As long as the sticker remains there, take 1 additional Crystal at the beginning of each battle.

» Disable the “Violent Frenzy” sticker once you lose any battle.

27 *We let those reeking mongrels go. So that they could remember who saved them, the praetor ordered the company's symbol carved into their foreheads. I hope they'll let their rulers know about this...*

» Add 1 to the Glory of the Iron Company.

28 *The mongrels of the Terror Caste fell quickly. The knights crushed them in a single charge, and then went on to the south, taking the settlers with them. We reached the battlefield late, like vultures. The only living thing we found there was the badly wounded Skull. We lost. Many warriors fell into despair, tore at their bodies and cut themselves with their own blades. But I only smiled. Our opponent is stronger than we had imagined. Good news!*

- » Place sticker A11, “Ritual Self-mutilation”, in the “Powers” section of the campaign map. As long as it’s there, remove 1 Endurance token from any of your squads before the start of each battle. Disable the A11 sticker once you win any battle.
- » If sticker A06, “Razing of Fyrhome”, is present on the campaign map, go to Scenario 4.

29 *The Master of Elements raised his eyes above the heads of the battling cultists and Pilgrims. He saw that the rest of the Chapter’s force was approaching quickly, while the demons were still far behind. The odds of winning were slim. In the creature’s head, a new thought was brewing: if he was about to die, shouldn’t he take as many white apes with him as possible? Wouldn’t it be better for the enemy to come too late to save what was most precious to them?*

The Demon player chooses:

- » Focus on fighting the armed enemies – The battle continues.
- » Focus on slaughtering the civilians – The Demons player chooses and removes one Dark Scholar model from the map. Then, place sticker A12, “Slaughtered Settlers”, on the appropriate slot of the campaign map. The battle continues.

31 *We fought for every house, every street, and the night was illuminated by the glow of fires. If not for the townsfolk’s help, we probably wouldn’t have made it, but we held back the demons long enough to evacuate the town. The survivors joined us with all their mealy possessions. We are starting to look more like a caravan than a Chapter patrol.*

We make at once for Verreden and march through the night. In the morning, we meet a courier who was on his way to Fyrhome. He says the road to the Refuge is blocked by a demon army pushing into human lands. Most people ran outside the walls or to south of the Dry River where our main army is regrouping.

Possum swears. It seems we have a longer way ahead of us than planned.

- » Add 2 to the number of Borderlands Settlers.

32 *Sometimes, when you want too much, you end up with nothing. We barely escaped the town, chased by the screams of its people being murdered. We avoid the gazes of the survivors and make for Verreden less numerous, with spirits broken. On the next day, we meet a courier. Supposedly*

human forces are regrouping all the way beyond the Dry River. The whole northern frontier is ablaze. If we don’t reach safety soon, I’m afraid no one will return from this patrol alive.

- » Subtract 1 from the number of Borderlands Settlers.

33 *We’ve repulsed the assault! The town’s houses and streets became the graves of countless demons. We are feverish with the battle, and the people are chanting in our honor. Meanwhile, Possum is approached by Fyrhome’s mayor. It turns out there is another place nearby which might need our help. Possum turns to us with a glint in his eyes.*

“What do you say, boys? Wanna play heroes again?”

We are not suicidal. Everyone realizes we should use this victory to quickly run to the Refuge. But there’s a grain of madness within every man and woman of the border patrol...

The Chapter player chooses:

- » The patrol makes a detour to save yet another settlement – Go to Scenario 5. Beware: this is a very risky decision!
- » The patrol makes its way south to join the remaining human forces – Go to Scenario 4.

34 *The people of Fyrhome must have doubted we could protect them. But when the first large demon fell to the ground, their courage surged. They grabbed what they could and joined the battle. Bolts whistled above our heads – one of the local hunters decided to aid us with his automatic crossbow. He’s good! I hope that Possum will offer him a place in the patrol after the battle!*

- » Place sticker A14, “Jehl, Hunter from Fyrhome”, in the “Forces” section of the campaign map. From now on you will deploy one Ranger whenever a scenario calls for it.
- » Deal 1 Wound to a Demon model of your choice. The battle continues.

35 *The town is ours! I’m walking through the battlefield, watching our warriors finish humans off. Suddenly, I realize what’s missing. I grab a bright cloak from one of the defeated knights. I paint the Iron Company’s insignia on it with blood – I remember it so well, I could do this with my eyes closed. Then, I drive the banner into the middle of the battlefield. The praetor nods his head with approval. The warriors cheer. We’ve taken another step on the road to our former glory.*

- » Place sticker A15, “Bloodied Insignia”, in the “Powers” section of the campaign map. From now on, draw five Action Cards in total at the start of each battle and choose which three you wish to keep. Discard the rest.
- » Add 2 to the Glory of the Iron Company.
- » Read Script 36.

36 *We celebrated the victory late into the night. Hedgehog turns a blind eye to this – he knows that after so many tense moments, people need to let off some steam. I didn’t protest. On the contrary. The chaos which enveloped the burning, conquered town presents me with an opportunity to finally get rid of the Skull. If that spy disappears, we’ll be able to do whatever we need to regain our honor.*

When I try to plan his death, I’m beset by doubts. So far, Skull has fought as bravely as us. He risked his life with us. Maybe we could turn him into a true member of the company? I’m sure his power would be useful, but is it worth taking the risk?

Too bad I can’t hear the voices from Khyber, like our praetor does. I open the chronicle, searching for wisdom, but I only see descriptions of great battles and successful campaigns. Time is running out. What should I do?

The Demons player chooses:

- » The company’s chronicler kills Skull, the Master of Elements – Read Script 38.
- » The company’s chronicler tries to recruit Skull – Read Script 37.

37 *Instead of a dagger, I brought him a book. He was surprised when I emerged from the darkness behind him, in a quiet basement, where he was poring over a handful of bone runes. I showed him the chronicle and explained that the company will regain its former glory regardless of anything the Primes were plotting. I told him he could be a part of our bloody legacy. If he stops reporting to his masters and swears allegiance to Hedgehog, he will become one of our elders.*

His sunken eyes bore into me intensely. I can’t read any emotions of his face. Doesn’t matter. It’s his move now.

Check the Glory of the Iron Company on the campaign map.

- » Glory equal to or greater than 3 – Read Script 39.
- » Glory lower than 3 – Read Script 38.

38 *The battle was short and brutal. I knew I couldn’t give the Skull a chance to reach for his magic or send a message to the Primes. I think he was surprised by how fiercely I fought. Before I became the chronicler, I took part in eight campaigns on eight different worlds.*

When the light left his sunken eyes, I covered the body with rubble. No one will find him among these ruins.

- » Place sticker A13, “Skull, the Master of Elements”, in the “Losses” section of the campaign map.

39 *I only got a single nod as an answer. It was enough. I took the chronicle and left, leaving him to his runes.*

I hope I made the right decision.

- » Place sticker A13, “Skull, the Master of Elements”, in the “Forces” section of the campaign map. From now on, whenever you are allowed to deploy a Dark Scholar squad, you can subtract one model from this squad and deploy a Master of Elements instead — as long as you have a free slot for his squad card.

40 *The sound of a horn rolled over the battlefield. The Sharpshooters of Verreden froze hearing the signal they remembered well from their training. Their surprised commander looked to the hill where the army banner and Magnus the Daring stood. This had to be a mistake! An illusion spawned by the demons! The signal meant retreat, however giving up the top of the cliff now would make little sense...*

But what if the signal was real?

- » Chaos grows among the human forces. From now on, activating any Chapter unit requires spending 1 Crystal or sacrificing 1 Endurance token.

41 *The horn sounded once more along the length of the river. We stopped in half-stride, sweaty and covered in blood. Retreat?*

No one expected that. The demons had gained only a few small footholds at the top. We still could push them down. But the signal repeated a third time. This time there could be no doubt. I ordered my people to retreat, under the covering fire of our crossbows. An order is an order.

