TIDES OF WAR
SCENARIOS FOR WARMACHINE AND HORDES UNBOUND

EPIC STRUGGLES BETWEEN GREAT ARMIES
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These scenarios have been designed with the scale of Unbound battles in mind. They reflect titanic clashes between armies in the midst of war and cover a broad selection of missions and battlefield conditions.

Unbound scenarios are more narrative and mission-oriented than those used in organized play, which are generally considered to be purely competitive. We believe these scenarios are more appropriate for Unbound games than a quick race to the finish. Players should note, however, that Unbound scenarios do not simply create an alternate win condition but frequently shake up how the very game is played. Scenario wins and losses are common in the format, and players must incorporate the scenario conditions into their strategy or face imminent defeat.

Unless otherwise noted, these scenarios are intended to be played on a 4′ × 6′ table.

Determine deployment and which player takes the first turn of the game with a starting roll. Unless otherwise noted in the Special Rules of a given scenario, in a two-player game players are allowed to place their forces completely within 10″ of the table edge. When selecting a scenario, you and your opponent[s] can either agree on which scenario to play or roll on the table below. We recommend determining the scenario you will play prior to building your armies since the scenario rules can introduce significant twists, such as building destruction or board-wide flooding. If you choose to build armies before rolling for scenario, be sure to construct well-rounded army lists capable of dealing with the vagaries of the Unbound scenarios as well as they deal with your opponent's army.

TERRAIN PLACEMENT

Before choosing their deployment zones, players take turns placing terrain features. Players alternate placing terrain features until one player wishes to stop. The other player is then allowed to place one additional terrain feature. Each player must place a minimum of three (3) terrain features unless otherwise dictated by a scenario's special rules.

Terrain features should be moderately sized, no more than 12″ across. A terrain feature cannot be placed within 3″ of another terrain feature. However, terrain features can be placed on hills and trench terrain features can be placed touching other trench terrain features.

MULTIPLAYER PLAY

Many of the following scenarios are suitable for play with three or four players. Scenarios that are suitable for multiplayer play are described in the Multiplayer section of each scenario.

RANDOM SCENARIO DETERMINATION

If both players agree, instead of choosing a scenario for the battle, you can roll 2d6 and consult this table to determine the scenario you will play.

ROLL	RESULT
2	Basic Battle
3	Treasure Hunt
4	Battle in the Wilderness
5	Occupation
6	The Great Divide
7	No Man's Land
8	Barn Stormers
9	Last Stand
10	King of the Hill
11	Scorched Earth
12	Floodland

For multiplayer battles, you can roll a d6 and consult this table to determine the scenario you will play.

ROLL	RESULT
1	Barn Stormers
2	Battle in the Wilderness
3	Floodland
4	King of the Hill
5	Occupation
6	Treasure Hunt

BASIC BATTLE

A mortal man is never so close to divinity as when he commands a great army in battle.

—Kommandant Gurvaldt Irusk

DESCRIPTION

The loss of the army's commanders will deal a crippling blow to any force and may shatter the morale of an entire army. In this battle, two armies clash with the goal of destroying the opposing commanders.

SPECIAL RULES
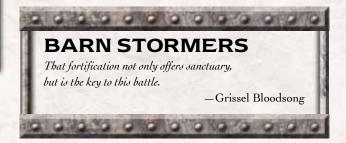
There are no special rules for this scenario.

VICTORY CONDITIONS

A player wins the game when he has the only remaining warcaster(s) or warlock(s) in play.

MULTIPLAYER GAME

This scenario is suitable for multiplayer play.

BARN STORMERS

That fortification not only offers sanctuary, but is the key to this battle.

—Grissel Bloodsong

DESCRIPTION

The significance of any refuge from the guns of the enemy cannot be overstated. In the maelstrom of war, any townhouse, ruin, or standing structure can become a de facto fortress.