

WARHAMMER

TEARS OF ISHA™



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WARHAMMER

TEARS OF ISHA™

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WARHAMMER CAMPAIGN

Tears of Isba is one in a growing series of Warhammer Campaign packs. Each campaign contains a series of conflicts between two rival forces culminating in a final decisive battle to decide the winner.

HIGH ELVES AND DARK ELVES

Tears of Isba and other campaign packs in this series are intended for players who already have suitable armies. The campaigns are designed so that players who have typical 3,000 point armies should be able to field appropriate troops without needing to purchase vast numbers of new models. On the other hand, players who wish to boost their armies by adding a few more units or characters especially for this campaign can take the opportunity to do so.

This campaign pack describes a major conflict between two of the most deadly enemies in the Warhammer world: the High Elves and the Dark Elves. It is the tale of twin brothers, sons of a respected High Elf lord, who both have a claim to the inheritance of their father's lands. When the younger of the brothers, Calaidan, is chosen as heir to the title, his older brother Kaldor grows increasingly bitter and escapes to Naggaroth to serve the evil Witch King. Years later he returns leading an army of Dark Elves against his kinsmen.

If the Dark Elves led by Kaldor manage to crush the High Elf forces in the Shadowlands, the Witch King will be able to push the borders of his evil kingdom to the mainland of Ulthuan itself.



CHOOSING FORCES

You do not need specific units to fight this campaign. Instead you are able to choose forces of an appropriate points value for each battle.

There are some extra restrictions that apply to the choices from your Warhammer Armies list, and in some cases you will be allowed more units of a certain type than you normally would.

We have allowed a degree of choice so that players can fight the scenarios with the armies that they already have, as well as allowing players to use a bit of cunning to outwit their enemy. The choices permitted though are still consistent with the descriptions of the battles.

To choose your army refer to the relevant Battle Scroll for each battle and your Warhammer Armies book. The Battle Scrolls describe which troops you may choose, whilst the Warhammer Armies books describe their equipment, options and points values.

The Battle Scrolls also indicate where magic items are allowed and usually place a separate limit on the maximum points values of magic items that are permitted.

Note that magic items can only be included as described on the Battle Scroll. This includes magic standards for standard bearers as well as magic items for characters.

We have included a separate list of forces that fought in these battles. Those listed are the actual forces used when we first played *Tears of Isba*. Eventually each game was fought several times and different forces were chosen on each occasion, gradually improving the selection as we got to grips with the objectives of the battle. See Appendix I *Brothers in Blood* for our example armies.

ROSTER SHEETS

A pad of roster sheets is included with this campaign pack. As you choose your army for each battle, write down the details on a roster sheet so that you can refer to it during the game. You'll find this more convenient than constantly looking up details in the Armies book.

SPECIAL CHARACTERS

This campaign features a number of special characters for both the High Elf and Dark Elf armies. You'll find details and rules for these on the Battle Scrolls that are included in this pack.

These characters can be represented by any suitable models from the Citadel Miniatures range – whether you wish to purchase and paint new models for the campaign, or simply use an existing miniature that fits the description is entirely up to you. The characters described in *Tears of Isba* are compatible with the High Elf and Dark Elf armies, and can be used as special characters in other games.

Special characters should only be used with prior agreement of the players involved. Of course, any characters you purchase or paint for use in the battles in this campaign can also be fielded as basic heroes or wizards in battles that do not form part of the *Tears of Isha* campaign.

THE SPIRIT OF ISHA

The scenarios in this campaign pack are designed to give players a number of interesting and varied battles to challenge their already established tactics. They are also

intended to be fun, and demonstrate how Warhammer rules can be varied and expanded to cover lots of different situations.

Although the scenarios have been rigorously tested, it's still possible that there are a few 'unbeatable' army choices and troops available. Hopefully, players will get sufficient enjoyment from the scenarios in themselves, with winning and losing only secondary to the thrill of the battle. If you prefer to exploit every loophole to its maximum, go ahead and enjoy yourself, but don't be surprised if you soon have no one to play against!