I take a final look at the plains on both sides of the river. I can't believe we're simply giving them to the demons. I'd hate to be in the shoes of anyone still outside the walls of a Refuge...

- » Go to Scenario 6.

42 *“My beautiful and harsh mistress! In accordance with the plan, we have broken through the pathetic defenses raised by humans on the banks of the river. Their commanders have sounded the retreat. We will hunt them to the last. It seems that soon all the lands between their Refuges will be ours.”*

- » Go to Scenario 6.

43 *In all my time with the Verreden Sharpshooters, I have not seen such a slaughter! The demons ascended in a wave we could not stop. They scaled the top of the bank, tore through our lines. When the retreat signal sounded, it was already too late. Only a few men survived from my battalion. A futile sacrifice! This land belongs to the demons now. We're retreating with the remains of our army, but as soon as we get a chance, we'll return to Verreden. We're not going to stick our necks out for another of the Chapter's crazy schemes...*

- » Place sticker A18, “Broken Verreden Banner”, on the appropriate slot of the campaign map if it's not already present.

The main human army suffered heavy losses. Look for related rules in future scenarios.

- » Go to Scenario 6.

51 *We came close to death. If not for the will of the One, who allowed us to wake the mechanical angel, no one would have left the abbey alive. The angel carved us a way outside, leaving a long trail of shredded demons in its wake. We got back to our carts and wagons. We fled south, leading a long column of refugees.*

Three days later, scouts discovered a large army of demons on the road to Verreden. We cannot reach the Refuge. Only the road south remains open, towards the Dry River. If we don't encounter our army, then even the angel, which we took with us, might not be enough.

- » Add 1 to the number of Borderlands Settlers.
- » Place sticker A19, “Angel of Death”, in the “Forces” section of the campaign map. From now on, if the Angel of Death does not participate in a scenario, you may still deploy it instead of any other squad. If it's killed during this scenario, disable the sticker.

- » Go to Scenario 4.

54 *This is the end of the border patrol. The enemy broke through our final line. I watched most of my brothers die; Twine was torn apart by hounds as she tried to protect the wounded, and Possum was skewered by a huge demon – even his legendary luck couldn't save him.*

With a wounded chest and head, covered in blood, I fell among the bodies. I closed my eyes shut, listening to the sounds of the slaughter. Maybe by some miracle I'll survive, and make it back to Verreden with a report.

Maybe.

- » The campaign is over – the Chapter has lost!

55 *We've won! The entire human unit was slain. Murdering nuns turned out to be very pleasant – I hate the squeals humans usually make, and they remained quiet until the very end.*

But the best part is what we've discovered in the deep halls of the temple. A mechanical dummy stands there, just like the ones that inflicted heavy losses on us at Eld-hain. A trophy worthy of champions! Hedgehog cut off the angel's head. This – and the trampled enemy banner – will be our gift to the Primes of the Seventh Ferrata. Maybe it's not enough to get our name back, but it will definitely earn us a place in the coming battles.

At night, when the rest were celebrating, showing off their new nails, I flayed the body of the Chapter's commander. I'll turn his skin into new pages for our chronicle. We'll need many of those to write about our future victories.

- » The campaign is over – the Demons have won!

56 *We had the humans where we wanted them, and yet they escaped thanks to their mechanical dummy. We'd failed too many times. Someone had to pay.*

Praetor Hedgehog willingly took the blame. As our leader, he was responsible for every lost battle. The company's elders consulted each other until they came to a conclusion. Hedgehog would die.

Without any ceremony, the praetor grabbed a blade and aimed it at his stomach. The warriors muttered – Hedgehog knew that in order to repent for the mistakes he should make his passing as grueling as possible. But even in the Iron Company, few would be brave enough to choose such an end.

The elders gave the sign. Hedgehog raised the blade. And for the first time in my life I heard – or rather felt in my bones – the cold calm of Khyber and the murmur of quiet voices.

I think I know what our ancestors want.

The Demons player chooses:

- » The chronicler stops the execution – Hedgehog should still lead the company. Read Script 58.
- » The chronicler allows the execution to continue – Mistakes must be paid for! Read Script 57.

57 *Hedgehog was ready to strike. In his eyes I saw a strange peace – and I could almost hear the voices of Khyber calling him. He was about to thrust when one of the elders stopped him and asked Hedgehog to appoint a successor. Our leader replied that since his judgment is distorted, the elders should choose the next praetor themselves.*

The elders instantly started talking about possible candidates. From words they moved to actions, pulling at one another's horns and knocking out fangs. They could not agree. Hedgehog observed the mounting chaos, not letting go of the blade. Finally, he roared, calling them to order. He said that since without him they'd shred the company into pieces, he had to remain on this world some time longer.

The elders agreed. This way, Hedgehog got an unexpected second chance. However, the elders' discord festered in the company for a long time to come.

- » Place sticker A20, “Discord Amongst Elders”, in the “Losses” section of the campaign map. From now on, the Chapter player may disable this sticker during any battle, at the start of his Active turn, and immediately Activate one Demons squad instead of their own. This controlled squad may be used to attack other Demons squads, and it returns to the Demons player at the start of his next Active turn.
- » Go to Scenario 4.

58 *I leaped out of the line and stopped Hedgehog with a shout. The elders were surprised by my impudence. I showed them the chronicle and named many of the praetors who at first suffered defeats to later achieve great triumphs. I said that we won't find anyone better than Hedgehog.*

The elders were not convinced. I asked them when last they heard the call of Khyber. I said it was the Khyber that led Hedgehog to the Black Stairs, where we first met our new enemy.

The elders conferred for a long time. Some fangs got knocked out. Some horns were broken. Finally, they turned to Hedgehog and asked him to remain a praetor. Hedgehog reluctantly agreed and sheathed his blade. I didn't see a trace of joy on his face. He must have known that his position would weaken, and being saved by a quill-driver won't look good in the chronicle.

- » Subtract 2 from the Glory of the Iron Company.
- » Go to Scenario 4.

61 We jump aside at the last moment. The armored locomotive bursts through remains of the barricade, scattering the debris together with the bodies of those demons who were not quick enough. It rolls on for several dozen feet, braking slowly. Crossbowmen and infantry spill from the train cars. The demons retreat.

We approach the soldiers. Possum explains our situation, pointing to our wagons overloaded with settlers. The commander of the train guard frowns, and then opens one of the cars – it's filled with terrified civilians! The train is already carrying refugees and some meager provisions to the Riggers Refuge. a strange, grim determination shines in Possum's eyes. I wonder what is he thinking about.

The Chapter player chooses:

- » The patrol lets the train go free – Read Script 64.
- » The patrol demands obedience from the train crew– Possum asks them to unload the supply crates, and take some of our settlers instead. Read Script 65.

62 The armored locomotive is so close we can see every rivet on its front plate. The demons howl in triumph. The brothers lose hope that they'll avert the catastrophe. All but one.

Markam, our heavy infantry sergeant, switches his steam armor to full power. Holy Logic rolls in his head. Forces. Trajectories. Mass. Markam knows there's a chance – with one powerful stroke he could smash the remains of the barricade before the train arrives. But logic also says the price would be high. He will not be able to leap off the rails in time.

The Chapter player chooses:

- » Markam sets off to destroy the Barricade – Read Script 63.
- » Markam refrains – The last turn of the battle plays according to the standard rules.

63 A massive figure in steam armor smashes into the barricade, pushing the last iron slabs off the rails. Possum shouts. He told his men many times that they should always do anything to survive and fight the future battles. Markam never agreed with him.

A deafening bang shook everyone around. The locomotive crashed into Markam, and the boiler on his back exploded, sending searing shrapnel everywhere like a rain of comets.

I can't believe that the few scraps left on the rails are really Markam...

» Place sticker A21, "Markam, Heavy Infantry Sergeant", in the "Losses" section of the campaign map.

