WARHAMMER
SKIRMISH

NEW SCENARIOS AND HOBBY PROJECTS, FOR THE GAME OF FANTASY BATTLES

GAMES WORKSHOP

WARHAMMER SKIRMISH

Orcs prepare to make it difficult for their Lizardmen foes to cross the river in "Cut the Bridges" on page 16.

Giant Scorpions defend their water supply from thirsty High Elves in the "Water Rights" scenario on page 40.

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*NOTE - See the scenarios themselves for further army and player suggestions, as most can be used with any Warhammer army and different combinations and numbers of players.

An Introduction to
WARHAMMER SKIRMISH

Warhammer Skirmish is a jumpstart into a world of fast, fun, and furious gaming possibilities. That's right, this very booklet that you hold in your hands is a key to another door into the dark (and quite often dangerous) Warhammer world. Be warned, once you pass through that portal your battles may never be the same . . .

THE GAME OF FANTASY BATTLES

Warhammer is *THE* game of Fantasy Battles and most of the time those conflicts conjure up images of vast forces arrayed against each other across the tabletop. We're talking about columns of troops, thunderous cavalry charges, arcs of lightning leaping from Wizard's upstretched hands, looming monstrous creatures, and heroic characters brandishing magic swords!

That's the Warhammer we all know and love, but the often over-looked Skirmish appendix in the back of the Rulebook can add a whole new dimension of great gaming possibilities into your Warhammer world.

IS SIZE IMPORTANT?

Don't get us wrong! Nothing matches the splendor of a massive Warhammer army lined up on the field of battle - but likewise, don't discount the fun and tactical challenges that can be had by fighting out scenario-driven small-scale skirmishes. The Warhammer world and rules support a vast range of gaming - from gargantuan battles to lone Assassins, mighty hosts to local raids.

WHAT YOU NEED

The Rules for Skirmish can be found in the Warhammer Rulebook Appendix on pages 242-246.

Army lists and points values for every trooper, monster, war machine or hero can be found in the range of Warhammer Armies books, or the "get-you-by" Ravening Hordes list (which is also available at the official Games Workshop website).

Above:
The Warhammer Rulebook! An essential guide to the world of Fantasy Battles, big or small!

While not essential to play, the 2002 Warhammer Annual and White Dwarf #269 have lots of useful Skirmish information. The Annual contains rules clarifications, a new scenario, *Vampire Hunt*, and fantastic advice from Gav Thorpe on designing your own adventures. White Dwarf #269 has a new scenario, *Silence the Watchtower*, and two battle reports. More scenarios, terrain tips, battle reports and ideas can be found on our website.

For fast, fun, and furious gaming try a small group of Slayers ambushing a Giant!

WHY SKIRMISH?

Getting everyone to understand large battles of Warhammer isn't too hard - in fact, many players seem to take it for granted that games are 2,000 points a side affairs. So what's to be gained from adding small Skirmish gaming to your Warhammer repertoire?

EVOCATIVE SCENARIOS

Sometimes just lining troops up across from each other and bashing it out is great fun, but the depth of the Warhammer world can allow for so much more. Scenarios allow you to explain what the battle is about and why it is happening. Really clever scenarios "put the action" squarely into the living and breathing Warhammer world - with Dwarfs steadfastly trying to get a shipment of Bugman's XXXXXX past raiders, or an Orc wanna-be-Warlord trying to wrest control of the tribe from a rival! The small scale allows you to build the story not just leading up to battles, but also all the scouting, pillaging, burning, and back-stabbing that goes on in between the massive conflicts. Scenarios can make a game an event!

UNUSUAL TERRAIN AND MONSTERS

Some of the fantastic Warhammer background lends itself more to small-scale skirmishes. For instance, imagine gaming in the tunnels riddled beneath the vast Dwarf Realms under the World's Edge Mountains. It is well known that the borders of the forests of Loren are constantly protected, but have you ever played out a deep woods encounter? A General may send an army into such terrain, but the fighting in such dense surroundings will quickly break down into intense skirmishes.

Just living and traveling in the Warhammer world is a dangerous business, and skirmishes can give another way to add this element to your gaming. Transport your battles to the desperate dark as Skaven invade an Empire city through the sewers. Go to the seldom-traveled highways as a band of Beastmen raid caravans, or even far off in the deserts of Khemri where hideous denizens guard the only oasis for miles.

SMALL FORCES

Typical Skirmish games of Warhammer range from 1 to 25 models per side (about 50 - 250 points). While there may be particular scenario rules or limitations, the forces you

Without supporting ranks and standard, a trooper tries facing a River Troll in a Skirmish game. The results are predictable, with only the soldier's legs left after being crammed into the beast's mouth! In smaller games you'll learn to truly fear big monsters.

will be controlling will be much smaller than an average Warhammer game. This has its advantages!

Often in large games you'll find you don't have much choice, as you've got to take all your models to make up the points total. Smaller games will give you a vast freedom of selection. For new players just starting their collections, or veterans that are starting a new army, use skirmishes to try out new tactics, learn about your troops, and get really excited to paint more.

Another advantage of small games is how quickly you can switch your army around. With smaller points sizes you can go from an all mounted force to all elite troops from your Special or Rare section or even try a completely new army. Few things are more satisfying than hearing your best foe say, "I didn't know you had those" or, "Well I wasn't expecting that!"

In the Twilight of the Dead *scenario a growing Zombie horde attempts to pin down (and eat) your troopers!*

LINKING TO LARGER GAMES

Sure, skirmish scale is fast, fun, adds a whole new set of tactical challenges, and can be played in and around really cool and intricate terrain, but the coolest thing about skirmish games is that it's all about Warhammer! Using a combination of both large and small scaled scenarios, it is quite possible to string an evening's worth of gaming into an awesome series of events in the Warhammer world.

Want an example? A large Chaos force is mustering on the Chaos Plains. Another murderous invasion is planned on the human Empire to the south, but first a strong leader must emerge (*Civil War,* page 17). After the strongest rises to the top, the united force must begin the long march towards the poorly defended outlying Empire towns. First the army must find safe passage across a small river being held by a border patrol (*Bridging the Gap,* page 14). Upon crossing, the Chaos horde discovers it is in need of food (*Town Raid,* page 22). Finally, after many adventures, the

The forces of Chaos march forward to take on an Empire army.

Chaos force is opposed by a large Empire army. Only now the climactic large game has even more meaning - with grudges, known heroes and villains, and perhaps some advantages or disadvantages for winning or losing the earlier battles!

USING THIS BOOKLET

The purpose of this booklet is to encourage you to experiment with new scenarios, different sized forces, and linking games of Warhammer. This section will explain how the scenarios are put together, which will help clarify things for newcomers, or give you ideas for making your own scenarios for veterans.

TITLE & OVERVIEW

The heart of any good skirmish is a scenario! This is not actually labeled, but can be found at the beginning of each scenario. This area also gives some evocative background on the situation.

MODELS NEEDED

This section tells you what models you will need to play this particular game. Some scenarios are army specific, but with a bit of tweaking you can twist them for whatever models you have available (more advice on this under the *Using Alternate Forces* section). There are also scenarios that allow players to select a certain amount of points. For full statistics and abilities you'll need a copy of your Warhammer Armies book (if available) or the Ravening Hordes supplement (available online).

BATTLEFIELD & MAP

This section will let you know the size of the playing surface you will need, as well as any special terrain that a scenario may require.

OBJECTIVES

The overview at the top of the page sets the story, but the Objectives section will explain in game terms exactly what each side must do to win. Under the Objectives title will also be a game length (if applicable).

DEPLOYMENT

Directly after finding out how to win the scenario you will find out how to set up each side, as well as any third party monsters or special features.

WHO GOES FIRST?

Self-explanatory but vitally important!

SPECIAL RULES

Any additional rules particular to the scenario will be found in this section. Warning: When designing your own scenarios, a few special rules add an interesting focus, too many make the game tedious!

USING ALTERNATE FORCES

Each scenario is your guide to new and exciting challenges!

If the scenario uses specific armies or troops, this section offers alternate armies and/or points sizes players may use. If the scenario is generic (that is, playable by any army) this section will list some evocative match ups.

PART OF A LARGER BATTLE

While the skirmish games can be fun to play in their own right, we've found they are even better when linking into a larger game. Every skirmish scenario ends with a section listing some cool ways this particular battle can affect the next game. Supplies are shorted, armies are out-scouted, barricades are built, and monsters or mercenaries are recruited to swell your ranks!

HOBBY TIPS

Where there was room, we've tried to follow up the scenarios with tips on how to build, convert, or model some of the elements that make each scenario so fun.

USING THE SKIRMISH RULES

Skirmishes are short, but action-packed and so is Appendix Three - Warhammer Skirmish. These rules are on pages 242-246 of the Warhammer Rulebook. This page talks about understanding the Skirmish rules, and some tips we've learned in our small games. For a full set of Skirmish Rules check out the Games Workshop website, as the web crew have collected the rules as well as the fantastic 2002 Warhammer Annual additions.

WHY HAVE SKIRMISH RULES AT ALL?

First off, it is probably useful to ask why there should be any special Skirmish rules at all. The Skirmish rules were written to allow for Warhammer battles between small forces. They are modifications to the main rules allowing for scaled down actions like Running, Climbing, Hiding, and causing Critical Hits. Instead of dealing with massive units wheeling and maneuvering across enormous battlefields, Skirmish focuses on a handful of warriors.

Due to the individual nature of Skirmish, important Warhammer rules like changing unit formation, being charged in the rear or flank, combat resolutions, and Break tests are not in use. In Skirmish each model is considered its own unit and you are not allowed to join together in formations. Because you have fewer models to track, you can add levels of detail, such as when models are wounded you must next roll on the Injury table to see if they were put Out of Action, Stunned, or just Knocked Down.

SELECTING FORCES

Some scenarios will tell you exactly which models can be used, but most often you'll find yourself selecting a 100 - 200 point force. There is the potential for trouble here, and so we've come up with these general guidelines.

• Most troops have unit size qualifications. These certainly do not apply when choosing a force for a Skirmish. If the scenario doesn't limit selection, then any mix of troops may be chosen. Skirmish games can represent hand-picked specialized individuals or perhaps rag-tag elements broken off of the main army.

• Flying Troops - We're talking about Harpies, Warhawk Riders, Carrion, and the like. Unless the scenario says otherwise, these should be limited - you may spend no more than 15% of your total points on flying creatures.

• Ethereal Creatures or models that may only be hit by Magic Weapons may only be taken if the scenario states so. Without means to counter them, Ethereal Creatures aren't much fun to fight against. As magic items are severely limited, so too are Ethereal Creatures.

DON'T BE AFRAID OF THE RULES

If you delve very far into Warhammer you are going to come across situations that have never been explained in the Rulebook. The same can be said for skirmishing, only more so! You and your gaming opponents must be prepared to make your own "on the spot" rulings.

For example, in the first scenario in this booklet, *Trolls under the Bridge*, we came across a veritable horde of unusual situations. Should a fireball cast at a River Troll that is half in the water be affected? We decided it was half strength. If you use Magic to heal a model that is face down, what happens? We decided he stands up recovered immediately. If you fail a *Stupidity* test with a Troll in combat what happens? Normally half the models don't attack, but

Here a band of Wood Elves uses the Hiding rules until the Dwarf Baggage Train passes by and the trap is sprung!

as the Troll was alone does it get half its attacks? This one is officially covered in the rulebook under *Stupidity*, on a 4+ it gets all its attacks, otherwise the Troll just looks around vacantly. So using a mix of our own judgements and double-checking the existing rules we managed quite well. Working out what should happen in any given scenario is part of the fun.

SOME HOUSE RULES

The detailed nature of Skirmish gaming can put you into new situations. While there will never be "official" answers to all the questions you may come up with, showing how we triumphed over some similar areas may help you sort out your own house rules.

Mounted Models - We've adopted the practice of having the first wound a calvary model fails to save kill the mount and not the rider. There is no Injury roll for the mount, it is simply replaced with a dismounted version of the model (Orc boy for Boar rider, etc.). If the first wound on a cavalry model is a critical, it negates the armor save but doesn't affect the rider. This keeps cavalry at good value for high points and avoids placing a horse face up on a Knocked Down situation!

Swarms - The myriad tiny creatures that gather to form a Swarm do not get an Injury Roll, they simply lose a wound. The swarm's strength lies in numbers, not in strength of individuals (hence the 5 wounds).

Missile Fire - By agreement between both players, the -1 for firing at individual targets can be either ignored or applied only to targets over half range. If both players fail to reach a pre-game agreement, simply use the standard -1. We've found that using the -1 to hit every target caused missile fire to play too small a role.

Poisoned Attacks - On a to hit roll of 6, a Poisoned Attack will automatically wound an opponent. You may still roll a D6 just to see if a Critical hit is caused, as this will also negate an armor save and cause two wounds.
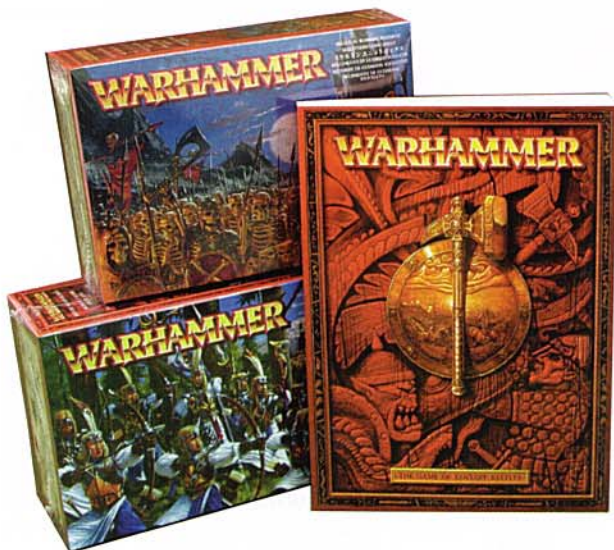
FAIRNESS & BALANCE

Games Designer Alessio Cavatore has written a small but excellent section in the 2002 Warhammer Annual on Skirmish, and here is part of what he had to say:

"Keep in mind that these are not hard and fast rules, but just a set of suggestions. After all, you must leave some of your competitive spirit out of this and be prepared to play something that will probably not be as well balanced as a battle game. The only way I can imagine the self-designed small skirmishes to be competitive is for the players to swap sides at the end of the first game and see who can play better with both sides."

This is phrased more eloquently than our version, which revolves around the words "balance schmalance". Perhaps more importantly, it's true. Lots of the Skirmish scenarios that follow in this booklet are evocative, interesting, and particularly *hard to win*. This isn't a mistake in the creation or of the playtest sessions. Some battles are simply harder to win than others, and even more so for certain army types or troop combinations. If you run across a scenario that you can't seem to win, try switching sides and seeing if that makes a difference.

So how accomplished a Warhammer General are you? Think you can win every scenario in this booklet with both sides? Call us as soon as you finish!

Here Ty Finocchiaro and John Shaffer get a quick Warhammer Skirmish game in and become legends in their own lunch times!

A TOWN CALLED MORDHEIM

Warhammer Skirmish is, as we say, all about Warhammer! It's about playing smaller scenario-driven games with your existing Warhammer army.

But if small-action skirmish gaming is your passion, you'll definitely want to check out **Mordheim: City of the Damned**. This game is exclusively about skirmishing and developing your particular warband as you explore the dark ruins of an Empire city. The game, rulebook, and models are all still available and the Games Workshop Specialist Games division is always producing great new material for Mordheim.

Specialist Games products are available at Games Workshop Hobby Centers, participating Rogue Trader shops (if not, ask them!), and through Games Workshop Mail Order and our online store.
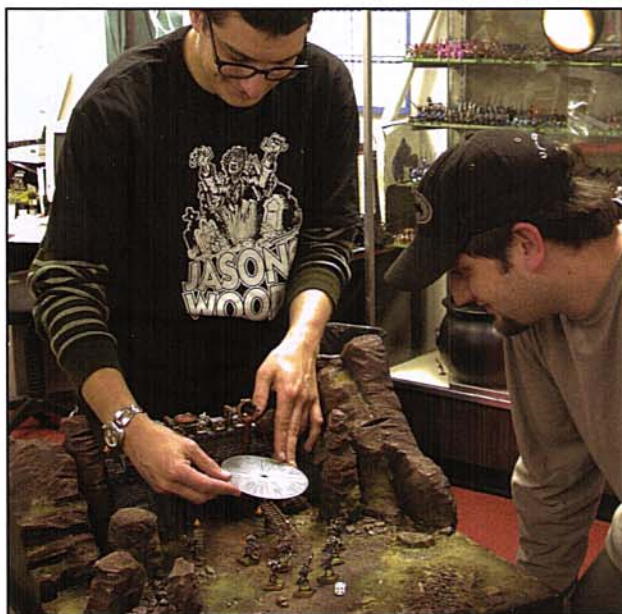

GET STARTED QUICKLY

Anyone just getting involved with the Warhammer hobby will find there is a lot of stuff (that's a technical term). The amount of models, army books, painting techniques, and hobby projects can be overwhelming. But remember, armies are not built in a day. Armed with the Warhammer Rulebook and some models of your choice, you can start playing some great small games of Warhammer right away.

TEACHING OTHERS TO PLAY

As is natural with gaming veterans, we often try to show friends how to play Warhammer by pulling out all the bells and whistles. Lining your new-to-tabletop-gaming buddy up with a full-scale army loaded with special troops and rules is probably not the best way to add another gamer to your group. Instead try a straight forward small game, and skirmishes can be perfect for this. We recommend the *Civil War* scenario, or perhaps even something fast and furious like *Slayer*. For most players it is easier to build up to the larger games.

GETTING INVOLVED IN GROUP GAMING

Which leads us to say, you can never have enough good opponents! As we travel across North America checking out all the competitive gaming (Grand Tournaments and Rogue Trader events) what always strikes us is how many of the top players and painters game in "above-average" groups. It seems as if cunning tactics, great armies, and fantastic sportsmanship can all be honed with practice, and in good groups, the bar is continually being raised. Many groups or clubs play regularly and often recruit new members to join. Find out more about groups and clubs (starting them or joining) at our website, www.games-workshop.com.

SKIRMISH TERRAIN

Nothing brings a wargame to life like fantastic terrain! Over the years, the level of painting we're seeing in stores, at Games Day, Grand Tournaments, and more has been phenomenal, and it's getting better all the time. Yet many of these carefully painted Citadel Miniatures are doomed to battle eternally across threadbare and inferior scenery! Don't be afraid of making terrain! Here some tips and tidbits on building up your (or your club's) gaming terrain.

THE ESSENTIALS

First off, there really is no special terrain for Skirmish. In fact, the nice part about these flavorful scenarios is they beckon for just the kind of "essential and multi-purpose" terrain you'll want to have on hand anyway.

THE BASICS YOU'LL NEED

To do anything but the most straightforward of battles you'll quickly find that you need some of the following scenery pieces:

- Woods - from a lone tree to a small stand
- Hills - gentle sloped or cliff-like, or both
- Obstacles - fences, rocks, hedges, walls, etc.

Once you've added the basics, you can move along to a few advanced pieces like:

- Water - from a pond to a small river
- Buildings - villages, towers, strongholds
- Specialty pieces - graveyards, stone circles, etc.

The biggest differences between terrain for a proper Warhammer game and a skirmish is scale and level of model accessibility. By scale we mean you may need loads of terrain to cover your tabletop for a full game, but the needs for smaller skirmishes are easier to manage. A large battle in the Forest of Loren is going to call for a lot more foliage, while an equally intense skirmish in the deepest woods can be handled with only a few handfuls of trees!

By level of accessibility we are talking about how models interact with the terrain. When you are maneuvering large blocks of troops, the terrain tends to be obstacles - such as hedges, walls, buildings, or cliffs. These are useful in skirmishes as well, but by moving individual models you can take advantage of more intricate terrain.

GETTING STARTED

It may well be that many veteran gamers already have all the wargaming terrain basics on hand, and so may set up all the skirmish scenarios in this booklet without building anything new whatsoever.

For the rest of us, who are not so fortunate as to have a stockpile of existing terrain sitting around, step-by-step instructions, tool lists, and supply guides for making the ENTIRE list of terrain basics can be found on the Games Workshop website.

This site is an awesome resource if you are just getting started OR if you have put off terrain making forever (and you know who you are out there). Don't settle for Knights cresting over books, or Wood Elves slinking through coffee cup forests!

Combining several elements from the basics list, this hill is easy to build, and looks fantastic on any battlefield.

Left: A great way to add cool terrain on a budget is to paint up a few rocks from your garden.

Right: Store bought trees are ready to go right out of the box and onto the table to provide quick and easy terrain.

Below: Our quick and easy gaming surface is made from a 2' x 3' piece of Insulation Board. Treat the surface like a giant miniature base (sand, paint, and static grass) and you have the foundation of a great battlefield.

Here is a special 2' x 2' table we built for the dueling Necromancers from the Bring Out Your Dead scenario. This game pits rival Necromancer apprentices against each other in a graveyard battle for dominance.

At the right is a detailed shot of a Zombie entering the walled cemetery and shambling its way through the maze of gravestones.

SMALL TABLES AND BIG STRATEGIES

On the previous page we were talking about skirmish terrain and model accessibility and the graveyard above is a perfect example. The skirmish game allows models to weave around the tombstones to avoid enemy charges, get behind the all-important Defended Obstacles, or to set up good moves for next turn. Troops simply could not form into a unit and march across much of this terrain.

We've found the best Skirmish scenarios are the ones that use terrain not just to set the atmosphere and add a few obstacles, but also to provide some serious strategic options.

The border patrol had never been this far north across the river, and the troops were all a bit jumpy. It probably didn't help that a few of the old veterans were trying to pass the time by spooking the new recruits.

"Aye!" drawled Old Fenster, "These here woods used to be right dangerous if half the tales be true."

Taking the veteran's signal Gunther, the long-time unit standard bearer, ran his finger along the scars on his chin and added, "Too far north, that's what they say. Things creep down from Troll Country into these very woods is what I hear."

The campfire crackled and sent up sparks as the new log burst into flames. Several of the recruits jumped reflexively, much to the delight of the longer-serving men around them.

Leaning over to a former boot camp mate, one of the new recruits whispered, "Pay no mind to the old men, they're just trying to spook us. Nothing can happen here, we're still inside the Empire!"

ONTO THE GAMING . . .

The rest of this booklet is pretty much all about gaming, building stuff to help you game, and more gaming after that. We recommend a quick flip through to get the gist of the scenarios, then coming back to the ones that you want to try right away.

Don't be surprised if you become tempted to paint up some new models, as we've caught ourselves saying things like: "Well, I always wanted to paint a Bretonnian Knight/band of Slayers/monster . . . "

We've also found quite a few of our competitive players doing a bit of haggling with their games. After agreeing to a points total and a few pre-game skirmishes it sounds something like: "Well, if you get a chance to take out my gunpowder in a *Baggage Train* ambush, I want a chance to play the *Assassin* scenario and take out your General!"

