

THE TRIALS OF GORTEN GRUNDBACK

The Trials of Gorten Grundback is a series of scenarios for the award-winning tabletop miniatures battle game WARMACHINE from Privateer Press.

These scenarios fit in the winter season of the Kings, Nations, and Gods campaign presented in the first exciting expansion for WARMACHINE, Escalation. This book adds pages of story, background, and detail to the setting of WARMACHINE and provides details on new units, warcasters, warjacks, and mercenaries as well as over 40 different scenarios in the Kings, Nations, and Gods campaign. The Trials of Gorten Grundback presents a unique story arc for the soon-to-be-released Gorten Grundback mercenary boxed set and new opportunities for players enjoying WARMACHINE to battle with or against Gorten in the Iron Kingdoms.

the kingdom of Khador has invaded the neighboring human nation of Llael. With a relentless army backed by brutal warjacks, Khador threatens to take over Llael at any moment. The nation of Cygnar, desperate to prevent Khador from annexing this small kingdom, has hired Gorten to assist Cygnaran troopers in stopping the Khadoran offensive.

The dwarf and his group of warjacks travel down the Oldwick River by steam-powered riverboat to rendezvous with a Cygnaran military company. When he finds the noble soldiers, they are already licking their wounds from a violent encounter with Khadoran forces. The cunning Khadoran combatants have managed to take Captain Olmsfern, the leader of the Cygnaran group, prisoner. Normally Gorten would not care, but unfortunately the Captain happens to hold the keys to the coffers from which Gorten's payment will come. For a mercenary, money is often the best motive to do the right thing. Besides, there could be a bonus!

All scenarios are intended for play on a 4' x 4' table.

SCENARIO 1: SALT SHAKER

GORTEN GRUNDBACK VS. KHADOR, 500 POINTS

DESCRIPTION

Malleus 20th, Ashtoven 604 AR—The Foothills of Llael

The Valdren salt mine, a long abandoned Rhulic salt pit left to the ravages of time and abandoned for richer ground, has provided Khadoran forces with a suitable place to hole up, recover from a recent battle with Cygnar, and interrogate their prize prisoner. Gorten slowly makes his way into the tunnels eager to recover Captain Olmsfern from the Khadorans. After marching down a few main tunnels, he spies the Khadoran encampment and then gasps in surprise as he sees Captain Olmsfern making a run for it. As the Captain sprints across the main cavern he slips and falls, dropping a bag filled with his goods, gear, and gold crowns meant for Gorten's purse. The fallen captain rapidly recovers and runs to the group just as the Khadorans begin to mobilize.

Thinking to make a quick escape, Gorten turns to flee with the Cygnaran Captain in tow, but Olmsfern orders him to stay put. It seems the captain made

While the scenarios are set during the Icy Grip of Winter season, you can easily place them in any season of the Kings, Nations, and Gods campaign if you choose or play them independently of the campaign. Players enjoying the campaign can choose to add these quests to a season in order to add challenges to whichever campaign season they wish.

Gorten Grundback is an infamous and fiercely successful mercenary from the nation of Rhul, a kingdom made up of dwarven clans that live amidst the mountains of the north. Just recently,



away with some Khadoran plans in his satchel, and he needs to recover his bag. Unfortunately, the Captain's wounds prevent him from fighting, so Gorten must step in. It had better be worth it.

SPECIAL RULES

None

SET-UP

Place a marker in the center of the table to represent the satchel. Any warrior model moving over the satchel marker may pick it up. If that model is destroyed or removed from play the satchel remains in the spot the model last occupied.

Players take turns, each placing three (3) 3" diameter **deep water** briny pools. The briny pools may not be placed within 3" of the satchel marker, a table edge, or another briny pool. See Deep Water, WARMACHINE: Prime page 61.

BEGINNING

At the start of the game, each players roll a d6, and the high roller chooses who goes first. The first player chooses any corner of the table and deploys within a 10" x 10" area and takes the first turn. His opponent then deploys in the opposite corner.

VICTORY CONDITIONS

The first player to get the satchel into his deployment zone wins the game.

