

# WARHAMMER

## BATTLE FOR SKULL PASS



READ THIS FIRST!



# THE WARHAMMER WORLD

The Warhammer world is a land engulfed by war, where mighty generals lead campaigns of conquest, and dark sorcerers channel dangerous magical powers to blast their adversaries into oblivion. Clouds of arrows fill the air and the ground trembles as great armies clash.

## Goblin Invaders

Goblins are vicious but individually weak, and so fight in large numbers to overwhelm their foes. They can be found all across the Warhammer world, living in tribes scattered from the deep forests to the high mountains. Goblins adapt very quickly to their homes, and so there are many different types, from cave-dwelling Night Goblins to spider-riding Forest Goblins. Many of these tribes have united to invade Skull Pass, intent on destroying the Dwarfs and taking their hoard of gold.



*Goblin Big Boss*



▲ *Evil Spider Riders ambush the unwary Dwarfs.*





## Dwarf Defenders

The Dwarfs once had an empire that stretched for thousands of miles along the Worlds Edge Mountains. Then disaster struck, leaving them open to attack by hordes of Goblins, Trolls and other vile creatures. Dwarfs are neither very fast nor numerous, but each is a sturdy and well-equipped warrior. They are stubborn and honourable fighters, and would rather die fighting than abandon the mine (and the gold) of Skull Pass.



▲ Mighty Dwarf war machines pound the Goblin attackers.



▲ A heroic Dwarf Dragonslayer battles a vile Troll.



Dwarf Thane



Dwarf cannon crewman





# PREPARING FOR BATTLE

Starting to play Warhammer is easy. You just need to put together some models, as explained opposite, then read this booklet, playing through the training exercises as you go. Soon you will be fighting a full battle.



## Learning the Game

The best way to learn how to play Warhammer is to get stuck in! This booklet breaks the game down into easy chunks. That way you can learn each part of the rules in turn, and only need to put together a few models at a time. Finally you will put everything together to fight your first Warhammer battle.

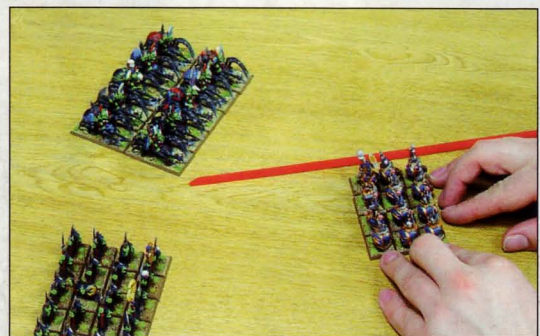
All you need to do is find a suitable place to play and an opponent to challenge – everything else is provided in the box.

## More Warhammer

Once you have finished playing through this booklet, there is plenty more to do. The rule book included in the box provides full rules for every aspect of the game, while our website has extra battles to play, painting guides and loads more information.

## The Playing Area

You can play on any flat surface, from the kitchen table to your living room floor. The exercises don't need much space to play out, while full battles require a bit more room.



▲ The training exercises use only two or three units of models.



## Assembling Your Models

Each of the training exercises in this booklet will show you which models you need.

**You don't have to put all of them together before you can start!**

For the first training exercise you will need 12 Dwarf Warriors and 20 Goblin Spearmen. These are the models shown below on this page.

The first thing you will need to do is remove the models from their plastic frame (also called a sprue). It is a good idea to use a pair of clippers for this job, as simply twisting the components off can damage them.

The models push together without needing glue so you can play with them straight away. Later, you can glue them together with a suitable adhesive, such as Citadel Plastic Glue.



▲ 1. Clip the models from the frame (avoid cutting off the tabs that slot into the bases).



▲ 2. A few models have several parts – these need gently pushing together.



◀ 3. Slot each model into a base. The Troll and the Spider Riders fit on the larger bases.



▲ 12 Dwarf Warriors assembled and ready to play the first exercise.



## Forming Units

In Warhammer, the models that make up your army are arranged into formations called units. A unit might be a single powerful character or monster, but is usually several troops organised together.

All of the models in a unit are placed in contact with each other, and stay together as long as they are 'alive'. A unit like this is made up of a number of rows called ranks. All of the ranks must include the same number of models as the front rank, except for the back rank which can contain less if needed.

Most units also have three special models: the champion, standard bearer and musician. These models are always placed in the front rank.

◀ 20 Night Goblin Spearmen, ready to fight the Dwarfs in the first exercise.



# WARRIOR PROFILES

In Warhammer, units have differing abilities and skills. Some are adept at close combat, while others rely on ranged weapons. Here we look at how these qualities are represented in the game.

## Characteristic Profiles

Don't be daunted by all the numbers on these pages – you don't have to memorise them to play! As you learn the rules you'll find out what they all mean and how to use them. Every model in the game has a variety of strengths and weaknesses, which are represented by a profile. A profile contains nine different characteristics – numerical values that show how fast, strong or tough an individual is. Characteristics are measured on a scale of 1 to 10, with 10 being the best. Also included will be notes on any armour and unusual weapons. All models are assumed to have a basic hand weapon such as an axe or a sword.

M . . . . . Movement  
WS . . . . . Weapon Skill  
BS . . . . . Ballistic Skill  
S . . . . . Strength  
T . . . . . Toughness  
W . . . . . Wounds  
I . . . . . Initiative  
A . . . . . Attacks  
Ld . . . . . Leadership

## Dwarf Forces

### 12 Dwarf Warriors

*Regiments of the Dwarf clans march to war, determined to defend Skull Pass.*

	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	4	3	3	4	1	2	1	9
Champion	3	4	3	3	4	1	2	2	9

**Armour save:** 4, 5 or 6



Warrior champion



Dwarf Warrior unit

### 10 Dwarf Thunderers

*Thunderers are armed with handguns that can pierce even the thickest armour.*

	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	4	3	3	4	1	2	1	9
Champion	3	4	3	3	4	1	2	2	9

**Armour save:** 6

**Handguns:** Strength 4



Thunderer champion



Dwarf Thunderer unit

### 8 Dwarf Miners

*These Dwarfs work in the gold mines and in battle wield their heavy picks with both hands.*

	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	4	3	5	4	1	2	1	9
Champion	3	4	3	5	4	1	2	2	9

**Armour save:** 5 or 6

**Armed with:** great weapons



Dwarf Miner unit



Miner champion



# Goblin Forces

## 20 Night Goblin Spearmen

Night Goblins have adapted to life underground, and wear black robes to protect themselves from sunlight.

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Champion	4	2	3	3	3	1	3	2	5

Armour save: 6

Armed with: Spears

## 20 Night Goblin Archers

Some Night Goblins use short bows, allowing them to attack the enemy from a distance.

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Champion	4	2	3	3	3	1	3	2	5

Armour save: none

Short bows: Strength 3

## 10 Forest Goblin Spider Riders

Those Goblins bold enough to ride Giant Spiders into battle make swift and deadly cavalry.

	M	WS	BS	S	T	W	I	A	Ld
Spider Rider	7	2	3	3	3	1	3	2	6
Champion	7	2	3	3	3	1	3	3	6

Armour save: 5 or 6



Spearman  
champion



Night Goblin Spearman unit



Archer  
champion



Night Goblin Archer unit



Spider Rider  
champion



Forest Goblin Spider Rider unit



▲ Painting your models will make your army look more realistic.

## Painting Your Models

You'll see that the Citadel miniatures shown throughout the booklet, rule book and on the box itself, are painted. Of course, you don't have to paint your own in order to play, but there's nothing like painted models to make your games come to life. Painting is lots of fun, and it can become a rewarding hobby in its own right. Later in this booklet you'll learn how to paint your first miniature warriors.

► A painted Dwarf Warrior.





# PLAYING WARHAMMER

Once you have a playing area and some assembled models, you're ready to learn the basics. The pages that follow will teach you how to create a bitter fight between the armies of Dwarfs and Goblins.

## Taking Turns

A game of Warhammer is played out over a series of turns, until one player achieves victory and is declared the winner. Both players alternate taking their turn, first one player moves, shoots and fights with his army. Once he's finished, the other player does the same with his army.

► In Warhammer, players take turns to move and fight with their armies.



## Game Turn Sequence

### Goblin Player's Turn:

- ① **Movement Phase**  
Goblins move.
- ② **Shooting Phase**  
Goblins shoot.
- ③ **Close Combat Phase**  
Both sides fight.

### Dwarf Player's Turn:

- ① **Movement Phase**  
Dwarfs move.
- ② **Shooting Phase**  
Dwarfs shoot.
- ③ **Close Combat Phase**  
Both sides fight.