» The battle ends immediately. Read Script 61.

64 We step back, resigned, letting the train crew get the locomotive running again. They thank us, but a warm word won't help us feed or protect our civilians. We broodingly resume our trek south. We can only hope that someone will make good use of the supplies.

» Place sticker A22, "Supply Train", on the appropriate slot of the campaign map. Subtract 1 from the number of the Borderlands Settlers as the long journey, sickness and starvation start to take their toll.

» If the Demons player has more than 5 Glory of the Iron Company points, go to Scenario 7. Otherwise, go to Scenario 8.

65 It takes a while for the train crew to recover from the shock caused by our demands. They try to convince us. Beg us. Threaten us. No use. Possum is uncompromising – he explains that the lives of the settlers in our column are just as important as those in the cars.

Together with a few men he breaks the lock on the supply wagon. They carry out the food, armor and weapons, and in that place they load our women, children and wounded. Soon, the train leaves, its crew eyeing us grimly. These supplies might save our lives. Only one thought haunts me: who will have to pay for it?

» Place sticker A23, "Chapter's Elite Equipment" in the "Powers" section of the campaign map. From now on, at the start of each battle place three Charge tokens on the bases of any models, with the exception of Angel of Death. These models gain +1 ATT and +1 DEF until the end of battle.

» If the Demons player has more than 5 Glory of the Iron Company points, go to Scenario 7. Otherwise, go to Scenario 8.

66 We couldn't save the train. It hit the barricade so hard, the locomotive exploded, and half the cars were derailed. Instantly, the demons rushed at the people who started pouring out of the train. It was a massacre. We had no way of helping them.

Bloodied and wounded, we returned to our column and escaped south, trying not to listen to the screams of the murdered. The lack of supplies and strenuous retreat leave many settlers dead.

» Place sticker A24, "Pillaged Train", on the appropriate slot of the campaign map. Subtract 2 from the number of Borderlands Settlers escorted by the patrol.

» If the Demons player has more than 5 Glory of the Iron Company points, go to Scenario 7. Otherwise, go to Scenario 8.

67 Late at night, when all but the guards were asleep, Gvor came to me. I thought the battle had raised his spirits – after all he had found

our prey, even if by accident. However, it seems that Gvor is even more crestfallen. It took a longer talk for him to reveal what was troubling him.

Our scout is one of the last Syree. His race grew up on a world full of powerful predators that could strike out of nowhere – and for this reason the Syree have developed a sixth sense which warned them of a coming attack. It took us many years to conquer their world, and when we did, the Primes ordered all the prisoners murdered. All except for a handful of youths who were retrained, and taught to go towards danger instead of away from it, like hounds.

Gvor told me that his sense is failing him for the first time in a long time. The future is so full of tangled, unclear potentials that even he can't tell which road leads to greater glory and to bloodier battles. He feels dispensable, useless. I calmed him down.

On that same night a courier came. The Primes had heard about our recent victories and are ordering us to rejoin the main army! Could it be possible that the weeks of degradation are over? The very thought makes my neck tingle. Or is it just the spot where I've just driven a nail, torn off the human train?

The Demons player checks the Glory of the Iron Company.

» Glory equal to or greater than 5– Go to Scenario 7.

» Glory less than 5 – Go to Scenario 8.

68 The brothers didn't foil our plans. We pushed them back from the barricade; the train hit it with such force its sides split like a cracked egg. The crippled locomotive derailed, pulling many cars with it. When dazed defenders emerged, we charged at them with a wild howl.

Later in the evening, sated with blood and battle, we inspected the loot from the train. We found crates full of steel swords and halberds. They're a bit small for my taste, but damn sharp. Some warriors exchanged their used weapons for them, ignoring the acrid human stench.

» Place sticker A23, "Chapter's Elite Equipment" in the "Powers" section of the campaign map. From now on, at the start of each battle place two Charge tokens on the bases of any models with the exception of Gorehounds. These models gain +1 ATT until the end of battle.

» Read Script 67.

71 Enemies stung us with objects of hard, sharp metal and blinded us with light, but this only whetted our appetites. We'd absorbed so many, we had no strength to chase after the rest. I feel we'll stay here some time. The membrane between this world and our home is growing thinner...

» Continue to the next scenario.

72 When we hacked the last of the creatures into bits, the Darkness started dissipating. Now, we're standing over their twisted bodies, not believing it's over. For a moment I thought they'd defeat us. Even I underestimated the Iron Company!

But we'll remember this battle for a long time – not only because we'll have a special, black nail

driven into our flesh. The wounds the Darkness inflicted on us won't heal easily. We'll carry them for many weeks.

- » Place sticker A25, "Festering Wounds", in the "Losses" section of the campaign map. From now on, at the beginning of each battle, the Chapter player chooses 1 Demons squad which immediately loses 1 Endurance token (squads that don't have any Endurance tokens can't be chosen).
- » Read Script 78.

74 *We've overestimated our strength. We have fought on many worlds with hundreds of different creatures and races, but the Darkness are an enemy too powerful even for the Iron Company. When we entered the burned down outpost, they fell upon us from all sides. The more we bled, the stronger they got. In the end, Hedgehog had to give the signal for retreat.*

We fell back, leaving many warriors among the blackened walls, wounded, broken. The Darkness seemed even stronger than before we attacked. After the last series of victories, this was a brutal wake-up call.

A day later we learned the wounds we received fighting the Darkness are festering and won't heal. We will carry the signs of this encounter for a long time to come...

- » Subtract 2 from the Glory of the Iron Company.
- » Place two stickers A25, "Festering Wounds", in the "Losses" section of the campaign map. From now on, at the beginning of each battle, the Chapter player chooses 2 Demons squads which immediately lose 1 Endurance token each (squads that don't have any Endurance tokens can't be chosen).
- » Read Script 78.

75 *The Darkness is thicker than we thought. It engulfs us with thousands of fangs and claws which tear at us from all sides. Within the twilight, blurry shapes elude our thrusts. They dissolve, only to reform anew. Fear grips my throat. Like all in the Iron Company, I'm ready for death – but not like this!*

Suddenly, two bright points appear in the darkness. Huge, fiery eyes that make creatures of the dark writhe in agony. I stare into these two points before the darkness dissipates enough for me to recognize Skull. He's holding two small suns in his hands, two flaming orbs, and shouts incantations at the top of his voice. "Go on!" screams Hedgehog. "Fight, while the Skull keeps them at bay!" We resume combat with vigor.


- » The Demons player immediately Activates 1 additional Demons squad. All Darkness models get -1 ATT until the end of the battle.

76 *The Darkness wouldn't give up easily. Skull's magic achieved as much as thrusting a burning branch into an anthill. New fissures opened up around him. More, even larger beasts*

slipped into the world. They started to tighten a circle around the Skull. Hedgehog broke through to him, dealing blows with his jagged blade – he shouted for Skull to put out his light and run.

The Master of Elements looked at the praetor of the Iron Company with his distant, sunken eyes. "I can pull them away. Give you a chance."

The Demons player chooses:

- » Skull sacrifices himself – Read Script 77.
- » Skull backs away – Cancel the -1 ATT penalty given to Darkness forces by Script 75. The Darkness player may immediately deploy up to 2 models  with the Shadow Gate, as long as he has any available. The battle continues.

77 *The two lights shone brighter. Skull started walking backwards, pulling with him a black procession of Darkness creatures. More hits reached him, but he ignored them, focusing only on his light with attention so rapt. I have seen it only once in Hedgehog.*

He lasted much longer than I expected.

Later, after the battle, I gathered and respectfully burned what remained of him. Of all the members of the Iron Company, Skull served with it the shortest. And yet I won't forget him – just as all future chronicles, for I've already described his story on a page made of black, porous Darkness skin.