Well, we've warned you, the Warhammer world is a dangerous place. Flip that page and you're underway. Good luck to all those who dare to enter . . .

TROLLS UNDER THE BRIDGE
(Or "Don't cross the bridge, if you can't pay the Toll")

Once the roadways were safe, but lately parties of brigands and worse have been waylaying travelers. This being the case, a small force of arms has been chosen to escort the fair maiden Genevieve to the nearby town of Brisgoine where she is to be wed to a powerful Duke.

Unbeknownst to the bride-to-be and her bodyguards, a duo of loathsome River Trolls has taken up residence underneath the toll bridge. Fed by a constant stream of visitors, the vile creatures attack and attempt to devour all those who dare to cross.

MODELS NEEDED:

Bretonnian Forces:

- 1 Paladin - Sir DuClaw (60 pts)
  sword, lance (4 pts), heavy armor (4 pts), shield (2 pts), mounted on a barded warhorse (14 pts), with the Questing Virtue (10 pts - immune to panic).
- 3 Men-at-Arms with halberds and shields (7 pts each)
- 3 Bowmen (8 pts each)
- 1 Damsel of the Lady - Genevieve (60 pts)
  level One Wizard, mounted on a warhorse (10 pts)

The Trolls:

- 2 River Trolls (60 pts each)

BATTLEFIELD

Set up a battlefield of about 24" x 24" or mark off such an area on a larger surface. The important terrain features are a road, a river cutting across the playing area, and a bridge within 6" of the southern board edge. See the map at bottom right for layout.

OBJECTIVES

The goal of the Bretonnians is to get off the northern board edge. They will claim victory if both Sir DuClaw and Genevieve escape off the northern edge, the men-at-arms are expendable (a sad, but true story).

The Trolls' objective is easy: they are particularly hungry and want to put out of action as many of the humans as possible, in order to later drag them down to their watery caves and feast on them. Trolls may claim victory if they have eaten at least over half of the Bretonnian party's total.

If both sides or neither meet victory conditions, the game is a draw.

DEPLOYMENT

The Bretonnians must set up first, deployed on the road on the southern border, up to 6" from the table edge.

One Troll sets up on the bridge, exactly 6" from the closest Bretonnian. The other Troll must start anywhere in the river more than 6" away from the Bretonnians.

WHO GOES FIRST?

The Bretonnian player goes first in this scenario.

SPECIAL RULES

This scenario uses the special rules detailed below:

Fog - Due to the swirling fog and limited visibility, all Movement values should be counted as half (including charging, running, shooting, etc.).

Dumb Creatures of Habit - The Trolls under the bridge have become so practiced and cunning at taking out wayfarers that when a Troll is within 6" of the bridge it is allowed to take *Stupidity* tests at double their normal Leadership (all the way up to 8!). Familiarity and practice makes them smarter!

All Alone - Trolls are used to being all alone, and so may ignore this rule. Who would be friends with a Troll?

Rout Tests - Again, Trolls will ignore all routing and fleeing - such is their hunger, they will fight and claw to the end.

Sir DuClaw and the Lady Genevieve are both Immune to Routing. As long as one of the characters remains alive, the men-at-arms are immune to routing. Note they still suffer from *Fear* and *All Alone* rules.

Enchantress Spell - Lady Genevieve must randomly select not just her spell, but also her Lore. Roll a D6 to determine which Lore: 1 Beasts, 2-3 Life, 4-5 Heavens or 6 Light.
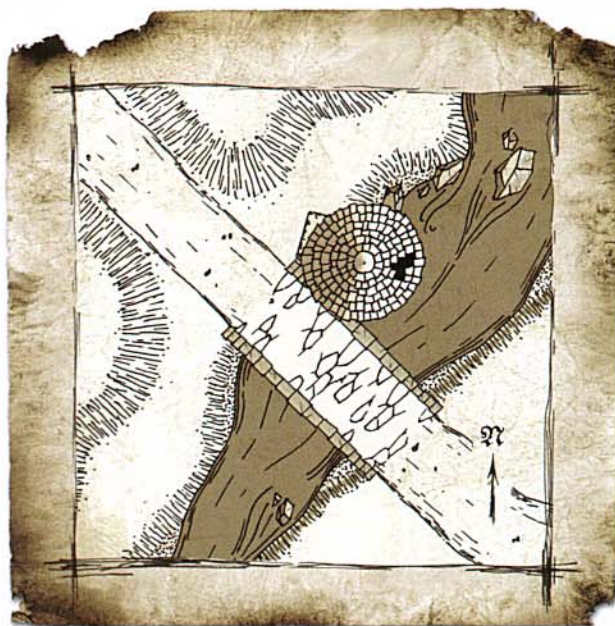
USING ALTERNATE FORCES

Trolls Under the Bridge is a classic high fantasy fairy tale, but it's pretty easy to imagine any number of passers-by traveling on the road. Keeping Bretonnians in mind, imagine a party of Squires, mounted Knights or perhaps a Duke himself? But others use the road too, from an Empire Trade Caravan (complete with carts and bodyguards) to a Dogs of War warband marching to their next paying mission.

Replacing the Trolls isn't quite as classic, but imagine Stone Trolls guarding a high mountain pass (perhaps ambushing Dwarf Miners) or an angry monster like a Hippogriff, Wyvern or Hydra waylaying travelers in the woods.

PART OF A LARGER BATTLE

This scenario is easy to fit into part of a larger Warhammer battle or as part of an ongoing campaign. Simply play the small Skirmish game, the results of which will affect the future larger battles.

The Good Side: If successful on his mission (guarding the Lady Enchantress and killing at least one Troll) then Sir DuClaw is well rewarded by the grateful bride-to-be by getting a Potion of Strength (made of Troll's blood, this potion must be consumed at the start of the Bretonnian turn and adds +3 Strength to Sir DuClaw for that round ONLY).

The Evil Side: Either the Good side is shorted the exact number of points that the Trolls have eaten (to represent those warriors never making it to battle) or any surviving Trolls may be added to the Evil side's forces for free!

This would be the worst part of the journey, thought Sir DuClaw as he led his horse through the cloying fog. If there was going to be trouble, it would be ahead on the Toll Bridge. Obviously thinking the same thing, the men-at-arms pulled closer together – the clinking sounds of their armor and the sharp clippity-clop of the horses seemed magnified by the surrounding mists.

"Curse this fog!" said the Knight aloud. And curse this mission too, thought DuClaw who was sure that being a knighted Paladin of the Realm put him above such a simpleton's mission as to escort a Lady from one peasant town to another!

"The path has been going steadily downhill for an hour and the fog's thicker than ever. We must be near the river," said the Sergeant. "Look, there it is!"

The fog was so thick they had come to the edge of the stone bridge before realizing it. The bridge tower glistened with condensation and solid walls of mist rose up on either side of the structure.

"Come along, quickly now," DuClaw urged the party. "This is not the place to tarry."

But even as the group reached the halfway point across the bridge, a shape loomed out of the mists ahead. Perhaps even more ominous, a slurpy, mucky sound came from behind and below, as if some massive creature was shuffling up the riverbank to cut off their escape. The rotten fish smell of Trolls was unmistakable at this close distance.
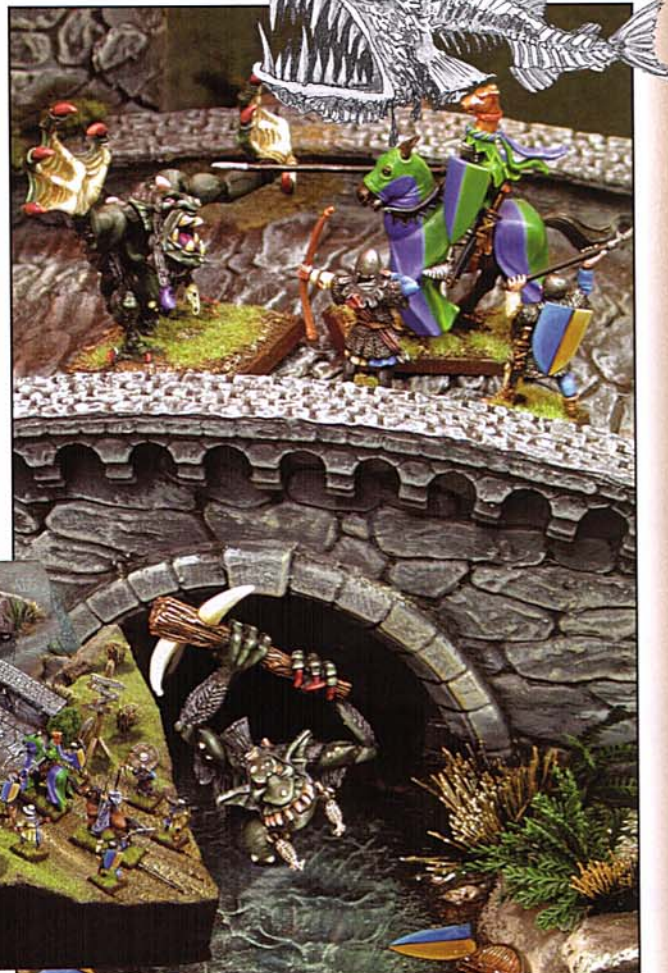
RALLY AROUND THE FLAG

This scenario represents a common situation where the survivors of a recent battle try to reform and make it back to friendly territory. As you well know, a full scale battle in the Warhammer world is an awesome and terrible sight to behold. Units crash together, war machines and archers rain a deadly hail of fire, magical thunderbolts streak across the skies, the air is filled with screams of the dying, and new orders are shouted by desperate champions. In this tumultuous affair of charging and retreating, it is easy to see how even the aftermath of battle can still be a confusing and dangerous place. Whether the troops are just rallying, recovering from being knocked unconscious, or are returning after chasing a fleeing foe - they must now regroup amidst the carnage and still surviving enemies. There is no better beacon through this hazy, corpse-ridden battlefield than the sight of the army battle standard being waved by friendly forces!

MODELS NEEDED:

Both Sides:
Each side may select up to 225 points, but the following restrictions are in place:
• Each side must select a Battle Standard Bearer (with no more than 10 points of additional equipment). This is the only Character or Standard Bearer allowed.
• No Flyers are allowed and no more than 50 points may be spent on "non-infantry" models.
• No War Machines, Chariots, or Monsters may be selected (they wouldn't be overlooked on the battlefield would they?).

BATTLEFIELD

This scenario requires a space at least 48" x 48". Each player takes turns setting out a piece of terrain. These can be small stands of trees, sections of stone walls, ruins or stacked piles of debris (counted as difficult ground or impassable - just agree with your opponent ahead of time).

OBJECTIVES

Each side must try to gather or rally their troops and then exit from the opposite board edge, all the while trying to stop their opponent from doing the same thing. The most important model to get to safety is the Battle Standard Bearer, but don't move him off board too quickly as he is also the most useful model to use to rally your troops.

For each member of your force that has successfully made it off the far table edge (the Rallying Point), you score victory points equal to the points value of the model. To determine who has won at the end of the game, each side must add up the total number of victory points including an extra 50 points if they have managed to get their Battle Standard Bearer off safely. If the difference between players is 0-10 points, the game is considered a draw. A difference of 11-50 points is a minor victory, and anything over 50 points is a complete victory.

There is a time limit, as both armies are still rushing to reform somewhere off the table, and at any time a massive battle could break out. This being the case, the game is halted at the end of the 10th turn. If one side is destroyed or routs entirely than the opposition must still try to exit off the table by turn 10.

DEPLOYMENT

Each side has a deployment zone which is exactly half of the playing area (24" x 48"). To determine who gets which area, each player may roll a D6, with the highest roll being able to choose his deployment zone first. Whichever side a player deploys on, his Rallying Point is off the opposite board edge.

Each side takes a turn placing three models at a time, with the player that chose table sides going first. Each model must be placed in the player's deployment zone at least 3" apart from ANY other model (friend or foe).

The last three models a player puts on the tabletop (note: the last three may NOT include the Battle Standard Bearer) are placed singly and may be placed anywhere on the table (including the enemy deployment zone) but not within 3" of any other models. This represents stragglers and the overall confusion of the battle.

WHO GOES FIRST?

Each player rolls a D6. The highest roll moves first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Rout Tests - The situation is desperate, and the piles of dead (both enemy and friend alike) are incredibly demoralizing. To represent this atmosphere, this scenario has the following special Rout Test rules:

The normal routing rules for Skirmish games state that when a player has lost 25% of their starting forces, that player must make a Rout Test, which is a Leadership check, for their entire force at the start of every turn. If they fail, their forces rout and the game is over, but if the Rout Test is passed, they continue to fight on as normal.

In this scenario however, after 25% of a player's force has been lost, EACH friendly model must take a separate Rout Test at the start of that player's turn. Even worse, due to the horrors of the battlefield, all models suffer a -2 Leadership penalty to their Rout Tests. Models which fail the test are

sample set up
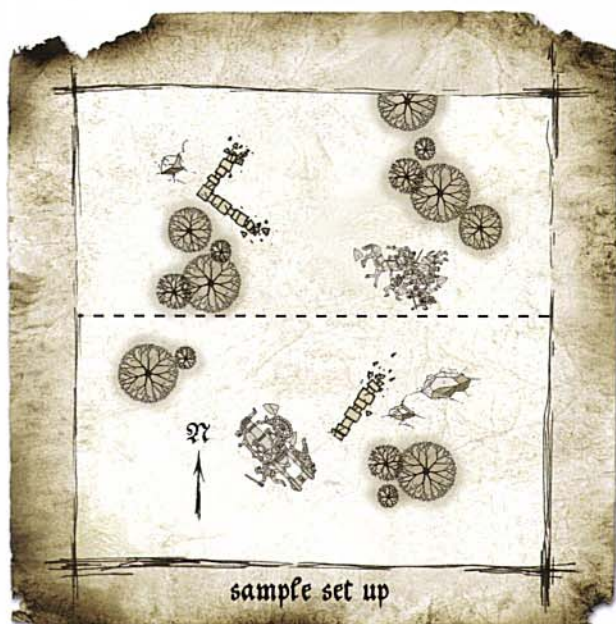
moved 2D6" towards the player's starting board edge. If the routing model was in combat, treat it exactly as per the *Breaking from Combat* situation in the Warhammer Rulebook (page 246). Routing models may attempt to rally at the start of each turn (also at a -2 Leadership penalty). Should the model pass this test, they are considered rallied and can be used as normal in that same turn. If they fail the test, they will continue to rout and move a further 2d6".

Exceptions to Psychology - The Battle Standard Bearer is immune to Routing and all Psychology Tests. Futhermore, all friendly models within 12" of the standard: do not suffer the -2 Leadership penalty on Rout Tests, do not suffer from the *All Alone* rule, and may re-roll failed Rout (or Rally) Tests once per turn. They may also use the leader's (in this case the Battle Standard Bearer) Leadership value to take these tests!

USING ALTERNATE FORCES

This scenario is a large one but could be scaled down for a smaller game depending on the points available. If you go below 150 points, you may want to make some changes to the scenario. Some of the things you could do include things like changing the Battle Standard Bearer to an ordinary Standard Bearer, not using the special Rout Test rules, or limiting the range from the standard to 6". All you have to do is make sure you and your opponent agree ahead of time!

PART OF A LARGER BATTLE

This particular Skirmish scenario is unusual, as it fits in perfectly either before a larger battle or after it! Here is how it can work:

Before the Battle - Many battles last longer than one day, and this scenario will represent the close of the first day's fighting. During the course of the battle, the front line ebbed and flowed, and now elements of the two opposing forces must get back to their own camps!

Any models that escape off their correct board edge may be used "for free" in the upcoming battle. For example, if it is a 2,000 point game, a player may still take all 2,000 points plus each of the models that escapes (added to units as appropriate).

After the Battle - The main fight is over, and now the remnants must straggle back to find friendly units.

The scenario is played the same way, but rather than just choosing their points, the players must select troops from models that either were slain in battle OR routed off the table. Note: this is for the additional troops, not the Battle Standard Bearer who automatically joins the fray, even if there was none or he was slain in battle. This represents soldiers straggling back after routing or recovering from minor wounds or unconsciousness.

CREATING BATTLE STANDARDS STEP-BY-STEP

1) Sketch the banner out in pencil, drawing it in scale so it fits onto the banner pole.

2) Trace the image in Black India Ink to create a strong contrast. Than erase your pencil lines.

3) Use a light box or window to trace the image to the other side of your piece of paper if you're making a double-sided banner.

4) Finally, use design markers or Citadel Colour Paints to bring the banner to life.

There are also a variety of plastic and metal banners available for use as your Battle Standard.

BONES TO PICK

Often times in battles there are many troops who lie upon the field injured or knocked out, or return to the site after fleeing or pursuing the enemy. After the battle these warriors stumble back in ones and twos, or stagger out from underneath piles of the fallen. But surviving the battle may not be enough - the Warhammer world is full of many unpleasant creatures who are drawn to the misery and carrion of a battlefield as if it were a beacon! Packs of Ghouls lurk in shadows waiting to feed! Making it back to friendly lines may be harder than you thought . . .

MODELS NEEDED:

Survivor Forces:
• 50 points worth of Core troops on foot.
• No Heroes, but a single Champion is allowed.

Ghouls:
• 4 Ghouls at the start of the game. On each Ghoul Player's turn roll a D6, on a 1 nothing happens, 2-3 you get 1 Ghoul, a roll of 4 or 5 gets D3 Ghouls, and a roll of 6 adds D6 Ghouls. Roll randomly to see which pile of dead each Ghoul starts at.

BATTLEFIELD

Set up a battlefield of about 24" x 24", or mark off such an area on a larger surface. In addition to a mutually agreed upon scattering of trees and the like, arrange six piles of battlefield debris. Each pile should be about 3" x 3" and can be made up of broken equipment, damaged war machines and bodies. Set up the piles at least 3" from each other and 6" from the southern edge.

OBJECTIVES

The Survivors are trying to make it off the northern table edge and back to friendly lines. If more models make it off the northern edge than are eaten, the Survivors may claim victory.

The Ghouls are trying to eat the Survivors. If more models are eaten by the Ghouls than escape off the northern edge, the Undead may claim victory.

The scenario continues until the last Survivor escapes or is pulled down and eaten.

DEPLOYMENT

The Survivors must set up within 6" of the southern table edge and NOT within 3" of each other.

The Ghouls that are visible at the beginning of the game start in a single pack. Randomly determine which pile of battlefield debris they start on by numbering the piles 1-6 and rolling a D6.

WHO GOES FIRST?

Survivors get first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Injured - The Survivors are injured, worn out and cannot March or Run. They may still muster the energy to Charge!

Lonely - Ghouls are craven creatures and will feel safer in large numbers. The Ghouls will attempt to "Pack Up" and remain within 2" of at least one other Ghoul whenever possible. If at the start of its turn, a Ghoul is more than 2" away from any other Ghoul, it must spend its movement phase moving towards one.

Cowards - The Ghouls are cowardly! They always want to charge a Survivor, but must first test to see if they can muster the courage. Announce the charge, measure to see

if a Ghoul is within range, and then roll a D6. If the number of Ghouls within the pack (that is, within 2" of each other) is equal to or greater than the die roll they will attack the Survivors. If the Ghouls number less than the die roll, then the Ghouls tentatively move half the distance towards the foe, watching for a weakness!

Rout Tests - Neither side will take Rout Tests or Psychology Tests. The Survivors realize it's get away from the battlefield or be pulled down and eaten by the growing swarms, and the Ghouls may be cowards, but they won't leave the feast!

OPTION - SINGLE/MULTI PLAYER GAMES

This particular scenario can be played with or without an opponent. A second player can control the Ghouls but just as easily, the Ghouls can be moved randomly using a scatter die. If the Ghouls have a choice of where to move or who to attack, use a D6 to determine randomly where they go. You could even try a third player that starts on the opposite side and is attempting to flee off the southern edge.

USING ALTERNATE FORCES

Ghouls work brilliantly as the battlefield scavengers - that is precisely the way these carrion-eaters work! If you don't have any Ghouls you might want to switch them with other models from your collection. Certainly Minotaurs, Trolls or Giant Spiders could wander out of the woods or Chaos Wastes attracted by the sounds of battle and the circling of carrion birds! Remember, the bigger the Scavengers the less of them there should be!

PART OF A LARGER BATTLE

To fit this scenario into a larger battle try having the outcome affecting the points used in the next game.

If the Scavengers win they may take a free unit of the Scavenger creatures (up to 100 points) in their next battle.

If the Survivors win they may add a unit of Core troops to their battle force for free (up to 100 points).

battlefield debris

survivors deployment
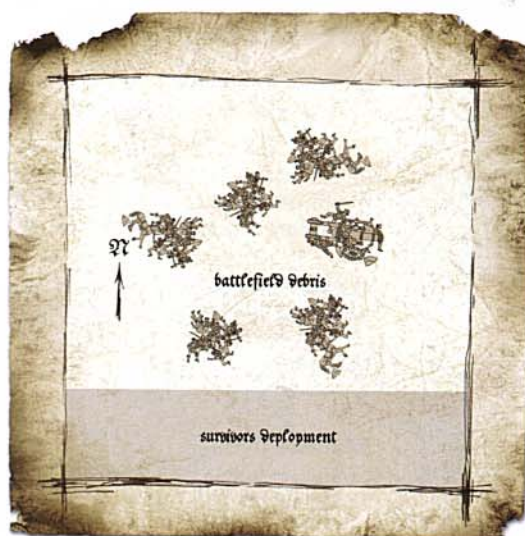
Jurgen winced in pain as he removed his steel helmet. The cool evening air felt refreshing, and Jurgen ran his fingers through his matted hair. Sweat and dried blood aside, the head wound felt ominously large and as he probed, the throbbing pain intensified. Turning the helmet over in his hands, Jurgen looked for the dent that he knew he would find. He was not disappointed – thank Sigmar for his steel helm, or else the giant cleaver that the greenskin had swung would have split his head in two! Still, thought Jurgen as he struggled to stand up, had the blow struck home it might not throb so much.

Standing on wobbly legs and peering through the growing dusk, Jurgen scanned the battlefield for other survivors. The last rays of the sun were disappearing behind the hills and already the edges of the nearby forest were totally enveloped in darkness. What little he could pick out in the growing gloom was a grim sight. The dead lay strewn in piles or singly, with broken shields and splintered spears scattered everywhere. His fellow soldiers, the cursed Orcs, horses, boars – all quiet and still. After the din of battle and the screams of the dying the quiet was disconcerting. The only sound to keep Jurgen company was the ringing in his ears, and the evening croaks of the ravens. Curse those scavengers, fattening themselves on the bodies of his comrades!