## The Phases

Each player's turn is divided into a number of phases, which he moves through in order. Once finished, his opponent gets to play through the same phases with his army. When both players have taken a turn like this, they have completed a full game turn and a new one is started.

### Movement Phase

At this stage of the game you move your models around the battlefield, or even into combat with your enemies. A guide to the movement phase is presented on page 8.

### Shooting Phase

In this phase, any units that are allowed to, can fire missile weapons, such as bows or handguns. The guide for the shooting phase starts on page 11.

### Close Combat Phase

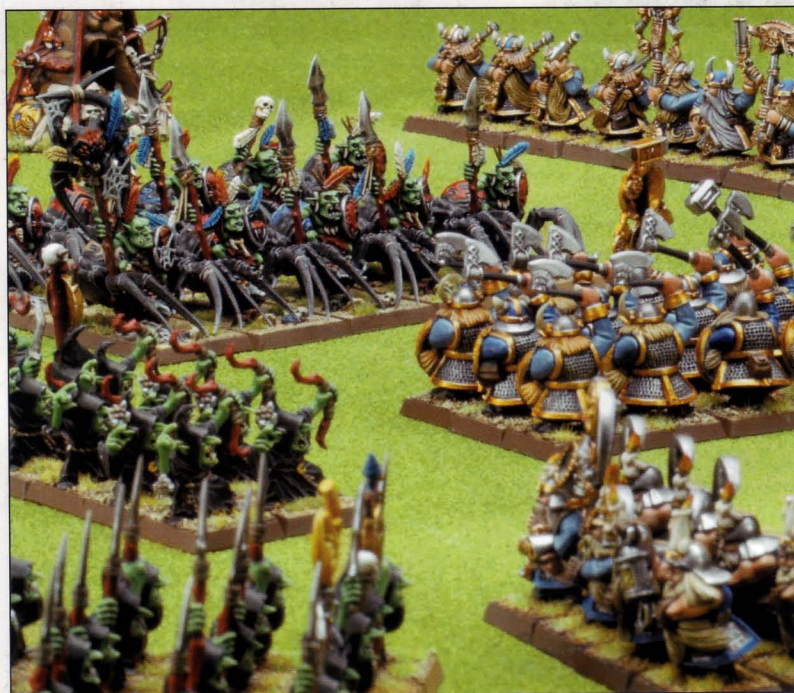
In this phase, units in contact with each other battle it out in the hack and slash of close combat. Refer to pages 14 and 19 to see how combats are played out.



## Using the Guides

Over the following pages we've written a series of guides that will each teach you a phase of the game and then let you try it out for yourselves. Once you've read the rules in each guide, play through the training exercise to check that you understand them.

► *The first training exercise teaches you the Movement phase.*



## Fighting a Battle

When you're happy that you have a grasp of the Movement, Shooting and Close Combat phase, you're ready to put them all together in your first battle. You'll need to make more space for this, as you'll be using most of the Citadel miniatures in the box. Now you are ready to pit the vicious Goblins against the stout Dwarfs of Skull Pass!

◀ *After running through the exercises, you can play a full battle.*

## The Most Important Rule

Remember, you're playing to enjoy a challenging battle with friends, where having fun is more important than winning at any cost. When you come across a situation in a battle that is not covered fully by the rule book, be prepared to interpret a rule or come up with a suitable solution for yourselves.

If you can't reach an agreement, then roll a dice. On the score of 1-3, player A may decide the outcome of the dispute, while on a 4-6 player B may decide.



▲ *If you can't work out a particular rule, just agree a sensible solution with your opponent.*



# 1 MOVEMENT PHASE

Manoeuvring your units around the battlefield is a vital part of the Warhammer game and in this guide we will show you how to do this.

As shown earlier, the turn sequence consists of several phases. This guide is going to look at just the movement phase. First, we will show you how to move your units around the battlefield and then how to charge them into combat.

At the end, there is an opportunity for you and an opponent to practice these rules in with small training exercise.

## Game Turn Sequence

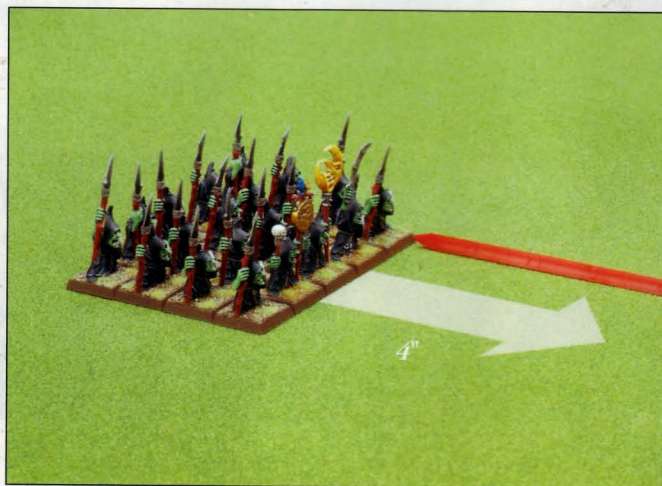
- 1 Movement Phase
  - A. Normal Movement
  - B. Charging
- 2 Shooting Phase
- 3 Close Combat Phase

## Movement Rules

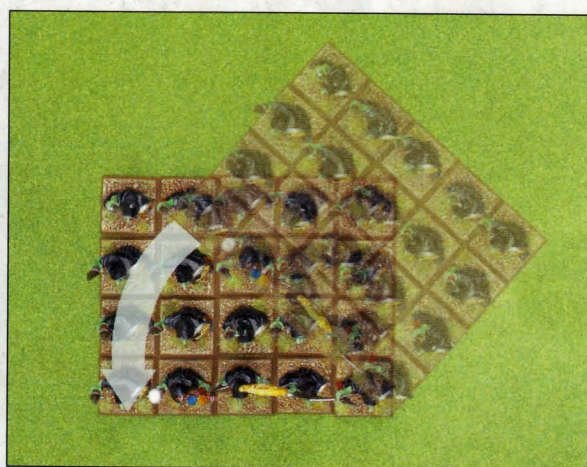
### A. Normal Movement

In Warhammer, a unit can move a number of inches across the battlefield equal to the Movement characteristic (M) shown on its characteristic profile. For example, a Night Goblin Warrior has 'M 4' on its profile, so a unit of them can move four inches (4"). Measure how far a unit can move with a range ruler or tape measure. When measuring, do so from the edge of the model's base.

➤ *This Night Goblin unit can move a maximum of 4" in its movement phase.*



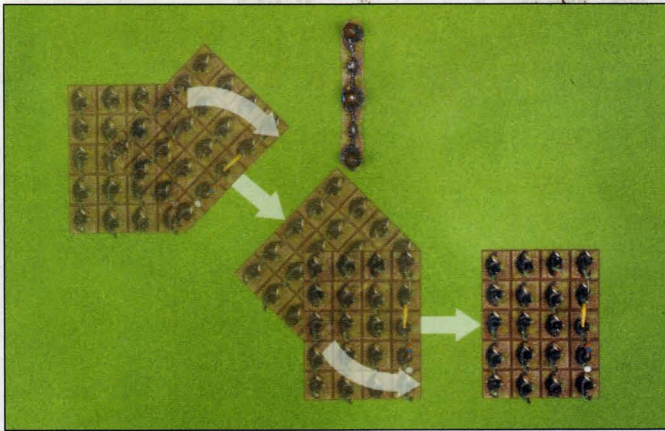
➤ *To change direction, the Night Goblin unit must perform a wheel manoeuvre.*



### Wheeling

A unit wishing to change direction during its move must perform a manoeuvre called a wheel. To wheel, one of the unit's front corners remains stationary while the rest of the unit pivots around this point, changing the direction that the front rank is facing. However, the distance wheeled still counts as part of the unit's Movement.





## Wheeling Around Terrain

Over successive turns, a unit can use a series of wheel manoeuvres to get around other units or pieces of terrain.