RESOLUTION

Intelligence Report: If Gorten's player wins the game, Gorten learns of Cryxian activities near the outpost of Danther, a holding that happens to belong to Gorten's family. The outpost is a prospecting site for miners working for the clan. Among the dwarves at the outpost are Gorten's Uncle and many of his relatives. Learning of this danger, Gorten must decide between his own purse and the welfare of his clan.

Cygnaran Orders: If the Khador player wins the game, Khadoran officers that capture the satchel manage to discover orders sewn into a hidden compartment in the lining. These orders outline the march to Riversmet and the particulars of a pincer offensive to offset the aggressive march of the Khadorans.

SCENARIO 2: FEATS DON'T FAIL ME NOW

GORTEN GRUNDBACK VS. CYGNAR, 500 POINTS

DESCRIPTION

Malleus 21st, Ashtoven 604 AR— The Foothills of Llael

With news of the Cryxian threat on Gorten's home ground and his contract completed, Gorten is free to return to aid the outpost of Danther as fast as he can. He cannot allow clan assets to fall to Cryx, nor can he let the undead forces of the dark nation harass



his own family. Unfortunately, Captain Olmsfern demands that Gorten surrender his riverboat so the soldiers can make way swiftly to Riversmet to the battle occurring there. Gorten hefts the heavy purse of coins in his hands and decides to do the right thing. As he gathers his warjacks around him, he grins over at the Cygnaran captain and makes a run for the riverboat waiting at the nearby shore. Whoever gets there first gets to go wherever he wants.

SPECIAL RULES

No units or models may use advanced deployment in this scenario.

SET-UP

See the map. A 4" wide **deep water** river runs the length of the south table edge. See Deep Water, WARMACHINE: Prime page 61. Place a 4" wide, 6" long boat in the middle of the river as shown on the map.

Players take turns, each placing two (2) terrain features. Terrain features may not be placed in a deployment zone or within 3" of another terrain feature.

BEGINNING

Gorten's player chooses a corner along the north table edge and deploys his forces within a 10" x 10" area and takes the first turn. The Cygnar player then deploys in the other corner along the north table edge.

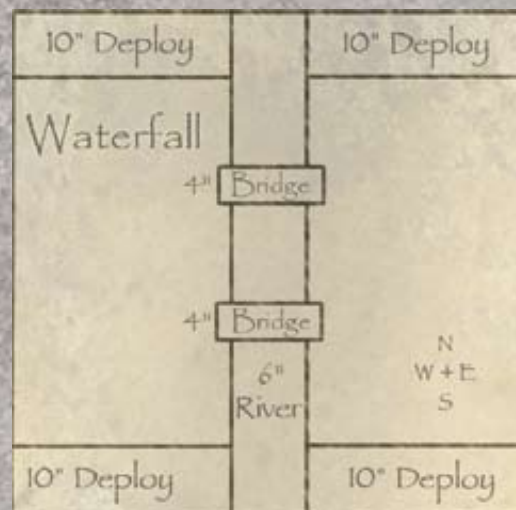
Gorten's player takes the first turn.

VICTORY CONDITIONS

The first player to get a warcaster in base contact with the riverboat wins the game.

SCENARIO 3: WATERFALL

GORTEN GRUNDBACK VS. PROTECTORATE, 500 POINTS



DESCRIPTION

Doloven 23rd, Ashtoven 604 AR— The town of Urlan Mier

Urlan Mier, a port town just a few leagues from the city of Leryn, is the site of a massive Protectorate smuggling operation. The devoted group of zealous priests and warriors are gathering resources to ship south to fuel the coming crusade. Unluckily for Gorten, they have blockaded the river and begun to commandeer every steamship coming through. Desperate in their attempt to get all of their supplies south before Khador closes off the river, the Protectorate have begun seizing vessels from anyone they can. Too bad Gorten is not going to co-operate.

Unfortunately warjacks are patrolling the waterways through the town, and Gorten must clear a path for the boat before it can pass through the town's canals. He only has some major obstacles, a warcaster, and a group of warjacks in his way. The Protectorate soldiers seem ready to defend the lowered locks, preventing passage through a crucial waterway on Gorten's journey. More than happy to crack a few menite skulls, Gorten proceeds to get those obstacles out of the way.