The Shadowlands is the name the Elves of Ulthuan now call the once beautiful kingdom of Nagarythe. It is a land of many legends. Here Aenarion once ruled, the first and greatest of the Phoenix Kings. Here Alith Anar, the Shadow King, forged his legend. Here were fought the great battles of the Sundering. It is a land that holds bitter and painful memories for both the High Elves and the Dark Elves. Here are found the unmarked graves of countless Elf warriors who have died in the unending struggle for control of these lands. No other place in Ulthuan symbolises the struggle between light and dark in such the same way.

Malekith, the Witch King, still covets his ancestral land and remembers the glory of his court in Anlec, the cursed city, and how he once, for a short time, wore the Shadow Crown. For all their evil the Dark Elves still have their pride.

Nagarythe is their home, and suffer none who lay claim to it. Thus they gather their armies time and again, and the Black Arks of Naggaroth are often seen on the coast of Nagarythe.

Nagarythe is a dangerous land where death comes swiftly. It is uninhabited save for wandering beasts and bands of warriors. The struggle for dominion of the Shadowlands has never truly ended. Time and again the Dark Elves have returned to reclaim their ancient kingdom, and time and again they have been expelled by the armies of the Phoenix Kings. The Shadow Warriors, last of the uncorrupted Elves of Nagarythe, patrol their ancestral lands tirelessly, fighting a guerrilla war against their evil cousins. Only volunteers are sent to defend the Shadowlands, as the wars here are bitter and cruel, and death comes quickly.

The armies of the Phoenix King patrol the coastline of the Shadowlands. Watchtowers guarding bridges in the area have garrisons of veteran soldiers to call upon whenever the threat of invasion arises and there is always a strong contingent of experienced High Elf troops

guarding the ruins of Anlec, lest the Dark Elves return to their former place of power.

Beacons guide the High Elf warships that tirelessly search for the dreaded Black Arks of Naggaroth. The shores of Nagarythe are littered with wrecked ships, lost in the countless naval encounters in the waters of the north.

No cities, towns or villages remain in Nagarythe. The only Elves who live here permanently are the sinister Shadow Warriors. There are several hidden Shadow Warrior camps scattered throughout the Shadowlands, from where the last of the Elves of Nagarythe who have remained true to their inheritance patrol the deserted land and shores.

No one knows how many camps there are, but there is enough for the Witch King to see them as a threat. Often the arrogant Dark Elf Scouts claim they have wiped them all out. And yet each time the Witch King sends his armies across the great plains of the north, his supply lines are cut, his Scouts and advance forces ambushed and his march routes become laden with lethal traps. The Witch King has set a price of one talec of gold for each Shadow Warrior head brought back to him, but still they persist. Despite all of this, war often erupts through the Shadowlands. The Dark Elves strike south, attempting to penetrate one of the fortified passes only to be met by the most determined warriors of the Phoenix King.

During the events described in this campaign Nagarythe is a no man's land, contested by the Phoenix Throne and the Crown of Naggaroth. But House Coraith, under the wise leadership of Lord Melenar and now his son, Calaidan, has managed to gain a foothold. They have won the trust of the reclusive Shadow Warriors and with their aid they have driven their foes out of northern Nagarythe. Their efforts have been met by bitter resistance from the Dark Elf infiltrators, but slowly House Coraith has gained the upper hand. The Witch King broods at the thought of intruders in his former kingdom and plots the revenge he will inflict upon them.

One of the oldest legends of the Elven kingdoms is the tale of the Tears of Isha. It is said that back at the beginning of time, when the first of the Elves were born to Isha, the Earth Mother, and Kurnous, the Lord of Beasts, Asuryan, the lord of the Elven gods passed judgement upon their children. He decreed that the Elves were to have prodigiously long lives, but in the end would grow weary of the world and die. "Otherwise," said Asuryan wisely, "they might begin to covet the thrones of the gods themselves." But the goddess Isha who loved her children above all others wept great tears of sorrow for their fate.