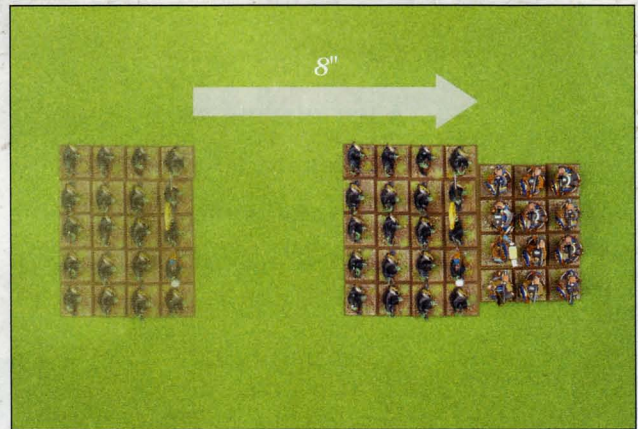
◀ To move around the King's Wall, the Night Goblins must perform a series of wheel manoeuvres.

## B. Charging

Before it can fight in close combat, a unit must first perform a charge manoeuvre in the movement phase. A charge allows a unit to double its Movement, as long as it ends the move touching an enemy. If a unit is unable to reach an enemy unit as part of a charge manoeuvre, then it can only move a number of inches equal to its normal Movement characteristic.

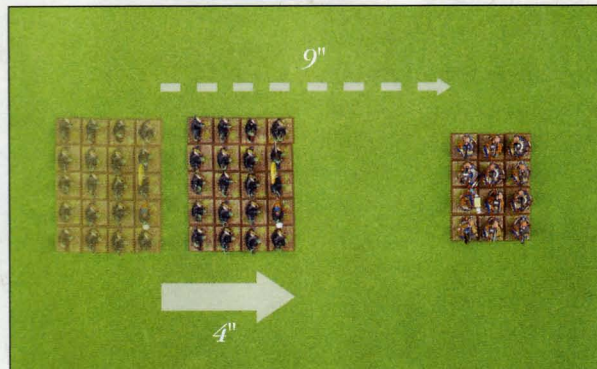
For example, a Night Goblin unit has a Movement allowance of 4 so can normally move four inches (4").

However, when it charges it can double that to eight inches (8"), as long as it ends its move touching an enemy.



▲ The Night Goblins charge straight into the Dwarfs.

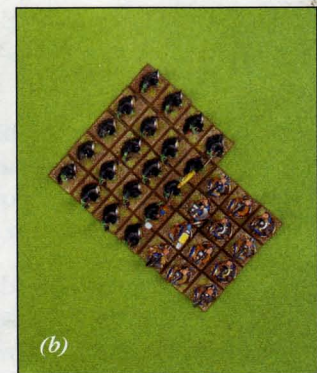
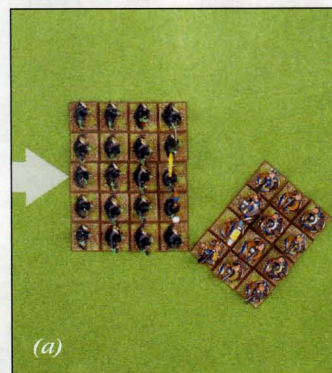
► This Dwarf unit is too far away for the Goblins to charge, so they can only move 4".



## Aligning

Once you have charged, you may find that the units do not line up neatly. At this point your unit gets a free manoeuvre called 'aligning'. This works by pivoting your unit around the point of contact until it is flush with the enemy. You get to perform an aligning manoeuvre directly after a charge – it is a free move and doesn't count against the unit's Movement!

Once a unit has charged, it is allowed to fight as described on page 14.



▲ Once a unit touches an enemy, it pivots round so that they are aligned.



## Training Exercise: Movement!

The best way to see how movement works is to put a couple of units on the table and move them around. In this exercise, the objective is for both units to manoeuvre around the obstacles and charge into the enemy. First the Goblin player takes a turn moving followed by the Dwarf player. Referring to the profiles on pages 4-5, alternate taking turns until one unit has charged the other.

### YOU WILL NEED

A flat playing area  
The King's Wall  
The Grudge Pony  
20 Night Goblin Spearmen  
12 Dwarf Warriors  
2 range rulers

### Game Turn Sequence

#### Goblin Player's Turn:

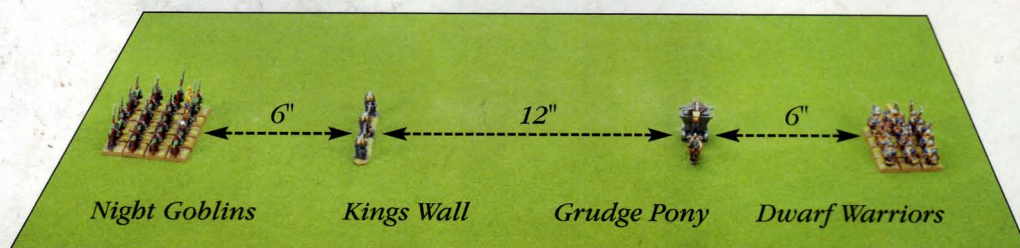
- ① Movement Phase
  - A. Normal Movement
  - B. Charging
- ② Shooting Phase
- ③ Close Combat Phase

#### Dwarf Player's Turn:

- ① Movement Phase
  - A. Normal Movement
  - B. Charging
- ② Shooting Phase
- ③ Close Combat Phase

## Set Up Your Models

Place your models as shown in the photo below.



## Playing the Battle

Starting with the Goblin player, take turns completing a movement phase. For now don't worry about the shooting and close combat phases – just concentrate on movement.

- The King's Wall and the Grudge Pony and cart are stationary obstacles between the Night Goblins and the Dwarfs. Models are not allowed to move through or over these obstacles.

## Winning the Game

The person who successfully charges their opponent wins!



## ② SHOOTING PHASE

Weapons such as bows and handguns allow warriors to attack from a distance. This guide shows you how to work out these ranged attacks.

In this guide we are going to look at the shooting phase, where you get to shoot enemy units from a distance. It is made up of four stages:

**A. Choose Target, B. Roll to Hit, C. Roll to Wound and D. Make Armour Saves.** To complete a shooting phase you must follow these stages in order. For now, don't worry about the other phases of the game.

After we have discussed the shooting rules there is an opportunity for you and a friend to try them out for yourselves in a training exercise.

### Game Turn Sequence

#### ① Movement Phase

#### ② Shooting Phase

**A. Choose a Target**

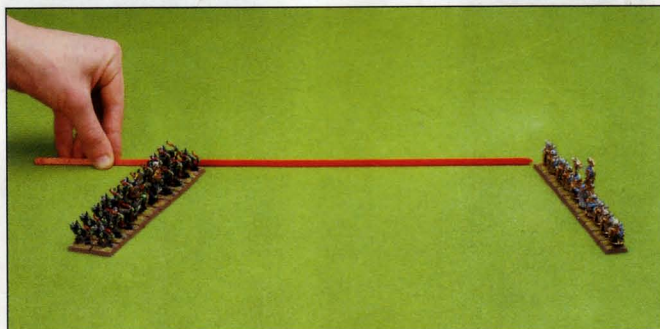
**B. Roll to Hit**

**C. Roll to Wound**

**D. Make Armour Saves**

#### ③ Close Combat Phase

## Shooting Rules



▲ Before you can shoot, you must check the target is in range.

### A. Choose Target

Units armed with missile weapons can fire upon enemy units across the battlefield. However, these weapons have a maximum range, and targets beyond this cannot be hit. A handgun has a range of 24" and a short bow has a range of 16". Choose an enemy unit you wish to target, and measure the distance between them and the firing unit. If they are too far away, then all the shots miss automatically.



▲ The Night Goblins roll 10 dice to hit. Seven of the shots are successful.

### B. Roll To Hit

If the target unit is within range, then roll one dice for each model in the front rank of the unit that is firing.

Look up your unit's Ballistic Skill on the chart below to find out what you need to roll to score a hit. For example Night Goblins have a Ballistic Skill (BS) of 3 so need to roll a 4 or more to hit.

BS	1	2	3	4	5
Dice roll	6+	5+	4+	3+	2+



## C. Roll To Wound

Pick up the dice that scored hits and roll them again to see how many then wound their target. You need to find out what score is required to wound.

Two characteristics are used when rolling to wound: the Strength (S) of the ranged weapon and the Toughness (T) of the model hit. Use the To Wound chart by cross-referencing the Strength of the attack with the Toughness of the target to find the dice roll needed for a successful wound.

### TO WOUND CHART

		Target's Toughness		
		2	3	4
Attacker's Strength	2	4	5	6
	3	3	4	5
	4	2	3	4
	5	2	2	3



For example, Bows have a Strength of 3 and Dwarfs have a Toughness of 4, so you would need to roll a 5 or more to wound.

