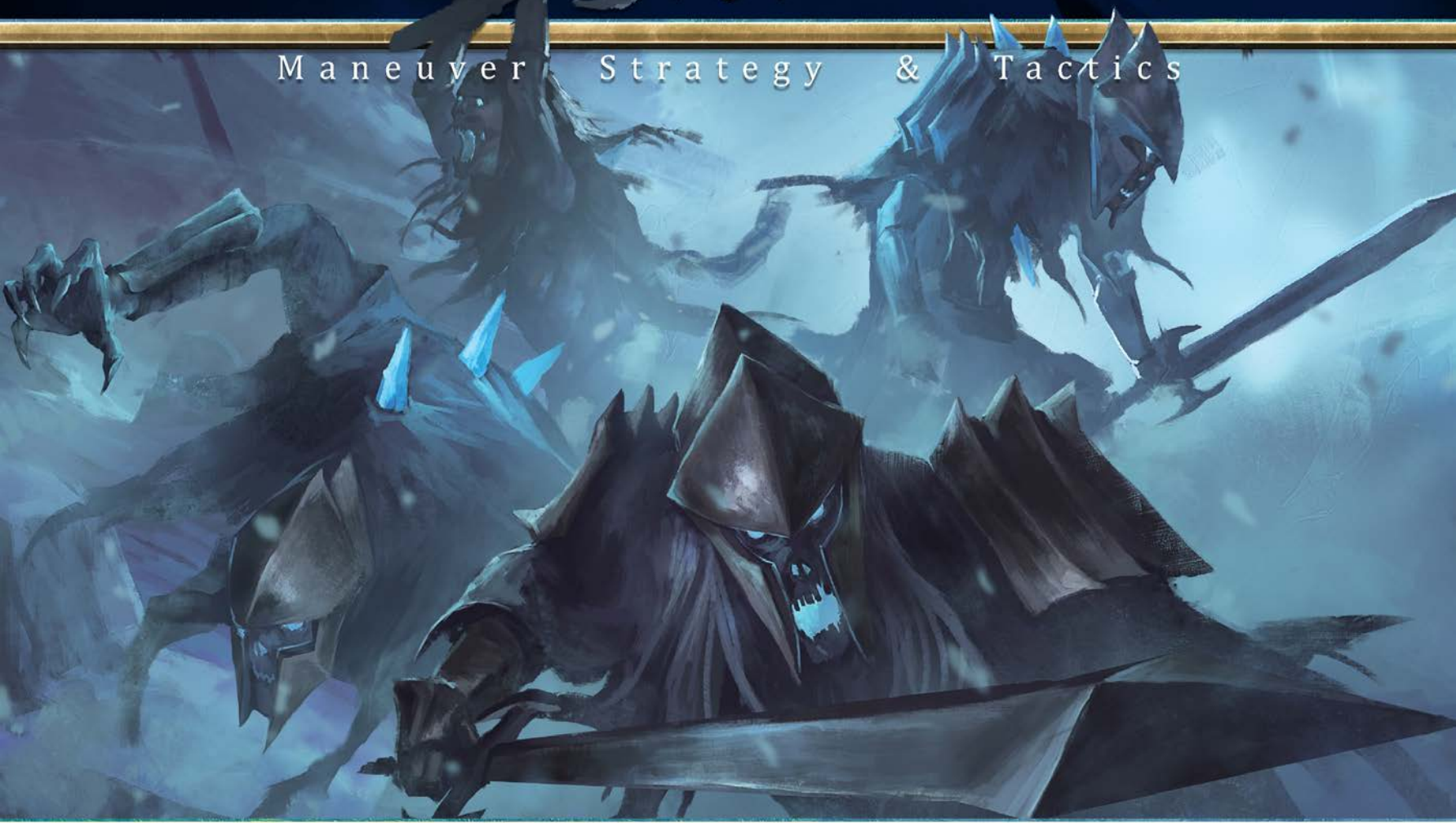


# WARLINE

Maneuver Strategy & Tactics



History of Conflict







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RULES VERSION 1.01





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## Relive 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”, 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.
- Under “Outposts Positions”, an “X” means the outpost begins in the opponent’s Spoils. A letter-number combination, such as “A2”, indicates the column (letter) and row (number) intersection at which the outpost is to be placed.

## 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.

Playing as the “Defending Kingdom”, it is bad form to try and “not lose by the Historical Victory condition”, as opposed to trying to win.



## 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. Under command of the decorated Thundercloud Ironhands, the Frost seek to preemptively put a stop to our efforts, which 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

Support Card Hand

2, 2

Outpost Positions

D7, X

### Defending Kingdom

Party 2 (black)