Vaul the Maker, the Elven god of smiths, felt pity for Isha and her children and took her gleaming tears to his forge where he fashioned them into shining gems. Then with the blessing of Lileath, the mistress of magic, he changed them so that Isha could watch and communicate with her children when they gazed at the gems.

The power of the goddess Isha is reflected in the Tears. Some of them can be used to heal whilst others may be used to cast powerful enchantments that grant their bearers great wisdom and knowledge. Elven legends say that there were twelve of these jewels called Quyl-Isha, or the Tears of Isha, though some say there were only seven. Others claim that their number is two score.

One of the Tears is rumoured to be guarded by the Sword Masters in the great spire of the Tower of Hoeth. There, the High Loremaster is said to use it for communicating with the goddess.

One is thought to be hidden in the Gaen Vale, watched over by the oracles of the Everqueen. The Wood Elves of Loren are said to keep another of the Tears hidden inside the Oak of Ages and two of the jewels are held by House Coraith, embedded in the twin runeswords made by Vaul. Other Tears of Isha have peaceful and protective powers, but these two were marked with the runes of dominion. Whoever held both of them could command loyalty from all around him. These blades were used in the forgotten wars when the very gods fought

against each other. These warriors fought alongside the gods and performed great deeds with the help of the Tears of Isha.

The swords used in the campaign to return the Shadowlands to the High Elves were made for two Elven warriors who were the champions of Isha in ancient times. The two Elves were named Asurcain and Caradan in Elven fables and the lords of House Coraith are descendants of these mighty heroes. Their heirs have always carried the blades decorated with the Tears of Isha as a symbol of their ancestry and heritage.

It is said that the blades will burn the hand of any who touch them unless they are descendants of Asurcain and Caradan, and that in the hands of the true heir of House Coraith the blades are the deadliest of all weapons save for the blade of Khaela-Mensha-Khaine.

The Tears of Isha have tremendous spiritual importance to all Elves, including the dark kin of Naggaroth. For the Dark Elves seek ways to commune with Khaine, the Bloody Handed god, and they are jealous of the High Elves because they themselves possess none of the gems. Time and again the followers of the Witch King have tried to capture them, but each time the High Elves have managed to save their treasures.

To this day the Legions of the Witch King are ever vigilant, just waiting for an opportunity to capture any of the Tears of Isha and carry them back to their master, Malekith. It is said that if the Witch King gains possession of all the Tears, he will finally be strong enough to become master of all the world.

It is because of this the Tears are kept in secret places, safe from the black talons of the Witch King. Of all these sacred stones, only the two owned by House Coraith are not kept hidden. These swords, named Elthraician or Domsinger and Cynatcian or Deathsinger, both carry one of the Tears of Isha. For no matter how much the Dark Elves covet them, they can never lay a hand on them. Only a true heir to House Coraith may carry them.



THE TEARS OF ISHA

RE-CONQUEST OF THE SHADOWLANDS

It was in the year 250 during the reign of Finubar, the Seafarer, that the princes of Ulthuan gathered in Lothorn to discuss the fate of the Shadowlands. After much heated debate it was decided that an attempt should be made to return Nagarythe to the control of the High Elf kingdom and so they sent forth one of their most trusted nobles to reconquer the Shadowlands. The Elf entrusted with this mission was Melenar of House Coraith who was known to be as wise as Hoeth himself, a great leader and a powerful mage. He had served under Finubar with distinction before, and it was he who had led the ranks of the citizen-soldiers of Eataine during the siege of Lothorn.

With him Melenar brought two of the greatest treasures of his House. These were the twin blades of Vaul. Each hilt was set with a splendid jewel, a Tear of Isha, and both swords had been carried by the heir of House Coraith for generations.