- » Disable sticker A13, "Skull, the Master of Elements". Put another copy of this sticker in the "Losses" section of the campaign map.
- » The battle continues. The Demons player removes one Darkness squad of his choice from the game (both the models and the squad card). From now on, all Actions referring to that squad have no effect.

78 *They were waiting in the arid wasteland, as if they knew we'd pass through here. Three powerful, scar-covered praetors from three different companies. Their troops stood some distance away. How did they know where to find us?*

I glanced over their insignias. The Bare Blades, the Skullcrushers, the Red Circle. In the past, they couldn't measure up to the Iron Company. Now, they probably think they're better than us. They greeted us in the name of the Seventh Ferrata and informed us of a task that Ish has for us. I'm starting to understand. These damned bastards needed a company that would attempt something no one else was willing to touch...

- » Continue to the next scenario.

81 *When the demons collided with the shield wall of our knights, the ground shook for the first time. Just a few moments later, the battle raged across the entire field. That was when the second shock came. The vibrations came from deep within the earth. The demons slowed, surprised. We froze. Suddenly, the ground started breaking apart; whole lines of enemy troops were falling into the cracks which seemed to lead into a bottomless void.*

Terrified, I looked to the officers standing nearby on a flat hill. Magnus the Daring was smiling. I

don't know where he pulled that miracle from, but I'm damn impressed. I was wrong about him!

- » From now on, the Chapter player chooses one Demon model at the beginning of each player's turn, starting with the models that have the smallest base size. The victim falls into one of the crevices—remove its model from the map (the Chapter player earns no VPs for this).

82 *For a moment my men and I thought that we'd see something that no mortal had ever seen before: the end of the demon army; a massacre greater than at Eld-hain. The ground was opening wider and wider. More and more beasts were falling in. Then, the shocks stopped suddenly.*

Magnus and the officers are clearly confused. I don't think this is what it was supposed to look like. Have the demons outsmarted us? What now?

- » The earthquake is over. Special rules for removing Demons models (Script 81) are no longer in effect. During their next Active turn, Demons may Activate two Squads instead of one.

84 *Victory is ours, if you can call it a victory. Magnus's plan didn't work, and we have suffered great losses, but the short quake has caused enough confusion among the enemy ranks to grant us a safe retreat. Most of those who survived, including us, are running to Al-Iskandria. Only the walls of the largest human Refuge can save us now.*

From a Riggers officer, who's running with us, I've learned that luring the demons here was Magnus's idea. Many years ago, when humans tried to connect Riggers, Al-Iskandria and Verreden with a subterranean railway, huge caverns were discovered under these fields. Magnus came upon some way of collapsing them. He drew the demons on top of these caverns on purpose, only for something (or someone) to foil his plan.

- » Place sticker A26-A, "Chapter's Victory: Fractured Fields", in slot A26 on the campaign map.

85 *Even with the assistance of the damn earthquake we couldn't defeat the enemy – they stomped us into the ground and broke the survivors up into several small groups that are now running towards Al-Iskandria. That doesn't concern me anymore. The stretcher my last two marksmen made for me feels like a hammock. A wet hammock. My wound is bleeding copiously. I'm getting colder, and losing the feeling in my fingertips. It won't be long. I should have never left Verreden.*

- » The Verreden Sharpshooter battalion has been completely obliterated. Place sticker A18, "Broken Verreden Banner", on the appropriate slot on the campaign map.

86 *O, great Ish! I am under no illusion that you have heard my name, but know that after the battle was lost I received the belongings of Hvaar Blackmaw. Hvaar himself has died, just as many other praetors. From his writs I have found*

out that he was reporting to you in secret. And so comes my proposal: I shall replace him, mistress. I shall be a better servant than that pathetic runt could have ever been!”

- » Continue to the next scenario.

87 *My mistress! The battle still rages so I can only send a few words. We are winning. The humans had a cunning plan – it turned out that there are vast caverns and corridors beneath the plain, in which they hid a machine that was meant to send our army into the abyss. It didn’t work only because someone brought the dishonored Iron Company here and sent it underground to deal with the machine. If it was you, mistress, I congratulate you on your great victory!”*

- » Place sticker A26-B, “Demons’ Victory: Fractured Fields”, in slot A26 of the campaign map and read Script 89.

89 *Many legends surround the battle of the Fractured Fields. Companies and cohorts that fought on the surface bathed in blood, attacking despite the quake and the fissures that swallowed many warriors. On that day, we won the most human banners in the history of the invasion.*

Those who did not take part in this glorious victory have missed a lot.

- » Subtract 2 from the Glory of the Iron Company.

91 *Even the Chapter’s special forces have to retreat sometimes. We did not expect to encounter an entire demon cohort in these damn caves! When most of the squad was dead or wounded, and our crossbow bolts were running out, Koschei gave us the signal to fall back, throwing the last of his bombs into the machine’s control room. I can only hope that our little quake has caused enough damage up top.*

- » The humans fall back, damaging the Dvergar machinery. Place sticker A29-A, “Damaged Mountainbiter”, in the A29 slot on the campaign map.

92 *It was supposed to be a simple mission. After years in the special forces, I should know these don’t exist. I’m running down an old, rubble-filled corridor, and all I can think of is the hellspawn chasing me.*

We didn’t even manage to destroy the machine. The only ones to survive were Koschei and I, and I’ve lost sight of him. I’m running into darkness, wondering what would be worse: getting caught or surviving and facing the Chapter’s tribunal.

- » The humans are massacred and lose the Dvergar machinery. Place sticker A29-B, “Mountainbiter”, in the A29 slot of the campaign map.

93 *When the white apes finally retreated, destroying the machine we were trying to capture, a thought came into my head that the Iron Company was not made for underground battles. But I bit my tongue, as I remembered the words of our chronicle. The Iron Company has fought for centuries on worlds dark and light, covered with desert and overgrown with jungle. On the surfaces*

of planets, deep within them, or on strange magical constructs. If we cannot win now, we should never regain our name.

- » Iron Company fails, and the humans fall back, damaging the Dvergar machinery. Read Script 94

94 *We didn’t realize the battle with humans was not the hardest part of our task. The quakes caused by their strange machine have collapsed many corridors, and opened many others. Hedgehog was rushing us, hoping we could still join the surface battle, but it quickly became clear not only that won’t we make it in time, but we might actually never find a way out...*

- » Iron Company is lost in the caves while the battle above subsides.

95 *It turned out that Koschei brought more than just the Mountainbiter back from the Dvergar. When the demons started getting close to the machine, he took out a small oblong shape and threw it at the enemies. There was a bang. Thin wires gleamed in our lamplight, binding several of the nearest demons. I was about to say it was the most useless weapon I had ever seen, when – after just a few steps – the threads started cutting into the demons’ skin, flesh, and bones. Black blood spurted.*

“Thin like a hair, sharper than a razor,” said Koschei, taking another bomb out. “Dvergar like their enemies to feel the pain.”

- » Check for Hit against two Demons models closest to the Mountainbiter. Each successful Hit deals one Wound. In case several models are tied for distance, the Demons player chooses the targets.

- » The Chapter player receives three small tokens, representing the Dvergar bombs. Once per turn, he can sacrifice an attack from any Chapter model and discard one token to detonate another Dvergar charge, repeating the effect above. Next time it happens, the Demons player reads Script 96.

96 *The strange bombs that the humans have been throwing at us have slowed the assault for a while. Even our warriors were impressed by the cruelty of the Dvergar invention. The only person not to retreat was Gvor. I wanted to pull him back, but the scout escaped my grasp.*

“Tell me, chronicler,” he said, “what if the road to the greater glory is the one without me?”

I understood. As a Syree scout, Gvor felt which line of fate led the company to its grandest, bloodiest battles. Now it seemed the best road for the company would be a deadly one for him. He stood before a choice for which I envy him. a choice that could make him a hero.

The Demons player chooses:

- » Chronicler drags Gvor away – The battle continues, and the Chapter player may use two remaining bombs as described in Script 95.
- » Chronicler lets Gvor meet his fate – Read script 97.