There was nothing else for it but to make it back to camp. Any survivors would congregate there. As he hobbled through the carnage using the broken haft of his halberd as support, Jurgen thought the greenskins suffered the worst of it. Any fresh troops were probably off pursuing the enemy. The ground was churned up in divots and clumps of mud, great patches of ground were blackened with drying blood. It was no easy task to navigate – even with two good legs and head that didn't throb!

Occasionally it seemed as if dark shapes slunk and disappeared behind the strewn bodies and wreckage, but as he closed there was nothing alive. It must be some trick, Jurgen had often heard of soldiers seeing visions after a good blow to the head. Somewhere behind, a wolf howled mournfully. More damned scavengers! Where were the clean-up crews? Where were survivors looking for fallen friends?

Jurgen neared the heart of the battlefield. Great calamity had happened here, and the dead were piled high. A grinding and snapping sound behind one of the piles caused Jurgen to pause. What he had at first mistaken in the dark for a few soldiers bent over helping their comrades, was something else altogether. His stomach sank, every hair on his body bristled, and he involuntarily took two steps backwards in terror of what he saw. In shock and horror Jurgen let go of the broken halberd shaft and it made an ominous thump as it hit the ground. The crouching figures looked up from their feasting. There were more of them in the shadows than Jurgen had at first realized. Their gleaming eyes narrowed . . .

CREATING CASUALTY PILES STEP-BY-STEP

1) Cut shapes out of masonite and then bevel the edges.

2) Cut out similar shapes using polystyrene insulation foam (found at most do-it-yourself stores) and attach it by using white glue.

3) Cover the shape with white glue and begin attaching your converted miniatures.

4) Be sure to paint the undercoat directly onto the Casualty Pile rather than using an aerosol primer or it will melt the polystyrene.
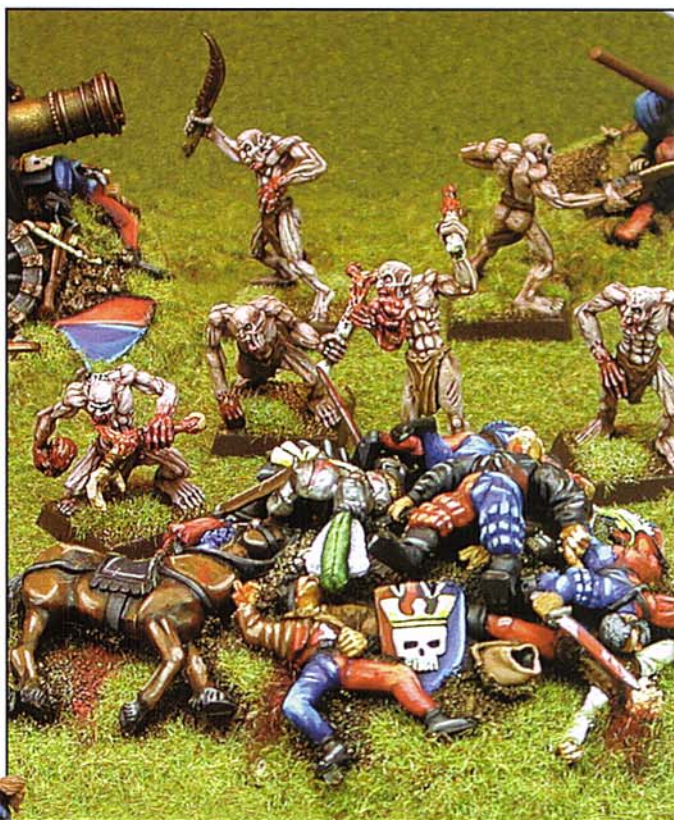
Ghouls descend on the unfortunate casualities of war.

5) Base paint, highlight and shade the models as normal. Flock the base using sand and static grass.

BRIDGING THE GAP

Spring rains and the melting of mountain snows have caused the river to rise. Your army has been dispersed to make it easier to cross the river before regrouping to attack. The river is lightly defended at the crossings. Can you make it across in time for the big battle without losing too many of your troops?

MODELS NEEDED:

Attacking Forces:
- 200 points of infantry (no flyers)
- 1 Hero may be selected
- 1 Champion may be selected

Defending Forces:
- Up to 150 points of War Machines (upgrades may be taken) Any points not used for War Machines may be halved and used for troops.
- Up to 50 points worth of troops
- Up to one Champion is allowed

BATTLEFIELD

Using a space of about 36" x 30", arrange a river across the width of the space. In the center of the river is a ford about 6" wide. On the northern table edge, there are four evenly spaced forests. On the southern table edge, there are two hills. See the map at lower right for details.

OBJECTIVES

The side with the most victory points at the end of the game wins.

The Attackers are trying to get across the table. They may do this by risking the dangerous ford or by building crude wooden bridges or a combination of both. They gain the victory points cost of each model which makes it off the southern edge.

The Defenders are trying to prevent the Attackers from crossing the river. They get 10 points for surviving each turn as they delay the Attackers. These points continue to stack up as long as there is a surviving Defender on the table.

The game ends when all of the Attackers have left the board, or the last Defender is slain.

DEPLOYMENT

The Attackers start on the northern table edge.

The Defenders start anywhere on the southern side of the river. No troops may be set up within 12" of the river.

WHO GOES FIRST?

The Attackers get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Crossing the Ford - Half move going across the river and for every model crossing at the ford roll a D6. On a roll of a 4+, the model has successfully negotiated the ford. On a roll of 1-3, the model has slipped and fallen and is either drowned or washed far downstream and is considered lost for this game.

Making Bridges - To cross the river the Attacker can choose to make some hastily improvised bridges. These basically involve hacking down a tree to bridge the river or to hack down many trees and lash them together with vines. Whichever type of bridge is selected, one model must be in base-to-base with a wooded area, and any other models grouped together helping must be within 1" of each other. This represents all the hacking, hauling and lashing!

A model may move up to half its normal move rate and still help make bridges (no marching or charging). Log bridges are completed in the last phase (after Close Combat). For example, on Turn One the Attacker moves a model next to the woods to begin. After the Close Combat phase a die is put next to the models making the bridge to denote Turn One. Simply move it to the number two next turn (if they are not disturbed by missile fire or counter attacks). Once a bridge is under construction none of the workers may move and still count as labor for that turn.

Single Log Bridge - Takes 1 model three turns. Helper models reduce the number of turns by 1 (although it always takes at least one turn). For example, three models together may make a single log bridge in one turn.

Multi-Log Bridges - Takes one model six turns. Helper models reduce the number of turns by 1 (although it always takes at least one turn). So four models working together may make a multi-log bridge in three turns. Note: the turn you start working on the bridge counts, so six models (none moving over their base movement rate) that start making a multi-log bridge in Turn One will finish the construction at the end of the first turn!

Carrying Bridges - If you think trees aren't heavy, we dare you to go carry a mid-sized one right now! The rules for lugging these logs are as follows:

Single Log - Requires a minimum of two models to carry. While carrying the log, the models move at half rate. Models carrying the log gain 1" of movement for every helper beyond the minimum, up to the maximum march rate of the slowest model.

Multi-Log Bridges - Requires a minimum of four models to carry. While carrying the log, the models move at half rate. Models carrying the log gain 1" of movement for every two helpers beyond the minimum (a single extra helper just won't help enough), up to the maximum march rate of the slowest model.

NOTE: When carrying a bridge, a monstrous creature (Minotaur, Troll, Ogre, etc.) counts as two models.

Throwing the Bridge Across the Gap - This expends no extra movement but the player must roll a D6 once the models carrying a bridge has reached the river's edge. On a roll of 2-6 the player may place the log across both banks and move models across. On a roll of 1, however, the bridge is heaved awkwardly and smashes end-first into the opposite bank of the river. The result is that it may not be crossed, having been reduced to splinters or even worse - sitting entirely on the wrong side!
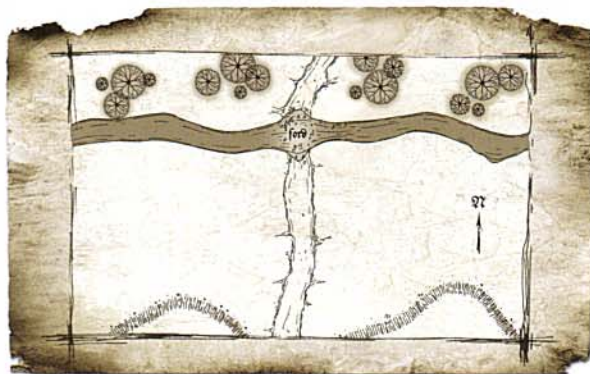
Crossing Bridges - Once the gap has been successfully bridged, any remaining movement may be spent crossing the bridge. While Multi-Log Bridges are no challenge to cross, the Single Log variety is a bit more difficult to traverse. Each model that moves onto, all the way across or completes movement off of a Single Log bridge must roll a die. On a roll of one, the model has lost its footing and fallen to the water below and is lost for the game.

Monstrous creatures, cavalry, or anything with a base larger than 25mm square may only cross using a Multi-Log Bridge.

USING ALTERNATE FORCES

While this scenario is acceptable for any Warhammer army, here are some great match-ups:

- Beastmen attempting to invade further into the island home of the High Elves.

- A small incursion of Chaos Warriors and Marauders heading southwards to pillage the Empire!

- Dwarfs defending their territory against encroaching Undead hordes of a nearby Vampire Count.

Special note on war machines: Some armies are not regularly allowed war machines in their army lists. For this scenario any army NOT regularly allowed devices of mass destruction may either choose a single catapult (100 pts),

or up two bolt throwers (75 pts each). Full rules for these war machines can be found in the Warhammer Rulebook on pages 120-125. Each machine is crewed by three regularly equipped troops of that particular army (for example, Skeletons for Undead, Glade Guard for Wood Elves, etc.).

PART OF A LARGER BATTLE

The nature of this scenario fits perfectly into a larger campaign. Either slipping across a river to launch lightning raids or to start a full-scale invasion. Here are some ways the skirmish can affect a larger battle:

- If the Defenders win by less than 30 points, the only result is that in the larger battle the Attackers must set up first and go second. If the Defenders win by more than 30 points the same applies, but also every unit in the Attackers army must roll. On a 1 or 2, the Attacker cannot turn up on the battlefield until Turn Two.

- If the Attackers win by less than 30 points, the only result is that in the larger battle the Defender must set up first and the Attackers get the first turn. If the Attackers win by more than 30 points the same applies, but also the Attackers may choose two units that may be brought into the battle on Turn Two on either flank, or on Turn Four in the rear of the Defender. It is the Attacker's option!

BUILDING LOG BRIDGES

▶ The easiest way to give your bridges the look and feel of real wood is to use real wood! Whittle the ends of each stick using small cuts to keep it in scale. Keep in mind the size of the axes that would be used on the trees these bridges are made of.

◀ Use some thin wire to bind the sticks together. Wrap the wire around each stick as well as around the complete bundle for stability. When you've finished, tuck in the end and apply a drop of super glue to secure the whole thing in place.

▶ Once assembled, undercoat the completed bridge with Citadel Colour Black Primer spray, then drybrush the wood with progressively lighter coats of Bestial Brown mixed with Bleached Bone. Then pick out the wire with Bleached Bone to make it look like rope. Voila! You've got a bridge!

Chaos Beastmen haul their roughly crafted bridges to the banks, ready to storm across the river and wreak havoc!

CUT THE BRIDGES!

Rivers form natural boundaries between states and nations. They are the first line of defense against an opposing army. In this scenario the invaders must capture the bridges intact to allow for quick passage of their oncoming army. If the Defenders can destroy their own bridge, it will allow valuable time to organize defenses while the invaders are forced to search for another way across.

MODELS NEEDED:

Defending Forces:
- 100 Points including up to 1 Champion
- No Heroes
- No War Machines

Attacking Forces:
- 200 Points including up to 1 Champion and/or Hero
- No more than 20 points of Magic Items

BATTLEFIELD

Use a special table about 36" long and 30" wide. Arrange a river across the board as shown on the map with the bridge set in the center of the river. The bridge should be wide enough for three 20mm x 20mm based models to stand side by side. Also create a small fordable area in the river 12" either east or west of the bridge - this is the only other area that can be crossed. Additional trees, walls and hedges are scattered about the table, but none within 12" of the southern bank of the river.

OBJECTIVES

Attackers - The main objective is to stop the Defenders from destroying the bridge! Failing that, the Attackers can still cause disruption by crossing the ford in strength.

The Attackers win a major victory if they end the game with the bridge intact and more models on the northern bank than the Defenders. A minor victory is won if the bridge is destroyed but the Attackers still end the game with more models on the northern bank than the Defenders.

Defenders - The Attackers must be denied passage to the northern side of the river. Destroying the bridge is most essential, but keeping the enemy from crossing the ford will also buy your defenses more time.

The Defenders win a major victory if they end the game with the bridge destroyed and no Attackers on the northern bank. A minor victory is declared if the Attackers rout but the bridge is still intact.

The game lasts until either the Attackers rout, or all the Defenders are slain. At any time (especially important as part of a campaign) a player can voluntarily end the game by announcing a retreat.

DEPLOYMENT

The Attackers start on the southern table edge.

The Defenders start on the northern table edge.

WHO GOES FIRST?

The Attackers always get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Stalwart Defender - The Defenders will guard the bridge with their lives and are immune to any Rout Tests.

Destroying the Bridge - The bridge has a sturdily built wooden frame and won't be easy to destroy. Models are allowed to attack the bridge in hand-to-hand combat so long as their bases are touching the bridge and but the models themselves are still on the riverbank (who would chop a bridge they were still standing on?). Hits are automatic and players simply need to roll to wound. The bridge has a Toughness of 5 with 4 Wounds. The bridge is immune to critical hits and a maximum of three models may attack the bridge at a time. Note: the bridge may only be attacked by a combatant not already engaged with a foe.

Dangerous Ford - Although small, the stream is swollen and dangerous even at the ford. Any model attempting to cross at the ford must make a die roll. On a roll of one or two, the model has lost its footing and is swept away by the strong current (taking no further part in this battle).
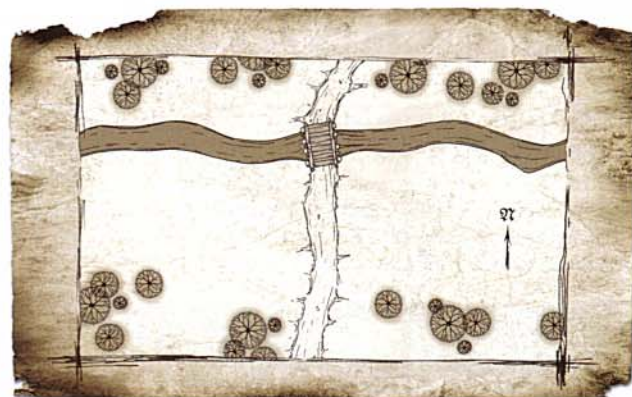
USING ALTERNATE FORCES

Cut the Bridges is a classic wargame scenario and can be played in any combination with any variety of armies. For instance, imagine:

- An Empire Militia attempts to slow the progress of the Orc Waaaagh!.
- A Bretonnian Peasant force holds up the invading Vampire Count and his shambling followers.
- A Dwarf Ranger party harasses the scouting force of a large Chaos Army.

PART OF A LARGER BATTLE

This is an easy scenario to fit into a larger campaign or series of Skirmish battles.

Defender Victory - The Defenders have slowed the enemy army. In the follow-up Warhammer battle the Attackers must set up first, and go second. As part of a continued campaign or series of games try the Bridging the Gap scenario next to get across the river.

Attacker Victory - The Attackers have come upon the army unaware. The Defenders must set up for the battle first, but the Attackers get the first move. As part of a continued campaign or series of Skirmish games try playing some games to represent what the Attacking army would do after finding easy passage across the river. Try the Town Raid or Silence the Watch Tower (found in White Dwarf #269) scenario next.

WARHAMMER SKIRMISH

CIVIL WAR

Treachery and betrayal are all too common in the Old World. The way to advancement can be as subtle as a poisoned drink or as brutal as a beheading. A wise leader is always watchful over his subordinates when times are good or when the fortunes of war turn against him. Today, a Rebel leader has decided to gather his forces against the Loyalists while they are gone. When the Loyalists return to the camp, the Rebels will attack and try to take control. However, the Rebels must hurry before any other troops nearby overhear the commotion and come to the Loyalist's rescue!
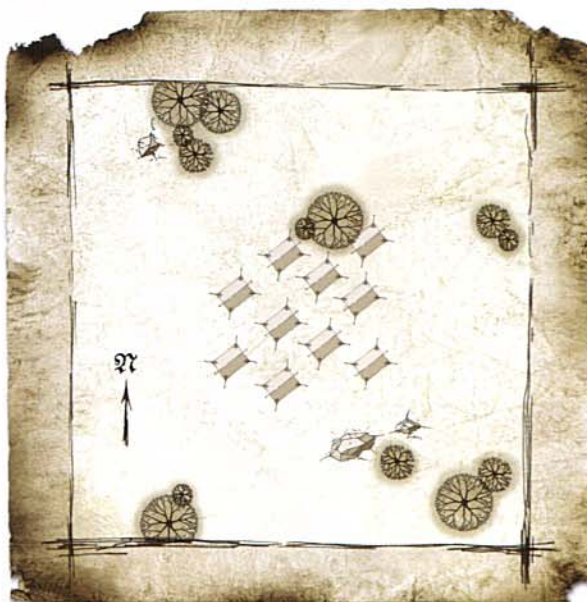
MODELS NEEDED:

Loyalist:
- 200 points total
- 1 Hero (no Wizards) with up to 25 points in Magic Items
- Special and Core troops

Rebels:
- 200 points total
- 1 Hero (no Wizards) with up to 25 points in Magic Items
- Core troops Only

BATTLEFIELD

Use a special table of 24" x 24" or mark off a similar space on a larger surface. Set up a cluster of tents and/or huts in the center of the board to represent the Loyalist encampment. For scenic and tactical effect, additional trees or hedges should be scattered about the table.

OBJECTIVES

The objective is to kill the opposing leader while protecting your own leader. Once an army has successfully slain the opposing army's leader, the opposing troops are assumed to either surrender or retreat and the game is over.

DEPLOYMENT

The Loyalist Leader is returning from a scouting mission with some of his best troops. He starts at the southern end of the table with his troops within 12" of him.

The Rebel Leader has planned an ambush at the encampment. The Rebel forces are scattered on the outskirts of the camp, placed anywhere within 6" of it.

WHO GOES FIRST?

The Loyalist Leader gets the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

No Routing - Neither side is subject to routing. As long as the leader is still alive, the troops will stay and fight until the bitter end.

He's In Trouble - There are even more Loyalist troops near the encampment. Starting on turn 4, roll a D6 at the start of each Loyalist turn. On a 4+, D3 of any core troops come on the northern board edge to help their leader. These models are additional to the starting forces.

USING ALTERNATE FORCES

Strife and unrest are all too rampant in the Warhammer world and this scenario can fit any army. Just imagine:
- Two rival Orc wanna-be Warlords striving for brutal supremacy over the growing horde!
- The fragile politics of competing Empire Elector Counts boil over, and different factions vie for power.
- Different Skaven Clans backstab and usurp their way to the top!

PART OF A LARGER BATTLE

This scenario is a GREAT way to introduce someone into the Warhammer world of tabletop miniature gaming! The set up is fast, the rules are minimal, and the action gets everyone infused with the joy of tabletop wargaming! This scenario is set up so that it can be played if you have only one army and wish to divide it between two players.

It can also be used as a part of a larger battle. A new leader emerges from the losing side and returns with another army to avenge his defeat! The losing sides leader now has hatred towards his opponents!

The victor will attract more troops who naturally flock to the winning side! In the next game the winner may add an additional 10% or 100 points - whichever is larger!

SCALE THE WALLS

Cunning Warlords know that the best way to defend valuable land is to build a mighty fortress and garrison it with sturdy warriors. Invading generals know better than to leave a fully manned castle behind as they ravage the countryside. Siege warfare is generally the only option open to invading armies, and this scenario is a great lead in to a larger Warhammer Siege battle.

MODELS NEEDED:

Defending Forces:
- Up to 100 points of Core troops, including up to one Champion
- The Defenders may either have a cauldron of boiling oil, or all be equipped with rocks

Attacking Forces:
- 200 points of Core troops, including up to one Champion or Hero
- The Attackers are equipped with a log ram and four ladders

BATTLEFIELD

This scenario requires a space of about 24" x 24". The main feature for this battlefield is either a gatehouse or a section of fortress wall. This is placed across the northern edge of the table as shown in the map. As almost all castles have a cleared area around the walls (known as a killing ground) we recommend that you don't use any other terrain.

OBJECTIVES

The Attacker's objective is to conquer the fortress and slay all the Defenders.

The Defender's objective is to hold the fortress and repel the assault. They must survive long enough to receive reinforcements or drive the Attackers away.

The game is won if one side completely destroys or routs the other side, but if this does not happen the Defender will win if they have more models on the walls at the end of the game than the Attacker.

This scenario will last seven turns, after which it is assumed that reinforcements arrive to help the Defenders.

Bloodgore looked out over the wasteland that stood before the gates of his Lord's castle. Joy filled his heart as the beastmen of some rival warband approached, the wind carrying their foul cries to the defenders.

Since joining Lord Galthamor's horde Bloodgore and his kin had known nothing but bad luck. Several days before Galthamor had assigned the duty of defending his fortress to the tribe of Marauders, thus robbing them of a chance of glory in the Blood God's name. But now it looked like their luck had changed...

"Man the walls you lazy scum!" he cried. "Bloodshed and skulls await!"

The hardy northmen scrambled to their feet, grabbing vicious flails and razor-keen blades, and raced to obey their chief. Bloody cauldrons were hauled to the battlements, their steaming contents ready to be dumped on the heads of the advancing warband.

I hope that Galthamor doesn't return too soon and steal all the glory, thought Bloodgore. This Beastmen blood is ours to give to Khorne.

DEPLOYMENT

The Attackers deploy first anywhere along the southern edge of the table, at least 16" from the wall or gatehouse. Once the Attackers are deployed the Defender sets up their models on the wall, ready to repel the attack.

WHO GOES FIRST?

The Defenders go first.

