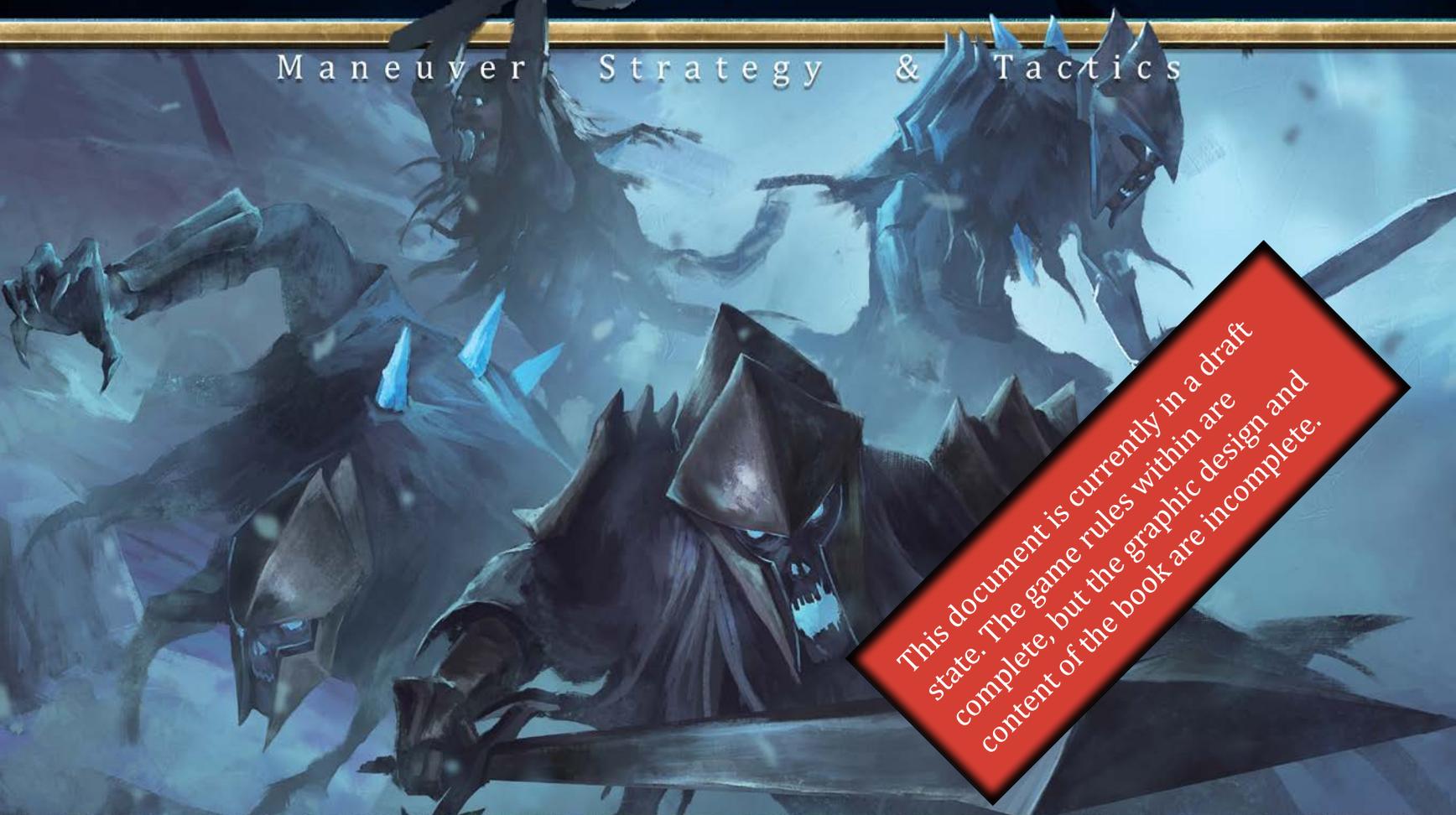


WARLINE

Maneuver Strategy & Tactics



This document is currently in a draft state. The game rules within are complete, but the graphic design and content of the book are incomplete.

History of Conflict





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Experience the History of Conflict

This book presents unedited historical accounts of hard fought battles, delivered by those most deeply touched. Each account paints the picture of a scenario within some key point during a battle. You have the opportunity to either reenact or rewrite the history of these scenarios.

