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WARHAMMER SKIRMISH

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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.

What is Skirmish?
Sometimes you might not have time to play a full-scale battle, or perhaps your armies are not yet completely painted. In such situations the rules given below will allow you to play games using small skirmish forces.

The Skirmish rules allow you to play battles between small forces of a dozen or so models. When you start playing you can decide who has the first turn, what scenery to use, etc., by using the core Warhammer rules or by agreeing with your opponent first.

All Warhammer rules apply in a skirmish game apart from the exceptions and modifications given below. Mordheim: City of the Damned (available from Games Workshop's Mail Order and stores) provides a complete set of rules for skirmish battles set in the Warhammer world.

The Skirmish force
The following rules work best with modest forces, say 100-250 points per side. Such forces should include very few, if any, magic items or Wizards (who should be limited to Level 1). You should choose one character from your army list to act as leader. A Hero level character will make a fine leader for the skirmish force and rules for leaders are explained below. Otherwise, feel free to choose any troops that suit the scenario you're playing, ignoring the limitations of core, special and rare units.

The biggest difference between Warhammer and the Warhammer skirmish game is that in a skirmish game each model forms a unit on its own, rather than several models being formed into units in ranks.

Skirmish scenarios
Skirmish games are far more entertaining if you come up with a scenario which supplies a reason for the battle. This could simply be a border skirmish, two scouting forces meeting each other, a local militia defending their village from raiders, or an expedition to rob the tomb of an Undead king. Feel free to come up with scenarios for your own battles.

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Designing Scenarios
Here are a series of guidelines Warhammer Team members Alessio Cavatore and Gav Thorpe came up with that they felt were a good start towards making your own enjoyable little game. 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 the 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.

But now let's look at the recipe for a perfect Warhammer Skirmish scenario:
• Keep the number of models under control (try not to field more than fifteen per side).
• Try and use only infantry. Do not include cavalry (not too good at moving in buildings and broken terrain) and large monsters (unless it's a classic 'Hunt the Troll' scenario).
• Do not use War Machines or Chariots.
• Stick to simple troops (Core units preferably, try to avoid Special and Rare stuff).
• Be careful with Lord level characters (use Heroes, unless it's a Lord and a few followers against lots of enemies).
• Do not use anything capable of flight (too scary!).
• Keep the magic levels low (preferably none to a maximum of a level one per side).
• Do not include banners (including Battle Standards!) and musicians. If you really want to upgrade the odd warrior to a champion, that's not a big problem.

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To keep track of who is doing what and when, each turn is split into five phases. This is called the Turn Sequence.

TURN SEQUENCE	
1. Recovery During the Recovery phase you may attempt to rally individuals who have lost their nerve and recover models who have been knocked down or stunned.	**2. Movement** During the Movement phase you may move the warriors of your force according to the rules given in the Movement section.
3. Magic In the Magic phase any Wizards in your force may use spells.	**4. Shooting** In the Shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.
5. Close combat During the Close Combat phase all models in close combat may fight. Note that both sides fight in the Close Combat phase, regardless of whose turn it is.	

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Recovery phase
During the Recovery phase you may attempt to rally any of your models that have lost their nerve. To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership, the model stops fleeing and has rallied; turn it to face in any direction you wish. The model cannot move or shoot for the rest of the turn, but models able to do so can cast spells. If it fails the dice roll, the model continues to flee towards the closest table edge.

Note that a model cannot rally if the closest model to him is an enemy model (fleeing, stunned, knocked down and hidden models are not taken into consideration for this).

During the Recovery phase, warriors in your force who have been stunned become knocked down and warriors who have been knocked down may stand up (see the Injuries section)

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During the Movement phase models are moved in the following order:

MOVEMENT PHASE	
1. Charge! If you want a model in your force to charge at an enemy model and attack it in close combat then you must do this at the start of the Movement phase before moving any of your other models. When you charge a model, declare to your opponent that it is doing so and indicate which of his models it is attacking.	**2. Compulsory moves** Sometimes a model is forced to move in a certain way and this is called a compulsory move. For example, a fighter whose nerve breaks must run away from his enemies and take cover. Make all of your models' compulsory moves before finishing any remaining movement.
3. Remaining moves Once you have moved your chargers and made any compulsory moves that are needed, you may move the rest of your warriors as you see fit.	

Moving

During their Movement phase, models can move up to their Movement rate in any direction. They may move up and down ladders and stairs and over low obstacles such as barrels and boxes.

In normal circumstances, models are not obliged to move their full distance, and don't have to move at all if you do not want them to. Any exceptions are explained later on and invariably involve either charging or compulsory moves.

Running

The Movement value represents how far a warrior can move whilst going at a fairly rapid rate, allowing him time to aim and shoot a weapon and to observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A running warrior can move at double speed (for example, 8" rather than 4"). Note that running is not the same as charging as it does not allow your model to engage the enemy in close combat.

A model can only run if there are no enemy models within 8" at the start of the turn (fleeing, stunned, knocked down and hidden models do not count). Check this distance after any charges have been declared. If there are any enemies within 8" at the start of the turn, the model will prepare to fight instead and so is unable to run. The running model can move closer than 8" to an enemy as it moves.

Any model that runs loses its chance to shoot during that turn. He is concentrating on running and is not prepared to fight, having sheathed or shouldered his weapons. You should declare that models are running as they move, as this will remind both players that the model is unable to shoot that turn. Running models can cast spells as normal.

Charge!

If you want a model to engage the enemy in close combat then you must make a special move called a charge. Without measuring the distance, declare that your model is charging and indicate which enemy model he is going to attack. You can charge any opposing model if you can draw an unobstructed line from your model to the target. If your warrior wants to charge an enemy model within 4" that he can't see (e.g., it is behind a corner) but has not been declared as hidden, he must pass an Initiative test to detect it. If he fails the roll, your model may not charge this turn, but can move his normal distance, shoot and cast spells.

A charge is like a running move and is performed at double the model's Movement rate, but ends with the attacker moving by the most direct route into base contact with an enemy model. Once their bases are touching they are engaged in close combat. Charge reactions are allowed as normal.

Models are also considered to be in close combat even when separated by a low wall or obstacle, where it is impossible for bases to physically touch because the obstacle is in the way.

A model may charge any model within its charge range as long as there is no enemy model who is not in combat within 2" of the charge route (see diagram). It will undoubtedly be intercepted if it tries to run past the enemy.

In this situation, move the intercepting model into the charge path and the charging model then engages the intercepting model instead of his original target. The charging model still counts as charging when determining the strike order, weapon bonuses, etc.

Sometimes a charging warrior may not reach the enemy because you have miscalculated the distance. If this happens, move your warrior his normal Move distance towards the enemy. This is called a failed charge. The model cannot shoot in the same turn in which he failed a charge, but he can cast spells as normal. Keep in mind however, that a failed charge can still be intercepted.

Models cannot be moved into close combat except by charging – any move that brings a warrior into close combat is a charge by definition.

Charging more than one opponent

If you can move your warrior into base contact with more than one enemy model with its charge move, it can charge them both. This might be inadvisable as it will then be fighting two enemies at once!

Hiding

The Hiding rule represents warriors concealing themselves in a way that our unmoving and dramatically posed models cannot. A hiding warrior keeps as still as possible, just peeking out of cover.
A model can hide if it ends its move behind a low wall, a column or in a similar position where it could reasonably conceal himself. The player must declare that the warrior is hiding and place a counter (such as a coin, dice, etc.) beside the model for it to count as being hidden.

A model that runs, flees, is stunned or charges cannot hide that turn. His sudden burst of speed prevents it.

A model may stay hidden over several turns, so long as he stays behind a wall or similar feature. He may even move around provided that he stays hidden while doing so. If an enemy moves so that he can see the hidden warrior, the model is no longer hidden and the counter is removed. When hidden, a warrior cannot be seen, shot at or charged.

When hiding, a model cannot shoot or cast spells without giving away its position. If a hidden model shoots, or moves so that he can be seen, he is no longer hidden and can be shot at.

A model may not hide if he is too close to an enemy model – he will be seen or heard no matter how well concealed. Enemy warriors will always see, hear or otherwise detect hidden foes within their Initiative value in inches. So a warrior whose Initiative value is 3 will automatically spot all hidden enemies within 3".

Models may hide on the edge of woods just as if they were behind a wall or hedge.

Climbing

Ruined buildings, etc., do not always have stairs or ladders, so your warriors will have to climb to reach higher ground.

Any model (except animals!) can climb up or down fences, walls, etc. He must be touching what he wants to climb at the start of his Movement phase. He may climb up to his total movement in a single Movement phase (but cannot run while he is climbing). Any remaining movement can be used as normal. If the height is more than the model's normal move, he cannot climb the wall.

To climb, a model must first take an Initiative test. If he fails the test whilst climbing up, he cannot move that turn. If he fails the test while he is climbing down, he falls from where he started his descent (see the Falling section).

Jumping down
Your warrior may jump down from high places such as walkways and balconies at any time during his Movement phase (to a maximum height of 6"). Take an Initiative test for every full 2" he jumps down. If he fails any of the tests, the model falls from the point where he jumped, takes damage (see Falling) and may not move any more during the Movement phase. If successful, the model can continue his movement as normal (jumping down does not use up any of the model's Movement allowance).

Diving charge
You may charge any enemy troops that are below a balcony or overhang, etc., that your model is on. If an enemy model is within 2" of the place where your warrior lands, he may make a diving charge against that model. Take an Initiative test for each full 2" of height the model jumped down, up to a maximum of 6", like a normal jump. If he fails any of them, your model has fallen and suffers damage, may not move any more during the Movement phase and cannot charge the enemy. If he succeeds, the model gains a +1 Strength bonus and +1 to hit bonus but only during the following Close Combat phase.

Jumping over gaps
Models may jump over gaps (up to a maximum of 3") and streets, (e.g., from the roof of one building to another).

Deduct the distance jumped from the model's movement but remember that you cannot measure the distance before your model jumps. If your model does not have enough movement to jump the distance, it automatically falls. If your model is able to cover the distance, it must pass an Initiative test first or will fall. A model is able to jump over a gap and still fire a missile weapon if it is not running. It may also jump as part of its charge or running move.

Warriors knocked down or stunned
If a warrior is knocked down or stunned within 1" of the edge of a roof or building, there is a chance that it will slip and fall off.

Take an Initiative test. If the model is unfortunate enough to fail the test, it falls over the edge to the ground and suffers damage.

Falling
A model that falls takes D3 hits at a Strength equal to the height in inches that it fell (e.g., if the model fell 4", it would take D3 hits at Strength 4). No armor saves apply. Falling will not cause critical hits (see the Close Combat section for the Critical hits rules).

A model that falls may not move any further or hide during that turn, even if it is not hurt.

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Magic phase
During the Magic phase, Wizards can cast spells as detailed in the Magic section. For the purposes of spells which target units, all enemy models that are within 2" of each other are considered to be a single unit, and can all be affected by spells which target units.

For purposes of models that when in a unit count as spellcasters (i.e.:plaguebearers), we invented a simple House Rule you might like to try. Each model that is within 2 inches of one another counts as part of a "unit". So for example, if you have 5 Plaguebearers within 2 inches of one another, they form a "unit" and are considered a level one wizard. This will also work against you for spells that affect a unit!

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Shooting phase
Apart from the following exceptions, all the normal rules governing shooting in Warhammer apply: During your force's Shooting phase each of your warriors may shoot once with one of his weapons. This means that he can fire a bow, shoot with a crossbow, or hurl a throwing knife, for example.

Work through the models one at a time. Pick which warrior is going to shoot, nominate his target, work out whether he hits the enemy and, if he does, any wounds or injuries that are caused. Then continue with the next shooter. You can take shots in any order you wish. Be sure to remember or note down which models have already shot.

Who can shoot
Each model can shoot once during the Shooting phase, so long as the model can see a target and assuming that it has a suitable weapon to shoot with. Mounted models have a 90 degree arc of sight and models on foot have a 360 degree arc of sight as normal.

The model may not fire in the following circumstances: if it is engaged in close combat, has run or failed a charge in the Movement phase, has rallied this turn or is stunned or knocked down.

To shoot at a target, a model must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Models can see all around themselves (i.e., 360°), and they may be turned freely to face in any direction before firing. Note that turning on the spot does not count as moving.

Closest target
Your model must shoot at the closest enemy because he represents the most immediate threat and therefore the most obvious target. However, he may shoot at a more distant target if it is easier to hit or if closer models are stunned or knocked down (see the diagram below).

For example, a closer target may be hard to hit because it is in cover, whilst a more distant target might be in the open and therefore an easier shot.

Your model can shoot at models that are fleeing, knocked down or stunned, but he can choose to ignore them, because they do not represent an immediate threat. It is better to shoot the closest standing enemy model instead.

Note that your model may not shoot at models engaged in close combat, as the risk of hitting his comrades is too great.

Shooting at a single target
As a House Rule, we've had great success ignoring the -1 penalty for shooting at single targets as this made our bowfire nearly useless! Give it a try both ways and decide for yourself, just make sure you and your opponent are clear on which method you are using before you start a game.

Shooting from an elevated position

A model situated in an elevated position (i.e., anything that is more than 2" above the table surface, such as an upper floor of a building) may freely pick any target he can see and shoot at it. The exception to this rule is that if there are enemies in the same building and in line of sight of the shooter, he must shoot at these, as they present a more immediate threat.

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Close combat
Apart from the following exceptions, close combat follows the same rules in the main rules section.

Combat Resolution and Overruns
Neither of these rules are to be used in Skirmish.

Who can fight
Models whose bases are touching are engaged in close combat. This can only happen once a warrior has charged his enemy, as models are otherwise not allowed to move into contact.

All close quarter fighting is worked out in the Close Combat phase. Regardless of whose turn it is, all models in close combat will fight. A warrior can fight against enemies to his side, front, or rear. In reality the fighters are constantly moving, dodging, and weaving as they struggle to kill their adversaries.

Models fighting in close combat do not shoot in the Shooting phase. They are far too busy fighting for their lives. Any very close range shots they are able to make using pistols are treated like close combat weapon attacks (see the Weapons & Armor section).

Which models fight?
A model can fight if its base is touching the base of an enemy model, this includes "corner to corner" fighting. Even models attacked from the side or rear can fight normally.

If a warrior is touching more than one enemy, he can choose which to attack. If he has more than 1 Attack, he can divide them in any way the player wishes, so long as he makes this clear before rolling to hit.

Hitting the enemy
To determine whether hits are scored, roll a D6 for each model fighting. If a model has more than 1 Attack roll a D6 for each Attack.

The dice roll needed to score a hit on your enemy depends upon the Weapon Skills of the attacker and the foe. Compare the Weapon Skill of the attacker with that of his opponent and consult the To Hit chart on page 69 to find the minimum D6 score needed to hit.

Critical hits
If you roll a 6 when rolling to wound (only in close combat and shooting) you will cause a critical hit, which counts as 2 hits with no armor save. In addition, if the attacker normally needs 6s to wound his target, he cannot cause a critical hit. His opponent is simply too tough to suffer a serious injury at the hands of such a puny creature!

Each warrior may only cause one critical hit during each Close Combat phase (see the Close Combat section for more details), so if he has several attacks, the first 6 rolled to wound causes a critical hit.

Out of action
A warrior who is out of action is also out of the game. Remove the model from the tabletop. It's impossible to tell at this point whether the warrior is alive or dead, but for game purposes it makes no difference to the result of the game.

Injuring Cavalry Models (House Rule)
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!

Attacking Stunned and Downed Warriors
If an enemy is fighting a warrior who is knocked down, he may attack him to put him out of his misery. All attacks against a warrior knocked down hit automatically. If any of the attacks wound the knocked down model and he fails his armor save, he is automatically taken out of action.

A stunned warrior is at the mercy of his enemies. A stunned model is automatically taken out of action if an enemy can attack him in hand-to-hand combat.

Note that a model with multiple attacks may not stun/knockdown and then automatically take a warrior out of action during the same hand-to-hand combat phase. The only way you can achieve this is to have more than one of you models attacking the same enemy. So if the enemy is stunned/knocked down by the first warrior, he can be hit and put out of action by the next warrior to attack.

If your model is engaged in close combat with an enemy who is still standing, he cannot attack any other models that are stunned or knocked down, since in reality they will not pose an immediate threat and their companions will try to protect them.

Killing Blow
This takes precedence over critical hits and will take the victim out of action. Don't roll on the injury table, just take the headless corpse off of the battlefield!

Poison Attacks (House Rule)
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.

Swarms (House Rule)
The myriad of tiny creatures that gather to form a Swarm do not get an Injury Roll, they simply lose a wound, so if it is the last wound, remove the model. The swarm's strength lies in numbers, not in strength of individuals.

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Injuries
Most warriors have a Wounds characteristic of 1, but some have a value of 2 or more. If the target has more than 1 Wound then deduct 1 from his total each time he suffers a wound. Make a note on his roster sheet. So long as the model has at least 1 wound remaining he may continue to fight.

As soon as a fighter's wounds are reduced to 0, roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 and consults the injury chart for the wound that reduced the model to no wounds and for every wound the model receives after that. If a model suffers several wounds in one turn, roll once for each of them and apply the highest result.

INJURY TABLE - D6 Result		
1-2 Knocked down	3-4 Stunned	5-6 Out of action
The force of the blow knocks the warrior down. Place the model face up to show that he has been knocked down.	The target falls to the ground where he lies wounded and barely conscious. Turn the model face down to show that he has been stunned.	The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

Knocked down
A warrior who has been knocked down falls to the ground either because of a jarring blow, because he has slipped, or because he has thrown himself to the ground to avoid injury. Turn the model face up to show that he has been knocked down.

Knocked down models may crawl 2" during the Movement phase, but may not fight in close combat, shoot or cast spells.

If he is in base-to-base contact with an enemy, a knocked down model can crawl 2" away only if the enemy is engaged in close combat with another opponent, otherwise he has to stay where he is. In combat, he cannot strike back and the enemy will have a good chance of putting him out of action.

A warrior who has been knocked down may stand up at the start of his next turn. In that turn he may move at half rate, shoot and cast spells, though he cannot charge or run. If he is engaged in close combat, he may not move away and will automatically strike last, irrespective of weapons or Initiative. After this turn, the fighter moves and fights normally, even though he has no wounds left. If the model takes any further wounds, then roll for injury once more, exactly as if the model had just sustained its last wound.

Stunned
When a warrior is stunned, he is either badly injured or temporarily knocked out. Turn the model face down to show that he has been stunned. A fighter who is stunned may do nothing at all. The player may turn the model face up in the next Recovery phase, and the warrior is then treated as knocked down.

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Panic
Ignore stipulations 3 and 4 in the Panic rules found on page 80 of the Warhammer rulebook because they really don't apply to Skirmish battles.

Breaking from combat
A warrior who panics whilst fighting in close combat will break off and make a run for it. When a fighter breaks from combat he simply turns and runs. If his move is up to 6 inches, then move him 2D6 away from the combat. If his move is over 6 inches, then move him 3D6 away from the combat.

His opponents automatically hit the warrior as he breaks, each inflicting 1 hit which is worked out immediately.

Note that warriors cannot choose to leave a fight voluntarily.

Combat Resolution and Overruns
Neither of these rules are to be used in Skirmish.

All alone
Being outnumbered and alone is a nerve-racking situation for any warrior.

If your warrior is fighting alone against two or more opponents, and there are no friendly models within 6" (knocked down, stunned or fleeing friends do not count), he must make a test at the end of his Close Combat phase. The test is taken against the model's Leadership on 2D6.

If the warrior scores equal to or under his Leadership then his nerve holds.

If the score is greater than his Leadership, the warrior breaks from combat and runs. Each one of his opponents may make one automatic hit against him as he turns to run. If the model survives, he runs 2D6" directly away from his enemies.

At the start of each of his turns, the warrior must take another Leadership test. If he passes, he stops but can do nothing else during his own turn except cast spells. If he fails or is charged, he runs 2D6" towards the nearest table edge, avoiding any enemy models. If he reaches the table edge before he has managed to recover his nerves, he is removed from combat.

If a warrior is charged while he is fleeing, the charger is moved into base contact as normal, but the fleeing warrior will then run a further 2D6" towards the table edge, before any blows can be struck. If a model flees off the table it is counted as out of action for purposes of calculating when to take rout tests.

Leaders
Determine a leader for your force before play begins. This will be the model with the highest leadership

value. A warrior within 6" of the leader may use his leader's Leadership value when taking Leadership tests. This represents the leader's ability to encourage his warriors and push them beyond normal limits.

A leader cannot confer this bonus if he is knocked down, stunned or fleeing himself. The sight of your leader running for cover is obviously far from encouraging!

The Rout test

A player must make a Rout test at the start of each of his turns if a quarter (25%) or more of his force is out of action. For example, in a force that has 12 warriors, a test is needed if three or more are out of action. Even forces that are normally immune to psychology (such as Undead) must make Rout tests. If the Rout test is failed, the force automatically loses the fight. The game ends immediately and surviving warriors retreat from the area. A failed Rout test is the most common way in which a fight ends.

To take a Rout test roll 2D6. If the score is equal to or less than the force leader's Leadership value, the player has passed the test and may continue to fight.

If the force's leader is out of action or stunned, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst any remaining fighters who are not stunned or out of action.

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TRAGIC HEROES
A CAMPAIGN FOR DWARF SLAYERS

Scenario 1 — A Slayer is Born!

Your recently disgraced Dwarf hero is on a pilgrimage to Karak Kadrin to pay homage at the Temple of the Slayers and officially begin his short (if successful) career as a Slayer. In order to make it to the Slayer Hold, your doomed hero must weather the perils of the wilderness.

MODELS NEEDED	
- Slayer Forces - • 1 Dragon Slayer with up to 25 points worth of Magic Items and 25 points worth of Slayer Skills (50 points worth of Magic Items if not playing with Slayer Skills) (100 points)	**- Opposition Forces -** • A plethora of opponents! (see the opposition chart in the Special Rules section)

BATTLEFIELD

This battle takes place on a 36" x 36"table. This scenario take place in the woods, but it can just as easily be modified for the mountains, the underground, or where ever else you want to play; choose the locale for which you have the most terrain. Populate your battlefield with terrain pieces no more than 12" apart. There should be plenty of obstacles for the Slayer and monsters to move around.

OBJECTIVES

The Dragon Slayer needs to make it to Karak Kadrin and must exit off of the northernmost board edge to continue his journey. Leaving the table off the northern edge earns a victory for the Dwarf player.

The player controlling the opposing forces needs to kill the Slayer hero before he exits the northern board edge. Doing so defeats the Dragon Slayer and keeps him from many valuable Victory Points.

DEPLOYMENT

The Dragon Slayer begins the game on the southern edge of the battlefield.

The opposition's Deployment Zone is the northern edge of the table, although the player controlling the opposing forces starts the game with no models on the board.

WHO GOES FIRST?

The player controlling the Dragon Slayer takes the 1st turn.

SPECIAL RULES

Skirmish. This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

Monsters Assemble! If there are no creatures on the battlefield at the beginning of the opposing forces' turn, immediately roll on the chart below:

2D6	Opposition Force
1	Four (4) Ungor (Spears)
2	Three (3) Wood Elf Eternal Guard
3	Three (3) Gor (Two Hand Weapons)
4	Two (2) Dryads
5	Two (2) Bestigor
6	Two (2) Wardancers

The controlling player may place these creatures anywhere along the northern board edge. As always, newly deployed creatures can move but can't charge the turn they are placed upon the table.

Once the Dragon Slayer comes within 12"of the northern board edge, use the following chart to generate a final opponent. This table should only be used once, in the same way as the table above, and it will generate the last creature the Dragon Slayer will face.

1D6	Opposition Force
1-3	One (1) Tree Kin
4-6	One (1) Spawn of Chaos

If you change the location of your scenario (underground, for instance), you should alter these charts to generate enemies that frequent the type of terrain used.

PART OF A LARGER GAME

If played as part of the Slayer Campaign, Victory Points are awarded to the Slayer player for meeting the following objectives.

Winning the Scenario:	200 VP for getting off the table.
Dealing Death:	50 VP per opposition force killed.
Being Quick About It:	20 VP for each turn under 12 it takes to leave the table (a Turn 8 victory would earn +80 VP).

Remember to keep careful track of these Victory Points, as the winner of the campaign will be determined by them!

If this scenario is played as the preamble to a larger Warhammer battle (1,500 points or more), a winning Slayer player can field an additional Hero (100 points maximum value) for free. If the opposition forces defeat the Hero, the controlling player gets an additional 100 points of Core troops for free.

ON THE TRAIL OF A DRAGON
A SMALL CAMPAIGN THROUGH DWARFEN HISTORY

SCENARIO 2 — A FATHER'S REVENGE

OVERVIEW

The death of Baragor's daughter mere days before her wedding drove the king over the edge. When he was told the news, he sat stunned and unmoving upon the throne of Karak Kadrin. Try as they might, not one of the royal clan members or guild leaders could console him. Quiet enveloped the hold, as Baragor's subjects waited for their king to overcome his grief.

Two whole days passed in this manner before a strange Dwarf arrived in Karak Kadrin. He followed the path of the Slayer, and he was seeking supplies before he continued his hunt of a dangerous dragon seen in these parts. Standing before the king, the Slayer recognized Baragor's pain immediately and suggested the only honorable way out for a Dwarf.

Baragor pulled a knife from his belt and begin cutting off the sides of his hair.

MODELS NEEDED:	
- DEFENDERS - • 1 High Elf Dragon (320 points)	**- ATTACKERS -** • 1 Slayer War-Mourner (305 points, use the profile of Garagrim Ironfist in **Storm of Chaos**)

BATTLEFIELD

This scenario takes place on a 4'x4' table set up to depict a mountain clearing. You can use the same board as you did for Scenario 1, or you can just set up a table with a few rocks scattered throughout. Make sure you set up the terrain in a manner that is agreeable to both players.

OBJECTIVES

Baragor has taken the Slayer oath along with the name of Ungrim, which means "oath-bound" or "unfulfilled oath." He has trained for combat with other Slayers, though the pull of his duty as king has kept him from pursuing the Slayer path exclusively. Soon, he will blend both oaths to become the first Slayer King and create the Shrine of Grimnir in Karak Kadrin.

However, for now, he has tracked down the great dragon Skaladrak to exact a father's revenge. History tells us that Skaladrak does not die at Ungrim's hands today. Still, the king should be able to remove an eye, claw, or tail in combat against the beast. Skaladrak, of course, is more than happy to slay yet-another meddlesome Dwarf.

DEPLOYMENT

The Attacker deploys the king anywhere on the board, so long as he's at least 12" away from any board edge. Then, the Defender deploys the dragon exactly 12" from the king.

WHO GOES FIRST?

The Attacker goes first.

SPECIAL RULES

Skirmish. This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

LENGTH OF GAME

The game lasts for 6 turns, unless either side achieves victory first.

VICTORY CONDITIONS

Skaladrak wins if he manages to kill the king. However, for history's sake, Ungrim doesn't really die at this point, but he is incapacitated and Skaladrak isn't hungry right now.

Ungrim wins if he can inflict 3 Wounds against Skaladrak. It is assumed that Skaladrak flees the board if wounded this severely.

Next: The Third Scenario-Coming Soon!

• **Introduction** • **Scenario 1: Let Sleeping Dragons Lie** • **Scenario 2: A Father's Revenge** • **Scenario 3: Surprise Visitor** • **Scenario 4: For Baragor!** •

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TRAGIC HEROES
A CAMPAIGN FOR DWARF SLAYERS

Scenario 5 — A Worthy Death

OVERVIEW

The Ogre leadership needs to eliminate the pesky Slayers so that the bulk of the Ogre Kingdom's force can move through the Underway unmolested. The best way to get rid of this problem is to give the Slayers exactly what they want: a noble death at the hands of terrifying monsters. Send in the Giants!

ARMIES
- Slayer Forces - Five hundred (500) points of Slayers. You may select this force per the normal Warhammer rules, or you can use the Warband rules as outlined in **US White Dwarf 296**, **297**, **298**, and found online here. It is recommended that you treat Troll Slayers as Core choices, and adopt the rules for Doomseekers and Brotherhood of Grimnir as outlined in **Warhammer Armies: Storm of Chaos.**
- Giant Forces - Four Slave Giants (700 points). This will give you a chance to model and paint some of the amazing new Giant models coming out in the Spring of 2006.

BATTLEFIELD

This battle occurs on a 36" x 36"table. The scenario takes place in the ruined Underway of Ungdrin. The battlefield is littered with fallen columns, rocks, torn-up floors, multiple chasms, pools of stagnant water, and evidence that the tunnels have been recently used by the foes of the Dwarfs. Scatter these terrain pieces around the board so as to make the setting interesting.

DEPLOYMENT

The Slayers are under assault and are bunched up in the middle of the table. Deploy the Slayers in a 12" x 12" area in the center of the table.

One Slave Giant emerges from each side. Deploy one of the behemoths on each of the table edges.

WHO GOES FIRST?

The player controlling the Slave Giants takes the 1st turn.
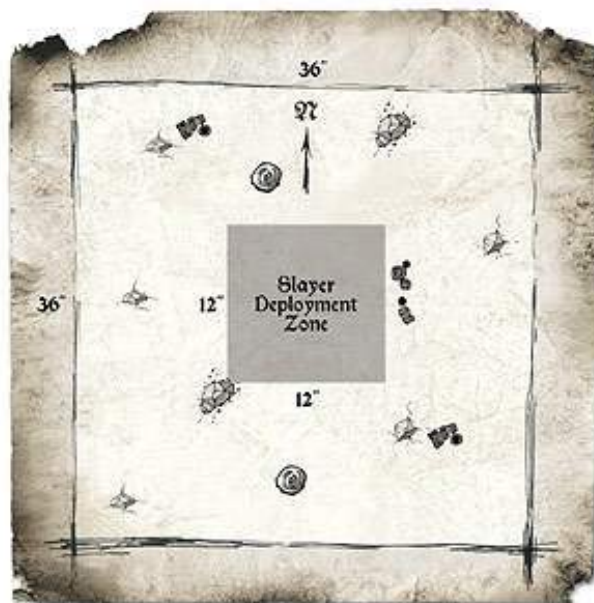
LENGTH OF GAME

The game goes on until all of the Slayers are dead, or eight Slave Giants have been slain.

SPECIAL RULES

"Look Snorri, Trolls!" When surrounded by their fellows, Slayers find it very difficult to resist the urge to close with the enemy as soon as they can.

After all deployment, but before the first player's turn, the Slayer army surges forward. Each unit and character moves directly ahead 2D6". Units may only make a single wheel during this movement, and only if it is necessary to avoid terrain or another unit.

Ambush! There are many more Slave Giants waiting in the wings to destroy the Slayers. When one Giant is beaten, immediately deploy another one on any table edge. If this occurs during the Dwarf turn, the Slave Giants can charge when their turn comes around.

VICTORY CONDITIONS

The Slayers are doomed. Their only hope is to take down as many Giants as they can before falling. The Slayers are awarded with Victory Points for achieving the following.

Dealing Death:	175 VPs for every Giant that is destroyed.
Flesh Wound:	25 VP for every Wound inflicted upon a Giant that does not die.

This is the last scenario, so calculate these Victory Points and add them to all the others to determine who is the ultimate Slayer!

PART OF A LARGER GAME

If this scenario is instead played as the preamble to a larger Warhammer battle, remove the **Ambush!** Special Rule and instead use the following effects:

If the Dwarfs win the scenario, they get one additional Slayer unit (up to 10% of the army value) for free. This unit is above and beyond the single unit restriction, and does not count as one of their Special troop choices.

If the Ogres win the scenario, they get a Slave Giant for free. This Giant does not count as one of their Rare troop choices.

ARTILLERY DUEL

MODELS NEEDED:

Each Side:
• May have 3 war machines, but they must be Stone Throwers, Cannons or Mortars
• 150 points of troops that may include unit champions

Dawn has broken over the battlefield; the heat of the sun burns through the morning mist. The long steep valley has afforded you and your troops with excellent placement for your teams of artillery. From this vantage point your war machines will be able to crush anything in the valley below. As the fog rolls away you get a glimpse of the opposing hilltops and realize that this may not be as easy as it first seemed. The enemy seems to have read your mind...

BATTLEFIELD

Use two tables, 24" x 24" each, and set them about 4' to 8' apart. Place steep hills on one side of each of the two tables, up to 8" in. Scatter trees, hedges and other scenery about the remainder of the tables.

OBJECTIVES

The player who destroys the most war machines in 10 turns is the winner. If there is a tie, play additional turns until the tie is broken.

DEPLOYMENT

Each side starts with three war machines, each positioned on the hills of their respective table. Once the war machines are set up, each player secretly divides their troops into a defender and attacker group. When ready, defenders are placed on guard within 6" of their war machines while the attackers are placed up to 6" in from the southern board edge of their opponent's table.

WHO GOES FIRST?

Roll a die; the high roll may decide to go first or second.
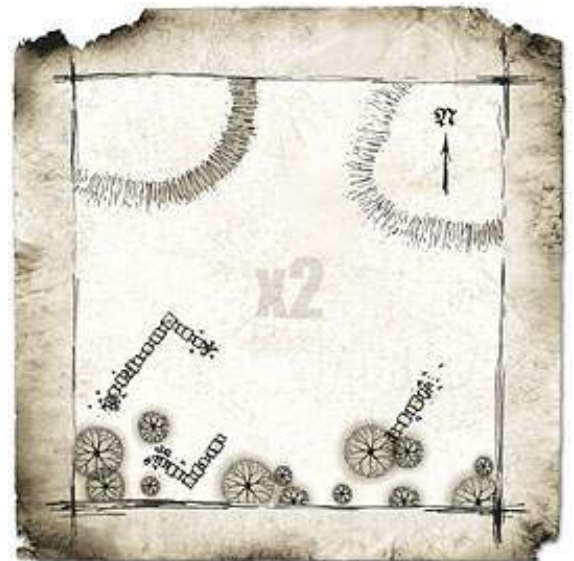
SPECIAL RULES

This scenario uses the special rules detailed below:

Siege Engines

The attacking war machines have been magically reinforced to be able to fire at extreme distances. Players may guess a range between 12" and 144" when firing. Due to the fact that these engines of destruction have magical dweomers already placed on them, any other enchantments will fail. No Dwarf runes may be used.

PART OF A LARGER BATTLE

This is an easy skirmish to work into your next game of Warhammer. The victor may take one extra war machine (up to 100 points in value) in the next battle. However, the loser counts all war machines as rare units.

BACK TO THE SYNOPSIS

SCENARIO 1
ASSASSINATION!

Overview: The leader of the Skaven forces has commissioned Clan Eshin to assassinate the enemy commander. Without strong leadership, the defenders will be much more easily overcome when the main attack is finally launched.

Armies: The Skaven player may have 1 Assassin, who is the leader of the force, and up to 100 points of troops chosen from Gutter Runners and Night Runners.

The defenders have a Captain and up to 100 points of soldiers chosen from Halberdiers, Spearmen, Swordsmen, Archers and Crossbowmen.

No magic items may be taken, and the Captain may not be given any armor or ride a steed. Other than that, any other weapon or armor options in the defender's army list are allowed.

Battlefield: One building, in which the Captain starts the game, needs to placed in the center of the board. Other than that, the more terrain the better!

Deployment: The defenders deploy first. The Captain starts the game in the central building asleep. He has standing orders not to be disturbed except in the direst emergency and so will take no part in the battle until woken (see Waking the Commander below). Up to one-quarter of the defenders may be deployed within 12" of the Captain's building at the start of the game; the rest must be deployed "patrolling the streets" at least 12" away from the building.

The Skaven do not deploy at the start of the game but move on from any board edge on their 1st turn.

Who Goes First?: The Skaven go first.

Length of Game: The game lasts until either the Captain is killed or the Skaven fail their Rout test. The defenders do not need to take Rout tests.

Waking the Commander: The commander will be woken up the moment any Skaven enter the building in which he is asleep. He starts his 1st turn as if he was knocked down on the Injury table. Assuming he is still alive on subsequent turns, the Captain grabs his weapon and moves to investigate the commotion. He may fight as normal from then on.

Scenario 1 - Assassination
The leader of the Skaven forces has commissioned Clan Eshin to assassinate the enemy commander.
Play the Scenario!

Scenario 2 - The Plague
A patrol from the city watch has been ordered to investigate some mysterious deaths in the slum quarter of the city.
Play the Scenario!

Scenario 3 - Infestation

Scenario 4 - The Heist
Clan Skryre has sent one of their own into the city to "acquire" any interesting bits technology before the city is sacked.
Play the Scenario!

Scenario 5 - Razing the City
After terrorizing the city, the Skaven must destroy it before reinforcements move in to relieve the beleaguered populace.
Play the Scenario!

Continuing your Battles

SUPPLEMENTS

Mighty Empires

Lustria

Storm of Chaos

General's Compendium

Skirmish

Clan Moulder has released a horde of Giant Rats into the city. The defenders must drive off the Giant Rats before they eat the city's rations.
Play the Scenario!

Gareth has some interesting ideas on how to keep your Skaven campaign alive!
Find out how!

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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
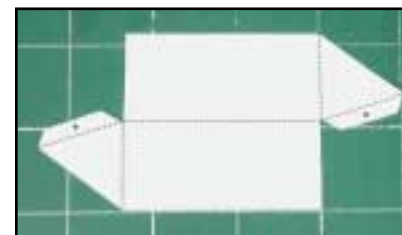
1) Draw up a template for your tents. The template we used can be downloaded from our website at www.games-workshop.com. This should be taped to thin card and cut out using a hobby knife.

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
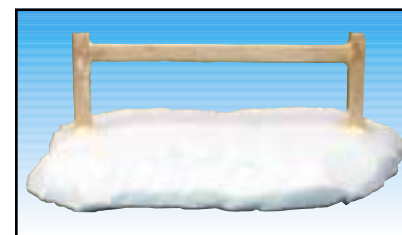
1) Create a framework for the tent by gluing together strips of balsa wood and attaching it to a small hill carved from foam.
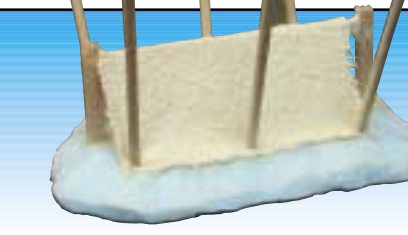
2) Drape a piece of canvas (cut to fit and soaked in watered down wood glue) over the framework and stretch it using toothpicks pushed into the foam.

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.

# of Items: 0
Total: $.00
- CHECKOUT -

ATTACK AT THE INN

MODELS NEEDED:

Attacking Forces:
- •1 Minotaur
- •12 Beastmen
- •1 Beastman Champion

Defending Forces:
- •1 Mounted Knight
- •3 Handgunners
- •3 Archers
- •6 Free Company

There is nothing quite as restful as an afternoon at the Inn of the Lonely Hart with a group of friends laughing and enjoying themselves over a few pints of ale. However, on this particular day there was little laughter. The howling of the harsh wind and the banging of the shutters sent shivers down the patrons' spines. A fetid odor became mixed with the familiar smells of the alehouse, and a new sound fought to be heard amongst the din. All able men within grabbed their weapons, headed into the street, locked the door behind them, and steeled themselves for the worst...

BATTLEFIELD

Using a space of about 24" x 24", place the inn of the Lonely Hart along the southern edge. If you have one, place a road running alongside the inn from east to west and maybe a hedge or two. All about the northern half of the table, place some tree clumps, bushes, and rocky areas to represent the wilds.

OBJECTIVES

The Attackers need to set fire to the inn for a victory, or they can just slaughter all the Defenders and then set fire to the inn! Either way it has to be done before the end of turn 8.

The Defenders have to rout the enemy or hold off the attack for 8 turns, at which point the local militia will have gathered enough strength in numbers to be able to push back the attackers' raid with ease.

DEPLOYMENT

Place the Defenders anywhere within 6" of the inn.

Place all of the Attackers anywhere up to 6" in from the northern table edge.

WHO GOES FIRST?

The Attackers go first as they emerge from the wilds to burn the inn down!

SPECIAL RULES

Burning the Inn
To set fire to the inn, an Attacker must be unengaged and touching the inn. During the close combat phase you may begin to tally up fire points. Each attacker that spends a close combat phase in contact with the inn generates one fire point on the D6 roll of a 4+. The inn can only handle 4 fire points before becoming completely ravaged by flames. So the more attackers you have touching the inn, the better!

Last Inn for Miles
As the Inn of the Lonely Hart is the only inn around for miles, the defenders will not let it go down in flames without a fight! The defenders ignore any and all Rout Tests for the duration of this game.

USING ALTERNATE ARMIES

Although this scenario was written for an inn of the Empire, it is easy to imagine this type of thing happening elsewhere. Think about how Dwarfs would defend an alehouse or High Elves would thwart an attack on a waystop. As for the attackers... well, there are plenty of evil creatures in the Warhammer world and almost all of them could be used in this scenario!

To make up your own forces simply use 200 points for the attackers and 150 points for the defenders. Try and stay away from war machines, oddball units with lots of special rules, and high level characters. Remember, this is simply a small raiding force versus a ramshackle group of defenders!

PART OF A LARGER BATTLE

Here are some ways you can have this small game affect a much larger battle:

Defenders Win
The attacking player's main force loses 100 points worth of core troops as their raiding party never returned and was destroyed.

Attackers Win
The defending player's main force suffers a -1 Leadership modifier due to the loss of the beloved Inn.

Once 150 points worth of attackers are slain in the ensuing battle however, bloody revenge has been delivered and the -1 Leadership modifier is no longer in effect.

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BAGGAGE TRAIN

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).

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.

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, and 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)

Cart Movement Rates	
3 Slaves	5" movement with no marching
2 Slaves	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!).

BACK TO THE SYNOPSIS

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, and 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).
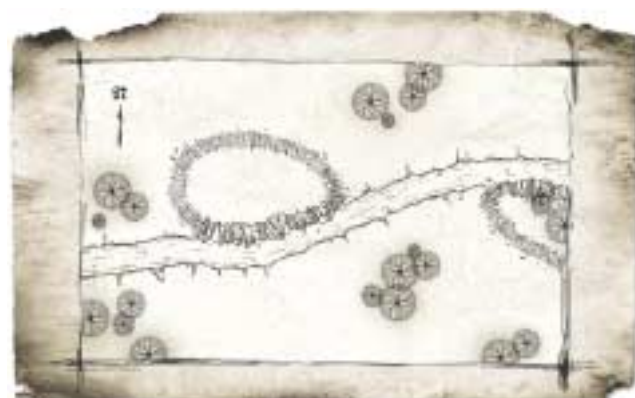
Shooting at the Baggage Train - Roll to hit, then, for each hit, roll a D6: 1-4 hits the cart, 5-6 hits the beast. Each beast, regardless of what it is, has the following statistics: Weapon Skill 2, Toughness 3 with 1 Wound and no armor save. Even though this is skirmish, do not use the Injury chart 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.

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).

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 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.

TRAGIC HEROES
A CAMPAIGN FOR DWARF SLAYERS

Scenario 2 — Band of Brothers (Grimnir)

After surviving the journey through the wilderness, your Dragon Slayer has joined up with like-minded Troll Slayers also on their way to Karak Kadrin and the Shrine of the Slayers. Alas, a Slayer's work is never done. Shortly after joining this small group of grim warriors, word comes of a mining operation under siege by a number of monstrous foes.

MODELS NEEDED	
- Slayer Forces - • 1 Dragon Slayer with up to 25 points worth of Magic Items and 25 points worth of Slayer Skills (50 points worth of Magic Items if not playing with Slayer Skills) (100 points) • 9 Troll Slayers (99 points)	**- Troll Forces -** • 3 Trolls (150 points of nasty monsters)

BATTLEFIELD

This battle takes place on a 24" x 24" table. This scenario occurs at a Dwarf Mine, but it can just as easily take place at a brewery, a village, or at crossroads; choose the locale for which you have the appropriate terrain. Populate your battlefield with terrain pieces about 12"apart. Don't overdo the terrain but play with enough to make the board interesting.

OBJECTIVES

The Dragon Slayer and his small band of Troll Slayers want to kill as many Trolls as they can before being overcome. There is no set number the Dwarfs need to kill to achieve victory; just kill Trolls until you can't kill any more! Victory Points are awarded for every Troll that falls.

The player controlling the Trolls wants to kill all of the Slayers as quickly as he can, all the while taking as few casualties as possible. The Slayer player gets Victory Points for every dead Troll, so stay frosty!

DEPLOYMENT

The 10 Slayers can begin the game anywhere along the edge of the board. As individual **Skirmishers**, they do not need to stick close together.

The Trolls begin the game in the middle of the battlefield.
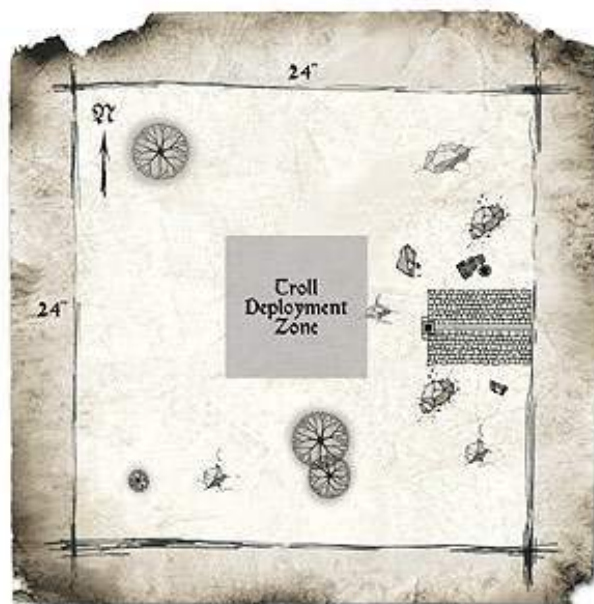
WHO GOES FIRST?

The player controlling the Slayers takes the 1st turn.