SPECIAL RULES

This scenario uses the Siege rules detailed in the Warhammer Rulebook on pages 247-260. There you will find rules for carrying and using all siege equipment.
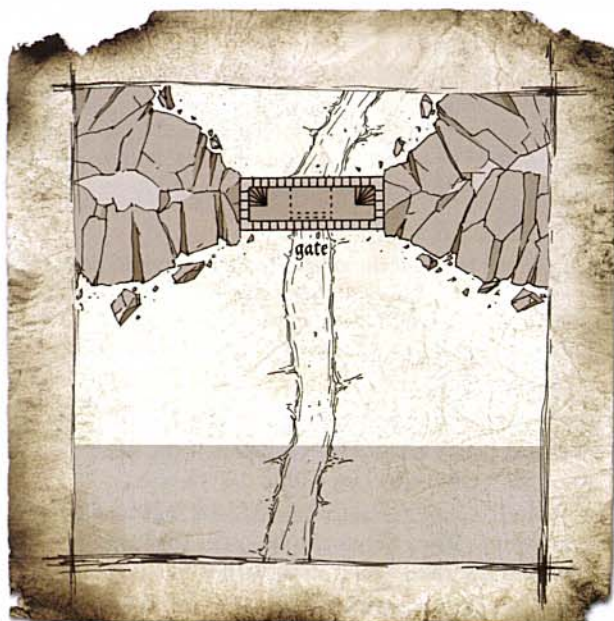
USING ALTERNATE FORCES

There are a wealth of ideas for this scenario as most races build fortresses and strongholds of some sort or other. Any army would be applicable, imagine a Slanneshi Chaos army assaulting the gates of a Khornate Chaos Champion, Dwarfs defending a mountain pass against an Orc horde, or a border dispute between the Empire and Bretonnia.

Alternating ways of playing could include increasing the points value of the game or including Special or Rare choices. Remember, keeping the Attackers points twice the value of the Defenders is usually a good idea.

PART OF A LARGER BATTLE

We recommend you try this smaller version of a Siege game before you launch into a full-scale action! This is a great way to get familiar with Siege rules and equipment. Perhaps this could be an army breaking through the outer ring of a town's defenses, with a larger and more elaborate siege to follow. Attackers will want to get through as quickly as possible, and Defenders will want to inflict as many casualties as they can!

FORTRESS WALLS OF THE OLD WORLD

◀ *Savage Beastmen of Slaanesh prepare to besiege a Khornate outpost deep in the Chaos Wastes. These fanatical warriors of the Blood God have chosen to deter their attackers by showering them in a torrential downpour of boiling blood!*

▼ *Rock droppers are a more conventional way to thwart attackers from the ramparts.*

◀ *The defenders of a ruined Lizardmen temple-city hold out against High Elf attackers.*
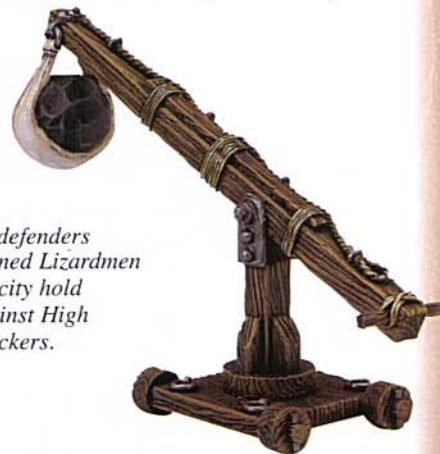
▼ *Orc Boarboyz surge forth in an attempt to slow the overwhelming numbers of a Lizardmen assault.*

▼ *The wall sections of the Orc fortress have been constructed from balsa wood and adorned with an assortment of plastic bits.*

STORM THE BARRICADES

This scenario represents what takes place between two armies the eve before a major battle. As the sun sets, camp fires spring up and the armies dig in for the night, posting sentries to ward against any treachery or night forays. But a quick report by the scouts reveals that enemy troops were setting spikes, stake emplacements and earthworks to delay and funnel troops into a killing ground. The battle would not begin at dawn, but by the light of the stars.

MODELS NEEDED:

Attacking Forces:
• 125 points of calvary may be chosen. Alternatively, you can choose models with the Scout or Skirmish ability.
• Up to one Hero or one Champion may be chosen.

Defending Forces:
• 150 points of Core infantry may be chosen.
• No Heroes but one Champion may be chosen.

BATTLEFIELD

Using a space of about 36" x 36", scatter trees and low hills about the table as shown on the map to the bottom right. The Defenders can place up to two finished 6" sections of earthworks (representing sharpened stakes, barricades and even pit traps). The Defenders will set up the earthworks during deployment.

OBJECTIVES

The Attackers need to stop the building of the earthworks by driving off or slaying the workers. The Attackers can claim victory only if all the opposition are slain or are driven off by routing before the 8th turn.

The Defenders have a two-fold Objective. First they need to complete at least 10" of defensive barricades, and secondly they need to hold off the Attackers for 8 turns. Defenders claim victory if they still have models on the table at the end of the game, and there are at least 10" of new barricades (don't count the starting barricades). The game will end in a draw if the Defender survives but could not complete the full 10" of new obstacles.

The game lasts 8 full turns.

DEPLOYMENT

The Attackers enter the board on the southern table edge.

Before placing troops the Defender places their two 6" sections of earthworks. Half of the Defenders may start anywhere on the northern table half, while the rest must enter from the northern board edge.

WHO GOES FIRST?

The Attackers get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

<u>Night Attack</u> – Shooting range is down to half distance.

<u>Barricades</u> – The hastily constructed stakes, walls and over-turned carts will count as a Defended Obstacle for any troops that take up position behind them. In addition, any calvary attempting to attack across the barricades must take one test to avoid being impaled on the stakes. On a 4+ the model will take a Strength 4 hit (but don't count Criticals). This happens before combat can take place and will happen when the cavalry charges a model behind a Defended Obstacle or even when a cavalry model attempts to cross the barricades. A cavalry model who survives the test, and the following round of combat does NOT have to take another test unless they later try to cross the obstacle or win the combat and charge another defended model.

<u>Building Barricades</u> – It takes teams of three one turn to make a 2" line of effective barricade. The teams must be in base-to-base contact. Teams of two may just about cope - but will only complete 1" a turn. Troops building barricades may not move more than 2" or shoot while constructing. No construction can take place if any of the builders are in hand-to-hand.

The new barricades must be built at least 6" away from the northern table edge.

USING ALTERNATE FORCES

This scenario can be played with a large variety of armies:
• Bretonnian Mounted Squires attempting to clear the field against a strong patrol of Dwarf Rangers.
• Empire Pistoliers attempting to drive off Goblin work crews.
• Ellyrian Reavers trying a night raid against Lizardmen.

PART OF A LARGER BATTLE

Here is how this game can affect a much larger battle.

Defenders Victory – The Defenders have managed to complete their earthworks. The Defenders may place up to four 6" sections of earthworks prior to the battle.

Attackers Victory – The Attackers have managed to sweep away the earthworks. The Attacker automatically wins table side, and may set up second and go first.
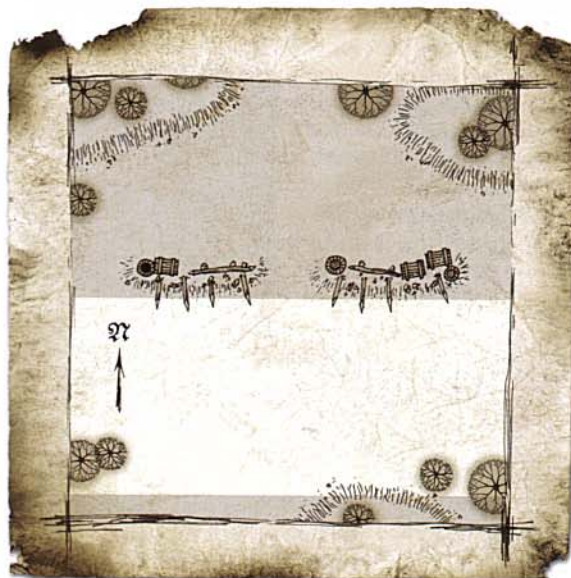
BUILDING BARRICADES STEP-BY-STEP

▼ Making a line of barricades from scratch to defend the borders of your city, encampment, village or what have you is easier than you might think. It's so easy in fact, that we've broken it down to three general steps: assembly, painting preparation, and painting. Take a look and then have a go at it yourself. In no time you'll be repelling invaders with ease!

STEP 1

STEP 2

STEP 3
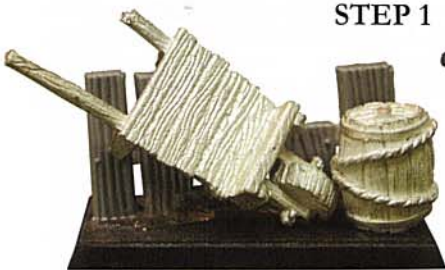
STEP 1 - A couple of pieces of siege defense equipment (many bitz are available in the special Skirmish blisters) along with a bit from the Warhammer Siege Tower were hacked up and glued in a sturdy-looking manner on a cavalry slottabase. Tape was placed over the slots of the base to make it easier to glue the bits.
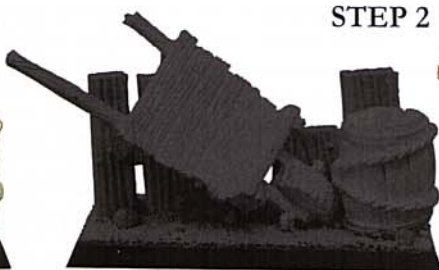
STEP 2 - Once all of the glue was dry, an even coat of white glue was applied to the entire base and the base was dipped in sand. After that was dry, the model was undercoated with Citadel Colour Black Primer spray. That was allowed to dry and it was time to paint!

STEP 3 - The wood bits were basecoated Bestial Brown drybrushed with a mix of Bestial and Bleached Bone. The ropes around the barrel were painted Bleached Bone, the fence was basecoated Codex Grey and all were highlighted with a drybrush of Skull White. The sand was drybrushed Scorched Brown and highlighted with Bleached Bone. The edges were painted Bestial Brown and static grass was glued in patches to complete the base.

A few of the pieces above, and you've got a formidable line of defense ready to repel attackers!

Dark Slate

Fired Brick

Sandstone

◀▲ Now, if you don't have the gumption to create your own barricades from scratch (c'mon, give it a try!), you can always grab the Citadel Scenery ready-made versions (shown above) at the same location you buy other Games Workshop products. Of the walls shown above, the one shown at actual size is an example of the wall right out of the package, while the other three have been re-painted to give them a more realistic look and fit in with different terrain.

A makeshift barricade helps to defend an Empire village against Savage Orc Boarboyz.

TOWN RAID

The Old World is a dangerous place, and even in the highly civilized Empire there is still more wild country than cultivated. It is in these lands where brave frontiersmen must struggle daily to make a living. Ever searching out fertile land for crops and grazing, settlers have followed a small river out of the dark forest to the richer plains beyond. Mountains and dark woods lie near - and who knows what dwells out there? Can the small garrison of border guards and the local militia protect the citizens?
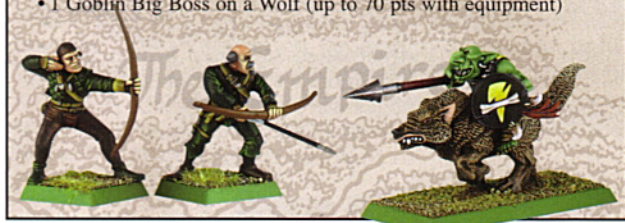
MODELS NEEDED:

Empire Forces (Defender):
- 100 points of Core troops
- May include up to one Champion
- 10 Livestock critters (models or tokens)

Goblin Forces (Attacker):
- 18 Goblin Wolf Riders (up to 200 pts, but only half may have bows)
- 1 Wolf Rider Boss (up to 25 pts)
- 1 Goblin Big Boss on a Wolf (up to 70 pts with equipment)

BATTLEFIELD

Using a space of about 36" x 36" lay out a small cluster of buildings, fences and debris as per the map at the bottom right. The buildings were not built with defense in mind, rather they are the simple dwellings of farmers. There should be, however, plenty of walls, fences, hedges and hastily thrown up barricades that can be used by the militia as defended obstacles.

OBJECTIVES

The Attackers want to destroy the Defenders, disrupt their village and grab any foodstuffs (livestock or perhaps even the Defenders, depending on who is doing the Attacking!). The game ends after 6 turns, and points are awarded as follows:

Each soldier killed - 1 point

Each livestock animal killed - 1 point

Each building totally destroyed - 5 points

Each building partially damaged at the end of the game - 1 point

All the special rules for livestock and burning can be found on the next page!

Simply put, the Defenders want to protect their village and its people. Points are awarded after 6 turns as follows:

Each enemy model destroyed - 1 point

Each building still standing - 5 points

Each livestock model or token that lives or escaped - 1 point

DEPLOYMENT

All Defender soldiers/militia must start on the northern half of the gaming area and at least 6" apart from each other. Livestock are placed alternatively (Defender first) anywhere on the board at least 6" from the table edge and not within 6" of another livestock model.

The Wolf Riders must come on board from the southern table edge.

WHO GOES FIRST?

The Attacker always gets the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

<u>Livestock</u> - What good is a raid if you can't do a little burning and pillaging? After all, what do you think sustains Evil creatures on those long marches? For our games we used some models from various historical gaming and even some plastic models from closely scaled railroad sets. But there is no reason you could not use differently marked tokens (coins, colored paper scraps, etc.) so long as both players can agree. The animals have the following statistics.

	M	WS	BS	S	T	W	I	A	Ld
Livestock	*	1	0	2	3	1	2	0	0

The movement of livestock is handled differently to reflect the sheer terror that a sudden wolf raid can inspire. At the start of each Defender turn, each livestock animal must move. If there is an enemy within 6" then the livestock must roll 2D6 and move that many inches away from the nearest enemy model in sight in a controlled panic. If there are no enemy models within 6", then the livestock simply rolls the scatter die and moves 2D6" in a random direction. Note, this blind animal panic can move the livestock into more trouble than they were originally - this is just a panic move.

Livestock that run off the table in any direction but south are considered saved for the Defender. Those that run off the southern edge are counted as slain and victory points for the Attackers.

Note: Livestock have no attacks. Leadership and Ballistic Skill are not applicable and so are not given! If an animal scatters into or through a foe, stop their movement 1" before they touch an enemy.
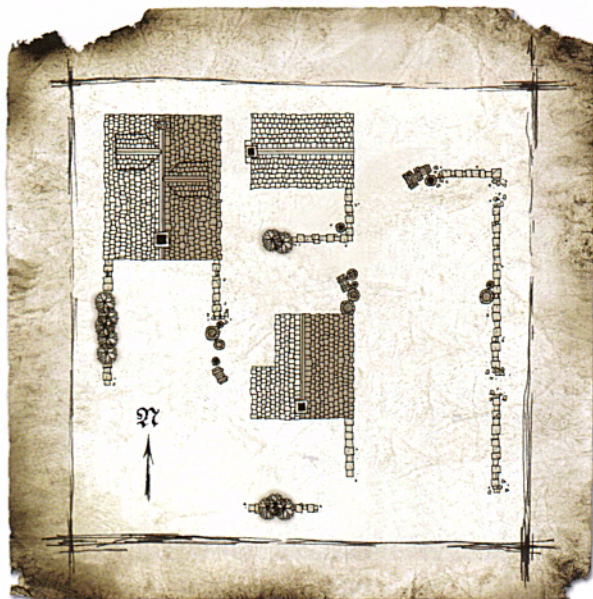
Buildings and setting them on fire - The Goblins are assumed to have torches to light the Defender's buildings on fire. Any enemy model that is touching a building and NOT already in combat may try to set it on fire (on a roll of 4+). Each turn a building is on fire (and for each separate flame) the building will lose a structure point. Each building has 5 structure points. A friendly model NOT in combat may attempt to put out a single fire (on a roll of 4+) - this will stop the building from burning, but it will not add structure points back (those are lost for the game).

Rout Tests - There are some special rules in this scenario.

Attacker - Because of their speed and dispersement, the Goblin Wolf Riders will not have to make any Rout Tests until they have lost 50% of their number.

Defender - The Soldiers and Militia know their peril, as they are so far out in the wilderness that running is certain death. They will fight to the last and do not suffer from *All Alone* or Rout Tests.

USING ALTERNATE FORCES

Even with our current example of Orcs and Empire there are a myriad of combinations, from Boar versus Handgunners to reversing the Attacking roles to Empire Knights setting upon an Orc Village protected by a few Orc Boyz and Arrer Boyz! Use Squigs and Snotlings in the role of livestock!

Other armies that can fit into the Attackers' role could be: Dark Elves, Skaven, Bretonnians, Chaos and more . . .

For Defenders you could try Bretonnians, Dwarfs, High Elves and more. The Town Raid Scenario was intended to be fought by small numbers of infantry against a much faster attacking cavalry force.

PART OF A LARGER BATTLE

This particular Skirmish Scenario fits perfectly into a larger campaign. Here are some ways you can continue this small game and have it affect a much larger battle!

The Attackers: To sustain an army on the march into enemy territory is quite a challenge! It takes fast raids to disrupt the foe as well as collect food and prisoners (which are the same to Goblins). The success of the mission (by the number of victory points scored) will help determine what happens to the bulk of the army.

0-10 points - not enough! Further parties are sent out (or eaten in the case of Goblins) and the Attacker player must lose 1D6 x 100 points of troops for the upcoming battle.

11-20 points - the army is sustained and neither gains nor loses any of its troops for the battle.

21-30+ - news of the successful raids into enemy territory are spread far and wide. 1D6 x 100 points of additional troops rally to the Attackers banner for the next battle!

The Defenders: Extra supplies or manpower that are saved on the frontier can remain a thorn in the Attackers' side! Use the same victory point chart as above for the Defenders! Survivors may either trickle in to help the larger battle, or bad news causes more to desert from the borders!

◀ *Members of the Empire Militia rush to man the barricades in an attempt to slow the terrible pace of the Wolf Rider's assault.*

Little pieces of detail like these really help to make your town seem like it's truly inhabited.

▲ *A bell tower is a fitting piece of scenery for this scenario and will really help to add character to your village.*

BAGGAGE TRAIN

If the age-old saying that an army marches on its stomach bears any truth then hitting the enemy in his supply train is a particularly cunning thing to do! This scenario represents an Attacking Force waylaying a Baggage Train - either to loot its contents for riches, or perhaps to deny its delivery getting into enemy hands!

MODELS NEEDED:

Defenders Forces:
- 3 Large Carts or other scratch built wagons, plus up to 125 points of caravan guards (no War Machines, Heroes or Champions). Only half of the force's total number of models may be mounted.

Attackers Forces:
- Up to 150 points of models, including up to one War Machine or Hero (with equipment or Magic Items totaling up to 25 points).

BATTLEFIELD

The playing area should be about 24" x 36". The road should be about 4" wide and should travel the length of the table. A few tree stands, rocky outcroppings, and hills are scattered about. Some of the hills have rocky/impassable sides that will slow or outright impede movement.

OBJECTIVES

The Defenders, who have the Baggage Train, must deliver it no matter what the cost! They must make it off the far side of the board with as many carts as possible. The Attackers want to stop the Baggage Train.

All carts exit the table:	Defender Solid Victory
Two carts exit the table:	Defender Minor Victory
One cart exits the table:	Attacker Minor Victory
No carts exit the table:	Attacker Solid Victory

The game lasts until one side Routs or the entire Baggage Train makes it off the table.

DEPLOYMENT

The Defenders start on one end of the road. The Baggage train must start on the absolute edge of the road, great all other models must be within 6" of the road.

After the Defenders have set up, it's time to set up the Attackers. The Attackers may set up anywhere on the table, but not within 6" of any Defenders, unless it's behind an impassable obstacle.

WHO GOES FIRST?

The Attackers go first, but they may not charge during the first turn. This represents the hidden Attackers springing out of concealment and ambushing the caravan.

SPECIAL RULES

This scenario uses the special rules detailed below:

Rout Tests - The Defenders are fully aware of the vast importance of their mission. They have resolved themselves to a do-or-die situation. Therefore, they do not suffer from *All Alone*, and will not take a Rout Test until they have sustained 50% casualties. The Attackers will take Rout Tests as normal at 25%.

Moving The Baggage Train - Regardless of the caravan's mode of transport (slaves pulling carts, pony-driven, pushed by Rat Ogres), they will move up to 6" per turn on the road. They cannot run or march. Off-road the caravan moves at half rate (up to 3" per turn).

Shooting at the Baggage Train - Roll to hit, then, for each hit, roll a D6: 1-4 hits the cart, 5-6 hits the beast. Each beast, regardless of what it is, has the following statistics: Weapon

Skill 2, Toughness 3 with 1 Wound and no armor save. Even though this is skirmish, do not use the Injury chart for the beast. It is removed from battle as soon as it's wounded.

Baggage Train in Hand-to-Hand - In combat, treat baggage trains as two separate targets. The cart itself or the beast that pulls it. Any model in contact with both cart and beast may decide which to attack. The carts are automatically hit and have a Toughness 5 with 3 Wounds. The cart has no offensive capabilities and causes NO impact hits.

The Baggage Train is not pinned by hand-to-hand and may move out of combat. This represents the panicking beast surging forward!

Moving the Baggage Train Without Beasts - If the beast is killed, the Defenders may use models on foot to move the cart. At least three models are needed to attain half the normal speed for the models carrying it, with no marching. Two models may lug the cart half speed -1". One model may not move a cart at all. He's just not strong enough.
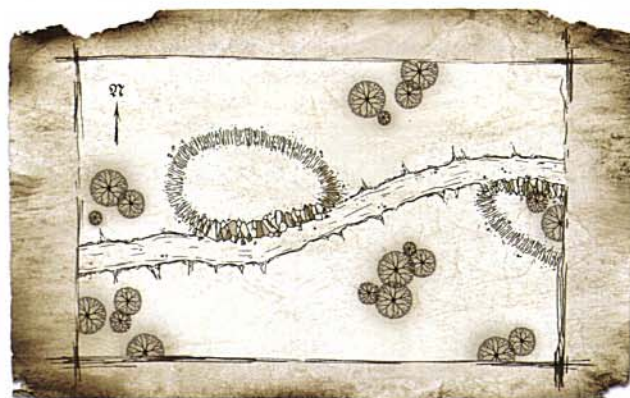
USING ALTERNATE ARMIES

Any armies can play this scenario, and it gives you a GREAT opportunity to make a themed baggage train! Imagine Dark Elves traveling with three carts of caged slaves or a Skaven caravan of huge chunks of warpstone! For some conversions you may want to come up with some special rules. Here's an example of what we came up for the warpstone-carrying Skaven:

Movement - 5", but can move full rate across either road or grassy areas (no wheels!).

Stats - as per Skaven slave, but only one attack in hand-to-hand per base! Although slower, they have a bit of a chance in combat!