97 *Gvor accurately sensed where the bomb would fall. He dived, grabbed it, and threw it back in one fluid motion. It exploded halfway between the scout and the Mountainbiter. Some of the threads entwined the machine, blocking its complicated, gleaming pistons. Some hit Gvor, dicing his thin limbs into pieces.*

I felt both pride and sadness. The fact that as a member of a conquered race he gave his life for the greater glory of the Iron Company truly moved me. I’ve already started composing the words with which I would record Gvor’s fate in the chronicle.

- » Place sticker A30, “Gvor, Pathfinder”, on the “Losses” section of the campaign map.

- » The battle continues, and the Chapter player discards all remaining bomb tokens. Next time Mountainbiter is used, it generates no Earthquake token – but further activations will work as usual.

101 *When another demon rolled down into the abyss, Hedgehog, Praetor of the Iron Company, stood at the foot of the slope and roared so loud rocks fell from the cavern’s ceiling: “STOP!” Demons jumped away from the skirmish, the battle stopped. Hedgehog climbed halfway up the slope and looked up. His chronicler stood by, serving as a translator.*

“Let us get up, so that we can fight a real, honorable battle, instead of this stupid game,” demanded Hedgehog.

Possum – the patrol’s leader – walked up to the edge of the landslide and replied:

“This is what a real battle is about. Finding an advantage and using it! Are you in such dire straits that you have to ask us to give up some of the field?”

Hedgehog laughed loudly.

“You’ve got a sharp tongue for a white worm.”

“Worm? We are the ones out in the sunlight, and you are writhing in the dark,” replied Possum.

“I thank the souls of Khyber for pitting us against each other again and again. You are a good opponent. But this story is nearing its end – I will break your neck with joy.”

“Come and try it,” said Possum, saluting Hedgehog with a wave. The praetor nodded and shouted an order. The battle renewed.

- » If the sticker A14, “Jehl, Hunter of Fyrhome”, is in the “Forces” section of the campaign map, read Script 102. If not, the Demons player may immediately Activate a chosen squad.

102 *The demons moved up with determination. We knew that we couldn’t hold them for long. Jehl, a quiet marksman who joined us at Fyrhome, knew this too. He took a running jump over the fissure. On the other side, he could look down right at the backs of the climbing demons. With a wolfish grin he took his crossbow off his arm. The time had come to avenge Fyrhome!*

- » Jehl shoots at the scrambling Demons with deadly accuracy. Until the end of battle, the Demons player will not any receive reinforcements – ignore the special events in Turns V and VI.

104 *The demons were rushing in a wave we couldn't stop. They started gaining a larger foothold – and the more space they had, the more of them came up. Possum grabbed a horn to sound for retreat. And then we heard creaking wheels and the howling of animals.*

The settlers we have been protecting for a long time decided to pay us back. They emptied their carts and drove them to the edge of the landslide. We jumped aside at the last moment. The carts rolled down, knocking over demons like bowling pins. The avalanche of wood, demons and animal bodies disappeared into the darkness, and we quickly pushed the remaining beasts over the edge.

I felt relief. I didn't know then what the price would be. Without their carts, the settlers were moving even slower. Hunger and exhaustion took their toll. Entire groups remained behind, and we couldn't just hurry everyone up all the time.

» Subtract 2 from the number of Borderlands Settlers. Go to Scenario 12.

105 *The damned white apes pushed us back underground and posted sentries at the exit. We must search for a different path. We return into the darkness of the tunnels.*

» If sticker A30, “Gvor the Pathfinder”, is in the “Losses” section of the campaign map, read Script 107.

106 *Having pushed the enemy underground, we take a longer detour around the battlefield – we don't want to encounter any more demon stragglers or pass near any open fissures. At the far end of the battlefield we notice a hill covered with spinning Darkness. I've heard different things about it, but I've never seen it before: bizarre creatures made up of something resembling black clay mixed with body fragments. They're surrounded a small group of Chapter brothers whose armor gleams in a sea of dark shapes. Possum assesses our strength...*

The Chapter player checks the number of Borderlands Settlers in his care. Subtract 1 from the result, if sticker A09, “Torlun the Gray”, is in the “Losses” section of the campaign map, and an additional 1 if sticker A21, “Markam, Heavy Infantry Sergeant”, is in the “Losses” section of the campaign map. If the result is:

» Equal to or greater than 5 – Read Script 109.

» Lower than 5 – Read Script 108.

107 *I don't know what Gvor was thinking when he slung himself on the Dvergar bombs. He was a damn Syree, he should have seen we'd be lost without him in these caves. We spent four days wandering through them, and when we finally found a path outside, it turned out a good dozen of our warriors got lost behind.*

I don't envy them. They'll probably perish in the cold and dark, among slimy rocks and madness brought on by hunger...

» If the sticker A07, “Company Divided”, is not in the “Losses” section of the campaign map, add it now. From now on, at the start of each battle, the Demons player

will deploy one fewer model of his choice. If the sticker was already present, subtract 2 from the Glory of the Iron Company instead.

108 *...and lowers his head, resigned. We have gone through a lot together, just as the people we are leading. Half of the patrol's soldiers are dead or wounded. The settlers' families are barely keeping up with us. This is not a good time to fight. We leave, trying not to look towards the waning battle.*

» The border patrol leaves the Chapter at the mercy of the Darkness and keeps running. Go to Scenario 12.

109 *... and gives the order. We've won many fights lately, and the refugees are numerous, armed and able to survive for some time without our protection. We prepare for attack.*

» The border patrol charges the forces of Darkness. Go to Scenario 11.

110 *I told her a story about perseverance, dedication, fighting to the very end. One of those that Chapter acolytes get fed with daily. I could see she didn't believe it, but decided to pretend I'd inspired her. Maybe out of courtesy? Or maybe she wanted to convince herself?*

Either way, she patted me on the back so hard I almost choked my lungs out. We drank a few more rounds before Possum started giving us the stinkeye.

“You all need me, kid,” said Twine in the end, though not without some difficulty. “Only I can pull you out of any shit.”

I nodded and tucked her in. She smelled of moonshine and herb poultices.

» Go to the next scenario.

111 *Twine disappeared soon after we reached Al-Iskandria. Supposedly someone saw her as she melted into a crowd of stragglers and refugees, gathered at the stronghold's walls. I thought that Possum would order someone to look for her, but he only greeted the news of Twine's departure with a sad nod. I think we all knew that even she had a breaking point.*

I hope that she'll find the peace she deserves.



» Place sticker A32, “Twine, Field Surgeon”, in slot A32-A on the campaign map.

112 *One of the wounded suddenly rises from the ground. We hope he'll join the battle, but suddenly black tendrils and tentacles burst from his body. The cadaver hangs on them like a broken marionette. The sight momentarily paralyzes even the experienced soldiers of the border patrol.*

» The Darkness player replaces one Wounded token of his choice with an Impostor model, then immediately Moves and performs Combat with this Impostor.

114 *And again! This time it's one of our brothers who stops mid-step, bends over and suddenly turns into a hideous beast. Fear grips our throats – are there more changelings among us? Who else will meet this fate? Just in case, we move away from one another.*

» The Darkness player replaces any one Chapter model (with the exception of the Angel of Death, if present) with an Impostor model, if available.

» All Chapter models  on the map have to immediately separate – move one model from each pair to an adjacent space, out of  with any other Chapter models (without Pushing).

116 *If this is a victory, then it's a bitter one. We defeat several of the beasts, save some brothers, but pay for this with many lives. Magnus the Daring dies, torn to pieces before our eyes. Some of the settlers ran away – they were sure we'd lose this battle. We can only take comfort in the hazy feeling that we did the right thing.*

But did we?

» Subtract 1 from the number of Borderlands Settlers.