SPECIAL RULES

Skirmish. This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

Yum, Dwarfs. The Trolls are starving and must move at their top speed toward a Slayer. In addition, they must charge into combat if within range of an opponent. Due to their extreme hunger, the Trolls test for **Stupidity** at Ld 7. Nobody who's famished stands around looking stupid when food arrives!

Troll Stampede! There is no end to the number of Trolls that are assaulting this settlement. At the beginning of the Troll turn, add a Troll onto any edge of the battlefield for each one under the maximum of three Trolls. There should always be three Trolls on the table during the Troll player's Movement Phase. Fresh Trolls can move, but they can't charge in the turn they are placed upon the battlefield.

All Alone. Trolls are used to being all alone, so they can ignore this Warhammer Skirmish rule. Who would be friends with a Troll?

PART OF A LARGER GAME

If played as part of the Slayer Campaign, Victory Points are awarded to the Slayer player for meeting the following objectives.

Dealing Death:	50 VP for every Troll killed.

A player can earn a maximum of 500 VP in this scenario, but he should continue to kill Trolls for bragging rights until the Troll player surrenders.

Remember to keep careful track of these Victory Points, as the winner of the campaign will be determined by them

If this scenario is played as the preamble to a larger Warhammer battle, then use the following effects:

If the Slayers kill 300 or more points of Trolls (or whatever nasty monsters you are facing), the enemy can't field any monsters from the Rare troop choice options in the upcoming battle.

If the Trolls kill all of the Slayers before they reach their goal of 300 points, then no Slayer unit can be used in the next large battle. Non-Dwarf players will lose one Special troop choice slot.

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BONES TO PICK

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.

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...

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

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 ARMIES

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).

BACK TO THE SYNOPSIS

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

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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.

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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).

BRIDGING THE GAP

MODELS NEEDED:

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

Defending Force:
• 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

The massive bolt found its mark in chest of another Beastman. The foul creature fell into the swiftly flowing river with a horrible braying cry, ts death rattle cut short by deep water. The High Elves protecting the other bank allowed themselves a quick smile before they reloaded their elegant bolt thrower.

Their celebration was quickly snuffed out when a hulking creature exploded from the shelter of the forest carrying a mighty log bridge on its broad back! The elves hadn't considered the possibility of facing down a Minotaur...

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 below for details.
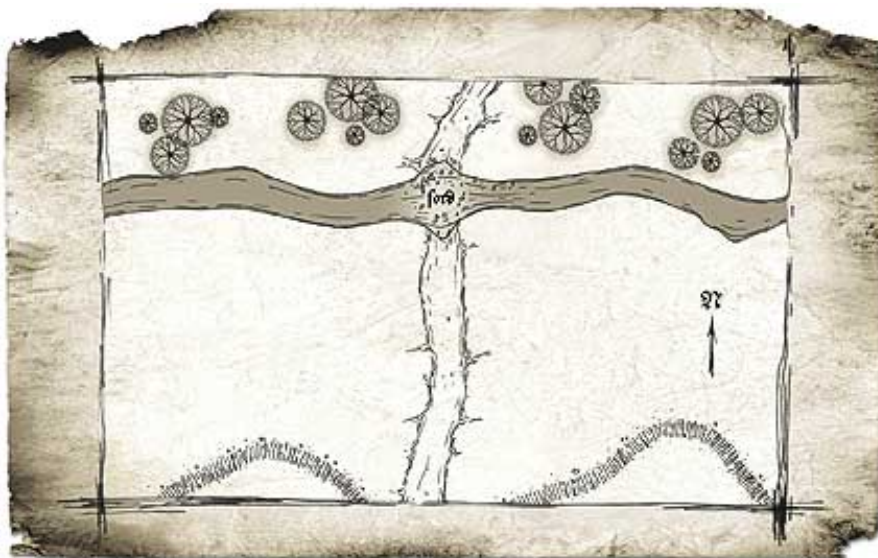
OBJECTIVES

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 ARMIES

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!

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BRING OUT YOUR DEAD

MODELS NEEDED:

- 2 Necromancers
- 12 Zombies
- 12 Skeletons

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.

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 ARMIES

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.

BACK TO THE SYNOPSIS

WARHAMMER
SKIRMISH

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:

<u>Raise the Dead</u> - 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.

<u>Crumble to Dust</u> - 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:

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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.

CATCH 'EM IN THE RYE

MODELS NEEDED:

The Snotlings:
• One Snotling Pump Wagon
• Four Snotling Swarms

Farmer Miles and His Hired Hands:
• 150 points of Handgunners and/or Huntsmen, representing the farmer's family and hired hands

Strange giant mushrooms have been growing on Farmer Miles's fertile land for years. Every autumn, Snotlings from the Drakwald Forest trample Farmer Miles's barley fields as they try to harvest the coveted red-capped delicacies. However, each time the little green beggars have tried to raid the fields, the Miles family and their hired hands have chased the greenskins off. Out of frustration, the Snotlings have engineered a harvester (Snotling Pump Wagon) to make a quick midnight run on the mushrooms.

BATTLEFIELD

The skirmish takes place on a 24" x 24" playing area. A house, barn, and assorted farm buildings stand on one side of the board. At the center lies a 12" x 12" square where the mushrooms grow; place four mushroom tokens in this area in rows (see map) at least 2" away from one another. Opposite the farm buildings are the trees of the Drakwald Forest.

OBJECTIVES

For the Snotlings to win, the Harvester must collect all four mushroom tokens and return to the forest. The farmers must destroy the Harvester to claim victory.
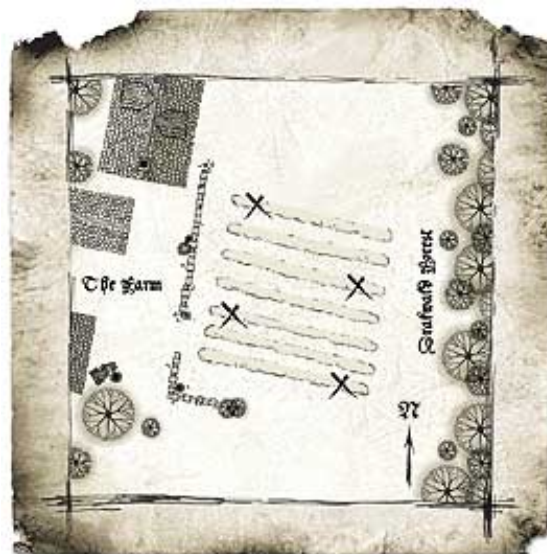
DEPLOYMENT

The Pump Wagon and Snotlings deploy in the forest within 6" of the table edge. The farmers deploy inside the buildings on the opposite edge of the field.

WHO GOES FIRST?

The Snotlings take the first turn.

SPECIAL RULES

Town Defenders
At the start of each farmer turn, roll a D6 for each Empire model. On the 1st turn, farmer models will wake up (and can then move and fight normally) on a roll of 6. On the 2nd turn, farmer models will wake up on a roll of 5+. On the 3rd, a 4+, and on the 4th, a 3+. On the 5th turn, they automatically awaken (the Snotlings are making quite a ruckus by this time).

Once on the 12" x 12" field, the Harvester can only move in straight lines. Once per turn, the Pump Wagon can turn 90 degrees – either at the start or end of the Movement Phase. The Snotlings are too concerned about collecting all the mushrooms to change directions once the Harvester is in motion.

One of the Snotlings on the Pump Wagon has a slingshot and can shoot unwanted carrots, cabbage, and other "garbage" gathered by the Harvester once per shooting phase (Strength 3, 18" range). The Snotling with the sling has a BS of 2.

USING ALTERNATE ARMIES

After you play through this scenario as written, try some of these ideas:

• The Black Coach from a Vampire Counts army tears through a graveyard to gather bones – the raw materials for a new skeletal force. An opposing force tries to stop them.

• A Skaven Screaming Bell lumbers through the field collecting warpstone. Enemy forces want to keep the warpstone for research or some other purpose.

• An Orc chariot runs amok through a town square picking up "shiny bitz." Townspeople try to stop them.

PART OF A LARGER BATTLE

The winner of this scenario has protected valuable resources and starts the next battle with 100 extra points of troops. Either the farmers have protected the crops, or the Snotlings have stolen extra resources for their army.

BACK TO THE SYNOPSIS

GAMES WORKSHOP

# of Items: 0
Total: $.00
- CHECKOUT -

CHAOS RAMPAGE

MODELS NEEDED:

• Two to four Greater Daemons
• One Empire Great Cannon and crew
• Eight Empire Soldiers (Core troops) for every Greater Daemon participating in the skirmish (recommended are Spearmen, Halberdiers, and/ or Handgunners)

The town of Stilheim has become a nexus of foul energies. The poor people of this place know something is amiss but are unsure how to fend off the bad omens. The hexes of goat's blood smeared across the thresholds of their homes have done little to ease their mounting terror. Fresh milk curdles within minutes. Reflections in household mirrors do not show true, and young babes are born misshapen and twisted.

Unbeknownst to the frightened townsfolk, the catacombs beneath their town have become dens of evil. Cultists allying themselves with the forces of Chaos are in turmoil. Driven insane by their debased rituals, these evil men have become divided in purpose. Each of the four Chaos Powers vies for control over its worshippers and the town above. With a newfound allegiance to a patron deity, four cultists have become hosts to Greater Daemons. Stilheim is about to become a battleground...

BATTLEFIELD

In a 36" x 36" space, set up a small town that has at least ten small buildings in it. These will be used as objectives for the Greater Daemon players to fight over. A tower in the center of town holds the Empire Great Cannon.

OBJECTIVES

The assembled Greater Daemons are trying to out-class each other in a no-holds-barred competition. These representatives of the four Chaos gods seek power through destruction and the consumption of souls. Each player controls one Greater Daemon. The first Greater Daemon to devour 12 souls or the Greater Daemon who has consumed the most souls at the end of 10 turns wins.

tower

sample set up

DEPLOYMENT

Each player rolls a D6. The highest scoring player deploys his Greater Daemon first on any table edge. In descending die roll order, each remaining player then deploys his model on one of the unoccupied table edges. Ties are rolled off. Once all the Greater Daemons have been deployed, players take turns (starting with the highest roll again) deploying the town watch, one model at a time. The town watch may not be placed any closer than 8" to a Greater Daemon. The cannon and crew are placed in the tower.

WHO GOES FIRST?

Roll a D6. The highest scoring player goes first. Play then moves clockwise around the table.

SPECIAL RULES

Town Defenders
• In each player's turn, he may control any Defenders more than 12"away from his Greater Daemon model. Any Defender armed with missile weapons can fire on the other players' Greater Daemons if they are within 12". Other Defenders will charge the Greater Daemons if within range. Any other Defender models more than 12" away from the player's Greater Daemon model may be moved as normal.

• On a roll of 4+ on a D6, you may shoot the Great Cannon at one of your opponents' Greater Daemons.

• Defenders are not immune to *Terror* and *Fear*. Don't forget to make these Psychology tests when necessary.

Greater Daemons
• No weapons or magic.

• Greater Daemons will automatically kill Defenders and swallow their souls (one soul consumed) if they score a wounding hit (no Armor Saves or Injury Rolls).

• No Flying. (Buildings are too tall to be navigated by a huge winged beast.)

Attacking Buildings
Your Greater Daemons may attack buildings in base contact in hopes of finding victims inside. Buildings are hit automatically and have Toughness of 6 and 3 Wounds. Once the final wound is caused, roll 2D6 and consult the following table:

2	A screaming maiden in a bath. Fear tastes better! She counts as two souls.
3-4	Holy smoke! The Greater Daemon feel around and grabs hold of something. Not thinking, he puts a Priest of Sigmar in his mouth and takes 1 Wound.
5-7	A brave Townsman with a handgun. He gets a shot off before the Greater Daemon angrily squashes him against the wall. The Greater Daemon takes a S4 hit but gains one soul.
8-10	Hamburger time! Somebody left a cow in the stable. No soul, but the Greater Daemon regains 1 lost Wound.
11	Don't grab that beam! The Greater Daemon takes D6 S6 hits as the building collapses.
12	A small coven of Cultists eagerly expects the Greater Daemon's visit. They open their arms to his embrace... and then he pops them into his mouth! The Greater Daemon gains D6 souls.

USING ALTERNATE ARMIES

After you play through this scenario with Greater Daemons of Chaos, try some of these ideas:

• Giants rampaging an Orc village.

• Dragons attacking an Elf city.
• Ogres running amok after a battle.
• Kroxigors or Stegadons loose in the Skink barrios.

PART OF A LARGER BATTLE

The Greater Daemon who consumed the most souls has garnered enough of the town's energy to exert some control over its populace. The young and able-bodied are added to the ranks of the winning Greater Daemon's army. Add 100 points of Marauders of Chaos to your army for "free." These troops may be added to an existing unit or may form a new unit. If the troops are used to create a new unit, it does not count toward the minimum number of Core units (if playing with a Mortal General) or toward the maximum number of Special units (if playing with a Daemonic General).

BACK TO THE SYNOPSIS

CIVIL WAR

MODELS NEEDED:

Loyalists:
• 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.

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!

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 ARMIES

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!

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 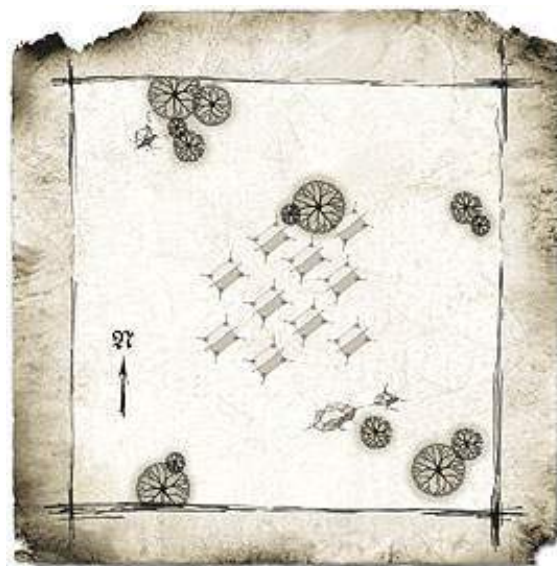to the camp, the Rebels will attack and try to take control. However, the Rebels must hurry before any other troops nearby overhear the commotion and come to the Loyalist's rescue!

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- Special and Core troops

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BATTLEFIELD

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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

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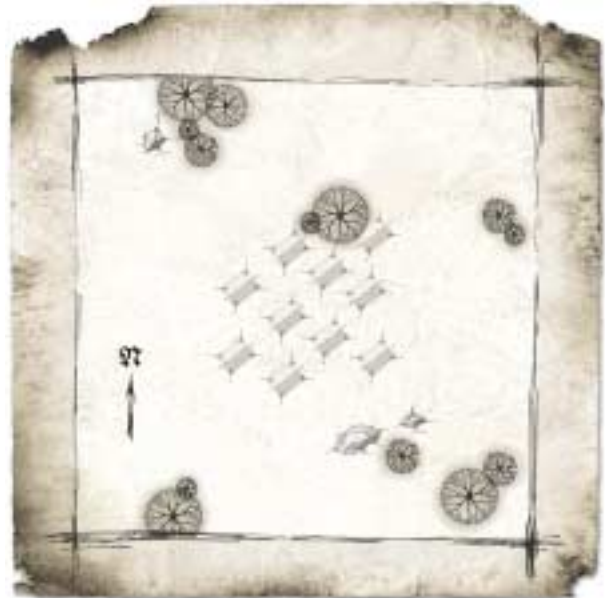
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SPECIAL RULES

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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!
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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!

CLAIMING THE GATE

MODELS NEEDED:

Each Player:
• One Aspiring Champion of Chaos OR a Sorcerer of Chaos (level 1) – armed with hand weapon and chaos armor. Any Chaos power may be chosen for the Champion or Sorcerer.
• 150 points of Warriors of Chaos (Warriors may not be upgraded to Chosen)

Additional Models Required:
• One Chaos Spawn

The ferocious combat below was barely audible above the wailing scream of the Exile Gate. Dust, small stones, and other debris were flung from the portal as if some huge beast were clearing its lungs. Sometimes a shadow, vaguely humanoid in form, could be seen on the other side, but these phantoms would never show themselves entirely.
As the combatants struggled for the upper hand, an unfortunate warrior would eventually stray too close to the dread portal. Each time, the servant of Chaos would be altered in some way, sometimes for his benefit, but most likely in some adverse and damaging way. This gave the opposing side an advantage for a moment, but it would never last for long..

BATTLEFIELD

The battle takes place in a 24'' x 24'' area. In the center of this Chaos Waste lies a large monolith or gate to represent the dread Exile Gate. Scatter a few low hills and rocky areas about the table if you feel inclined.

OBJECTIVES

The warband with the most surviving members within 6'' of the gate at the end of the 6th turn wins.

DEPLOYMENT

Warbands start on opposite ends of the board within 6'' of the table edge.

the Exile Gate

WHO GOES FIRST?

Both players roll a D6. The higher scoring player may choose to go first or second.

SPECIAL RULES

The Gate
At the beginning of every turn, roll a D6 to see what comes out of the gate:

1	A slimy tentacle lashes out, grabs the nearest model within 12" of the gate, and pulls it into oblivion.
2	A S10 blast of pure Warp energy levels the model closest to the gate.

3	The closest model to the gate gets transformed into a Chaos Spawn that charges the nearest warrior. Only one Spawn can be on the board at a time. Re-roll on this table if there is already a Chaos Spawn in play.
4	The gate spews forth raw emotion, which affects the warriors' thoughts. Overcome with feelings of pure hatred and malice, all models within 6" of the gate are subject to *Frenzy*.
5	The Chaos Gods smile upon the closest model to the gate and increase all of its characteristics by 1 for the remainder of the game.
6	The closest model to the gate splits into two! Place a doppelganger model in base contact with the original warrior. Now roll a D6: On a roll of 1-3, the duplicate warrior is controlled by the original model's owner. On a 4-6, the opponent assumes control of the model!

USING ALTERNATE ARMIES

Any armies that frequent or live adjacent to the Chaos Wastes might have cause to battle over the Exile Gate (e.g., Dwarfs vs. Chaos, Chaos Dwarfs vs. Chaos, Chaos Dwarfs vs. Dwarfs, Orcs and Goblins vs. Chaos, etc.).

PART OF A LARGER BATTLE

Here are some ways this small game can affect a much larger battle:

The winner of this scenario may add up to 100 points of troops from the Daemonic Units list – either to add to an existing unit or to create a new unit. These troops are "free." If a new unit is created, it does not count toward the minimum/maximum number of core/special units.

If the winner of the skirmish was an alternate force that normally cannot take Daemons, then the loser must deduct 100 points of Daemonic troops from his army list.

BACK TO THE SYNOPSIS

COLLAPSE THE TUNNELS

MODELS NEEDED:

Dwarfs
• Must take 10 Miners and a Miner Champion
• May choose up to 50 pts. of Warriors or Ironbreakers
• May take a Dwarf Thane with up to 25 pts. of equipment
Skaven
• Must take an Assassin
• 3 Gutter Runner tunneling teams (of three each)
• Undetermined number of 20 pt groupings of any mix of Core troops. No heroes or magic, but Champions are allowed

Deeper and deeper the Dwarfs have delved underground, forever searching out veins of precious metals. Many hardships have taught the Dwarfs that the further down they dig, the more danger they are in. Skaven, Night Goblins, and some of the even more foul creatures lurk in the dark below. This scenario depicts a raid in force upon one of the mining spurs in the great Dwarf under-realm.

BATTLEFIELD

The gaming board should be 24" x 24" representing a Dwarf mineshaft and Guard Room. There are a few obstacles (pillars, minecarts, etc.) as befits a working mine! There are 6 Skaven entry points, as marked on the map.

OBJECTIVES

The Dwarf objective is to have a Miner collapse every Skaven Tunnel, preventing it from being used.

The Skaven objective is to end the game with as many open tunnels as possible.

To determine who won, add up the number of tunnels still open or closed. If there are more opened than closed, it is a Skaven victory. More collapsed tunnels than open ones is a Dwarf win. Equal closings and openings results in a tie.

The game always lasts at least three full turns, but after which, it will end if: all the existing holes are sealed, the Dwarfs are entirely wiped out, or the end of the 10th turn.
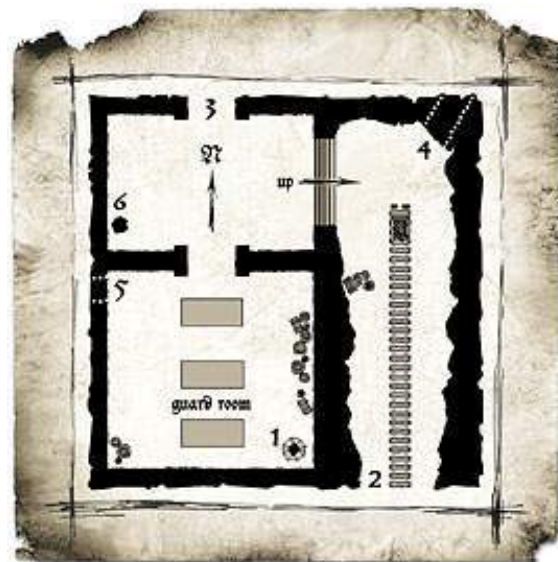
DEPLOYMENT

The Dwarf Warriors and Ironbreakers may start anywhere in the Guard room. The Miners may start anywhere else on the table - but not within 5" of each other.

The Skaven will enter onto the board depending on which tunnel they open up. This is found under Special Rules.

WHO GOES FIRST?

The Skaven get to take the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Skaven Entering Rules
Each Skaven turn roll a D6 and consult the following chart to see what happens:

1	Stuck in the tunnel - no Skaven reinforcements this turn.
2-5	Invaders from below - roll to see where they come on board using the following chart. If the entry point says "tunnel" the first time it is used the Skaven player must select one of his Gutter Runner tunneling teams, otherwise it's any 20 point group.
6	Cunning Plan! 20 points of invaders can be brought on through an entrance of the Skaven player's choice.

*The first time the Skaven player rolls a 6 they may also include an Assassin with their troops.

As noted on the map, there are 6 different entrances for the Skaven. Roll a D6 to see where the vermin spring out from:

1	The well in the Guard room isn't fit for drinking anymore.
2	Up from the darkness of the mineshaft!
3	The northern doorway is breached!
4	The tunnel in the northern end of the mineshaft!
5	The tunnel in the Guard room!
6	The tile is loose! The Skaven come in from a tunnel below.

As the Skaven burst through the tunnel they are considered to be at half movement rates the turn they come on board, measuring any distances from the tunnel edge. Skaven may still charge the turn they come in, but only at half rate!

Skaven Reinforcements are not allowed to reenter from a tunnel that has been collapsed. If the Skaven player rolls an entry point that is sealed, they will have to do without reinforcements for that round.

Collapsing a Tunnel
Only Dwarf Miners are allowed to collapse Skaven entrances. You may only attempt to "plug" a hole after Skaven have issued from it at least once. A Dwarf Miner who is in contact with the tunnel, but not in base-to-base with an enemy is allowed to attempt to collapse the entry point. Hits are automatic, but the entrance is considered Toughness 6 with 2 wounds. Critical hits (6s to wound) will still count against the vermin holes! Once two wounds are sustained, place a blocked marker over this entrance, which can no longer be used by the Skaven.

USING ALTERNATE ARMIES

This battle is pretty specific, but you could try switching in forces of Chaos Dwarfs, Night Goblins, or even Undead. When replacing the Dwarfs use about 150 pts.

PART OF A LARGER BATTLE

Dwarfs Win

By sealing off the onrushing horde of vermin, the Dwarfs buy themselves more time to prepare a defense, as well as saving many Miners! In a larger battle, the Dwarfs get to choose whether to go first or second, and can have a free unit of Miners!

Skaven Win

For every tunnel that is still open at the end of the game, the Skaven player may take an extra hundred points of any core troops! We shall bury them with our overwhelming numbers!

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COME INTO MY PARLOR

MODELS NEEDED:

Supply Search Party:
• 125 points worth of Core troops on foot
No heroes, but a single champion is allowed

Eight Legged Side:
• 4 or 5 Gigantic Spiders, of which some may randomly have the Trap Door Special rule (see deployment for determination)

Travel in the Old World is treacherous, and not just because of bandits and highway robbers. Seldom-used trails quite often become the lairs of hideous monsters. In this case an army is on the march, and has sent a supply party out to gather water, food, and other necessities. The group follows an old path and unknowingly runs into the midst of a colony of Giant Spiders that have crept out of the deeper forest. Surrounded and desperate, can the search party escape, or will they be hung up to dry...

BATTLEFIELD

Using a space of about 24" x 24", arrange hills, rock spires, and plenty of trees and undergrowth scattered about the table. A rough road cuts through this foliage. This scenario requires a fairly large amount of terrain.

OBJECTIVES

The search party are trying to escape back to their camp and will score victory points equal to the points value of each model that leaves the table in any direction.

The Giant Spiders are trying to gain a meal and will score victory points equal to the points value of each enemy model that is taken out of action.

A difference of between 0-10 points is a tie, 11-50 is a victory, and over 50 is a massacre! The scenario continues until the last survivor escapes or is pulled down and eaten.

sample set up

DEPLOYMENT

The scouting party must set up in the middle of the table at least 10" from any board edge.

The set up for the Giant Spiders is determined randomly, by rolling a d6 on the chart below:

1	Giant Spider on the northern table edge
2	Giant Spider on the western table edge
3	Giant Spider on the southern table edge
4	Giant Spider on the eastern table edge
5	Giant Spider anywhere (not within 6" of an enemy)
6	Trap Door Spider with hidden set up AND roll again

WHO GOES FIRST?

The remnants of the search party go first.

SPECIAL RULES

Movement
The area is particularly rough and overgrown. All search party movement NOT on the paths will suffer an -1" penalty. The Giant Spiders are not affected.

Web Spinning
Any turn that a Giant Spider is not engaged in combat it is allowed to move and spin a web during its shooting phase. Up to 4" of thick, ropey web strands may be spun in any direction starting from the spider model itself. Non-spider models cannot move through this substance, but must cut their way through. The webs may be attacked in hand-to-hand combat only, where it is hit automatically and has a toughness of 4 and 1 wound. If it is wounded, removed the 4" strand of web.

Giant Spiders
These monsters are found in dark and loathsome spots throughout the Warhammer world.

	M	WS	BS	S	T	W	I	A	LD
Giant Spider	5	3	0	5	4	3	4	2	7

Giant Spiders have the following special rules: Cause Fear; Poisoned Attacks; Chitinous Hide (4+ armor save), may climbing any terrain at no movement penalty (even vertically).

Trap Door Spiders
Some particularly bloated and cunning Spiders have learned the art of making crafty tunnels and pitfalls underneath well-traveled areas. If a model steps on the hidden "trapdoor" it will fall into a pit (taking an automatic S4 hit). If the model survives it must immediately fight a round of combat against the charging Spider that springs out of a side tunnel. If the Spider is slain, the model that fell in the pit may move at half its rate next move (representing the effort of crawling out of the shallow hole). If the Spider slays its victim, it will remain there for the rest of the game feeding on it unless attacked or fired upon, in which case it can be moved as normal.

Trap Door Hidden Set up
Upon rolling a 6, the Spider player may mark off on the map exactly where his trapdoor will be. Keep this a secret from your opponent! The trapdoor is considered to be 2" by 2" square and can be placed anywhere within 10" of any board edge. Trapdoors may be on the path, or they may be anywhere else the Spider player chooses.

USING ALTERNATE ARMIES

There are a number of armies that this scenario would be particularly fitting for:

- A party of Dwarf Rangers looking for food stumbling upon the Spider colony.
- Wood Elves traveling to a deep part of the forest get ambushed along the way.
- Dark Elves find danger crossing the bleak hills of Naggaroth.

PART OF A LARGER BATTLE

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

If Supply party wins they may, in their next game, multiply the number of survivors by two and take that many extra points. This represents returning troops, extra supplies, and the forewarning to steer clear of that area.

If the Supply party loses, then the exact opposite will happen - they will lose double the number of points that the Spiders took out of action. This represents the bloated arachnids ambushing further troops in the wild!

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CUT THE BRIDGES

MODELS NEEDED:

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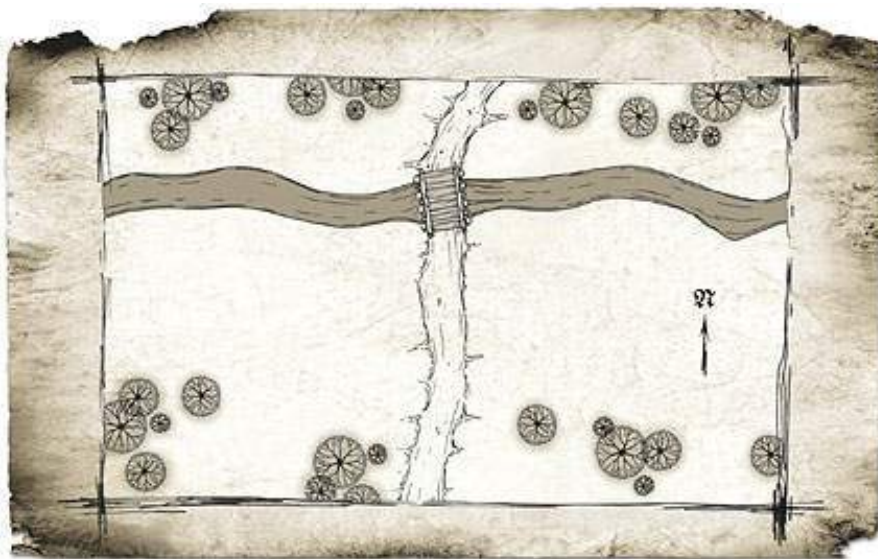• No Heroes.
• No War Machines.

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

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.

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 ARMIES

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 (also found in White Dwarf #269) scenario next.

BACK TO THE SYNOPSIS

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.

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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?

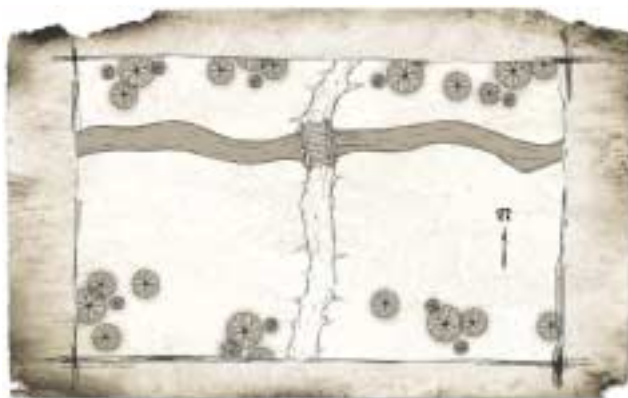The Attackers always get the first turn.

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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.

DARK ELF RAID

MODELS NEEDED:

Dark Elf Raiders:
• 9 Dark Elf Corsairs and 1 Dark Elf Reaver

Defenders:
• The Defending force is split into 3 roughly equal groups for a total of 150 points.

•These groups must consist of Core troops on foot, however 40 of the 150 points may be spent on Special troops on foot if you wish.

It was dusk when they struck. Those pale-skinned daemons appeared from nowhere, slicing through the thick fog like a keen edged knife. The fishermen were bringing in their last catch of the evening. Those poor souls didn't stand a chance; they were the first to be snared in the wickedly barbed nets. Then the screaming women, who fought to reach their loved ones. They were taken too.

Those who could fight gathered together what weapons they could: fishing spears, gaffs and bare fists, but the elven invaders were too strong, too skilled in the arts of warfare and fear. If only the men from the

nearby town could get here in time...

BATTLEFIELD

Using a 24" x 24" space, set up a small coastal village. You will need 10 small fishing huts. Split the board into four 12" x 12" quarters. Place one building in the center of the board and then take turns placing 3 buildings in each table quarter except for the southwest quarter of the table. Now take turns putting a single villager counter or model next to each hut.

OBJECTIVES

The Dark Elves are attempting to set up a perimeter, find villagers, kidnap as many as possible, and get out before local forces become too strong. The game ends when either all the Dark Elves have been slain or routed, or there are no more villagers left on the table.

sample set up
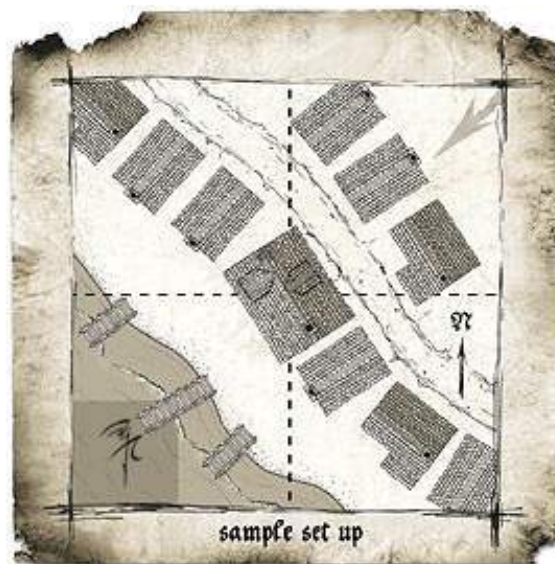
7+	Villagers captured: Victory
5-6	Villagers captured: Draw
1-4	Villagers captured: Loss

The Defending player is trying to stop the evil Dark Elves from performing this dastardly act!

DEPLOYMENT

The Defending player places his first group of models within 2" of the center building. This first group will be the one out of the three that cost the least amount of points.

The Attackers set up anywhere in their deployment zone. (See map)

WHO GOES FIRST?

The Dark Elves move swiftly and take the first turn.

SPECIAL RULES

Defender Reinforcements - As time passes, more and more defenders will come to fend off the attack. On Turn 4 the defender may bring in his Group Two models. Then on Turn 7, Group Three appears. All reinforcements move in from the northeastern corner edge of the table.

Capturing Villagers - To kidnap a villager, an unengaged attacking model simply has to move over a villager counter during their movement phase. That's it! This does not further effect the Dark Elf's movement in any way. (They are really good at this kind of thing!) You may only carry one villager at a time.

If a Dark Elf is forced to fight in close combat while in possession of a villager, all of his attacks are at -1 to hit. If the Dark Elf is wounded for whatever reason, the villager will Break Free.

Breaking Free - When a villager Breaks Free, they will run for safety! At the start of each Defending player's turn move each villager 2D6 inches toward the north or east table edge, whichever is closest. Please note that you do not roll to move villagers that have yet to be kidnapped from their building! The counters next to the buildings are merely there to keep track of which house has been raided so far. Only roll to move villagers that have Broken Free!

Taking Villagers back to the Boat - Once a Dark Elf with a villager moves off any table edge within the Dark Elf deployment zone, the villager is gone. However the Dark Elf can return for more at the start of the player's next turn!

Rout Tests - The Dark Elves are determined to get the job done so don't begin taking Rout tests until they are at 50% of their starting numbers. The Defenders however, can ignore the Rout test completely!

USING ALTERNATE ARMIES

There are a number of different armies that this scenario would be particularly fitting for:
• Orcs and Goblins raiding a Dwarf or Elven outpost.
• A Chaos warband attacking an Empire village.
• Skaven infiltrate a Bretonnian town for unthinkable purposes.
• An civil war where both players use Empire, Skaven or Chaos forces!

PART OF A LARGER BATTLE

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

If Raiders are successful, have the Defenders lose 50 points of their main force as they have been stationed back home to keep further attacks from happening!

If the Raiders are thwarted, they will be down 50 points, and must set up first during the big battle. News of their arrival has alerted the Defenders and they are quite ready for them!

This scenario also works as a great set up for the scenario Slave Train.

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TRAGIC HEROES
A CAMPAIGN FOR DWARF SLAYERS

Scenario 3 — Defend the Ale!

OVERVIEW

Finally, your Dragon Slayer and his growing entourage of Troll Slayers have arrived at their destination: the Dwarf Hold of Karak Kadrin and the Temple of the Slayers. Unfortunately, the feeling of accomplishment is short-lived when a daring raid from beneath the Hold takes place. The Hold and — more importantly — the beer stores need you protection. To your axes!

ARMIES

- Slayer Forces -
Three hundred (300) points of Slayers. You may select this force per the normal Warhammer rules, or you can use the Warband rules as outlined in **US White Dwarf 296**, **297**, **298**, and found online here. It is recommended that you treat Troll Slayers as Core choices, and adopt the rules for Doomseekers and Brotherhood of Grimnir outlined in **Warhammer Armies: Storm of Chaos.**

- Skaven Forces -
Three hundred (300) points of Skaven. You may select this force per the normal Warhammer rules, or you can use the Warband rules as outlined in **US White Dwarf 296**, **297**, **298**, and found online here. It is recommended that you use the Hellpit variant army list found in **White Dwarf 310**. If playing the Slayer campaign, the same Skaven army should be used against all participants.

BATTLEFIELD

This battle takes place on a 48" x 48" table. The scenario takes place in a basement filled with racks of beer barrels. Don't place the racks too close together, or your troops will not be able to move through them.
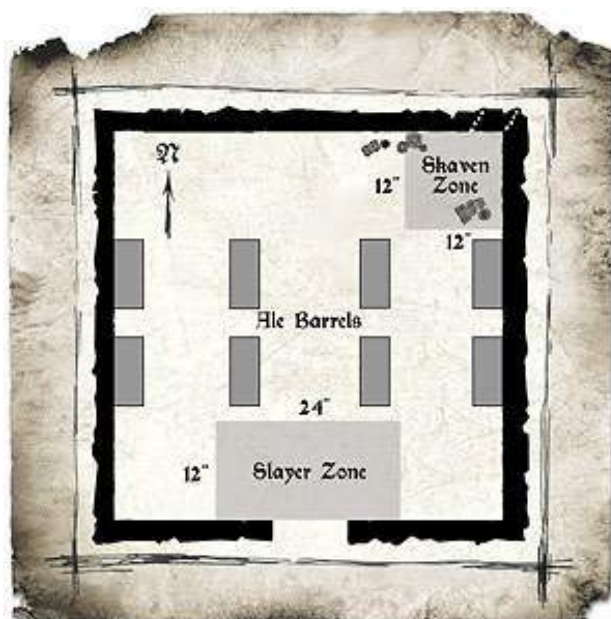
DEPLOYMENT

The units of the Skaven warband begin the game in the 12" x 12" Deployment Zone in the northeast corner of the table.

The units of the Slayer warband begin the game in the 24" Deployment Zone in the middle of the southern table edge.

WHO GOES FIRST?

The player controlling the Skaven takes the 1st turn.

LENGTH OF GAME

The game lasts 6 turns.

SPECIAL RULES

Bugman's Finest. As mentioned above, the cellar is filled with racks of beer barrels. These barrels are 6' high and block line-of-sight. In addition, small units and units of **Skirmishers** can climb up on these barrels to gain a better line-of-sight and a High Ground bonus to Combat Resolution. Climbing up onto the racks takes 2" of a unit's movement.

"Look Snorri, Trolls!" When surrounded by their fellows, Slayers find it very difficult to resist the urge to close with the enemy as soon as they can.

After all deployment, but before the first player's turn, the Slayer army surges forward. Each unit and character moves directly ahead 2D6". Units may only make a single wheel during this movement, and only if it is necessary to avoid terrain or another unit.

The Prize. The Skaven want to get out of the basement and into the Dwarf living quarters where they can put the women and children to the knife. If the Skaven player has any units in the Slayer Deployment Zone at the beginning of the Skaven turn, he can elect to remove them from play to reduce the Slayer's victory points (see below).

VICTORY CONDITIONS

The Slayers want to wipe out the Skaven invaders and keep them from getting out of the basement. Achieving these goals will earn them precious Victory Points in the Slayer campaign.

Dealing Death:	VP equal to the points cost of the unit for every Skaven unit destroyed.
Hurtin' 'Em:	VP equal to half the points cost of the unit for every Skaven unit reduced to half size.
Think of the Children:	-VP equal to the points cost of the unit for every Skaven unit that leaves the basement.
Fill the Gap:	100 VP for ending the game with a Slayer unit in the Skaven Deployment Zone.

Remember to keep careful track of these Victory Points, as the winner of the campaign will be determined by them.

The Skaven obviously want to kill Slayers so they can't kill the Skaven, and the dirty rats also want to reach the families of the Dwarfs.

PART OF A LARGER GAME

If this scenario is instead played as the preamble to a larger Warhammer battle then use the following effects.

If the Dwarfs win the scenario, they are filled with intense rage directed toward the murderous Skaven. Treat all Dwarf units as having **Hatred** for the Skaven throughout the next large game. Dwarfs never forget a grudge!

If the Skaven win, the Dwarfs will be demoralized by their loss of family and will suffer -1 to their Leadership for the next large game.

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DESECRATE THE MONOLITH

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)

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.

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

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:

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 ARMIES

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!

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DESECRATE THE MONOLITH

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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

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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:

<u>No Routing!</u> **-** 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.

<u>Cultists are Frail</u> **-** 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

<u>Arcane Bolt</u> **-** 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!

<u>Desecrating The Monolith</u> **-** 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!

DESTROY THE HERDSTONE

MODELS NEEDED:

Beastmen Forces:
• 1 Beastlord
• 1 Minotaur
• 5 Bestigor
• 8 Gor

Empire Forces:
• 1 Warrior Priest
• 1 Knight of any Order
• 9 Free Company Fighters
• 7 Archers

Horned devils from the dark forests that surround an Empire village have been plaguing the people with numerous assaults. After many tense months and mounting numbers of missing townsfolk, the village elder sent a messenger to the Temple of Sigmar in Altdorf to beg for help.

Weeks later, during the early hours of the morning, the canter of horses was heard outside the elder's manse. Shouting up to the window, a Warrior Priest bellowed his arrival and announced that he and his troops would not return until the abominations of Chaos had been cleansed from the forest and their unholy works were cast down!

BATTLEFIELD

A table or area of 24" x 24" is ideal. Standing in the exact center of the table is the Herdstone. All of the edges of the playing field are strewn with impassable hills and large boulders except for an 12" area in the center of the southern edge. Players may place trees, undergrowth and other suitable foliage along all four board edges. On the northern edge of the table there should be a cave amidst the boulder as depicted on the map.

OBJECTIVES

The Empire player must destroy the Beastmen's Herdstone (see special rules)! Once the Herdstone is destroyed, the Warrior Priest and any surviving soldiers must make it back off of the same table edge they entered on.

The Beastmen have a much simpler goal: Kill the Warrior Priest and all of his men before they smash their idol of unholy worship! If the Herdstone is destroyed and all of the Empire forces are destroyed before they make it off of the table, the game is a draw.

DEPLOYMENT

The Empire player places his band of righteous warriors along the southern table edge at the entrance to the herdstone's glade. The Beastman player places all of his models, except for the Minotaur, 2" apart along the northern edge of the playing area.

WHO GOES FIRST?

The Empire player storms onto the field to get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Destroying the Herdstone

To destroy this mighty artifact of ancient evil, the Warrior Priest must engage the Herdstone in hand-to-hand combat by charging it in his movement phase. The Warrior Priest wields a holy warhammer imbued with the righteous power of Sigmar. This enchanted weapon can reduce an unholy altar like the Herdstone into mere piles of rubble with a few powerful blows.

The first turn the Warrior Priest is in combat with the Herdstone he may not strike any blows as he draws upon the power of Sigmar to imbue his hammer with holy might. On the following turn, the Warrior Priest may begin his holy task as the power of the dark gods wilts in the face of his righteous anger. The Warrior Priest will automatically hit the herdstone with no roll required. He may only make one attack against it per turn and if he rolls a 6 on a D6, the Herdstone is destroyed. During each successive turn that the Warrior Priest attacks the Herdstone, it becomes easier to annihilate as the power of Chaos deserts its rocky form. On his second attack, the Herdstone is destroyed on a 5+. On the third it is destroyed on a 4+ and so on.

If the Warrior Priest is attacked while trying to destroy the Herdstone, he may choose to defend himself rather than destroying the evil icon. If he does this he may use his full complement of attacks and abilities to destroy any minions of evil who would dare interrupt his holy mission. He may then pick up where he left off destroying the Herdstone in following turns and he may defend himself and continue the destruction of the Herdstone in this back and forth manner as often as he wishes. He cannot defend himself and attempt to destroy the Herdstone in the same turn .

Waking the Minotaur

Each turn after the first there is a very good chance that the screams and noise of combat will awaken the Beastmen's bloodthirsty ally which resides within the cave. The Minotaur will enter the fray from the mouth of the cave with a deafening bellow on a 6 on a d6 roll at the start of the second turn. He will come charging out of the cave on a 5+ on the third turn, a 4+ on the fourth and so on. The Minotaur will charge the Empire model closest to the mouth of the cave when he appears.

USING ALTERNATE ARMIES

This scenario can also be played with a variety of other armies by substituting Wood Elves, Bretonnians and High Elves as the attackers and Chaos Marauders, Daemons, Chaos Warriors or Dark Elves as the defenders. All that's necessary is to change the terminology and heroes to fit the armies involved. Other ideas for similar scenarios include:

- Dark Elf Shades destroying a Lizardmen Spawning Pool with a Kroxigor guardian.
- Dwarf Rangers, Miners, or Ironbreakers invading a Skaven Breeding Pit to eliminate the Brood Mother.
- Orc Boarboyz and Warriors attacking a piece of Chaos Dwarf machinery in the midst of a fort.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. If the Beastmen successfully defend their herdstone from the Empire attack, they may utilize a magical banner of 50 points or less in one of their regiments in the ensuing battle as they make an example of the Warrior Priest who dared to attack them.

If the Empire is victorious in their mission, all Bestigor and Minotaur regiments in the Beastman army cost an additional 25% in the next battle as their morale is broken from the loss of their holy icon.

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THE WINTER OF WOE PART III: DIVIDED LOYALTIES

Overview

News of the massive tide of greenskins pouring out of the Grey Mountains has spread through the Kinbands of Athel Loren like wildfire through a dry forest. Fear, despair, and uncertainty have gripped the Wood Elves. How could they possibly stand against a threat this large and savage? Would any of them survive such a battle? Would the forest help them again as it did against the Dwarfs? Questions like these gnawed at the minds and souls of the Wood Elves night and day.