Roll to hit (shooting) 1-4 cart (Toughness 5, 3 wounds)

5-6 Skaven Slave (as per Skaven Army book)

3 Slaves = 5" movement with no marching

2 Slave = 4 " movement

1 Slave = can't move it!

PART OF A LARGER BATTLE

When playing this scenario before a full Warhammer game, you can modify the points and make-up of the armies based on the outcome! For example:

Attackers win - The supplies in the caravan didn't get to the

battle quickly enough, and some of the Defender's troops are too weak to fight. The Defender's army loses 100 points of troops from his army list per missing cart!

Defenders win - The supplies in the caravan get through and this results in an extra 100 points of troops that may be used in the battle as the player wishes!

Alternately, you could be specific based on your armies! Say the baggage train is the daylight travelling method of an ancient terror of the Undead - a Vampire Noble! Or an Empire armies' entire gunpowder supply! The outcome of the raid becomes much more specific (the Vampire Lord won't make it to battle, or no gunpowder weapons may be used more than once!).

The wheels of the overloaded beer wagon squeaked terribly, hurting Kurzak's ears. He wished the Dwarf Engineers had had a mind to at least bring along some oil for them. Suddenly, Kurzak jumped in shock as an arrow whizzed by his face and just nicked the end of his bulbous nose.

"AMBUSH!" he cried and instinctively whipped his axe out of his belt loop. The caravan kept going, determined not to be late with the ale! As he scrambled across the road to find the assailants, Kurzak and some of his Dwarfen brethren were puzzled to find no one over the crest of the hill. Suddenly, the air went dark as dozens of arrows began raining a hail of doom all around the caravan and its crewmen.

"Elves!" cried Kurzak. "Bloody treacherous Elves!" With that, Kurzak's fury doubled, and he rushed towards where he thought the arrow fire originated, hoping to coat his axe in the blood of his ancestors' enemies.

◄▲ *You can use a wide assortment of odds and ends to serve as cargo for your baggage train. It simply warrants a trip through the old bits box and a bit of thought.*

▼ *This piece represents a captured vampire in transit toward an inevitable fate at the hands of Sigmar's faithful. Alternatively, it could serve as a daylight transport for your Vampire Lord (though a Black Coach would be much more regal).*

▲ *This ingenious Dwarven Steam Train was made using parts from the Empire Steam Tank along with an assortment of other Dwarf bits to finish off the conversion.*

▼ *These skulking Skaven slaves carrying loads of Warpstone were made using parts from the plastic regiment box and pieces from the Warhammer Siege line.*

SLAVE TRAIN

It is common for the armies of the Warhammer world to take prisoners in the aftermath of battle. The battered and demoralized troops are gathered, bound and transported toward an unknown fate on a somber caravan often referred to as a slave train. Under dire circumstances, these trains are besieged by outraged bands of the captive's kinsmen who desperately fight for their comrade's freedom.

MODELS NEEDED:

Defending Forces:
- Up to 150 points of troops, including up to one Champion
- One Slave Train containing six Slaves (selected from the Attacker's Core unit choices), they are stripped of all equipment

Attacking Forces:
- Up to 150 points of troops, including up to one Champion

BATTLEFIELD

The playing area should be about 24" x 36". The road should be about 4" wide and should travel the length of the table. A few stands of trees, rocky outcroppings, and hills are scattered about the table. Each player should take turns placing terrain features until both players are satisfied with the set up.

OBJECTIVES

The Enslaving force must protect the slave train and get as many slaves as possible off of the eastern table edge and into friendly territory. The Attacker is trying to free as many slaves as possible and deliver them safely off of the western table edge and into the cover of the woods.

Each slave taken off a friendly board edge counts as three points and each enemy model taken out of action counts as one point.

When all slaves have moved off of a table edge, the game ends and the player with the most points wins. If there are an equal number of points held by each side the game is considered a draw.

DEPLOYMENT

The Defending player sets up his force around the road up to 6" in from the western table edge. The slave train must be set up on the road. The Attacking player sets up around the road up to 6" in from the eastern table edge.

WHO GOES FIRST?

The Attackers go first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Slave Train - The captured slaves are being transported back to the Defenders encampment on a slave train, a

ramshackle contraption consisting of between one and three cages pulled along by beasts of burden. Each slave train has a Movement of 6", and a Toughness of 4 with 3 Wounds. Since the train is not a vehicle made for combat it may not charge and the beasts pulling it will not fight back if the train is attacked. If the slave train is reduced to 0 Wounds the beasts are slain and it may not move for the rest of the battle. Due to the rough ground in the area, if the slave train leaves the road its movement is reduced to 3".

Freeing and Capturing slaves - In order to liberate slaves the Attacking player must break open the cages that hold them captive. The cages have a Toughness of 3 with 1 Wound. If a cage is broken, place any captives that were inside may escape. Place the models directly outside. The slaves are weakened and exhausted after the rough treatment they have received and will be at half WS (rounded up) and may not march. As they are weaponless remember they strike at -1 Strength. Slaves that make it off the western table edge have managed to escape.
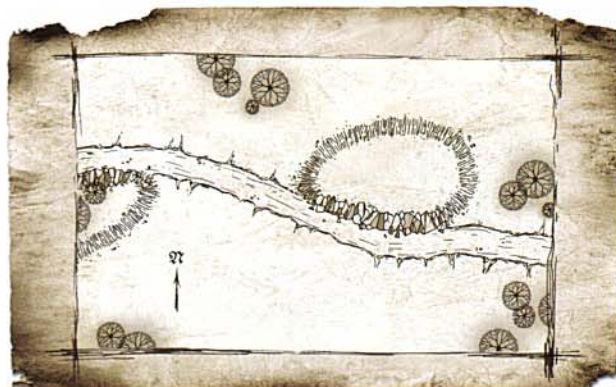
USING ALTERNATE FORCES

Many races take slaves, in fact some societies are based on a slave trade. Dark Elves, Skaven, Chaos Dwarfs, and Orcs & Goblins are all characterful forces to run as the Defenders. Empire, Bretonnians, High Elves, Wood Elves, Dwarfs and Dogs of War would make appropriate Attackers as they value the lives of their comrades (or the gold they're being paid for the job).

PART OF A LARGER BATTLE

This scenario is particularly appropriate between battles in a longer campaign.

The winner of the previous battle should be the Defender in this scenario, the loser should play the Attacker in an attempt to recapture their comrades.

If the Attackers win the game then in the next battle one Core unit of the player's choice will contain the rescued slaves. This unit will suffer *Hatred* against the enemy.

If the Defenders win the game then in the next battle one Core unit (not numbering more than 30 Unit Strength) will cause *Fear* against the enemy. In addition the brute labor provided by the captives will free up an additional D6 x 10 points for use by the Slaver's army!

> The whip cracked overhead, too close to their backs for the prisoners to feel comfortable. The shackles and severe beatings also helped to heighten the level of discomfort.
>
> Pierre du Lac, Knight Errant of the Lady, remained as tall and proud as he could. Stripped to the waist, his body covered in bruises, he found it difficult to remain confident in front of his squire and men-at arms.
>
> "Stand proud, men of Bretonnia!" implored Pierre, looking towards the forest's edge. "Our moment of rescue is at hand"
>
> The whips cracked again and the carts lurched forward as their Dark Elf captors also spotted the flash of Bretonnian steel.

Empire soldiers ambush an Orc and Goblin slave train in an attempt to rescue their captured comrades.

Of course, not only Dark Elves and Chaos Dwarves take slaves away from battle. Orcs and Goblins are more than happy to take captives back to work in the miserable conditions. Here are some Greenskin slave train bits to provide some inspiration.
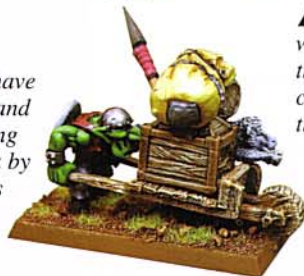
▶ *While there may not be any room to actually carry captives on this thing, the crow's nest provides a perfect lookout to help the rest of the train.*

▲ *It wouldn't be a true Goblin slave train without some cruel taunting of the captives, would it?*

◀▶ *These Goblins have forgone the cart and are simply lugging their captives back by whatever means are available.*

▲ *The more wolves that are attached, the faster the Goblins can get their "cargo" to the slave pits.*

◀ *As for the Dark Elves, it only seems natural that their carts would be hauled by the mighty Cold Ones that they also ride into battle. Here's a shot of some Dark Elf Warriors "convincing" their helpless captives to get on board.*

DESECRATE THE MONOLITH

Chaos Warriors have fooled a rival Chaos warband into a decoy battle, leaving their monolith lightly guarded by Cultists for a brief period of time. A small force of Chaos Warriors has been sent to surprise the Cultist guards. To desecrate the monolith of their rival gods, the Chaos Warriors must get close enough strike a powerful blow against it.

MODELS NEEDED:

Attacking Forces:
• 4 Chaos Warriors with heavy armor, shield & hand weapon (60 pts)

Defender's Forces:
• 16 Cultists each armed with a hand weapon (80 pts)

BATTLEFIELD

A 36" x 36" area is needed to play. Place the monolith in the very center of the table. As for the rest of the board, place a scattering of rocky areas and twisted trees to represent the Chaos Wastes.

OBJECTIVES

The invading Chaos Warriors' objective is to make it through the mass of deranged Cultists and desecrate the monolith. Once it is sullied, the Chaos Warriors may claim victory and the remaining Cultists flee.

The Cultists' objective is to protect the monolith and slay the Chaos Warriors before they can destroy the monolith. The Cultists win when all the Chaos Warriors are killed.

This must be done quickly, before the end of Turn 8, when the monolith grows too powerful to destroy!

DEPLOYMENT

The Chaos Warriors have arrived and split up to surround the monolith during the height of a ritual. To represent the scattered nature of the Cultists during their depraved ceremony at the monolith, roll a D6 for each model. On a roll of 1-4, set him up within 6" of the monolith on the correlating side. On a roll of a 5 or 6, place the Cultist anywhere you wish within 12" of the monolith.

Next, place each Chaos Warrior anywhere along each of the four table edges so they are surrounding the monolith.

WHO GOES FIRST?

The Chaos Warriors always get the first move.

SPECIAL RULES

This scenario uses the special rules detailed below:

No Routing! - Both sides involved in this battle are fanatically devoted to the completion of their goals and will fight to the absolute death before giving up and running away. Neither side is subject to Rout Tests in this scenario.

Cultists are Frail - Since these individuals survive on what they can scrounge up in the wastes, they are not the fittest or strongest of foes - they rely upon strength in numbers! So when you roll to damage a Cultist, add +1 to the damage roll. Use the stats below to represent the Cultists, and whatever appropriate models you have on hand (we used our Marauders)

	M	WS	BS	S	T	W	I	A	Ld
Cultists	4	3	3	3	3	1	3	1	6

Arcane Bolt - The Cultists can tap into the power of the monolith once during each of their shooting phases. Count how many Cultists are in base-to-base contact with the monolith (and not engaged in combat) and consult the chart below to generate the "To Hit" roll of the bolt:

Number	roll needed
2 Cultists	6
3-4 Cultists	5+
5 Cultists	4+
6 Cultists	3+
7 Cultists	2+

If you successfully summon a bolt, direct it at any Chaos Warrior on the board, even if they are in close combat. This Chaos Warrior sustains an automatic Strength 6 hit with no saving throw. If there are Cultists in base-to-base contact with the Chaos Warrior that was struck, then they too are affected by the bolt!

As you can see, the more Cultists you devote to summon the bolt, the higher the chance of it appearing. However, such power has a cost...if a bolt is summoned, roll a D6 against each Cultist in contact with the monolith, applying the very same "To Hit" roll used to blast the Chaos Warrior. For each roll that succeeds, remove a Cultist touching the monolith from play. They have been completely drained by the hungering power of the monolith!

Desecrating The Monolith - The powers of Chaos are fickle, but proud. Allowing a rival to deface an icon is enough to cause a power to abandon its followers. A Chaos Warrior must be in base-to-base contact with the monolith in order to attack it. He will desecrate the monolith if he can roll a 3 or higher against it on a Dd6 (one roll per model in combat). This represents a powerful enough blow to permanently mar the monolith, and offend it's patron power.
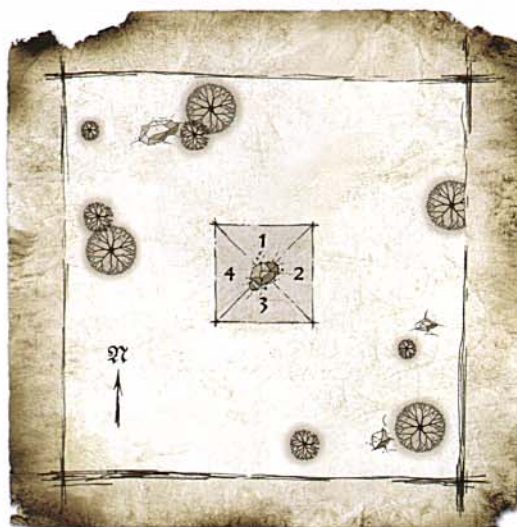
USING ALTERNATE FORCES

Try this scenario using rival powers, Daemons, Marauder tribes, Beastmen or any other Chaos combination.

PART OF A LARGER BATTLE

Generate two army lists for a Chaos vs. Chaos game of Warhammer and play this scenario twice so that each player gets a chance to destroy the other's monolith. Before the larger battle takes place, any player who had his monolith defiled must substitute one random hero from his army list with a Chaos Spawn. Such is the anger of their patron god!

WARHAMMER
SKIRMISH

*Spewing forth foul corruption this monolith is dedicated to the power of Nurgle.*

This monolith is dedicated to the seductive and tender embrace of the power of Slaanesh.

*Blessed with superior magical powers this monolith is dedicated to the power of Tzeentch.*

The monolith of Chaos Undivided serves as a beacon to chaotic beings no matter which Dark Gods they may follow.
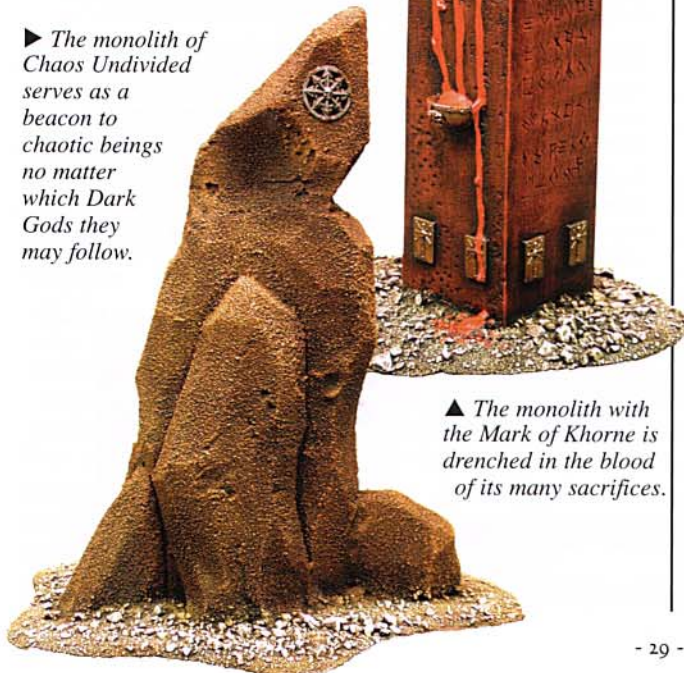
The monolith with the Mark of Khorne is drenched in the blood of its many sacrifices.

BUILDING A MONOLITH
STEP-BY-STEP

1) Draw your monolith shape using a pen on the surface of a piece of polystyrene insulation foam (found at most do-it-yourself stores). Using a matte or kitchen knife cut out the shape of your monolith. Be sure to cut away from yourself.
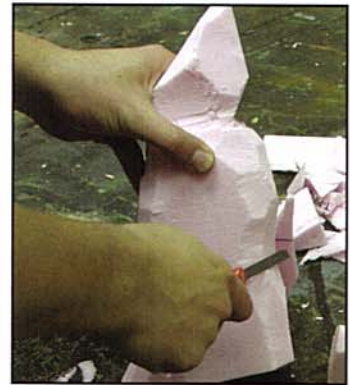
2) Arrange the pieces until you find them compositionally pleasing. You may wish to sand the surface or carve symbols into the monoliths face. Attach any metal Chaos symbols you may have with glue. Call Mail Order for the huge selection of metal Chaos bits available.

3) Glue the pieces together with either white glue (such as Elmer's) or wood glue. While the glue dries, cut a piece of masonite and bevel the edges to serve as the base of your monolith. Attach your final structure to the masonite base using white or wood glue.

4) Be sure to paint your undercoat directly onto the monolith rather than using an aerosol primer as it will melt the polystyrene. Flock the base using sand and stones. Base coat, highlight and shade your monolith any color you wish. After all it is Chaos!

GATES OF IRON

Many Dwarf Holds contain tunnels, played out mineshafts, or even entire abandoned Halls from a more prosperous age. It is here, in the dark beneath the world, that evil begins to gnaw at the underbelly of the Dwarfen Realms. Skaven tunnels intersect, Night Goblins find secret entrances, and even worse lurks up from the nameless depths. To guard against these underground invaders, the Dwarfs rely on rune-encrusted Steel bulkheads, mechanical traps, and most of all, the steadfast vigilance of the Ironbreakers. This scenario represents a horde trying to overcome the guard before the magically protected door can be sealed.

MODELS NEEDED:

Dwarfs
• 6 Ironbreakers (78 pts) AND a Ironbeard Champion (25 pts)

Skaven
• Up to 100 points of Core troops to start with
• Endless reinforcements of Core troops (recycled each round)!
• Special Round 3 reinforcements

BATTLEFIELD

The playing area should be a long corridor about 48" long by about 6" wide. At regularly spaced intervals the hallway is supported with buttresses which narrow the passageway by an inch on each side. The door should be 6" in from the western tunnel end.

OBJECTIVES

The Dwarfs must shut the door and ensure the Skaven are not allowed to reopen it.

The Skaven must end the game with an open door, thus allowing their superior numbers free entry to swarm into the halls above!

The game lasts until the door is shut with no Skaven on the western side of it, or until all the Dwarfs are slain.

DEPLOYMENT

The Dwarfs must start with all their models within 12" of the eastern exit. They have heard some disturbing sounds and have advanced to investigate!

The Skaven pour up from the depths from the eastern edge of the tunnel.

WHO GOES FIRST?

The Skaven get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

<u>Narrow confines</u> - Due to the tight spaces that models must negotiate in the narrow confines of the tunnels, it seems reasonable to define some blocking rules.

It is not possible to maneuver or pass by within 1" of an enemy model. In other words there is a "zone of control" within an inch of each model that an enemy may not pass through. This represents how, in the tightly packed spaces,

you cannot just run by an enemy without being attacked.

The only exception occurs when the enemy model is engaged in combat and outnumbered by at least three attacks to one! For example, a lone Ironbreaker (who has 1 Attack) can block any enemy Skaven models from passing within 1", until the Ironbreaker is engaged in combat by either 3 Skaven Clanrats (their one attack each adding up to three) or some enemy combination that equals three attacks (a Rat Ogre for instance). With that amount of outnumbering attacks, the defending model has far too much to do to worry about who is passing nearby!

<u>Closing the Iron Door</u> - The deepest tunnel is protected by a massive Iron Door. This mechanical marvel is so large and heavy it takes a full 5 turns to close - each turn moving 20% of the distance to the closed position.

To start the process the switch can be thrown during either side's movement phase. The door will start to swing shut in the same movement phase as it was pulled.

No force is powerful enough to stop the rune-encrusted doors from shutting, but if the lever is pulled back it will reverse the process. In either case, whether opening or closing, the lever may be pulled only by models not engaged in combat or within 1" of an enemy (unless of course, that enemy model is engaged by at least 3 to 1 attacking odds).

<u>Reinforcements</u> - The Attackers gain reinforcements every round to represent the full weight of their army rushing up from the tunnels. Any models already taken out of action may re-enter from the eastern board edge. Also, in turn 3 a force of 150 pts may enter as well. This may be Rat Ogres, Warpfire Throwers, or anything from the army book.

ALTERNATE ARMIES

Skaven and Night Goblins have historically plagued the Dwarfen Realm but a raiding force of Hobgoblins, Chaos Dwarfs, or gold-crazed Dogs of War could be used.

PART OF A LARGER BATTLE

Attackers - gaining access from below will cause all kinds of havoc, so in a larger battle this is represented by the Attacker bringing up to four units from the flanks.

Defenders - If the Dwarfs can hold the tunnel then the element of surprise will have been lost! To represent this the Dwarfs are better prepared and may have an additional 200 points for their force in the larger battle.

WARHAMMER
SKIRMISH
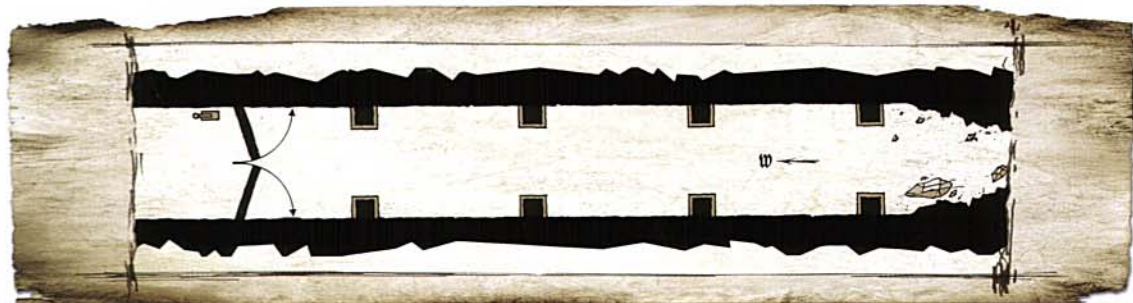
SHADOWS IN THE FOREST

If the Wood Elves had their way they would have little or nothing to do with the other races of the Warhammer world, so they zealously guard the invisible borders to their forest home of Loren. This scenario represents one of the countless border skirmishes that take place on the far edges of Loren as small but well concealed forces of Wood Elves attempt to discourage "outsiders" from advancing into their homeland.

MODELS NEEDED:

Wood Elves:
• 6 Wood Elf Waywatchers (120 pts)

Da Boyz:
• 19 Orc Boyz, each with 2 hand weapons and light armor and one Orc Big Boss with up to 25 pts of equipment

BATTLEFIELD

The playing are should be 36" x 36" in size. The entire area is considered to be covered with dense woods, so stands of trees should be placed liberally throughout the board for a deep forest feel.

There should be a rough pathway marked off through the middle of the field to represent a seldom-traveled path.

OBJECTIVES

For total victory the Waywatchers must eliminate or rout the Attackers before any of their foul numbers get off the northern table edge and deeper into the sacred Wood.

To claim victory for the Attackers at least 25% of their starting number must make it off the northern table by the 8th turn.

The game lasts 8 turns. The game ends in a draw if some Attackers make it off the northern edge but not enough to claim an Attacker victory.