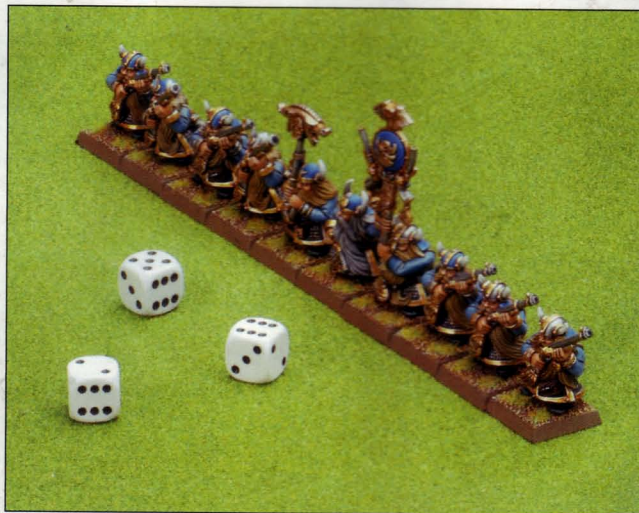
◀ Of the seven hits, three cause wounds on the Dwarf Thunderers.

## D. Make Armour Saves

Some models wear armour and they now get a chance to avoid being wounded. A model's armour save is given with its characteristic profile and shows the score needed for that model to avoid being wounded.

For example, the Dwarfs wear chainmail armour, so the Dwarf player can save his models by rolling a 6. If successful, they avoid the wounding hit and survive!

► One model is saved by his armour. The other two are not so lucky.



## Remove Casualties

Any models that fail their armour saves are now removed as casualties and will take no further part in the game.

When removing casualties from a unit, take models from the rear-most rank, and from the ends of the rows to keep the unit neat. Models in units automatically maintain their formation, moving up to fill spaces made by slain warriors.

◀ The two dead Dwarfs are removed from the end of the row.





## Training Exercise: Shooting

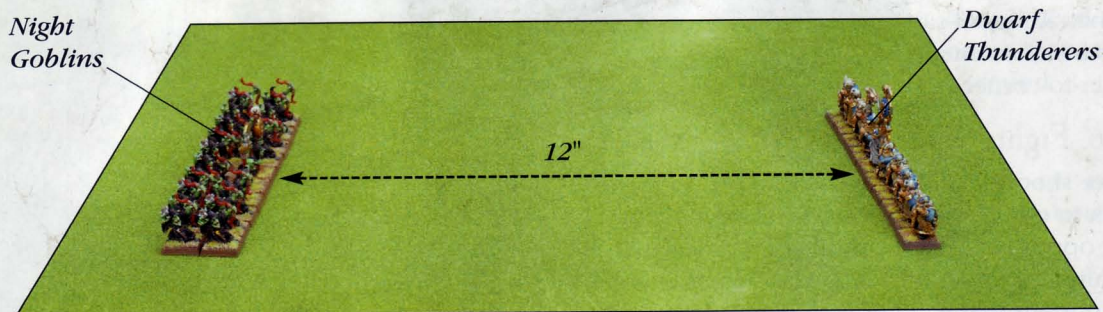
**W**e've devised this exercise so that you can practice rolling to hit, rolling to wound and making armour saves. The objective is to kill all the models in the opposing unit. Starting with the Goblin player, refer to the profiles on pages 4-5, and alternate taking turns shooting at the enemy. For the purposes of this exercise, ignore the movement phase of each turn.

### YOU WILL NEED

A flat playing area  
20 Night Goblin Archers  
10 Dwarf Thunderers  
Dice  
2 range rulers

### Set Up Your Models

Place your models as shown in the photo.



### Fighting the Battle

Both players take turns completing a shooting phase. For now don't worry about the moving and close combat phase, just concentrate on shooting.

### Game Turn Sequence

#### Goblin Player's Turn:

- ① Movement Phase
- ② Shooting Phase
  - A. Choose a Target
  - B. Roll To Hit
  - C. Roll To Wound
  - D. Make Armour Saves
- ③ Close Combat Phase

#### Dwarf Player's Turn:

- ① Movement Phase
- ② Shooting Phase
  - A. Choose a Target
  - B. Roll To Hit
  - C. Roll To Wound
  - D. Make Armour Saves
- ③ Close Combat Phase

### Winning the Game

The first person to wipe out their opponent wins!



# 3 CLOSE COMBAT PHASE

This guide shows you how to strike blows in hand-to-hand combat and how to determine if one side has forced the other to run away.

In this guide we look at the close combat phase, showing you, in order, how each of its different elements work. In the other phases, only the units belonging to the player whose turn it is get to act. However, in the close combat phase, all units that are touching an enemy get to fight whether it is their turn or not.

A short training exercise follows this guide, giving you an opportunity to practice what you have learnt.

## Game Turn Sequence

### 1 Movement Phase

### 2 Shooting Phase

### 3 Close Combat Phase

A. 1st side rolls To Hit

B. 1st side rolls To Wound

C. 2nd side makes Armour Saves

Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.

D. Combat Results

## Close Combat Rules

### A. Roll To Hit

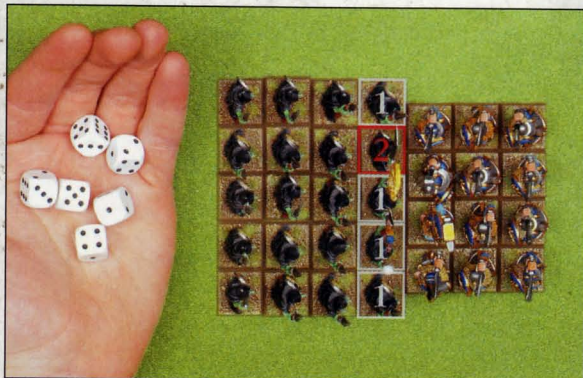
Models have an Attack (A) characteristic, which shows how many times they can strike in close combat. A model can attack if its base is touching the base of an enemy, even if only touching corner-to-corner.

### Who Fights First

Unlike shooting and movement, both sides get to attack in close combat, whether it is their turn or their opponent's. As we shall see, models that fall casualty cannot fight back in close combat and so it is important that you know in which order the models strike. In the first phase of a close combat, the unit that charged gets to strike first.



▲ The Night Goblin unit charges into combat, so it will get to make its attacks first.



### How Many Attacks

Once you know which side will strike first you will need to work out the number of attacks they may make. This is done by adding up the number of your models that are in contact with the enemy and total up their individual Attacks.

◀ The champion has 2 Attacks, while the other Goblins in contact with the enemy have 1 each, for a total of six dice.



## To Hit Score

For every attack your unit can make, you will need to roll a dice to hit. The score that is needed in order to successfully hit is determined by comparing the Weapon Skill (WS) of your unit with that of the unit you're striking, using the To Hit chart. For example, Dwarfs are more skilled than Night Goblins. This means the Night Goblins will hit the Dwarfs on a roll of 4 or better, while the Dwarfs hit back with a score of 3 or more.

► The Night Goblins score three hits.



## TO HIT CHART

Attacker's Weapon Skill	Defender's Weapon Skill		
	2	3	4
2	4	4	4
3	3	4	4
4	3	3	4

▲ Compare Weapon Skills on this chart to find the result you require to score a hit.

## TO WOUND CHART

Attacker's Strength	Target's Toughness		
	2	3	4
2	4	5	6
3	3	4	5
4	2	3	4
5	2	2	3

▲ This is the same chart used for shooting attacks, however you use the attacking model's Strength instead of the Strength of the weapon.

## B. Roll To Wound

Pick up the dice that hit and roll them again to see if you inflict any wounds. On the To Wound Chart, look up the Strength (S) of the warriors that made the attack and the Toughness (T) of their opponents. This will tell you the dice

score you need to cause a wound. For example, if a Night Goblin (S3) hits a Dwarf (T4), he will need a 5 or more to inflict a wound.



◀ Two of the hits score wounds.

## Night Goblin Spears

Night Goblins carry long spears that allow them to attack from the second rank of a unit, just as if they were in contact with an enemy model. However, they may not do this if they charged into combat that turn. NB. If you don't have enough dice, you can re-roll a dice you have already used.

► The Night Goblins' spears allow the first two ranks to attack.





## C. Make Armour Saves

Even after a model has been wounded there is still a chance that its armour might save its life. For every wounding hit made on a unit, the owning player may take an armour save. If this save is successful then the wound is ignored. For example, a Dwarf Warrior has an armour save of a 4, 5 or 6 and so will ignore any wound if it rolls a 4 or more on the dice.