Soon, what little unity the Kinbands felt had abandoned them like the sun's warmth in the cold of winter. Each group of like-minded Elves turned inward to focus on their own survival. With tempers running high, two neighboring Kinbands have turned on each other in a squabble over territory boundaries. This petty spat is the last thing the Wood Elves need right now...

Armies

Both armies are chosen from the Warhammer army lists following the rules below:

Wood Elf Army One
• Five hundred (500) points of Wood Elves following the Warband rules as outlined in **White Dwarf 296**, **297**, **298**, **308**, and found online here.

Wood Elf Army Two
• Five hundred (500) points of Wood Elves following the Warband rules as outlined in **White Dwarf 296**, **297**, **298**, **308**, and found online here. If you are playing this scenario as a part of the linked campaign, then the Orc player from previous scenarios gets to command this second Wood Elf force. Payback time!

Battlefield

This scenario takes place in a clearing inside Athel Loren. Set up a 4'x4' table, with four 6"-diameter tree stands on the board. Each player alternates placing a stand (each player places two total).

Deployment

If you are playing this scenario as a part of a linked campaign, unlike the other scenarios, this one is unaffected by your previous results. Thus, the players should dice off, and the winner gets to choose who will deploy first. The Deployments Zones are within 16" of opposing table edges (see the map).

Who Goes First?

The player who chose who gets to deploy first also chooses who gets to go first.

General's Compendium
Skirmish
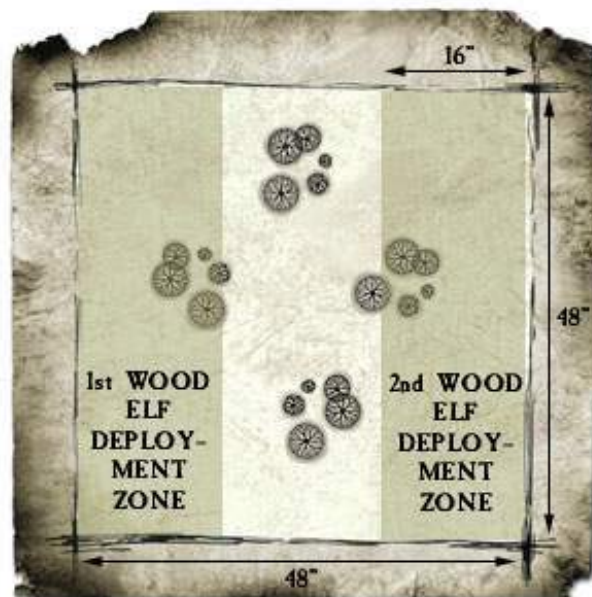
Length of Game

The game lasts 6 turns.

Special Rules

Uncaring Forest. Dismayed by the lack of unity exhibited by the Asrai, the forest has declined to be involved in this squabble. Neither force may use units with the **Forest Spirits** special rule or use the Tree Singing, Fury of the Forest, Ariel's Blessing, or The Call of the Hunt spells.

Victory Conditions

Per the rules on p. 198 of the Warhammer rulebook, calculate Victory Points for enemy units and models that have been destroyed, are fleeing, have fled off the table, or have been reduced below half strength. No VP's are scored for board quarters, slain Commanders, or captured standards.

If the difference between VP totals is less than 50 points at the end of the game, then the result is a draw. Otherwise, the side that earns the highest number of Victory Points wins the scenario.

Part of a Larger Battle

The results of this scenario will have a significant effect on the fourth **Winter of Woe** scenario. If either side wins Scenario 3, then the Wood Elves will have fewer troops for Scenario 4 as one of their Kinbands has been bloodied in internecine strife. If Scenario 3 ends in a draw, then the the Wood Elves will be even worse off, as both sides have been bloodied. See the next scenario for more information on how to work out these effects.

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DRAGONQUEST SCENARIO

Dragonquest is a light-hearted scenario by Gav Thorpe for 2-6 players, presented here by Phil Kelly. It pits the flower of Bretonnian chivalry against a mighty dragon. Ready your lance!

Most of us are familiar with the image of a noble knight riding upon his charger to slay a foul Dragon. It's pretty much the classic hero versus monster match-up and one of the most enduring images of chivalry in existence. As a result, we thought it was a perfect theme on which to base a Bretonnian scenario, sufficiently grand in scale and so steeped in fantasy it could not suit the proud knights of Bretonnia any better. Not only that, but in ages past, the greatest Bretonnian knight of them all, Gilles le Breton, slew a giant red Dragon while le Breton was still a youngster.

In this game, you play the part of a trusty Bretonnian knight accompanied by his retinue of Bowmen and Men-at-arms. A Dragon has been plaguing the realm. Along with your fellow knights, you have vowed to slay the Dragon and return with its head on your lance!

WHAT YOU NEED

- 1 or more players
- A playing surface (a dining room table will do!)
- Some ordinary six-sided dice
- A keen sense of fun
- A dragon!

Each player also needs a mounted knight, and a number of Peasants, determined by the number of players.

Number of Players	Bowmen	Men-at-Arms
1	8	8
2	4	4
3	3	3
4	2	2
5	2	1
6	1	1

Each player takes a Knights & Peasants Reference Card (downloadable later in the article).

Place the Dragon Action Counters (also downloadable later) in a mug or other opaque container. You will also need the Dragon Reference Card and the teardrop-shaped template.

SETTING UP THE GAME
To start the game, place the Dragon in the center of the playing area.

If you fancy using a couple of pieces of terrain to add flavor to your game, place them around the edge of the playing area; terrain plays little part in the Dragonquest. The edge of the table represents the buildings set aflame by the Dragon's fire, and hence models cannot move off the table.

Each player's force is divided into three groups (Called 'units') – the Knight, his Bowmen, and his Men-at-Arms. All the models from a unit must remain within 2" of another model from the same unit. However, models still fight individually in close combat.

Each player then rolls a die. The highest-scoring player takes the Grand Knight counter. Starting with the Grand Knight and moving clockwise around the table, each player places his Knight and Peasants anywhere on the table that is at least 18" from the Dragon. The Bowmen unit and Men-at-Arms unit must start the game within 8" of their Knight. They can move away further than this if you wish once the game has started.

You are now ready to start your Dragonquest!

DRAGONQUEST SCENARIO

THE TURN SEQUENCE
Play in Dragonquest is split into turns during which each player can move and fight with his Knight and Peasants, and the Dragon moves and fights. Each turn is further split into phases as shown below. Starting with the Grand Knight, and working clockwise around the table, each turn a player is allowed to move and fight with his Knight and Peasants per the turn sequence below. At the end of the turn, the Grand Knight counter is passed to the player to the Grand Knight's left, and the next turn is started.

1. Knight Phase
a. Movement
b. Shooting
c. Combat
d. Dragon Reaction

2. Dragon Phase
a. Take Dragon Action counters
b. Resolve Dragon actions

MOVEMENT
A Knight can move up to 6" in any direction. If the Knight starts his movement within 12" of the Dragon, then he can elect to charge. A charging Knight can be moved up to 12" but must move into contact with the Dragon and fight it.

Bowmen and Men-at-Arms can move up to 4". If the unit starts its move within 8" of the Dragon, then you can declare that they are charging. A charging unit can move up to 8" and must move into contact with the Dragon and fight it.

Note that once units are in close combat, they are not locked in place. It is perfectly legal to move out of combat. Models already in combat with the Dragon can count as charging on their turn; it is assumed the whirl of combat gives them enough room for another charge.

SHOOTING
Bowmen who did not move may shoot their bows if they are within 18", even if they are in base-to-base contact with another model. If they are further than 18" away, they are out of range and have no effect. For each Bowman in range, roll a die; on the roll of a 6, the arrow has hit and may cause a Wound. See **Wounds and Saves** below. Any scores of 5 or less fail to hit the Dragon.

COMBAT
A model that has its base touching the Dragon may attack it with its hand-to-hand combat weapons. This is resolved as follows:

A charging Knight rolls 3 dice. Any scores of a 4, 5, or 6 hit and may wound the Dragon. Scores of less than 4 miss. A charging Bowman or Man-at-Arms rolls one die. Any rolls of a 6 hit and may wound the Dragon. Scores of 5 or less miss the Dragon.

DRAGON REACTION PHASE
After each player has taken his turn, he must see if the Dragon reacts to what his models are doing. The player should roll a die and deduct the number of Wounds the Dragon has lost during that game turn from the result. On a score of a 1 or less, the Dragon reacts! On a roll of a 2 or more, the Dragon does not react (this time...).

If the Dragon reacts, take a Dragon Action Counter from the mug and apply it immediately (see the **Dragon Phase** section below to determine what each counter means).

If, at any time, a player finds he is acting with both his own forces and the Dragon, the player to his left is Acting Dragon and will resolve the die rolls and actions for the beast. After all, it's not much fun to watch somebody else fighting against himself!

DRAGON PHASE
Regardless of whether it reacts in the Knight Phase, the Dragon can also move and fight in the Dragon Phase. What the Dragon does is dictated by the Dragon Action Counters as detailed below. The player to the Grand Knight's left controls the Dragon in the Dragon Phase.

TAKE DRAGON ACTION COUNTERS
Place all the Dragon Action Counters in the mug. Then take 3 Dragon Action Counters and place them face down, without looking, in a line on the table.

RESOLVE DRAGON ACTIONS
Starting with the counter on the left, turn over the Dragon Action Counter to see what the Dragon does. Details of what the counter means are given below. Once you have resolved this, turn over the second Dragon Action counter, work out this action, and then turn over the third and final Dragon Action counter and resolve that action. The turn then ends, and the next turn starts with the Grand Knight's movement.

DRAGON'S FACING
It is important which way the Dragon is facing, as attacks to its side or rear are more likely to hurt the monster. The Dragon faces in the direction it last moved or toward its last target if it breathed fire.

Enemies who attack the Dragon in combat (not by shooting) from the side may roll an extra die. Models who attack the Dragon from the rear in combat roll two extra dice.

WINNING AND LOSING
If the Dragon is killed by a Knight that player has won a Major Victory.
If the Dragon is killed by a Peasant that player has won a Minor Victory.

WOUNDS AND SAVES
Each time a model is hit by arrows or in combat, it has a chance to save. Roll a die for each hit. If the score equals or beats the required roll indicated below, the hit is ignored. If the roll is less than the required score, then the model takes 1 Wound.

Model	Saving Throw	Notes
Dragon	3+	A model can take a certain number of wounds, if a model takes this many wounds then it is dead!
Knight	4+	
Man-at-arms	5+	
Bowman	6	

Model	Wounds	Notes:
Dragon	10	Peasants killed are removed from the table but have no other effect. If a Knight is killed that player is out of the game, and his Peasants run away in terror!
Knight	2	
Peasant	1	

A DRAGON, BY GEORGE!
Some readers may find this match-up especially familiar. The patron saint of England, St. George, slew a dragon that was terrorizing a small town and devouring its children. St. George came across the princess of the town as she was about to be sacrificed to the Dragon and promised to defend her. He rode against

the Dragon and transfixing it on his lance. This scene has been depicted on countless religious friezes and paintings. However, it is less well known that St. George subsequently asked the princess to remove her girdle. He then tied it around the beast's neck and led the injured Dragon back to the townspeople, docile as a lamb, before delivering the coup de grace.

Similar scenes are no doubt rife in the legends of Bretonnia. Questing Knights give their lives to this sort of endeavor, as they travel far and wide in their search for the Grail, help the needy, and drive off or kill marauding monsters, be they Undead horde or gigantic drake. As a result, it's perfectly all right to use one of your regular Bretonnian characters for Dragon-hunting duty. Who knows? If he kills the beast, maybe you'd like to incorporate a Dragon into his existing personal heraldry just as Gilles did. The less experienced painters among you, never fear. There's plenty of Dragon-themed heraldry transfers on the Bretonnian transfer sheet. So, grab a few friends and some dice, and re-enact the titanic battle between Knight and nightmare.

After all, what noble Knight would not revel in the title of Dragonslayer?

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DRAGONQUEST SCENARIO

DRAGON ACTION COUNTERS

Move

If the Dragon is not in contact with an enemy, it moves 6" toward the nearest Knight or Peasant. If two enemies are an equal distance away, the Dragon player may decide which of them the Dragon moves toward. If the Dragon is in contact with, or within 1" of, an enemy, then it moves 6" directly away from them, facing the same direction. The Dragon will not move into contact with an enemy. Stop the dragon 1" away if movement would take it into contact with a Knight or Peasant. If more than one enemy is within 1" or in contact, then the player may decide which one it moves away from.

Charge

The Dragon moves 12" toward the nearest Knight or Peasant. If two enemies are an equal distance away, then the Dragon player may decide which of them the Dragon charges toward. The Dragon will then attack in combat. If the Dragon is in contact already, it will leave combat and charge the nearest other enemy within 12". If there are no other enemy within 12", it attacks the model it is in contact with.

The Dragon rolls 6 dice and needs to score a 6 to hit a Knight, a 5 or 6 to hit a Man-at-Arms, or a 4, 5, or 6 to hit a Bowman. Resolve saves as detailed below.

Breathe Fire!

The Dragon breathes fire at the closest enemy model. If two or more enemies are the same distance away, the Dragon player may decide which is attacked. Place the special Dragonfire template so that one end is touching the Dragon and the template passes over the target enemy model. Roll one die against each model the template touches. The Dragon needs a 2 or more to hit a Knight or a Peasant. Models that take a hit can try to make a save as normal or lose 1 Wound.

Take Flight

Roll a die. On a roll of 1, 2, or 3, turn the Dragon 90° to the left. On a roll of 4, 5, or 6, turn the Dragon 90° to the right. The Dragon then moves directly ahead 18" and then turns around 180° to face the direction it traveled. It will stop and turn to face the center of the table if it reaches a table edge.

Terrorize!

Roll a die for each unit of Peasants within 12" of the Dragon. On a roll of a 1, 2, or 3, the unit is terrorized: roll two dice and add the scores together. This total is the number of inches the unit must move directly away from the Dragon. Move the models immediately. They may act normally on their next turn. On a 4, 5, or 6, the unit remains steadfast.

Move & Breathe Fire

The Dragon moves as described above and then breathes fire at the closest enemy.

Dragon Frenzy!

This combines the effects of three of the other Dragon Action counters. First, the Dragon moves 6" toward the nearest enemy. It will then breath fire at the nearest enemy. Next, it will charge up to 12" toward the nearest surviving enemy!

LEAVING THE TABLE

Models cannot leave the battlefield. If a model would normally leave the battlefield, it stops its movement at the edge of the table, penned in by the ring of flame the Dragon has set around the battle area.

KNIGHT AND PEASANT REFERENCE CARD

Knight	May move 6" and charges 12". Rolls 3 dice needing 4, 5, or 6 to hit. Saves on a 4, 5, or 6
Bowman	Moves 4", charges 8". Can shoot 18" if doesn't move, rolls one die, needs 6 to hit. Rolls one die, needs 6 to hit in combat. Saves on a 6
Man-at-Arms	Moves 4", charges 8". Rolls one die, needs 6 to hit. Saves on a 5 or 6.

DRAGON REFERENCE CARD

Move	Moves 8" toward nearest enemy. Stops 1" away if movement would take it into contact. Moves 8" away if in contact or within 1".
Charge	Moves 12" toward nearest enemy. The Dragon will then attack them in combat. If Dragon is in contact it charges nearest other enemy within 12". If no other enemy within 12" it attacks the model it is in contact with. The Dragon rolls 6 dice and needs to score a 6 to hit a knight, a 5 or 6 to hit a Men-at-Arms or a 4, 5, or 6 to hit a Bowman. Resolve saves as detailed below.
Breathe Fire!	The Dragon breathes fire at the closest enemy model. Place the Dragonfire template over nearest enemy model. Roll one die against each model the template touches, needing a 2 or more to hit a Knight or a Peasant.
Dragon Frenzy!	This combines the effects of three of the other Dragon Action counters. First, the Dragon moves 8" toward the nearest enemy. It will then breath fire at the nearest enemy. It will then charge up to 12" toward the nearest surviving enemy
Take Flight	Roll a die. On a roll of 1, 2, or 3, turn the Dragon 90° to the left. On a roll of 4, 5, or 6 turn the Dragon 90° to the right. The Dragon then moves directly ahead 18" and then turns around 180° to face the direction it traveled.
Terrorize!	Roll a die for each unit of Peasants within 12" of the Dragon. On a roll of a 1, 2, or 3 the unit is terrorized. Roll two dice and add the scores together – this total is the number of inches the unit must move directly away from the Dragon. Move the models immediately. On a 4, 5, or 6 the unit remains steadfast.
Save	The Dragon saves on a 3, 4, 5, or 6

REFERENCE CARDS & ACTION COUNTERS
The following charts are needed to play the game and can be downloaded, together with the Dragon Action counters, below.

[Download Cards & Action Counters](#) (1.28 MB PDF)

Get Adobe Reader This document is in Adobe PDF Format. In order to view it, you will need Adobe Acrobat Reader, which is available for free on the Adobe web site. [Download it here.](#)

[Previous: Begin the Quest](#)

EGG HUNT

MODELS NEEDED:

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

Defending 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

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.

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 most 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:

Young Monsters
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.

Raiding the Nest
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.

Hungry Hatchlings
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.

Single Player
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.

Multi-Player
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 ARMIES

This scenario is really useful for just about any Warhammer army and a wide variety of monsters. Here are 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.

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.

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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.

ESCAPE FROM LUSTRIA

MODELS NEEDED:

Lizardmen Forces
• 1 Kroxigor
• 10 Skinks with javelins & shields, including a champion
• 5 Chameleon Skinks
Thieves (Empire)
• 5 Swordsmen
• 5 Archers
• 5 Pistoliers, one is a Marksman.

A small treasure-hunting party has penetrated deep into the jungles of Lustria in search of treasure. Amongst a collection of overgrown ruins, the thieves have found a number of golden artifacts. On the return trip several members of the group have disappeared and the sounds of some large beasts are drawing ever closer. The party must make a short cut across the swamp to escape. The theft did not go undetected, groups of Skinks lies in wait, and something much larger is following them.

BATTLEFIELD

Use a special table of 24" x 24" or mark off an area this size on a larger surface. Set up swamp and jungle terrain across the table.

OBJECTIVES

The Thieves get 2 victory points for each infantry model they get off the northern table edge and 1 victory point for each cavalry model . They will also win if they cause the Lizardmen to rout.

The Lizardmen get 1 victory point for each infantry model they kill, and 2 victory points for each cavalry model.

The player with the most victory points once all models have been killed or have left the table is the winner.
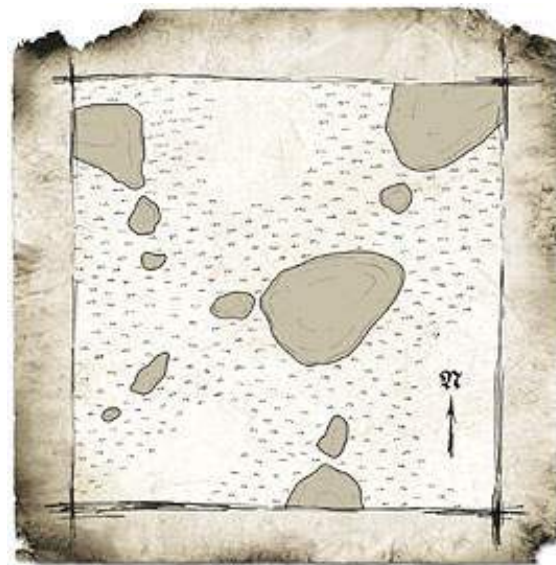
DEPLOYMENT

The Thieves start up to 6" in from the southern board edge. The Chameleon Skinks are deployed on the northern table edge.

WHO GOES FIRST?

The Thieves get to go first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Swamps
The entire area is covered in swampy fens. The Thieves are at half movement. The Skinks and Kroxigor are not affected; they are well used to such watery conditions.

Pursuit
The pursuing Skinks and Kroxigor will appear on the southern table edge at random intervals. At the beginning of the Lizardman's second turn, roll for each pursuing model. On a roll of 4+ (on a D6) the pursuer may enter from the southern table edge. At the start of the Lizardman third turn the roll required is a 3+, fourth turn is a 2+, and at the start of the the fifth turn any remaining pursuers come on automatically.

Rout Tests
The Thieves will not rout, as they are basically retreating already. The Lizardmen are trying to recover ancient artifacts, so they will not start making Rout tests until they have lost 50% of their force.

USING ALTERNATE ARMIES

The Escape from Lustria scenario is intended to be fought by a small number of infantry and cavalry models (up to 170 points) against a small delaying force and a larger pursuing force. Alternate armies for the Thieves include Dogs of War, High Elves, Dark Elves, Chaos Warriors, and those untrustworthy Bretonnians.

PART OF A LARGER BATTLE

If the Lizardmen are successful they will return the sacred artifacts to their Slann Mage-Priest. In the next game they may have a Plaque of Dominion for no cost.

If the Thieves win, they escape and melt down the gold and use this wealth to hire a unit of Dogs of War for half cost (up to 300 points value).

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Escape With The Piranha Blade

Models Needed

Vampire Counts :
• Vampire Thrall armed with hand weapon, light armor, and shield
• 5 Ghouls
• 8 Zombies
• 5 Skeletons armed with hand weapons and shields

Lizardmen:
• Saurus Scar-Veteran armed with hand weapon, light armor, and shield
• 8 Skink Skirmishers armed with hand weapons and blowpipes
• 8 Skink Skirmishers armed with hand weapons, javelins, and shields
• 3 Saurus Warriors armed with hand weapons and shields

One of Harkon's lieutenants, a powerful Vampire Thrall, was dispatched into the jungles near Axlotl to retrieve a powerful artifact, the Piranha Blade, from an abandoned Lizardman settlement.

Now the Vampire Thrall and his Undead cohorts rush through the jungle to return the Piranha Blade to Harkon. Meanwhile, a group of Lizardmen have been sent to cut off the fleeing Undead.

Read the Scenario Rules

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Escape With The Piranha Blade

Battlefield
The battle takes place in a 36" x 36" area that is full of trees and other jungle terrain. Make sure that at least half of the board is covered with jungle terrain features.

Objectives
The Vampire Count forces are attempting to break through the Lizardmen and return the Piranha Blade to Harkon. The Vampire Thrall, who is carrying the ancient weapon, must exit the board via the table edge opposite his Deployment Zone. The Vampire Counts player wins if the Thrall escapes off the board edge opposite his Deployment Zone or if the Lizardmen rout. The Lizardmen must prevent the Vampire Thrall from exiting the board. The Lizardmen will win the scenario if they take the Vampire Thrall out of action or if the Vampire Count force routs.

Deployment
The Vampire Count player sets up his models within 8" of any table edge. Next, the Lizardmen player sets up his models anywhere on the board but at least 14" away from any enemy model.

The Attacking side sets up all their models last. They must be set up within their deployment zone. (Up to 6" onto the table - see the map above.)

Who Goes First?
The Lizardmen have surprised the Vampire Count force and thus have the 1st turn.

Special Rules
This scenario uses the special rules detailed below:

Skirmish
This battle is a Skirmish. All the Warhammer Skirmish rules apply (see pp. 242-246 of the Warhammer rulebook).

Piranha Blade
Although the Vampire Thrall carries the Piranha Blade, he has not had time to learn the secrets of its use. Thus, for this battle, he will use a regular hand weapon.

Using Alternate Forces
If you choose to play this scenario with other forces, each side may select up to 215 points of troops. Each side may choose one Hero-level character, and the remaining points may be spent on Core choices. No spellcasters or magic items may be selected.

Part of a Larger Battle
If you are playing Piranha Blade as part of the Vampires in Lustria ladder campaign, the

winner of this scenario may give the Piranha Blade to any character in his force for "free" in Game 2.

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THE WINTER OF WOE PART II: FORAY INTO THE FOREST

Overview

The Orc scouting party was merely the vanguard of a much larger greenskin horde that is slowly making its way down from the Grey Mountains toward Athel Loren. The sheer size of this force makes it unwieldy, so the Orc Warboss was able to coerce a few Boyz to form a few pickets in advance of the main group.

Unbeknown to the Warboss, one of these pickets has surged forward (in normal Orcish brashness) and burst into Athel Loren. If the Wood Elves didn't know the Orcs were there, they sure do now...

This scenario pits a 500-point Wood Elf warband against an Orc warband of equal size. Either the Wood Elves have been warned of these Orcs by their Warhawk scouts, or the greenskins have caught the normally observant Wood Elves by surprise.

Armies

Both armies are chosen from the Warhammer army lists following the rules below:

Wood Elf Army
• Five hundred (500) points of Wood Elves following the Warband rules as outlined in **US White Dwarf 296**, **297**, **298**, **308**, and found online here.

Orc Army
• Five hundred (500) points of Orcs following the Warband rules as outlined in **US White Dwarf 296**, **297**, **298**, **308**, and found online here.

Battlefield

This scenario takes place on the edge of Athel Loren along the foothills of the Grey Mountains. Set up a 4'x4' table, with one side covered by a 12" x 48" rectangle of heavy woods. Place two roughly 6"-diameter tree stands along the midline of the board – the Wood Elf player places one stand, the other player places the other one.

If you have them on hand, you can place a few scattered rocky outcroppings or hills on the opposite side from the line of trees to suggest the foothills of the Grey Mountains. Place them within 12" of this table edge. However, these scenery pieces aren't necessary to play this scenario.

Deployment

If you are playing this scenario as part of a linked campaign, then the results of Scenario 1 will tell you who
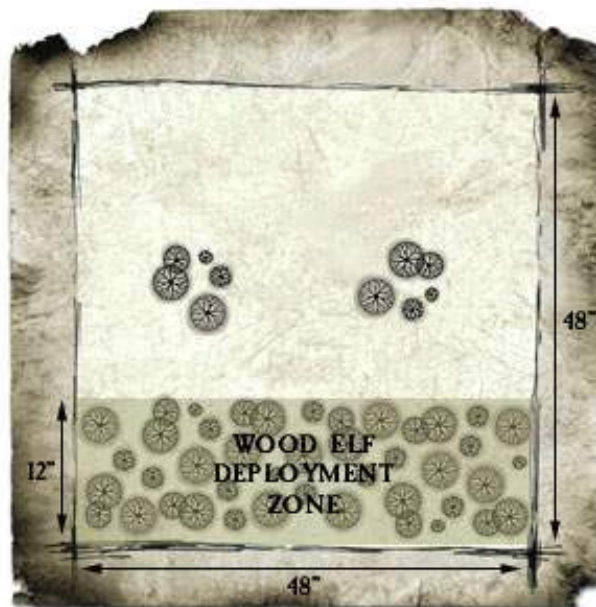
is the Attacker for Scenario 2. If you are playing this scenario as an isolated game, then dice off to determine who gets to be the Attacker for this scenario.

If the Wood Elf player is the Attacker, then his force is fully aware of the Orcs. The Orc player must deploy his forces before the Wood Elf player does, and the greenskins must deploy within 12" of the table edge opposite from the tree line. Next, the Wood Elf **Scouts** deploy followed by the Orc **Scouts** – all of which must stay 20" away from enemy models.

If the Orcs are the Attackers, then the Wood Elf player must deploy his forces before the Attacker does. Then, the Orcs deploy anywhere within 24" of the table edge opposite from the tree line. Next, the Orc **Scouts** deploy followed by the Wood Elf **Scouts** – all of which must stay 12" away from enemy models.

Who Goes First?

The Attacker gets to go first.

Length of Game

The game lasts 6 turns.

Special Rules

Shocked Forest. The forest is stunned by the unexpected approach of the horde of axe-wielding defilers. If the Wood Elf player is not the Attacker, he may not use the Tree Singing or Fury of the Forest spells for the first 3 turns of the game.

Victory Conditions

Per the rules on p. 198 of the Warhammer rulebook, calculate Victory Points for enemy units and models that have been destroyed, are fleeing, have fled off the table, or have been reduced below half strength. No VP's are scored for board quarters, slain Commanders, or captured standards.

If the difference between VP totals is less than 50 points at the end of the game, then the result is a draw. Otherwise, the side that earns the highest number of Victory Points wins the scenario along with an advantage in the next scenario.

Part of a Larger Battle

The results of this scenario will have a significant effect on the fourth **Winter of Woe** scenario. If the Wood Elves win Scenario 2, they will get 100 extra points-worth of troops in Scenario 4. If they get a draw, the Wood Elves get an extra 50 points-worth of troops in Scenario 4. The Orc player will have a chance to negate these gains or put the Wood Elf player at a disadvantage in Scenario 3. Keep checking back for Scenarios 3 and 4, followed by the final scenario where the fate of Athel Loren and the Wood Elves will be decided.

Keep checking back for further scenarios in the coming weeks.

GOTREK AND FELIX

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)

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.

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 their first epic battles found Felix and Gotrek defending a small fort from a tribe of foul Goblins. in the land of the Border Princes

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 bottom left hand corner 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 10 turns (or until Felix and/or Gotrek are killed). 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.
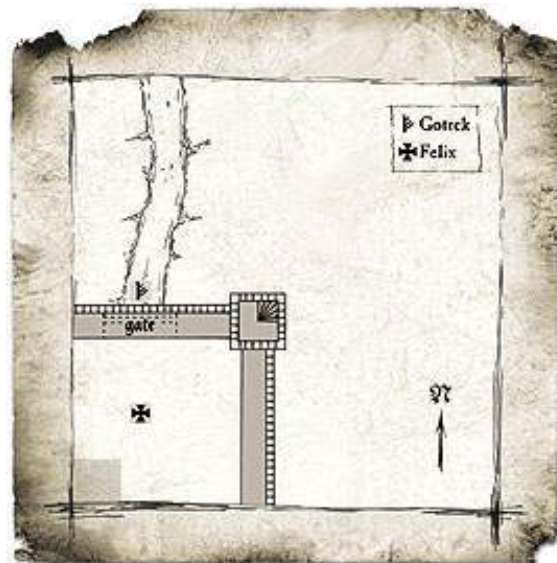
The eight Goblins start in the southeast corner inside the fort. The Goblin Wolf Riders start in three different locations: one in the middle of the southern board edge, one in the southeast corner of the battlefield, and the remaining four on the northern table edge.

WHO GOES FIRST?

The Attackers go first.
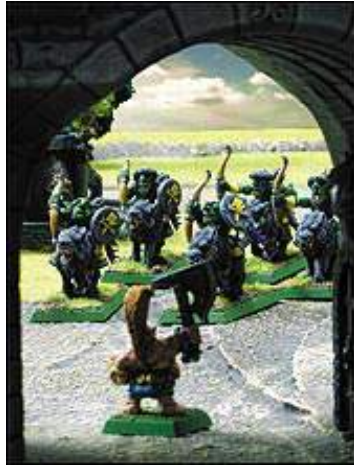
SPECIAL RULES

This scenario uses the special rules detailed below:

Gotrek and Felix
The stat lines, special rules, and magic items for Gotrek and Felix can be found in the **Warhammer Annual 2002** and here as well.

Wave After Wave
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 his 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.

The Fort Walls
Though rundown, 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.

Last Stand
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 ARMIES

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.

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 with one of these armies.

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DWARFS OF LEGEND

GOTREK GURNISSON & FELIX JAEGER

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Gotrek and Felix are a special kind of Dogs of War unit and can be included as a Rare choice in any army of Dwarfs, Empire, Bretonnians (although they are not normally allowed Dogs of War) or Dogs of War. They must be fielded exactly as detailed below, and may not be given any additional equipment or magic items.

Gotrek Gurnisson is certainly the most, or the least, successful Slayer in this age of the world. His quest to find death at the hands of a worthy opponent has yet to be fulfilled, but in his search he has slain monsters, Skaven, Orcs, Beastmen and Goblins beyond count. His adventures have taken him from the Old World across the Western Sea to the lost continent of Lustria. No one knows why he shaved his head and took the Slayer's Oath and few have ever had the courage to ask him.

Felix was a student at the University of Altdorf but was expelled from the University for accidentally killing a fellow student in a duel. He became a street corner agitator and was one of the instigators of the Window Tax march, which ended in a bloodbath. Felix was saved by Gotrek, and since he was being pursued by the authorities and knew the Dwarfish attitude to oathbreakers, he had no choice but to leave the city in the company of the Slayer and thereby begin his most extraordinary adventures.

Gotrek And Felix

	M	WS	BS	S	T	W	I	A	Ld
Gotrek Gurnisson	3	7	2	4	5	3	5	4	10
Felix Jaeger	4	5	5	4	4	2	5	3	8

Points: 475 (Felix 162 points, Gotrek 313 points)

Weapons: Gotrek carries his Rune Axe, Felix is armed with the Wyrmslayer Blade.

Armour: Felix wears light armour.

SPECIAL RULES

Skirmishers:
Gotrek and Felix form a skirmishing unit of two models. Even though they must remain together both are characters and all the rules for characters apply (challenges, targeting restrictions, victory points, etc). They can move freely like other skirmishers, and have a 360° arc of sight.

Gotrek:

Gotrek Gurnisson is the most accomplished Slayer in the Warhammer world, having felled mighty creatures from the Badlands to the Realms of Chaos. As a Daemon Slayer he is Unbreakable and while he lives so is Felix. In addition, Gotrek's Strength is always equal to the Toughness of his target, unless it would normally be higher. This means he always wounds on a minimum of 4+. His modified Strength is used for Armour Save modifiers. Note that for Gotrek there is no maximum limit to how high his Strength can be increased with this skill. As a Dwarf, Gotrek hates all Greenskins, and pursues and flees 2D6-1". Whilst Gotrek is alive, Felix may only flee and pursue 2D6-1" as well. Note: Gotrek is also relentless (may march within 8" of the enemy) although as a skirmisher he may already do this.

Gotrek's Axe:
Gotrek's mighty Rune Axe is empowered with potent spells of cutting and cleaving. For each of Gotrek's initial Attacks that hit, he gains one extra Attack. Roll to hit with his first Attacks and then allocate and roll to hit for any bonus Attacks he gains. In addition, any opponent with Toughness 5 or more who suffers a wound (after saves, etc) loses 2 Wounds. No Armour Saves are allowed against Gotrek's axe.

Wyrmslayer Blade:
This enchanted sword thirsts for the blood of Dragons, urging its wielder to confront these monstrous beasts and imbuing them with unnatural ferocity and speed.

The Wyrmslayer Blade adds +2 to Felix's Attacks. In addition, if there is a Dragon within his charge range you must declare a charge against it. Against Dragons, the Wyrmslayer blade allows Felix to re-roll missed attacks and failed rolls to wound.

Gotrek's Doom:
The Dwarf Ancestor Gods seem to have some plan for Gotrek, driving him towards an unknown doom. Since swearing his oath to accompany the Slayer, Felix has also been bound into this mysterious destiny. Although this means that they are forever wandering, unable to settle, they are also able to survive battles that see thousands of others die. To represent this, Gotrek and Felix have a 4+ Ward Save and Magic Resistance (2) – note this is two Dispel dice for the both of them, not two each. However, Gotrek may never join a unit, and so while he still lives Felix may not join a unit either. If Gotrek is removed as a casualty his Doom has no further effect on Felix.

You can read about the adventures of Gotrek and Felix as they roam the Old World in William King's "Slayer" novels, available from the Black Library.

Gotrek & Felix Special Characters: [Download PDF 52 Kb]

In order to download these documents you will need Adobe Acrobat Reader.
Download it for free from the Adobe site.

GATE CRASHERS

MODELS NEEDED:

Attacking Force - Dwarfs:
• Eight Miners
• One Hero (up to 100 points, including magic items and equipment)

Defending Force - Bretonnians:
• Eight Men-at-Arms with either halberds or spears and shields
• Eight Squires with bows (must be on foot)
• One Paladin (up to 100 points, including magic items and equipment, must be on foot)

Norin shoved the small periscope through the tiny hole he'd made with his gloved finger. At first, he couldn't see much of anything except for a big white blur, his eyes being accustomed to the candlelight from his fellow Miners' helms. His fellow Dwarfs had reinforced the dirt ceiling so that a sudden sinkhole wouldn't give away their position.

"All right lads," Norin whispered, trying to suppress his mirth over the fact that the humans had no idea that his Dwarfs were right below them. "We had ourselves a first-rate dig. We're only a short jog from the gate. Those filthy Bretonnians won't know what hit 'em!"

Norin pulled his periscope back into the tunnel and brushed the dirt out of his bushy eyebrows. Putting on his best "business" face, he signaled the charge...

BATTLEFIELD

The battle takes place inside the castle in a courtyard where the Miners have emerged. The gate mechanism must be placed on the Bretonnian side of the battlefield. The entire playable surface area measures 24" x 24".

OBJECTIVES

The Dwarfs must reach the gate mechanism and destroy it to win.

The Bretonnians must stop them!

The game last 8 turns, at which time overwhelming Bretonnian reinforcements arrive to stop the Dwarfs.
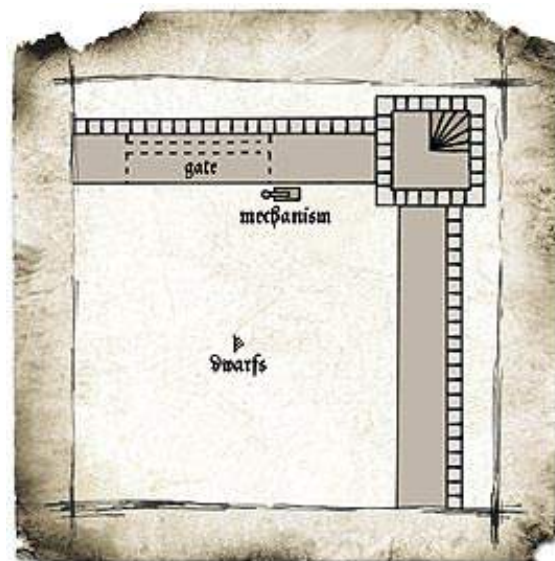
DEPLOYMENT

The Dwarfs pop up in the courtyard having tunneled under the wall. See *Special Rules* for the Dwarf deployment. The Bretonnians are caught unaware, and only four Men-at-Arms may start on the table; they must be at least 8" away from the Dwarfs.

WHO GOES FIRST?

The Dwarfs take the first turn.

SPECIAL RULES

The Gate Mechanism
The gate mechanism that the Dwarfs must destroy has a Toughness of 5 and 2 Wounds. It can be hit automatically by a Dwarf in base contact. The Dwarfs can allocate their attacks to this apparatus even if they are engaged in combat. The Gate must come down! Destroying this device will open the castle gates and allow the entire Dwarf army to swarm inside.

Dig Dug
The Dwarf Miners have dug under the castle wall and emerge in the courtyard D6" from the center of the table. Use the scatter dice to find the exact location for each of the nine invaders.

Bretonnian Reinforcements
During every Bretonnian movement phase, three additional Defenders can enter the battlefield through the door at the opposite end. The Bretonnian player decides which of his models (from those still available) will enter on any given turn. Recycling Core troops is allowed, but once all models listed have been deployed, reinforcements stop coming until Bretonnian casualties occur.

USING ALTERNATE ARMIES

You may select up to 200 points of troops from any army, e.g., Skaven, Goblins, and Ghouls/Zombies.

PART OF A LARGER BATTLE

You can apply the results of the battle to your next Siege game! If the Dwarfs win, the gate of the Bretonnian castle will suddenly open on the same turn that the Dwarfs destroyed the Gate Mechanism in the Skirmish game.

If the Bretonnians are the victors, not only does their gate remain closed (until the Dwarfs break in the old fashioned way), but the Bretonnian player may send a 250-point force (no cavalry) back through the Dwarf tunnel. These troops are free and do not count against the Bretonnian player's point allowance for the Siege game. This force may be deployed at the start of Turn 3 and may move as normal from the Dwarf player's table edge.

GATES OF IRON

MODELS NEEDED:

Dwarfs:
• 6 Ironbreakers (78 pts) AND an 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

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.

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:

Narrow confines
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!

Closing the Iron Door
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).

Reinforcements
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.

USING 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.

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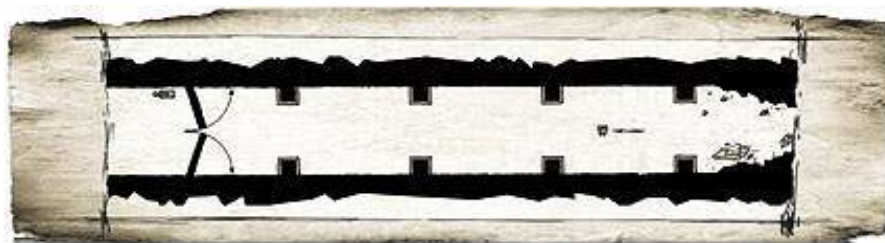• 6 Ironbreakers (78 pts) AND a Ironbeard Champion (25 pts)

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
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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:

Narrow confines - 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!

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Reinforcements - 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

GUARD 'THE MAGNIFICENT'

MODELS NEEDED:

Empire Forces
• 7 Halberdiers/Spearmen (with light armor & shield)
• 1 Champion (with sword, light armor & shield)
• 2 Handgunners
• 1 Engineer with a repeater pistol
• 1 Steam Tank

Orc Forces
• 2 Wolf Rider Boss with light armor, shield & spear
• 3 Wolf boyz with bows
• 3 Wolf boyz with spears & shields

"Damn this infernal contraption!", yelled Meissen, frustration oozing from every pore. "We were supposed to be in Nuln two days ago!"

The Captain aimed a kick at the armored hull only to slip and fall backwards into the mud, his colorful language lost in the groans of his men. As they gave one last exacerbated heave, the Tank lurched forward and then halted, venting a huge cloud of steam, to the muffled curses of the Engineer inside.

Just then a pair of riders galloped up to the mud drenched Captain... "Orc raiders are on our heels... you must hurry!" With a panicked look over their shoulders, they sped off in the direction of Nuln.

"Bring back reinforcements!", yelled Meissen after them, before turning to look at the disabled Steam Tank and silently cursing several known, lesser known and then fictitious gods over his run of luck.

"We can't just leave this here..." exclaimed the slightly singed, sweaty Engineer from the steam-filled Tank's top hatch. The Captain looked up at him, annoyance dancing across his eyes, "Then we must defend it." Turning on his heel, Meissen stalked away from the Tank calling to his men to make ready.

BATTLEFIELD

Mark out an area on your table to about 36" x 24". Mark out a road running across the board from east to west, and place two hills on either side of the road at the eastern end of the table. Then add a scattering of terrain on the table like woods, hedges and trees.
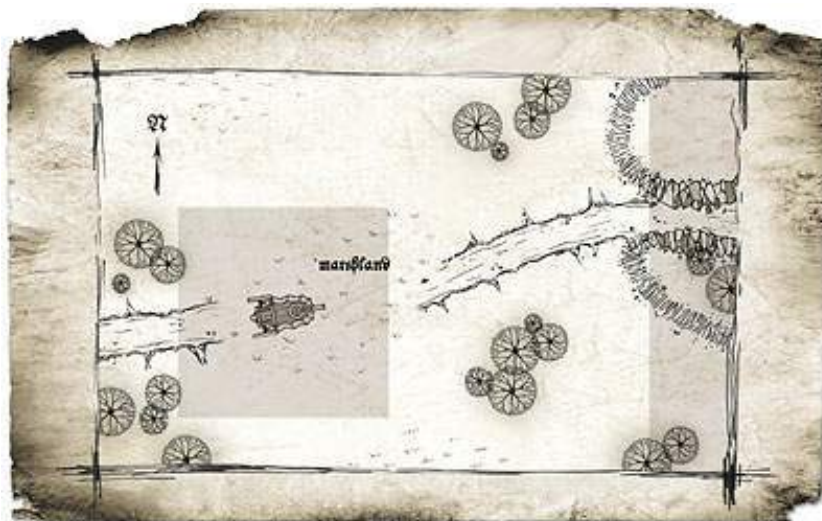
OBJECTIVES

A large Orc raiding force is marching on Nuln. The army's vanguard is sweeping through the stragglers of an Empire army trying to reach Nuln to reinforce it. This is when they encounter the great Empire Steam Tank 'The Magnificent' held up in marshy ground and stuck solid.

The Empire player must hold back the Orc vanguard for 10 turns in the hope that the Riders get back to Nuln and bring word of their plight. The Orc player is interested in plundering the Tank and must attempt to break the defender's back (reducing them to less than 25% of their starting strength) before the end of the last turn.

DEPLOYMENT

The Empire player sets up first, placing the Steam Tank to the side of the road as shown on the map. He may set up 6" of barricades around the Tank and then deploy his defenders within 8" inches of the machine. The Orc player then sets up 6" in from the eastern table edge.

WHO GOES FIRST?

The Orc player gets the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

A Wave of Green
Any Wolfboyz that are removed as casualties may re-enter the table from the Eastern board edge at the beginning of the Orc player's turn.

Pillbox
The Imperial Engineer starts the game inside the Steam Tank. The mighty machine may be broken down and stuck in the mud, but the turret mounted steam cannon still works. This gun may be fired once per turn, but the Engineer must aim the gun by poking his head through the top hatch. This means he can be shot with a -2 'to hit' modifier.

USING ALTERNATE ARMIES

This scenario could be easily adapted to incorporate a large variety of armies, below are a few examples:

- Lizardmen attempt to defend a horde of Old One treasures against Lustrian explorers.
- A Dwarf cannon crew is besieged by Skaven.
- Bretonnian Grail Knights defend their chapel against Wood Elves.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. If the Empire holds back the enemy, then in the next battle the Empire player can field an Imperial Engineer with 25 points of magic items, at no additional points cost (he is very grateful for saving his 'Magnificent' Tank).

If the Orc player break the defenders, they capture the Steam Tank and after much lever pullin', pipe leashin' and snot krumpin', they manage to figure out how to fire the Steam Cannon. In the next battle the Orcs haul the broken down machine onto the field and use the Steam Cannon against the Empire troops for free as an immobile firing platform.