DEPLOYMENT

At the beginning of the game, each Wood Elf Waywatcher is considered to be hidden. Mark on a separate piece of paper where each one is, but do NOT set up the models. Because of their special silken cloaks with foliage woven into them, you may place the Waywatchers ANYWHERE, even out in the relatively open areas.

The Orcs start anywhere within 6" of the southern table edge and within 6" of the not-so-beaten path.

WHO GOES FIRST?

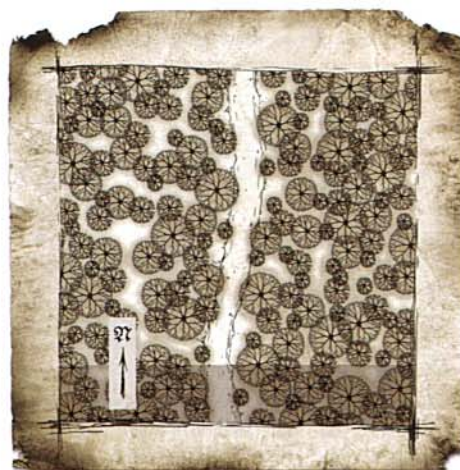The Attackers go first in this scenario.

SPECIAL RULES

This scenario uses the special rules detailed below:

Rout tests - The Wood Elves are immune to routing.

Did You See That Tree Move? - The Wood Elves begin the game hidden from sight. They may shoot from these hidden locations but may not move. They will only be spotted if an Attacker is within 6" of them at the end of the Attacker movement phase. After being spotted, the Wood Elves cannot hide again.

Movement - The trees and foliage is so thick that unless they are on the road, all Attacker movement suffers a -1" penalty (so naturally a -2" for running or charging).

Shooting - Due to the density of the forest, all shooting is subject to penalties. The Attackers may only target objects up to 12" away and suffer a -1 penalty (thick cover) in addition to normal minuses. The Waywatchers' range is limited to 18", but they never suffer penalties to shoot for ANY reason (yep, they're just that good).

It's a Trap! - The Wood Elves of the Loren Forest do not take kindly to intruders. If there are any Attackers on the road at the end of their movement phase, roll a D6 for each one. On a roll of a 1 or 2, the unwitting invader has sprung a trap. Roll a D6 and consult the chart below:

1-2 - Spikes: The Waywatchers have scattered pieces of long thorn on the forest floor with half-buried spikes in the ground around them. These inflict D6 Strength 3 hits on a single Attacker.

3-4 - Snares: The Attacker is caught in a snare, preventing them from doing anything until the end of their next turn. Treat the model as *Stunned*.

5 - Camouflaged Pit: The ground gives way and the Attacker is greeted by a deep pit lined with sharp stakes. The model takes 2D6 Strength 3 hits.

6 - The Impaler: A huge concealed spike springs from the ground and shoots into the Attacker, inflicting a single Strength 7 hit that causes D6 wounds.

USING ALTERNATE FORCES

The rumors of wealth deep in the Forest are enough to attract all kinds of outsiders, from Bretonnian parties to Dwarfen Miners. But all must face the nearly invisible guardians of the Wood! Attackers may choose up to 225 points of any troops including no more than one Hero.

PART OF A LARGER BATTLE

Follow up this skirmish with a full-scale battle . . .

Attackers Win - The least guarded path into the forest has been found. The Attackers go first and may bring up to two units in on the flanks of the Wood Elves.

Wood Elves Win - The Wood Elves may set up a heavily wooded battlefield and may set up second and go first!

ASSASSIN!

When two armies meet in battle, both sides struggle to secure any advantage they can. The more nefarious races have perfected the art of sending out trained Assassins into the night to ensure the foe's mightiest Heroes and Wizards never make it into the battle!

MODELS NEEDED:

Defending forces:
• 1 General with a hand weapon and shield (up to 200 pts)
• Up to 150 pts of Core troops

Attacking Forces:
• 1 Skaven or Dark Elf Assassin (up to 125pts)
• Up to 50 pts of either Gutter Runners (Skaven) or Shades (Dark Elves)

BATTLEFIELD

Mark off an area about 24" x 24". The outlying edges of the square table will be overgrown with dense stands of trees, bushes and boulders. The exact center of the table should contain the General's tent. Other smaller tents (up to 12) should be arranged around the General's tent, creating paths and walkways. These tents may not be placed closer than 7" of the forest edge.

OBJECTIVES

The Assassin's goal is to swiftly kill the General and make it back off any table edge. Once the Assassin has done his deed, a small distracting party of Assassins-in-training will rush out to cause a diversion and allow their leader to escape. The Assassin player scores a Minor victory if the General is slain and a Major victory if the General is slain AND the Assassin escapes.

The Defending player must safeguard their leader and destroy the deadly intruder. A Minor victory is declared if the General survives and a Major victory if the General survives AND the Assassin is pulled down and slain.

The game lasts until the Assassin's forces are slain or escape off board.

DEPLOYMENT

The Defending player places any two troop models as sentries anywhere on the board. They will be facing a random direction (see Sentry rules below). The rest of theremaining Defending troops are resting in their tents (up to three per tent) until the camp has Sounded the Alarm!

The Assassin deploys next at any table edge they choose, most likely behind some sort of obstacle. The additional troops may not come on board until the alarm is sounded.

WHO GOES FIRST?

The Assassin goes first in this scenario.

SPECIAL RULES

This scenario uses the special Sentries rules which are detailed below:

Sentries - Until the Alarm is sounded sentries move D6-3" per turn. Roll separately for each sentry to determine how far he moves. If the distance is a negative number then the Attacking player is allowed to move the sentry model. For

example, a roll of 1 gives a move of -2", so the attacker moves the sentry 2" in any direction.

After moving each sentry, roll the Scatter dice and turn the model to face the direction indicated.

If the sentry is moved by the Attacker and happens to sleepily amble off the table, the model is dispatched by a waiting Attacker and does not return!

Spotting - To determine the distance a sentry can see in the dark roll 2D6 for each model at the end of the Defender's turn. This is the number of inches a Sentry can see, so if there is an Assassin in that distance and in line of site (a 90° arc) you may roll a further D6 and consult the spotting chart below:

• An Assassin in the open (not within 2" of any obstacle) will be spotted on a D6 roll of 2 or more.
• An Assassin in partial cover (within 2" of an obstacle) will be spotted on a D6 roll of 4 or more.
• An Assassin in cover or hiding will be spotted on a D6 roll of a 6 (curses to shadows & intuition!)

Sounding the Alarm - The alarm is sounded when:
• A sentry spots an Assassin
• The General is Attacked
• The Assassin attacks and fails to immediately kill a trooper

What happens when the Alarm sounds -

The additional Attacking Forces may come into the playing area from any table edge. They may charge if available targets are in range.

Next, the sentries may move and attack freely.

Finally, all the sleeping troops will awake.

Waking Up - Once the shouting begins, the other troops wake up. As the soldiers and their General were sleeping, they will be without their armor but may use a shield. They are dazed as well. All characteristics, except Toughness and Wounds, are halved for one turn.

Knife in the Dark! - Assuming that he has not yet been spotted, an Assassin may sneak into any tent to slay his foes. There are two types of tents:
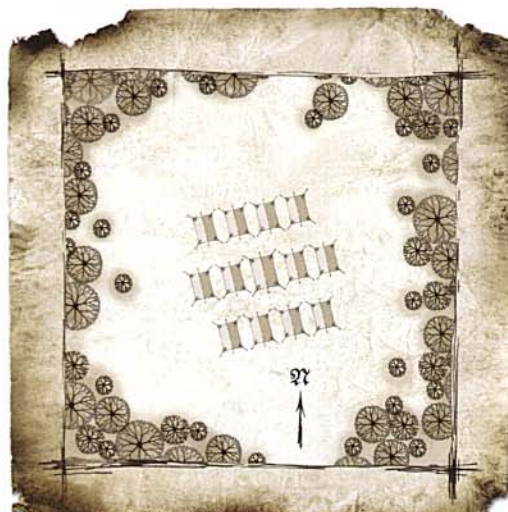
Troop Tent - These are the tents for the soldiers. Each tent has as even a number of troops inside where possible. If the Assassin wants to attempt to slay the occupants roll a D6. On a 4-6 the Assassin can successfully slit everyone's throat without drawing attention. On a roll of 1-3 the soldiers all wake up and the alarm is sounded. The number rolled also represents the number of survivors in that tent!

General's Tent - No one gets to be a Warlord without being a bit cautious! The General always wakes up the instant the Assassin charges. Count the General as *Waking Up* for the first round of combat.

USING ALTERNATE FORCES

While Dark Elves and Skaven are the two armies that have Assassins it is possible to imagine a Dogs of War desperado with a stiletto, a Wood Elf Wardancer sneaking into an evil-doers camp or any other combinations you can dream up. As no other race has such trained Assassins as Dark Elves and Skaven, the *Knife in the Dark* special rules should not be used by other races. They will fight normally.

PART OF A LARGER BATTLE

This scenario makes for a perfect lead in to a larger game of Warhammer! Here is how the larger game is affected:

General Slain - If the Assassin makes a clean kill and manages to make it to safety, the opposing army will not be able to field a full complement of Characters!

General Lives - On the other hand, if the General makes it through the night the troops will be inspired and any unit within 18" may use his Leadership during the next battle.

Assassin Escapes - The Attacker gets a free Assassin in their larger battle.

Assassin Dies - The Defenders have the satisfaction of knowing there are no Assassins in their opponent's army.

The soldiers stood around the crackling fire and tried to fight off the exhaustion and cold that plagued them. The flames warmed their bruised and battered bodies but did little to improve their spirits or mend their frayed nerves.

There had been no end to the constant assault from the foul ratmen and every day there seemed to be another vile trick up their sleeves. Even now, in the dead chill of night, there had been many foiled raids. Now the Duke himself had come to join the fray – surely that would turn the tides of battle!
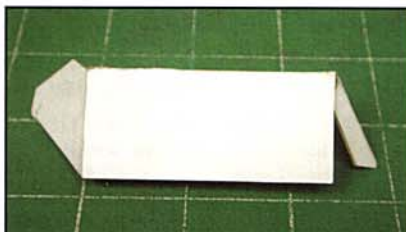
As the Sentries pondered their fates they missed a small cloaked form slip into camp. Small beady eyes peered out of the shadows...
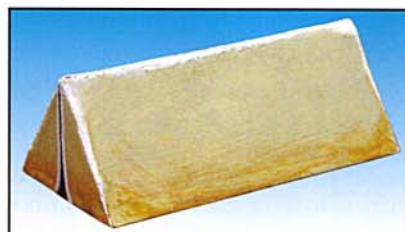
CREATING TENTS USING PAPER
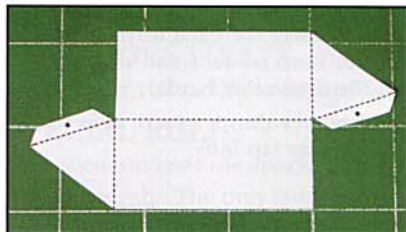
1) Draw up a template for your tents. The template we used can be downloaded from our website at www.games-workshop.com. This should be taped to thin card and cut out using a hobby knife.
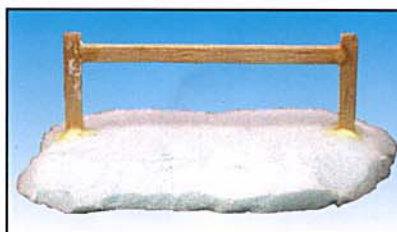

2) Fold the tent along the dotted lines and glue the tabs to the interior of the tent using white glue. Leave the tent to dry for about 20-30 minutes.
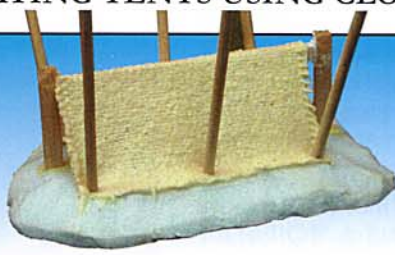

3) When the tent is dry, paint the entire tent Bleached Bone. Apply a wash of thinned down Snakebite Leather and highlight with Skull White. Paint an opening using Scorched Brown.

CREATING TENTS USING CLOTH

1) Create a framework for the tent by gluing together strips of balsa wood and attaching it to a small hill carved from foam.

2) Drape a piece of canvas (cut to fit and soaked in watered down wood glue) over the framework and stretch it using toothpicks pushed into the foam.

3) After the glue dries, cut the tooth picks leaving a stake. Base the foam, and paint the tent as desired. Feel free to add any bits for character.

WIZARD DUEL

No one will deny that Wizards are an unusual lot. The battle is going well, but you still need every advantage you can muster. In response to your requests for potent magic, the army's Wizard claims that he is several elements short of being able to complete a powerful ritual that could turn the tides of tomorrow's battle! With a small band of hand-picked warriors to aid him, the Wizard heads off to begin the scavenger hunt, but they quickly discover that there are other Wizards in the area with needs of their own...

MODELS NEEDED:

Both Sides:

• 1 to 3 Wizards totaling 200 points (no Lord level Wizards) with no Magic Items
AND
• 50 points of Core troops

BATTLEFIELD

As the main focus of the game is a field, terrain should be sparse. Spread a few clumps of trees, rocks and bushes over a 36" x 36" area. Sparse, but not barren.

OBJECTIVES

Each Wizard and his force must gather the three different spell components and get them off their table edge first.

The game lasts until one side has been destroyed or until one wins the game by leaving the appropriate table edge with the correct components.

DEPLOYMENT

Players each roll a die. High roll chooses whether to set up his entire force along any board edge either first or second.

WHO GOES FIRST?

Each player roll a D6. High roll moves first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Searching for Spell Components - Only Wizards are allowed to search for components (they all look like normal roots and weeds to the rest of us). A Wizard may begin searching for components once they are 12" away from your starting table edge. Searching happens in the Shooting phase, and a model may not shoot and search in the same turn.

To search simply roll a D6. If you score a 4+ you've found something... Roll a further D6 on the Search Results Chart:

1 - Find a Dragonroot branch. Excellent!
2 - Find a cluster of Flaming Sword weeds. Take 'em!
3 - Find a Shimmery Firebeetle shell. Good job!
4 - Find a pretty flower. Smells nice, but useless for your needs! This is not what you came here for!
5 - Ugh! Better leave that where it lies...
6 - Find a VERY large and annoyed badger! Suffer an immediate Strength 2 hit!

Models may not stand in place and search the exact same location. To search in the next turn, the model must move at least 2" from it's previous location during the movement phase.

Carrying Spell Components - Once you find something, write the name of what you've found down on a small scrap of paper and place it next to the model to represent the component. This stays with a model as it moves and

remains on the table when a model is taken out of action. You may carry as many spell components per model as you wish. Note: spell components may be handed off to non-wizard models, so long as neither model is in combat. This is a free action but will require the models be in base-to-base contact. If a model panics and routs off the board, the valuables are considered lost. Any Wizard who has a spell component gains +1 to all dice rolls involving power dice and dispel dice. Components may be recovered from dead models on a 4+ (otherwise they are destroyed).

Panic Tests - All Wizard models may ignore Rout Tests, but the rest of the troops must follow the same special rules. When a force loses 25% of its starting numbers, make a Rout Test for each model separately. Do this at the start of each turn. Models that turn tail and run will move directly towards their home board edge, skirting around enemy models as they need.

USING ALTERNATE FORCES

This scenario is useful for any army that can have Wizards and even Dwarf Runepriests have the occasionally need for special substances.

Think of two Beastmen Shamans supported by a small force of Gors lining up against three Bretonnian Damsels of the Lady protected by two Knights of the Realm!

PART OF A LARGER BATTLE

When you play this game before a full-scale Warhammer battle, apply the following results:

The Winner: Gets plus one power die each turn, as well as an Enchanted Item, Arcane Item or Talisman of up to 50 points for free to use in the upcoming battle!

The Loser: Gets one less power die per turn, due to the lack of Winds of Magic they may tap into.

OGRES FOR HIRE

You are preparing for your third battle with your enemy in as many days. So far there has been no clear winner from the clashes. You receive a scout's report that a band of Ogres has been sighted in the area. These brutes-for-hire could be just what you need to turn the tide of battle in your favor. You send your most trusted lieutenant to make a deal. Hopefully your opponent will not learn of this or beat you to it.

MODELS NEEDED:

Defending Forces:

• 200 points of infantry or calvary may be chosen.
One Hero must be included.

Attacking Forces:

• 200 points of infantry or calvary may be chosen.
One Hero must be included.

Mercenary Forces:

• 4 Ogres (180 pts)

BATTLEFIELD

Using a space at least 24" x 24", arrange trees, walls and hedges scattered about the table.

OBJECTIVES

Both sides are seeking to destroy the other, either by slaying them all, or causing them to rout. If you can do it without the Ogres' help - go for it! There is no turn limit.

DEPLOYMENT

The Defenders start on the northern table edge up to 6" in from the edge.

The Attackers start on the southern table edge up to 6" in from the edge.

Ogres are set up by both players, who take turns placing Ogres on the board at least 8" away from any other model.

WHO GOES FIRST?

Each player rolls a D6, with the highest roll going first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Tilean Speech - The only language in common between the armies and the Ogre Mercenaries is a debased form of Tilean. Unfortunately, only the Heroes are fluent enough to understand and be understood by the Ogres.

Mercenaries - A Hero in base-to-base contact with an Ogre can attempt to purchase his services. At the start of hand-to-hand combat, roll a D6. On a 4+, the Ogre agrees and can be used from that point on as part of your forces (at least until he *Switches Sides*! - see rule below). On a 3, the Ogre has become confused and he takes a moment to figure out what you have said (No attacks and try again next round). On a 1 or a 2, he has misinterpreted what you have said to be a comment about his mother (immediately fight a round of hand-to-hand combat).

Unemployed - For any Ogre that is unemployed, roll off to see who moves him after each player has completed their turn. The Ogre will move 6", but not necessarily attack. If the Ogre comes within 3" of a model roll a D6 to determine his reaction. On a 1-2 he attacks, on a 3-6 he ignores him.

Switches sides - Anytime an Ogre attacks a Hero, make an immediate Mercenary roll again. The Ogres' allegiance can change like the wind!
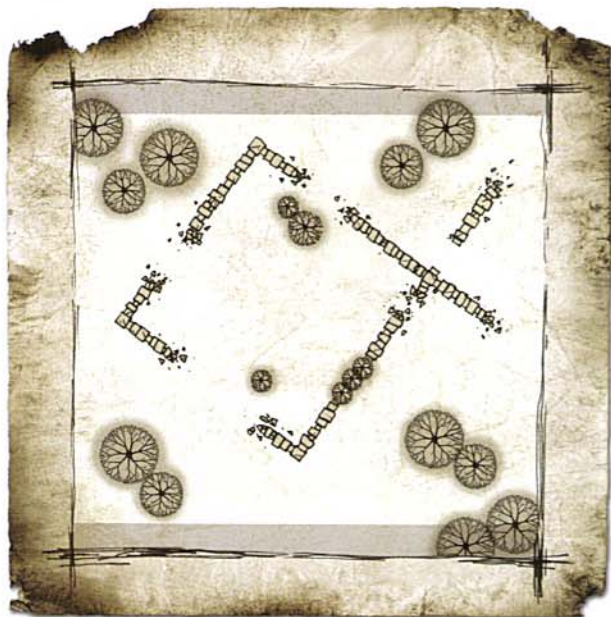
USING ALTERNATIVE FORCES

What army couldn't use a little more muscle? Try these:

• A beleaguered Dwarf army trying to hold out against a Night Goblin attack.

• An Empire army fends off a Dogs of War horde that has banded together looking for easy loot.

• A Dark Elf army looks for any advantage against their High Elf brethren.

PART OF A LARGER BATTLE

The winner of the scenario has gained the trust of a band of Ogres and may hire out a unit at half their regular points cost for the next battle only. Just wait until you see your opponent's face as a unit of ten Ogres crashes forward!

BRING OUT YER DEAD

Necromancy is one of the most horrifying practices found in the Old World. Many citizens of the Empire make it their career to seek out these insane sorcerers and destroy them. Evil is, however, often its own worst enemy as rivalries, in-fighting and petty jealousies pit these human abominations against each other. This scenario features the struggles of two young Necromancers who are still learning their craft and their duel for supremacy of a local graveyard.

MODELS NEEDED:

- 2 Necromancers
- 12 Zombies
- 12 Skeletons

BATTLEFIELD

Use a special table about 24" x 24". Set up a graveyard in the middle of the table and scatter a few other graves about the board. The more graves the better, as this is where the Undead will appear when the Necromancers cast their diabolic spells of raising.

Feel free to add in other pieces of graveyard scenery, dead trees or mausoleums to set the gloomy scene.

OBJECTIVES

Each player is attempting to add the other Necromancer to their Undead forces. This can be accomplished by killing the opposing Necromancer (easier said than done though).

The game ends when one Necromancer dies. The winner is obviously the last Necromancer left standing.

DEPLOYMENT

Each player sets up their Necromancer along a table edge, opposite one another. They can be placed up to 4" away from the middle of their table edge.

WHO GOES FIRST?

Both players roll a D6. The highest roll goes first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Raise the Dead - As it is a battle for the mastery of the dead, there is only one spell that the Necromancers will cast. Because the Necromancers are still learning their craft and not at full power, use the following rules:

In the Magic phase the Necromancers will get three Casting dice or two Dispel dice (depending on who's turn it is). Use the standard magic rules for casting and dispelling found on pages 134-139. If the Necromancer is in combat he can only cast the *Raise the Dead* spell.

Raise the Dead - Casting Power 3+. This spell raises D3 Undead models.

Shambling Horror - Casting Power 7+. This spell raises D6+1 Undead models.

Summon Undead Horde - Casting Power 12+. This spell raises D6+3 Undead models.

Once you successfully cast the spell and determine how many Undead you have summoned, place each one at a separate gravestone. You cannot raise more than one Undead model at a gravestone in the same turn.

Crumble to Dust - As novices, the Necromancers are still mastering their powers and have trouble controlling the Undead from afar. At the beginning of the player's turn

each Undead model under that Necromancer's control must take a test as there is a chance that it will crumble. Roll a D6 and consult the chart below:

> Models within 6" - crumble on a roll of 6+.
> Models 7"-12" - crumble on a roll of 5+.
> Models over 12" - crumble on a roll of 4+.

If an Undead model crumbles, immediately remove it from the board.

Note: To keep things flowing smoothly on the board we suggest one player exclusively use Zombie models while the other uses Skeleton models. However, all raised dead will use the Skeleton stats found in the Vampire Counts rulebook. If all the Undead models are being used, then no more can be summoned.