► *The Dwarfs make one armour save, but fail the other.*



## Removing Casualties

Any model that has failed its armour save has been killed. Remove this many models from the rear rank of the unit. Since both sides get to fight in every close combat round, it is important to remember how many models have fallen casualty, as this will reduce the number of attacks back that the unit may make.



◀ *The casualty is removed from the back of the unit, just like in the shooting phase.*



▲ *The Dwarfs now get to strike back at the Night Goblins. However, they only roll four dice instead of five.*

## Defenders Attack Back

Once one side has worked out all its Attacks, and the casualties have been removed, the other side will now have a chance to strike back. This is different to the other phases because both players get to attack with their models in the close combat phase!

When working out how many attacks the defenders have, reduce it by the number of models that were removed as casualties. For example, these Dwarfs would normally make five attacks (2 for the champion plus 3 from the other Dwarfs). However, they suffered one casualty from the Night Goblins' attacks earlier that turn, so must reduce the number of attacks by one, giving the Dwarfs a total of only four.



## D. Combat Results

Once both sides have made their attacks it is time to see which side has won the combat. Both players work out a combat resolution score, and the side that scores highest has won this combat. Work out your score as follows:

Dwarf Score	Goblin Score
	
Casualties: 3	Casualties: 1 Most models: 1

- You score 1 point for every enemy model that has been removed as a casualty this turn. Models removed in previous turns are ignored.
- You score 1 extra point if your side has the most models left fighting at the end of combat.

If the scores are equal, then the combat is a draw and the units continue fighting next turn. If one side scores higher, it has won the combat this turn. The loser must take a Break test.

◀ Assuming the combat continues and three Goblins are killed, the Night Goblins score 2 points and the Dwarfs score 3.



▲ The Night Goblin player rolls a 3, adding one for the difference, to give a total of 4. This is less than the Goblin's Leadership (Ld) of 5, meaning they have passed their Break test.

### Break Tests

The losing side must now take a test against their Leadership (Ld) value to see if they break away from combat. A unit that has been thoroughly beaten is more likely to run away than one that has only marginally lost.

Roll two dice and add the scores together. Add 1 to the total for every point of difference between the combat resolution score of the losers and the winners.

If the total score is lower or equal to the losing unit's Leadership, they have passed the Break test and stay in the fight. The units will attack each other again next turn.

If you score higher than the unit's Leadership, they have failed their Break test and will run away. Units that run away are removed from the table as if they had been wiped out. Their opponents have won the combat!

## Later Rounds of Combat

If the loser passes the Break test, the combat will continue in the next combat phase. This time, neither side has charged, so to work out which unit attacks first, compare their Initiative (I) values. Models with a higher Initiative attack first.

► The Night Goblins have the higher Initiative so attack first. This time, with the full benefit of their spears.





## Training Exercise: Close Combat

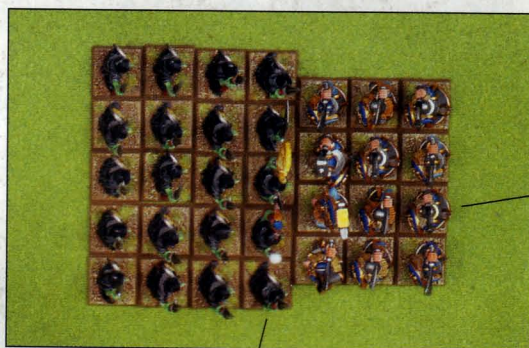
**C**lose combat is one of the most important and involved parts of Warhammer, so it's worth playing this exercise a few times until you are comfortable with the rules. The objective here is to wipe the enemy out. Alternate playing through the turns, referring to the profiles on pages 4-5, and assuming the Goblin unit has just charged. Remember that in each phase, once one unit has attacked, the other will get to attack back.

### YOU WILL NEED

A flat playing area  
20 Night Goblin Spearmen  
12 Dwarf Warriors  
Dice

### Set Up Your Models

Place your models as shown in the photo.



Night Goblin Spearmen

Dwarf Warriors

### Winning the Game

The first person to wipe out their opponent – either by killing them all or forcing them to fail a Break test – wins!

### Game Turn Sequence

#### Goblin Player's Turn:

- 1 Movement Phase
- 2 Shooting Phase
- 3 Close Combat Phase
  - A. 1st side rolls To Hit
  - B. 1st side rolls To Wound
  - C. 2nd side makes Armour Saves

Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.

- D. Combat Results

#### Dwarf Player's Turn:

- 1 Movement Phase
- 2 Shooting Phase
- 3 Close Combat Phase
  - A. 1st side rolls To Hit
  - B. 1st side rolls To Wound
  - C. 2nd side makes Armour Saves

Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.

- D. Combat Results

### Fighting the Battle

Both players take turns completing a close combat phase. For now don't worry about the moving and shooting phase just concentrate on combat.

- The Goblins attack first in the first turn because they have charged (but cannot use their spears).
- Remember, in each close combat phase both players get to fight.



# MULTIPLE COMBATS

Often a unit will find itself fighting more than one enemy unit at a time. This guide shows how to fight a combat involving more than two units.

In this guide we are going to look at the extra rules that come into effect during the close combat phase when you are fighting a multiple combat. A multiple combat is where one unit is facing off against two or more enemy units. This situation affects how a unit directs its attacks and how the combat is resolved as shown below.

After we have discussed these additional rules, there is an opportunity for you to try them out for yourselves in another training exercise.

## Game Turn Sequence

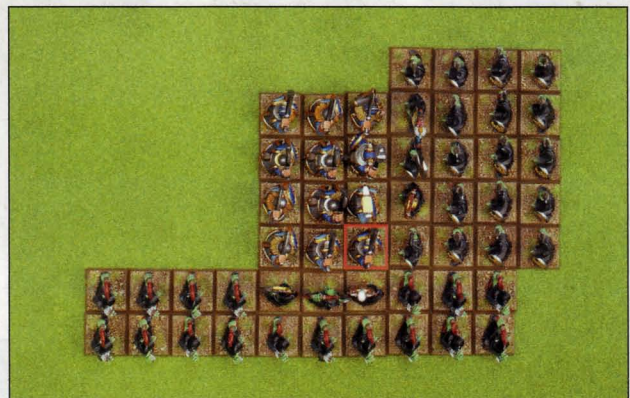
- ① Movement Phase
- ② Shooting Phase
- ③ Close Combat Phase

## Multiple Combat Rules

### Directing Attacks

Models can only direct their attacks against units they are touching. If a model is touching two units, it must choose which one it will direct its attacks against before rolling to hit. Remember that casualties may reduce the total number of attacks that can be made back against both units.

► *The Dwarf in the corner must choose to attack either the Night Goblin Spearmen or Archers. He cannot attack both.*



▲ *In this example the Dwarf side has won the combat by 1.*

### Combat Results

As before, each player adds up their combat resolution score, and the side that scores higher has won that round of combat. The score is worked out per side rather than per unit, so if two Goblin units are fighting the Dwarfs, work out their combined combat resolution score. This means that either both Goblin units will win or both will lose.

Work out your score in the same way:

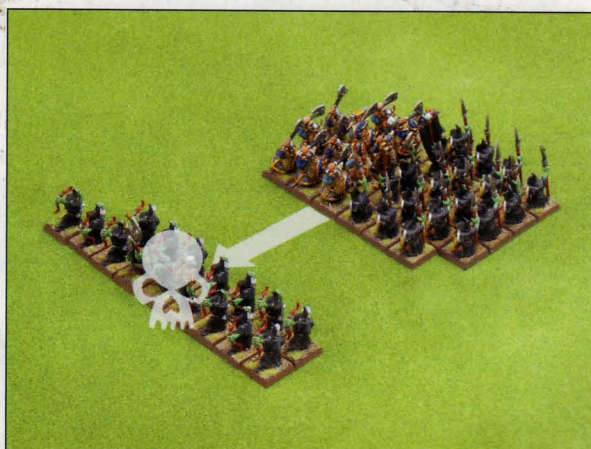
- You score 1 point for every enemy model that has been removed as a casualty.
- You score 1 point if your side has the most models left fighting.



### Break Tests

Each of the units on the losing side takes a separate Break test. For example, if the Dwarfs win, take a test for the Night Goblin Spearmen and a separate test for the Archers.

► Here, the Goblins have lost, so both units take a Break test.



### Later Rounds of Combat

If your round of combat is a draw, or one side passes its Break test, the fight will continue into the next player's close combat phase. You will then fight another round of combat as before.

If the combat continues until one side has no models left, then the result is clear – defeat!