Flaym

Army Build

3, 3, 3, 2, 1, X

Rampart Resources

6

Support Card Hand

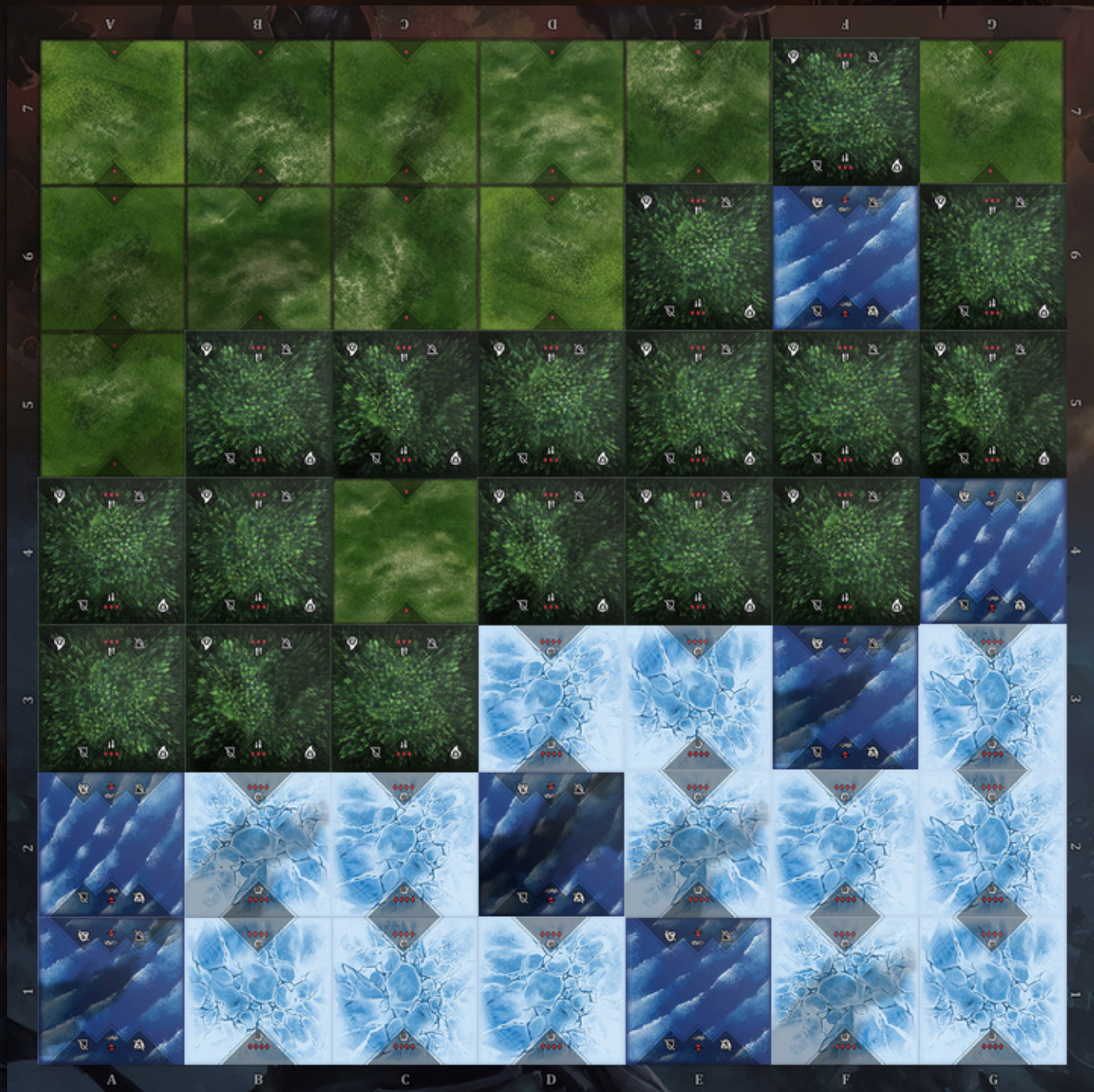
4, 4

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

Support Card Hand

2, 2

Outpost Positions

B7, G7

### Defending Kingdom

Party 2 (black)

Timber

Army Build

6, 4, 3, 3, X, X

Rampart Resources

6

Support Card Hand

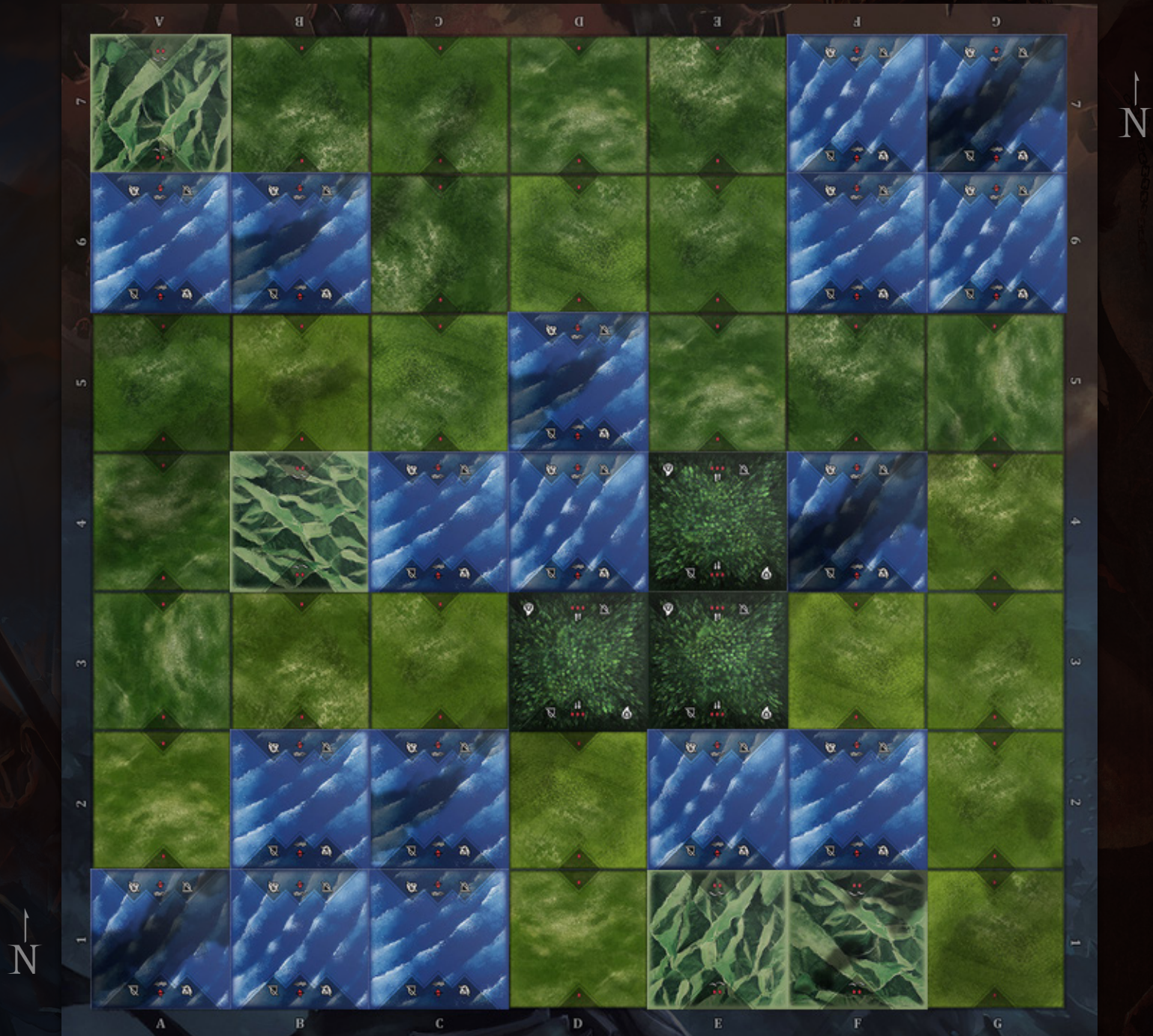
4, 4

Outpost Positions

A1, D2



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



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



## Embarrassment at the Flooded Cove

1164, 7th of November

My dearest Sewer of Life First,

I write to you by candle light, in the spurious shelter of a bivouac tent, on the fourth night of battle. Heretofore, we have been pinned liked pressured dogs, holding fast to our only remaining outpost in the southeastern fringe of the Southwall Mountains. We are on unfamiliar ground, and we are on the brink of starvation, with the kingdom of Frost baring down upon us.