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WARHAMMER

HERE THERE BE DRAGONS

MODELS NEEDED:

The Dragon
• The foul beast is large and powerful - but not the most mighty of its kind. Use these stats:

M	WS	BS	S	T	W	I	A	Ld
6	6	0	6	6	6	3	5	8

Rules Fly, Terror, Large Target, Breathe Fire (strength 4 using flame template), Scaly Skin (3+ save)

The Empire
•Up to 125 points of any troops, but no war machines, and only half of the models may be mounted
• A Grand Master with up to 25 points of additional equipment and/or magic

The Warhammer world is for the most part, a wild and untamed place. Even the so called civilized and cultivated lands are bordered by vast tracts of wilderness. It is most likely the Dragon came from out of these uncharted lands - perhaps from a lofty lair high up in the World's Edge Mountains. Regardless, the beast has settled in the dark forests of the Empire, where it terrorizes nearby towns and all who travel that way. Ridding the land of such menace won't be easy...

BATTLEFIELD

The Dragon has made his abode on a small hill top clearing in the middle of the woods. To represent his lair use a 24" x 24" playing area. The prominent feature is a multi-level hill with a gaping cave mouth. This hill is centrally located, on the top half of the table about 10" in from the northern board edge. The surrounding edges are still forest,so place as many trees as you can within 6" of all board edges. The rest of the terrain contains a few scrubby trees, rock piles, and the odd bitten-in-half skeleton of a few of the Dragon's previous victims.

basking Dragon

OBJECTIVES

The Dragon's Objective is to drive off the attacking party, and protect its new lair.

The Empire's Objective is to slay the Dragon.

The game will last until one side is entirely wiped out or the Empire fail a Rout test.

DEPLOYMENT

Luck is with the Attacking side as the Dragon (basically a lazy creature) has just eaten its share of villagers and is settling down to bask in the hot sun. It is placed at the bottom of the hill in the center of the gaming space.

The Attackers have left the road and approached through the woods with great stealth. To represent this they may be set up within 4" of any board edge except the north.

WHO GOES FIRST?

Roll a D6, on a result of 1 someone steps on a dry branch and the Dragon goes first, on a 2-6 the Empire has the first move.

SPECIAL RULES

This scenario uses the special rules detailed below:

Inspired Troops
All the troops were hand-picked by the Templar Grand Master. They are well led, brave, and have been lectured long on the terror of the Dragon. So long as the Grand Master is alive, all the models on the tabletop may use his Leadership for any Terror tests. In addition, the Empire side will NOT have to make any Rout tests until they have lost 75% of their total number.

Soaking Wet
A quick stop at the nearby stream has ensured that the Empire troops are drenched knowing their wet clothes and additional wet rags will aid them. For the first 4 turns all the Dragon's breathe weapons will suffer a -2 strength modifier. By the start of the 5th turn, however, the water will have evaporated and the Dragon will be extra hot, so revert to normal.

Mighty Creatures
Dragons are amongst the most ancient and mighty of all creatures in Warhammer. Even a small one is not to be taken lightly. This being the case, all the Dragon's rolls on the Injury Chart are considered to be +2. This means a roll of 1 (normally a Knocked Down) will become a 3 (Stunned). Also, Mighty Creatures are not susceptible to Critical Hits from anyone under strength 5.

Designers' Notes
This scenario is tough, and swings heavily towards the Dragon. We don't think that's a bad thing, as those beasts are famous for a reason! That's why the rewards for winning with the attacking force are higher than the Dragon winning. Mostly it was a great chance to paint up any number of the awesome Citadel Miniature Dragons that have been made throughout the years.

USING ALTERNATE ARMIES

This battle can be fought by any Warhammer armies in totally different terrain, here are some examples:

- Out in the Wastelands the forces of Chaos try to prove themselves to their dark gods. Rival bands strive to slay the Dragon first!
- High up in the mountains, a party of Dwarfs (with Slayers in the mix) attempt to reclaim their treasure.
- A Bretonnian Knight and his faithful retinue ride forward to save the maiden (donated by the local villagers) that is meant to placate the beast.

Just make sure to replace the Grand Master with a hero of about 185 points.

PART OF A LARGER BATTLE

Dragon Raiders Win
By slaying the Dragon the survivors are awarded with the praise of the villagers, fame, & wealth. This causes recruits to flock to your banner. In your next Warhammer battle add either 150 extra points of Core Troops, or take 75 points of extra magic items (plundered from the Dragon's Horde).

Dragon Wins
The area becomes more inhospitable than ever. Food production is down as the villagers are demoralized (or already eaten by the Dragon). The bravest of the soldiers have already gone off to try their luck, and so recruitment is off. The player that lost to the Dragon (Your opponent) must take 75 points less in the next game.

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HORSE THIEVES

MODELS NEEDED:

Attacking Forces:
• 10 Dark Elf Shades armed with hand weapons, repeater crossbows and light armor

Defending Forces:
• 5 Ellyrian Reavers armed with Bows and Spears
• 20 Horse models (or tokens to represent horses)

The Malekith's armies are gathering for a new assault on Ulthuan and smoke from the forges of the Druchii darken the skies. Raiding parties of Dark Elf Shades are on the hunt once again across the plains of Ellyrion in search of the finest mounts in the Old World. Will the evil Dark Elves obtain the mounts they desire or will the Ellyrian Reavers be able to protect their charges from a hideous life in the stables of the Witch King?

BATTLEFIELD

sample set up

A 24" x 24" area is ideal for this type of game. The terrain represent the plains of Ellyrion and as such will be somewhat bare but you will need to add a few terrain features for the scouts to spring forth from. We suggest a few small stands of trees, some tall grass, rocks, or even a small pond.

OBJECTIVES

You will need 20 Elven horse miniatures without riders or 20 tokens to represent horses on the tabletop. Players alternate placing horses anywhere they wish on the battlefield.

The game lasts for 10 turns. The Dark Elves will win the game if they control/have captured 5 or more horses by the end of Turn 10 or if they wipe out all of the Ellyrian Reavers. The High Elves will win if they drive off the Shades, destroy their forces or prevent them from capturing a sufficient number of horses by the end of the game. Rules for capturing horses can be found in the Special Rules section below.

DEPLOYMENT

Place one Ellyrian Reaver in the center of the table. One after another, use a scatter die to deploy each of the 4 remaining High Elves 2D6" from the center of the board. This represents the random movement of the group amongst the horses.

The Dark Elf Shades start out the game in hiding as detailed below in the Special Rules section.

WHO GOES FIRST?

The Dark Elf Shades use their uncanny stealth to gain the surprise and get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Camouflage
Dark Elf Shades are masters of stealth and deception. Not even the rolling plains of Ellyrion can prevent them from infiltrating among the herd and they have used clever camouflage techniques and guerilla methods to creep up on the horses right under the noses of their shepherds. During the first turn of the game, up to 3 Shades may reveal themselves from camouflage 4" away from 3 randomly determined terrain features. On the second and subsequent turns, 2 more Shades may enter the battle from a randomly determined table edge. This continues until all 10 Shades have been deployed.

Roundup!
Although each Dark Elf Shade has a lasso which enables them to capture the Elven steeds, they also have the capability and skill to wrangle them under control by hand if need be. Any Shade may capture a horse by ending their movement next to the model. A horse may also be captured by lassoing during the shooting phase. A lasso has a range of 6" and normal modifiers to shooting apply. After being captured, move the Shade and horse together as one model at the movement rate of the Dark Elf. A Shade may lead a horse off of the table (preventing it from being freed) but may not return. If a Shade with a captured horse is *Stunned* or goes *Out of Action* the horse will flee 3D6" inches in a random direction but will stop if it reaches a board edge.

USING ALTERNATE ARMIES

This scenario is a classic battle described in the Warhammer Armies: Dark Elves book. However, it could just as easily be played with other armies such as:

• Goblin Wolf Riders attacking a flock of sheep which is protected by Empire Pistoliers or Handgunners.
• Lizardmen Chameleon Skinks attacking a Dark Elf Cold One pen.
• Hobgoblin Wolf Riders assaulting a Halfling village.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. If the Dark Elf Shades are successful in their raid, the loss of so many steeds is a heavy blow to the High Elf army. In the following battle, the points cost of Ellyrian Reavers is doubled.

If the High Elves manage to hold out against the Dark Elf assault, the resulting punishment of the Shades by the furious Witch King will result in them becoming a 0-1 choice in the following battle.

BACK TO THE SYNOPSIS

HUNT THE HATCHLING

MODELS NEEDED:

Dark Elf Forces:
• 1 Beastmaster
• 2 Beastmaster Apprentices armed with 2 Poisoned Hand Weapons
• 5 Dark Elves with Hand Weapons, Light Armor & Reaper Crossbows
Or For Multi-Player Games:
• 150 Points of models and One Hero for each Player

Hydra Forces:
• 1 War Hydra
• 4 Hydra Hatchlings (+1 extra for each additional player beyond 2)

Hydras have long been trained for battle by Dark Elf Beastmasters and the best way to bend these titanic monsters to one's will is to begin training them while they are still very young. It is that time of the year when the hatchlings are at the right age to be taken from their mother. The only problem is that their mother doesn't quite agree!

BATTLEFIELD

Set up a playing area of about 24" x 24". The entire area is the interior of a cave, and the Hydras' nest is 2" from one of the walls. In the center of the opposite wall, there is a 8" opening where the hunters enter.

OBJECTIVES

The first player to carry two Hatchlings off the table wins.

DEPLOYMENT

The Hydras begin in their nest of piled rocks and bones.

The Hunters set up in the cave opening farthest from the nest. For a multi-player game, the Hydra nest will be in the center of the cave, and there will be multiple entrances on each of the cave walls.

WHO GOES FIRST?

Those who dare to hunt the Hatchlings get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Mother Hydra

The mother Hydra moves D3" in a random direction until it has line of sight to an enemy model, when it will charge directly to protect its brood.

Hydra Hatchlings

M	WS	BS	S	T	W	I	A	LD
4	3	0	3	4	3	1	3	5

Breathe Fire

Young Hydras breathe fire much like their larger counterparts, but needless to say, not with as much ensuing destruction. In the shooting phase, a Hydra Hatchling may turn in any direction and breathe fire at a single model up to 5". This shot automatically hits and causes an S3 hit.

Pick up Chicks

Any hunter can carry a Hydra Hatchling after it has been knocked down, however, the hunter's movement is reduced to half. When a Hatchling is *Out of Action*, it counts as down. Once a Hatchling is knocked down, it may not get back up for the remainder of the game. Keep it on its side until a dark elf comes to claim it to carry it off the table.

Poison

The Beastmaster and his apprentices use a special poison when hunting beasts for their collections. When a Beastmaster wounds a Hydra Hatchling, the Hatchling must pass a Toughness test. Non-Dark Elf players may nominate ONE model to have this ability.

Scaly Skin

Hatchlings have scaly skin which gives them a 5+ armor save.

Young and Wild

To move a Hatchling, it must pass a Leadership test AND have line of sight of an enemy model.

- If it passes, it will move 4" towards the nearest enemy model it has line of sight to, regardless of which way it is currently facing.
- If it fails, or does not have line of sight of an enemy model, the Hydra must move D6" in a random direction.
- If a model ends up in base to base contact with an enemy model due to its movement, it counts as charging for that turn.

Beastmaster

Beastmasters and Apprentice Beastmasters are so use to battling Hydras that they can often see an attack before it is coming (regardless of which head is striking). When in combat against Hydras and Hydra Hatchlings, Beastmasters have a 4+ Ward save as they dodge the incoming hit and any breath attacks. They are also immune to the Terror caused by Hydras. Non-Dark Elf players may nominate ONE model to have these abilities.

USING ALTERNATE ARMIES

While only Dark Elves regularly make use of the dreaded trained Hydras for battle, there are many desperate adventurers that can sell off such a valuable item. Imagine a party of greedy Dwarfs trying to barter the Hatchlings for gems or perhaps some Dogs of War mercenaries trying to gather enough money to buy their way back home.

PART OF A LARGER BATTLE

Here are some ways you can continue this small game and have it affect a much larger battle:

Dark Elf winner may add a free Hydra to their army!
Non-Dark Elf winner may add a free unit (up to 200 points) to their army. This represents the sudden influx of wealth from selling the highly coveted Hatchlings.

BACK TO THE SYNOPSIS

HUNT THE HATCHLINGS

Hydras have long been trained for battle by Dark Elf Beastmasters and the best way to bend these titanic monsters to one's will is to begin training them while they are still very young. It is that time of the year when the hatchlings are at the right age to be taken from their mother. The only problem is that their mother doesn't quite agree!

MODELS NEEDED:

Dark Elf Forces:
- 1 Beastmaster (40 pts)
- 2 Beastmaster Apprentices armed with 2 Poisoned Hand Weapons
- 5 Dark Elves with Hand Weapons, Light Armor & Reaper Crossbows (65 pts each)

Or For Multi-Player Games:
- 150 Points of models and One Hero for each Player

Hydra Forces:
- 1 War Hydra (200 pts)
- 4 Hydra Chicks (+1 extra for each additional player beyond 2)

BATTLEFIELD

Set up a playing area of about 24" x 24". The entire area is the interior of a cave, and the hydras' nest is 2" from one of the walls. In the center of the opposite wall, there is a 8" opening where the hunters enter.

OBJECTIVES

The first player to carry two Hatchlings off the table wins.

DEPLOYMENT

The Hydras begin in their nest of piled rocks and bones.

The Hunters set up in the cave opening farthest from the nest. For a multi-player game, the hydra nest will be in the center of the cave, and there will be multiple entrances on each of the cave walls.

WHO GOES FIRST?

Those who dare to hunt the Hatchlings get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Mother Hydra - The mother Hydra moves D3" in a random direction until it has line of sight to an enemy model, when it will charge directly to protect its brood.

Hydra Hatchlings -

M	WS	BS	S	T	W	I	A	LD
4	3	0	3	4	3	1	3	5

Breathe Fire - Young Hydras breathe fire much like their larger counterparts, but needless to say, not with as much ensuing destruction. In the shooting phase, a Hydra Hatchling may turn in any direction and breathe fire at a single model up to 5". This shot automatically hits and causes an S3 hit.

Pick up Chicks - Any hunter can carry a Hydra Hatchling after it has been knocked down, however, the hunter's movement is reduced to half. When a Hatchling is "Out of Action", it counts as down. Once a Hatchling is knocked down, it may not get back up for the remainder of the game. Keep it on its side until a dark elf comes to claim it to carry it off the table.

Poison - The beastmaster and his apprentices use a special poison when hunting beasts for their collections. When a beastmaster wounds a hydra chick, the chick must pass a Toughness test. Non Dark Elf players may nominate ONE model to have this ability.

Scaly Skin - Hatchlings have scaly skin which gives them a 5+ armor save.

Young and Wild - To move a Hatchling, it must pass a Leadership test AND have line of sight of an enemy model.

- If it passes, it will move 4" towards the nearest enemy model it has line of sight to, regardless of which way it is currently facing.
- If it fails, or does not have line of sight of an enemy model, the hydra must move D6" in a random direction.
- If a model ends up in base to base contact with an enemy model due to its movement, it counts as charging for that turn.

Beastmaster - Beastmasters and Apprentice Beastmasters are so use to battling Hydras that they can often see an attack before it is coming (regardless of which head is striking). When in combat against Hydras and Hydra Chicks, Beastmasters have a 4+ Ward save as they dodge the incoming hit and any breath attacks. They are also immune to the Terror caused by Hydras. Non Dark Elf players may nominate ONE model to have these abilities.
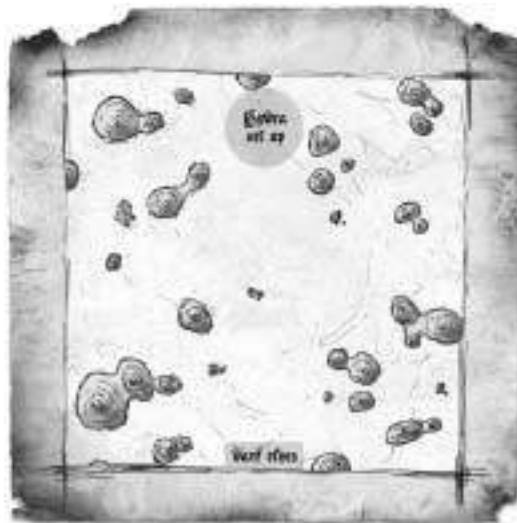
USING ALTERNATE FORCES

While only Dark Elves regularly make use of the dreaded trained Hydras for battle, there are many desperate adventurers that can sell off such a valuable item. Imagine a party of greedy Dwarfs trying to barter the Hatchlings for gems or perhaps some Dogs of War mercenaries trying to gather enough money to buy their way back home.

PART OF A LARGER BATTLE

Here are some ways you can continue this small game and have it affect a much larger battle:

Dark Elf winner - may add a free Hydra to their army!

Non-Dark Elf Winner - may add a free unit to their army. This represents the sudden influx of wealth from selling the highly coveted Hatchlings.

SCENARIO 3
INFESTATION

Overview: Clan Moulder has released a horde of Giant Rats into the city via the sewers. The Giant Rats have been starved for several days and will eat any food supplies they may find. The populace must take up arms and drive off the infestation before all the stockpiled food is eaten and they starve to death.

Armies: The Skaven may have 1 Master Moulder as the leader and 3 Giant Rat packs. The defenders can take up to 100 points chosen from Halberdiers, Spearmen, Swordsmen, Free Companies, Archers, and Crossbowmen.

Battlefield: A standard Mordheim table will do fine. The defenders will need three counters to represent the food supplies they are defending. These counters will need to be placed in the defender's own Deployment Zone. No food counter may be placed within 12" of another.

Deployment: The Defender deploys first up to 12" in from his table edge. The Skaven deploy last up to 12" in from their table edge. All the models form a pack and must be placed within 6" of the Packmaster at the start, but thereafter the models are free to move as they wish.

Who Goes First?: Each player rolls a dice. The highest scorer goes first. Reroll ties.

Length of Game: The game lasts until either all the food counters are gone or the Skaven fail a Rout test.

Special Rules

Food Supplies: Any Giant Rat that starts its turn in base contact with a food counter and not in combat will consume the food. Remove the counter from play.

Giant Rats: The Giant Rats are immune to all Psychology tests and All Alone tests – they have been driven insane by hunger. The Packmasters and Master Moulder take tests as normal.

Whips: Such is the skill of the Packmasters that these weapons can be used to make ranged attacks (even into close combat) with no chance of hitting a Skaven. Whips have a range of 6", and attacks are resolved in the Close Combat phase.

Scenario 1 - Assassination

The leader of the Skaven forces has commissioned Clan Eshin to assassinate the enemy commander.
Play the Scenario!

Scenario 2 - The Plague

A patrol from the city watch has been ordered to investigate some mysterious deaths in the slum quarter of the city.
Play the Scenario!

Scenario 3 - Infestation

Scenario 4 - The Heist

Clan Skryre has sent one of their own into the city to "acquire" any interesting bits technology before the city is sacked.
Play the Scenario!

Scenario 5 - Razing the City

After terrorizing the city, the Skaven must destroy it before reinforcements move in to relieve the beleaguered populace.
Play the Scenario!

Continuing your battles

Clan Moulder has released a horde of Giant Rats into the city. The defenders must drive off the Giant Rats before they eat the city's rations.
[Play the Scenario!](#)

Gareth has some interesting ideas on how to keep your Skaven campaign alive!
[Find out how!](#)

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INN TROUBLE

MODELS NEEDED:

Each Side:
- 125 points per side of Core and Special troops
- gang must consist of 5-10 models
- Unit champions are allowed, but no Lords or Heroes
- No fliers, artillery or monsters
- Unmounted cavalry at half cost (round up)

The surly group of Dwarfs from Rhadul's Rangers sit rather uncomfortably at the now sopping-wet bar top. The ruckus they have been raised in the past hour, comparing scars and talking about how many heads they've taken, has had the barkeep and his wife on edge. At least the coin was good.

The heavy oaken door to the tavern swung open with a bang as the half drunk forms of another of the mercenary company's chief staff walked in. These boys had the look of trouble about them. These men were Middenheimers. The wet wolf pelts that adorned them turned even the rough noses of the Dwarfs at the bar. "Oy! Yer stinkin' furz are makin' er' beer sour..." Yelled one red-faced Dwarf.

The barkeep and his wife exchanged a look and quickly made their way to the cellar; things were about to get messy.

BATTLEFIELD
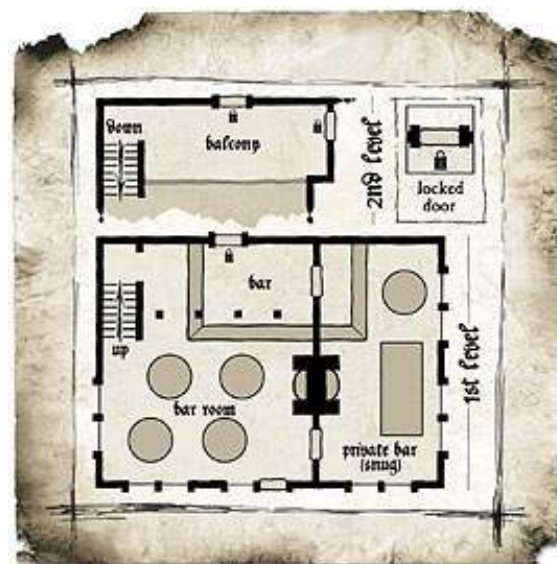
Use a special table of 24" x 24" or mark off such an area on a larger surface. Set up "tavern" terrain as per the map to the right.

OBJECTIVES

The goal of both sides is the same; destroy the rival band of mercenaries. Failing that, then you can, at least, run them out of town.

Since things are fairly even (see special rules) the side with the most models standing after 10 turns wins! If there is a tie then fight until the tie is broken. The victors get to stay and "socialize" while the losers turn tail and run.

DEPLOYMENT

Roll a d6 to determine who gets to the Inn first. The initial band of mercenaries settles in at the bar and has a few drinks before being interrupted by their rivals. The second group of soldiers of fortune sets up just inside the door.

WHO GOES FIRST?

The libations imbibed by the first group of mercenaries has raised their bravado. The soldiers that start in the bar go first!

SPECIAL RULES

This scenario uses the special rules detailed below:

Close Quarters
Due to the limited space, tables, and weary travelers, it is a bit difficult to wield certain weapons in combat. Pikes are nearly impossible to use, and suffer a -2 penalty 'to hit' their opponents, while spears and all weapons that require two hands suffer a -1 penalty.

Liquid Courage
Before the battle erupts, roll a d6 for each of the troops at the bar. On a 6 they are under the influence of alcohol and suffer -1 "to hit" penalty but can't be stunned. A roll of Stunned on the Injury table counts as a Knocked Down result (for intoxicated models only).

Optional Special Rules

Weaponless
The mercenary band that arrived first is at an even greater disadvantage. The landlord of this particular inn confiscates guest's weapons for the duration of their stay. These weapons have been placed in a caged area under the stairs. Uh, oh... While weaponless, these warriors get -1 to the Injuries they inflict and can't cause a Critical.

I'll use Anything

Since they only have their fists to fight with, the weaponless mercenaries are desperate. Distribute a dozen tokens around the bar (take turns placing pennies) to represent items that might be useful in combat. If unengaged in combat, any soldier can choose to replace their weapon with what is found, roll a d6:

1	Something useless (loaf of bread)
2-3	A sturdy club. (table leg)
4	Barrel toss. One +3 STR, 6" throw.
5	A pistol with 2 shots. (hidden by guest)
6	A Great Weapon! (mounted on wall)

USING ALTERNATE ARMIES

If you don't have a lot of different models to support a mixed mercenary band, then use what you have. This brawl is almost as much fun when fought between Empire core troops from rival city-states.

Almost any race that frequents this sort of establishment can be used. Dwarfs spend almost as much time "socializing" as they do killin' and minin'. A Chaos warband or a Goblin raiding party could storm the inn looking to cause trouble. Other less likely races could be tracking down these Dogs of War looking for a stolen magic item they picked up in earlier pillaging.

PART OF A LARGER BATTLE

This is obviously a good start to a battle between two rival Dogs of War armies. The side that wins will be without any unit champions that are killed in the brawl. The side that loses will be without the unit champions it lost plus 100 points to represent scouts out looking for the missing officers.

BACK TO THE SYNOPSIS

TRAGIC HEROES
A CAMPAIGN FOR DWARF SLAYERS

Scenario 4 — Into the Depths

OVERVIEW

Tired of the constant attacks from below, the leadership of Karak Kadrin has dispatched your newly formed band of Slayers to explore and clear out a section of the ruined Underway that is known to harbor many of the enemies of the Dwarfs. Shortly after entering the collapsed tunnels that once linked the Dwarf Holds, you stumble across a very unexpected enemy. You've found Ogres and Gnoblars using the derelict underground highway system as a shortcut to their next battle!

ARMIES

- Slayer Forces -
Four hundred (400) points of Slayers. You may select this force per the normal Warhammer rules, or you can use the Warband rules as outlined in **US White Dwarf 296**, **297**, **298**, and found online here. It is recommended that you treat Troll Slayers as Core choices, and adopt the rules for Doomseekers and Brotherhood of Grimnir outlined in **Warhammer Armies: Storm of Chaos.**

- Ogre Forces -
Four hundred (400) points of Ogre Kingdoms troops. You may select this force per the normal Warhammer rules, or you can use the Warband rules as outlined in **US White Dwarf 296**, **297**, **298**, and found online here.

BATTLEFIELD

This battle takes place on a 48" x 48"table. The scenario takes place in the ruined Underway of Ungdrin. The battlefield is littered with fallen columns, rocks, torn-up floors, multiple chasms, pools of stagnant water, and evidence that the tunnels have been recently used by the foes of the Dwarfs. Scatter these terrain pieces around the board so as to make the setting interesting.

DEPLOYMENT

The unarmored Slayers, although not particularly stealthy, have surprised the Ogre Kingdoms force. The dishonored Dwarfs can deploy units within the first 6" of the southern and western board edges.

The Ogres are in a travel column and should be fielded in an 8"-wide Deployment Zone that goes from the northeast corner of the board to the center of the table. Refer to the map for more details.
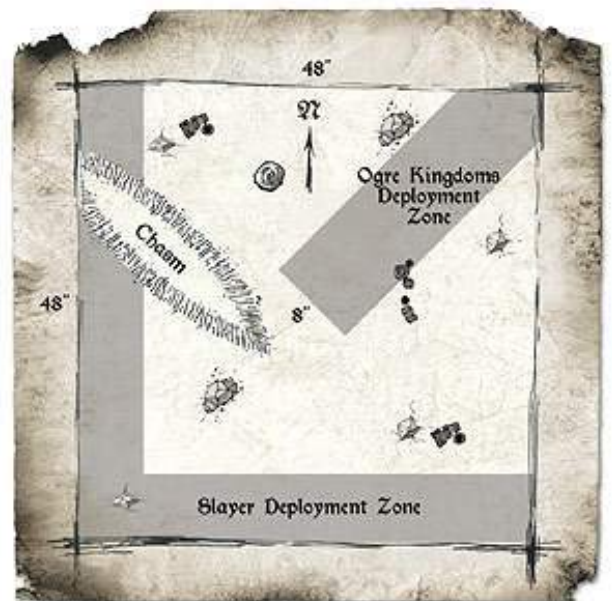
WHO GOES FIRST?

The player controlling the Dwarf Slayers takes the 1st turn.

LENGTH OF GAME

The game lasts 6 turns.

SPECIAL RULES

"Look Snorri, Trolls!" When surrounded by their fellows, Slayers find it very difficult to resist the urge to close with the enemy as soon as they can.

After all deployment, but before the first player's turn, the Slayer army surges forward. Each unit and character moves directly ahead 2D6". Units may only make a single wheel during this movement, and only if it is necessary to avoid terrain or another unit.

Chasm of Doom. The multiple chasms that fill this chamber are treacherous obstacles to cross for the heavily armored or the clumsy. Assume that there are rickety planks wherever your unit wants to cross one of these fissures. For any unit wishing to risk their life crossing the void, add up their Initiative and their Armor Save (7 for unarmored). You need to roll less than or equal to this number on 2D6 in order to cross safely.

Thus, Ogre Ironguts, with their Initiative 2 and Armor Save of 5+, will need to roll a 7 (2+5) or lower to cross safely. Troll Slayers with the same Initiative and no armor will need a 9 (2+7) or lower to make it over the rotting planks. Elves would have no problem crossing the gap, but they aren't playing...right?

The price of failure is that the unit loses 1D6 Wounds worth of troops rounded up to the nearest model. For example, a roll of a 2 would mean 2 Troll Slayer fall to their doom, or a healthy Ogre Bull plummets into the depths.

VICTORY CONDITIONS

The Slayers want to wipe out the Ogres to make them an example of what happens to those that defile even abandoned remnants of the Dwarf realm. Achieving the following goals will earn the Slayer player Victory Points in the Slayer campaign.

Dealing Death:	VP equal to the points cost of the unit for every Ogre unit destroyed.
Hurtin' 'Em:	VP equal to half the points cost of the unit for every Ogre unit reduced to half size.

The Got Away:	-VP equal to the points cost of the unit for every Ogre unit that exits through the southwest corner.

Remember to keep careful track of these Victory Points, as the winner of the campaign will be determined by them.

The Ogres want to kill the Dwarfs and be on their way. The Slayers lose Victory Points for any Ogre units that leave the board through the southwest corner (within 6" of the corner).

PART OF A LARGER GAME

If this scenario is instead played as the preamble to a larger Warhammer battle, then use the following effects:

If the Dwarfs win the scenario, one Ogre unit (worth at least 10% of the army value) does not arrive to the battle until Turn 2. Place them on the table edge of the Ogre Kingdoms' Deployment Zone.

If the Ogres win the scenario, they have succeeded in using the underground tunnels to outmaneuver their opponents. One Ogre unit may be deployed using the **Underground Advance** rule used by Dwarf Miners, found in **Warhammer Armies: Dwarfs**.

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GAMES WORKSHOP

LABYRINTH

MODELS NEEDED:

Invaders:
• Vespero's Vendetta (Vespero and 7 warriors)

Bretonnian Militia:
• 10 Men-at-arms with light armor and shields
• 10 Bowmen
• 5 warhounds (see stats below)
• "The Duke", a Hero with heavy armor and a great weapon

Vespero looked over his shoulder. The rest of his cutthroats were legging it hard after him. The Duke's magnificent palace was large indeed, but they had found the battle plans the Duke was to use in the coming conflict. Unfortunately, there were some in Vespero's group that weren't as stealthy as he had originally thought. With a misplaced movement, one of his men knocked over a vase-bearing pedistal. They had been found out! The watch at the gates had lit their signal fires and in the distance, barking dogs could be heard.

"Quick, into the gardens... we can hide 'til morning.", shouted Vespero through ragged breaths.

Hours passed and the shouts had long since stopped. In the early morning light, the band looked around and found themselves in a tall hedge maze. Suddenly, a laugh pierced the morning mist... the Duke! "Good luck getting out Vespero. I'll have you stretched on the rack by sunset."

BATTLEFIELD

You will need a 24" x 24" table for this scenario, or mark off that area on a larger table. Within that area, set up a series of walls and hedges in a maze-like pattern. One way to do this is for each player to take turns laying down one wall at a time until all the walls and hedges are used or both players agree that there is enough terrain on the board.

OBJECTIVES

Vespero's Vendetta must fight their way out of the maze with the stolen plans. If Vespero escapes the maze, the Vendetta win.

The Duke's troops must catch the whole band in order to claim a victory.

If Vespero is captured, but some of his men escape, then the scenario ends in a draw.

sample set up

DEPLOYMENT

The invaders set up in a 6" x 6" square at the center of the table. The Bretonnian player places 2 models at each of the exits.

WHO GOES FIRST?

The Duke and his Bretonnians get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Impenetrable Walls

The bush walls, ivy and thorny holly is incredibly thick and even towers over a man on horseback. Models may not attack other models over or through a row of hedges. Even arrows or bullets are lost among the dense branches and leaves.

Trouble at Every Turn

Every time Vespero's band turns a corner, roll 2D6 and consult the following table. Place new models at least 4" away unless noted otherwise.

2	**I have you now!** The Duke, armed and ready, enters the battle.
3-4	**Surprise attack!** 4 Men-at-arms charge the brigands.
5-6	**Shhhh! Someone's coming.** A rustle in the hedges alert the Vendetta. They may not move this turn except to fight back in combat.
7-8	**Whiz, snap!** The Vendetta are attacked by 3 bowmen firing from the next corner in the maze.
9-10	**Bow wow...** Place 2 Men-at-arms and 3 warhounds at any entrance to the maze. They may move normally.
11	**A weak spot!** You may make a hole in the hedge anywhere along your movement phase; room enough for two models to pass through side-by-side. If this allows the group to escape, go straight to *Escape?!*
12	**Roll twice on this chart.**

Warhounds

Use the following statistics for the warhounds:

	M	WS	BS	S	T	W	I	A	Ld
Warhound	6	4	0	4	3	1	4	1	5

Escape?!

When Vespero moves through an exit to the maze, roll a die:

- 1-4) Vespero and the remnants of his band escape! The Vendetta win!
- 5-6) Wrong Turn! The remaining Vendetta set up in the 6" x 6" area in the middle again. Try to escape again. Hurry, it is getting light!

USING ALTERNATE ARMIES

Here are a few other ideas you can try with the Labyrinth scenario.

- Dark Elves make landfall off the coast of Tor Yvresse at night and use a series of caverns and tunnels to make their way to an ancient maze inside the city's walls.
- Instead of a group of invaders, both players control a group of warriors that have stumbled upon a maze in the dreaded Chaos Wastes; the center of which is rumored to be filled with piles of gold and jewels. Little do these treasure seekers know, a Minotaur has been tasked with guarding the riches. Both players control their warriors while a third player controls the rampaging Minotaur!

For both of the ideas, try to keep to these following guidelines:

- 100 points of troops including 1 Champion.
- Troops may come from the Core and Special choices.
- No Magic Items, Wizards, Fliers, War machines, Calvary or Monsters.
- The invading party must consist of at least 4 models.

PART OF A LARGER BATTLE

If Vespero escapes, his employer's battle plans will change drastically to take advantage of the new information. In the coming battle, after both sides have deployed, the invading player may move D6 units anywhere else in his deployment area and also receive Vespero's Vendetta for free!

If Vespero is captured by the Duke, the Duke's enemies are caught unaware by a lightning attack. The Duke forces the enemy to set up all their units first, and the Duke gets the first turn.

BACK TO THE SYNOPSIS

# of Items: 0
Total: $.00
- CHECKOUT -

TOMB KINGS

Last Stand

Models Needed

The Stacheldhof Expedition (Tomb Robbers):
• Jacob Stacheldhorf, Collector of Antiquities
• 1 Andrea Munch (if alive)
• Aziz, Loyal Guide (if alive)
• 5 Henchmen (who were waiting outside the tomb)

Tomb Kings:
• 1 Tomb Priest
• 5 Skeletons
• 2 Bases of Tomb Swarms

Additional Models:
• 1 Sarcophagus (containing the body of the Tomb Prince)
• 4 Treasure counters

Even in their makeshift camp, erected among the ruined walls of a long-forgotten temple, Jacob knew his Expedition's chances of surviving were slim to none. He knew that the leathery Priest was out there, just beyond the light of his men's torches. He also knew that the creature should have been long dead and buried, but still it followed him. He had never known fear like this and hoped he never would again. But the Priest had pursued him, and Jacob was wise enough to realize that he would never be able to outrun the dead.

Jacob again heard the hollow rasping voice of the Priest out in the desert. The sound of the Liche Priest's chanting made the hair on the back of his neck stand straight. He wouldn't die at the hands of this creature and throw away all of his research and toil. Jacob drew his sword and told the others to do the same…

Read the Scenario Rules

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GAMES WORKSHOP

WARHAMMER • WARHAMMER 40,000 • THE LORD OF THE RINGS

WARHAMMER

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Skaven
Tomb Kings
Vampire Counts
Wood Elves

SUPPLEMENTS
Mighty Empires
Lustria
Storm of Chaos
General's Compendium

TOMB KINGS

Last Stand

Battlefield
In a 24" x 24" space, set up a small cluster of ruined buildings – little more than walls covered by blown sand. Place these buildings near the center of the table. Add rocky outcroppings if you'd like, but they are not necessary.

Objectives
The Stacheldhorf Expedition must fend off this nocturnal assault.

The Liche Priest must stop the thieves and protect his lord by using his skeletal minions and sacrificing himself if the need arises. These tomb robbers must be punished for their infraction!

Victory Conditions
• Jacob Stacheldhorf is killed: victory for the Tomb King player.
• The Expedition survives the onslaught: victory for Jacob and his adventurers.

If the player controlling the Stacheldhorf Expedition wins this scenario, play Mayhem in the Museum. It is assumed that there are no more creatures to guard the Prince's Tomb and the Expedition may just walk in and take what they want!

Deployment
The Expedition begins the game within the protective walls of the centermost ruins, but they can start facing any direction.

The Liche Priest and his Skeletons set up on a randomly determined table edge (see map). The Tomb Swarms do not have to be deployed at the beginning of the game but can use the It Came from Below rules (p. 29, Warhammer Armies: Tomb Kings) if the controlling player chooses.

Skirmish

Who Goes First?
The Tomb Kings player takes the 1st turn.

Special Rules
Perils of the Desert
Who knows what lies in wait outside this cluster of ruined buildings? Any models that flee off the board are assumed to be consumed by the unforgiving dunes or whatever creatures call them home.

Treasures Beyond Your Wildest Dreams
The ward save and reroll effects from the treasures gathered in the previous skirmish are still in effect for this scenario. Keep track of who has the riches you have stolen!

Adrenaline Rush
All Wounds sustained in the previous adventure, Robbers of the Lost Tomb, are recovered. The Liche Priest uses his unholy sorcery to regenerate, and the tomb raiders are just too frightened to notice their injuries!

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LIGHTNING'S CHILDREN

MODELS NEEDED:

Dragon Ogres:
• Three Dragon Ogres (no additional equipment - they just woke up!)

Dwarfs:
• One Warrior Champion (Heavy Armor and Great Weapon)
• Ten Warriors (Light Armor and Great Weapons)
• Five Thunderers
• Token or model for treasure chest

"Storm's kickin' up," said Drokki Thorinson, declaring the obvious to his nearly frostbitten compatriots. "And it looks to me like it's going to be a mean one." The rest of his snow-covered retinue grunted their agreement in near unison, followed by rounds of coughing and cursing. Not one of the Dwarfs wanted to be caught this high up in the Worlds Edge Mountains during such a fierce blizzard.

With a flash that nearly blinded the grumpy travelers, lightning smashed into a nearby peak sending small bits of rock and great plumes of snow high up into the air to cover the Dwarfs. Barely a minute after the members of the retinue had regained their footing and brushed the ice from their beards, the rolling crash of thunder was heard. Strangely, the thunder sounded less like a great god's rolling drumbeat and more like the echoing roar of some angry beast!

"Stay close, men. I sense some troubles ahead." With another flare of white light, Drokki distinctly saw multiple hulking shapes standing in silhouette upon a craggy cliff. "Stand firm and guard the chests. I smell the stench of Chaos!" It seemed that the storm wouldn't be the only thing standing in their way to Karak Kadrin...

BATTLEFIELD

The battle takes place on a 24" x 24" table covered with rocky terrain to represent mountainous cliff faces. A mountain pass travels from east to west across the table. Snow-covered terrain would be best but is not required.

OBJECTIVES

The Dwarfs must get their precious chest of gold from one edge of the mountain pass to the other. Accomplishing this task gives victory to them.

The Dragon Ogres are extremely hungry from the long hibernation and view the Dwarf retinue as a tasty snack before they begin their pillaging elsewhere. They win by killing all of the Dwarfs.

Dragon ogres set-up / Dwarf set-up
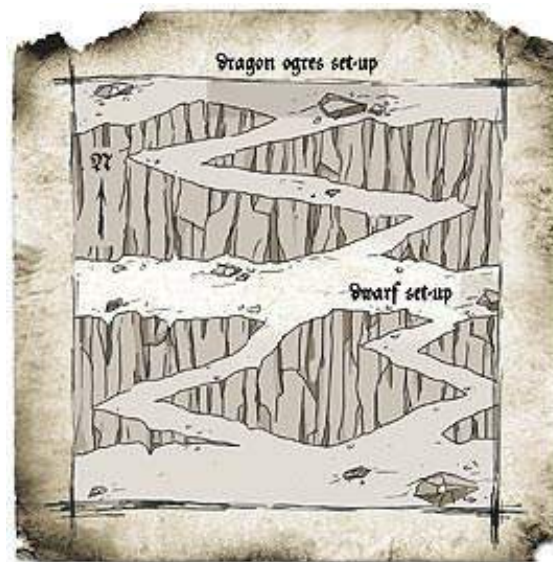
DEPLOYMENT

The Dragon Ogres appear on a cliff. Deploy the three Chaos creatures above the trail in the middle of the northern table edge. The Dwarfs start on the trail within 6"of the eastern table edge.

WHO GOES FIRST?

The Dwarfs get the first turn.

SPECIAL RULES

Slippery!
Due to the slick ice and snow drifts that cling to the sides of the pass, quick movements could prove fatal! If a Dwarf attempts to run, roll a D6. On a roll of a 4+, the model falls off the cliff and is lost. Note: models actually charging do not need to make this test.

Blizzard
Due to the flurry of snow, all Missile fire is made at -1 to hit. Thus, Thunderers are -2 to hit at long range and -1 to hit at short range due to the inclement weather.

Lightning Strikes
Each turn, roll a D6. On a roll of a 5-6, a bolt of lightning has struck the table. Roll scatter and artillery dice to determine where the bolt actually hits (bolts scatter from the center of the table). The model closest to the bolt gets zapped! A hit on a Dwarf kills him outright. However, a hit on a Dragon Ogre does no damage and causes him to be subject to *Frenzy*.

Heavy Chest
The chest is so full of gold that it takes at least two Dwarfs to move it. The Dwarfs carrying the chest can't charge unless they drop the chest and obviously can't run while dragging it. The gold is too precious to risk anyway.

Dwarf Gold Lust
Dwarfs will never run away from some hard-earned gold but will run away with it! Drokki and his men are not affected by *Fear* or *Terror* in this scenario and will not leave the board before the gold does.
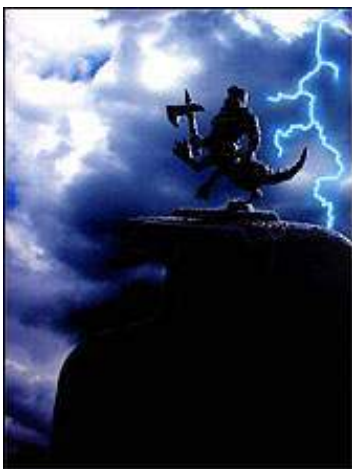
USING ALTERNATE ARMIES

Although this scenario was written with Dwarfs and Dragon Ogres in mind, it is easy to imagine this type of situation happening elsewhere, with other combatants. Here are a few more ideas:

• Four Trolls attack a small band from a Dogs of War army returning to base camp with a new chest for the Paymaster.

• Four Kroxigors ambush a Dark Elven retinue returning home after plundering Slann treasures.

• Four Rat Ogres charge a band of undead warriors bringing unholy treasures back to their Necromancer.

PART OF A LARGER BATTLE

Here are some ways that this small game can affect a much larger battle:

Attackers Win
If the monsters win, they will feed heartily on the bodies of the slain. Their appetites momentarily sated, they happily join the controlling player's army for "free" (and do not count against the number of Rare or Special choices) in hopes of more carnage and subsequent feasting.

Defenders Win
If the treasure bearers win, they are able to hire more troops, buy more weapons, or afford more supplies. The controlling player may add 200 points of "free" troops to his army. These troops may be added to an existing unit or form a new unit. If a new unit is formed, it does not count against the maximum number of Rare or Special choices, nor does it count toward the minimum number of Core choices (as appropriate).

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LOST TOMB OF HAMON RA

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!)

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

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...

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:

Djerdra's Summoning of the Vengeful Dead
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 loose sections in the sandstone floor. They are NOT allowed to charge the turn they appear.

Rout Tests
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).

Leaving the Tomb
Any Explorers may leave the board via the doorway at any time. If they do, they may not return.

USING ALTERNATE ARMIES

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).

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

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

WHO GOES FIRST?
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SPECIAL RULES
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Djerdra's Summoning of the Vengeful Dead - 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.

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Leaving the Tomb - Any Explorers may leave the board via the doorway at any time. If they do, they may not return.

tomb exit
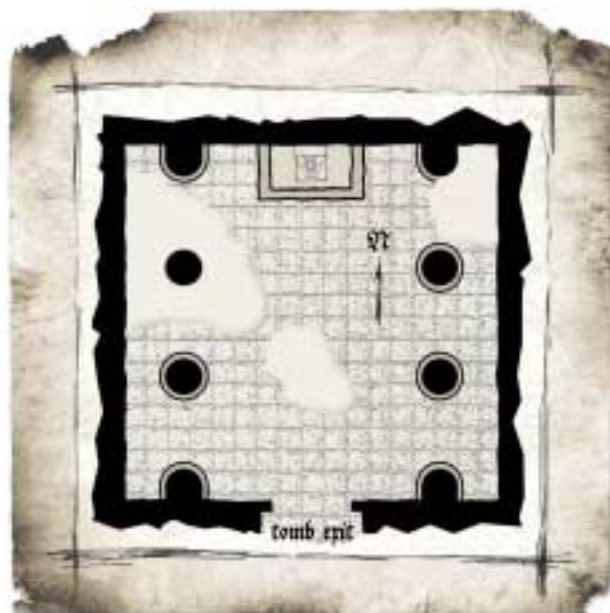
USING ALTERNATE FORCES
Any army can be used as the Explorer's forces.

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).

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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!