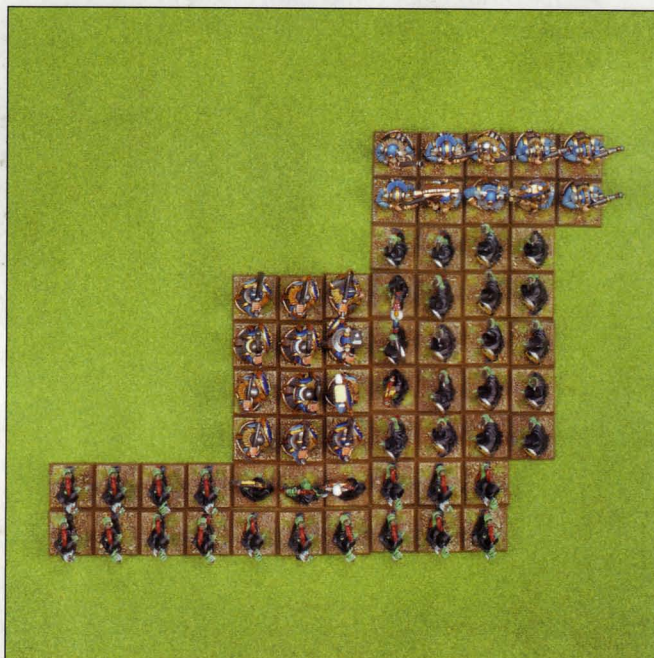
◀ The archers run and are destroyed, while the spearmen stay in the fight – the combat will continue in the next player's turn.

### Multiple Combats

In large games, you may find a situation where several units from both sides are involved in the same combat together. Such a situation is handled in the same manner as other multiple combats.

Just remember that any charging units go first, followed by the rest in Initiative order. Each unit's attacks are worked out separately but the combat resolution is worked out as a whole.

► All of the units shown here are involved in the same multiple combat.





# Training Exercise: Multiple Combat

**H**aving more than two units in a combat can be tricky, so play this exercise to make sure you know what to do. Alternate playing through the turns, referring to the profiles on pages 4-5, and assuming the two Goblin units have just charged. Again, remember that all units get to fight in each player's turn. Once you are familiar with the rules for movement, shooting and combat, you are ready to fight the Battle for Skull Pass.

## YOU WILL NEED

A flat playing area  
20 Night Goblin Spearmen  
20 Night Goblin Archers  
12 Dwarf Warriors  
Dice

## Set up your models

Set up your models as shown in the photo.



## Game Turn Sequence

### Goblin Player's Turn:

- ① Movement Phase
- ② Shooting Phase
- ③ Close Combat Phase
  - A. 1st side rolls To Hit
  - B. 1st side rolls To Wound
  - C. 2nd side makes Armour Saves
 Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.
- D. Combat Results

### Dwarf Player's Turn:

- ① Movement Phase
- ② Shooting Phase
- ③ Close Combat Phase
  - A. 1st side rolls To Hit
  - B. 1st side rolls To Wound
  - C. 2nd side makes Armour Saves
 Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.
- D. Combat Results

## Fighting the Battle

Take turns completing a close combat phase. Don't worry about the moving and shooting phases just concentrate on combat.

- The Goblins attack first in the first turn because they have charged (but cannot use their spears).
- Remember, in each close combat phase both players get to fight.

## Winning the Game

The first person to wipe out their opponent – either by killing them all or forcing them to fail a Break test – wins!



# BATTLE FOR SKULL PASS

This game combines everything you have learned so far, in a battle between the Dwarves of Skull Pass and the invading Goblin hordes.

The time has come! A horde of Goblins has invaded Skull Pass and the Dwarfs have mustered to defend their gold. Now you are ready for your first battle! Each player will take turns going through the three phases, moving, shooting and fighting with all his warriors. You will also learn the additional rules required to play larger games like the Battle for Skull Pass. These include rules such as line of sight, moving and shooting, and shooting into combat.

## Gaming Area

Games of Warhammer are played on an area called a battlefield. Any suitably large flat area, such as a kitchen table or floor, can be used as the battlefield for the Battle of Skull Pass. Roughly three to four foot square is fine.

### YOU WILL NEED

A flat playing area  
20 Night Goblin Spearmen  
20 Night Goblin Spearmen  
20 Night Goblin Archers  
10 Spider Riders  
12 Dwarf Warriors  
10 Dwarf Thunderers  
8 Dwarf Miners  
The Kings Wall  
The Grudge Pony  
The Idol of Mork  
Range Ruler  
Dice



## Game Turn Sequence

### Goblin Player's Turn:

- 1 **Movement Phase**
  - A. Normal Movement
  - B. Charging
- 2 **Shooting Phase**
  - A. Choose a Target
  - B. Roll to Hit
  - C. Roll to Wound
  - D. Make Armour Saves
- 3 **Close Combat Phase**
  - A. 1st side rolls To Hit
  - B. 1st side rolls To Wound
  - C. 2nd side makes Armour Saves

Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.

- D. Combat Results

### Dwarf Player's Turn:

- 1 **Movement Phase**
  - A. Normal Movement
  - B. Charging
- 2 **Shooting Phase**
  - A. Choose a Target
  - B. Roll to Hit
  - C. Roll to Wound
  - D. Make Armour Saves
- 3 **Close Combat Phase**
  - A. 1st side rolls To Hit
  - B. 1st side rolls To Wound
  - C. 2nd side makes Armour Saves

Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.

- D. Combat Results



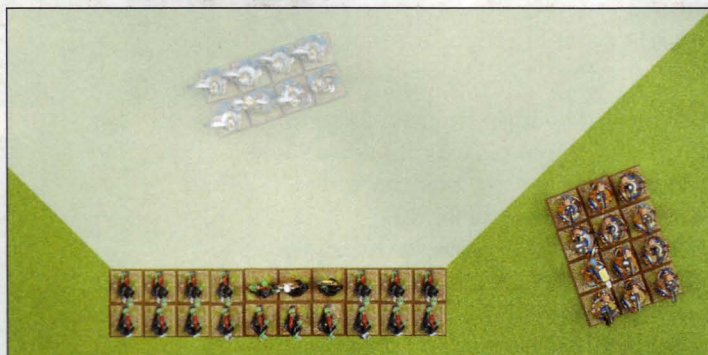
## Additional Rules

As you are now playing a full Warhammer battle, a few extra rules come into play. They are detailed on the following pages.

### Line of Sight

A warrior must be able to 'see' an enemy model in order to shoot at it. Models can see in a 90° arc to their front as shown here – this is called a model's 'line of sight'. Enemies that are outside this area cannot be shot at.

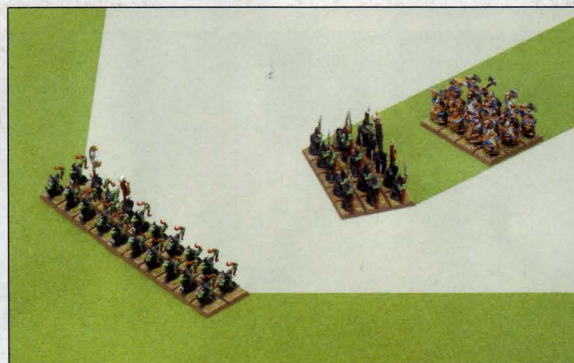
Line of sight is blocked by terrain – if a unit is on the far side of the King's Wall for example, it cannot be seen. Other models also block line of sight, whether they are friend or foe.



▲ Models can only shoot in a 90° arc in front of them.



▲ The Dwarfs are behind a wall, so cannot be targeted.



▲ With the Spearmen in the way, the Goblin Archers cannot shoot the Dwarf Warriors.

### Moving and Shooting

Dwarfs handguns need a long time to reload, so Thunderers cannot shoot in the same turn they have moved. The short bows of the Night Goblins, on the other hand, can be reloaded quickly and can be fired on the move. Night Goblins can move up to 4" and still shoot – if they charge, they cannot shoot that turn.

- Night Goblins can move up to 4" and shoot their bows.



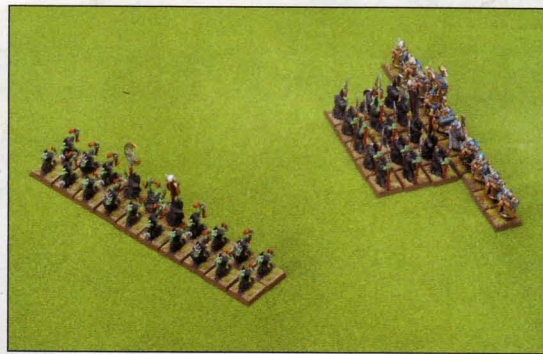
▲ Dwarf Thunderers must stand still if they want to fire.