Just hours past, I and a small unit of spies struck, sabotaging the Frost's rampart resources, leaving the Frost slack on defense and neutering their otherwise terrifying majik. A rich blood moon, dulled by a dense overcast sky and torrential rains, served us with just enough light to execute our mission—we could not have hoped for a more fortuitous advantage.

I now cannot tune out the continuous war horns of the Frost—they are retaliating with an even more aggressive offense. This battle is coming to a deadly head. I am not confident that I will be able to write again to you until the turmoil has ceased. Do know that, now and forever, you are my dearest love, and that I will be home again in the comfort of your embrace—I promise.

With all my heart,  
your Teller of Tales Fifth  
First Lieutenant, Kingdom of Sey

## Competing Kingdom

Party 1 (white)

Sey

Historical Victory

Blunt or Dominant Influence

Army Build

6, 6, 3, 3, 1, 1

Rampart Resources

6

Support Card Hand

2, 2

Outpost Positions

A7, X

## Defending Kingdom

Party 2 (black)

Frost

Army Build

4, 4, 1, 1, 1, 1

Rampart Resources

1

Support Card Hand

—, —

Outpost Positions

B3, E2



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



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



## United by Blood, Divided by Water

Burningsky, hand of Supreme Commander Firesource,  
Kingdom of Flaym, 1101, August 21

*Writing this report has been quite a challenge: Due to a battle injury, I must pen the account with my non-dominant hand. Forgive me if the text is illegible.*

We have been observing the conflict for over three months—two Timber noble houses quarreling in a long-standing grudge, each with outposts standing on opposite banks of the Foolschoice. When the grudge had just begun to escalate toward combative action, it was reported to us by a merchant returning from a trade endeavor in the northern coastal city of Fortuneton. Immediately, Supreme Commander Firesource recognized an opportunity: We could leverage the Timber houses internal turmoil as a distraction to us moving in to ambush.

Seemingly ineffectual battles had flickered on either bank of the river, though, just over one week past, a bloody battle erupted and continues to rage—consuming every fragment of Timber attention. This was our moment to move in. Two regiments led by our Supreme Commander were distributed equally on either side of the river, then each maneuvered northward along the banks. Each regiment succeeded in spiriting away one full Timber battalion apiece from each outpost. *It was within this mission that my carapace left arm was badly damaged.*

It has now been brought to my attention that the Timber have discovered our location and the cause of their battalions disappearance. Surely this situation will inspire the Timber houses to resolve their differences and unite in effort to extricate their battalions. We are fully prepared for an onslaught, as we are also fully prepare for our own offensive at dawn. Our hope is that, before dawn, the Timber advance upon our position, as that will leave their outposts nearly indefensible.

I must now prepare our Supreme Commander.

## Competing Kingdom

Party 1 (white)

Timber

Historical Victory

Overpower

Army Build

P5, P5, 6, 1, 1, X

Rampart Resources

6

Support Card Hand

4, —

Outpost Positions

D6, F5

## Defending Kingdom

Party 2 (black)