Melenar gathered together his followers and marched north. In the years that followed he managed to establish a stronghold in the Shadowlands. Melenar's forces fought many battles with the Dark Elves and eventually they began to drive their evil brothers northwards as the Dark Elves suffered defeat after defeat. His wisdom and leadership skills impressed the mysterious Shadow Warriors so much that he formed an alliance with them and using their knowledge of the land was able to gain the upper hand in his struggle against the Dark Elves.

THE BROTHERS OF CORAITH

In time Melenar and his wife were blessed with the birth of twin sons. They were born on the night of Khaine, under the stars of the war god, a mark of greatness amongst the High Elves.

The first to be born was Kaldor, who was named after the star of the night. But Melenar's second son, Calaidan, was named after the great dragon of legend, the symbol of true wisdom and dominion.

When the oracles of the Gaen Vale were consulted about the fate of the twins, as was the way of the High Elf nobles, they gave a curious prophesy. The oracles of Isha told the messenger of House Coraith that neither of the brothers would suffer a violent death unless they died at the hands of each other. Lord Melenar was pleased, surely there would never be a time when his sons would be rivals so he decreed that when they came of age, both brothers would be gifted with one of the swords decorated with the blessed Tears of Isha.

The brothers spent their youth pursuing different goals. Kaldor became a hunter and warrior, a great archer and magnificent horseman. He led the coastal patrols of the High Elves in many a skirmish, and always succeeded in defeating his foes.

Some say that he was quick-tempered and merciless in battle, but the need for warriors at that time was so great that instead of scorning his lust for victory he was praised by his peers. It may have been that these long dangerous years of violence and struggle somehow tainted Kaldor, for he became increasingly moody and quick tempered. Still, High Elf nobles are infamous for their haughtiness and arrogance, so no one took much notice of his behaviour.

Calaidan, meanwhile, studied magic in the Tower of Hoeth under the watchful eyes of the shadowy Loremasters. Whilst there he learned the art of discipline and mastery of arms from the Sword Masters who guarded the Tower. His way was serenity, wisdom and study and in time Calaidan learned the secrets of alchemy, statesmanship and astrology.

The years went swiftly for the two brothers and soon the time arrived for old lord Melenar to name the heir to his title. As Calaidan was more learned (and many believed wiser) than Kaldor, he was chosen as the future lord of House Coraith. The High Elves of the Shadowlands rejoiced and a great banquet was held in Calaidan's honour. Many believed that great days lay ahead. With the strength of Kaldor protecting the land against invaders and the wisdom of Calaidan guiding the citizens of the Shadowlands, surely House Coraith was destined for greatness? But Kaldor was outraged: was he not the first of the warriors of his House? Had he not protected their holdings through the long years when Calaidan was away in Saphery wasting his time on meaningless studies?





With each passing day Kaldor's bitterness and hatred grew, and soon he began to despise his brother. The young High Elf nobles who followed him believed likewise. They had fought with Kaldor and had been expecting their loyalty to be rewarded once he was nominated heir to House Coraith.

Soon his anger grew too strong for him to suffer any more and one dark and stormy night Kaldor boarded a small vessel with a group of his followers. He claimed that he had received word that the Dark Elves would attempt landfall that evening and despite the advice of his councillors and brother, he left the harbour. A week passed and when Kaldor did not return, he was believed to be dead. No one mourned more for him than his brother, Calaidan, who was grief-stricken at the loss of his twin.

But Kaldor's ship did not perish in the storm. He set sail toward the Land of Chill, the kingdom of the mortal enemies of Ulthuan, the Dark Elves. His battered ship made landfall near the city of Karond Kar and there he and his retinue approached the city. By some evil twist of fate, Malekith, the Witch King was visiting the city, eager to learn why the war in the Shadowlands was turning against him.