## Shooting and Combat

This is the first battle that includes both shooting and combat, so there are a few extra rules that cover how the two interact. Firstly, it is important to note that you are not allowed to shoot at enemies that are in combat – the risk of killing friendly models is too great.

Also, a unit is not permitted to shoot if it is fighting in close combat itself. The warriors are too busy hacking at their enemies and defending themselves to fire a bow or handgun. If their enemies are all killed, or fail a Break test and run, then the unit can shoot again as normal in later turns.



◀ *The Thunderers cannot fire while they are occupied fighting a combat.*

▶ *The Night Goblins cannot shoot at the Dwarfs, in case they kill the Spearmen.*



## Locked in Combat

Units cannot choose to move away from combat. If one side has not been wiped out in the first round of combat, the units stay locked together and continue to fight in later turns. As before, both sides will fight in every combat phase.

◀ *Until one side or the other fails a Break test or is wiped out, neither unit can move.*

## Cavalry

In the Battle for Skull Pass you will be using the Spiders Riders, which are a special kind of unit called 'cavalry'. Cavalry models work much like infantry models, except with bigger bases. Each Spider Rider is considered a single model, not two – so you will never need to separate the Spider from its Goblin master. In practice, this means that when a Spider Rider suffers a wound you remove the whole model as a casualty. As their spiders can also fight, each model has an extra Attack in close combat, as detailed on their profile.



▲ *If a Spider Rider is killed, remove the whole model.*



## Great Weapons

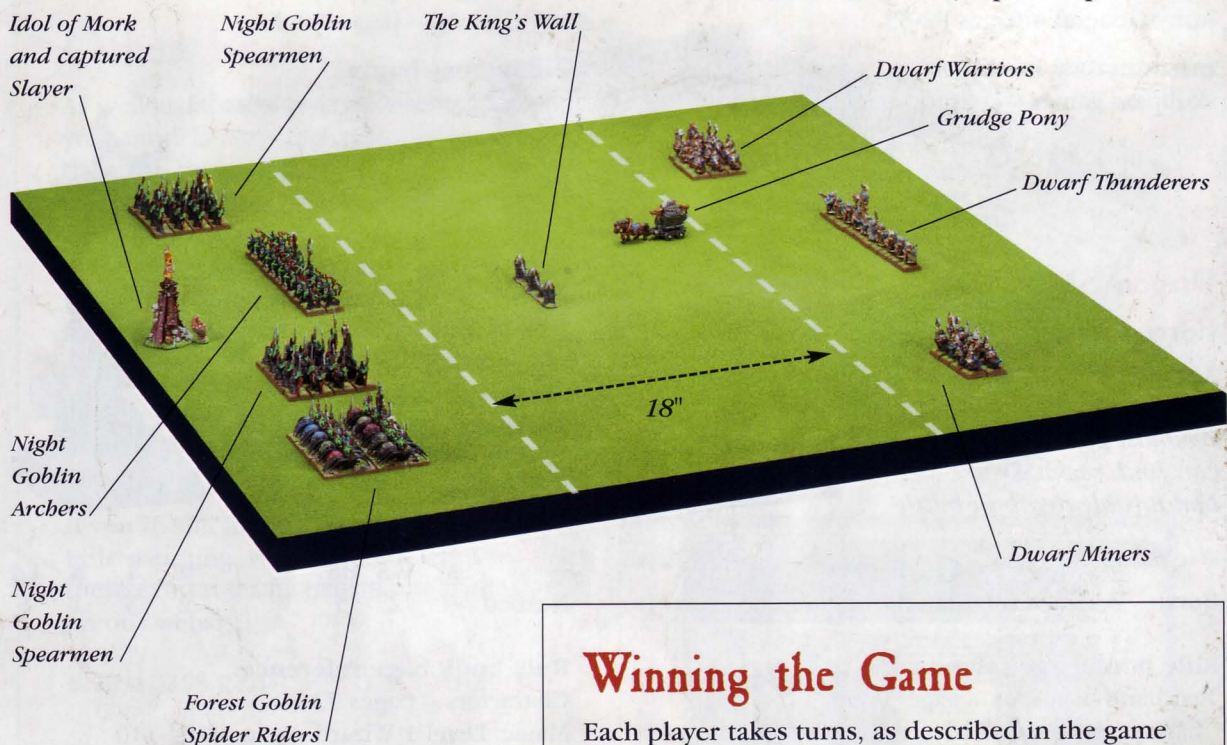
This battle introduces the Dwarf Miners which carry hefty double handed picks known as 'great weapons'. Great weapons can include any massive weapon from mighty axes to huge clubs. If a unit carries great weapons it will be mentioned in their profile. Due to the size and weight of their weapon, a model with a great weapon adds 2 to its Strength (this has been included in the Miners' profiles). However, unless it has charged, a model with a great weapon always goes last in close combat.



▲ *With their heavy great weapons, the Miners find it easy to wound the Goblins.*

## Set Up Your Models

Set up the models and scenery as shown in the photograph. The two sides should start at least 18" apart.



## Fighting the Battle

1. The Night Goblins take a turn.
2. The Dwarfs take a turn.
3. If neither the Dwarfs nor the Night Goblins have won, repeat steps 1 and 2!

## Winning the Game

Each player takes turns, as described in the game turn sequence. The side that manages to wipe out all of the opposing force wins the battle and possession of Skull Pass!



# USING OTHER MODELS

Once you've fought your first battle, you'll want to use the other miniatures that you have. On our website there are more battles which introduce these models into your games, or you can delve into the Warhammer rule book from the box, using the information given here.

## Thane Godri Thunderbrand

*Thane Godri is leader of the Dwarfs at Skull Pass. He is the General of the army and a fearsome warrior.*



	M	WS	BS	S	T	W	I	A	Ld
Godri	3	6	4	4	5	2	3	3	9

### Rule book page reference:

Characters – pages 72-79

Hand weapon and shield – pages 54-57

Army General – pages 82-83

### Introductory battle:

[skullpass.games-workshop.com/b1](http://skullpass.games-workshop.com/b1)

## Dragon Slayer Borri Graniteskin

*As a Dragon Slayer, Borri has sworn to hunt down and fight the most powerful monsters he can find, seeking an honourable death in battle.*



	M	WS	BS	S	T	W	I	A	Ld
Borri	3	6	3	4	5	2	4	3	10

### Rule book page reference:

Two hand weapons – page 54-57

Characters – pages 72-79

Unbreakable – page 53

### Introductory battle:

[skullpass.games-workshop.com/b1](http://skullpass.games-workshop.com/b1)

## Big Boss Dagskar Earscrapper

*Dagskar Earscrapper has fought his way up through the Crooked Moon tribe using viciousness and cunning. He now hopes to increase his power with an invasion of Skull Pass.*



	M	WS	BS	S	T	W	I	A	Ld
Dagskar	4	5	3	4	5	2	3	3	8

### Rule book page reference:

Characters – pages 72-79

Great Weapon – pages 54-57

Army General – pages 82-83

### Introductory battle:

[skullpass.games-workshop.com/b1](http://skullpass.games-workshop.com/b1)

## Nazbad Wartfinger

*One of the Crooked Moon's shamans, Nazbad acts as advisor to Dagskar, and unleashes his devastating spells to aid the Night Goblins on the battlefield.*



	M	WS	BS	S	T	W	I	A	Ld
Nazbad	4	2	3	3	3	2	3	1	5

### Rule book page reference:

Characters – pages 72-79

Magic, Level 1 Wizard – pages 104-110

Lore of Fire – page 111-112

### Introductory battle:

[skullpass.games-workshop.com/b2](http://skullpass.games-workshop.com/b2)



## Slugdrol the Troll

*Dagskar keeps Slugdrol as a large if exceptionally stupid pet. In battle, Slugdrol's great size and strength make up for his lack of mental prowess.*



	M	WS	BS	S	T	W	I	A	Ld
Slugdrol	6	3	1	5	4	3	2	3	4

**Rule book page reference:**

Stupidity – page 52

Regeneration – page 96

**Introductory battle:**

[skullpass.games-workshop.com/b3](http://skullpass.games-workshop.com/b3)

## Dwarf Cannon

*Dwarfs make many powerful war machines, and this cannon has guarded the mines of Skull Pass for hundreds of years. Its devastating shots can bring down even the largest enemies.*



	M	WS	BS	S	T	W	I	A	Ld
Crew	3	4	3	3	4	1	2	1	9

**Rule book page reference:**

War Machines – pages 84-86

Cannon – pages 87-89

**Introductory battle:**

[skullpass.games-workshop.com/b3](http://skullpass.games-workshop.com/b3)

## Other Rules

As well as introducing the rest of your models into your games, there are other things that you can do that aren't covered in this booklet, such as extra manoeuvres your units can perform, and special rules that reflect their bravery (or lack of it).