- This game mode supports only [2] players, competing head-to-head.
- This game mode requires you to be well familiar with the Warline “Battle Canvas” core game rules.

Setting Up Scenarios

- Determine which player is Party 1 and which is Party 2. Each player’s kingdom is determined by their party number, as assigned in the scenario info.
- Set up the battlefield according to the map on the

opposite page of the scenario information.

- Set up both parties’ initial states by following the parameters for each side—defined in the “Competing Kingdom” (Party 1) and the “Defending Kingdom” (Party 2).
- Under “Army Build” in either kingdom’s set up parameters, an “X” means that the battalion begins in the opponent’s Graveyard, while a “P” means that the battalion begins in the opponent’s Prison. Similarly, under “Outposts Positions”, an “X” means the outpost begins in the opponent’s Spoils.

Playing Scenarios

- Read aloud the historical account text (following the scenario title).
- Skip Stage I: Scout Terrain (battlefield terrain is defined by the map graphic).
- Skip Stage II: Outposts (outposts positions are defined in the scenario information).
- Skip Stage III: Recruit (army builds and initial support cards are defined in the scenario information).
- Begin play at Stage IV: Deploy. If during this stage, one of the parties runs out of battalions to deploy, the other party deploys each of her remaining battalions consecutively.
- Going forward, play the game according to the core game rules found within the “Battle Canvas” book. The first party to achieve a victory condition ends the scenario and wins the battle.
- If you are the “Competing Kingdom”, for an added layer of narrative flavor and challenge, try and achieve the victory condition defined as the “Historical Victory”—the archival outcome of the battle.

It is bad form, as the “Defending Kingdom”, to play with express purpose to not lose by the Historical Victory condition, instead of playing to win by any means.

Terror on a Frozen Coast

My dear friend Survivor of Blight Eleventh,

From one advisor to another, I write to you in a position of dire vulnerability, and seek whatever aid or advice you might be willing to offer. While at this time the River of Fire and the Lioniks have well shielded our Burning Fortress—the two rivers generating enough heat to repel the icy claws of the freeze—the same cannot be said of Shame's Orchard to the west of the River of Fire. The ravaging cold has far too long rattled the reproductive cycle of the trees in this great orchard, and without the relied-upon continuous renewal of our most necessary resource, our kingdom teeters on the brink of starvation.

Therefore, for nearly a month, a Flaym regiment marched along the southeastern coastline, combatting the biting cold, in effort to procure sustenance from the abundant cold-adapted trees in Soroyland's northeastern regions. Most tragically, however, as relayed in the latest correspondence I received from the regiment leader—the details of which inspire great anxiety—the regiment was intercepted along Merchants Way by a Frost army, at a position of great opportunity for the latter army. On terrain that poses a formidable disadvantage, our regiment is now pinned against the frozen shoreline, with no alternative but to stand and fight.

A regiment spy did manage to gather insight into the Frost's motive for encroaching upon our troops: The Frost kingdom enjoy a long standing alliance with the kingdom of Timber—an alliance that has become fragile in recent times. Our movement toward Timber territory to procure resources is seen as an unlawful offense. The Frost preemptively putting a stop to our efforts would be a sure way to re-forge the alliance between Frost and Timber—ensuring for both kingdoms far greater standing in the War of Eternity.

I am well humble enough to concede that your sagacity far exceeds my own. I implore, therefore, what you might suggest. Please send your response by solitary

messenger, as to not attract attention or attrition at the gates of the Burning Fortress. To the gatekeeper, state, "Six lioniks, six victories".

The whole of the Flaym kingdom extends gratitude and respect,

Rollingblaze
Principal Advisor to the King, Flaym Kingdom
4th of January, 1017

Competing Kingdom

Party 1 (white)

Frost

Historical Victory

Overpower

Army Build

6, 4, 4, 2, 2, 2

Rampart Resources

6

Combat Support Hand

2, 2

Outpost Positions

D7, X

Defending Kingdom

Party 2 (black)