Flaym

Army Build

4, 4, 4, 4, 4, 1

Rampart Resources

6

Support Card Hand

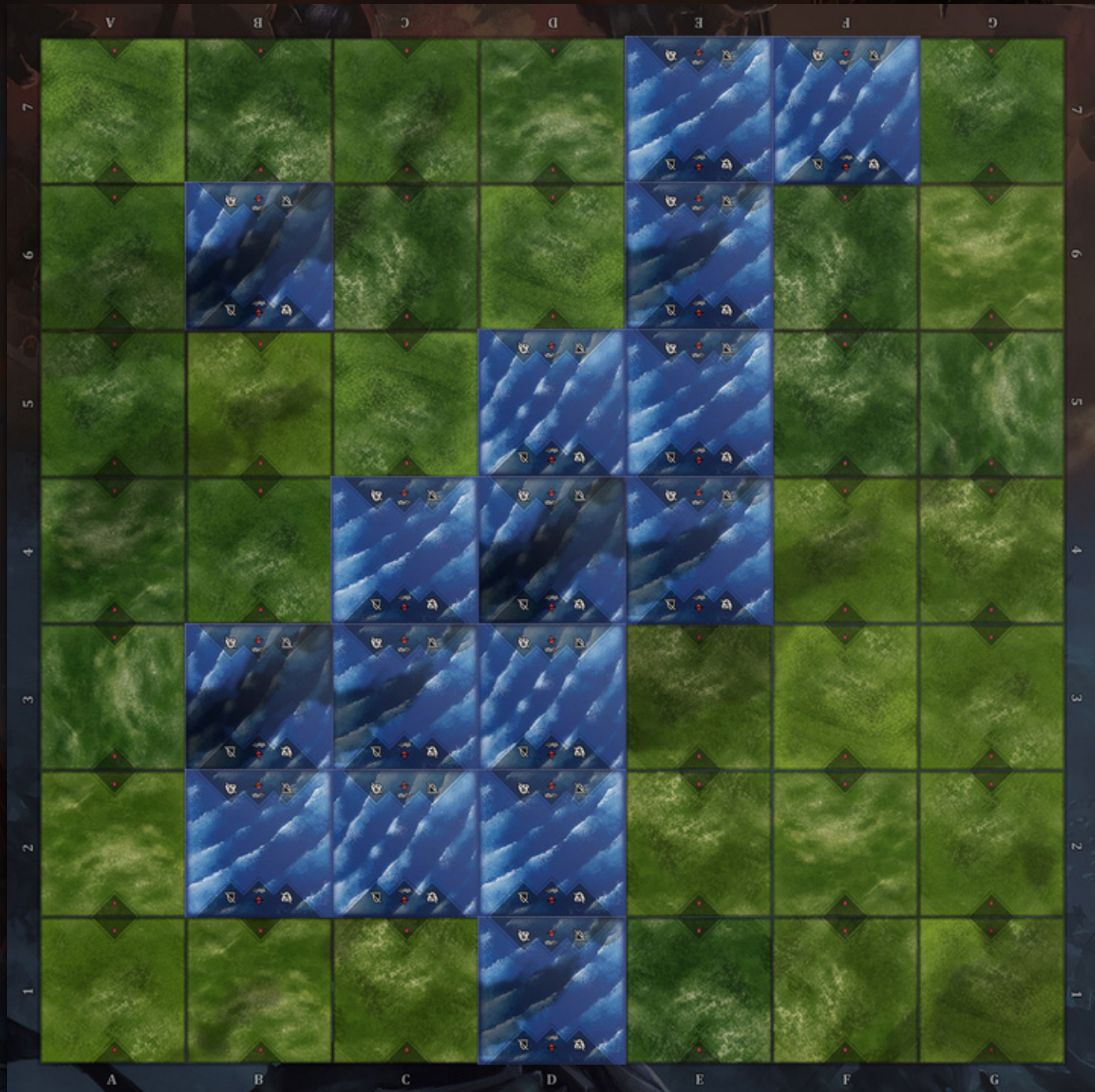
3, 3

Outpost Positions

C1, X



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



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



## At the Source of Struggle

*Excerpts from the annals of Snow Steadfast, an intrepid Frost industrialist*

February 11th, 1120

My project is complete: The two great watermills are being set into motion on the eleventh hour of this morning. The raging Westdelta River current will soon be driving the mills with a force more than sufficient enough to increase our arms production tenfold. What is ultimately thrilling, furthermore, is the promise of the ingenious machinery powered by the mills, which are designed to press high volumes of metal into an ultra-lightweight form, reducing armor and weaponry weight by over twenty-five percent. While I would love to take credit for the success, I but funded and directed the project—the astonishing design and real work are credited to Rain White-eyes—this work might be considered her magnum opus.

February 27th

A messenger of the Flaym Kingdom arrived before daybreak, relaying news that our mills have mollified the Westdelta current to a detrimental degree. The messenger explained that the powerful current spilling into the delta at Blackwater churns up a unique sediment that the Flaym use to galvanize their carapaces. With the current reduced, the churning of sediment at Blackwater has died down to an unusable level, leaving the Flaym without the resource necessary for rendering sustainable carapaces. I truly hope that the Flaym can find a way around their troubles.

March 19th

Four Flaym diplomats have been lobbying, for the better part of the week, for us to remove our mills from the river mouth. Negotiations have vacillated but there is no clear path toward resolution at this time.

March 21st

Discussions have come to a conclusion: We stand resolute and will not remove or alter the mills. As one might figure, the Flaym have seen our decision as a frigid dismissal. I wish the Flaym kingdom the

best, but we cannot afford to undo such exceptional progress and squander such great financial resources.

May 3rd

The Flaym have launched a rather formidable offensive, encroaching from the north. We are pinned between the choppy waters of the Westdelta mouth and the mire of the Westdelta Marshland. We must defend the mills at all cost. I must work with Rain to devise a means to accelerate arms production and gain us an advantage that otherwise belongs to the Flaym—a consequence of their superior numbers.

### Competing Kingdom

Party 1 (white)

Flaym

Historical Victory

Overpower

Army Build

4, 4, 4, 4, 2, 2

Rampart Resources

6

Support Card Hand

—, —

Outpost Positions

A5, G5

### Defending Kingdom

Party 2 (black)