» Place sticker A25, “Festering Wounds”, in the “Losses” section of the campaign map. From now on, at the beginning of each battle, the Darkness player chooses 1 Chapter squad which immediately loses 1 Endurance token (squads that don't have any Endurance tokens can't be chosen).

117 *I didn't believe we could do it – and yet we did. We tore into the Darkness like an iron wedge. We snatched most of its victims away. I myself got Magnus out. In his formidable, gilded armor he weighed so much that four other brothers had to help me carry him.*

Only later did we discover the armor was full of blood. The commander of the joined armies was dying, and there was nothing we could do to help him. He regained consciousness only for a short moment – he started talking about a “Mountain-biter”, about a dark contract, about some lost heart, and traitors in the Chapter. He apologized a lot. He gave Possum small parcel. Then, he died.

We buried Magnus and his guards near the battlefield, on a hill overlooking the Fractured Fields.

» Place sticker A31, “Magnus' Insignia”, in the “Powers” section of the campaign map. From now on, in each battle, the Chapter player can hold four Action Cards and always draws up to a hand of four.

» If both stickers A21, “Markam, Heavy Infantry Sergeant”, and A09, “Torlun the Gray”, are in the “Losses” section of the campaign map, read Script 118.

118 *When the battle was over, and the Darkness above the hill had dissipated, almost no one had strength enough to stand. We sat down where we were. We gasped for breath like people barely saved from drowning in a black ocean.*

Only Twine didn't show any tiredness. She was trying to get a bloodied knight in steam armor from beneath a pile of bodies. The fingers of his gauntlet were twitching. Twine had to know the knight was likely dead. Even when the operator died, the armor's boiler still pushed steam into the pneumatic pistons. Still, she would not let off until she was sure.

I got up and went to help her. Together we lifted the body. It was cut in half. The insides uncoiled like tendrils of a red jellyfish.

Twine stood silent for a while. I couldn't read anything in her face, but her hands, usually so sure and still, were shaking more and more. I knew she never liked it when people tried to comfort her. But maybe it was different now?

The Chapter player chooses:

- » Comfort Twine— Read Script 119.
- » Let Twine deal with the nightmare on her own— After a moment Twine gets a grip and returns to the wounded. Go to the next scenario.

119 *I got a bottle of moonshine from one of the settlers. I waited for Twine to stop bustling and sit down. I sat next to her. She didn't turn down the quart I poured her. First, we talked about the rotten service in the patrol. Then, the subject suddenly turned to Twine's family. I was surprised. She had never told anyone about it.*

It seems that before joining the army she lived in Volklingen, and her man was a cage fighter, one of the local gladiators who are as much warriors as a mummer's troupe. Twine started off sewing up his wounds. Then she found work at one of the arenas, where she helped other fighters. It turned out she had a real talent for it – something more than just nimble hands and a rudimentary understanding of anatomy. Something supernatural. The arenas kept paying more for her to take care of the best fighters. Meanwhile, her husband was getting up in the world, leaving many jealous rivals in his wake. Too many. One night, some of them set fire to his house. Twine's two little daughters were suffocated with the thick smoke. Her husband died in the fire, trying to save them. After that, Twine promised herself that she would never use her talents to help anyone who could hurt other people. She abandoned her job. She volunteered for the patrol.

Many years in the wastes allowed her to regain some peace. Later – something resembling happiness, when the patrol became her new family. Now, this family was dying before her eyes. Torlun. Markan. Over a dozen other infantrymen and marksmen, who died in her arms. She knew each one well. She often talked to them all.

Twine's voice broke, but she didn't have to say more. I understand her. She's tough, but she won't survive all her loved ones dying again.

It took me a moment to come up with the right thing to say.

The Chapter player chooses:

- » Twine should leave while she still has a chance – This story will not end well for the patrol. We shouldn't drag her down with us. Read Script 111.
- » Twine should stay until the end – We all serve, even if we have to sacrifice what's important to us. Read Script 110.

120 *The demons have retreated. They realized that Al-Iskandria would not open its gates to let us in, and they were not going to waste their strength on a futile assault. We have*

a moment to gather the survivors and escape. Maybe the enemy army will concentrate on the Refuge and leave us alone. Simple, isn't it? Except that nothing in life is ever simple.

- » Read Script 129.

121 *We were prepared to fight at the walls of Al-Iskandria until the very end. But the Primes had other plans – the rest of the army did not join our assault. When we'd spilled enough blood, they sounded the signal to fall back. We tore ourselves away from the human forces, returning to our army covered in blood, and in good spirits. We have suffered many casualties, but the very fact that we alone attacked a human force of this size, gathered in front of the largest human stronghold, fills us with pride.*

122 *Many stragglers from other units fight at our side – a strange mix of uniforms, dialects and banners, connected only with a will to survive. Suddenly, I hear a familiar voice beside me. I'm astonished to find myself face to face with the brother we'd escorted to the Black Stairs many weeks ago. He's wounded, emaciated, his coat hangs around him in tatters, and desperation gleams in his sunken eyes. He must've been in the crowd of refugees. He's not even armed. I throw him a long pike, and he joins the fight. The time to talk will come later.*

- » The Chapter player deploys an additional Holy Knight squad in any free space of the battlefield.

123 *The city closed its gates, but that doesn't mean regular people on the other side don't want to help us. An entire battalion of crossbowmen appears on the battlements above the gate – judging by the banner, they're the famous Verreden Sharpshooters. They lean out over the wall and rain bolts from automatic crossbows on the approaching demons. Even at this distance, they are very accurate.*

- » From now on, at the start of his every turn, the Chapter player applies 1 Wound to any Demon model of his choice. Models killed this way grant Victory Points as normal.

125 *The earth shook suddenly. The demons seemed just as surprised as us. a pike-man from Eld-Hain, who was fighting beside me, shouted: "Just like at the Fractured Fields!" The tremors were getting stronger with every moment, until finally the stronghold's walls broke apart above our heads. a rain of stones fell down – and with it, some unlucky souls who were standing on the battlements. The rest quickly fled from the walls.*

- » The Demons player applies 1 Wound to a Chapter model of his choice. The Chapter player applies 1 Wound to a Demons model of his choice.
- » If Verreden Sharpshooters were firing from above (Script 123), they stop now.

126 *The iron ring we closed around the civilians was broken. Demons tore in among us, causing mayhem. Panic broke out. People were trampling each other, screaming, and banging*

futilely at the gates. Possum ordered every man and woman of the patrol to pull closer together and gather around our banner. Out of the corner of my eye I can see that Twine is not following us. Instead, she's staring at a wounded woman with two little girls clinging to her blood-soaked skirt.

The woman has stumbled right into the path of the advancing demons.

- » If Twine was persuaded to fight until the end in the previous scenario, read Script 127.

- » Otherwise, read Script 128.

127 *Twine rushed to help. I was too far away to stop her. Too far away to do anything. The demons got her when she was halfway back, dragging the wounded woman with one hand, and defending herself with a sword held in the other, while two children huddled behind her.*

I thought she had no chance. I underestimated her desperation. She split the first attacker's neck. Stabbed the other one in the eye. Blows were falling on her from all sides. a Gorehound bit into her thigh, so she smashed its head with the pommel of her sword. When I reached her with two other volunteers, she was covered in blood and barely walking. We took the woman and her children to the back, while I threw Twine over my shoulder and ran searching for a medic.

"See? Only I can get everyone... out of any crap..." she said, choking on blood.

She died in my arms, as I was looking for help on a battlefield overcome with chaos. With the last of her strength she pulled closer to my ear and whispered three names I had never heard before, as if she wanted me to save them at least in my memory.

- » Place sticker A32, "Twine, Field Surgeon", in the "Losses" section of the campaign map. Read Script 120.