Flaym

Army Build

3, 3, 3, 2, 1, X

Rampart Resources

6

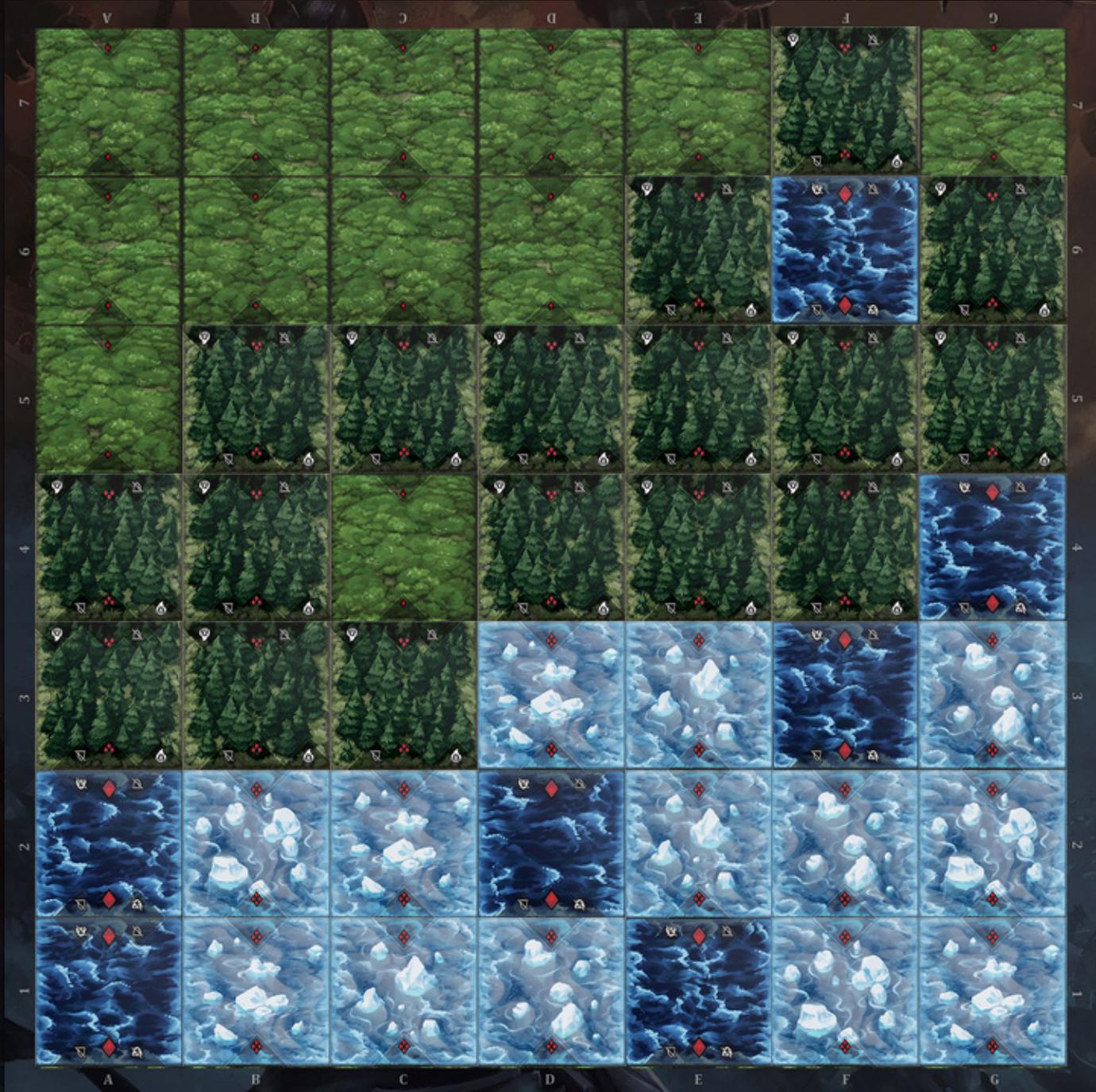
Combat Support Hand

4, 4

Outpost Positions

A2, E3

Competing Kingdom's Territory (Party 1, white, Frost)



Defending Kingdom's Territory (Party 2, black, Flaym)

For the Sake of Your Kingdom

The blood in which this memoir is written was spilled from me by a worthy opponent. Accounts will surely corroborate that this opponent is none other than Juniper at Sunset, of the Timber kingdom. It is a great honor to have challenged him, and it is a great honor to die by his hand. Though, foremost I am the Principal Historian, so it is my duty to focus instead on recording the events that lead up to now, before my life is extinguished.