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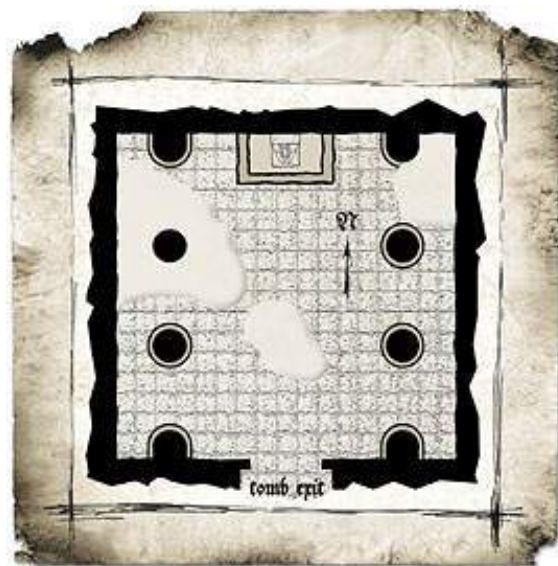
WARHAMMER

LURE OF TREASURE

MODELS NEEDED:

• Each player chooses up to 75 pts of forces from their respective army list. Only models on 20x20 mm or 25x25 mm bases may be used. No heroes are allowed but unit champions are permitted. One musician must be included by each player

• 1 Stone Troll

Two rival treasure excavation teams have been sent to recover a lost artifact believed to rest in the horde of an especially large and savage Stone Troll. Rumor has it that the Troll is easily distracted and it is possible that the artifact might be acquired without direct confrontation with the beast. That may be the only hope your adventurers have to retrieve the artifact and escape from the Troll's lair unscathed!

BATTLEFIELD

The playing area should be 24" x 24". The interior of the cave should have two 8" wide entrances leading from each corner on the southern board edge and a 6" wide alcove in the middle of the northern board edge. The remainer of the cave will undoubtedly contain a few random boulders, stalagmites, piles of bones and other such objects thought to be found in a Troll's lair. Each player should take turns placing these until all players are satisfied with the terrain.

OBJECTIVES

This is a multiplayer game requiring 3 players; one to control each party and one to guide the actions of the Stone Troll. Each player should try and distract the Stone Troll by utilizing their musician to charm the beast into complacency long enough for another member of their team to sneak up and retrieve the artifact which rests in the alcove along the northern board edge. The first player to retrieve the artifact and escape off the table edge through their deployment tunnel wins the scenario. Of course, the team without the artifact and the Stone Troll are not going to make it easy on you. The Troll player wins if he forces both teams to rout off of the table or smashes all of the treasure hunters into paste.
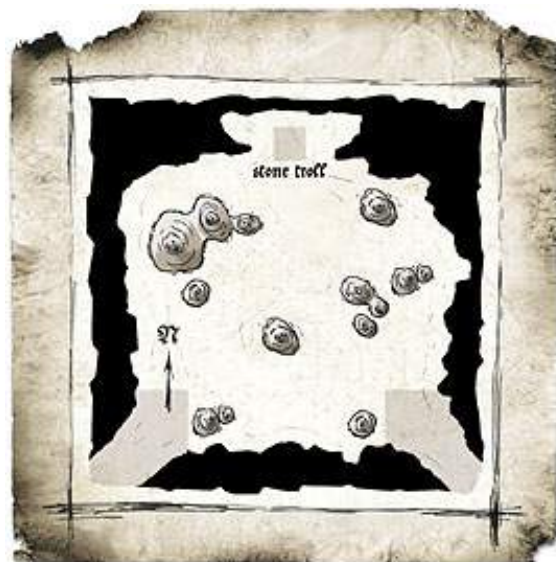
DEPLOYMENT

Each treasure excavation team rolls a D6 to see who sets up first. The winning player then sets up their force at the entrance along the southern edge of their choice up to 6" in from the corner as shown on the map. The Stone Troll sets up in front of the alcove, no more than 6" away from the northern board edge.

WHO GOES FIRST?

The treasure hunting teams roll a D6 to see who gets the first turn. The Stone Troll, being a mere dimwitted monstrosity, always goes last.

SPECIAL RULES

This scenario uses the special rules detailed below:

Distract the Troll
If the Stone Troll fails his *Stupidity* test, he will move at half rate toward the closest musician rather than the closest enemy model. All other rules for *Stupidity* still apply. If the test is passed, the Troll player may rampage among the thieves at will and choose to move and fight as he wishes.

Run For It Lads!
If any model ends their movement in the alcove at the back of the cave, the artifact may be picked up and the mad dash to the exit begins! If the model carrying the artifact is taken *out of action*, the artifact is dropped at their feet and remains there until scooped up by another model ending their movement next to it. Once the artifact has been moved from the alcove, the Stone Troll flies into a mighty rage at the sight of his precious artifact being taken by thieves and no longer responds to the music. He no longer has to take a *Stupidity* check but he must charge the model holding the artifact if he can, ignoring all others until the thief is taken *out of action*. If the Troll ends his movement next to the artifact, he will not attempt to pick it up but will stand guard over it until it is picked up again or he is lured away by the soothing rhythms of the musicians.

USING ALTERNATE ARMIES

This scenario can easily be played with only two players (one as the Stone Troll and one as the adventurers) or even more players and multiple beasts on a larger table. You could also use any number of monsters or hideous beasts that you have in your miniatures collection. If you use anything tougher than a Stone Troll, it might be a good idea to increase the size of the party or give them a magic item or a Hero to even up the odds a bit.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. Should one of the excavation teams actually escape intact with the artifact then the player who makes it off with the artifact may take an additional 50 point magic item in their next battle for free.

BACK TO THE SYNOPSIS

TOMB KINGS

Mayhem in the Museum

Models Needed

The Stacheldhorf Expedition (Tomb Robbers):
• Jacob Stacheldhorf, Collector of Antiquities
• 1 Andrea Munch
• Aziz, Loyal Guide (if alive)
• 10 Altdorf Museum Guards (use Empire Halberdiers)

Tomb Kings:
• 1 Liche Priest
• 1 Tomb King (Prince Rahektep)
• 4 Tomb Guard

Dr. Abber stood in the dim hall with Jacob and Andrea. Pausing in his praise of Stacheldhorf, Abber, the curator of this exhibit and close friend of the archeologist, took a long draught of his brandy…and nearly choked as the sound of breaking glass and upturned furniture halted their revelry. The tumultuous noise was coming from the very room where they had stood moments before – the Nehekharan exhibit.

Fearing the worst, Jacob darted to the door and peered into the shadowy chamber. His jaw dropped. That damned Priest had followed them. Somehow, it had managed to track them all the way here, to the museum…to the Prince's body!

Jacob drew his pistol and crept into the room. The Liche Priest was kneeling before the mummified form of the Rahektep and chanting rhythmically in his croaking, long-dead tongue. Jacob could smell the faint odor of incense but couldn't locate its source. On each side of the room, wooden sarcophagi shook and creaked, and dust floated from between their cracks. This was bad, Jacob thought. Real bad…

Read the Scenario Rules

◄ RETURN TO INDEX   INTRODUCTION ►

TOMB KINGS

Mayhem in the Museum

Battlefield
This scenario requires a space of about 24" x 24". This space represents one of the larger rooms in the Magnus Museum. It contains such furnishings as glass display cases, occupied sarcophagi (see below), Nehekharan statues, pillars, and a small reconstructed temple as well as many bookshelves. Feel free to set these objects up as you see fit. (Except for the temple and sarcophagi, which must be set up along the northern wall. See map below.)
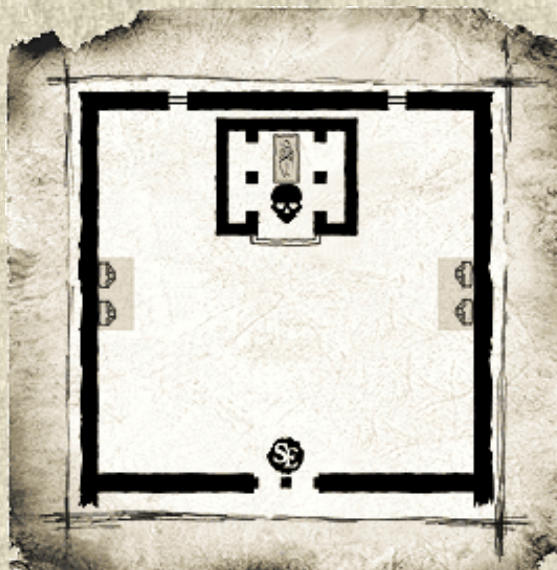
Objectives
Jacob and his compatriots are trying to stop the Liche Priest from finishing his ancient incantation. If they fail, they will have no choice but to confront the Tomb Prince himself.

The Liche Priest seeks to revive Prince Rahektep by means of the Ritual of Awakening and to punish those who have raided the Prince's tomb and stolen his sacred body. Fortunately for the Liche Priest, his mere presence in the museum causes the Tomb Guard to awaken and burst forth from their wooden sarcophagi. Spiriting the Prince out of the confined area of the museum is also a desirable goal.

Victory Conditions

Jacob and his treasure hunters must either stop the incantation by defeating the Liche Priest or destroy the animated Tomb Prince to claim victory. The Tomb Kings player can claim victory if Prince Rahektep leaves the Museum under his own power.

Deployment

The members of the Expedition start the game at the southern table edge, as they were discussing their recent acquisition with the Museum's curator in an adjacent hall (see map).

The Liche Priest begins the scenario bent over the sarcophagus, which is located against the north wall of the room, inside the reconstructed temple.

Who Goes First?

The Liche Priest takes the 1st turn.

Special Rules

Tomb Guard

At the start of the Tomb King player's 1st turn, the Tomb Guard lurch from their sarcophagi and move to keep the Liche Priest safe from harm. Place two Tomb Guard models along the east wall. The remaining Tomb Guard set up opposite them.

Ritual of Awakening

The Liche Priest must revive Prince Rahektep to allow him to exact his vengeance on the mortals who have stolen his sacred body. In order to do so, the Tomb Kings player rolls a D6 each turn and consults the table below:

Turn	Tomb Prince Awakens on a Roll of:
1st turn	N/A
2nd turn	4+
3rd turn	3+
4th turn	2+
5th turn	Auto

The Liche Priest may not cast spells while performing the Ritual of Awakening.

Sound the Alarm!

With all the commotion, the city guard is bound to arrive at some point! Roll on the same table above to see when the guardsmen actually show themselves. These men arrive in the same deployment zone as the characters.

◀ RETURN TO SYNOPSIS   INTRODUCTION ▶

NEVER LEAVE A MAN BEHIND

MODELS NEEDED:

Attacking Forces:
• 125 points of any troops
• Only half the number of models may be mounted
• No heroes or wizards, although Champions may be selected
• The Attacker must supply a wounded hero and six troops

Defending Forces:
• 100 points of any troops (only foot troops)
• After turn two you may bring in reinforcements of up to 50 points of any troop type available each turn onto the southern edge

In the whirling destruction of combat it is all too easy to lose your comrades and your regiment. This scenario tells the story of a retreating army forced to leave a great and honored Captain and several members of his bodyguard lying wounded on the battlefield.

A smattering of loyal troops don't flee, however, and risk the dangers of returning to the battlefield to rescue their brothers-in-arms. The majority of the enemy are out chasing their fleeing foe, but some still remain to guard the prisoners and tend their wounded.

BATTLEFIELD

Mark out an area on your table of 36" x 36" and designate one side of the area as the northern edge.

In the northwest corner is a hastily constructed confinement pen for prisoners. The southern half of the board is more heavily covered in terrain, and the northern half is fairly free. We suggest you use a few trees, rocky outcroppings, and other small terrain features on this battlefield. The last reaches of battle also took place here, so in the middle of the field place 3 casualty piles.

See the map for more set up details.

OBJECTIVES

The Attacker's objective is to free their comrades, particularly their famous Captain. Once the captives are freed, they must be hustled off board to safety towards the northern board edge.

The Defenders side must drive off their foes, keep their prisoners, and search for more enemy wounded to throw into confinement!
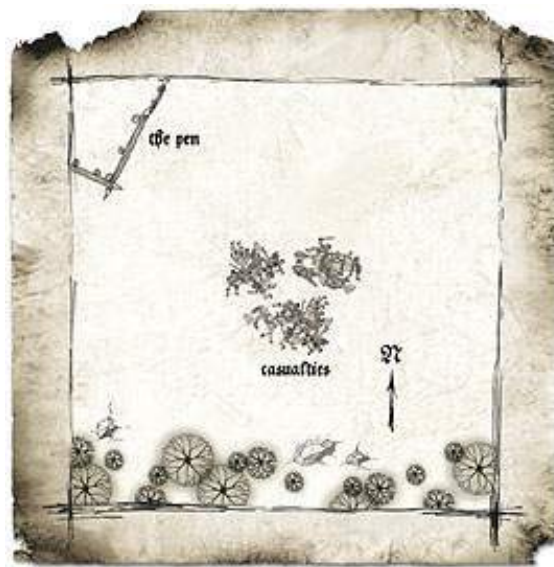
Victory points are awarded as follows:

Attackers get 1 point each for each slain enemy model, 3 points for getting a wounded comrade to Safety (see Special Rules), and 10 points for getting the wounded Captain to Safety.

Defenders get 1 point each for each slain enemy model, 3 points for each prisoner still alive and ending the game on the table, and 10 points for stopping the rescue of the wounded Captain.

The Game will last 10 turns, after which the threat of the enemies main force returning has grown too great and the Attackers decide descretion is the better part of valor.

A Difference of between 1-5 victory points is a tie, 6-12 a victory, and 13 or more can be considered a decisive thrashing!

DEPLOYMENT

Attackers
Begin the game set up in the dense terrain of the southern end of the board, up to 8" in from table edge.

Defenders
Are scattered around the battlefield, place half your available forces up to 8" around the casualty mounds. The other half are guarding or resting up to 8" around the prisoner enclosure.

WHO GOES FIRST?

The Attacker may go first in this scenario.

SPECIAL RULES

This scenario uses the special rules detailed below:

Prisoners

They are in a sorry state, and are weak from untreated wounds and the battle. Some are unable to walk and must be carried or helped by their fellows. The Prisoners cannot march move or attack and take no actual part of the fighting.

Get the Prisoners to safety
The Attacker must get their comrades to safety off the northern board edge to safety. However, the Prisoners need to be freed from their prison and then cajoled or carried off. They must be escorted by at least three models or they will mill around in a confused and very sorry looking group.

Hastily Constructed Prison
The prisoners have been herded into a hastily constructed prison, more of an enclosure than an attempt at a serious jail. The walls and gate are made out of pickets and wicker so the Attacker can cut his way in to get to the prisoners. The walls are Toughness 4 and the Attacker must cause 2 wounds of damage to cut a 1" gap into it, while the gate is Toughness 4 with 1 wound to breakdown.

USING ALTERNATE ARMIES

This scenario is can be fought by any Warhammer army, here are a few examples.

• A force of Empire/Tilean explorers are trying to recover their Captain from a Lizardman Temple.
• A Dwarf mining force trying to save their leader from the hideous torturings of the raiding Night Goblins.
• A Beastman Tribe refusing to let an Orc Horde have the honor of eating their previous Chieften.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a Warhammer battle. Should the Attackers be successful in their attempt to get the Captain off the board they have an extra hero for free in their next battle.

If they fail then the army has one less Hero to lead them against the Defender's army. This represents the loss of not only the Hero, but the men who braved the enemy to rescue him and desertions from those who have lost heart.

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NIGHT OF THE PLASTIC DEAD

Having gone through the two previous Zombie Madness articles, you might now have a pile of creepy terrain and a horde of restless dead infesting your home. Hopefully they've been getting some good use in the damned town of Mordheim or on the battlefields of the Warhammer world. After all that's why you made the stuff! Well, on the following pages we're gonna give you yet another reason to push tiny slavering zombies through a crumbling town!

That's right everyone, welcome to Night of the plastic Dead! We've whipped up a cool little Warhammer skirmish scenario that'll scare the pants off of you and your buddies. Just read through the rules here, get a few friends gathered up and have some fun. Now for a little background on how this whole mess began.

It seems some stray Necromantic magic has destroyed the small backwater town of Innswich leaving the streets crawling with the hungry dead. A small group of Empire defectors have lost their way in the wilderness and have accidentally stumbled upon this cursed town. As their numbers dwindled and the night wore on, hope began to fade until they stumbled upon a possible escape route. All that's left to see now is who will survive and what will be left of them when the sun comes up...

Number of players:
1-4 Empire players and 1-2 Zombie players. The more friends the merrier!

What you'll need:
-32 Zombies...mmmmbrains..... (This is the maximum allowed on the board at once)

-4 Suitable Empire victims...er soldiers.

-Something to keep track of turns. A D20, some paper etc..

-4 foot x 4 foot gaming area

-Ruined buildings and rubble (Mordheim sets are ideal)

-2 long roads (about 4-5 inches wide) or some sort of suitable markers for use as roadways. Use sand and rocks or construction paper if you have to!

-A small central piece of scenery like a fountain (optional, but cool looking!)

-Bunch of D6's and a Warhammer rulebook

-Goofy zombie music (by "The Goblins" if you have it) or just slap Night of the Living Dead in the VCR!

Setting up Innswich:

-On a 4x4 board place two roads that lie down the center of the board, creating a big "+" symbol. These will be mostly free of clutter, but some debris is certainly feasible!

4 ZOMBIES IN EACH CORNER

EMPIRE PLAYERS START HERE

ROAD
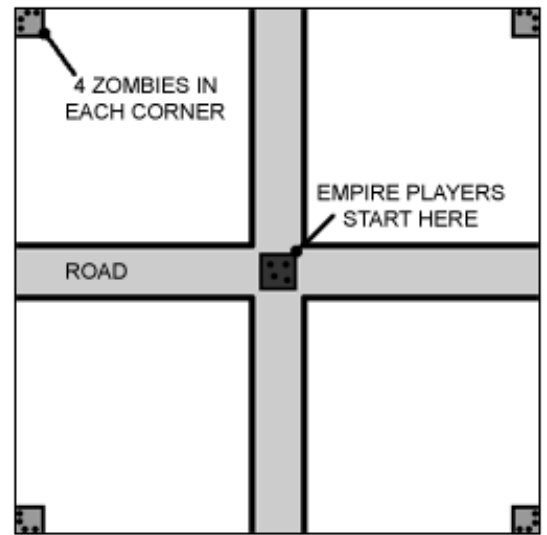
-At the center of the table place a creepy fountain or statue. This center area of the board just screams "put something neato here!"

-The 4 square areas in-between the streets needs to be filled out with derelict building structures or intact buildings. A healthy mix is preferred and will create a spooky atmosphere for the game to be played in.

-Place 8 tokens or counters (Specially made ones would be ideal, little treasure chests, piles of weapons on a 25mm round bases etc.. but pennies will do) on the table. Take turns placing them about the board after distributing 4 to the zombie player(s) and 4 to the empire player(s). Put 2 in each board quarter at least 4 inches away from a road or table edge.

-Set up the 4 empire soldiers anywhere within 4 inches of the table center.

-Set up 4 zombies in each table corner making sure they touch the table edge for a total of 16 zombies.

-The Empire soldiers get the first turn. Better leg it quick before you end up as the main course!

The Goal:

Surprise! Survival is the name of the game. You can cooperate with your companions or go at it alone. Maybe you want to form a temporary alliance. But beware, they're called "temporary" for a reason. Watch your back!

To escape the damned village of Innswich, you must traverse across the table to an area where a road leaves a table edge. Once you reach a road edge with a model, roll on the chart below with 2D6. You can visit each table edge only once and try to escape via this point only once. If you fail the roll, waste no time and get going to another table edge! Continue until you escape or get devoured by the living dead!

1st Edge: You need a 12 to escape	**2nd edge:** You need an 11+ to escape
3rd edge: You need a 10+ to escape	**4th edge:** You escape automatically!

Winning:

If you manage to find a way out of Innswich and get off the board first in one piece, you win. Continue playing to see who gets out second, third etc. To keep things fun, whenever an Empire player's model gets eaten or escapes, they should start controlling a few zombies. Just split the current zombies up in a fair manner. Do the same with incoming reinforcements. This way everyone is playing at all times and no one has to sit around with nothing to do. Plus you can get back at the other Empire players that remain!

Now that everything is set up and you know what you're supposed to do, read up on the main rules.

GAMES WORKSHOP   WARHAMMER   •   WARHAMMER 40,000   •   THE LORD OF THE RINGS

NIGHT OF THE PLASTIC DEAD

In order to play Night of the Plastic Dead, you'll need to know these few rules:

Most Important Rule Of All:
Remember that weird situations and rules questions inevitably occur here and there. If a conflict arises settle it with a simple roll off. Highest score on a D6 wins the ruling, and the game continues. Later, after the game is over, discuss the problem and come to a reasonable ruling for future situations.

After all the whole point of this little game is to have some fun, don't spoil a night with a silly argument!

Skirmish Rules:
Warhammer Skirmish Combat Rules are in effect with the exception of these 4 major changes and the rules presented here.
1. You can always run or march. No matter what. The dead are after you and you just don't care!
2. No hiding. The Zombies can smell your delicious flesh.
3. No "All Alone" rule or psychology rolls. As you are essentially alone to begin with, survival is the only option and fear actually drives you on.
4. Absolutely no pre-measuring. You gotta be good at guessing ranges!

Turn Sequence:
As per the Skirmish rules on page 242 of the Warhammer rulebook. Empire players get the first turn.

Model Statistics:

Starved Zombie:	M	WS	BS	S	T	W	I	A	LD	SV
	4	1	0	2	3	1	1	1	5	None
Empire Soldier:	M	WS	BS	S	T	W	I	A	LD	SV
	4	3	4	3	3	1	3	2	7	4+

Equipment:
Zombies - Claws, teeth, rocks, clubs, and intestines! No effect on gameplay, but it sure is gruesome imagery!
Empire Soldiers - handgun, hand weapon, light armor, and shield. All as per the rules in the Warhammer rulebook.

Empire Movement:

Empire soldiers may run each turn up to their full 8 inch allotment. (believe us you're gonna want to run a bunch!) Remember that you can always run or march, even when zombies are nearby. You may charge any eligible targets, but can not simply run by zombies that block your path without any harm. They may be mindless, but they will try and take a swipe at you if you get too close! So...

Dash Move - Once during your movement you may try and dash by a single zombie that blocks your path. Simply roll a 5+ on a D6 to zip on by the zombie that blocks your path. If you fail this roll, the zombie will drag you into close combat.

Adrenaline Rush - After you win close combat with a zombie, an empire player may make an immediate D3 +1 inch move in any direction. This can be used with the above dash move above for a daring escape. Or you could use this movement to charge into close combat with another zombie for some additional butchery!

Breaking Free - When the odds are stacked against you, the best thing to do may be just to run for it! if you are engaged in combat by a number of zombies, it is possible to break free of their clutches with a little luck. Obviously the fewer zombies present, the easier it'll be to break free! Consult the chart below to see if you succeed after a D6 roll is made to break free. This action is attempted before any movement during YOUR TURN ONLY and will negate any chance you have at attacking this turn if you fail. You may not try this action during the zombie player's turn!

1 zombie in contact = 3+	**2 zombies** in contact = 4+	**3 zombies** in contact = 5+
4 zombies in contact = 6+	**5 or more zombies** in contact = No Chance. You have to fight!	

As noted above, if you fail the roll you forfeit your attacks this turn, but will certainly be attacked by the zombies freely! If you succeed, you may immediately use your movement to get out of there in a hurry or charge another zombie if you are completely bonkers!

Zombie Movement:
Stumble -The living dead aren't noted for their speed. Each zombie will always shamble 1 to 4 inches in a direct line towards ANY empire soldier on the table. No dawdling. You have to move at least an inch, but can move up to 4 inches if you want. Zombies crave flesh and will not just stand there while a warm meal is running about! If you manage to touch an Empire model's base, then it is considered a charge.

Zombie Charge - In light of this fact, when fresh meat is nearby, the zombie becomes invigorated with energy as it hurtles towards it's victim! To represent this, each zombie that is within 8 inches of an Empire soldier may roll 2D6. If you score a 8 or more, the zombie shambles forth towards the closest unengaged model (if there is more than one unengaged model within 8 inches) and charges it. Always start with the closest UNENGAGED model, allocating any more successful zombie charges to the next closest unengaged model, and the next, and so on. If there are no more unengaged models with 8 inches, but you STILL have rolled a successful zombie charge, allocate them as above, ignoring the unengaged model stipulation. Just start with the closest engaged model, then move to the next closest engaged model, etc...

This is to show that if you get left behind in a crowd, the zombies are gonna get you first. Plus if you are already fighting a zombie when more show up, they won't hesitate to pile 'em on!

Failed Zombie Charge - What happens if you don't roll an 8 or more on 2D6? Well, simply move the zombie half the distance rolled on 2D6 (rounding down), towards the absolute closest target, unengaged or not! If you manage to touch an Empire model's base, then it is considered a charge. This shows the ravenous zombie's desperate attempt to claw at something nearby

---

Combat and Injuries:
Combat is simple. Just go at it as per the skirmish rules in the Warhammer book. Compare **I** for striking order, **WS** for all hits, then **S** and **T** for wounding purposes etc... (pages 242-246)

Brain Dead - For damage against zombies use the the following Warhammer skirmish damage table.

D6 Roll	1-2 **Knocked Down**	3+ **Splat!** Remove the zombie from the table.

Damage to all Empire models follow the chart as it stands on top of page 246.

Zombie Reinforcements:

There are plenty of zombies roving about Innswich and more will show as time passes, so at the start of each zombie players turn consult the chart below to see how many more zombies appear that turn.

ZOMBIE REINFORCEMENTS ARRIVE ANYWHERE ALONG THE TABLE EDGE ROLLED ON A D6

5 or 6

1

2

3

4
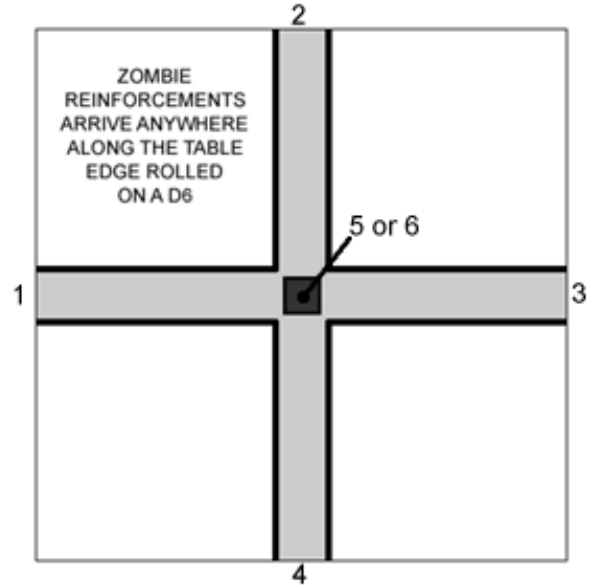
Turn 2-5 **D3 zombies**	Turn 6-10 **D3+1 zombies**
Turn 11-15 **D6 zombies**	Turn 16+ **D6+1 zombies**

Split these reinforcements amongst the zombie players evenly so everyone gets some dead bodies to move around the board!
Note: if the maximum number of zombies (32) is already present on the table, just ignore the reinforcement roll until someone kills some zombies and lowers the number of them on the board.

Now, where do they turn up at? Simple. Just roll a D6 for each zombie model and move it in from the appropriate table edge on a roll of 1-4. If a 5 or 6 is rolled, the zombies crawl forth from the fountain (or whatever) is in table center. See the diagram above for all your zombie reinforcement needs.

The Tokens:

Scattered about the board are a bunch of counters. What they are is up to Lady Luck. Maybe you'll be fortunate enough to find a better weapon, or maybe you'll disturb some nasty critter that wants to claw your face off! Nothing is certain, so keep this in mind as you search the ruins for hidden goodies!

All you have to do is move your model into base contact with a token to collect it. You may not collect more than one counter during a turn. Halt your movement and roll 2D6 on the chart below before continuing on...if you can that is! Once an item has been collected, that particular item can not be found again. So cross off each result as play progresses.

2D6	YOU UNCOVER A...	HOW THIS AFFECTS YOU IN THE GAME...
2	CHARNEL SURPRISE!	Zombie players place 4 Zombies within 4 inches of the model.

3	NASTY TRAP	Immediate ST 3 hit worked out before any more movement occurs.
4	PAINFUL TRAP	Immediate ST 2 hit worked out before any more movement occurs.
5	PAINFUL TRAP	Immediate ST 2 hit worked out before any more movement occurs.
6	PAINFUL TRAP	Immediate ST 2 hit worked out before any more movement occurs.
7	BETTER WEAPON	One use. Anything but a 1 will wound a zombie.
8	BETTER WEAPON	One use. Anything but a 1 will wound a zombie.
9	BIG CHOPPY AXE	One use. Hit, wound, and kill any zombie on anything but a 1 for each roll.
10	BALL AND CHAIN	One Use. Attack all zombies within 2 inches at once. Roll to hit, wound, and kill each zombie separately.
11	STRANGE POTION	Delicious! Mark your wound profile up to 2 wounds.
12	NULN CHAINSAW!	D3 uses. Make a single die roll. Zombie is obliterated on anything but a 1!

Game Variants:
Before you run off to setup a game, here's a few ideas to keep in mind the next time you play:

-Try altering the list of what tokens contain. Make the list longer, more friendly, or absolutely horrid!

-Instead of the first one off being the winner, make the winner the one who manages to dispatch the most zombies AND escape. Just keep track of how many zombies each player decimates. Tally 'em up at the end and declare a winner!

-An alternate on the one above. Use how many tokens each player uncovers (good or bad) AND survives to judge a winner.

-Have no limit to the number of zombies allowed on the board at once!

-Equip the Empire players differently, or have a limited amount of ammo for the handguns.

That's pretty much it! Have fun playing Night of the Plastic Dead. If you have any comments or notice anything wacky, then send an e-mail off to us at Nurgle@games-workshop.com.

BACK TO ZOMBIE MADNESS

GAMES WORKSHOP • WARHAMMER • WARHAMMER 40,000 • THE LORD OF THE RINGS

OGRES FOR HIRE

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)

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.

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. The 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 ALTERNATE ARMIES

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!

BACK TO THE SYNOPSIS

Ogres • Any Warhammer Army • Perfect for Multi-player Back-stabbing!

WARHAMMER
SKIRMISH

OGRES FOR HIRE

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Attacking Forces:

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• 4 Ogres (180 pts)

BATTLEFIELD

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OBJECTIVES

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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.

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OI! YER FUR'S IN ME BEER

MODELS NEEDED:

Skaven Forces
• 4 Skaven Gutter Runners with poisoned throwing stars
Dwarf Forces
• 1 Beer Warden (Hammerer Champion)
• 4 Bartenders (Dwarf Warriors with hand weapons)

Deep in the earth, Dwarf strongholds lie, maintaining a solid defense against the threat of Skaven incursions which seek to undermine their very roots. The beer hall of a Dwarf Keep is one of the centers of activity and communication for the Dwarfs within. Here strategies are discussed, plans formulated and vast quantities of fine beer like Bugman's XXXXXX are consumed.

BATTLEFIELD

Use a special table of 24" x 24" or mark off an area this size on a larger surface. Set up bar terrain (tables, benches, a bar, etc.) as depicted on the map. The six racks of ale should be placed in two rows across the center of the room.

OBJECTIVES

To claim victory, the Skaven forces must corrupt at least three racks of beer within five turns or slay the Dwarf defenders.

The Dwarfs will win the scenario if they prevent the Skaven from meeting their objective or if they slay all of the invading vermin.

DEPLOYMENT

The Gutter Runners are set up within 4" of the tunnel they have built in the northeast corner of the room. The Beer Warden and Bartenders may be set up anywhere within the room as long as they are 10" or more from the Skaven tunnel.
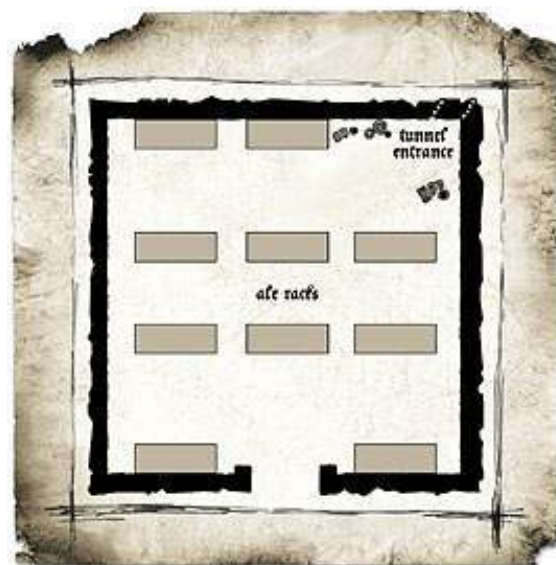
WHO GOES FIRST?

As they are attacking, the Skaven go first in this scenario.

SPECIAL RULES

This scenario uses the special rules detailed below:

Extra Stout
Due to their long sampling of Grudgemaster Stout over the course of the evening and their inherent toughness, the Dwarfs do not suffer from *Critical Hit*s.

All Alone
Due to the desperate situation, all models ignore the *All Alone* rules in this scenario.

Rout Tests
Combatants do not have to take Rout tests in this scenario.

Corrupting Ale
Corrupting the ale on a rack requires a Skaven to be in contact with it and do nothing else for one complete game turn.

Cleaning up
The bar staff are not expecting company so late in the night and are wandering about cleaning up. Until the alarm is sounds, the bartenders move D6-3" per turn. Roll separately for each Dwarf to determine how far he moves. If the distance is a negative number, then the Skaven player is allowed to move the Dwarf model. For example, a roll of 1 gives a move of -2", so the attacker moves the bartender 2" in any direction.

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

Spotting Something Strange
To determine the distance a Dwarf can see clearly through the smoky haze (and their intoxication) roll 2D6" for each model at the end of the Dwarf's turn. If there is a Gutter Runner in that distance and in line of site (a 90 degree arc), you may roll a further d6 and consult the spotting chart below:

- A Gutter Runner in the open (not within 2" of any obstacle) will be spotted on a 2+
- A Gutter Runner in partial cover (within 2" of an obstacle) will be spotted on a 4+.
- A Gutter Runner in cover or hiding will be spotted on a 6+ (curses to shadows & intuition!)

Sounding the Alarm
The alarm is sounded when:

- A Dwarf spots a Gutter Runner
- A Dwarf is attacked

What happens when the Alarm sounds

When the alarm sounds, the Dwarfs become aware of all the Gutter Runners in the room. The bar staff may then move freely.

USING ALTERNATE ARMIES

While Dwarfs vs. Skaven is a classic match-up, you could just as easily replace the Dwarfs with Empire or Bretonnians, and the Skaven could be replaced with Dark Elves, Lizardmen or Dogs of War. Just

remember to give the Defenders a grizzled veteran as a barkeep!

PART OF A LARGER BATTLE

This is a great scenario for Dwarf and Skaven players to link to a campaign of skirmish games with Gates of Iron and Collapse the Tunnels.

If the Dwarfs win this scenario each Special or Rare unit in their army automatically passes their first Leadership test. In addition, the opposing Skaven army may not take any Gutter Runners or Assassins.

If the Skaven win, the Dwarfs are demoralized and each unit suffers a -1 penalty to the first Leadership test it has to take. Also, one regiment at random in the Dwarf army has its Toughness reduced to 3 for the duration of the battle due to ale-poisoning.

BACK TO THE SYNOPSIS

PITCH BLACK

MODELS NEEDED:

Attacking Forces:
• 2 Lesser Daemons (any type really as long as it isn't on a cavalry or 40mm base!)
• 1 Cultist model

Defending Forces:
• 10 Town Watchmen - armed with a single hand weapon and a lantern. (Use the basic stat line for an Empire Swordsman)

Johann Gruber was sick of being picked on by the townsfolk. Years and years of abuse had been heaped upon him, leading to a life of misery and loneliness. Finally something snapped in Johann's mind and a soft whisper in his head told him of great power that could be his...

Five years later, Johann is ready to exact his vengeance upon the people of this crummy town. After years of study and countless sacrifices to his physical form, he has finally summoned a creature of raw chaos and forced it to do his bidding. Tonight Johann and his Daemonic servant will begin to reap a bloody swathe of terror the town will not soon forget.

BATTLEFIELD

Using a space of about 36" x 36", set up a spidery network of city streets and buildings; the more terrain the better. Use plenty of buildings, houses, ruins, statues, or trees (for a park area) to blanket the board in scenery.

OBJECTIVES

The defending player must find and kill the cultist. This is no easy task with a bloodthirsty Daemon running around!

The attacking player has to kill as many of the 10 watchmen as possible and then get out of the town by leaving any table edge before the night ends.

The game lasts 15 turns.

DEPLOYMENT

Watchman
Divide the table into nine equal 1' squares, kind of like a big tic-tac-toe board. Next, both players take turns placing a single watchman into each section. Do this for 6 of the watchmen. The other four are placed into the center square of the table.

Cultist and Daemon
Once all the watchmen are set up, place the cultist and Daemon anywhere you wish.

WHO GOES FIRST?

The cultist player strikes first as the watchmen really have no clue that he is even in town!

SPECIAL RULES

Watchmen Movement
At the start of each Defender's turn roll a d6. This is how many "aware" watchmen you can move 4 " in any direction you please. The remainder must move randomly as they patrol the streets. Roll a scatter dice and move them 4 " in the direction indicated. You will have to use some common sense here. If you roll the scatter dice in the direction of a wall, it would make sense to roll again as the watchman is not just going to walk through the wall!

Lanterns and Spotting Strange Things in the Night
Each watchman has a lantern that illuminates a 4" area around the model. A Daemon, body, or Cultist is considered spotted if they come within the ring of a watchman's light.

Calling For Help
If at any point in either player's turn a Daemon, a body, or the cultist comes within the light of a lantern, the watchman will spot the object and call for help.

If this happens during the attacking player's turn, all watchmen within 12 " of the spotter will automatically move as the defender wishes (they may run or charge as you please) during HIS own next movement phase. The defender may still roll a D6 to see how many "aware" watchmen move in addition to the models within 12 " of the spotter.

If this happens during the defender's turn all watchmen within 12 " of the spotter that have not moved yet will automatically move as the defender wishes (they may run or charge as you please) and the spotter himself may charge the Daemon. These watchmen do not count towards the previously rolled d6 amount of "aware" watchmen.

These effects last for one defender movement phase only. You have to continually spot your prey in order to track it and kill it. So simply spotting the creature once is not enough, keep at it!

Terror in the Dark
The exception to the *Calling For Help* rules is if the Daemon begins its movement from outside a ring of lantern light and charges a watchman. The single watchman is taken unawares in the dark and may not call for help unless he either survives the attack or is only stunned. He will then call for help and the above rules will be in effect. When the Daemon attacks in this manner, go straight to a wounding roll. There is no need to hit.

The Cultist
As a lowly cultist digging into matters better left unknown, he is shriveled and no match for anyone in close combat. His energies are spent trying to keep his unleashed magics in check and making sure he himself is well hidden. If the cultist is spotted and charged, he will be overwhelmed and captured instantly. So there is no need for a full stat line. All that is necessary is a Movement Value, which is 4.

Daemon Instability
The cultist must stay within 18 " of his Daemons or else they will simply disappear from play. Check for this at the end of the attacking player's turn. Note: The cultist player may never check this "safe" range except at end of the turn. He must make his best guess when moving the models, and not let them get too far away.

The Daemons

The summoned Daemons are not as powerful as full fledged Daemons aligned to one of the greater powers, but they are still deadly none the less. Their strength lies in stealth and their attacks ignore saving throws.

	M	WS	BS	S	T	W	I	A	LD
Daemon	6	4	0	4	3	2	5	2	10

Dead Watchmen
Each Watchman that is killed must be left on the board. The Daemons work with speed and have no time to dispose of the bodies.

Summoning more Daemons
Each Cultist magic phase you can attempt to summon another Daemon. To do so roll a D6 and add +1 for each watchmen killed thus far. If the total is 7 or higher, place another Daemon anywhere within 6 " of the cultist. Once you successfully summon a Daemon, the +1 bonus to the summoning roll for each previously slain watchman is lost, and a new tally begins.

Rout Test
Ignore the routing rules for this game; both sides will fight to the death if need be.

USING ALTERNATE ARMIES

Changing the forces could be tricky, but not impossible. Perhaps a Dark Elf has raised an assassin creature and sneaks into a High Elf coastal town to test it out. Just use your imagination and keep the basic structure of the scenario intact and you can't go too far wrong!

PART OF A LARGER BATTLE

This scenario works well when both players swap sides at the end of the game, play again, and compare results. See if you can kill more watchmen than your friend in less turns!

Here are some ways you can continue this small game and have it effect a much larger battle:

Defenders win
The attacking player must take a level away from one of his wizards. This can mean that the player is left with a level "zero" wizard... which is almost useless!

Attackers win
The defending player must set up his army first and is at the mercy of his opponent when it comes to who goes first or second! This is to represent the unsettling nature of the attacks and the effect it has had on the town's readiness.

BACK TO THE SYNOPSIS

of Items: 0
Total: $.00
- CHECKOUT -

BEASTS OF CHAOS   SCENARIO

RAID ON LACHENBAD

Eric Sarlin of the US Studio wrote this new scenario to coincide with the release of Warhammer Armies: Beasts of Chaos. This Skirmish battle is ideal to play while you're in the midst of painting up your new Beastmen force.

Overview
Beastlord Rargarth leads a large raiding party to attack Lachenbad, a small Reikland village. Unbeknownst to Rargarth and his followers, a hero has risen among the peasants and laborers of Lachenbad. He is known as Valten, a blacksmith's son who was born with a birthmark in the shape of a twin-tailed comet. This birthmark has been taken to be a powerful omen – but whether for good or ill remains to be seen.

This Skirmish scenario re-creates the famous engagement in which Valten, believed by many to be a new Champion of Sigmar, distinguished himself by rallying the panicked villagers to defend their town and by slaying Beastlord Rargarth. Will history repeat itself, or will the Beastmen sack Lachenbad?

MODELS NEEDED:
- VILLAGERS -
• Valten, Champion of Sigmar
• 14 Free Companies (the Villagers)

- BEASTS OF CHAOS -
• 1 Beastlord (Rargarth) armed with hand weapon, shield, and heavy armor. Rargarth has the Mark of Chaos Undivided.
• 9 Ungors armed with spears
• 9 Gors armed with two hand weapons or hand weapons and shields (all Gors must be armed the same)
• 6 Bestigors armed with hand weapons, great weapons, and heavy armor. The Bestigors have the Mark of Chaos Undivided.

Battlefield
The battle takes place in the village of Lachenbad. Set up an area measuring 48" x 48". Place 10-14 buildings in a rough grouping in the center of the table. A few trees or rocky outcroppings could be placed on the outskirts of town for color if you like.

Objectives
The Beastmen must take over the town by causing the Villagers to rout or by killing Valten. The Villagers must defend their town by causing the Beastmen to rout or by killing Rargarth. The first side to accomplish either of its victory conditions wins the game.

Deployment
The Empire player deploys Valten in the exact center of the board. Ten Free Company models are deployed in any number of buildings of the controlling player's choosing. The remaining four Free Company models may deployed anywhere in the streets of Lachenbad. The Beasts of Chaos player then deploys Rargarth and the Bestigors within 6" of any one table edge. None of the Gors and Ungors are deployed at this time, and all (not half) will enter the battle per the Ambush special rule later in the battle. When the Gors and Ungors are ordered to enter the battlefield, make a Leadership test for each group of three to determine if they appear where ordered or if they appear at a random location.

Who Goes First?
The Beastmen have surprised the Villagers and therefore have the 1st turn.

- Special Rules -

Beasts of Chaos: The Raiders and Ambush special rules apply to Rargarth as well as the Gors and Ungors as normal. The Gors and Ungors are Unruly as well. Note that all the Gors and Ungors enter the

game as described by the Ambush rules, not half of them.

Valten: Rules for Valten may be found in WD 280. All of his special rules apply.

Rargarth's Confidence: The powerful Rargarth believes the puny Villagers are of no consequence. As such, he is Unbreakable until he loses 1 or more Wounds. Rargarth's troops may still rout and thus lose the game, even though their leader may be Unbreakable.

Part of a Larger Battle
The significance of the historical battle in Lachenbad was more psychological than tactical in nature. If the Villagers win the battle, all Empire troops, bolstered by the news of a coming savior, may reroll failed Psychology tests in the next game. If the Beasts of Chaos win the scenario, they sense weakness in their enemies, and all Bestigor Herds and Tuskgor Chariots are Stubborn in the next battle.

This Skirmish could be played as a precursor to the Destroy the Chaos Heart battle scenario as part of a mini linked campaign.

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RALLY AROUND THE FLAG

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?).

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!

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).

sample set up

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 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 ARMIES

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.

BACK TO THE SYNOPSIS

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.

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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).

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WHO GOES FIRST?

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sample set up

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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!

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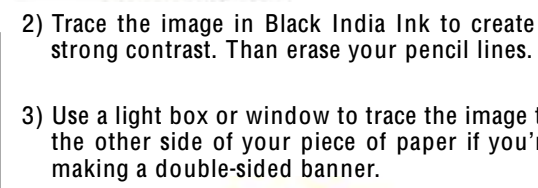
3) Use a light box or window to trace the image to the other side of your piece of paper if you're making a double-sided banner.

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.

BEASTS OF CHAOS

SCENARIO

RESCUE FROM THE GIBBET TREE

Eric Sarlin of the US Studio wrote this new scenario to coincide with the release of Warhammer Armies: Beasts of Chaos. This Skirmish battle is ideal to play while you're in the midst of painting up your new Beastmen force.