USING ALTERNATE FORCES

Given the specific nature, it is tough to run this scenario with different forces. We recommend you try this scenario out in a multi-player situation with three or even four competing Necromancers and a larger number of Skeletons and Zombies.

PART OF A LARGER BATTLE

This is ideal as the introduction to a battle between two Vampire Counts armies. The results could affect the battles in a number of ways:

- The winning side adds +1 Skeleton or Zombie to every successful casting of the spell *Invocation of Nehek*.

- The losing side cannot cast the most powerful version of *Invocation of Nehek*.

- The winning side can upgrade one Necromancer to level two for free.

WARHAMMER
SKIRMISH

PAINTING GRAVESTONES

Here are some quick and easy color variations for painting gravestones. All of the examples are done using the drybrushing method with the exception of the two in the lower right which were done with watered down washes over a white basecoat. Try a few variations to make your graveyard seem ecclectic and diverse.

Basecoat	-	Shadow Grey
Midtone	-	Space Wolf Grey
Highlight	-	Skull White

Basecoat	-	Dark Flesh
Midtone	-	Dwarf Flesh
Highlight	-	Bleached Bone

Basecoat	-	Bestial Brown
Midtone	-	Vomit Brown
Highlight	-	Bleached Bone

Basecoat	-	Skull White
Midtone	-	Shadow Grey wash
Highlight	-	Skull White

Basecoat	-	Camo Green
Midtone	-	Rotting Flesh
Highlight	-	Bleached Bone

Basecoat	-	Skull White
Midtone	-	Codex Grey wash
Highlight	-	Skull White

The master was a fool to have taught his two apprentices such powerful summoning spells, thought Wilhelm as he trudged up cemetery hill on the edge of town. Soon his effort would be backed up by a horde of unquestioning Undead. The moon momentarily escaped the clouds and illuminated the way ahead. Already gravestones jutted out alongside the path, but it was the dense pickings on the top of the hill that Wilhelm was heading towards. As Wilhelm crested the rise the hairs on the back of his scrawny neck stood straight up, just as they did in the presence of Necromantic magic. Someone was already summoning.

"You're as big a fool as the Master" cackled the unmistakable high-pitched voice of Albrecht, the Master's other pupil. "But I'm here first, and you shall be the first victim of my growing army, then we shall see about our Master."

Wilhelm was shocked! Apparently his diabolical plot to summon a horde and dispose of the Master wasn't as original as he had at first supposed. A bony fist punched out of the nearby turf, shocking Wilhelm out of his doldrums.

TWILIGHT OF THE DEAD

On the way back to the front lines to deliver vital news of the oncoming threat of the Undead, a small group of soldiers is stopped in their tracks by shambling hordes of Zombies. Their only refuge is the remains of what used to be a home in the middle of the countryside. As they make their stand, the Zombies close in to satiate their undying hunger for human flesh. The soldiers' information could mean the difference between victory and defeat for their comrades, but will they make it through the night to deliver their report?

MODELS NEEDED:

Empire Forces:
• 1 Count's Champion with Great Weapon (12 pts)
• 1 Marksman with Repeater Handgun (28 pts)
• 3 Empire Handgunners (24 pts)
• 3 Empire Swordsmen (21 pts)

The Zombies:
• 24 Brain-crazed Zombies

BATTLEFIELD

A 24" x 24" area with a ruined house in the approximate center. Make sure the house has a few doors, a second floor, and maybe a ruined wall or two. Remember, it's not a defensive bastion, merely a burned out shell of a house that provides a bit of refuge against the living dead!

Within the house, designate an area as the door to the cellar. This only needs to be a 1" square (use a plastic door, paper, whatever). Also, place a small well about 6" away from the house. This can be represented by a small 1" square if you don't have a proper terrain piece. Fill the rest of the table with a few trees, rocks, a hill or whatever you have. Be careful, however, not to overcrowd the table.

OBJECTIVES

The Empire player must survive until dawn (the end of the 10th turn) when the Zombies will seek shelter elsewhere.

The Zombie player must eat every Empire model on the board before dawn (what else?)! The game lasts 10 turns.

DEPLOYMENT

Any two Empire models may set up within the house.

The rest of the models may set up anywhere on the board that is at least 4" away from the house.

Zombies deploy in 4 groups of 4 with the remainder used for reinforcments. Roll a D6 and use the chart below to determine where the groups of 4 show up:

1-4   Place the Zombies anywhere along the specified table edge. (see chart to the right)
5   The well has gone bad!
      Place the Zombies within 1" of the well.
6   Someone's in my cellar!
      Place the Zombies within 1" of the cellar door.

WHO GOES FIRST?

Zombies are quite slow, so the Empire player goes first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Zombies are Dead - These Zombies can take a serious beating because they really don't feel it, but they are a bit squishy and rotting. Modify the injury chart as follows:
1-3   Knocked down
4-6   Out of Action

Running - The Empire soldiers know their survival depends upon running! They can make a run move at any time, even if there are Zombies within 8".

Zombie Reinforcements - In the 5th turn and every turn thereafter, deploy 4 Zombies individually.
NOTE: There can only be 24 Zombies in play at any time. If you wish to deploy 4 more Zombies and there are already 24 in play, simply remove any 4 from play and re-deploy them as fresh Zombies (as if there IS such a thing!).

Undead Senses - Zombies can charge a model they can't see, but are within 4" of, on the roll of a 4+ (instead of taking an initiative test). They can smell human brains through the wall!

Brain-feast - Whenever an Empire soldier is killed, EVERY Zombie within 2" of him must test to see if they resist their hunger for brains! Roll a D6 for each Zombie. On a 5+ they are unaffected. On a 1-4, that Zombie must remain where it is until it spends an entire Zombie turn in place feasting on the remains of the victim! Eeeugh! Any Zombie attacked while it feasts will fight normally - don't mess with Zombies when they're eating!
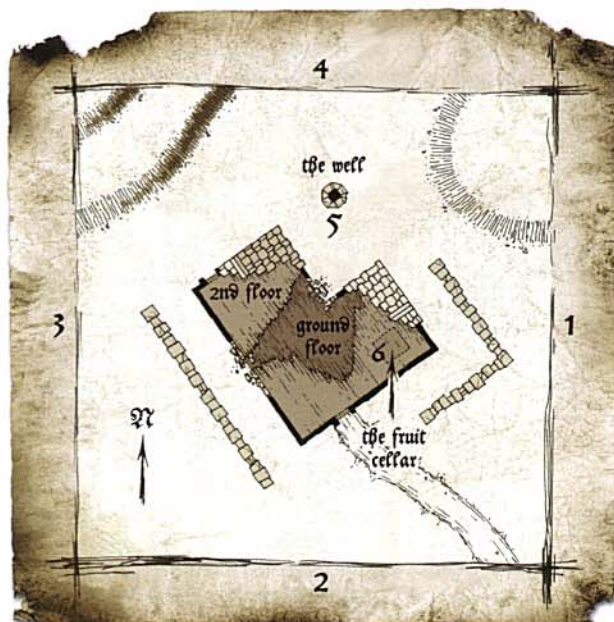
USING ALTERNATE FORCES

You can substitute suitable replacements for the Empire soldiers in this scenario by taking forces of equal point values (about 85 points total) from any Warhammer army.

PART OF A LARGER BATTLE

This could tie into a Warhammer game as a precursor to a battle. If the Empire player manages to hold out for the entire night, then the Empire army will undoubtedly be ready for the evil magics of the Undead thanks to their news. To represent this, the Empire player may have up to two Dispel Scrolls at no points cost.

If the Empire player loses, then the massed ranks of the Undead will continue to swell as the Empire army awaits news from their scouts! The Undead player may add a free unit of 20 Zombies with Musician and Standard Bearer to their army.

Khemri and Any Army • Tomb Raiding! • Bloody fight to the Finish!

WARHAMMER
SKIRMISH

LOST TOMB OF HAMON RA

An expedition in search of an ancient artifact has suffered through punishing heat, debilitating thirst and other hazards of traveling through the desert at the unrelenting behest of their commander. When all looks bleak, and the hope for success is at its lowest, the haggard troop finally reach their destination. However, they may be in for more than they bargained for, as the horrors of the ancient Tomb Kings of Khemri reveal themselves to defend their sacred ground.

MODELS NEEDED:

Khemri Forces:
- 1 Liche Priest (45 pts)
- 1 Tomb Lord (95 pts)
- 2 Scorpion Swarms (100 pts) - Ignore injury rolls for swarms!
- 2 Tomb Guards (22 pts)
- 15 Skeletons with hand weapons (summoned by scroll!)

Explorers' Forces:
- 200 points (no Wizards allowed)
- Must include 1 Hero
- No Monstrous Creatures, Cavalry, War Machines or Flyers

BATTLEFIELD

Use a special table about 24" x 24". The entire table is the main chamber of an ancient tomb. On one side of the chamber there should be an open doorway through which the Explorers entered. Opposite the door lies a two-tiered dais on which stands a statue of a jackal-headed god. The statue holds a crown. The floor is of sand or sandstone and a set of pillars line either side of the chamber, approximately 4" out from both walls.

OBJECTIVES

The Explorers are here to capture the Crown of Hamon Ra. These warriors must leave the room with the Crown by the only exit from the tomb.

The Undead have but one goal; destroy the tomb raiders before they escape with the blessed Crown of Hamon Ra!

There is no turn limit (time matters not to the Undead).

DEPLOYMENT

The Undead set up first. The Tomb Lord and Liche Priest start on the tomb edge directly opposite the doorway. Tomb Guards start at the exit door. Scorpions will enter from the exit door at the start of Turn 2.

The Explorers set up anywhere in the chamber but the Hero must start in front of the dais with the crown.

WHO GOES FIRST?

The Khemri force gets the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

<u>Djerdra's Summoning of the Vengeful Dead</u> - The Liche Priest has three special scrolls of Djerdra's Summoning of the Vengeful Dead. A scroll may be read at the start of the Khemri player's turn and may not be dispelled (limit one scroll per turn). The 5 summoned Skeletons enter as a group from the board edge of the Khemri player's choice - they basically just emerge from the sandstone. They are NOT allowed to charge the turn they appear.

<u>Rout Tests</u> - Both sides are desperate, and neither will rout. Explorers will not rout from fear, but they still may fail fear tests and require 6s to hit, or fail to charge (as appropriate).

<u>Leaving the Tomb</u> - Any Explorers may leave the board via the doorway at any time. If they do, they may not return.
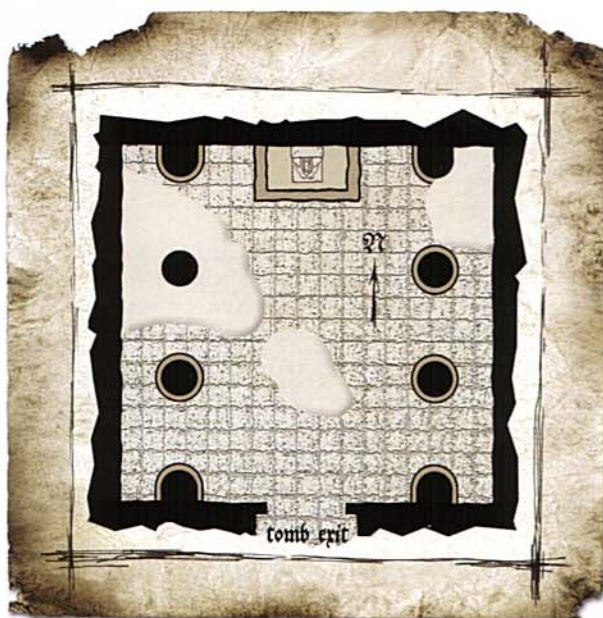
USING ALTERNATE FORCES

Any army can be used as the Explorer's forces.

PART OF A LARGER BATTLE

If the Khemri player wins this scenario, the opposing player loses either 10% or 200 points of his army in your next game (whichever is lower).

If the Explorers win, the Khemri player may not take the Tomb King's Crown and loses either 10% or 200 points of his army in your next game (whichever is lower).

The sun killed most of us. Two hundred of our finest entered this cursed desert and searched for weeks. And for what? A stupid bauble! Why did m'lord send so many of us? Why is it so important?

Barely thirty of us survived to find the tomb - well hidden on the side of a stark red stone cliff. Our "fearless leader" demanded the honor of entering the tomb first. He stepped five paces before the pit opened. We never heard him hit the bottom, but we could track his progress by his fading screams. His younger brother, second in command, insisted we continue. This trinket must be something!

By the time we found the main chamber many more had died in devious traps or at the fangs or claws of the many cobras and scorpions infesting the cursed place. We crept cautiously across the floor, our eyes straining as our torches sputtered in the gloom. In the hands of a jackal-headed statue, lay an ornate headpiece. Was this our objective? Was it worth its price in lives?

Our leader mounted the steps and gently lifted the crown from its resting place. Suddenly, the sound of grinding stone filled the echoing hall, and horrors beyond imagination stepped out of the newly opened niches...

WATER RIGHTS

The tombs of Khemri have many treasures to lure all races to that haunted land. Gold, precious stones and magic items can be found there by the bold. In Khemri, water can be more valuable than all of these, as the baking sun can cook a body in little time. The few scattered watering holes are seldom unguarded.

MODELS NEEDED:

Defending Forces:
• 4 Giant Scorpions

Attacking Forces:
• Up to 200 points of troops,
  including up to one Hero and up to one Champion

BATTLEFIELD

This scenario requires a space of about 24" x 24". The main feature for this battlefield is an oasis which is placed in the center of the table. The oasis should be no larger than 8" x 8". Small groups of palm trees and rock clusters can then be placed about the board.

OBJECTIVES

The Attackers are traveling at night and need to reach the oasis before the sun comes up or they die of thirst. The Scorpions are well-used to stalking prey lured in by the life-sustaining oasis.

If at the end of the game there are 25% or more of the starting number of Attackers' models remaining, then the Attacker wins. If there are fewer than 25% of the Attacker's remaining, the Defender wins and the feasting can begin.

The Attackers need to get to the oasis and drink, and they need to do it before the scorching sun rises. Therefore, the game ends after eight turns, at sunrise.

DEPLOYMENT

The Attackers start on the northern table edge, up to 6" in. The Giant Scorpions are then placed around the southern edge of the oasis, touching it where possible.

WHO GOES FIRST?

The Attackers go first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Giant Scorpions - These enormous monsters are usually found lurking in the cool sand below the surface, often near an isolated desert oasis.

	M	WS	BS	S	T	W	I	A	Ld
Giant Scorpion	6	4	0	4	4	3	5	3	7

Giant Scorpions have the following special rules: Cause Fear; Poisoned Attacks; Chitinous Hide (4+ armor save).

Dying of Thirst - The Attacking forces have been stumbling through the desert for many days now and are all on the verge of dying of thirst. The Attacker's force may not march move, and at the start of each of the Attacker's turns (starting with the first) you must roll a D6 for each model in the force. On a roll of a 1 the model has succumbed to the baking heat of the desert and you need to remove the model as a casualty.

Once a model moves in contact with the oasis the effects of the *Dying of Thirst* special rule are ignored.

Rout Tests - The Attackers are desperate for the cool water of the oasis and will automatically pass any Rout Test they are forced to take. The Scorpions will not rout either.
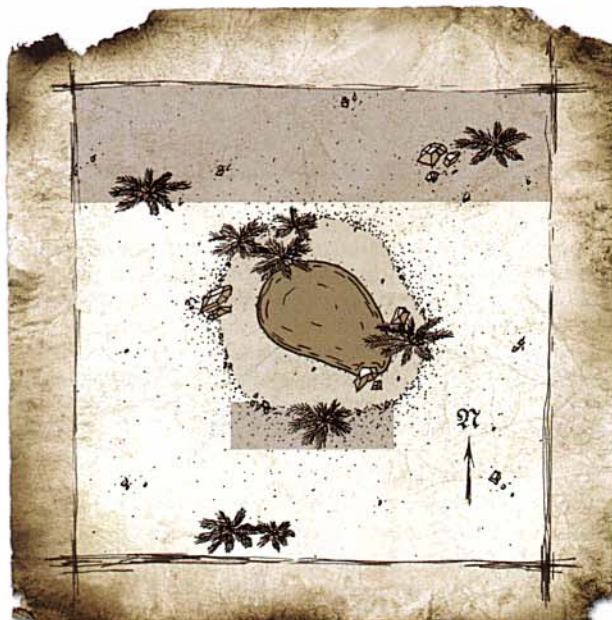
USING ALTERNATE FORCES

The Giant Scorpions are the most characterful choice of guardians for the oasis, but you could also use a number of other desert alternatives. Try the battle by replacing the 4 Giant Scorpions with equal points worth of Scorpion Swarms or Skeletons. You could even use a monster like Cockatrice, Manticore or small Dragon - just remember to adjust the points of the Attacking forces accordingly.

PART OF A LARGER BATTLE

If the Attackers win, they can send a signal to their larger army who can resupply and continue on. This can be represented on the tabletop by allowing the entire army to move D6" forward after deployment, showing their renewed vigor.

If the Defenders win then the larger attacking army is forced to slow down, as thirst and heat are terribly draining. This can be represented on the tabletop by restricting the march movements of the army, each unit must roll a 3+ before they can march move.

BUILDING A PALM TREE STEP-BY-STEP

1) Aquarium plants (available at pet stores) were affixed to the top of a push pin with hot glue.

2) The top of the push pin was cut off and attached to the end of a brass rod with super glue.

3) The push pin and joint was covered with modeling putty. Then using a strip of masking tape about 1/4" wide, the brass rod was wrapped in a downward spiral to simulate the bark. Afterwards the tree was painted and brown static grass was applied to the modeling putty using white glue.
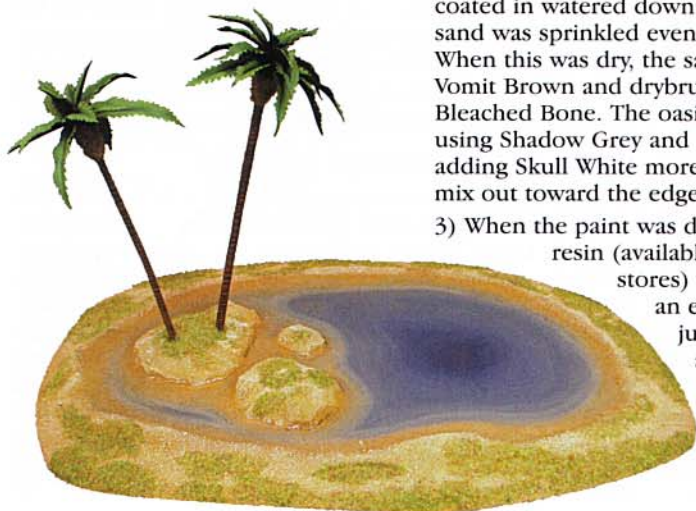
Desperately thirsty High Elves initiate an attack on the guardians of a precious desert resource.

BUILDING AN OASIS STEP-BY-STEP

1) A piece of shaped and beveled masonite board is used for the base. The ridge of the oasis was made with a ring of liquid nails and the edges were smoothed out by hand. Outcroppings were made from foam and were glued in place.

2) The entire surface of the piece was coated in watered down white glue and sand was sprinkled evenly over the base. When this was dry, the sand was painted Vomit Brown and drybrushed with Bleached Bone. The oasis was painted using Shadow Grey and highlighted by adding Skull White more and more to the mix out toward the edges.

3) When the paint was dry, two part, clear resin (available at hobby stores) was applied until an even coat rested just under the rim around the pool. This was left to dry overnight.

◄ *The completed oasis with static grass and palm trees glued in place.*

SLAYER!

With their outlandish hair and tattoos, Dwarf Slayers are some of the most characterful warriors in the entire Warhammer world. Everyone knows that during major battles of the Dwarfs these angst-ridden killing machines search out the enemy's most fearsome monsters for combat, but what do Slayers do in the meantime? When not drowning their sorrows in pints of Bugman's XXXXXX, Slayers are out seeking hulking foes for either brutal destruction or a hero's doom! This scenario represents just such an opportunity as a small band of Slayers converges on a large monster out in the wilds.

MODELS NEEDED:

Monster Forces:
- 1 Giant (205 pts)

Dwarf Forces:
- 6 Dwarf Slayers (66 pts)

BATTLEFIELD

Use a special table at least 24" x 24". As monsters tend to stay out of civilized areas, most battles will take place in the mountains or in dark forests. You can suitably modify the board to represent these areas of the Old World.

OBJECTIVES

The Dwarf Slayers must defeat the monster or find death in battle. Anything less will not do! Any Dwarf Slayers killed in battle can rest knowing their Slayer Oath has been fulfilled!

If ALL of the Dwarf Slayers still on the board are knocked unconscious and are that way at the start of the Giant's turn, then the Giant wins!

If the monster is killed, then the surviving Dwarf Slayers lament their good luck and battle prowess by drowning their sorrows in mugs of Bugman's ale.

DEPLOYMENT

The Giant begins in the center of the board.

The Dwarfs are placed randomly. Roll 2D6 and the scatter die. Take the result and place the Slayer model that many inches away from the monster.

WHO GOES FIRST?

The Giant gets the chance to move and strike a blow!

SPECIAL RULES

This scenario uses the special rules detailed below:

<u>Giant Attacks</u> - When encountering scattered foes, the Giant will attack a little bit differently then he would against an organized unit. To represent this, roll the Giant's attack on the chart below:

D6	RESULT
1-2	Swing with club: D3 models within 4" are automatically hit at Strength 5. The Giant player can pick who is hit.
3-4	Thump with club: 1 model in base-to-base contact of the Giant's choice is automatically hit at Strength 7. Add +3 to the injury roll.
5	Pick up and throw: 1 model within 4" (Giant's choice) is picked up and thrown at a random model within 6" of the Giant. Roll to hit using the Giant's ballistic skill (BS). If the enemy model is struck, both receive a S4 hit and count as knocked down in addition to any other Injury Chart Roll. If the throw misses, then the

model that is thrown lands 6" away from the Giant and suffers the injury as stated before.

| 6 | Stuff in pants: 1 random model within 4" is automatically grabbed and stuffed into the Giant's pants. The model counts as *Out of Action*. Eeeyow. |

<u>Yelling Helps!</u> - This game is more fun if the players controlling the Dwarf Slayers yell suitable oaths and slurs against the monster, while the players controlling the monster make the suitable monster reactions to the Slayers!
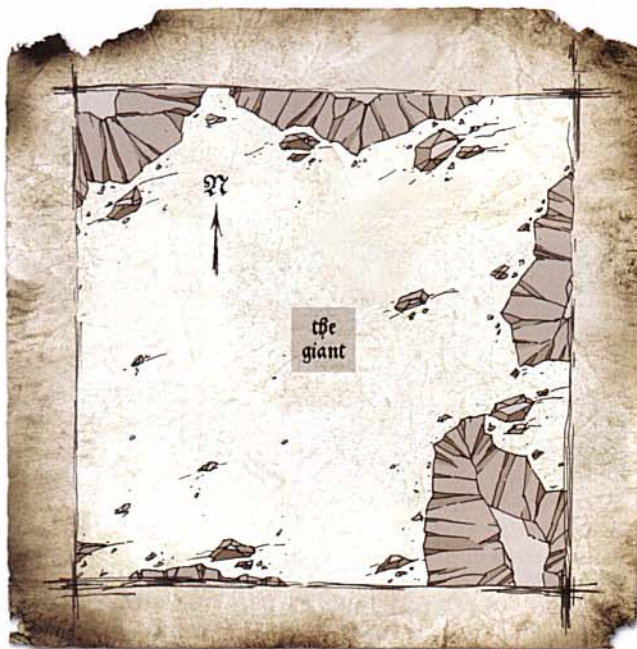
USING ALTERNATE FORCES

If you'd like to take on other monsters, use the following formula to figure out how many Slayers you will need:

- Take 1 Dwarf Slayer for every 40 points spent on the monsters of your choice (multiple opponents dynamically affect the game!)
- Round up in favor of the Slayers (so 219 points of monsters would equal 6 Dwarf Slayers).