Kaldor was brought before the Witch King himself. Expressionless, the Evil One listened to his bitter tale. But inside his twisted mind the Witch King rejoiced. Malekith saw the value of such a servant. Kaldor knew the secrets of House Coraith, their plans and preparations, their passwords and the secret of their war magic. Kaldor offered his knowledge in exchange for dominion of the Shadowlands under the Witch King. Kaldor was eager to lead the Dark Elves to the Shadowlands, but the Witch King knew that he was not

yet ready. He sent Kaldor to be trained as one of his own nobles and began to plot the conquest of the Shadowlands. His advisors argued that Kaldor should be tortured until he revealed his secrets, but the Witch King liked the young Elf noble, his arrogance and hatred reminding him of his own fall from grace when he was still Malekith, the heir of Aenarion.

THE WAR OF BROTHERS

After fifty long years the Witch King called Kaldor before him again, and was impressed with the progress of his new servant. Kaldor had become a mighty swordsman under the tutelage of the Dark Elf Assassins and his cunning and shrewd mind had been vastly improved by the twisted scholars of Karond Kar. But above all Kaldor was now known for his cruelty and ruthlessness, and it was said that his slaves could not stand in his presence without trembling. Malekith declared that Kaldor should now return to the Shadowlands as Melenar had died, poisoned by one of the master Assassins of Naggaroth. Now all that stood between Kaldor and control of the Shadowlands was his brother.

Once preparations for the voyage had been completed the Black Ark *Harbinger of Pain* sailed out of the harbour at Karond Kar taking Kaldor of Coraith back to his homeland. There he would lead the Ark's bloodthirsty warriors against the House he had once sworn to protect. He knew that his name would live on in infamy in all High Elf chronicles forever more but his vain pride drove him on, beyond redemption. He had given his black soul totally to Khaine, the Lord of Murder, the Elven god of war. Kaldor's plans were laid out and ready. No one could stop him from taking what he believed was rightly his.

From atop the command bridge of the Black Ark, Harbinger of Pain, Kaldor surveyed the coastline of Nagarythe with cold, calculating eyes. He had made his plans carefully, considering every possibility. He had been diligent in his studies, careful in his preparations. He had mastered the twelve movements of the poisoned sword that the Dark Elf Master Assassins had taught him. He had learned the tactics of Hotek, Gramoth and other great Dark Elf generals of the past. He had hand-picked his men from amongst the best and most resourceful of the Naggarothi. Now he was ready.

The Black Ark under his command was filled with an entire legion of the Witch King's troops. The Corsairs were practising on the decks below, juggling their swords and axes whilst the elite of the City Guard of Karond Kar drilled, practising the formations that would bring death to their enemies.

Manic Witch Elves, the brides of Khaine, sharpened their deadly poisoned swords and on the lowest decks the Cold Ones grew restless in their cramped surroundings: soon the Dark Elf nobles would mount and ride them into battle against their hated High Elf cousins.



The thought of his former kinsmen made Kaldor seethe with rage. Even after all these years the hatred was as fresh as on the day when his imbecile father had declared his weakling brother the lord of House Coraith. It should have been he, Kaldor, who should have been chosen instead. He had bled for the people of his land. He had fought battles against Dark Elf infiltrators. A terrifying Chimera had roamed the plains, killing its inhabitants, but Kaldor had hunted it down and slain it. He had deserved the dominion of House Coraith. But no! His feeble brother, who had spent his time studying poetry while

he had defended the holdings of their House with his life, had returned. His father, impressed with the nonsense of Calaidan, had been fooled into thinking that this fop from Hoeth could do a better job at governing their lands. Kaldor, who had given everything for his family had been left with nothing. But now his time of reckoning was at hand. All that was needed was a fast and decisive war, which would leave him as the undisputed master of the Shadowlands. Kaldor, the Shadow King! Yes, it sounded perfect and with his brother gone and no one left to defy him, Kaldor planned to rule the Shadowlands for a thousand years.