Overview

Beastmen often gather around large, ancient trees that the Beasts of Chaos deem sacred. These trees are religious altars, displays for trophies of war, and unfortunately for those captured by the Beastmen, places of torture and execution as well. Enemy skulls, captured standards, miscellaneous offerings, and gibbets containing entire bodies – some of which are still alive – adorn the grisly tree. One such body just happens to be an enemy officer captured by the Beasts of Chaos. If this officer dies in the gibbet, the Dark Gods will be pleased by the sacrifice. If he is rescued by his loyal troops, then the enemies of the Beastmen will have a decided advantage in the upcoming battle.

> **MODELS NEEDED:**
> **- BEASTS OF CHAOS -**
> • A Wargor equipped with light armor and one of the following choices: a great weapon and hand weapon, two hand weapons, or a hand weapon and shield. The Wargor has the Mark of Chaos Undivided.
> • A Minotaur armed with two hand weapons or a great weapon. The Minotaur has the Mark of Chaos Undivided.
> • 12 Gors armed with two hand weapons
> • 12 Ungors armed with spears
>
> **- RESCUE PARTY -**
> • One Hero model to represent the captive Officer
> • Up to 175 points of Core choices
> • Up to 100 points of Special choices

Battlefield

Set up an area measuring 48" x 48". Place the large Gibbet Tree in the center of the board. The rest of the board should represent a forested area and should be halfway covered with trees, rock piles, small hills, brush, and the like.

Objectives

The Rescue Party must fight their way to the Gibbet Tree, free the Officer, and assist him to escape the board. If the hero escapes the board or the Beasts of Chaos rout, the Rescue Party wins. The Beasts of Chaos must prevent the rescue of the Officer by routing or killing all members of the Rescue Party. If the Gibbet Tree is destroyed but the Officer did not escape the board, the game ends in a draw.

Deployment

The Beasts of Chaos deploy first within 8" of the Gibbet Tree. The Beastmen player also positions the captured hero anywhere in the Gibbet Tree (ideally, the hero should be hanging from a gibbet but instead could be tied to a branch or something similar). The Rescue Party player then deploys his forces within 6" of a single table edge of his choosing.

Who Goes First?

The Rescue Party has the 1st turn.

- Special Rules -

Rescue the Officer: In order to rescue the Officer, at least one member of the Rescue Party must end its turn adjacent to or underneath the Officer's position in the Gibbet Tree. During its next turn, if the rescuing model does not move, shoot, cast spells, or fight in close combat, it will free the captive Officer. At the end of this turn, place the Officer on the ground adjacent to the rescuing model. The Beastmen, hoping to gain favor from their Gods by sacrificing an enemy, will not attack the Officer until he has been freed.

Weakened: The Officer may do nothing until he is rescued. He is in a weakened state, because he has been strung up for several days. As such, he has the following profile modifications. He will be equipped with a hand weapon only (probably a dagger handed to him by his rescuer or a good stout club picked up from the forest floor).

M	WS	BS	S	T	W	I	A	LD
--	-2	-2	-1	-1	1	-1	1	-2

The Officer may not move unless he is adjacent to one model of the Rescue Party. He may not march unless he is adjacent to two or more members of the Rescue Party. He cannot charge, but models adjacent to the Officer may charge by leaving their commander behind to do so. If the Officer is a Wizard, he may not cast spells in this scenario, due to his weakened state and lack of magical resources.

Gibbet Tree. The Gibbet Tree itself can be attacked. It has T6 and 4 Damage Points. Treat it like a building in terms of how it is attacked (see pp. 129-130 of the Warhammer rulebook), but of course, the tree cannot be entered like a regular building. Troops may not attack the tree if they are engaged in close combat with enemy models. If the tree is destroyed, it will fall much like a Giant (see Warhammer Armies: Beasts of Chaos, p. 29). Use the tree itself instead of the Giant Template to determine if any models are hit. The Officer may also be damaged by the falling tree. Roll a D6. On a roll of 4+, the Officer takes a single S3 hit as he falls to the ground. If the Officer does not go Out of Action as a result of the fall, he is automatically freed (but cannot move unless adjacent to a friendly model as described above).

Using Alternate Forces
This scenario could be used to represent any type of jailbreak. Replace the Beasts of Chaos forces with 225 points of troops that must include one hero, one or more Core choices, and one Special choice.

Part of a Larger Battle
If the forces of Chaos win the day, the Dark Gods are pleased and reward the Beastmen army with good fortune. The Beasts of Chaos player may make D3 rerolls at any time during the upcoming battle. These rerolls can be used to reroll any one result (e.g., to hit, to wound, to cast, to make a Psychology test, etc.) rolled by the Beasts of Chaos player. If the Rescue Party wins the day, the controlling player may select one hero-level character for his army at half the normal points cost. Note that it is only the hero's base cost that is halved. Equipment, options, and magic items cost the normal amount. If the game ends in a draw, neither side gains any advantage.

This Skirmish could be played as a precursor to the battle scenario as part of a mini linked campaign.

# of Items: 0
Total: $.00
- CHECKOUT -

WARHAMMER

TOMB KINGS

Robbers of the Lost Tomb

Models Needed

The Stacheldhorf Expedition (Tomb Robbers):
• Jacob Stacheldhorf, Collector of Antiquities
• Andrea Munch
• Aziz, Loyal Guide
• 5 Henchmen

Tomb Kings:
• 1 Liche Priest
• 16 Skeletons (no additional equipment)

Additional Models:
• 1 Sarcophagus (containing the body of the Tomb Prince)
• 4 Treasure counters

The flames of Andrea's torch sputtered and snapped about wildly in the gust of musty air, as weirdly shaped shadows danced across the ornately inscribed wall, giving the hieroglyphics an eerie semblance of life. Strange and ancient animal-headed gods seemed to watch the explorers from statuary niches.

Jacob Stacheldhorf appeared to be unconcerned about the deities that loomed over his Expedition and watched the intruders with detached omnificence. His keen eyes were focused solely on the massive sandstone block that served as a daunting obstacle to what he knew must lay within: the mummified body of Prince Rahektep, lost beneath the sands of time. Stacheldhorf was no fool though. Having lost half his men to insidious and artful traps, he was not going to be bested this close to his goal.

In a small recess, he found the release mechanism for another hidden but lethal device. Jacob gestured to those still with him to stay close to the ground. Shooting Andrea a roguish smile, he depressed the latch. There was a click and then nothing. No trap to liberate his head from his shoulders. No poison gas or spiked pit. Nothing. Jacob sighed and pushed heavily upon the massive door - it ground against the floor and loose sand. The dark chamber belched forth a blast of stale air - air that had been trapped since the Nehekharan Prince was interred. Then, in the oppressive silence, Jacob heard an unmistakable sound: not the sharp metallic ping of another deadly trap but the rasp of many fleshless feet…

[Read the Scenario Rules](#)

◀ RETURN TO INDEX   INTRODUCTION ▶

WARHAMMER • **WARHAMMER 40,000** • **THE LORD OF THE RINGS**

TOMB KINGS

Robbers of the Lost Tomb

Battlefield

The table consists of a small group of rooms, chambers, and passageways assembled as illustrated in the map (above). If you don't have suitable scenery to play this scenario, click here to download a PDF (480KB) of the board sections, print them, and glue them to pieces of cardboard for support. If you feel up to making a set of three-dimentional rooms to play this scenario in, learn how here!
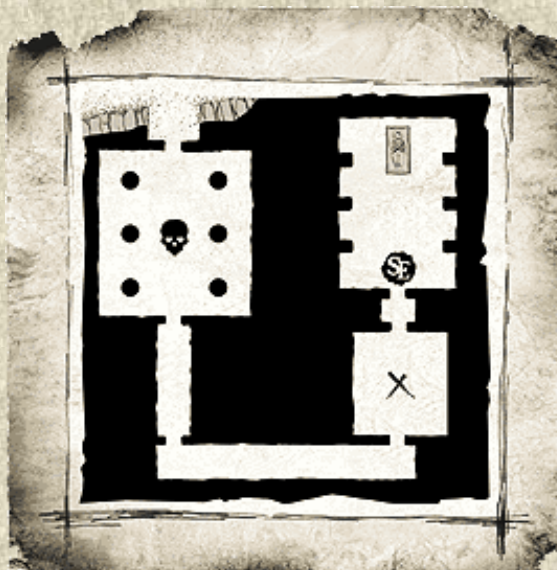
Objectives

The members of the Stacheldhorf Expedition must make it through the tomb, secure the mummified body of the Prince, collect the Prince's treasure for the Museum, and escape with their lives.

The Liche Priest must stop the thieves and save his lord by using his skeletal minions and by sacrificing himself if the need arises. These tomb robbers must be punished for their insolence!

Victory Conditions

• Jacob Stacheldhorf is killed: loss for the Expedition player.
• Jacob Stacheldhorf leaves without the sarcophagus, or Andrea is killed: draw.
• The Expedition removes the sarcophagus from the tomb, and Andrea survives: victory for the Expedition player.

If the player controlling the Stacheldhorf Expedition wins this scenario, move on to Mayhem at the Museum. If the game is a draw, play Last Stand. If the Expedition loses, switch sides and try again with a new team of adventurers.

Deployment

The Expedition starts at the entrance to Prince Rahektep's sarcophagus chamber, with Jacob and Andrea at the door. Up to three of Jacob's Henchmen as well as his guide Aziz must stay with him in the room. The remaining two henchmen may be set up with the rest of the Expedition or in the room marked with an X. The Liche Priest and his Skeletons set up in the first room of the tomb complex (see map).

Players take turns placing treasure tokens in the sarcophagus room.

Who Goes First?
The Stacheldhorf Expedition takes the 1st turn.

Special Rules
The Tomb Prince
The Sarcophagus of Prince Rahektep is too cumbersome for a mere mortal to move easily. A single model will be barely able to drag the mummified body 1" per turn plus an additional 1" per turn for each point of Strength over 3. Two tomb robbers can manage to move their standard movement value but will be unable to March while handling the Undead noble's stone coffin. Adventurers moving the Sarcophagus require a 6 to hit during the Shooting and Close Combat phases.

Treasures Beyond Your Wildest Dreams
Any adventurer lucky enough to pick up one of the treasure tokens scattered about the tomb will be granted a 6+ ward save and will give the rest of the party an added bonus. The Expedition player gets one reroll for every treasure obtained. These rerolls can be used during this skirmish and in all adventures related to this skirmish if the treasures are still in adventurers' possession. Only one treasure may be carried per person, but the treasure ward can be combined with Jacob's Lucky Hat to give him a 5+ ward save. Treasures can be transferred between models in base-to-base contact.

Using Alternate Armies
This scenario can work for quite a few other armies. Here are a few examples and ideas.

• Dwarfs wouldn't care much for retrieving some dusty, shriveled corpse of a long-dead human, but they wouldn't mind getting their hands on all the valuable treasures entombed with the Prince for his journey to the underworld. Maybe the Dwarfs mistakenly grab an important religious artifact that the Liche Priest needs for specific rituals.

• Lizardmen seek to reclaim an ancient mystical plaque that was captured by the Prince Rahektep in a battle while he was still alive. This plaque was buried with him inside his sarcophagus – a souvenir of his past victories. The Liche Priest seeks to stop these scaly tomb robbers from disturbing the Prince's rest, or maybe Rahektep himself will rise to protect what he has fairly won in combat!

• Orcs, holing up during a devastating sandstorm (and it must be a beast to make an Orc run for cover), have decided it would be great fun to practice a bit of "kick the scribe's skull" but find their rowdy pick-up game interrupted by a Liche Priest and his skeletal warriors who fear for the safety of their Prince's body!

# of Items: 0
Total: $.00
- CHECKOUT -

WARHAMMER

SKIRMISH
GAMING
Skirmish Scenario Intro
Skirmish Scenario List
Rules
PAINTING & MODELING
TERRAIN
Baggage Trains
Monster Nests
Dead Piles
More...
EXTRAS
Credits
**ARMIES OF THE WARHAMMER WORLD**
Beasts of Chaos
Bretonnia
Dark Elves
Dwarfs
Empire
Giants & Dogs of War
High Elves
Hordes of Chaos
Lizardmen
Ogre Kingdoms
Orcs & Goblins
Skaven
Tomb Kings
Vampire Counts
Wood Elves
SUPPLEMENTS
Lustria
Storm of Chaos
General's Compendium
Skirmish

RETRIEVE THE RELIC

MODELS NEEDED:

2 Groups of Relic Hunters:
• 200 points of core troops.
• No magic items or wizards may be taken.
• 1 Hero on foot must be chosen from this points total.

For many long and harsh months the group has searched for the Relic. Bandits and disease have claimed the lives of several members of the group. Morale is low. But a new hope has risen. Rumors of an ancient site in the nearby wilderness have reached the group of hunters. However, rumors spread fast and a rival group is moving to find the ancient ruins as well...

BATTLEFIELD

Using a 24" x 24" space, set up an area to represent the ruined naive of an ancient church or holy site with two exits in the center of the east and west table edges. Place a model or counter in the exact center of the church to represent the Relic itself.

OBJECTIVES

Both players are trying to get to the Relic first and claim it as their own! Whichever side's Hero can escape with the Relic wins the game.

DEPLOYMENT

Dice off for table edge choice (either northern or southern table edge) and first model placement. Players then alternate placing models within 6" of their table edge. The Hero model must be placed first.

WHO GOES FIRST?

The player with the Hero worth the lowest amount of points goes first.

SPECIAL RULES

Grabbing the Relic - Only a player's Hero may attempt to grab the Relic from it's resting place. If one player's Hero dies, the game ends and the other player wins. To grab the Relic, a model must not be engaged in close combat and in base contact with the Relic. But it's not that easy, there are other forces at work...

Spectral Guardian - The Relic is guarded by a magical sentry that will inflict a Strength 4 hit (no armor save!) against the model in contact with the Relic unless the model passes an immediate Leadership test.

Trapped! - Once the relic hunters enter the ruins the massive doors that provided entry slam shut! The relic hunters must now find another exit. The player that grabs the Relic first rolls a D6. On a 1-3 a door in the west side opens while a 4-6 opens the door in the east wall. To win, the Hero holding the Relic must exit through which ever door has opened.

Routing - After searching for this Relic for so long, neither side is ready to retreat without a fight. Do not take Rout tests until a player is at 50% of his starting force.

PART OF A LARGER BATTLE

Possessing the Relic has a great effect on an army's morale. It can be used as a free magical standard that is given to any Core choice that is allowed a standard bearer. Count it as adding D3 to combat resolution.

Alternately, you could make up your own use for the Relic as befits your army. Just try and keep the magical effects of the Relic sane and balanced! Do this before the game and make sure you both agree to it.

BACK TO THE SYNOPSIS

of Items: 0
Total: $.00
- CHECKOUT -

ROOTS RUN DEEP

MODELS NEEDED:

Attacking Force:
• One Treeman

Defending Forces:
• As many Halfling models as you can muster (it is a festival after all!)
• One Halfling Hot Pot

Although there were nine small forms dragging behind the animated tree, the uprooted Treeman could still slowly plod forward. It could have been a comical sight, with the lanterns swinging to and fro in the creature's gnarled branches, were it not for the fact that moments earlier the monster had sent three of the party-goers flying across the grassy lawn. Most of the Halflings had since run for their Halfling holes and the safety within.

But not the older Halflings. A few of the elders found it all immensely entertaining and slapped their knees or rolled with laughter while they took a good pull from their pipes. Their faded memories returned to the day that their village was first settled and the deal they made with that ancient tree...

BATTLEFIELD

The battle takes place within a 24" x 24" area. The center of the board is a grassy area with a huge hole in it (where the Treeman uprooted himself). Scattered around the courtyard are barrels, boxes, and other debris from the busy life of the town. Closer to the edge of the table are a few buildings, trees, and Halfling holes.

OBJECTIVES

The Treeman has only one objective: to get free of the Moot village. To escape, he must bat aside all of the Halflings who are trying to capture him. To win the game, the Treeman player must get his model off the board before the 8-turn game ends. Stopping the Treeman from escaping either by waylaying it or by knocking it out (reducing it to 0 wounds) is a victory for the Halfling player.

As stated above, this skirmish lasts for 8 turns.
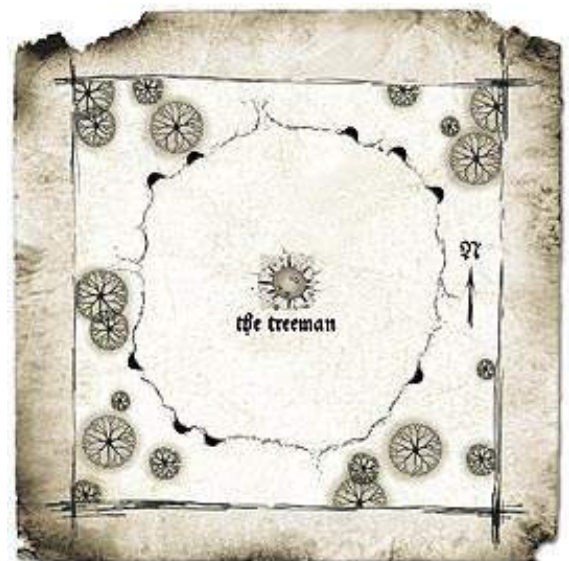
the treeman

DEPLOYMENT

The Treeman starts the game in the center of the table.

The Halfling villagers and Hot Pot must be set up at least 3" from the Treeman.

WHO GOES FIRST?

Being totally shocked by the animation of their favorite tree, the Halflings are unable to react quickly. The Treeman gets the first turn.

SPECIAL RULES

The Power of Wood
All of the Treeman's hits that wound a Halfling automatically "kill." He is just that strong!

They're All Over Me
Being very large and Halflings being quite puny, the Treeman can actually move through the villagers in his attempt to escape. However, the Treeman's movement is reduced by 1/2" for every Halfling in base-to-base contact at the start of his movement phase and an additional 1/2" for every Halfling that he touches in his advance toward the board edge. Halflings touching the Treeman and the ones he wades through are dragged along with him as he moves. Obviously, the more Halflings you have, the quicker the Treeman will become bogged down with hangers-on (Note: a maximum of 12 Halflings can be put in base-to-base with the Treeman).

Treeman Shrug
If there are eight or more Halflings in contact with the Treeman at the beginning of any combat phase, the Treeman can use his special Shrug attack. Swarmed by little annoyances, the Treeman flails his arms and legs in attempt to shake off these pests. The Treeman gets to attack every model in contact. All Halflings in base-to-base contact are pushed back 2", and wounding hits "kill."

Hot Pot
The caterers for the party have quickly jury-rigged a Halfling Hot Pot (see the Dogs of War list in the *Warhammer Annual 2002*), which they will fire at the Treeman regardless of who is in the vicinity. That soup is hot!

USING ALTERNATE ARMIES

This scenario could be easily adapted to incorporate a large variety of armies. Below are a few examples:

• Kroxigor escaping from its Dark Elf Captors
• Goblins tormenting a Giant
• Ogres on the rampage through a Chaos camp
• Skaven Slaves trying to recapture an escaped Rat Ogre.

PART OF A LARGER BATTLE

Although this scenario is fairly unique, it can be used as a springboard into a larger battle. Maybe Wood Elves return to lay siege to the Town to take revenge on their tormented kindred. The Town's defenses could have been damaged by the Treeman's rampage, making the gate or walls weaker than normal.

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Run Them Down

Models Needed

Pursuer's Forces - Lizardmen
• Saurus Oldblood riding a Carnosaur
• 10 Skink Skirmishers

Fleeing Troops Forces - Empire
• 200 points of troops
• No Special Characters, Heroes, War Machines, or Chariots
• No mounted troops or flyers
• 1 Champion may be included

Ignoring the branches and vines that whipped at his heavily scaled and pitted face, ancient Scar-Leader Kroq-Gar rode through the trees on the back of the mighty Grymloq. The vicious Carnosaur, whom he had ridden into battle for nearly 6 centuries, snapped its massive jaws at the fleeing Pterosaurs. Without breaking stride, the colossal predator caught one of the winged creatures and gulped it down whole. Raising his heavy head, Kroq-Gar let out a throaty roar. Grymloq bellowed in response, the deafening sound echoing through the heavy, moisture-filled air and warning the now silent jungle that its king was hunting. Kroq-Gar hefted his long-bladed spear high into the air and rejoiced in the thrill of the chase. He eagerly anticipated the slaughter he would unleash upon the despised interlopers who had dared encroach upon his domain.

Excerpt taken from "War Against Chaos,"
pp. 20-21, **Warhammer Armies: Lizardmen.**

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Run Them Down

Battlefield

This scenario requires a 24" x 48" area. Use a large amount of jungle terrain - the more jungle plants and trees you have on the table, the better it will be when the Carnosaur comes charging through to chomp the fleeing scale-less ones. The following pieces of scenery are ideal: tropical trees and undergrowth, statues, pillars and small crumbling and overgrown walls, and swampy, treacherous ground.
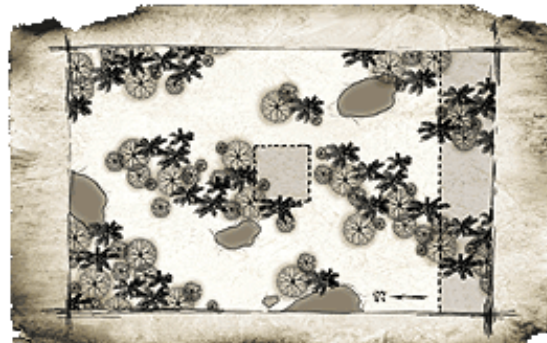
Click image for larger map.

Objectives

The Pursuing forces must slay (and consume) as many of the fleeing troops as possible. The enemy must pay with their lives for their transgressions! The Pursuers win if they meet the victory conditions listed below.

The Fleeing side must try to escape off the table edge with minimal casualties.

As the sun is rapidly setting, the Pursuing force has 8 turns to wipe out as many members of the Fleeing force as possible. After 8 turns, any Fleeing models not engaged in combat but still on the board are considered to have made it off the battlefield under the cover of darkness.

Victory Conditions

The Fleeing side wins this scenario if it gets 50% or more of its original number of troops off of the northern table edge.

The Pursuing side wins if its kills or consumes more than 50% of the starting number of enemy troops. For each Skink that is mistakenly eaten (see *Special Rules* below), the Pursuing player must subtract 5% from his current total.

Deployment

The Fleeing side sets up all its models first. The entire force must be set up inside a 6" square at the center of the table.

The Pursuing side sets up all its models last. The Carnosaur begins the game off the table but may move onto the table at its full movement allowance on the 1st turn if the controlling player chooses. The Carnosaur may appear anywhere along the southern table edge. The Skinks may be set up anywhere within 6" of the southern table edge.

Who Goes First?

The Pursuing side gets the 1st turn.

Special Rules

This scenario uses the special rules detailed below:

Appetite for Destruction

At the best of times, a Carnosaur is an uncontrollable, aggressive beast. That means the monster's *Blood-frenzy* rules are in full effect. However, so hungry is this reptilian beast that it can't distinguish friend from foe once it enters this mind set. Instead of charging only the nearest enemy model, the enraged Carnosaur will attack the nearest model, friend or foe, after its first kill. Yes, that's right. Skinks are on the menu too!

Swath of Ruin

At the beginning of its Close Combat Phase, the Carnosaur may apply its attacks on any model within 4" of its base.

Thick Jungle

Due to the thickness of the jungle, fleeing troops may only move their regular movement, not double as is usual for Skirmishers. The Skinks and Carnosaur are not restricted due to their familiarity with the terrain and sheer size, respectively.

Wrong Way

Roll a D6 for each Fleeing model at the beginning of its Movement Phase. On a roll of a 1, the Fleeing model moves in a random direction.

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SCALE THE WALLS

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

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.

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.

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 ARMIES

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!

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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

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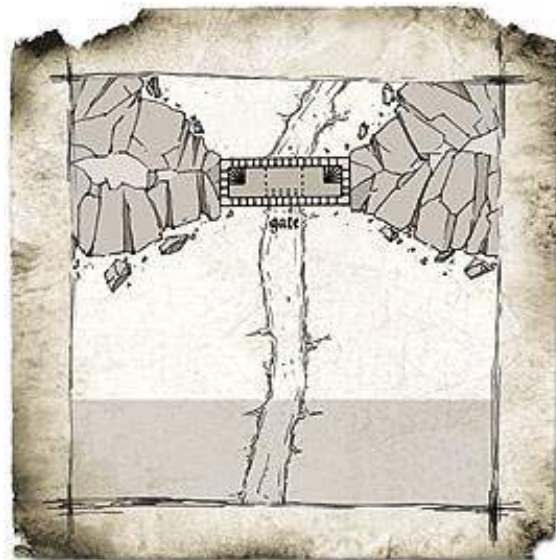
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SEND IN THE STEAM TANK

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.

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!

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.

sample set up

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:

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

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.

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.

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SEND IN THE STEAM TANK

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SHADOWS IN THE FOREST

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

Urug led his boyz through the underbrush as quietly as he could, which wasn't very stealthy considering they stepped on every twig and stone in the seldom-used path. Urug had already lost the Goblin he had been kicking ahead of him. The mistreated greenskin had fallen into a concealed pit of spikes. Urug shrugged his shoulders and trudged on. However, the Goblin's death squeals summoned a rush of movement and a hail of arrows. Urug's boyz were trapped!

BATTLEFIELD

The playing area 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 table 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 ARMIES

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!

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Wood Elves • Orcs • Any Warhammer Army • Deep Forest Skirmish Action!

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.

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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!

GAMES WORKSHOP • WARHAMMER • WARHAMMER 40,000 • THE LORD OF THE RINGS

SHOVE 'EM IN!

MODELS NEEDED:

Each Side:
• 100 points of Core or Special Dogs of War troops, selected from a single unit type
• Party must consist of 2-10 individuals
• 1 Unit champion must be included (regimental leader)

The battered and demoralized troops of a slain mercenary general have been captured by rival forces. Their only hope of freedom is to fight each other in a strangely orchestrated match within the perilous confines of the gladiatorial fighting pits. This game is designed for three or more players of a particularly bloodthirsty bent.

BATTLEFIELD

The playing area should be 24" x 24". In the center of the walled arena lies a pit, 6" square, containing a wicked assortment of stakes and spikes. The remainder of the table has a sparse, even scattering of rubble and other debris.

OBJECTIVES

The rules of the match dictate each player has the task of taking out-of-action the regimental leader of the player to their left, while keeping their own regimental leader safe from the player on their right. The winner will be the last player remaining with a regimental leader in play. In the merciless depths of the fighting pits only the strongest may prove themselves worthy and win their freedom.

DEPLOYMENT

Each player rolls to determine which player will set up first. The highest rolling player then sets up their force no further than 8" from the table edge of their choice. The next highest rolling player then sets up no more than 8" from either corner along the opposite board edge, and the last player sets up in the final remaining corner creating a triangular set-up for deployment. If there are four players, simply set up each player in the center of a table edge.

WHO GOES FIRST?

Players roll to see who takes the first turn and then the player to the left goes second and so on.
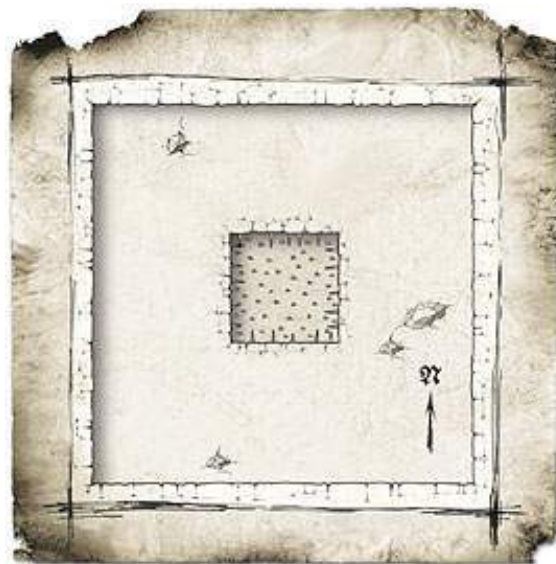
SPECIAL RULES

This scenario uses the special rules detailed below:

Routing

This is a bloody fight to the death with no hope of escape. Therefore the standard routing rules are not used. The only way that any force may be removed, other than by killing them to the man, is by taking their regimental leader out of action, in which case the slain leader's force is removed from the battle at the beginning of that player's following turn. Having no possible hope for victory, the remainder of the force is mercilessly picked off from the stands, or slinks cowardly away, regardless they take no further part in the battle.

The Pit

The pit in the center of the arena is a deadly obstacle that should be treated with extreme caution. Models that are Stunned or Knocked Down within 2" of the pit will be knocked into the pit on the D6 roll of a 4+. Models that fall (or are thrown) into the pit are taken Out of Action. Models may be hoisted up and carried to the pit as long as they were Stunned at the beginning of the active player's turn, within 4" of the pit, and there are no other combatants in base to base contact with the carrier. Move the carrying model in contact with the prone model and on a roll of 4+ the model can be carried to the pit and thrown in.

Power Struggle

As the mercenaries battle to survive they will try to wrestle their opponents towards the pit.

If a model is facing the pit and hits their opponent but doesn't cause a wound, then the combat will move 1" closer to the gaping pit.

If a model is facing away from the pit and hits their opponent but doesn't cause a wound, the combat will spin so that the attacking model will now face the pit.

USING ALTERNATE ARMIES

Just because this scenario was designed for Dogs of War units doesn't mean that you couldn't substitute any other force for the mercenaries. Just make sure you have an appropriate regimental leader (no Lords or Heroes), and that force selection (as far as Core and/or Special troops) is discussed with your opponents beforehand.

PART OF A LARGER BATTLE

The winning player may add the type of Dogs of War unit they used to their roster at half points cost (that unit type must be already allowed by the player's army).

BACK TO THE SYNOPSIS

of Items: 0
Total: $.00
- CHECKOUT -

SILENCE THE WATCHTOWER

MODELS NEEDED:

Defending Forces:
• 100 points of any troops (no monsters or war machines)
• No Heroes or Wizards, but Champions are allowed

Attacking Forces:
• 200 points of any troop, must be at least 50% Core
• Up to one Hero and one Champion may be selected

In the Old World, allies and enemies shift with the changing of the winds. Watchtowers guard the lands in all directions for none can know from where the next threat shall come. A lone watchtower stands atop a hill which your army needs to pass for your own nefarious reasons. A small force can get close before launching the attack - can you silence the guards and sentries before the alarm is given?

BATTLEFIELD

Using a space of about 24" x 24", set a hill in the approximate center. The watchtower is set upon the center of the hill. Additional trees, walls and hedges are scattered about the table but none within 12" of the tower.

OBJECTIVES

Defenders
Although not a heavily fortified position, the watchtower is there to keep an eye out for marauding forces. The watchtower is not designed to hold off an opposing army. It is, however, intended to give the rest of the realm a warning signal. This warning signal comes in the form of a beacon fire lit atop the tower. The Defender must last 6 turns, as that is how long it will take for the beacon to burn hot enough to produce a clear signal. At the end of the 6th and final turn, if there is a single active Defender (knocked down doesn't count) at the top of the tower than the Defender wins.

Attackers
The Attackers must break into the watchtower and silence the guardians before any signal can go up! At the end of the 6th and final turn, the Attacker must be in sole possession of the tower top to claim victory.

DEPLOYMENT

The early morning attack comes as a surprise and catches the Defender off guard! A lone watchman stands atop the tower. One model may be placed anywhere within 3" of the tower. The remaining Defenders are rushing back towards their watchtower and must be placed at least 6" from the tower on the southern side.

The Attackers set up along the northern table edge.

WHO GOES FIRST?

It's a surprise attack, so the Attacking forces go first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Tower Door
The tower was more intended to survey the land and sound the alert on enemy attacks than to stop them. The door is locked and barred, but may be attacked (in hand-to-hand only) and has a Toughness value of 4 and 1 Wound. Note - the door may only be attacked by one combatant who is not already engaged with a foe.

Attacking Inside the Tower
When the door is destroyed, the Attacker is considered to be 8" down from the top of the tower. Any attacker at the broken door can announce a charge in any subsequent turn. The watchman at the top of the tower is aware of the door being destroyed and will move to defend the doorway into the top. Attackers can stand one abreast on the stairs and attack any Defenders on the stairs or at the top of the watchtower. The watchman at the top gets the defended obstacle bonus.

Stalwart Defender
Defenders are immune to Rout Tests.

USING ALTERNATE ARMIES

Silence the Watchtower is a classic wargame scenario and can be played with a large variety of armies.

- Dark Elf invaders attempt to sneak up on a High Elf city.
- An Empire army tries to cross Axe Bite Pass into Bretonnia.
- The Skaven attempt to infiltrate a Tilean city.

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:

If the Defenders win they have managed to alert their army of the opposing force. The Attackers must set up for the battle first, and the Defenders get the first turn.

If the Attackers win they catch enemy army unawares. The Attackers set up second, but get the first turn.

BACK TO THE SYNOPSIS

SILENCE THE WATCHTOWER

In the Old World, allies and enemies shift with the changing of the winds. Watchtowers guard the lands in all directions for none can know from where the next threat shall come. A lone watchtower stands atop a hill which your army needs to pass for your own nefarious reasons. A small force can get close before launching the attack - can you silence the guards and sentries before the alarm is given?

MODELS NEEDED:

Defending Forces:
• 100 points of any troops (no monsters or war machines).
• No Heroes or Wizards, but Champions are allowed.

Attacking Forces:
• 200 points of any troop. Must be at least 50% Core.
• Up to one Hero and one Champion may be selected.

BATTLEFIELD
Using a space of about 24" x 24", set a hill in the approximate center. The watchtower is set upon the center of the hill. Additional trees, walls and hedges are scattered about the table but none within 12" of the tower.

OBJECTIVES
Defenders - Although not a heavily fortified position, the watchtower is there to keep an eye out for marauding forces. The watchtower is not designed to hold off an opposing army. It is, however, intended to give the rest of the realm a warning signal. This warning signal comes in the form of a beacon fire lit atop the tower. The Defender must last 6 turns, as that is how long it will take for the beacon to burn hot enough to produce a clear signal. At the end of the 6th and final turn, if there is a single active Defender (knocked down doesn't count) at the top of the tower than the Defender wins.

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The Attackers set up along the northern table edge.

WHO GOES FIRST?
It's a surprise attack, so the Attacking forces go first.

SPECIAL RULES
This scenario uses the special rules detailed as follows:

> For five windy and rain-soaked days Gunther had been out in this Sigmar-forsaken watchtower. The poor rations and questionable company did nothing to improve his mood. There was no invading army on the way. The scout's report had obviously been a fabrication. He should be at home now by the fire, enjoying that roasted pheasant.
>
> A thud below meant that Hans had returned from the river.
>
> "All clear Hans?" he called down the tower.
>
> The glittering red eyes below said otherwise…

Tower Door - The tower was more intended to survey the land and sound the alert on enemy attacks than to stop them. The door is locked and barred, but may be attacked (in hand-to-hand only) and has a Toughness value of 4 and 1 Wound. Note - the door may only be attacked by one combatant who is not already engaged with a foe.

Attacking Inside the Tower - When the door is destroyed, the Attacker is considered to be eight inches down from the top of the tower. Any attacker at the broken door can announce a charge in any subsequent turn. The watchman at the top of the tower is aware of the door being destroyed and will move to defend the doorway into the top. Attackers can stand one abreast on the stairs and attack any Defenders on the stairs or at the top of the watchtower. The watchman at the top gets the defended obstacle bonus.

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If the Attackers win they catch enemy army unawares. The Attackers set up second, but get the first turn.

SLAVE TRAIN

MODELS NEEDED:

Defending Force:
• 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 Force:
• Up to 150 points of troops, including up to one Champion

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.
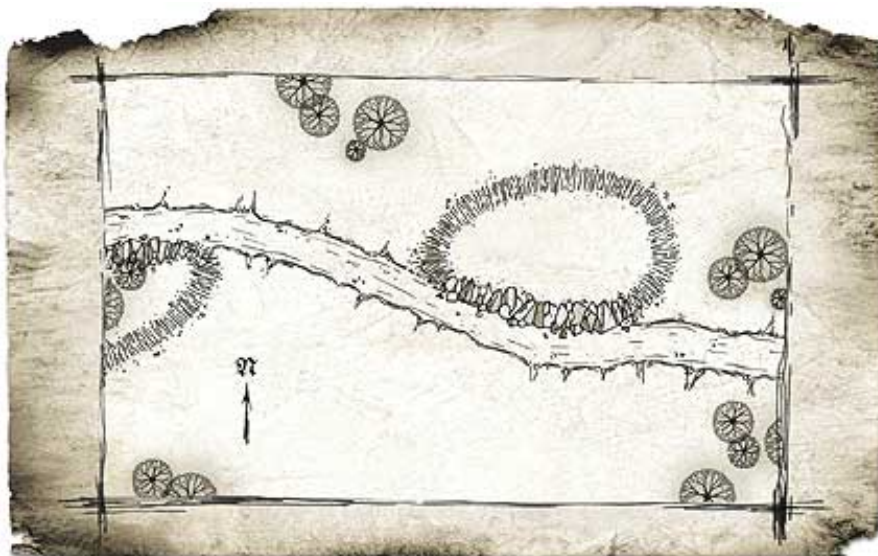
Pierre du Lac, Knight Errant of the Lady, remained as tall and proud as he could. Stripped to the waist, his body covered in bruises, he found it difficult to remain confident in front of his squire and men-at arms.

"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.

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, 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 ARMIES

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!

BACK TO THE SYNOPSIS

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.

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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

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.

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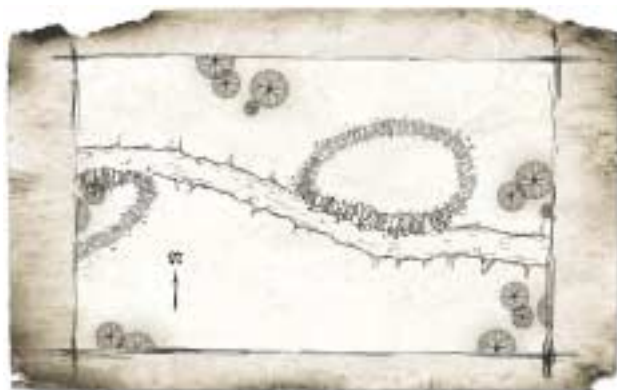
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This scenario is particularly appropriate between battles in a longer campaign.

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!

SLAYER!

MODELS NEEDED:

Monster Forces:
• 1 Giant (205 pts)

Dwarf Forces:
• 6 Dwarf Slayers (66 pts)

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.

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:

Giant Attacks

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.

Yelling Helps!

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 ARMIES

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.

BACK TO THE SYNOPSIS

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.

SQUIG HUNTERS

MODELS NEEDED:

Each side may deploy:
• Two Teams of Squig Hunters with the following models
• Night Goblin Boss with Squig hunting tool and net
• 6 Night Goblin Squig Hunters with Squig hunting tools
• 3 Night Goblins with Squig Nets
• 3 Night Goblins with Short Bows and hand weapon
• And as many Squigs as you can find

In deepest and darkest caverns beneath the mountains live creatures which the Night Goblins call Squigs - weird Beasties, part fungus and part flesh, but mostly teeth and claws.

Night Goblins make excellent use of these dangerous creatures by herding them into battle and as a food source. To this end, teams of Squig Hunters descend the depths in search of mini-monsters and compete with each other to capture the most vicious Squigs.

BATTLEFIELD

A 36" x 36" table or area is needed to play. In the very center of the table, place a small cluster of rocks that will serve as a marker for where the center of the table lies. The rest of the board should be filled with plenty of cavenous items like rock clusters, stalagmites, and shallow pools. The more stuff your hunters have to search through, the more fun the game!

OBJECTIVES

The object of each Squig hunting team is to be the first group to snag 5 tasty squigs in 15 turns without getting their arms bitten off or heads caved in by the opposing team! If neither side achieves this, then the team with the most Squigs will emerge victorious.
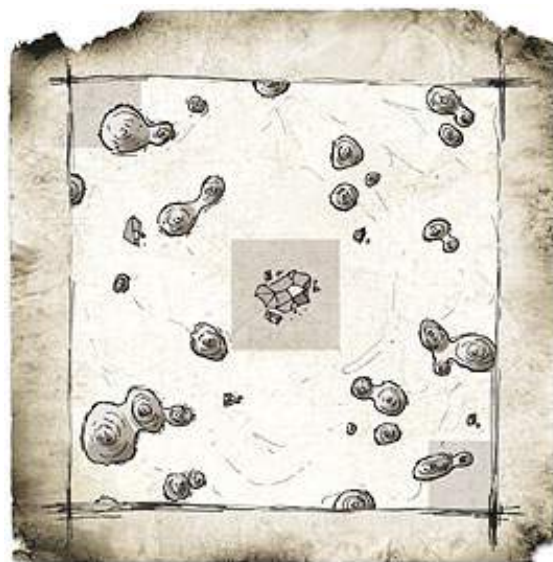
DEPLOYMENT

Mark off two 6" squares in opposite corners of the board. Both players roll a die; the high scorer may choose which box to set up in and then places all his models in this area. The other player then sets up his models. Finally, each player may place one Squig anywhere on the table as long as it is not within 12" of a Goblin model.

As there are plenty of models on the board that are not under either player's control, it's best to deal with them on their own special turn. We'll call it the "Critter Turn". During the Critter Turn, move and fight with every Squig on the board. Both players can move models to help speed things up. The Turn Sequence will now go as follows:

1. Critter Turn   **2. Player 1's Turn**   **3. Player 2's Turn**

WHO GOES FIRST?

Roll a D6, the player with the highest score can choose to go first or second.

SPECIAL RULES

This scenario uses the special rules detailed below:

Moving Squigs
Squigs move and fight as described in the Warhammer Armies: Orcs & Goblin book p. 18 - 19.

Knocking a Squig out
Once you find a Squig and charge into it with a Squig Hunter, he'll have to knock it out so it can be netted up and taken out of the cavern. To knock a Squig out, simply charge any eligible squig and hit it in close combat. There is no need to make a wound roll, just a hit is needed. Squig Hunters are especially good at this activity so count them as Weapon Skill 9 when fighting Squigs (no joke, they're that good!). Once a Squig is subdued, any Goblin may drag it along by keeping it in base contact with the model as it moves. If a model is taken out of action while carrying a Squig, leave the Squig in place.

At the start of the Critter Turn roll a D6 for each knocked out Squig. On the roll of a 1, it wakes up and immediately bounces off 2D6" in a random direction as normal. If a Squig Hunter was carrying it and the Squig wasn't netted at the time, it's tough luck, the Squig is gone now!

Netting a Squig
Netting a Squig is a simple matter of moving a Night Goblin with a Net into base contact with a knocked out Squig and spending a single close combat attack to wrap it up. This happens automatically, so there is no need to roll. There can be no enemy models in base contact while you are netting a Squig. Any Goblin may transport this newly netted critter as you would a knocked out Squig, but there is no chance of it getting free.

Getting a Squig out of the cave
If a netted Squig or knocked out Squig is brought back within your deployment zone, it is immediately handed off to an awaiting Night Goblin and taken away. Chalk up a Squig point for your team!

Finding more Squigs
If your Squig Hunter's movement ends within 12" of the center of the table, you can test to see if you manage to prod, scare, or dig up a Squig immediately. Roll a D6 if you roll a 4+ on the D6, a Squig turns up! Using the center of the table as a starting point, roll a scatter dice and place the Squig 2D6" away. If a "HIT" is rolled for scatter, place the Squig anywhere you please.

USING ALTERNATE ARMIES

Squig Hunters can be modified and played by a large variety of armies, below are a few examples.

- Dark Elf Scouts rounding up Cold Ones, as Lizardmen attempt to do the same thing.
- Empire Huntsmen tracking down rare creatures for the Imperial Zoo.
- Khemri Skeletons hunting down Giant Scorpions for their Liche Priest potions.

PART OF A LARGER BATTLE

If you're going to play a Warhammer game involving your Orc and Goblin army, play this skirmish scenario and another of your opponents choosing. After playing this scenario, if you win the Squig Hunt, take a free unit (or bulk up an existing unit) of Squig Hunters consisting of 5 Squigs and 2 Night Goblins for your Orc and Goblin army. Then play the scenario your opponent selected before starting your Warhammer battle.

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STAND OFF

MODELS NEEDED:

Both Sides:
• One Hero armed with sword, light armor, shield, and up to 25 points worth of Magic Items
• 200 points of "Elite Infantry" (these may be Core, Special, or Rare infantry troops, as appropriate for the army in question, e.g., Empire Greatswords, High Elf Phoenix Guard, and Dwarf Longbeards); any number of Champion models may be selected.

"I said that the conditions would be met... and now you want what? Over my dead body," Don Lindo shouted. From the look in his enemy's eyes, the Don realized his mistake - his dead body was precisely what the Border Prince had in mind. The two Captains drew swords and paired off, their respective bodyguards making a wide circle around the two combatants. The practiced stances of two master warriors entranced the soldiers, and none of them moved to intervene - at least at first. The temporary truce that the commanders had negotiated was breaking down. Everyone had hoped to get out of the situation alive - so much for that!

BATTLEFIELD

The skirmish takes place in a 24" x 24" area containing an overturned table and a grassy hillside. The area represents the negotiating area and surrounding vicinity.

OBJECTIVES

Talks of peace between two infamous Captains have broken down, and a duel to the death is imminent. Two armies are camped very close, and tensions are very high. The side that causes the other force to Rout from the negotiating area is the winner.
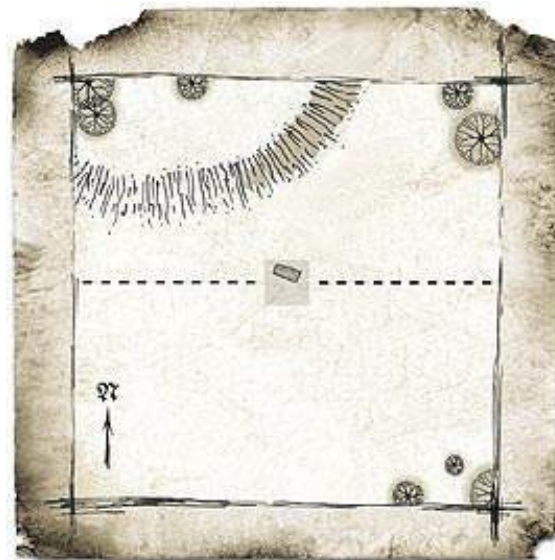
DEPLOYMENT

Place the Captains in the center of the field and 1" apart. Each surrounding group of bodyguards should be deployed in a rough semi-circle around their Captain on their half of the table. The bodyguards must start the game at least 6"away from the fighting Captains and no closer than 2" to any of the enemy bodyguards.