PART OF A LARGER BATTLE

The Slayer scenario can be used as a pre-battle before a full-fledged Warhammer game. For example, you could use it to have the Dwarf Slayers track down a group of Rat Ogres. Whatever models survive the battle can show up in the following battle. This can be used in just about any game versus monstrous mounts (Dragons, Manticores, Griffons), Giants, Trolls, Minotaurs or other suitably large creature that would attract the attention of a Dwarf Slayer. Also you could decide that if the Slayers successfully kill the Giant in this scenario, any survivors are automatically upgraded to "Giant Slayers" in the next battle without having to spend the points cost for the upgrade.

GOTREK & FELIX – HOLD THE GATES

Gotrek Gurnisson and Felix Jaeger are two of the most famous adventurers of the Warhammer world. They've traveled far and wide and faced almost every horror the world has to offer, from blood-drinking Vampires and insidious Skaven to mighty Chaos Daemons. Today their adventures are chronicled in Felix's memoirs published by the Altdorf press and are read by scholars of the Empire. One of the first epic battles found Felix and Gotrek in the land of the Border Princes defending a small fort from a tribe of foul Goblins.

MODELS NEEDED:

Defending Forces:
• Gotrek and Felix
• 10 Empire Free Company to represent the Settlers (5 pts each)

Attacking Forces:
• 6 Goblin Wolf Riders with hand weapon and shield (11 pts each)
• 8 Goblins with spear and shield (3 pts each)

BATTLEFIELD

This scenario uses an area of 24" x 24". The table is dominated by Fort Diehl, a rundown set of walls and shacks with a 4" wide gate on the northern side. The Fort is 16" x 12" and is placed in the middle of the southern table edge. There is no other scenery in this bleak land.

OBJECTIVES

As a Dwarf Slayer, Gotrek continually seeks his death in combat. Few can stand against his mighty axe backed by his formidable frame and fighting skills. Gotrek, assisted by Felix, seeks to clear the board of any and all enemies.

Gotrek must hold the gates, preventing any Wolf Riders from escaping past him and threatening the citizens within. Inside Felix must dispatch as many Goblins on foot as he can, protecting Gotrek's back as well as any of the Citizens taking refuge inside Fort Diehl.

The Goblin Wolf Riders must break past Gotrek and slaughter as many of the human settlers as possible with the assistance of the Goblins on foot that have already infiltrated the fort!

If either Felix and Gotrek are killed or more than 50% of the Settlers are slain then the Goblins win.

This scenario lasts for ten turns, after that you can tally up the dead.

DEPLOYMENT

Gotrek stands in front of the gate, Felix stands inside the fort and the Settlers cower in the southwest corner inside the fort.

The 8 Goblins start in the southeast corner inside the fort. The Goblin Wolf Riders start in three different locations, 1 in the middle of the southern board edge, 1 in the southeast corner of the battlefield, and the remaining 4 on the northern table edge.
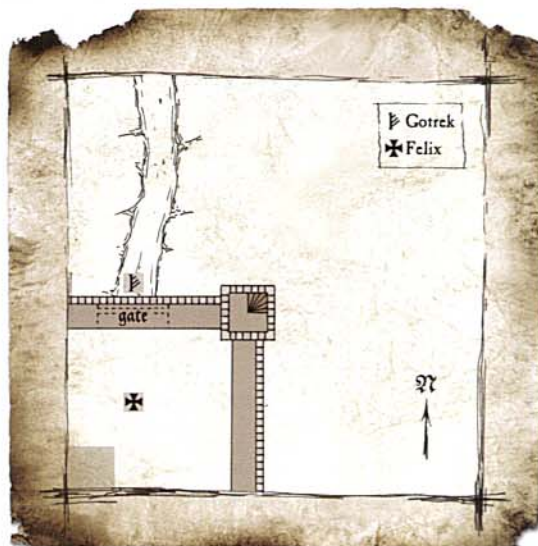
WHO GOES FIRST?

The Attackers go first.

SPECIAL RULES

This scenario uses the special rules detailed below:

<u>Gotrek and Felix</u> - The stat lines, special rules, and magic items for Gotrek and Felix can be found in the Warhammer Annual 2002 and at www.games-workshop.com (follow the links through the Warhammer pages to the Dwarfs page).

<u>Wave after Wave</u> - To represent the waves of Goblins that are attacking the Fort the Goblin player may bring any

models killed in combat back onto the board in their next turn. Wolf Riders reintroduced this way are placed on the northern table edge and may charge in the turn they were placed. Goblins replaced in this way start off inside the walls of the fort in the southeast corner.

<u>The Fort Walls</u> - Though run-down, the walls of Fort Diehl are unable to be scaled by any of the models. The only way in or out is through the gate, and through Gotrek Gurnisson.

<u>Last Stand</u> - The Settlers will not charge or move out of their position unless attacked and will move to assist other Settlers. Otherwise, they will stay in their corner.

USING ALTERNATE FORCES

Gotrek and Felix are classic icons of the Warhammer world, so it seems strange to recommend using two other characters worth just under 500 points. You could, however, replace the Goblins with Dark Elves, Chaos Marauders, or even Skeletons and Black Knights. Just remember to try to keep the total points value for the Attacking force close to that in this battle.

Keep an eye on the Warhammer Skirmish section of our website for more Gotrek and Felix scenarios.

PART OF A LARGER BATTLE

Gotrek and Felix can be included as a Rare choice in Empire, Bretonnian, Dwarf and Dogs of War armies, so it is best to use this scenario to lead into a battle using one of these armies.

With a sweep of his mighty axe another creature fell headless to the ground. Smashing one in the face with his meaty fist and disemboweling two more with quick swings from his rune axe, Gotrek moved through the woods, a one Dwarf engine of death and destruction.

WARHAMMER SKIRMISH

EGG HUNT

Griffons, Wyverns and Manticores have a few things in common, they are all ferocious beasts and they all make great mounts for Warhammer characters. The problem is that these mounts have to be reared from hatchlings if there is any real chance that they will suffer a rider. This scenario is typical of the small bands of warriors that seek out the nests of these horrific beasts to retrieve the almost priceless eggs. Naturally, the mother monsters aren't too keen about any of these antics.

MODELS NEEDED:

The Monsters:
• Any ferocious monster from the Warhammer world (a Griffon, a Wyvern or the like) and two more of the same monster to represent its young hatchlings. D3 eggs per nest!

Nest Raiders Forces:
• Up to 200 points of troops led by a Hero
• May include a single level 1 Wizard
• Up to 25 points may be spent in equipment or Magic Items

BATTLEFIELD

A 48" x 48" area is ideal for this type of game. The nest should be in the dead center of the table on top of a two-layer hill. At the foot of one end of the hill, there should be impassible rocks, at the other end, fallen logs. There should be two groups of trees, one set in either corner as shown on the map.

OBJECTIVES

The objective for the monsters is to stop the Nest Raiders from escaping off the board with any eggs.

Each Nest Raiding gang is vying to get an egg from the nest and take it off the table via any table edge. In multi-player games the winner must get the <u>most</u> eggs off any edge!

DEPLOYMENT

The "Mother" monster does not start the game on the board. She enters play sometime after the nest has been violated! Roll as soon as a Raider has touched the nest. On a 4+ the Mother may enter from any table edge. If the mother doesn't enter that turn, roll at the end of each player's turn. The Hatchlings start in the nest.

The Nest Raiders must start the game on any table edge.

WHO GOES FIRST?

The Nest Raiders go first, as they're the ones doing the raiding, and the Mother monster isn't on the table yet.

SPECIAL RULES

This scenario uses the special rules detailed below:

<u>Young Monsters</u> - The statistics of the Hatchlings are all equal to half the corresponding statistic of their Mother. In the case of fractions, round down. The Hatchlings will NOT move from the nest at any point in the game.

<u>Raiding the Nest</u> - To grab an egg, all that is needed is to have one model get inside the nest. Once the model has crawled into the nest, it is assumed to have grabbed an egg. Each model may only carry one egg at a time.

<u>Hungry Hatchlings</u> - The Hatchlings are absolutely starved (why else would their Mother leave them alone?), and will eat just about anything that looks tasty. Any Raider trying to get an egg must first contend with the Hatchlings! Raiders are NOT pinned in combat and may still move and snatch an egg - but if they choose to do this they may not strike at the Hatchlings (roll one attack on the Raider as he runs by).

OPTIONS - SINGLE AND MULTI-PLAYER

This scenario does not have to be limited to two players (one playing the Raiders and one playing the Monsters). Any number of players can compete for the few eggs, each attempting to get eggs off the table. Also, a single player can play with the Mother and Hatchlings being controlled by the rules below. For an all-out free-for-all, you can combine the rules for controlling the monsters with a multi-player game.

<u>Single Player</u> - To play this game by yourself, have the monsters move and fight as described below:

Once the Mother comes onto the board, it will start in the center of one of the table edges. Determine which table edge it appears on by rolling a D6, re-rolling on a 5-6.

The Mother, if not engaged in combat, will move D6 inches towards the nearest model. If it comes in base-to-base contact, it is considered to have charged and will strike first. If someone is in possession of the egg, the Mother, unless in combat, will move 2D6 towards that model, with the same stipulation about charging as stated above.

<u>Multi-Player</u> - If there are more than two players you may wish to add another nest with another D3 eggs.

Also, you have the option of stealing the egg from someone who has already retrieved it. Simply wound them in combat (any result), and the model who caused the wound steals the egg.
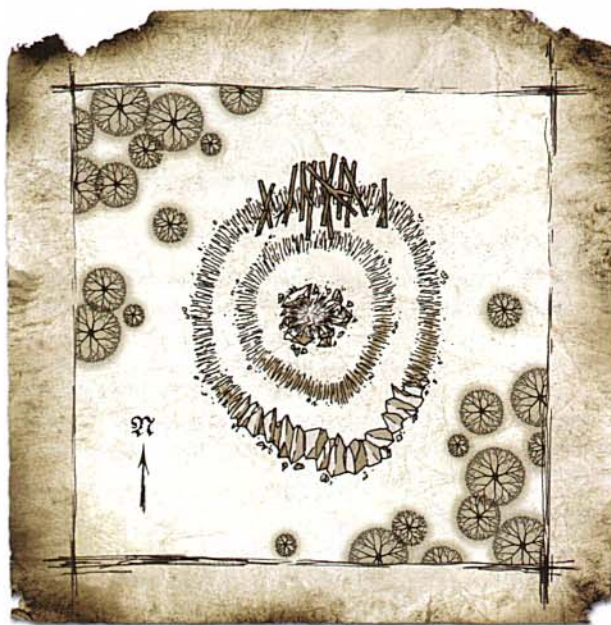
USING ALTERNATE FORCES

This scenario is really useful for just about any Warhammer army and a wide variety of monsters. On the following page you will find a few suggestions to try:

• An Empire Warband trying to steal Griffon Eggs
• An Orc Warband trying to steal Wyvern Eggs

- A Goblin mob hunting Giant Spider Eggs
- High Elves or Wood Elves looking for Great Eagle Eggs
- A Necromancer & Undead looking for Manticore Eggs
- A Bretonnian noble party seeking Hippogriff Eggs
- Dark Elves looking for Hydra Eggs (this one is on the web)

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. Should the Raiders be successful in their attempt to retrieve the egg, the price for it would be well enough to cover a Dogs of War or Regiment of Renown unit joining their army in the next game, regardless of the normal ally rules and without having to spend the points. (In a multi-player game, the player that wins would receive this bonus, and everyone else would be out of luck.)

If the monsters defend their nest by eliminating all of the Nest Raiders, the army the Raiders are from would lose the points used in this scenario.

Hechmier ran until he thought his lungs would burst. No matter how fast he moved he could feel the wind from the beat of the Griffon's wings against his back. He was crying with terror.

They were all dead.

Everyone.

Just as he had reached out for one of the precious eggs, the beast had swept out of the sun. The handgunners' volley never touched it. In one long glide its mighty claws had reached out and torn Zebreck's head from his shoulders. The rest of the men were doomed after that.

Suddenly Hechmier felt a jolt as the Griffon's claws sunk into his back, breaking his spine as he was lifted from the ground. He was still conscious as the Griffon dropped him into the nest. The hatchlings only looked at him curiously for a moment before they started to sate their hunger.

Thieving egg hunters get more than they bargained for when a protective Griffon returns to her roost.

SEND IN THE STEAM TANK

Sometimes the harshest conflicts in the Warhammer world don't take place on an open field of battle. This is one such time. The city streets lie in ruin, and as the last of the rearguard prepared to leave the smoldering town to the hands of the invaders, someone remembered the Ammunition Depot! Should the pillaging force discover the gunpowder even more towns might fall. Something must be done! No troops in their right minds would head back towards the Orc-infested town, unless of course, they rode in with mighty Steam Tank!

MODELS NEEDED:

Steam Tank and Crew
- One *Conqueror* style Steam Tank (300 pts)
- 3 Rearguard Troops (up to 25 pts - Core troops- no cavalry)

Orcs
- 100 points of Core troops - no cavalry, champions, or archers.

BATTLEFIELD

The playing area should be 48" x 48" or larger. There should be only one clear way for the Tank to get to the Depot. The other ways should be too narrow or filled with rubble and debris, etc. (See the map for suggested layout.)

OBJECTIVES

The Steam Tank must destroy the Ammunition Depot.

The Orcs must destroy the Steam Tank OR slay the rearguards and the Steam Tank Engineer.

DEPLOYMENT

The Tank and its guards deploy at one end of the city, at the opposite corner from the Ammunition Depot.

The Orcs may deploy anywhere at least 12" away from the Tank or any of its guards. No more than 6 can be in a single location within 2" of each other.

At least 6 Orcs must be designated "hidden" and not within 12" of another model, and deployed in heavy cover. Hidden models are not deployed as normal at the beginning of the game. Mark on a sheet of paper where each of your hidden models start. When the Tank comes within 6" of one, that model ambushes the Steam Tank!

WHO GOES FIRST?

The Steam Tank rolls into town and gets the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Burnaboms - The Orcs all have "Burnaboms" - crude explosives made of old jars, volatile liquids and a burning rag. They can be thrown 6" in an attempt to hit the nigh impenetrable hulk. Once the Orc is 6" from the Tank he must pass a Leadership test to overcome the fear of being run over. If the test is failed, the Orc may do nothing but cower in fear. If passed, "boms" away! Roll to hit as normal. If you hit, then roll for location:

6:   Hit the Air Intake. This causes a single point of damage to the Tank, but more importantly the oily fumes and thick smoke are choking the Engineer! The Engineer and all four of the crew are forced to exit the Tank and are placed within 2" of the right side of the Tank (to fix the problem with the vent!). The Steam Tank doesn't move while crew are outside.

1-5: The "bom" shatters harmlessly upon the metal hull of the Steam Tank.

If the crew is forced out of the Tank they may re-enter after clearing out the Intake Vent. At the beginning of the Steam Tank's next turn, roll a D6: on the first turn outside the Tank, the crew will clear the vent on a roll of 4+. On the second turn they'll clear it on a 3+, and so on. As soon as the vent is clear, the crew can rush back inside the Tank. Movement is at half rate (half the normal distance per Steam Point) that turn (firing as normal).

Raze The Depot - In order to destroy the Ammunition Depot the Tank must hit it and cause two wounds. The Depot has a Toughness of 6 and 2 Wounds. Keep in mind that the Steam Tank has only 3 cannonball shots. The Steam Cannon generates its own ammo, but its lesser strength will make destroying the Depot tougher!

Piles of Rubble - If there is a pile of rubble blocking one of the roads, the Tank (being the behemoth that it is) can try and plow right through it. Roll a D6. On a 1, the Steam Tank is stuck! At the beginning of each subsequent Empire turn, roll a 4+ to free the Tank from the rubble. If freed, the Tank moves at half rate for that turn as the pressure builds back up, it then returns to normal speed next turn.

sample set up

USING ALTERNATE ARMIES

Ransackers can be any army, though the bomb description may change. Skaven might use some sort of warpfire liquid, and Lizardmen may use some rare jungle foliage pods that release spores upon contact. Use your imagination!

PART OF A LARGER BATTLE

Should the Steam Tank accomplish its mission, then the Empire army may take the mechanical marvel in their next game for no points cost. The Tank simply stays to fight!

Should the Orcs succeed, they will fix the Tank up (as best they can) and actually use it in a subsequent battle. As they will not have the Empire's experience, it will break down on a D6 roll of 1 every turn.

THE BIGGER PICTURE

Linking Warhammer Skirmish games with larger Warhammer battles!

As we've mentioned earlier, the most exciting way to play Warhammer is to command massive armies across sweeping battlefields. We've also explained that Warhammer Skirmish is a great way to get started in the Hobby, play quick games during your lunch time, and use the results of your games to affect your next game of Warhammer. Four of our hobbyists decided to put this theory into action and threw together a series of skirmishes that would have influences on the larger battle they would later play.

Mark Renye and Jeremy Vetock would field their Orc armies, a marauding Waaagh! hell-bent on plundering the Empire. Joe Krone would command the Imperial forces, supported by ally Bert Smith and his Dwarfs.

Over the course of a few lunch times the guys played out the lead-up scenarios: *Cut the Bridges*, *Baggage Train* and *Storm the Barricades*. Given the experience of the Orc generals the results were very surprising, leading to an interesting set of conditions for their final battle. Read on...

GAME ONE

In the *Cut the Bridges* scenario it is vital for the Defenders (Empire) to prevent the Attackers (Orcs) from crossing the river.

Given Joe's wide-spread deployment and Jeremy's fast-moving army things looked grim for the Empire from the outset. The militiamen fought hard against the brute force of Orcs, boars, Goblins and wolves as they tried desperately to cross the bridge.

Further down the river Jeremy's Goblins ran towards the ford (the only other crossing point) and did a great job of diverting Joe's attention.

Although many humans fell defending the bridge crossing, the Orcs failed their second Rout test and fled the battlefield.

Result: Victory for the Empire! The Orcs would be deploying first and going second in their big game.

GAME TWO

We played around a little bit with some of the special rules in this scenario, particularly adapting the rules for the baggage train to accommodate Bert's cool steam engine. Both players agreed and the ambush of the *Baggage Train* was on!

Bert's choice of defenders was solid, heavily armored Ironbreakers and powerful Thunderers. The ability to move AND shoot with Dwarf handguns was definitely a good choice. Mark had a great mix of ambushers, including a Big Boss with a great weapon - perfect for cleaving the steam engine. Unfortunately Mark let the baggage train slip by while he carved up the defenders.

Result: Victory to the Dwarfs! The Dwarfs would now be able to re-roll one Misfire per turn during the approaching battle.

GAME THREE

On a roll going into the third game, Joe was pretty confident he could win the *Storm the Barricades* scenario.

Joe's Militia were hard at it again, with teams of men working quickly to build makeshift barricades. Even though they were fighting at night, the Empire Crossbowmen picked off two of the Wolfboyz before they could close in. The fight didn't get much better for Mark as the Savage Orc Boar Boyz struggled to hit the enemy over the hastily constructed defended obstacles.

Result: Victory to the Empire! The Orcs would be at an even greater disadvantage in the upcoming game as the Empire would have 24" of additional defenses!

Mark Renye, Jeremy Vetock, Bert Smith, Joe Krone and John Cadice pose before their mighty armies at play.

THE BIG BATTLE

As the fateful day drew nearer Joe and Bert realized they would have a bit of trouble matching the massive armies that Jeremy and Mark wanted to field against them. Solution: Draft in another Empire player! John Cadice jumped at the chance of a mighty game of Warhammer and brought along his impressive Knights Panther and supporting troops. The Empire and Dwarfs now could take advantage of their victories in the earlier games.

Once deployed the sight of so many miniatures on the battlefield (over 6000 points per side) was so impressive that onlookers were also keen to join in the carnage that was about ensue.

The Orcs had been forced to deploy their troops first and spread their army across the board with a solid center and fast-moving flanks. The allied army was able to deploy their forces to counter most of the threats (Giants, Trolls, Fanatics, etc).

The barricades provided great cover for the artillery and Dwarf Thunderers while Bert's cannon certainly benefited from the additional re-roll each turn.

We won't tell you who won the game here, you'll have to check it out on our website soon.

In the meantime, try linking some skirmish games and create your own mini-campaign.

WARHAMMER
SKIRMISH

Endlessly deep ranks of infantry, massed batteries of war machines and archers firing volley after volley, swords crashing on shields and armor in an unrelenting sea of battle. Such occurrences are not uncommon in the Warhammer world. However, not all important battles take place between two massive armies clashing over a sweeping battlefield. Some of the most crucial skirmishes are fought on an entirely different scale, one that may never be recorded for history, but are no less meaningful in the grand scheme of things.

Warhammer Skirmish gives current Warhammer players an opportunity to delve deeper into one of the more overlooked aspects of the game they may know inside out. If you are new to the Warhammer world, this is a fantastic way to get started and jump right in. Skirmish battles give you the chance to get playing right away as you build your full-sized army, or you can add a little "flavor" to your existing battles and campaigns by making even the smallest battles mean a lot. Factions of Chaos battling for the favor of their dark gods, zombies terrorizing a band of soldiers who've lost their way, or a nasty pair of River Trolls menacing any who dare to cross their bridge - all of these are perfect settings for skirmish battles that could take place at any time in the world of Warhammer.

Inside this booklet you'll find 25 unique and evocative scenarios designed to provide both fun and exciting small-scale games of Warhammer, as well as serve as a prologue to even larger games.

So what are you waiting for? Grab some troops and dive head-first into Warhammer Skirmish!

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