128 *Twine calculated her chances. Then she turned away from the woman and ran to where we were forming a new line. When I tried to say something to her, I saw tears in her eyes.*

Next morning, after the battle, I wanted to talk to her, but I couldn't find her anywhere in the camp. Someone saw her going east with a bundle on her back. I thought that, on hearing news of her disappearance, Possum would send someone after her, but he only nodded sadly.

- » Place sticker A32, "Twine, Field Surgeon", in slot A32-B on the campaign map.

- » Read Script 120.

129 *I was tending to my wounded hand when one of the officers summoned me to Possum's tent. a few of the patrol's more experienced soldiers were already inside. Our mysterious traveler was here as well. He's got no name. In the Chapter, they call him Koschei. He's our man for dirty jobs. But the job he did recently terrified even him.*

Magnus the Daring decided to make a deal with some hellish creatures that arrived here shortly after the demon army. Supposedly these "Dvergar" don't really like the Primes or their hellish cohorts. They don't like us either. But they're reasonable.

The Chapter offered them something so valuable that in return they gave us the Mountainbiter – one of their machines, a new secret weapon for Magnus. Now, this contraption was in demon hands.

Koschei tried to warn Al-Iskandria, but he was taken for a fraud who wants to buy his way into the city. The stronghold's defenders have no idea what awaits them. The Mountainbiter may easily reduce their towering walls to rubble. We are their only hope.

I look out of the tent onto the surrounding wagons filled with terrified families. They are also counting on us. We have fought and bled together for many weeks. Now we could lead them further, to safety – but then the demons will use the Mountainbiter against Al-Iskandria. Who knows how many people will die?

I wouldn't like to be in Possum's shoes now. I hope he'll make the right call.

The Chapter player makes his final choice:

- » Lead a suicidal raid into the Demons camp and destroy the Mountainbiter – Go to Scenario 13.
- » Break through the siege and lead the innocents to safety – Go to Scenario 14.

133 The clash of iron blends with human and demon voices into an unrecognizable roar, under which Possum and Hedgehog face off. A graying knight in worn armor nods at the scarred demon, whose body is covered with iron nails. Then, they charge at each other. The other combatants avoid them, as if they know this is something the praetor and the captain have to finish on their own.

"This is the first time we meet face to face, human," says Hedgehog, raising his blade.

"First and last," replies Possum.

"You have my thanks. Without you, the Iron Company would have not returned to its glory."

"And you pushed our patrol to where the people needed us most."

They clash with a loud, grinding noise. a Volklingen sword against a jagged blade from a forgotten world. An iron armor against nail-studded skin. Years of frontier experience against decades of conquest. Holy Logic that lights up trajectories and striking distances within Possum's head, against the quiet whispers of Khyber, from which long-dead warriors advise Hedgehog on his every move.

They fight for a long time. But every battle must eventually come to an end.

The Demons player checks the current value of Glory of the Iron Company, and then applies the following modifiers:

- » +1 if sticker A13, "Skull, Master of Elements", is in the "Forces" section of the campaign map.
- » +1 if sticker A30, "Gvor, Pathfinder", is in the "Forces" section of the campaign map.
- » +1 if Fyrhome village is burned (sticker A06, "Razing of Fyrhome", is on the campaign map).

» +2 if sticker A15, "Bloodied Insignia", is in the "Powers" section of the campaign map.

» +1 if sticker A24, "Pillaged Train", is on the campaign map.

» -1 for each A25, "Festering Wound", sticker in the "Losses" section of the campaign map.

» -2 if sticker A29-A, "Damaged Mountainbiter", is on the campaign map.

Then, the Chapter player checks the current value of the Borderlands Settlers track and applies the following modifiers:

» +1 if sticker A21, "Markam, Heavy Infantry Sergeant", is in the "Forces" section of the campaign map.

» +1 if sticker A09, "Törlun the Gray", is in the "Forces" section of the campaign map.

» +1 if sticker A14, "Jehl, Hunter of Fyrhome", is in the "Forces" section of the campaign map.

» +1 if sticker A23, "Chapter's Elite Equipment", or A05, "Chapter's Medicinal Remedies", are in the "Powers" section of the campaign map.

» +2 if sticker A31, "Magnus's Insignia", is in the "Powers" section of the campaign map.

» -1 if sticker A32, "Twine, Field Surgeon", is on slot A32-A of the campaign map.

» -1 for each sticker A25, "Festering Wounds", in the "Losses" section of the campaign map.

Then compare both scores:

» Difference between the total scores is greater than 2, in the Demons' favor – Read Script 134.

» Difference between the total scores is greater than 2, in the Chapter's favor – Read Script 136.

» Difference between Demons' and Chapter's points is equal to or lower than 2 – Read Script 135.

134 Possum was the first to lose his strength. Even his iron body had to yield in the end. He had so many sleepless nights behind him, so many days of running, so many wounds and bruises. In addition, the small force he led to assault the Mountainbiter was shrinking fast. Possum knew he had to win soon. He provoked the demon to charge and tried to answer with a quick riposte. He didn't make it. Hedgehog saw through his plan and pretended to fall for it, only to respond with a fast, surprising slash.

Possum fell to his knees. He put his hands to the gaping chest wound, and his face showed disbelief, as if over the years he had stopped believing he could ever die.

A moment later, he was lying motionless in a puddle of blood, his unseeing gaze staring up into the cold, fractured sky.

» Possum, Captain of the Border Patrol, dies. The Chapter player discards all his Action Cards and doesn't draw new cards at the end of this turn. In the following turns, they will draw only two cards instead of three. Place sticker A33-A, "Fort Hope", in the "Losses" section of the campaign map. The battle continues.

135 Hedgehog and Possum fought a long time, but neither could gain the upper hand. The praetor's fury was no match for the brother's experience, while the latter – tired and wounded – could not meet the demon's raw strength or endurance.

They fought, and the battle around them churned and pulsed. Finally, it got between them. Groups of fighters separated Hedgehog and Possum, pushed them far away from each other. Their gazes met once more, and both wanted to say they would finish this duel another day. They didn't. It was too hard for both of them to catch a breath.

» The battle continues.

136 Hedgehog was the first to lose his strength. The wounds he received in recent battles were quickly sapping his strength, and the remaining warriors of the Iron Company were quickly vanishing under the humans' furious assault. Hedgehog knew he had to do something quickly if he wanted to turn the tide of battle. He thought that victory over the human commander would reinvigorate his warriors. And so, he focused and charged at Possum with a combination of relentless, powerful strokes. Possum tried to parry them, but he wasn't quick enough. The jagged blade sliced into his side. Possum grabbed it with an iron gauntlet and held, suddenly thrusting his sword straight into the demon's throat. Hedgehog staggered. He tried to shout to his people to continue fighting, but blood filled his throat. The voices of Khyber beckoned. They were so close...

And so, on the field by the largest human Refuge, died one of the best praetors in the history of the Iron Company.

» Hedgehog, Praetor of the Iron Company, dies. The Demons player discards all Action Cards and doesn't draw new cards at the end of this turn. In the following turns, they will draw two cards instead of three. Place sticker A33-B, "Iron Fort", in the "Losses" section of the campaign map. The battle continues.

138 *This campaign is over. The Chapter player wins.*

» Read Ending 1!

139 *This campaign is over. The Demons player wins.*

» Read Ending 2!

143 *The clash of iron blends with human and demon voices into an unrecognizable roar, among which Possum and Hedgehog face off. A graying knight in worn armor nods at the scarred demon whose body is covered with iron nails. Then, they charge at each other. The other combatants avoid them, as if they know this is something the praetor and the captain have to finish on their own.*

"This is the first time we meet face to face, human," says Hedgehog, raising his blade.

"First and last," replies Possum.

"You have my thanks. Without you, the Iron Company would have not returned to its glory."

"And you pushed our patrol to where the people needed us most."

They clash with a loud, grinding noise. a Volklingen sword against a jagged blade from a forgotten world. An iron armor against nail-studded skin. Years of frontier experience against decades of conquest. Holy Logic, that lights up trajectories and striking distances within Possum's head, against the quiet whispers of Khyber, from which long-dead warriors advise Hedgehog on his every move.