WHO GOES FIRST?

Each player rolls a D6. The higher scoring player gets to choose whether to go first or second.

SPECIAL RULES

Lose Your Nerve
At the beginning of the game, open conflict has not yet erupted. Honor dictates that the negotiating table is neutral ground where diplomats are safe from harm. Neither side wishes to be the first to violate this

sacred rule of battle.

At the beginning of your turn, roll a D6 for each of your bodyguards. Keep track of the number of 5's and 6's that you roll. When the number of 5's and 6's is greater than the number of bodyguards you have, make a Leadership test for every bodyguard. If even one of them fails, your troops lose their nerve, break the truce, and charge their opponents.

Disgraced
The force that broke the truce is at a -2 Leadership for the Rout test, because this dishonorable act affects its morale.

Don't Make Any Sudden Movements
Before conflict breaks out, players can move their bodyguards only 2" per Movement phase and cannot come within 1" of an enemy model. The Captains must stay face-to-face within 2" of each other.

USING ALTERNATE ARMIES

Here are a few more ideas you can try once you've played through the Stand Off scenario:

• At an after-battle feast, two Orc bosses argue over who took the most heads.
• Dwarves from different holds enter into an engineering dispute deep in the mines.
• Skaven Chieftains bicker over the spoils of an enemy town.

Obviously, different cultures will have different rules of war that will need to be decided before the conflict is taken up.

PART OF A LARGER BATTLE

The army that broke the truce automatically gets a -1 to all Leadership rolls in the coming battle. Also, the side that wins the skirmish and causes its opponents to Rout gets a +1 to all Leadership rolls. Thus, if they win, the oath breakers can redeem themselves by winning the skirmish that they caused, or if they lose, they will bolster the morale of their enemies.

BACK TO THE SYNOPSIS

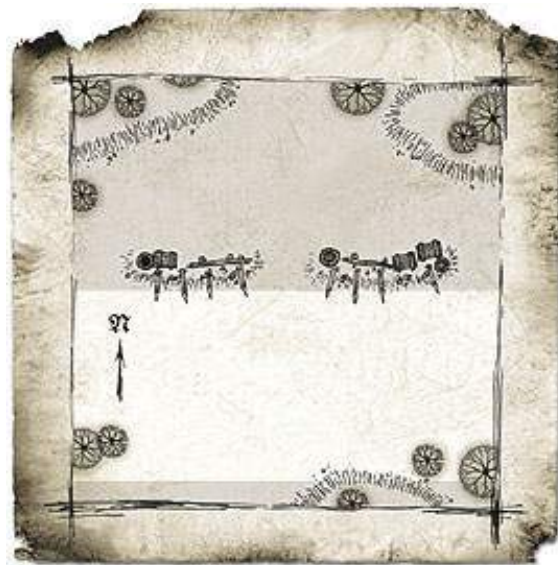# STORM THE BARRICADES

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.

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.

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:

Night Attack
Shooting range is down to half distance.

Barricades
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.

Building Barricades
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 ARMIES

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

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. 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.

BACK TO THE SYNOPSIS

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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.

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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:

Night Attack – Shooting range is down to half distance.

Barricades – 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.

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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.
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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.

SWORDFIGHT

MODELS NEEDED:

Each Side:
• May choose up to 150 points of troops but must choose at least 5 different troop choices. This is to represent the ragtag group that is pulled to attempt this task
• No heroes, war machines, wizards and flyers may be selected, but you may take up to two champions

Both armies are near exhaustion, having just fought for three straight days. Both sides have withdrawn for the moment, leaving the many dead strewn behind. Amongst the fallen however, lies the body of a heroic and warlike captain who was finally pulled down and slain by the enemy's superior numbers. However, his fabled magic sword was not recovered and it has become general war camp rumor that the mighty weapon lies out in the battlefield somewhere . . .

BATTLEFIELD

Using a space of about 24" x 24", arrange a few trees and boulders, but not more than five total pieces. There should be six scattered piles (about 3" x 3") to represent the fallen and the carnage that has been wrought. These should be arranged on the gaming board as shown on the map to the right.

OBJECTIVES

Both armies fear and respect the massive damage that was done over the previous three days by the magic sword, and both sides fear it falling into enemy hands. Each side is attempting to search for, find, and carry the powerful item off the board, while preventing their enemies from doing the same.

The game will last until one side leaves the table with the sword, or one side routs off the table.

DEPLOYMENT

Each side rolls a die with the high roll choosing which table side to deploy on. The loser will set up on the opposite. Deployment can be up to 6" in from the table edge.

WHO GOES FIRST?

Roll a die; the high roller gets to decide to go first or second.

SPECIAL RULES

This scenario uses the special rules detailed below:

Searching for the Sword

Each pile of debris can be searched by any model in base contact with it and not engaged in combat. Roll a D6 and on a roll of 6 the sword has been found. If the sword has not been found before the last pile of debris has been searched, it will always be found in that pile (it's always the last place you look for it).

The Power of the Sword

Both armies were right to look for such a powerful magic weapon! In Combat the sword confers +1 to hit, +1 Attack, and a +1 Strength to its user.

Retrieving the Sword

If the model with the sword is slain, any unopposed model in base-to-base contact may retrieve the mighty weapon and wield it against his enemies.

Routing

If one side loses over 25% of its total force it must take a Rout test as normal. If the test is failed, that side will automatically lose and flee the battlefield. If the side that flees had the Magic Sword they are assumed to drop it in their haste to flee. The remaining player is assumed to win the game and find the weapon!

USING ALTERNATE ARMIES

This battle can be fought by any Warhammer armies, and here are some examples:

• A grudge match between the High Elves and the Dark Elves over a long lost artifact.
• A powerful and evil relic of the past has been recovered by a Vampire Count's force, but the Empire is trying to stop them in their tracks.
• A force of Dwarfs goes to retrieve an ancient rune-encrusted weapon before the Night Goblins can use it against them!

PART OF A LARGER BATTLE

This is an easy skirmish to work into your next game of Warhammer. Whichever side ends up with the Magic Sword may keep the weapon free of any points cost. The Magic Sword must be kept by one of the models that participated in this scenario, and not trade it to another model in the army. If the model with the Magic Sword is not already a Champion, you may upgrade the model to Champion for free. Note, most Champions are not allowed to be equipped with magic weapons, but in this case that rule may be superseded. The player may continue to use the Magic Sword until that Champion is slain, at which point the sword is lost forever.

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TAKE THE HIGH GROUND

MODELS NEEDED:

Each side may deploy:
• Up to 150 points of infantry and/or cavalry
• Up to one Hero and one Champion (must be included in the above points limit)

In war, the high ground gives great advantages. Hills are an excellent place to position war machines and archers, allowing them to shoot over their own troops and target the enemy.

From these elevated positions, commanders are provided with a superior view of the battlefield to direct troops and issue orders. Additionally, it is an easier area to defend and an ideal place for a fortification. Finally, it is not only a position that you need to occupy but it is also a place you must deny to your enemy.

BATTLEFIELD

Mark out an area on your table to about 36" x 36". Place a hill in the center of the space. On top of the hill, place an area of trees, hedges and low walls as shown in the map to the right.

OBJECTIVES

The objective of the scenario is to be in possession of the hill in the very last turn. The player with the most models remaining at the end of turn 6 is the winner. In the case of a tie, the player with the most points worth of troops on the hill is the winner.

DEPLOYMENT

Both sides roll a D6, the winner decides which side (north or south) to deploy on. The loser then deploys on the opposite side. Both forces may deploy up to 6" in from the table edge.

WHO GOES FIRST?

Roll a D6; the player with the highest score can choose to go first or second.

SPECIAL RULES

This scenario uses the special rules detailed below:

Very Difficult Terrain
The hillside is made up of loose rock and treacherous undergrowth. The hillside counts as very difficult terrain. Cavalry may not ride up the hillside but must dismount to climb the sides.

Dismount

Cavalry may dismount at the beginning of any turn. This causes no movement penalty, but you may not march move the same turn you dismount. Dismounted models move at the same base rate as the infantry of their respective army.

USING ALTERNATE ARMIES

Take the High Ground is a classic scenario and can be played with a large variety of armies; below are a few examples.

• High Elf Ellyrion Reavers attempt to take the high ground against Dark Elf Scouts.
• Empire Huntsmen move up the hill against a group of Dwarf Thunderers.
• Lizardmen Skinks attempt to take a plateau against Skaven Gutter Runners.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a larger Warhammer battle. Should one side be successful they have the high ground for the next battle. To represent this the winning side gets two extra hills. The loser is forced to set up in the lowlands and gets no hills to set up on.

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THE CHASE

MODELS NEEDED:

Pursuer's Forces
• 200 points of troops
• No war machines, chariots, or monsters
• 1 Hero or champion may be included
• A maximum of half the models chosen may be mounted

Fleeing Forces
• 125 points of troops
• No Heroes, war machines, or chariots
• 1 champion may be included
• A maximum of half the models chosen may be mounted

Battle has raged for days, and the seesaw action has seen the tides of war ebb and flow. Something had to give, and finally a small break turned into a gaping hole, and now a full-scale rout is ensuing. This scenario represents the scene just after all discipline has broken down and units have broken and scattered to the four winds while the victors give chase, hacking down as many as they can.

BATTLEFIELD

This scenario requires an area 24" x 24". The terrain is open, with only a few trees, rocky outcroppings, and hills to block line of sight. Players should take turns placing these on the table, but NOT within 6" of each other.

OBJECTIVES

The Pursuing forces must capture or slay as many of the fleeing troops as possible - the enemy must pay a high toll for their transgressions! The Pursuers win if they destroy more than 50% of the Fleeing forces.

The Fleeing side must try to escape off the northern table edge with as many troops as possible. They win if 50% or more of their models make it off the northern table edge.

As the sun is rapidly setting, the Pursuing forces have 8 turns to wipeout as many of the Fleeing force as possible. After 8 turns any Fleeing models not engaged in combat but still on the board are considered to have made it off the battlefield, slinking away under the cover of darkness.
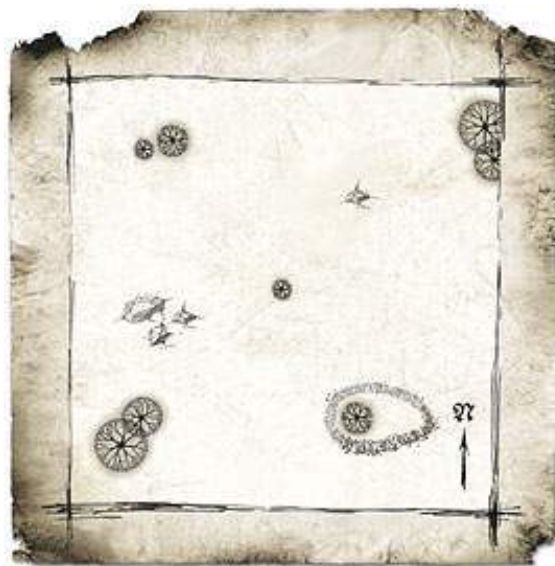
DEPLOYMENT

The Fleeing side sets up all their models first. Up to half the Fleeing models may be placed within 3" of the center of the table. This group may not include any cavalry models. The remainder of the force starts anywhere on the southern table edge.

The Pursuing side sets up all their models last. Two models are deployed anywhere on the northern table edge. The

remainder are deployed evenly along the other three edges. Models that start on the southern edge actually start just off the table edge and enter in the Pursuer's first turn. They may march or charge on the first turn, if they are within range. No Pursuing model may be deployed with 8" of a Fleeing model.

WHO GOES FIRST?

The Fleeing troops get the first move.

SPECIAL RULES

This scenario uses the special rules detailed below:

Rout Tests
Once the Fleeing troops have lost a quarter (25%) of their number, they will have to make a Rout test at the start of each turn. If that test is failed the Fleeing troops do not automatically lose - but instead move each model 2D6" with the following conditions:

- If in combat - move 2D6" directly away, receiving one automatic hit from their opponent (as per breaking from combat under the *All Alone* heading).
- If not in combat, but within 2" of an enemy model (that is on its feet) move 2D6" directly away from the nearest enemy model.
- Otherwise move 2D6" towards the northern table edge, avoiding coming within 2" of any enemy model if at all possible.

Once routing, the Fleeing force will follow the above rules for movement and may not charge into combat.

It is still important for the Pursuing force to hunt or shoot down any of the Fleeing force before they get off table and regroup. If the Pursuing force loses a quarter (25%) of their number, they must make a Rout test as normal. Failure results in all the remaining Fleeing forces escaping off the northern table edge.

USING ALTERNATE ARMIES

Here are just a few ideas on how to use this scenario:

- A broken raiding party fleeing from pursuing Lizardmen
- A mercenary Dogs of War army fleeing from the losing side

PART OF A LARGER BATTLE

This is a great scenario to plan after a large battle! The winning army becomes the pursuer, hunting down those cowardly enough to avoid a warrior's defeat. Both forces should be chosen from the models that managed to survive the large battle.

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Now it's time to use your fully assembled (and partially painted) Chaos Beastmen regiment boxed set to play some Warhammer Skirmish! Full rules for playing Warhammer Skirmish can be found here . Don't worry, it's still Warhammer, just on a smaller scale.

Separate the 20 models from the boxed set into two sides. Each player will get four Ungors with spears, five Gors with hand weapon and shield or two hand weapons, and a Foe-render with hand weapon and shield. The Foe-render is basically a meaner, tougher Gor that leads small warbands of Beastmen. See p. 54 of the Beasts of Chaos army book for the stats of all these fell beasts. Now that you have the forces set for each player, read the story below to get your mind ready for battle and then follow the guidelines to play The Challenge. Have fun!

THE CHALLENGE

Rakgor sized up his challenger. The other Gor, a younger but extremely fit Foe-Render, stamped his cloven hooves on the soft, loamy ground and bellowed. The creature's steamy breath reeked of raw meat and wine. Knotted muscles moved like thick ropes beneath the young beast's scarred flesh. The Gor shook his matted mane of dark hair and screamed again, shaking his crude axe at Rakgor.

Rakgor couldn't help a throaty chortle. This fledgling had barely survived his previous combat with Urktor, his predecessor and leader of the herd.

He could easily see the freshly made scar that had put out the Gor's eye, creased his face, and crossed his chest and belly. As the Gor snarled in rage, Rakgor could see that the pink crease of his wound looked as though it might split open. Rakgor, leader of his herd for twenty winters, stood, and the members of his warband jumped to their feet with him and bleated curses and oaths. None of the enemy would be spared. Their blood will water the earth, and the Dark Gods will be sated. Rakgor wouldn't have it any other way.

BATTLEFIELD

A table or area of 24" x 24" is ideal for this scenario. If you have a bonfire or herdstone, place either or both pieces near the center of the table to re-create the primitive camp atmosphere. If you want the true feel of a deep, dark forest, place a bunch of trees around the board edges.

OBJECTIVES

Each player is trying to either take the enemy Foe-render out of action or take every other enemy model on the table out of action. The first one to achieve either goal has settled the challenge and will be recognized as the new warband leader.

DEPLOYMENT

Once the table is set up, place both players' Foe-Renders in the center of the table, 3" apart from each other. Next, a player places one of his remaining models anywhere within 12" of the table center but not within 2" of an enemy model or either of the Foe-Renders. Then the other player does the same. Continue this process until all models have been placed onto the table.

WHO GOES FIRST?

After making their **Build up** rolls (see below) both players roll a D6. The high roller chooses to go first or second.

SPECIAL RULES

The Challenge. A Foe-render can't be attacked by any model other than the opposing Foe-Render. No model on the table may move within 2" of a Foe-Render. This fight is personal after all!

The Build up. At the start of the challenge, both Foe-Renders bray at one another and brandish weapons as their followers fight around them. Eventually one of the beasts will drop its defense for a mere moment, and the opposing Foe-Render will move in for the kill!

The Foe-Renders do not perform any actions until this tense **Build up** has been broken. At the start of each turn, both players roll a D6 and record the result. Any roll of 6 counts as having a value of 0. Once a Foe-Render accumulates more than 15 points, the **Build up** is broken, and the duel begins. Move the two models into base-to-base contact and fight with them normally from here on out. The Foe-Render that **did not** go over 15 points strikes as if charging in the ensuing round of close combat. If it happens that both players go over 15 points at the same time, then the Foe-Renders strike simultaneously!

Keep in mind that during the **Build up** throughout the turns, all other models are free to move and fight normally around the two Foe-Renders!

Next: Building a Beasts of Chaos core army.

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THE WINTER OF WOE PART I: THE EYES OF THE HAWK LORDS

Overview

Following the War of the Beard, the Wood Elves realized they needed scouts patrolling the borders of Athel Loren to catch any Dwarfen attacks early. The Hawk Lords volunteered their Warhawk Riders for this duty, especially along the Grey Mountain border of the forest. Soaring high between the peaks, these vigilant Riders keep their sharp eyes searching for Dwarfs. However, one of their winter patrols once stumbled upon an entirely different threat: an Orc scouting party trudging through the snow.

MODELS NEEDED:	
- DEFENDERS (WOOD ELVES) - • 5 Warhawk Riders (200 points)	**- ATTACKERS (ORCS OR ALTERNATE) -** • 200 points of Core troops

Battlefield

This scenario takes place on a 4'x4' table. Lay out whatever rocky terrain you have to create an 18"-wide corridor running the vertical length of the board (creating an alley linking the players together). This corridor of open terrain represents a snowy valley between the peaks of the Grey Mountains above Athel Loren. If you don't have a lot of rocky terrain, mark the borders of this corridor with string or tape. The rocky areas on either side of this valley represent impassable terrain – the rocky slopes go too high for **Flyers** to soar over and are too treacherous to traverse by foot or paw.

Objectives

The Wood Elves have two objectives. First, one of their number must escape to get the message back to Athel Loren of the impending threat. Unfortunately for the Warhawk Riders, they were on their way back when they came across the enemy scouting party. That means they have to get a Rider past the enemy line and off their board edge. The second Wood Elf objective is to cripple the enemy forces so they won't survive the harsh mountain environment long enough to get back and report their discovery by the Wood Elves. That means the Wood Elves must wipe out at least 50% of the enemy models.

The Attackers have only one objective. They must attempt to stop any Warhawk Rider from escaping off their deployment board edge. They don't want the Wood Elves to know they're about to be attacked!

The Wood Elves win if they accomplish both of their objectives. The Attackers win if they accomplish their objective and avoid losing 50% or more of their forces. The game is a tie if any other result combination occurs.

Deployment

The Attacker deploys his forces in his 18"x8" Deployment Zone on his side of the valley (see the map above). The Wood Elf Defender deploys his forces in the opposite board edge's 18"x8" Deployment Zone.

Who Goes First?

The Attacker goes first.

Special Rules

Skirmish. This battle is a Skirmish game. All the rules on pp. 242-246 of the Warhammer rulebook apply.

Visual Flight Rules. The Warhawk riders are flying in the mountains during winter – not an easy task. Blizzards are just as likely to cause white-out conditions as blowing snow. At the beginning of each turn, the Wood Elf player rolls a D6 for each Warhawk. Make sure you identify which D6's are assigned to which Warhawks before you roll. On the result of a 1, that particular Warhawk is "grounded" and cannot fly due to hazardous weather. It can still move on the ground as described in the **Flyer** rules. When the Wood Elf player continues rolling for each Warhawk next turn, any grounded birds may resume flying on any roll but a 1. Otherwise, those unlucky birds are still stuck with ground-based movement for another turn. Thus, it's possible for a Warhawk to remain grounded for the whole game if the Wood Elf player rolls a 1 at the begging of each turn for that bird.

Part of a Larger Battle

If you and your opponent are playing this scenario as a part of of a linked campaign, the results of this scenario will affect the next Winter of Woe scenario.

If the Wood Elves are victorious, that means that word has reached their Elven halls of the looming Orc threat, yet the Orcs are unaware that their prey has been alerted. Therefore, the Wood Elves are the Attackers in Scenario 2.

If the Orcs win, it means that they have kept their approach a secret from the defenders of Athel Loren. The greenskins are the Attackers in Scenario 2.

If the game ends in a draw, then dice off to determine who the Attacker is for Scenario 2.

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WARHAMMER

SCENARIO 4
THE HEIST

Overview: The Warlock Engineers of Clan Skryre are always looking for interesting pieces of technology or arcane magics to steal and adapt to their own foul purpose. Before the Skaven attack the city, Clan Skryre will often send in one of its own to seek out and "acquire" any interesting finds that would otherwise be lost once the city is sacked. In this scenario, the Skaven are raiding the Engineers' Guild in an attempt to steal some precious technology.

Armies: The Skaven may have 1 Warlock Engineer with warp blades and 100 points of Clanrats. The defenders may have a Master Engineer and 100 points of troops chosen from Halberdiers, Spearmen, Swordsmen, Archers and Crossbowmen.

Any weapons options may be taken (except that the Warlock Engineer may not have an upgraded warp energy condenser or a supercharged warp-power accumulator, and the Master Engineer may not be mounted). No magic items may be taken.

Battlefield: The table needs to be arranged with a square of buildings forming a courtyard about 2' x 2'. The war machine is placed in the center of the courtyard.

Deployment: The Skaven start the battle in one of the buildings on one side of the courtyard. This building represents the sewer entrance and the place to which the Skaven need to move the war machine in order to win the game. The defenders may start the game with the Master Engineer and up to four troops in the courtyard. The rest of the troops are placed in groups of two to four in buildings on the three sides of the courtyard that the Skaven player did not start the game in.

Who Goes First?: The Skaven do, of course!

Length of Game: The game lasts until either the Skaven are routed or they manage to get the war machine into their starting building. The defenders take Rout tests only when they have reached 50% casualties. The Master Engineer will never rout!

Special Rules

Sleeping Defenders: The defenders in the buildings are asleep and will take time to react to the alarm. At the start of each defender turn, roll a D6. On a 4+, the defenders are alert and may move into the battle. On a 1-3, they are still groggy from sleep and are donning their armor, and thus cannot join the fight this turn.

Moving the War Machine: Any model in base contact with the war machine and not in close combat may move with the war machine at half its movement rate. Two models or more may move the War Machine at their full Movement rate.

Scenario 1 - Assassination

The leader of the Skaven forces has commissioned Clan Eshin to assassinate the enemy commander.
Play the Scenario!

Scenario 2 - The Plague

Scenario 4 - The Heist

Clan Skryre has sent one of their own into the city to "acquire" any interesting bits technology before the city is sacked.
Play the Scenario!

Scenario 5 - Razing the City

A patrol from the city watch has been ordered to investigate some mysterious deaths in the slum quarter of the city.
Play the Scenario!

After terrorizing the city, the Skaven must destroy it before reinforcements move in to relieve the beleaguered populace.
Play the Scenario!

Scenario 3 - Infestation

Clan Moulder has released a horde of Giant Rats into the city. The defenders must drive off the Giant Rats before they eat the city's rations.
Play the Scenario!

Continuing your battles

Gareth has some interesting ideas on how to keep your Skaven campaign alive!
Find out how!

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SCENARIO 2
THE PLAGUE

The idea for this scenario comes from William King's novel, **Skavenslayer**. In the book, Gotrek and Felix are called to investigate strange goings-on in a graveyard. What they discover turns out to be Vilebroth Null, a plague priest of Clan Pestilens, using a magical artifact (the Cauldron of a Thousand Poxes), to start a plague that would decimate the inhabitants of Nuln.

Overview: A patrol from the city watch has been ordered to investigate some mysterious deaths in the slum quarter of the city. Normally deaths of beggars and lepers are ignored, but last night the patrol of city watchmen covering that area disappeared, and no trace of them has been found.

Armies: The Skaven player has one Plague Priest and up to 100 points of troops chosen from Plague Monks and Plague Censer Bearers. The city watch consists of a Captain and 100 points of troops chosen from Halberdiers, Spearmen, Swordsmen, Archers and Crossbowmen.

Any non-magical equipment options in the army lists are allowed, except the Captain may not be given a mount. The Plague Priest has the Liber Bubonicus, which allows him to cast the Pestilent Breath spell.

Battlefield: A good collection of ruined buildings is fine for this scenario. If you have the terrain pieces, you could recreate the graveyard scene from **Skavenslayer.** As with most skirmish games, the more scenery the better.

Deployment: The Skaven player deploys first. All the Skaven are deployed within 12" of his board edge. The Plague Priest is deployed next to the Cauldron of a Thousand Poxes and will not move. (the Siege Defenders boiling oil cauldron is good for representing the cauldron).

The watch patrol is deployed last within 12" of the opposite table edge. All the men must be deployed as a single unit (i.e., within 1" of each other), but once the game starts, are free to move as they wish.

Who Goes First?: The city watch patrol moves first.

Length of Game: The game lasts until either the city watch patrol fails their Rout test or the Cauldron is knocked over and destroyed. If the Skaven fail their Rout test, only models no longer subject to **frenzy** and more than 6" away from the Cauldron are lost.

Special Rules

The Cauldron of a Thousand Poxes: Any Skaven model within 6" of the Cauldron is immune to all psychology (including **frenzy**) and does not need to take any All Alone tests.

The Cauldron can be tipped over and destroyed by any city watch model in base contact with the cauldron that is not in combat. To tip over and destroy the Cauldron, roll a D6 and add the model's Strength to the result. If you score 8 or more, the Cauldron is destroyed. For every additional watchman helping to tip over the cauldron, add +1 to the roll.

Plague Censers: The effects of these weapons take place before the combat is fought. Any knocked down or stunned results will apply immediately, giving any of the unaffected models a big advantage in that combat. Knocked down troops may not fight back and stunned troops are hit automatically AND may not fight back.

Frenzy: Any **frenzied** model that is knocked down or stunned loses its **frenzy**.

Scenario 1 - Assassination

The leader of the Skaven forces has commissioned Clan Eshin to assassinate the enemy commander.
Play the Scenario!

Scenario 2 - The Plague

A patrol from the city watch has been ordered to investigate some mysterious deaths in the slum quarter of the city.
Play the Scenario!

Scenario 3 - Infestation

Clan Moulder has released a horde of giant rats into the city. The defenders must drive off the rats before they eat the city's rations.
Play the Scenario!

Scenario 4 - The Heist

Clan Skryre has sent one of their own into the city to "acquire" any interesting bits technology before the city is sacked.
Play the Scenario!

Scenario 5 - Razing the City

After terrorizing the city, the Skaven must destroy it before reinforcements move in to relieve the beleaguered populace.
Play the Scenario!

Continuing your Battles

Gareth has some interesting ideas on how to keep your Skaven campaign alive!
Find out how!

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WARHAMMER

THE RUBIES OF LATHAIN

MODELS NEEDED:

Both Sides:
• 200 points of infantry, which may include up to one hero. No wizards, magic items, flyers, or mounted models may be used.

Additional Models Required:
• One Wraith armed with two-handed scythe
• Three Spirit Hosts

Dark storm clouds raced across the dim sun, and a fierce cold wind tore through the crags that surrounded the warriors. As the premature twilight fell, both sides screamed a great war cry and charged across the blasted heath of the mountain top. Alred was at the head of the charge and was the first to fall. The enemy's blow connected with his helmeted head, and he passed out as the ringing in his ears overwhelmed him.

Alred awoke to the taste of his own blood in his mouth. Thunderous footfalls and the ring of steel meeting cold steel flooded his senses. His head pounded and he almost passed out again. But then he saw its cool gleam; it was one of the gems they had been searching for. Alred pulled himself forward, reaching for the jewel. That was when he saw the figure, black as pitch, rise from the ruby's faceted surface...

BATTLEFIELD

This skirmish takes place in a 36" x 36" area containing rocky crags and plenty of difficult and impassible terrain.

OBJECTIVES

Both sides are seeking to collect as many rubies as possible. The assembled forces have 6 turns to do so before a huge storm blankets the area and forces both sides to withdraw. The side with the most rubies at the end of 8 turns wins. If both sides have an equal number, the game ends in a draw.

DEPLOYMENT

Players take turns placing six rubies (roll a D6 to determine who places first). The rubies must be placed at least 6" away from any table edge and from the other rubies.

Place the Wraith in the center of the table. Now, place a Spirit Host within 1" of three of the rubies. The undead represent long-dead soldiers who will try to keep the rubies out of enemy hands.

Both players then roll a D6. The higher scoring player may select the table edge where he will deploy. The other player deploys on the opposite edge. Models must be deployed within 6" of the table edge.

WHO GOES FIRST?

Both players roll a D6. The higher scoring player goes first.

SPECIAL RULES

The Spectral Guardians

At the end of each player's turn, roll a scatter dice for the Wraith and move the model D6" in the direction indicated. If the Wraith or Spirit Hosts contact any models, they will fight a round of combat in the next turn as if the models had charged (note that this combat will occur even in the opponent's turn). The Wraith will leave combat to move again each turn, but the Spirit Hosts will remain with their ruby - tied to it against their will. They will follow their gem around until they are destroyed.

The Rubies

Any model may pick up and carry any number of Rubies of Lathain. Should a model carrying one or more rubies be slain, place the ruby counter(s) where the model last stood. Once a ruby is possessed by a model, roll randomly to discover what Lore was bound into that gem by using the chart below:

D6 Roll	THE LORES OF MAGIC (see pp. 142 - 151 of WFB rulebook)			
1	**The Lore of Fire - D6 Roll**			
	1	Fire Ball	4	Burning Head
	2	Flaming Sword of Rhuin	5	Conflagration of Doom
	3	Fiery Blast	6	Wall of Fire
2	**The Lore of Metal - D6 Roll**			
	1	Rule of Burning Iron	4	Distillation of Molten Silver
	2	Commandment of Brass	5	Law of Gold
	3	Transmutation of Lead	6	Bane of Forged Steel
3	**The Lore of Shadow - D6 Roll**			
	1	Steed of Shadows	4	Shades of Death
	2	Creeping Death	5	Unseen Lurker
	3	Pelt of Midnight	6	Pit of Shades
4	**The Lore of Beasts - D6 Roll**			
	1	The Oxen Stands	4	The Crow's Feast
	2	The Eagle's Cry	5	The Beast Cowers
	3	The Bear's Anger	6	The Wolf Hunts
5	**The Lore of Heavens - D6 Roll**			
	1	Second Sign of Amul	4	Uranon's Thunder Bolt
	2	Portent of Far	5	Storm of Cronos
	3	Forked Lightning	6	Comet of Casandora
6	**The Lore of Light - D6 Roll**			
	1	Pha's Illumination	4	Ulzah's Healing Hand
	2	Shem's Burning Gaze	5	Karu's Guardian Light
	3	Urru's Dazzling Brightness	6	Amshu's Blinding Light

PART OF A LARGER BATTLE

The winner of this scenario may use one of the rubies in the upcoming battle. The rest of the rubies expired through their use in the skirmish. This magic item is "free" but must be assigned to a character model in your army. This ruby harnesses a bound Uranon's Thunder Bolt spell (power level 9, one use only. See the Warhammer Fantasy rulebook, p. 148).

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BEASTS OF CHAOS

SCENARIO

THE SACKING OF REINHOLD

The US Studio wrote this scenario so you can still play Warhammer while you're in the midst of painting up your new Beastmen force. It uses the Warhammer Skirmish rules which can be found here.

MODELS NEEDED:

Beasts of Chaos Force:
• 10 Gors and 10 Ungors
• 1 Wargor (with either a great weapon or an additional hand weapon and light armor)

Empire Force:
• 4 Swordsmen
• 4 Spearmen
• 4 Handgunners
• 1 Captain (mounted on a warhorse with barding and wearing full plate armor)

Wargor Urktar stamped the ground and shook his head; his hot breath turning to white steam as it hit the chill morning air. Urktar was impatient. He and his warband had spent the night in the burning remains of the man-village of Reinhold. Though the town's name meant little to him, his gut was filled with manflesh and his Gors had taken what weapons and goods these weaklings had owned. It was time to leave and join up with Khazrak's herd.

Urktar growled and kicked a scorched skull across the trampled grass, causing a sitting group of Ungor to flinch as the bone shattered against a low wall nearby. As if summoned by his anger, the sharp rapport of human lead-throwers cut through the morning air. His warband jumped to their cloven feet, weapons in hand and ready for another fight. Half of his herd was already among the still-smoking ruins by the time he saw the gleaming steel helmet of the mounted captain shouting orders to his brightly-dressed troops. Urktar thought of how nice the man's head will look on his banner. With a terrifying bellow, Urktar charged into the village.

BATTLEFIELD

Using a space of about 36" x 36", place 8 to 10 still-smoldering ruined farmhouses (To see how simple these buildings are to construct go here.) These burning structures should be set up near the center of the table. Add a few fences or walls as you see fit. The edges of the table top should be covered in trees. See the map (right) for help.

OBJECTIVES

The Beastmen must get 10 models from the northern table edge, across the ruins and off the southern table edge to join Khazrak's army to ensure a victory.

The Empire troops must prevent the Beastmen player from accomplishing this goal.

DEPLOYMENT

The Beastmen player deploys his force on the northern table edge. The Empire player sets up his troops along the southern table edge. Both forces must touch the edge of the table.

WHO GOES FIRST?

The Beastmen take the first turn.

SPECIAL RULES

Beastmen Ambush
The Beastmen player may use the **Beastmen Special Rules: Beastmen Ambush** from page 18 of the Beasts of Chaos Army Book, with the following changes: The ambushers do not enter from a table edge. Instead, they are in hiding among the ruins of Reinhold. Up to 5 Beastmen models may be chosen to ambush. Each individual model must make a Leadership test. If the required Leadership test (for entering the table) is failed, they still turn up at a random point on the tabletop, but the starting point must be the exact center of town. Roll 2d6 to find out how far a model appears from the center of the table.

Burning Embers
The razed town of Reinhold is a smoldering ruin. At any point the burning rubble could ignite and the conflagration could begin anew. Before the game begins, each player taked turns placing a ember counter (to represent the gray plumes of smoke, try using cotton balls) inside a ruined building. There are 4 ember counters in total and all must be placed. The thick smoke from the ember counters block line of sight just as if it was a wall.

Combat within these still-burning buildings is made more dangerous by the red-hot coals and timber. If a model is *stunned* while inside the building there is a chance that the warrior has fallen face first into a bed of embers. Roll a D6 if this occurs. On a roll of a 1 or 2, the model is immediately taken *out of action*.

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# of Items: 0
Total: $.00
- CHECKOUT -

TOMB KINGS

The Sentinel

Models Needed

Attackers:
• Up to 220 points of troops, including up to one Hero and up to one Champion

Defenders:
• 1 Bone Giant

Alfred's eyes were caked with a thick, muddy grime. The thick fabric wound around his face couldn't keep the fine particles of sand and grit out of his mouth. Most of the time, he couldn't see five feet in front of him, except for those rare moments when the wind wasn't trying to tear the skin from his bones. The sun was almost completely blotted out – everything was tinted a dark sienna.

Somehow, through the darkness and the scouring sands, their Arabian guide saw their salvation. He shrieked at the top of his lungs, tugged at the sleeve of the commander, and pointed into the shifting curtain of sand. There was a lull in the storm, and Alfred saw what had caused such a commotion – before the company rose a massive black gate, more like a great maw of some beast. It would have to do. The company quickened its pace towards the inviting trap…

Read the Scenario Rules

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TOMB KINGS

The Sentinel

Battlefield
This scenario requires a space of about 24" x 24". The main feature of this battlefield is a massive open gate and wall; the wall is in a state of disrepair but still unscaleable and resistant to attack. On either side of this open portal are statues that bear an uncanny resemblance to massive skeletons. One lies in a broken pile atop the pedestal, while the other is complete. Set up the table as shown above. You can add other scenery pieces to the table in the form of rock clusters or palm trees if you'd like.
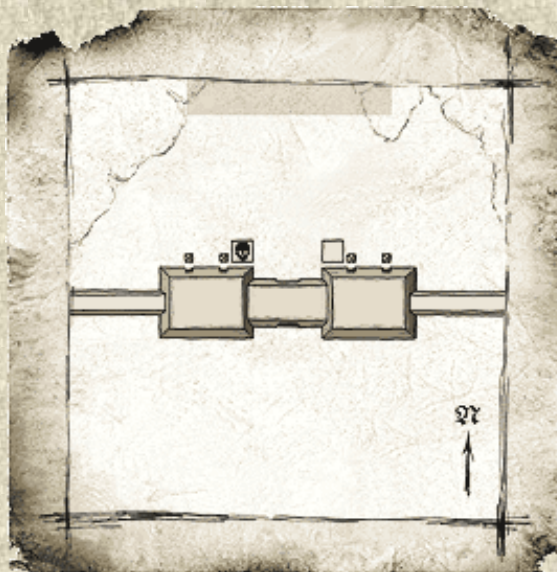
Objectives
The Bone Giant's purpose is to stop all intruders from entering the tomb. The Invaders need to get by the Bone Giant, but must also eliminate it so that it does not follow them into ruins.

Victory Conditions
The Attackers must defeat the Bone Giant that guards the door. In addition, the Hero or the Champion must survive, and 50% of the original number of troops must make it off of the far table edge.

If the Bone Giant kills either the Hero or Champion (or both!), and 50% of the Attacker's troops, then the defending player wins the game.

Any other results will be considered a draw.

Skirmish

Deployment

The Bone Giant begins the scenario adjacent to the gate.

The Attackers start the game at the northern table edge.

Who Goes First?

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

Special Rules

Bound Portal

Until the Bone Giant is reduced to half of its original Wounds, no model can move past through the doorway that the animated behemoth protects.

Sandstorm

Due to the intense winds and the stinging sand, all shooting is resolved at -1 to hit. In addition, all black powder weapons will misfire on a roll of 1-2 on a D6. Make this roll at the beginning of every shooting phase. Sand clogging the mechanisms, wind blowing out the flame, and grit in the powder make it very difficult to use firearms effectively.

Using Alternate Armies:

A Bone Giant is just one possible guardian that the Tomb Kings keep to ward off potential grave robbers and enemies. Try playing this scenario again with three Ushabti (Or four if you're feeling especially brave or cruel!).

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The Heist

Models Needed

Defending Force - Lizardmen
• 5 Saurus Temple Guard with shields
• 8 Skink Skirmishers with blowpipes

Attacking Force
• 200 points of troops
• No Special Characters, Heroes, War Machines, or Chariots
• No mounted troops or flyers
• 1 Champion may be included

A distant, echoing roar reached Teoqual's ears, and he paused in readiness. He flicked his blue tongue, tasting the air. After a moment's silence, he let out a shrill chirruping call and cocked his head to the side, listening. A low, rumbling growl, rolling out across the water from further up the bank, answered him. Recognizing the resonating attack command of Scar-Veteran Bok-Ax, he slipped silently through the water towards the the Warriors of Chaos. Barely a ripple disturbed the water's surface as he and his Skink spawning-kin swiftly approached their enemies.

As he rose from the water in the shallows, Tenoqual pulled a long dart from his Salamander-skin armband, its tip smeared with a dark green resin, and pushed it into the mouth of his blowpipe.

Excerpt taken from "War Against Chaos,"
pp. 20-21, **Warhammer Armies: Lizardmen**

Read the Scenario Rules

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The Heist

Battlefield

This scenario requires a 24" x 48" area. Divide the table into two equal halves. The west half should contain large amounts of jungle vegetation, pools, columns, and small ruined temple structures. An intact stepped pyramid temple should be set up on the east half of the table (see map).

Click image for larger map.

Objectives

The Attackers are attempting to gain access to the pyramid to steal as much Lizardmen gold as possible before the enemy knows what hit them. However, unbeknownst to most of the raiding force, one among them has been tasked with a special mission: It was observed that the Slann Mage Priest that resides over this pyramid has awoken from his meditative dream-trace and left the structure. This occurrence is extremely rare and the opportunity it presents must be seized. One of the raiders must hide an enchanted Lodestone in the pyramid's throne room. When the Mage Priest returns, its magic will be slowly drained from its corpulent form by this devious item.

The Defenders are trying to destroy all the trespassers.

Victory Conditions

The Attackers have completed 50% of the mission if all the Temple Guard have been slain and the Lodestone has been left behind.

Here's the twist - the theft of the gold is merely a distraction; a clever ruse to draw attention away from the real reason for storming the pyramid. But the gold must still be taken to ensure that the subterfuge has succeeded. Four Attacking models must make it back to their deployment zone (see map) and off the table with 4 gold tokens (see Special Rules below) to ensure a total victory.

The Defenders win if they rout or destroy all of the attacking models.

Deployment

The Defending side sets up all their models first. The Temple Guard must be set up in and on top of the pyramid. The Skinks can be set up anywhere on the tabletop with "hidden" markers.

The Attacking side sets up all their models last. They must be set up within their deployment zone. (Up to 6" onto the table - see the map above.)

Who Goes First?

The Attackers get the first turn.

Special Rules
This scenario uses the special rules detailed below:

Jungle Fighters
The Skinks start the game with "hidden" counter (pennies will do) placed next to the miniatures. These models count as Hiding (see pg. 243, Warhammer Rule book) with the following changes. If a Skink moves or fires its blowpipe within 3" of an enemy model, it loses the "hidden" counter and can be attacked in the following turn. Any exposed Skink automatically regains its "hidden" status at the beginning of its next turn as long as it is not in combat.

Hiding the Lodestone
The Lodestone, an enchanted magic-draining device, must be hidden somewhere inside the Lizardman pyramid. One Attacking model is chosen in secret and recorded on a spare piece of paper. This must be done before the deployment of any Attacking troops. The model may not pass the Lodestone to another model. He was the only one thought capable enough to be entrusted to carry out this dangerous task.

The only way to make sure that the mission will succeed is to slay any enemy that might take notice. That means the Attacker must put all of the Temple Guard models to the sword.

If the Attacking model is killed while holding the Lodestone, the scenario ends and the Lizardmen win.

Grabbing the Loot
Inside the pyramid is a great pile of gold and precious stones. There is too much gold for a team of pack mules, let alone a single strong warrior to carry. But a few individuals can grab what they can, stuffing the treasure into pockets, sacks or even swallowing a gem or two.

Each player takes a turn placing a Loot counter inside the pyramid. There are eight Loot counters in total. Once the game begins, only one Loot counter may be carried by a model. If a model gets a knocked down result in close combat he drops the counter. If another model moves over the dropped counter, that model may stop to pick it up. However, the model must end its movement over the Loot counter. The rest of its movement for that turn is lost.

If the Lodestone is placed, but all the Attackers are killed, the Lizardmen win the scenario. If the Lodestone is *not* placed, but the Attackers make it off the table with the gold the game is a draw.

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THE TRAP IS SPRUNG

MODELS NEEDED:

Vampire Hunting Warband:
• Wilhelm and Johan (Pg. 119 Warhammer Annual)
• 3 Empire Free Company with bows
• 3 Empire Free Company with crossbows
• 6 Empire Free Company with extra hand weapon

The Hunted:
• [Vlad and Isabella Von Carstein](#) (Also found on pg. 61 of the Warhammer Annual)

It has been months since the infamous Von Carstein couple had moved their hunting grounds to a misty town on the outskirts of dread Sylvania. The terrified townsfolk have sent messengers out in search of aid and none have returned.

Weeks pass and more bodies are found completely drained of blood. Finally, as terror gripped the town, Wilhelm and Johan, acclaimed Vampire Hunters and Champions of Sigmar, are spotted in town. Using a decoy to attract the fiends, the patient hunters and their retainers settle down and wait for their prey. It's not long before the trap is sprung and the hunters become the hunted!

BATTLEFIELD

Using a 24" x 24" space, set up a small town square with a statue in the center. There should be a crossroads that meets in the center of the town and exits at four points of the table. These four points are important to gameplay. Scatter some buildings and ruins all over the table as well. See the map to the right for full set up details.

OBJECTIVES

The Vampire Hunters must slay BOTH Vlad and Isabella to claim victory.

The Vampire player needs to have at least one of the Vampires escape to win the game.

DEPLOYMENT

First, set up Vlad and Isabella in the center of town within 1" of the statue or fountain in the town square.

After the Vampires have been set up, place all the Empire Free Company models in hiding about the board. Be sure that none of the hiding models are within 6" of either Vlad or Isabella. Wilhelm and Johan set up at the southernmost Vampire exit point.

Finally roll a D6 and consult the map to see which table edge point the Vampires must escape from.

WHO GOES FIRST?

The Vampires smell the trap and quickly make their move to escape! They get to go first.

SPECIAL RULES

'Till Death Do Us Part

Should one of the Vampires be slain before exiting the map, the remaining Vampire will then have no choice but to kill every enemy model on the table before being allowed to escape. Vengeance must be had!

The Mist

Due to a heavy mist that has rolled in from the South, all shooting ranges are halved.

Escaping

When both Vampires have made it off the appointed "escape" table edge point, the player must roll a D6 to see if they have made good their escape. If one Vampire has already made it off the table, and the other Vampire is slain, go straight to rolling on the table below and ignore the "'Till Death Do Us Part" rule above.

1-2: Escape! - Vlad and Isabella disappear into the mist and escape to ponder just how they managed to fall into this trap so easily...

3-6: Damn this Mist! - Vlad and Isabella have become turned around and find themselves in a new section of the misty town. Remove all the Empire player's models from the board. Place the Vampires (if they are both still alive that is!) at any random exit point on the board. They must now escape via the opposite table edge exit point. Next, place 12 fresh Empire Free Company models in hiding as before.

The Vampire player then starts a new turn sequence with Wilhelm and Johan (if they are both still alive that is!) coming into play one full turn later right behind the point where the Vampires entered.