As all kingdoms, we have suffered—for seven full years—with crops and livestock lost to the great global drought, and countless lives lost to the lack of sustenance. Over the course of this past year, our brilliant engineering minds, directed by the young but unparalleled Rain White-eyes, constructed and maintained an intricate underground irrigation network beneath the lake-freckled lands between the Cow Pool and Dawnwatch. This irrigation network now hydrates our cities and villages along the eastern fringe of the Northwall Mountains. These communities burgeoned and much of our kingdom's population migrated to the well-to-do communities.

If reports are accurate, the Timber kingdom have not been so fortunate in combating the suffering. The drought has ravaged not only their resources, but also their dwelling places in the trees. The surviving population has adopted a nomadic life, stricken by hardship.

I have read a manifesto of the Timber's most esteemed majikist, Honeysuckle in Spring: A few years prior, he drafted and set in motion a plan to reestablish their kingdom in the northeast region, where dozens of small lakes pock the land—the very same region in which we have established our irrigation network. The Timber are growing forests upon forests along the lake shores.

After the trees had begun to grow, our engineers discovered that the roots were fracturing our irrigation tunnels. We appealed to Timber leadership, in effort

to halt the tree growth and destruction of our lifeline. The Timber are pushed to the brink, however, and will not allow their people to dwindle to oblivion—they carry forth with their plan.

We rallied arms to halt the Timber's destructive momentum. We marched on the Timber, some seven days prior, with purpose to raze the fortified seed houses established there. It is within this conflict that I was conscripted to fight, and it is within this conflict that I met my opponent. It is within this conflict that I will exhaust what remains of my gratifying life.

1023, River Six-fingers, Principal Historian of the Frost

Competing Kingdom

Party 1 (white)

Frost

Historical Victory

Starve

Army Build

4, 3, 3, 3, 3, 3

Rampart Resources

5

Combat Support Hand

2, 2

Outpost Positions

B7, G7

Defending Kingdom

Party 2 (black)

Timber

Army Build

6, 4, 3, 3, X, X

Rampart Resources

6

Combat Support Hand

4, 4

Outpost Positions

A1, D2

Competing Kingdom's Territory (Party 1, white, Frost)



Defending Kingdom's Territory (Party 2, black, Timber)

A Chronology of Events

- 1208 — Campaign for Vengeance
[Feeding an Insatiable Beast]
- 1207 — Banquet of Unity / Blood's Banquet
[To Snare a Fox]
- 1204 — Sea Scourge
[The Channels of Opulence]
- 1164 — Frostborn War / Burning Conflict
[Within the Heart of Treachery]
- 1143 — Clear Division Argument
[A Boundary Dishonored]
- 1121 — Delta War
[At the Source of Struggle]
- 1101 — Foolschoice Conflict
[United by Blood, Divided by Water]
- 1063 — Battle at Old Merchant's Bay
[Embarrassment at the Flooded Cove]
- 1023 — Twelve Years Drought
[For the Sake of Your Kingdom]
- 1017 — Devil's Freeze
[Terror on a Frozen Coast]
- 402 — Codification of "tactical dilemmas training"
- 0 — The Vanishing

Key Historical Figures

- Brightember: insurgent leader, Flaym
- Burningsky: Hand of Command, Flaym
- Champion of Whitepass Fourth: artist, Frost
- Creation of Solace Second: engineer, Sey
- Firesource: Supreme Commander, Flaym
- Honeysuckle in Spring: engineering director, Timber
- Juniper at Sunset: soldier, Timber
- Liberator Second: Commander, Sey
- Perfection of Clubal First: professional athlete, Sey
- Pothos in Autumn: General, Timber
- Rain White-eyes: engineering director, Frost
- River Six-fingers: Principal Historian, Frost
- Rollingblaze: Chief Advisor to the King, Flaym
- Sewer of Life First: Teller of Tales Fifth's lover, Sey
- Shaym: Lesser Dragon of Soroyland
- Snapdragon in Summer: Violet in Spring's bro., Timber
- Snow Steadfast: industrialist, Frost
- Survivor of Blight Eleventh: King's Advisor, Sey
- Swiftinferno: dignitary, Flaym
- Teller of Tales Fifth: First Lieutenant, Sey
- Thundercloud Ironhands: Commander, Frost
- Violet in Spring: soldier, Timber
- Voyage to Land's Eye First: spy, Sey

NORTHERN OCEAN



SOUTHWARD OCEAN



A large, stylized graphic of the letters 'WW' in a dark, textured font with a subtle gradient and a slight shadow effect. The letters are centered on the page.

More scenarios
coming soon!