They fight for a long time. But every battle must eventually come to an end.

The Demons player checks the current value of the Glory of the Iron Company, and then applies the following modifiers:

- » +1 if sticker A13, "Skull, Master of Elements", is in the "Forces" section of the campaign map.
- » +1 if sticker A30, "Gvor, Pathfinder", is in the "Forces" section of the campaign map.
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- » +1 if sticker A24, "Pillaged Train", is on the campaign map.
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- » -2 if sticker A29-A, "Damaged Mountain-biter", is on the campaign map.

Then, the Chapter player checks the current value of his Borderlands Settlers track and applies the following modifiers:

- » +1 if sticker A21, "Markam, Heavy Infantry Sergeant", is in the "Forces" section of the campaign map.
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» +1 if sticker A23, "Chapter's Elite Equipment", or A05, "Chapter's Medicinal Remedies", are in the "Powers" section of the campaign map.

» +2 if sticker A31, "Magnus's Insignia", is in the "Powers" section of the campaign map.

» -1 if sticker A32, "Twine, Field Surgeon", is on slot A32-A of the campaign map.

» -1 for each sticker A25, "Festering Wounds", in the "Losses" section of the campaign map.

Then compare both scores:

» Difference between the total scores is greater than 3, in the Demons' favor—Read Script 144.

» Difference between the total scores is greater than 3, in the Chapter's favor—Read Script 146.

» Difference between Demons' and Chapter's total scores is equal to or lower than 3—Read Script 145.

144 *Possum was the first to lose his strength. Even his iron body had to yield in the end. He had so many sleepless nights behind him, so many days of running, so many wounds and bruises. In addition, his small force of surviving border patrol warriors was shrinking fast. Possum knew he had to win soon. He provoked the demon to charge and tried to answer with a quick riposte. He didn't make it. Hedgehog saw through his plan and pretended to fall for it, only to respond with a fast, surprising slash.*

Possum fell to his knees. He put his hands to the gaping chest wound, and his face showed disbelief, as if over the years he had stopped believing he could ever die.

A moment later, he was lying motionless in a puddle of blood, his unseeing gaze staring up into the cold, fractured sky.

» Possum, Captain of the Border Patrol, dies. The Chapter player discards all his Action Cards and doesn't draw new cards at the end of this turn. In the following turns, they will draw only two cards instead of three. Place sticker A33-A, "Fort Hope", in the "Losses" section of the campaign map. The battle continues.

145 *Hedgehog and Possum fought a long time, but neither could gain the upper hand. The praetor's fury was no match for the brother's experience, while the latter – tired and wounded – could not meet the demon's raw strength or endurance.*

They fought, and the battle around them churned and pulsed. Finally, it got between them. Groups of fighters separated Hedgehog and Possum, pushed them far away from each other. Their gazes met once more, and both wanted to say they would finish this duel another day. They didn't. It was too hard for both of them to catch a breath.

» The battle continues.

146 *Hedgehog was the first to lose his strength. The wounds he'd received in recent battles were quickly sapping his strength, and the remaining warriors of the Iron Company were quickly vanishing under the humans' furious assault. Hedgehog knew he had to do something quickly if he wanted to turn the tide of battle. He thought that victory over the human commander would reinvigorate his warriors. And so, he focused and charged at Possum with a combination of relentless, powerful strokes. Possum tried to parry them, but he wasn't quick enough. The jagged blade sliced into his side. Possum grabbed it with an iron gauntlet and held, suddenly thrusting his sword straight into the demon's throat. Hedgehog staggered. He tried to shout to his people to continue fighting, but blood filled his throat. The voices of Khyber beckoned. They were so close...*

And so, on the field by the largest human Refuge, died one of the best praetors in the history of the Iron Company.

» Hedgehog, Praetor of the Iron Company, dies. The Demons player discards all Action Cards and doesn't draw new cards at the end of this turn. In the following turns, they will draw two cards instead of three. Place sticker A33-B, "Iron Fort", in the "Losses" section of the campaign map. The battle continues.

147 *This campaign is over. The Chapter player wins.*

» Read Ending 3!

148 *This campaign is over. The Demon player wins.*

» Read Ending 4!

ENDING 1

We destroyed the Mountainbiter! We cleared a way for Koschei who entered the machine's cockpit and pressed a hidden switch that made the construct bend, bulge, and spew fire. The contraption Koschei procured with so much effort was now undone by him.

That couldn't change one thing – we were alone in the middle of a demon army. Only a miracle could save us. But miracles don't happen often, especially to grunts from the border patrol. My brothers died one by one. I was hit in the chest, leaving me with broken ribs and blurred vision.

The last thought to enter my mind was that maybe I'll survive. Maybe I'll get back to the Chapter, and tell them about Possum, Twine, Torlun, Markam, and our long journey from the Black Stairs to the gates of Al-Iskandria that saved the lives of so many settlers.

After all, one of us always survives, like Possum who crawled from under a pile of corpses thirty years ago.

Maybe this time it'll be me.

Congratulations!



ENDING 2

The Iron Company acted in a way worthy of our regained name. The Chapter's attack was fierce and savage, and yet we didn't let them reach the machine. The Mountainbiter survived, though at a huge price. When the battle was over, I saw there were only about a dozen of us still standing. That's how many remained of the two hundred strong company that fought at Eld-hain.

But that doesn't matter now. We've got our name. We've got glory. We've got a banner. We've got the chronicle. These are the things that survive, while the faces, bodies and bones come and go in a slow march that has lasted for centuries.

I had the honor of being a part of that march, even a small and unimportant one. The humans think they are more civilized than us, and yet they could never understand: happiness can only be achieved when you become a part of something greater.

I, Abigaszz the Chronicler, am happy now.

- » If sticker A33-B, "Iron Fort", is not in the "Losses" section, place it in slot A33 of the campaign map.

Congratulations!

ENDING 3

The price was high, but we've managed to pave a way for the settlers gathered at Al-Iskandria. Like an iron wedge, we pierced the demon camp and didn't stop for a moment, even though the enemy quickly rallied and threw their best warriors at us. Even those nail-studded madmen, who've been chasing us since the Black Stairs, tried to stop us.

I fought in the vanguard, tightly squeezed in with the rest of our brothers. I saw up close how they gave their lives for one another. The tip of our wedge crumbled, but it didn't matter – new people soon replaced the fallen.

Finally, we made it to the vast plains behind Al-Iskandria. The demons have stopped chasing us, and remain by the Refuge. I embrace the last of my brothers and sisters with joy. The border patrol survived. Now, we must lead the people who have trusted us to safety. Somewhere far away from the demons, and far from treacherous human leaders who wanted to sacrifice us like pawns on a chessboard.

I know we'll make it. After all, no one knows the wastes of this world better than us.

- » If sticker A33-A, "Fort Hope", is not in the "Losses" section, place it in slot A33 of the campaign map.

Congratulations!



ENDING 4

To fight our prey, we had to walk in front of the entire human army. They kept charging at us like a churning sea, but the Iron Company held its position. The Chapter warriors met an honorable end. Most of our men died too. But that doesn't matter now. We've got our name. We've got our glory. We've got our banner. We've got the chronicle. These are the things that survive, while the faces, bodies and bones come and go in a slow march that has lasted for centuries.

Of course, we will have to face the consequences of our actions. The Primes will be furious that we've ignored their orders and abandoned the Mountainbiter. We won't be humiliated a second time. We must leave while the chaos of the battle still rages.

The Iron Company will become a free company, like several times before in its history. In the end, our rulers will come begging us to fight for them again, just like they always did.

But until that time – our own road beckons.

- » If sticker A33-B, "Iron Fort", is not in the "Losses" section, place it in slot A33 of the campaign map.

Congratulations!



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