USING ALTERNATE ARMIES

There are a few armies that this scenario would be fitting for with a little work:

- Dwarves hunting down Skaven assassins in the dank depths of the mountains.
- A Bretonnian party tracking a group of Chaos Warriors through a ruined Empire town.
- Another type of Vampire being hunted by a rival Vampire's thug

PART OF A LARGER BATTLE

To fit this scenario into a larger battle, try having the outcome affect the points used in the next 2000 point Vampire Counts vs. Empire game.

If Vlad and/or Isabella escape, woe unto the unprepared Empire player! The Vampire Counts player may add the surviving vampire(s) to their army for free, but may not take any other vampires (The Carsteins will tolerate no upstarts!) Or the Vampire Counts player may take usual his general.

If the Vampires are slain, the Empire player enlists the help of Wilhelm and Johan for free to represent the uprising of the town to rid the countryside of bloodsuckers! In addition, the Vampire Counts player may not take a Vampire Lord in the upcoming battle.

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TOMB KINGS

They Came from Below!

Models Needed

Attackers:
• Up to 250 points of troops, including up to one Hero and up to one Champion

Defenders:
• 3 Tomb Scorpions

A great cloud of sand was thrown high into the night sky along with Grasser or what was left of him. His body had been rent in two by the powerful claws that erupted from the desert sands. The dead soldier's lifeblood fell to the cool dunes like a light rain along with both halves of his corpse. Then a second clattering beast pulled itself up to the surface. Its barbed tail skewered both the General and his steed and pinned the dead man to his animal.

No matter what horrors the soldiers have seen, nothing has been as frightening as what will happen if they don't make it to the cool waters of the oasis. Their maddening thirst drives them now, and nothing, not even these hellish Scorpions, will stand in their way.

Read the Scenario Rules

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TOMB KINGS

They Came from Below!

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, rock clusters, and even a set of ruined walls or statue can then be placed about the board.
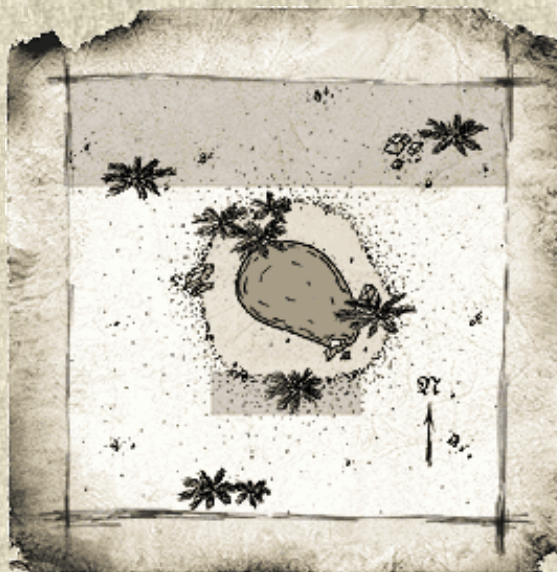
Objectives
The Attackers are traveling at night and need to reach the oasis before the sun comes up, or they will die of thirst. The Tomb Scorpions have remained at this spot, long buried and ready for trespassers. Ancient spells will invigorate their empty chitinous husks and cause them to burst forth from the sands to defend the life-sustaining oasis.

Victory Conditions
If, at the end of the game, there are 25% or more of the starting number of Attackers' models remaining, then the Attackers win. If there are fewer than 25% of the Attackers remaining, the Defenders win, and the feasting can begin.

The Attackers need to get to the oasis and drink, and they need to do so before the scorching sun rises. Therefore, the game ends after 8 turns, at sunrise.

Deployment
The Attackers start on the northern table edge. The Tomb Scorpions are then placed anywhere between the southern edge of the oasis and the southern table edge. The Tomb Scorpions do not have to be deployed at the beginning of the game but may enter the board per the It Came from Below rules (p. 29, Warhammer Armies: Tomb Kings) if the controlling player chooses.

Who Goes First?
Because the Attackers are so thirsty, they get the 1st turn.

Special Rules
Dying of Thirst
The Attacking forces have been stumbling through the desert for many days now and are on the verge of dying of thirst. The Attacker's force may not March. In addition, at the start of each of the Attacker's turns (starting with the first), roll a D6 for each model in the force. On a result of 1, the model has

succumbed to the baking heat of the desert and is removed as a casualty.

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

Weakness
All Attackers suffer -1 to their Weapon Skill, Ballistic Skill, and Initiative due to their weakened condition. This condition does not wear off when the model drinks from the oasis.

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.

Using Alternate Armies:
This scenario can work for quite a few other critters. Here are a few examples and ideas.

The Tomb Scorpions are one of the more characterful choices of guardians for the oasis, but you could also use a number of other Undead or living alternates. Try replacing the three Tomb Scorpions with a Bone Giant or maybe 10 Carrion. Skeletons and Tomb Swarms could be a nice change as well. Four living Giant Scorpions, waiting for thirsty, half-mad victims to stumble into their trap, would make sense as well - 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, which can be represented on the tabletop by allowing the entire army to move 6" forward after deployment, thereby demonstrating 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 fact can be represented on the tabletop by restricting the March movements of the army; the controlling player must roll a 3+ on a D6 for each unit before it can March.

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TOWN RAID

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)

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?

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

Livestock
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
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.

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 ARMIES

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+ : 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!

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TOWN RAID

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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.

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t *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.

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

TROLLS UNDER THE BRIDGE

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)

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.

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.).

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

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.

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!

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.

USING ALTERNATE ARMIES

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!

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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

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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.
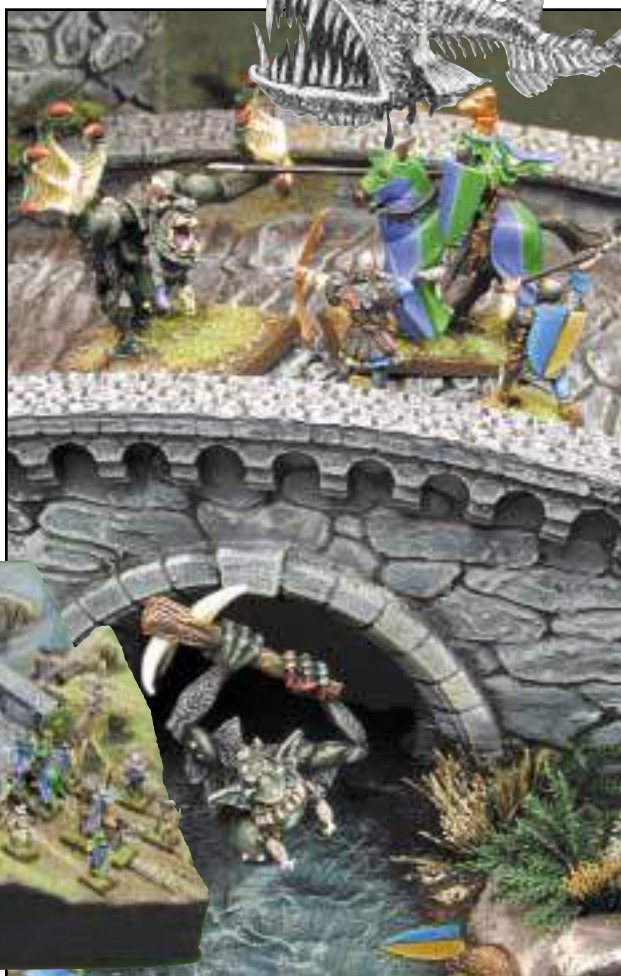
WARHAMMER

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TWILIGHT OF THE DEAD

MODELS NEEDED:

Empire Forces:
• 1 Count's Champion with Great Weapon
• 1 Marksman with Repeater Handgun
• 3 Empire Handgunners
• 3 Empire Swordsmen

The Zombies:
• 24 Brain-crazed Zombies

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?

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	They're everywhere! Place the Zombies anywhere along the specified table edge. (see the map)
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 ARMIES

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.

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WARHAMMER SKIRMISH

Zombies (and Plenty of 'Em) Against Any Army - See the Battle Report on the Website!!

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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!

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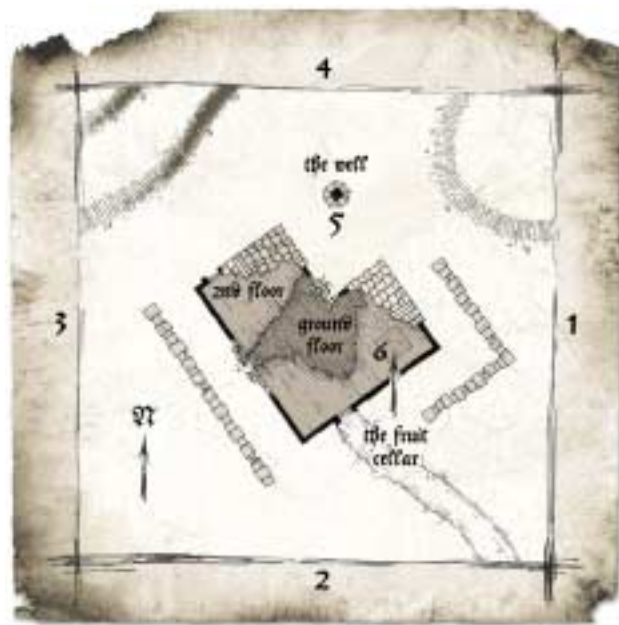
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If the Empire player loses, then the massed ranks of the Undead will continue to swell as the Empire army awaits news from their scouts! The Undead player may add a free unit of 20 Zombies with Musician and Standard Bearer to their army.

TWILIGHT IN THE TREES

Overview

Athel Loren is dangerous enough in the daytime to those who dare pass without leave from its arboreal inhabitants. When darkness begins to fall, those dangers multiply. An unknown war party is making its way along the borders of the forest at dusk, either unaware or unafraid of this looming peril. Time for the Wood Elves to show these fools who owns the night.

Armies	
- DEFENDERS (Wood Elves) - • Sentries – 5 Waywatchers (120 points) • Reserve Force – 10 Glade Guard Scouts (170 points)	**- ATTACKERS -** • 350-point Warhammer Warband (selected based on these guidelines)

Battlefield

This scenario takes place on a narrow 2 'x4' table with, of course, a lot of trees covering a long half of it. Consult the map to the right to see how to set up the table. If you don't have enough trees to cover the indicated area, you can just mark off the tree line with the trees you have and consider the area behind this line to be dense forest.

Objectives

The Defenders (the Wood Elves) are trying to eliminate the blight on the edge of their forest – in short, they have to take out the Attackers before they make it off the northern table edge.

The Attackers have orders from their Lord to head due north and skirt the western edge of Athel Loren, the mythical Wood Elves be damned. Their forces are desperately needed up north, so the Attacker must move as many of his forces off the northern table edge. He cannot stray off the western edge as that will take him off course, and he would compound this error going east into the forest (unless he had some cunning plan to fight among the trees).

The game ends in a draw if between a single and up to half of the Attackers get through with their lives and off the northern table edge (based on number of models). Though the Wood Elves have managed to slay many trespassers, they have not completely vanquished their foe. On the flip side, the Attackers' force has been reduced to a point where it won't be much help in the fight up north.

Deployment

The Attacker deploys his forces within a 1'x1' square in the southwestern corner of the board as shown in the map above. The Defenders can deploy anywhere in the forest (for simplicity's sake, let's say the

ATTACKER DEPLOYMENT ZONE
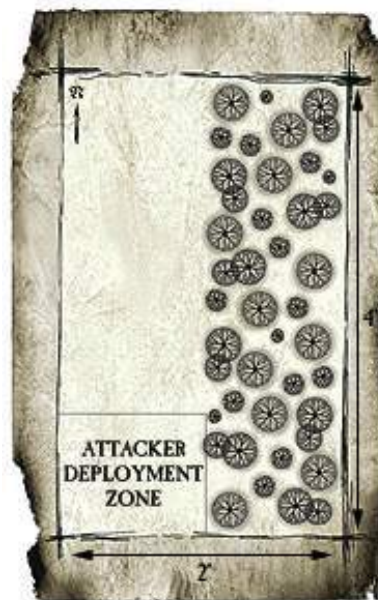
Defender Deployment Zone lies within 1' of the eastern board edge).

Who Goes First?

The Attacker goes first.

Special Rules

Battle of the Warbands. This battle is a Warhammer Warbands game. [Follow these rules guidelines from White Dwarf](#).

Darkness Falls.

Firing ranged weaponry at dusk is tricky, and it gets more so as the darkness of night takes hold. Once they select a target, but before firing, firers must determine if they can even see the target in the first place. The controlling player must determine the sight distance for each unit by rolling 2D6 and multiplying the result by the multiplier in the chart shown on the right. The result is the maximum range that any ranged weapon can be fired this turn. If the shooters have selected a target beyond this sight range, they lose the right to shoot that turn.

SIGHT CHECK	
Turn	**Multiplier**
1	3
2	3
3	2
4	2
5	2
6+	N/A

Luckily for the Wood Elves, their keen eyes adapt to dim light faster than other inhabitants of the Warhammer world. Thus, they do not need to pass the sight check until Turn 5, at which point they start following the sight check chart as if the Wood Elves were in Turn 1 (i.e., the multiplier for the Wood Elf sight check in Turn 5 is three, while the Attackers would be on a multiplier of two in that turn).

Traps. The Defenders make up for their lack of points with mobility and their pre-battle preparations to tilt it in their favor. Being masters of the forest, the Wood Elves are quite adept at laying traps like snares, pits, tripwires, and other woodland nastiness. The Defender may place up to 15 trap counters (you'll have to make 'em – we recommend 25-mm round bases) anywhere on the board outside of the Attacker's Deployment Zone as long as they're 2" away from each other. Five of these traps are snares, five are pits, and five are tripwires. The Defender gets another 10 blank trap counters to use as decoys – they represent suspicious areas of ground that might look like traps but are actually harmless.

After the board has been set up, but before any forces have been deployed, the Defender places all of his Trap and Blank counters face down – in this way, the Attacker will never be certain which are the traps and which are the dummies until they are triggered. Triggering occurs when an Attacker model moves within 1" of one of the counters (Defenders ignore them since they know where they are). Once moving into this radius, the Attacker model halts immediately and the Defender flips over the counter to reveal its nature and removes it from play after its effect has been resolved (see the table below). If blank, the Attacker model may finish its movement. If the Attacker model survives the trap, it may complete its movement as normal.

WOOD ELF TRAP COUNTER RESULTS

SNARE	When a snare counter is revealed, the Defender rolls a D6 – on the roll of 2+, the Attacker model has been caught in the snare. If the snare counter was placed in open ground, the model that triggered it is knocked to the ground and may not move further that turn. If the snare counter is touching a tree, the victim counts as being knocked to the ground (he's actually dangling a few feet in the air, but the effect is the same). In addition, the ensnared individual may not move in subsequent turns unless he can roll equal to or under his Strength on a D6 at the start of his move – leave the snare counter in place to show this effect.

PIT	When a pit counter is revealed, the Defender rolls a D6 – on the roll of 2+, the Attacker model has fallen into the pit and may not move further that turn. The pit is lined with sharp spikes and tangling roots (the Wood Elves are mean like that). The Attacker model takes a Strength 5 hit, with normal saves permitted. If the model survives this hit, it can try to climb out of the pit. During the next Movement Phase, the model climbs out successfully on a 3+ and may move with half its normal movement distance (round down). Leave the pit counter in play after it is revealed – any Attacker model that crosses over it will fall in as described above.
TRIP-WIRE	When a tripwire counter is revealed, the Defender rolls a D6 – on the roll of 2+, the Attacker model has fallen foul of the tripwire and is knocked to the ground. It takes a Strength 1 hit and may not move further that turn.

Making This Scenario into a Larger Battle

The heart of this scenario is its Special Rules. You could easily reconfigure the map to accommodate a full-sized Warhammer battle and use the Special Rules outlined above for your game (minus the Warband bit, of course). You will probably want to increase the number of trap counters available to the Wood Elf player to match the points size of the game. Twenty or more would be appropriate for a 1,000-point game, but you and your opponent will have to come to an agreement on that number. Also note that because the Wood Elves get the traps and an edge will fighting in the dark, the Attackers should have about 20% more points in their army to keep things balanced.

UNDER THE BLADE

MODELS NEEDED:

Dark Elves:
- Dark Elf Noble with light armor and two hand weapons
- Ten Corsairs armed with two hand weapons, light armor, and sea dragon cloaks
- One model to represent the Noble's consort (this model does not fight)

Lizardmen:
- One Saurus Hero with light armor and hand weapon
- One Skink Shaman armed with hand weapon
- Eight Temple Guard armed with halberds and light armor

Kyal Bloodblade, Dark Elf noble and renowned adventurer, was lazily dropping off to sleep in the sultry night of the Lustrian jungle. The humming bugs and night creatures were making a hard day's pillaging seem far away. Suddenly a scream pierced the night! Kyal burst through the flaps of his tent and into the wet heat of the jungle. His guard lay dead with a poisoned dart embedded in his neck. Kyal's consort was nowhere to be seen. Looking frantically, he stumbled across the silken shawl that the girl had been wearing. A fresh trail had been pounded into the muddy earth by small scaly feet. The path seemed quite easy to follow. Kyal called to his warriors and assembled a rescue party. "They will pay, by Khaine. They will pay."

BATTLEFIELD

The battle takes place on a 24" x 24" table. A small temple (roughly 8" x 8" square) occupies the center of the table. The rest of the table should represent the temple's jungle surroundings - small bits of foliage and ruined temple pillars.

OBJECTIVES

Lizardmen are a strange race. They spill almost as much blood as the infernal witches of Hag Graef. They intend to sacrifice the Dark Elf consort to one of their many gods. As the Dark Elf player, you must stop this sacrifice and get the Noble's consort away from the temple. You have 6 turns to rescue her. At the end of the 6th turn, if the consort is still in the temple and the Shaman is still alive, he will plunge his stone knife deep into her heart, and the Dark Elf player will lose. The Dark Elf player will win if he gets a Dark Elf model in base contact with the consort and leads her off any table edge by the end of his 6th turn. If the Dark Elves kill the Shaman, but do not reclaim the Noble's consort, then the game is a tie. If the consort has left the temple but has not yet been led off a table edge, the game is a tie. Either side can also win by killing all of the enemy models.

DEPLOYMENT

Lizardmen deploy on the temple steps, with the Shaman and consort roughly in the center. The Dark Elves deploy anywhere within 6" of the edge of the board.

WHO GOES FIRST?

The Dark Elves go first.

USING ALTERNATE ARMIES

Try using these other armies once you've played through Under the Blade:

• Savage Orcs kidnap a Paymaster from a Dogs of War army.
• Chaos Marauders take children for sacrifice.
• Goblins steal a Dwarven beer keg for a prank.

PART OF A LARGER BATTLE

Here are some ways this small game can affect a much larger battle:

After dispatching the Lizardmen, the Dark Elves ransack the temple and discover a magic item worth up to 50 points, chosen from the Lizardmen list (see **Warhammer Annual 2002**). A Dark Elf Hero may use this magic item for "free" in the upcoming battle.

If the Dark Elves fail and the Lizardmen succeed in their sacrifice, any one unit of Saurus or Skinks may add an attribute from the Mark of the Old Ones list in the **Warhammer Annual 2002** (except those designated *Shaman only*). This attribute is "free."

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GAMES WORKSHOP

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Total: $.00
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UTTER CHAOS

MODELS NEEDED:

Both Sides:
• Each player chooses up to 200 points of a mix of Chaos Warriors and Marauders.
• Mutations may also be chosen from the Special Rules section below.
• Up to one Hero may be chosen to lead the warband, but no more than 30 points may be spent on gifts/ magical items.

The deranged minions of Chaos have gathered in the desolate wastes to test their strength and gain the favor of their insidious patrons in a savage display of martial prowess. The lone surviving warband of a bloody melee able to claim an ancient artifact from it's resting place will prove themselves worthy to receive sinister rewards from their dark masters.

BATTLEFIELD

The playing area should be about 36" x 36" this should probably be increased to 48" x 48" if more than two players are participating. In the center of the table should rest the mystic artifact on an altar of some sort. The remainder of the battlefield should be a sparse, even scattering of rock spires, dead trees and other assorted elements that might make up a desolate wasteland.

OBJECTIVES

Each player is trying to claim their place as the rightful ruler of this particular region of the Chaos Wastes. In this case, victory is achieved by claiming the artifact in the center of the table. However, the time and strength required to retrieve the artifact from its resting place demands all other immediate threats be dispatched before proceeding with its recovery.
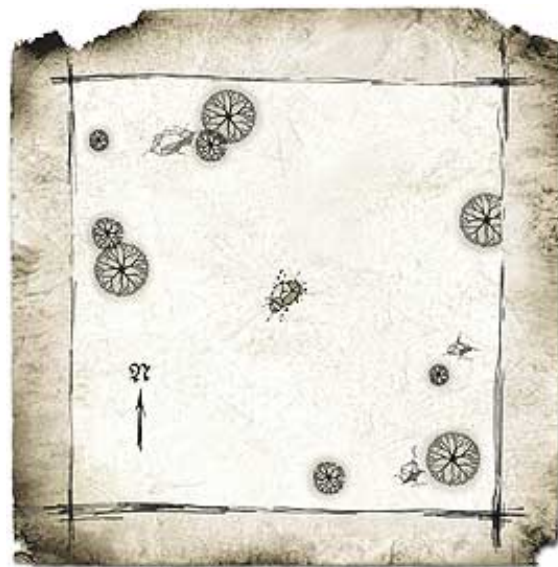
DEPLOYMENT

Each player sets up along one edge, at least 12" away from the artifact in the center of the table.

WHO GOES FIRST?

Players roll a D6 to determine who has the first turn and then proceed clockwise around the board.

SPECIAL RULES

This scenario uses the special rules detailed below:

Rout Tests - The fanatical Warriors of Chaos assign little value to their own lives or the lives of their brethren, pleasing their master is paramount in their minds. As a result, each warband will test for routing when they have suffered 50% casualties instead of the normal 25%.

Claiming the Prize - After all others have been routed or slain, the last warband remaining with a member of their warband in contact with the artifact is the victor.

	Mutation	Cost
1	**Tentacle Arm** - One enemy in base-to-base contact is at -1A.	15 pts
2	**Great Claw** - Warrior strikes at +1S in hand-to-hand.	15 pts
3	**Scaled Mace Arm** - Warrior gets +1S in hand-to-hand.	10 pts
4	**Snapping Maw Arm** - Warrior gets additional attack at S3.	10 pts
5	**Two Heads** - Warrior gets +1 to his Initiative.	5 pts

The Meddling of Dark Gods - The evil Lords of Chaos have taken notice of their mortal pawns and have taken it upon themselves to help their faithful by using their powers to smite their enemies. Each player must roll 2D6 at the beginning of their turn and consult the table below to see the effect of the deity's interference with their warband.

2	**Wrath of the Void** - Seething tendrils of pure shadow descend to claim a victim kicking and screaming back into the warp. One random member of your unlucky warband is immediately taken out of action.
3	**Arcane Bolt** - A crackling bolt of pure energy strikes one member of your warband chosen by an opponent inflicting D6 S4 hits allowing no save.
4	**Volcanic Geyser** - A jet of scalding steam erupts from the earth engulfing anything in the area in white-hot vapor. One random model in your warband is hit with a S4 attack. Any other models (friend or foe) within 6" are hit on a 4+.
5	**Claws of the Dead** - The restless dead erupt from the ground clutching at the feet of your warband. Until the start of their next turn their movement characteristic is halved.
6	**Parasitic Vapor** - The air is filled with a heavy fog that drains any who breathe it of their vitality. The members of your warband strike at -1S until the beginning of their next turn.
7	**Overlooked** - Your warband's actions demand no special attention; nothing happens this turn.
8	**Possessed!** - One unfortunate member of your warband succumbs to the lure of a powerful daemon. One randomly chosen model in the warband is replaced by a possessed model. The Possessed has a profile equal to the model replaced, except it adds +1 to each of its stats and all equipment is lost. At the beginning of the player's next turn all players roll a D6. The highest roll gains control of the Possessed at the beginning of their turn. This process is repeated until the Possessed is taken out of action.
9	**Forceful Gale** - A powerful wind blows suddenly at the back of your warband, pushing them vigorously forward. All Members gain +1 to their Movement until the end of the turn.
10	**Renewed Vigor** - All members of the warband that are knocked down or stunned immediately stand up and fight in regular initiative order.
11	**Blinding Speed** - The members of your warband move in a flurry of cat-like quickness, raining blows down upon their foes. All members of the warband fight with a +1 to their Attacks characteristic.

12   **Ferocious Might** - Your warband is instilled with the untamed fury of their patron god. Add +1S and +1 to the Injury roll for all their blows struck in hand-to-hand until the beginning of their next turn.

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:

The winning warband might gain the favor of their patron god allowing them to take additional wargear or bestow one of their Champions with a Daemonic Gift of some sort.

It will probably be best if you and your opponents decide before hand exactly what it is at stake and battle it out to determine the possible benefits/repercussions in future battles.

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GAMES WORKSHOP

WAR MACHINES OF NAVAROWN

MODELS NEEDED:

Attacking Forces:
•3 war machines (must be cannons, stone throwers or mortars) w/ regular crew (no upgrades at all)
•50 points of any infantry (20 x 20 mm bases or 25 x 25 mm bases only)
No Heroes but Champions are allowed

Defending Forces:
•175 points of infantry or calvary may be chosen
•Up to one Hero and one Champion may be chosen from the points above

With a deafening roar, the well-placed salvo slammed into the already weakened wall. With shot after shot landing in the same spot, it would not be long before the wall fell. The enemy war machines were positioned on the ridgeline opposite the fortress. The long range of the attackers could not be matched by anything in the fortress, which meant more secretive methods must be employed. Surely the battering would wear down vast sections of the walls anytime now, so the defenders prepared a desperate sally.

Sneaking out under the last cover of predawn darkness, a small party cautiously worked its way towards the hill from which the war machines would soon begin firing again.

BATTLEFIELD

Using a space of about 24" x 24", place a large, steep hill on the northwest Table Edge. There will also be clusters of trees, hedges, and rocky outcroppings on the hill and the flat area before the hill that will slow both Attackers and Defenders. The defending walls and fortress are considered to be off table to the south, so you don't have to place these on the table.

OBJECTIVES

The defenders need to destroy the attacker's war machines and prevent the breach of the castle walls. In order to coincide with the plan to storm the walls, the attackers need to breach the wall in the defender's castle within 6 turns. So if the walls are still standing by the end of turn 6, the defenders win!
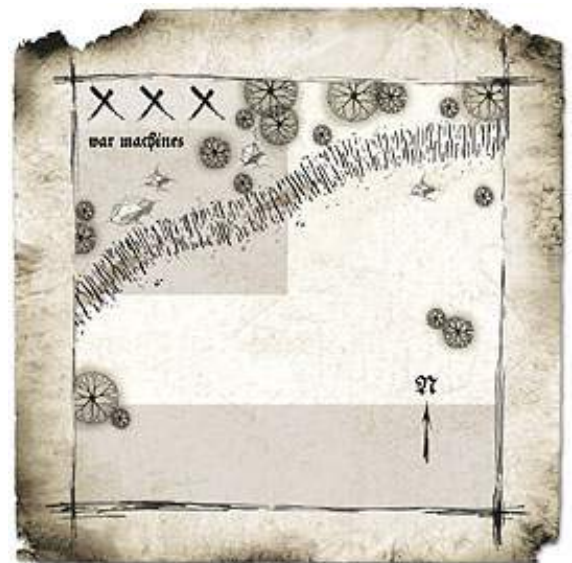
DEPLOYMENT

Defenders
This is the group that is sallying forth to destroy the war machines! They may start anywhere along the Southern Table edge up to 6 inches in.

Attackers
Mark off a section 12" in and 12" across on the northwest quarter of the board. Within this section, war machines may be set up within 3" of the northern edge of the board, while the rest of the force can be placed anywhere within the marked off area.

WHO GOES FIRST?

The defenders go first as they have the element of surprise on their side.

SPECIAL RULES

Siege Engines

The attacking war machines have been reconfigured and set up to be able to fire at maximum (or even greater) distance. This has been done by using the higher ground, special ammunition, resetting the sighting apparatus, and gearing the angle of fire for long range. The Attacking player may guess a range of 36" to 96" when firing. However, due to the angle needed to fire at the fortress, the war machines may not fire at the incoming defenders without being repositioned. Repositioning takes two full turns. If the war machines have been repositioned to fire at the defenders, they may not attack the fortress.

The Defenders' Castle

The target of the attacks is located off the table. As the accuracy of the player with the war machines is crucial to the outcome of this scenario, we have made up the following rule. The Defending player shall (while the Attacker is NOT looking of course!) measure a distant, clearly visible off table object that is somewhere between 36" and 96" away from the war machines, and nominate this as the target. This will represent and challenge the firing skills and accuracy of the attacking General. (Editor's note - even better if this can be a wall section or gatehouse from your actual castle - but the important thing is to pick a far away target! Sleeping Cats, door frames, and "the edge of that table over there" will do in a pinch).

Hitting the Walls Off the Table

The fortress walls will take 6 direct hits (center of the template for mortars and stone throwers) from the war machines before crumbling. Three off-center hits will amount to the damage of one direct hit. Keep track of how many direct hits and offcenter hits you have scored using a scrap of paper.

USING ALTERNATE ARMIES

The attackers in this scenario are limited to armies that have stone throwers, mortars, and cannons. The defenders can be any army in the Warhammer world. Here are some examples:

- Orcs attacking a Bretonnian Fortress
- Empire besieging a Vampire's Castle
- Dogs of War attacking a Skaven outpost
- Chaos Dwarfs vs. High Elves

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 effect a much larger battle:

Defenders win - The Attackers are not allowed any war machines in the upcoming battle.

Attackers win - The Defenders must sally forth to meet the opposing army. Defenders must set up first, and the attackers get first turn.

You can also continue this battle by playing another Skirmish Scenario like "Storm the Walls".

WARPSTONE RAID

MODELS NEEDED:

Attacking Forces: (Clan Deathrattle)
• 15 Skaven Night Runners with any equipment desired
• 1 Skaven Gutter Runner with up to 10 points of equipment

Defending Forces: (Clan Grottlespew)
• 10 Skavenslaves with Hand Weapons
• 10 Skaven Clanrats and a Clawleader
• Up to 25 points may be spent in equipment or Magic Items

Clawleader Retch looked back and forth nervously to the darkened woods on his left and the high cliff face on his right. His Warpstone retrieval party had been incredibly successful in their hunt for the precious mineral. They were bringing back one of the largest lodes of raw Warpstone to the coffers of Clan Grottlespew in recent memory. He had already lost a dozen of his more worthless slaves to the mutating effects of warpstone exposure due to the size of their find and had been forced to camp for the night lest they lose too many more to transport the Warpstone at all. Unfortunately, their quest had taken them far out of their own territory and into the lands claimed by the furless weaklings of Clan Deathrattle. If they discovered that his Skaven were raiding the Warpstone fall on their territory, they were sure to be less than pleased about the matter. Well, that was their own fault for not looking after the matters of their own backyard.

Gutter Runner Swift-kill twitched his tail in frustration. Those vile Grottlespew lackeys had taken the Warpstone fall from their territory! If he and his Night Runners could capture their leader and recover the Warpstone they would be praised by Warlord Cutspittle and the Horned Rat alike. It might even inspire the Warlord that it would be a good idea to eliminate their nearby rivals once-and-for-all.

BATTLEFIELD

An 18" x 36" area is ideal for this type of game. the defenders have camped on the northern edge of the table and the attackers enter from the south. The Warpstone lode is placed in the center of the battlefield in front of the cliffs on the defenders' edge of the table. Three clumps of trees should be placed along the attackers' edge of the table as indicated by the map.
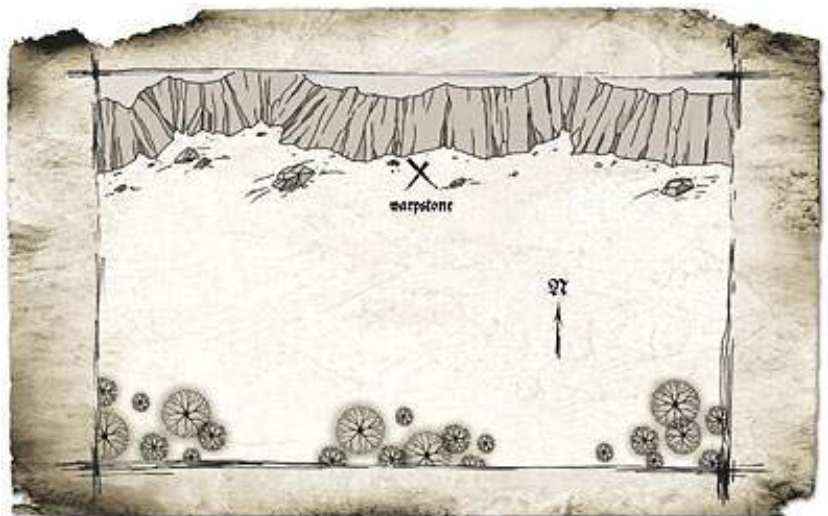
OBJECTIVES

There are six Warpstone tokens in the defender's find.

The objective for the attackers is to escape off of the east or west table edge with 3 or more Warpstone tokens without turning into gibbering mutants, and/or capture and escape with Clawleader Retch for interrogation. The game will end and the attackers will win at the finish of the turn that they accomplish either objective.

The objective for the defenders is to protect the Warpstone at all costs for at least 10 turns. If after 10 turns, the Night Runners haven't claimed victory, they will fall back to re-evaluate their strategy and the defenders will win.

DEPLOYMENT

The defenders of Clan Grottlespew must be deployed anywhere 4" to 8" from the Warpstone pile. Any closer and the mutating properties of the Warpstone might mutate them into a raging Chaos Spawn while they camp.

The attacking Night Runners of Clan Deathrattle are deployed among anywhere within the forest scenery on their side of the table.

WHO GOES FIRST?

The Night Runners go first as they are using their stealth to creep up on the Warpstone thieves.

SPECIAL RULES

This scenario uses the special rules detailed below:

Get the Warpstone!
The Grottlespew cache of Warpstone is particularly deadly as it was taken from a fresh fall and therefore its mutating properties are even more toxic and dangerous than normal. To capture a Warpstone token, a Skaven model must simply touch the token and announce that they are picking it up during their Movement phase. While carrying a Warpstone token the defender's effective Weapon Skill is 1, their movement is reduced by 1", and they will drop the Warpstone on the spot if they are *stunned* or go *out of action* during

combat. At the end of every player turn after a model has picked up a piece of Warpstone, starting with the first, roll 3D6 each for the Warpstone carrier and any models touching it. On a 13 that model is transformed by the Warpstone into a gibbering mess of flesh, bone, fur and goo due to the hideous radiation of the foul rock and is removed from the game. A model may only carry one piece of Warpstone at a time.

The Clawleader
Clawleader Retch is tough and experienced and is more than a bit hard to handle for an average Skaven. If the Clawleader is taken *out of action* it will take at least 2 Clan Deathrattle Skaven to carry him off the board for interrogation. Simply move the Clawleader model along with the capturing models to represent his being carried off the board. If either of the models carrying him is taken *out of action*, then he cannot be moved again until at least 2 Deathrattle Skaven are in contact to carry him.

USING ALTERNATE ARMIES

This scenario can be played with any number of armies or precious objects with just a bit of modification. Here are some other ideas to get you started:

• A Dogs of War caravan transporting golden plaques stolen from a Lizardmen temple.
• A Night Goblin squig hunting party crossing through Troll country.
• Chaos Marauders escaping with a sacred artifact from a Khemri treasure horde.
• Dark Elf Corsairs retrieving a powerful magic sword from the Blighted Isle are intercepted by Shadow Warriors.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. Should Clan Grottlespew fend off the attack they may use their increased Warpstone wealth to take up to 200 points of free Clan Moulder creatures (Rat Ogres, Giant Rats or Rat Swarms) for a sneak attack on the enemy.

If the Clan Deathrattle Night Runners capture Clawleader Retch they may use the information extracted from him during a long and quite hideous interrogation session to set up all of the terrain on the battlefield in any way they wish in the next game against the forces of Clan Grottlespew. If they escape with 3 Warpstone pieces they may use it to bring up to 100 points of free Clan Skryre troops or war machines to their next battle. If they achieve both objectives (quite a feat), they may reap both of these rewards for the next battle.

BACK TO THE SYNOPSIS

WATER RIGHTS

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

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.

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

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.

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).

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 ARMIES

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.

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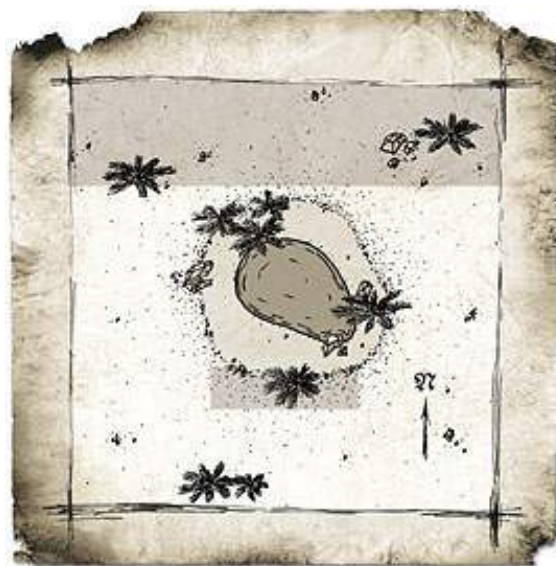
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WIZARD DUEL

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

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...
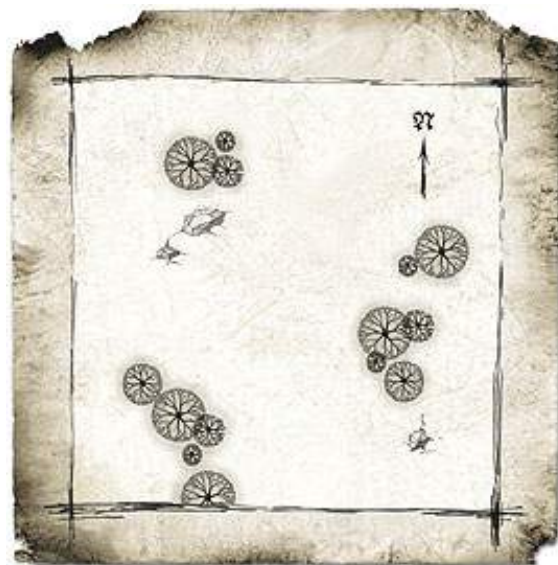
BATTLEFIELD

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 ARMIES

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.

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ZOMBIES ATE MY MILITIA

MODELS NEEDED:

The Necromancer's Forces:
• 1 level 1 Necromancer to represent Stefan Koenig
• 20 Zombies

Balthasar Gelt's Militia:
• 6 Swordsmen with light armor, hand weapon and shield
• 6 Crossbowmen with light armor, crossbow and hand weapon

The rogue wizard, Stefan Koenig, has been meddling in the Dark Arts of Necromancy while attending the Altdorf College of Magic. Being found out, he's been run out of town and now runs for his very life. Balthasar Gelt has sent out a militia consisting of a small, well-trained group of Swordsmen and Crossbowmen to hunt Koenig down and kill him for his crimes of practicing such revolting Forbidden Lore.

But Koenig, knowing he has little hope, and very little control over his newfound powers, has fled through a local cemetery. Here he may be able to use his recently acquired dark knowledge to stall his pursuers and make good his escape!

BATTLEFIELD

Using a space of about 36" x 36", set up a graveyard that extends from the west side of the table to the east and takes up the majority of the tabletop. No gravestone may be more than 6" away from another. The deployment zones must be free of gravestones. The table may also contain a few trees. Arrange these as you see fit or check out the suggested setup on the map to the right.
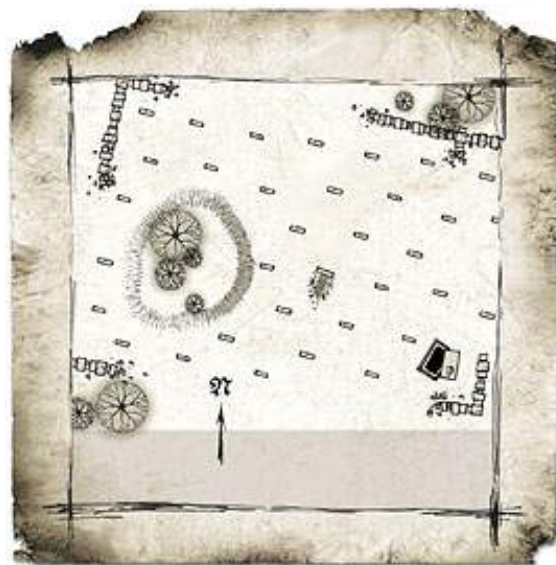

OBJECTIVES

Koenig must leave by way of the opposite table edge to escape with his miserable life intact and win the game. The militia must take Koenig out to win.

DEPLOYMENT

Koenig starts 12" in from the southern table edge. The militia starts at the very edge of the same side.

WHO GOES FIRST?

The Necromancer has the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Crippled

The corrupting power of the Dark Arts affects its users in many ways. Already unhealthy before his descent into madness, Koenig's body is suffering from a debilitating rotting sickness. Koenig may only make a hobbling movement of 4" per turn - never marching, or running, although charging is allowed.

Gravestones

The crumbling gravestones in the cemetery may be used as soft cover by the Necromancer. Any shot is at -1 to hit while he is crouching behind one.

Summoning the Dead

Koenig has studied the Invocation of Nehek, but his mastery of this heinous spell is far from perfect. His spell functions differently than what is presented in the Warhammer Armies: Vampire Counts book. He has a Casting Value of 7+, but each use of the spell animates D6 Zombies. However, if he manages to roll a 1 to determine how many Zombies he has summoned, something has gone horribly wrong. This Zombie has broken free from the magical bindings imposed upon it and now hungers after the flesh of its creator. Starting next turn, possession of the creature passes to player controlling the militia!

Zombies summoned by Koenig's spell appear in front of the gravestones closest to him, one per gravestone. Only 20 Zombies may be on the tabletop at any one time.

USING ALTERNATE ARMIES

Other races find the practice of Necromancy quite horrifying as well. Here are some examples:

- Koenig has been found skulking about in an ancient Dwarfen burial chamber, and the ancestors of the newly awakened Dwarf dead will have none of it!
- The Necromancer's unsavory activities have been discovered in a Bretonnian village's cemetery and the local Lord is none too pleased. He sends out a group of his best Men-at-arms and Bowmen to deal with the disgusting graverobber.

PART OF A LARGER BATTLE

It is very simple to have this scenario impact upon your next game of Warhammer. If Koenig escapes Gelt's wrath, the Necromancer may be added to a Vampire Counts army for no additional points cost. Being more confident with his skills, Koenig may also offer his new lord a unit of 20 Zombies for free. However, if Gelt's men catch up with Koenig and put him to the sword, the next time the Vampire Counts

take to the battlefield they will be bringing one less Character.

BACK TO THE SYNOPSIS

ZOO BREAK

MODELS NEEDED:

Empire Town Watchmen:
• 200 points of core troops. 75% of this must be on foot.
• A Wizard worth up to 100 points (in addition to the listed core points).

Monsters on the Loose:
• 240 points of Monsters chosen from any army book. (The High Elf book has plenty to choose from.)

The sounds of destruction could be heard from blocks away. Somebody really messed up at the zoo. Apparently a whole horde of monsters have escaped and are now wrecking everything in sight! A small force of Town Watchmen have gathered in the area where the monsters are currently rampaging. Some of the best hunters in the city have been recruited for the job as their expertise will certainly come in handy!

BATTLEFIELD

Using a 36" x 36" space, set up a small town setting that has at least 10 small buildings in it. These will be used as objectives for the Monster player.

OBJECTIVES

The player controlling the monsters must run around and crush, smash, and mutilate as many buildings and townspeople as possible before all the monsters are automatically rounded up at the end of Turn 8. At the end of the game, add up all the Destruction Points the monster player has garnered. Compare your Destruction Point total against the chart below to find out how successful you were during your destruction spree.

19+	Destruction Points: City in Flames! - Monster win.
14-18	Destruction Points: Minor Rampage! - Draw.
0-13	Destruction Points: Round 'Em Up! - Watchmen Win.

DEPLOYMENT

The Monster player sets up all his Monsters in a 6" x 6" area (see map) on the eastern edge of the board. Once the Monsters are set up, place the entire Empire force anywhere within 6" of the western board edge.

WHO GOES FIRST?

The Watchmen force moves first in this scenario.

SPECIAL RULES

Causing Destruction - Should a Monster be unengaged and in contact with a building, they may cause destruction in their Close Combat phase. During the Close Combat phase the Monster goes about destroying doors, people, windows, setting fire to roofs and the like. You get a Destruction Point for each attack the Monster has. Keep track of these points on a scrap of paper. Each building may be attacked only once during the game for Destruction Points.

Monsters may gang up and attack a building all at once. When doing this, add together the total number of attacks the Monsters have. This is how many Destruction Points you gain, but you can only earn up to a maximum of 5 points in this manner.

Monsters Running Free - All Monsters may run at any time, even if enemy models are within 8" of the monster.

Rout Tests - The Monster player may ignore Rout tests while the Watchmen begin taking tests at 75% casualties. If the Watchmen rout, the Monster player automatically wins.

USING ALTERNATE ARMIES

There are a few armies that this scenario would be fitting for... with a little work:
• Chaos Dwarfs quelling a rebellion of Chaos Monstrosities.
• Clan Moulder attempting to stop an outbreak of Rat Ogres.
• Orcs & Goblins rounding up a loose Wyvern or some crazed Trolls!

PART OF A LARGER BATTLE

To fit this scenario into a larger battle, try having the outcome affect your next Warhammer game!

If the Monsters destroyed the city, have the Watchmen player start off at -100 points.

If the Watchmen were successful, they get an additional 100 points!

BACK TO THE SYNOPSIS