SPECIAL RULES

No models from either side may use advanced deployment.

SET-UP

See the map. A 6" wide **deep water** river runs through the center of the table from north to south. See Deep Water, WARMACHINE: Prime page 61. A pair of 4" wide bridges between the deployment zones divide the river into thirds. A bridge has ARM 14 and can take 20 points of damage before being

RESOLUTION

Riverboat Cruise: If Gorten's player wins the game, Gorten gains control of the riverboat that brought him to meet the Cygnarans and heads for the clan holding that is threatened by Cryx.

Head for Riversmet: If the Cygnar player wins the game, Gorten is left behind to discover some other source of transport ("Hey, is that a boat I see?"). The Cygnaran commander and his troops head west through Llael on the riverboat, and due to his quick decision-making his troopers reinforce the Cygnaran efforts in Llael.



destroyed. See Damaging and Destroying Structures, WARMACHINE: Prime page 62. Models may move across the bridges normally.

Players take turns, each placing three (3) terrain features. Players should place terrain features common to a port town such as walls, buildings, or docks. Terrain features may not be placed within a deployment zone or 3" of another terrain feature or the river.

BEGINNING

At the start of the game, each player rolls a d6, and the high roller chooses who goes first. The first player sets up first and takes the first turn. Players deploy their forces 10" from their table edge. The river runs through the center of each deployment zone.

VICTORY CONDITIONS

The player controlling Gorten wins if both barricades are destroyed.

The Protectorate player wins if Gorten is destroyed or removed from play.

RESOLUTION

Scrape through: If Gorten's player wins, the dwarf's tenacity and determination has paid off and he manages to scrape past the protectorate defenses. He proceeds unhindered through the canals of Urlan Mier and then travels upriver to Rhul where he will find out what Cryx has been up to near his clan's mines.

Iron in the Hold: If the Protectorate player wins, Protectorate forces manage to commandeer Gorten's transportation. With an extra riverboat they can transfer warjacks down the river to where they are needed in securing the route south.

SCENARIO 4: SHADOWS AND STEEL

GORTEN GRUNDBACK VS. CRYX, 500 POINTS

DESCRIPTION

Doloven 26th, Ashtoven 604 AR— Grundback Holdings, Rhul

Gorten's worst fears are confirmed with the first sighting of bonejacks looting through the smoke of the mining town. In the distance he can see the ruins of equipment, the dead bodies of dwarves and ogrun, and the fallen defenses of the small outpost. Amidst the ruin, he sees hope as he witnesses a group of Cryxian forces trying to assault the stronghold tower where dwarves have obviously holed up to defend themselves. With the crack of distant gunfire from the gun ports in the tower walls, hope swells in Gorten's chest as he rushes to rescue his besieged brethren.

SPECIAL RULES

The forces of Cryx have overrun Danther, and they have infested the area in a search for scrap and

bodies. Mechanithralls, scrap thralls, and Necrotechs gain advanced deployment for this scenario.

SET-UP

Players take turns, each placing three (3) terrain features. Players should place terrain features common to a mining town such as walls, coal bins, rock formations, or ruined buildings. Terrain features may not be placed within a deployment zone or 3" of another terrain feature.

After terrain features are placed the Cryx player may place one light warjack wreck marker on the table. This represents a steamjack that was used in the defense of the town. The counter must be placed at least 24" from the edge of the Cryxian deployment zone.

BEGINNING

At the start of the game, each player rolls a d6, and the high roller chooses who goes first. The first player sets up first and takes the first turn. Players deploy their forces 10" from their table edge.

VICTORY CONDITIONS

The last player with a warcaster in play wins.

RESOLUTION

Mantle of the Stonemith: If Gorten's player wins the game, he earns the respect and admiration of his uncle and the family. Now with the legitimate approval of his clan, Gorten can take to the mercenary life without worry. His family bestows upon him the honored title of Stonemith which he happily takes before heading back to find more contracts. Llael is a busy place, and both sides are paying.

Winds of Sorrow: If the Cryx player wins the game, Gorten's failure to save his people has ended in tragedy for all. The Cryxians manage to learn of Gorten's contacts in the Cygnaran and Khadoran military and use that to their advantage.