Frost

Army Build

4, 3, 3, 3, X, X

Rampart Resources

2

Support Card Hand

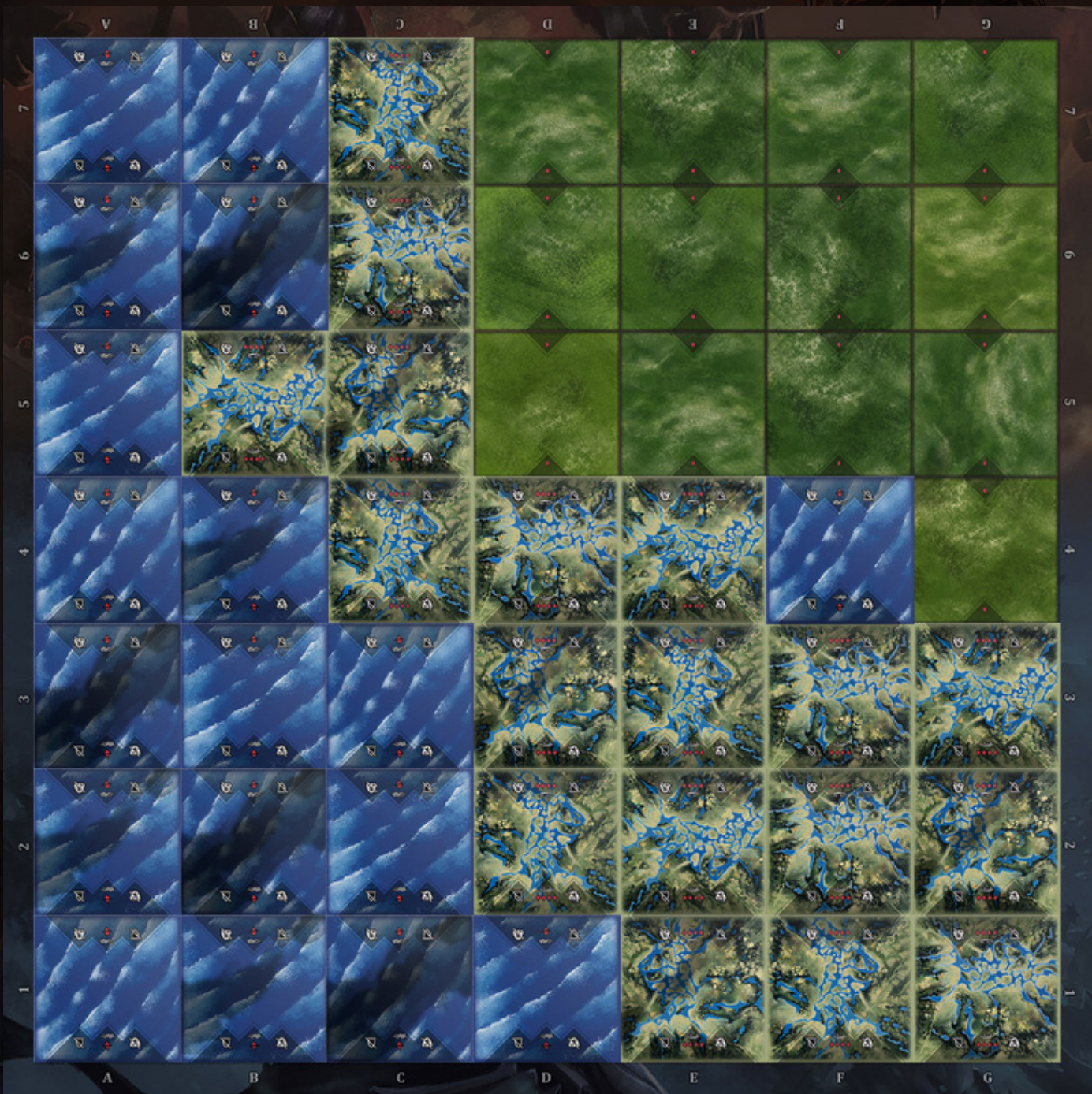
2, 2

Outpost Positions

D3, E1



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



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



## A Boundary Dishonored

*To follow is as close an account as I could capture, while I covertly listened in on a council between two Flaym leaders—heretofore referred to as One and Two.*

*One:* The Clear Division Charter is by no means unclear—defining physical boundaries by way of rivers. This breach of Sey operations into the Scorchedlands is plainly intentional. Do you truly feel that diplomacy is wise in this circumstance?

*Two:* I understand your rationale and align with your perspective. But, the better part of me thinks to first, before launching an expensive and bloody offensive, prove that the Sey have willingly violated the charter.

*One:* But, we must consider the consequences: If we engage in diplomacy, the Sey will become aware of our aim. If we then verify our suspicion, we would be forced to march upon a prepared opponent. A clash with an equipped and alert Sey army will be far more costly and far bloodier than otherwise.

*Two:* I do not disagree. Though, let us think through every detail before deciding. Creation of Solace Second is the Sey's cleverest engineer. It is difficult to accept that she would risk her reputation by willingly infringing. Moreso, the changing waterline of the Dragonthroat injects vaguery into the charter: If the water is neutral territory, are not the banks that are covered by the water for half of every year?

*One:* The charter might not spell it out, but land is land and water is water. Creation of Solace Second is a genius—are you suggesting that she could be unclear on this simple concept?

*Two:* No, I am suggesting that she understands the law better than those who drafted the charter. The volcanic silt on the riverbank is invaluable to the Sey...*A third party, who I will refer to as Three, interjects.*

*Three:* Sirs, we have found two Sey resource outposts on the south bank, guarded by mercenary forces. The

outposts are clearly designed to be hidden; clearly, the Sey are conscious of their infraction.

*One:* Thank you corporal. *The third party is dismissed.*

*Two:* Yes, these surreptitious constructs are a telltale sign of ill will—I regret my skepticism. We must act: Raze the outposts and rout the Sey into the Vast Green.

*One:* I will organize an offensive. We will march north and around Firetop, to surprise the Sey.

*I am now startled by a flurry of activity; I conclude my recording and shall make my way by cover of darkness.*

*Proudly, Voyage to Land's Eye First, December 3rd, 1143*

### Competing Kingdom

Party 1 (white)

Flaym

Historical Victory

Starve

Army Build

6, 4, 4, 4, 1, 1

Rampart Resources

4

Support Card Hand

2, 2

Outpost Positions

A7, D7

### Defending Kingdom

Party 2 (black)

