



Lord Commander Coleman Stryker has been attached to a convoy carrying supplies to the front. In addition a Mage Hunter captured by the Cygnaran forces could provide valuable information on their current resources and weaknesses. Either would be a tempting target for Magnus but the resources to repair his warjacks and knowledge of the current Cygnaran deployments together are just too enticing to pass up... not to mention the opportunity to strike at his nemesis.

## Army Size and Composition

...And Give to the Poor is a 750-point scenario inspired by Robin Hood, taking place between the renegade Magnus and Lord Commander Stryker.

The Cygnar player starts with the following models, which total 483 points. He may then increase add models/units to the army to create a 750-point force. The Cygnar player may old add Cygnar models to his army; he may not add any Mercenaries.

- Lord Commander Coleman Stryker
  - Ol' Rowdy
  - Lancer
- Journeyman Warcaster (increase to 10 health boxes)
- Rangers
- Stormguard (x10)

In addition the Cygnar player adds a Stormblade unit (with the Unit Attachment) to his army for no cost. This unit must be the unit which the Rangers use their Signal ability on, as defined in the Special Rules below.

The Mercenary player starts with the following models, which total 495 points. He may then add additional models/units to the army to create a 750-point force.

- Magnus the Warlord
  - Mangler
- Gudrun the Wanderer
- Ogrun Bokur (with Magnus as Client)
- Croe's Cutthroats (x10)
- Cylena Raefyll and Nyss Hunters (x10)

## Special Rules

Mark an area running from the center of the north and south table edges 10" wide. This is the road. The road is man-made open terrain. No terrain features may be placed on the road.

All models in the Mercenary player's force who have the Advance Deployment rule lose that rule for the game. However at the start of the game after deployment but before the Mercenary player takes his first turn, all of his model/units may move up to their current SPD in inches.

The Cygmar player must nominate his free Stormblade unit (with Unit Attachment) as the unit to use with the Ranger's signal ability. The Rangers may not bring the Stormblades on to the table until the second turn.

The Cygnaran player deploys first. The Mercenary player takes the first turn.

## Victory Conditions

The Cygnaran player wins if either of the following goals are achieved:

- The Journeyman Warcaster or a Warjack in Lord Commander Coleman Stryker's battlegroup touches the opposing player's table edge and is on the road.
- Magnus the Warlord is destroyed or removed from play.

The Mercenary player wins if either of the following goals are achieved:

- The Journeyman Warcaster is removed from the table, and at least one Cygnar Light Warjack, and at least one Cygnar Heavy Warjack are disabled or destroyed.
- Lord Commander Stryker is destroyed or removed from play.