Manoeuvres – pages 12-13

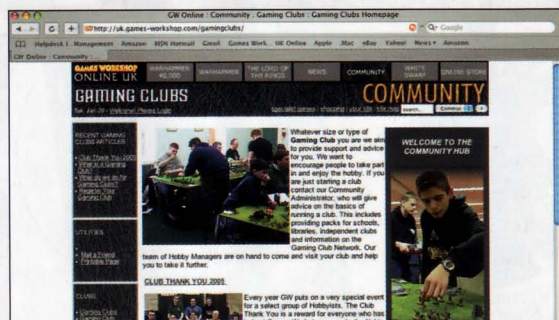
Panic – pages 48-49

Fleeing and pursuit – pages 40-45



If you're still finding the rule book a little daunting, you can easily learn these extra rules by playing the battles on our website:

[skullpass.games-workshop.com](http://skullpass.games-workshop.com)





# PAINTING YOUR MODELS

Playing Warhammer with models straight out of the box is fine. However, battles look much better when your armies are painted. Here we'll show you the basics of how to apply colours to your models.

## Getting Started

Painting models is a rewarding and enjoyable way to enhance your games of Warhammer. Here we show you how to paint a Night Goblin and Dwarf warrior with two simple step-by-step guides. The Warhammer Starter Paint Set provides everything you need to paint the Night Goblins. With the addition of a few extra paints, you'll be able to paint the Dwarfs too.

### YOU WILL NEED

- Paints
- Paint brush
- Water
- A light source
- Tissues - to wipe excess paint from your brush
- Newspaper - to catch spills



## Step-by-step Night Goblin



1) Give the entire model a coat of Chaos Black. This serves as both an undercoat and as the colour of the Goblin's robes.



2) Paint Goblin Green onto the Night Goblin's skin. If you get any paint on the robe, just paint over it with Chaos Black.



3) Paint the spear staff with Scab Red. If you want, you can also paint the Goblin's eyes with small dots of the same colour.



4) The binding on the spear, the belt and the teeth are all painted Bubonic Brown.



5) The moon symbol on the shield is painted with Sunburst Yellow.



6) Paint the rim of the shield and the tip of the spear with Chainmail paint.



▲ Your Night Goblin Spearman, painted and ready for battle.



## Step-by-step Dwarf



1) Paint the whole model Black.  
NB. Undercoat sprays are available, making this stage much faster!



2) The shirt sleeve and shield are painted with Regal Blue.



3) The armour, axe blade and top of the helmet are painted Chainmail.



4) The rims of the armour, horns of the helmet and symbol on the shield, are painted Shining Gold.



5) The face and hands are painted with Dwarf Flesh.



6) The beard is given a coat of Graveyard Earth.



▲ Your Dwarf Warrior is finished and ready to fight the Goblins.

## Painting Bases

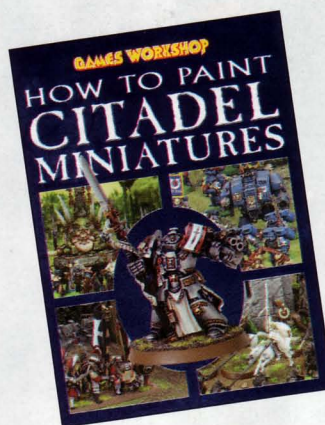
You can leave the bases of your models black. Alternatively, you can paint them Goblin Green to look like grass or Graveyard Earth to look like bare ground.



## The Rest of Your Models

Once you have painted your first few models as shown here, it will be easy to move on to the other models in the box. With a few more paints and a little imagination, you will soon have a great looking collection.

► This Night Goblin Archer has been painted with the same colours as the Spearman.



## Further Painting

The simple techniques shown here are all you need to paint your models ready for battle. However, if you enjoy painting and want to learn more, then more painting guides for all the models in the Battle for Skull Pass boxed set can be found on our website [skullpass.games-workshop.com](http://skullpass.games-workshop.com). If you want to improve your skill and learn new painting techniques, the How to Paint Citadel Miniatures book is a great resource to learn from.



▲ An expertly painted miniature, using advanced techniques.



# EXPANDING YOUR FORCES

The forces included in the box provide good starting armies for the Dwarfs and the Goblins. As you play more games you can add more models to your collection and expand the types of units in your army.



▲ Regiment sets usually contain several different weapon options, which can often be used to represent different troop types. These elite Longbeards armed with great weapons were made using the Dwarf Warriors regiment set.



▲ Dwarfs have access to all kinds of war machines, as well as cannons. Some war machine kits can be made into one of two different engines, such as the Dwarf Organ Gun shown here.



◀ Battalion sets contain several different units, often including characters or a potent war machine. Buying your units in a battalion is cheaper than purchasing them individually and quickly swells the ranks of your army.







▲ Regiment sets contain a complete unit of troops to add to your army. The Goblins are actually part of the Orcs & Goblins army, so a unit of Orc Boyz introduces the larger greenskins into your horde.



▲ Particularly tough Orcs charge headlong into battle on ramsbackle chariots pulled by vicious War Boars.



▲ With a few extra units, you can quickly amass a mighty army.

## Metal Models

Many of the models you will want to add to your force are available in plastic. However, certain monsters, elite troops and special types of characters are available in metal. These models are even more detailed than your plastic troops and make great centrepieces for your collection. You can see the entire Citadel miniatures range on our website.



Dwarf Thane



Goblin Warboss



Grimgor Ironhide



# FURTHER INFORMATION

## Armies Books

Once your collection of miniatures begins to grow, you'll probably want to get hold of the relevant Warhammer Armies book. Each of these contains detailed background information on that army, as well as extensive rules for using them and an army list that shows you how to pick a force.

Each book also contains full colour pages that showcase the range of miniatures available, the uniforms worn, banner designs and other information you can use to paint your army. A guide to all of the Armies books and the different races can be found on our website.



## Other Armies

Orcs & Goblins and Dwarfs are only two of the many different Warhammer armies you can collect and command.

The introductory section of the rule book included in this boxed set contains a brief guide to the other races of the Warhammer world that you might want to collect.



*High Elf Spearman*



*Chaos Warrior*



*Empire Soldier*



*Skeleton Warrior*



## Where to Play

In addition to having games in your own home with your friends you can also play games in Games Workshop stores and at gaming clubs. Clubs and stores are great places to meet other people that are part of what is known as the gaming community, or simply the Hobby. In this way you can meet like-minded hobbyists, learn about painting models and making terrain, as well as play battles. This is a great way to make new friends while having fun playing games of Warhammer.



The gaming community also holds many social events and gatherings, such as Games Days and tournaments. These events allow hobbyists to get together, meet new people, and share their interest in Warhammer.

Every year Games Workshop runs and sponsors a large number of events, the largest of which are Games Days. These massive conventions are held around the world and attract thousands of people. Showcasing all aspects of the hobby, Games Days also host the Golden Demon painting competitions, the most prestigious events of their kind in the world.



## White Dwarf

Games Workshop's monthly magazine, White Dwarf, is a great place to learn more about the Warhammer hobby. Presenting articles on painting miniatures, building terrain and playing games, White Dwarf also details all the latest model and gaming releases, as well as providing a comprehensive directory to help you find your nearest Games Workshop store or Warhammer models stockist.



## Advice and Contacts

Games Workshop offers outstanding customer service and advice. Just drop in to your local Games Workshop store or call our direct sales hobby specialists (see telephone numbers on the right).

## Website

Everything in this booklet, from rules to collecting, is covered in more detail on our website: [skullpass.games-workshop.com](http://skullpass.games-workshop.com). You will also find forums, thousands more articles, and our online store at: [www.games-workshop.com](http://www.games-workshop.com).

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# WARHAMMER®

## BATTLE FOR SKULL PASS

A horde of vicious Goblins is attacking the Dwarf mine at Skull Pass, intent on slaughter and looting. The Dwarfs rally around their general to defend their precious gold.

This booklet tells you everything you need to play Warhammer - the game of fantasy battles – and create this bitter conflict on your tabletop.



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