Sey

Army Build

4, 4, 3, 2, 2, X

Rampart Resources

2

Support Card Hand

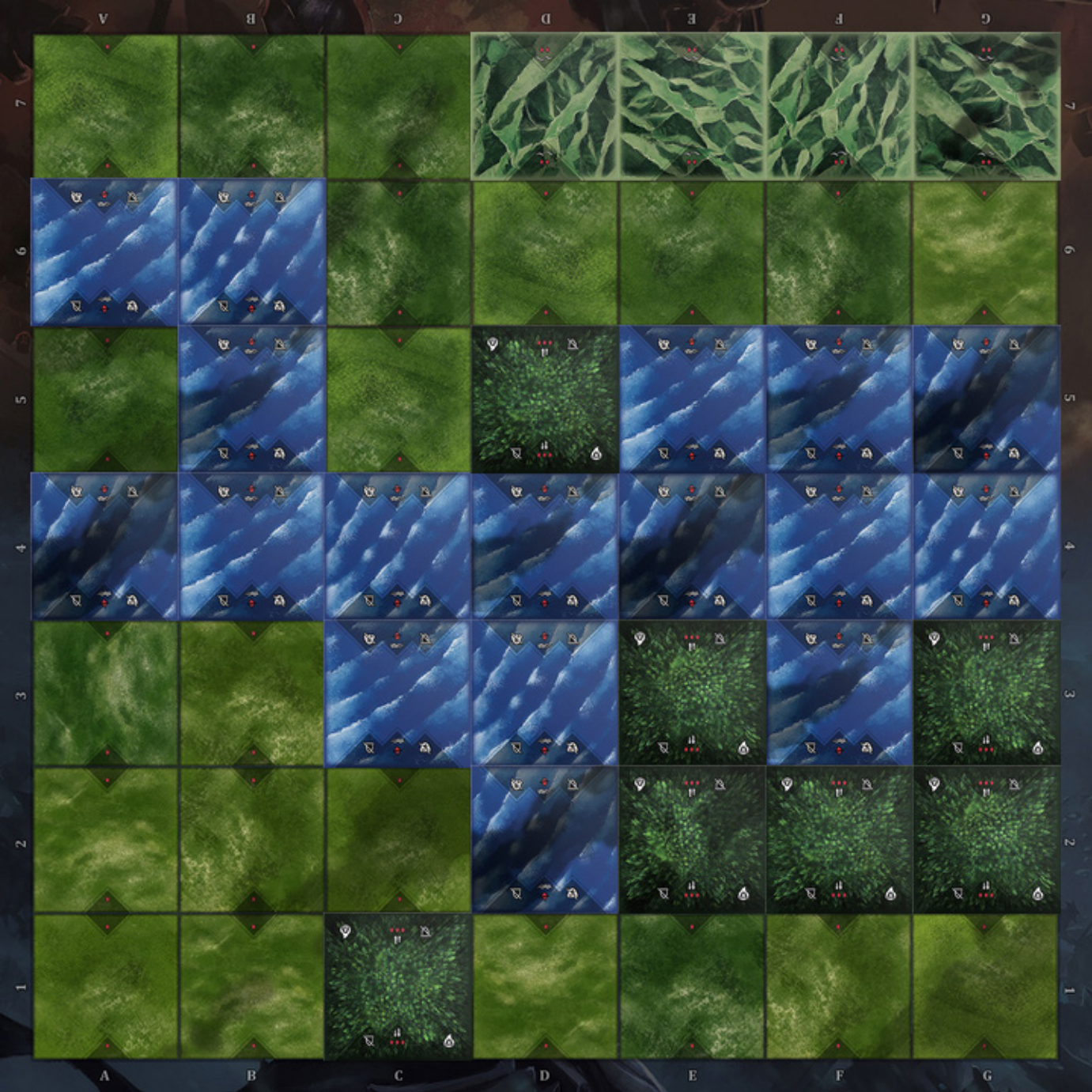
4, 4

Outpost Positions

B2, E3



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



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



## Within the Heart of Treachery

*The following is translation of the records of Shame, Lesser Dragon of Soroyland. I took liberties in bringing over certain concepts, in hopes of communicating in a manner more relatable to our kind. I do hope that this translation remains faithful to the source.*

*1164, River Six-fingers, Principal Historian of the Frost*

It has been a curious observation, an unfolding of events that have tangled into a knot of strife. Weeks prior, I enjoyed the rhythmic, northeastward march of a Flaym kingdom army—hindered by the mire of the Westdelta Marshland—a feat I found truly entertaining to spectate. The journey noticeably taxed the army; the marshland seemed to be just as much a battle as those between opposing armies. Flaym progress was slow, and at times was difficult to acknowledge, occurring in such minute increments. Mannerisms of individuals made plain that their nerves were taxed to the root.

The military did not make great effort to conceal their motivation; I learned that their aim was the Seafort—seizing this stronghold would, as they surmised, gain their people a key command position in the northeastern theater of the conflict they have named the Frostborn War. Many times I wagered with myself whether the army would reach their destination.

Four days ago, I witnessed an incident that I believe was catalyst to the intrakingdom conflict I am now monitoring. The army was navigating an insatiable sinkhole, noticed moments too late. An individual was being swallowed by the hole, yet another that appeared to be in command directed troops around the struggler, offering no aid. I believe that I will never comprehend the decisions made by people. Soon thereafter, a significant number of the troops, which seemed to be tied in some way to the swallowed individual, ignited a mutiny.

Since, I have had the pleasure of scrutinizing two sects of the army locked in combat, tearing each other to pieces. The army's Supreme Commander Firesource endeavors to quell the insurrection, lead by the

elected individual Brightember. It is seeming that the only solution for the Supreme Commander the capture of Brightember and to fracture his following. I find it interesting how people put a name to every competition: this called the Burning Conflict—I have heard others call this rivalry the War Within the War.

I, of course, know this conflict is not orchestrated for my amusement—yet that does not in any way deter me from imagining so. Every morning, I wake with zeal in anticipation of the next chapter of this evolving spectacle. If the contest spirals too far out of hand, however, I will step in to mediate.

### Competing Kingdom

Party 1 (white)

Flaym

Historical Victory

Shackle

Army Build

6, 5, 4, 3, 2, 1

Rampart Resources

6

Support Card Hand

2, 2

Outpost Positions

A7, G7

### Defending Kingdom

Party 2 (black)

Flaym

Army Build

6, 5, 4, 3, 2, 1

Rampart Resources

1

Support Card Hand

—, —

Outpost Positions

A1, C2



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



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



## The Channels of Opulence

Until one stares into the terrified eyes of a desperate beast, it is impossible to know what struggle looks like.

I am no fighter, but I consider myself to be rather courageous—yet, this morning, upon engaging with an opponent, I was shaken to a degree that I never have been. Liberator Second, commander to the Sey kingdom's mightiest force, pinned me against our own bulwark, bore down on me, and crushed both of my kneecaps in a single blow with the head of her battlescythe. It was, however, not the shocking pain that moved me; it was the look in Liberator's eyes: Rage, confusion, sorrow, resolution—this conflagration of emotion could be ignited by nothing other than the struggle of a people to survive. Forevermore, this look of struggle will gaze accusingly back at me.

I lie here barely capable of writing this memorandum. I am well capable, however, of reflecting upon the circumstances that cascaded into this pool of misery.

We have long stood as the wealthiest of kingdoms—ironically, our wealth comes not from a source of verdant resources, but instead from the energizing ore that veins a cluster of mountains, not far north of the Isleguards. I was tasked with the design and development of our Trichannel Conveyance—channels that vein outward from the mountains, each in the direction of our most lucrative cities. The Conveyance aids in the rapid and continuous transport of the mined ore—to noble houses that purchase and consume the commodity at an astonishing rate.

In stark contrast, the Sey are starved for income—a condition they were not always in: A blight began in the year 1199, choking and diminishing the ocean life around our entire continent, leaving the Sey severely lacking in their most precious commodity. The Sea Scourge, as this unwanted phenomena is referred, has persisted since; consequently, the Sey's dilemma has endured.

Following five years of strife, the Sey are panicked and desperate. This brings us to the current siege of our mines, the Sey seeking to reap the benefits and bounce back from turmoil. The situation is dire as we scramble to combat an attack that was launched at dusk—I am unsure if we have means to remain in control of our mines. I lament the idea of such pivotal work being overtaken by another—yet, my conscience questions whether we could have been less myopic in our focus.

I do hope to instead recite this account many times hereafter. But, in the case that I am not around to do so, please see that this writing reaches our historians.

11-27, 1204: Honeysuckle in Spring, Director of Engineering, Timber Kingdom

### Competing Kingdom

Party 1 (white)

Sey

Historical Victory

Starve

Army Build

6, 5, 4, 3, 2, 1

Rampart Resources

6

Support Card Hand

2, —

Outpost Positions

D6, F5

### Defending Kingdom

Party 2 (black)

Timber

Army Build

4, 4, 2, 2, 2, 2

Rampart Resources

4

Support Card Hand

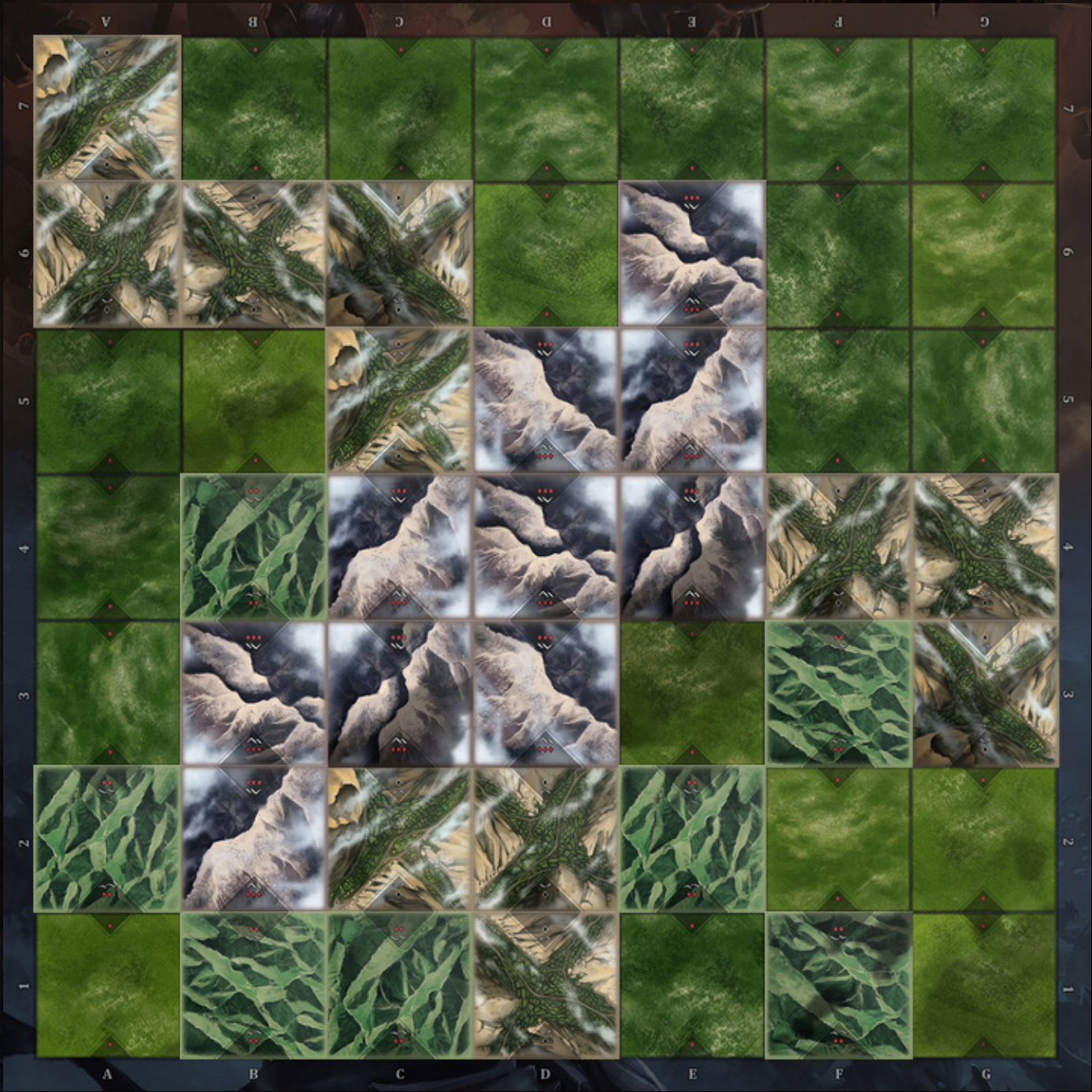
4, 4

Outpost Positions

A3, E3



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



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



## To Snare a Fox

I am unfortunate to be living through the Era of Unspoken Hostility, a time period which has seen uncountable undocumented conflicts, despicable acts of treason, assassinations, and brutality. Scholars have failed to pinpoint a singular motive that inspired the start of this terrifying period of time. I vividly recall, however, a number of events in close chronology that very well could have contributed.

In 1198, Flaym dignitary Swiftinferno was trampled to death by a Sey kingdom cavalcade. Toward the end of 1201, a close relative of mine, Snapdragon in Summer, disappeared following a diplomatic endeavor at the Frozen Tower in the Frost capital city. In 1204, a series of violent robberies struck the Sey city of Sunforth, all seemingly pointing to a single culprit, or organized group of culprits, which were never discovered. Any of these events alone could have incited turmoil—but, to have such tragedies stack up in such a short duration of time was enough to spiral an entire civilization into perpetual chaos. All in Soroyland, myself included, are burned by the flames of this chaos.

There is one event above all that I will never forget, which is the instigator of this very campaign we are embarking upon. Earlier this year, our most esteemed general, Pothos in Autumn, was murdered at the Banquet of Unity. The murderer, renowned artist Champion of Whitepass Fourth, was obscenely intoxicated—she blames the act on this inebriation magnifying her grief for her recently lost brother, whom she feels was a victim collateral damage in a recent campaign of ours. Intoxicated or not, grieving or not, this sort of uncontrolled retaliation will never be tolerated, and was not tolerated in this case. Whitepass Fourth was locked in prison indefinitely.

Just last month, Whitepass Fourth was extricated from our cells within Milfort. A sizable Sey army stormed the fortress, distracting our own from the work of an expert Sey spy, who broke in and ferried Whitepass Fourth from our cells. The army has escorted Whitepass Fourth as far north as the upper

line of the Northwall Mountains and Forest. Though, we have now intercepted and pinned them between a precipitous mountainside and thick tree line. Our aim is not only to recapture Whitepass Fourth, but also to take prisoner as much of the Sey force as possible, as retribution for the wrong on top of the wrong that now the kingdom and not just an individual, has inflicted upon the Timber.

Violet in Spring, of the Timber kingdom  
March 21st, 1207

### Competing Kingdom

Party 1 (white)

Timber

Historical Victory

Shackle

Army Build

4, 4, 4, 2, 2, 2

Rampart Resources

6

Support Card Hand

2, 3

Outpost Positions

A5, F7

### Defending Kingdom

Party 2 (black)

Sey

Army Build

6, 6, 6, 1, P1, P1

Rampart Resources

1

Support Card Hand

—, —

Outpost Positions

E2, X



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



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



## Feeding an Insatiable Beast

We as a people have never believed that caging a person in the manner of an animal is any productive means to discipline. We have always instead found immeasurable success with forced servitude as constructive retribution for all crimes. It is our responsibility to correct our own Champion of Whitepass Fourth for the murder of the Timber kingdom's Pothos in Autumn, and to do so in the manner of our culture. This is the very reason that we previously campaigned to extricate Whitepass Fourth from Timber imprisonment.

The captivity of Whitepass Fourth and the lack of Timber cooperation to relinquish to us the role of punisher was offensive enough—but the imprisonment of the nearly one-thousand of our soldiers that fought to recover Whitepass Fourth is an offense greater than can be imagined. We are, nearly one year later, returning to Milfort to rescue our people, though this time on a much grander scale. We camped outside Anvil Dam for the better part of six days; we have now been clashing with the Timber at the dam for just over two days. The campaign has been trying, but I do believe we are close to pressing a conclusion in our favor.

Our aim is to dilute the Timber forces and cow them into submission. The Timber kingdom's unparalleled defensive arts have made their army an exhausting opponent, but we have run their resources low. With our renowned military stamina and the leadership of Liberator Second, it is only a matter of time before the Timber are fully lacking in means to operate potently.

Though, I must be truthful to myself: As much as I believe in what we are doing, I cannot help but feel that this campaign is a telltale sign of a vicious cycle. I cannot believe that, following our success, the Timber will not retaliate. I cannot shake the feeling that we are willingly feeding an insatiable beast. These feelings do not, however, impede me from fighting to the end with my people.

Perfection of Clubal First, Kingdom of Sey  
February 8th, 1208

## Competing Kingdom

Party 1 (white)

Sey

Historical Victory

Blunt or Dominant Influence

Army Build

5, 5, 2, 2, 2, 2

Rampart Resources

6

Support Card Hand

2, 3

Outpost Positions

C5, X

## Defending Kingdom

Party 2 (black)

Timber

Army Build

4, 3, 3, 1, 1, 1

Rampart Resources

3

Support Card Hand

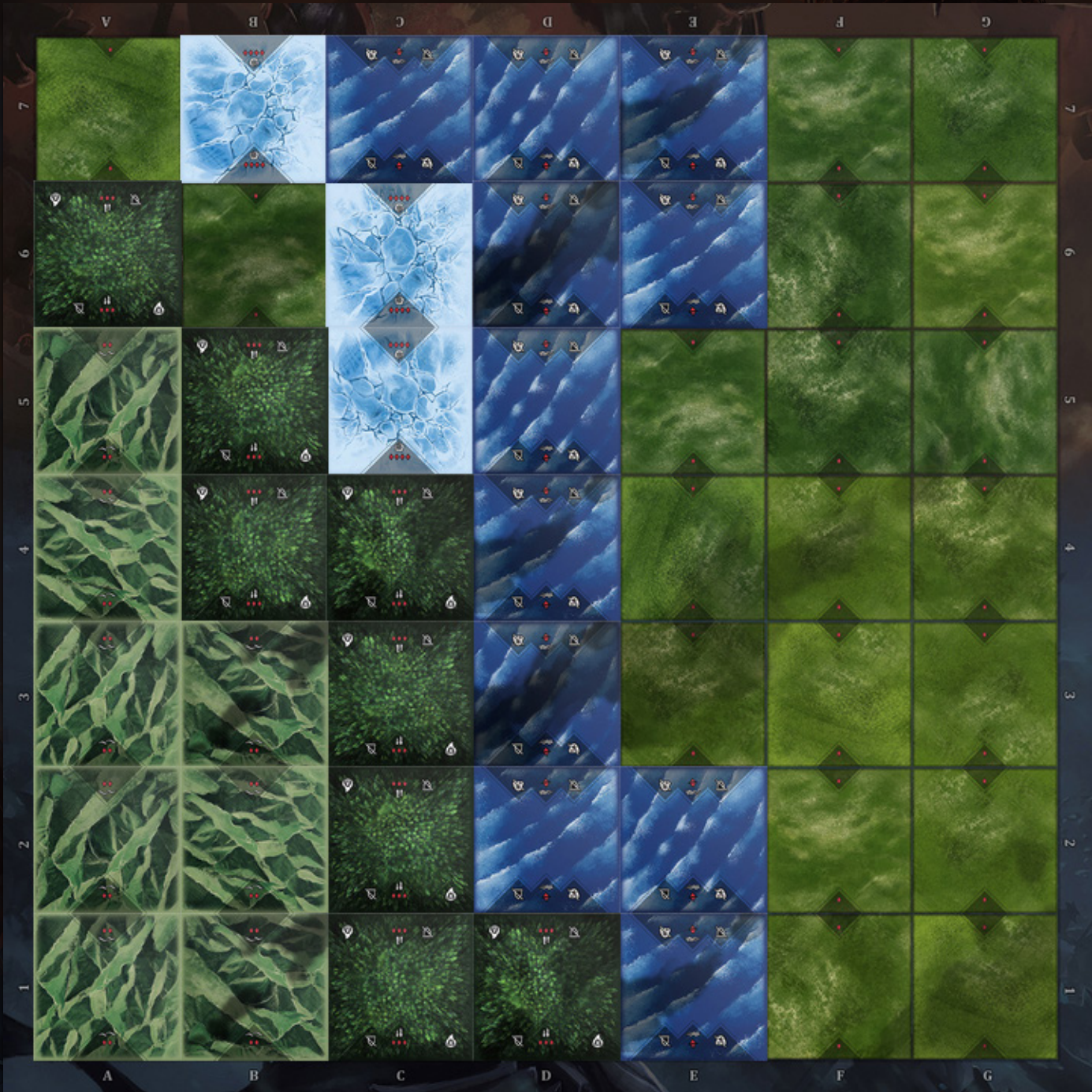
4, 4

Outpost Positions

C1, D1



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



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]
- 0402 — Codification of "tactical dilemmas training"
- 0000 — The Vanishing

## Key Historical Figures

- Brightember: insurgent leader, Flaym
- Burningsky: Hand of Command, Flaym
- Champion of Whitepass Fourth: artist, Sey
- 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
- Shame: 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







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**Warline Social Media** | We hope to see you on the various social media outlets, discussing Warline and sharing your exploits!

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