The Harbinger of Pain, protected by evil spells, sailed through the waters of the Great Ocean like a titanic black mountain bristling with steel. It was protected from the gaze of High Elf warships by the impenetrable mists conjured by the Dark Elf Sorcerers. A thousand slaves had been sacrificed to foul the magic. But this was a minor cost, a mere detail. What did it matter in the greater scheme of things. All that mattered was dominion over the Shadowlands.

The keen eyes of Kaldor surveyed the bleak shores. Though its loneliness was great, the land had a savage beauty. 'Shadowlands!' thought Kaldor. Here the wars of the Sundering had been fought. Here were the ruins of Anlec, the proud capital that had been unjustly razed by Tethlis, its inhabitants, both young and old put to the sword. Here had been the site of the original throne of the Phoenix Kings before the sea had drowned most of Nagarythe. Countless warriors had died struggling for supremacy over this land. Many more would die before the day was over. But Kaldor was determined to bring this war to an end. 'My land. By right,' he thought. 'I have fought for possession of this domain before, and I shall do so again.'

"Lord Kaldor" called the cold voice of Captain Mortharor. "Everything is ready. We shall make landfall as soon as the sky grows dark."

'The moment approaches,' thought Kaldor. 'Now the darkness shall fall and never leave again. Truly the Shadowlands are aptly named.'

THE BLOODED SHORES

THE DIVERSION

Kaldor knew the plans and preparations of his brother well. He knew the number and strength of his patrols, and how quickly the defenders of House Coraith would respond to any threat to their homeland.

So he sent small token forces to engage the patrols of the shores in an attempt to draw the attention away from his main force. But they also had additional orders. They were to regroup and destroy the great Beacon of Athel Maranth so it could no longer guide the Elven ships plying the northern seas. Plans within plans within plans. This was the way of Kaldor as had been taught to him by the great conspirators of Naggaroth.



If the Beacon was destroyed, it would no longer guide the High Elf warships to the aid of House Coraith. In addition it would draw attention from his main assault and sow confusion amongst the High Elf defenders. Kaldor expected that the High Elves patrolling the coastline would split into small scouting groups in a futile attempt to hunt down the invaders, leaving the Beacon undefended.

Mortharor, the captain of the Black Ark *Harbinger of Pain*, led the attack against the lighthouse with his loyal Corsairs. The Helldrakes they were riding negotiated the treacherous shallow coast of Nagarythe, and made landfall near the Beacon, disgorging regiment after regiment of Dark Elf warriors.

But the shores were guarded by a strong contingent of seasoned High Elf troops, led by Kelendar, a veteran of hundreds of battles and skirmishes against the Dark Elves. Whilst a younger and more inexperienced leader might have been fooled by the cunning ploy of Kaldor, the wily old warrior instantly recognised that the small Dark Elf patrols his rangers had sighted were but a clever diversion sent to attract as much attention as possible. The full force of a Black Ark was many times greater than this. He also knew that the only significant target for the Dark Elves in this region would be the great Beacon itself.

Kelendar pondered long and hard whether he should march to the aid of Coraith immediately or instead concentrate his forces at the Beacon. In the end he decided to first crush the Dark Elves then gather all available reinforcements, and light the Beacon to call as many High Elf ships to aid them as possible. But before reinforcements came the Dark Elves under the command of Mortharor arrived.

THE BEACON

Kelendar had mustered all his available forces around the Beacon. He had prepared a careful defence, and knew that if he could fight a successful battle here, aid from Tiranoc and troops from Lothorn would eventually arrive.

Mortharor knew that instead of a minor skirmish, a grim conflict awaited him. No easy victory would be gained today. Mortharor smiled: this was exactly as he wanted it. Now cold steel would determine the fate of the Beacon. Filled with hate the Dark Elves advanced.

FIGHTING THE BATTLE

The Blooded Shores is the first in a series of clashes between Kaldor's Dark Elves and Calaidan's High Elves that will eventually climax in a huge final battle. Each of these encounters will influence it in some important way. The outcome of this battle decides whether the ruse of Kaldor works.

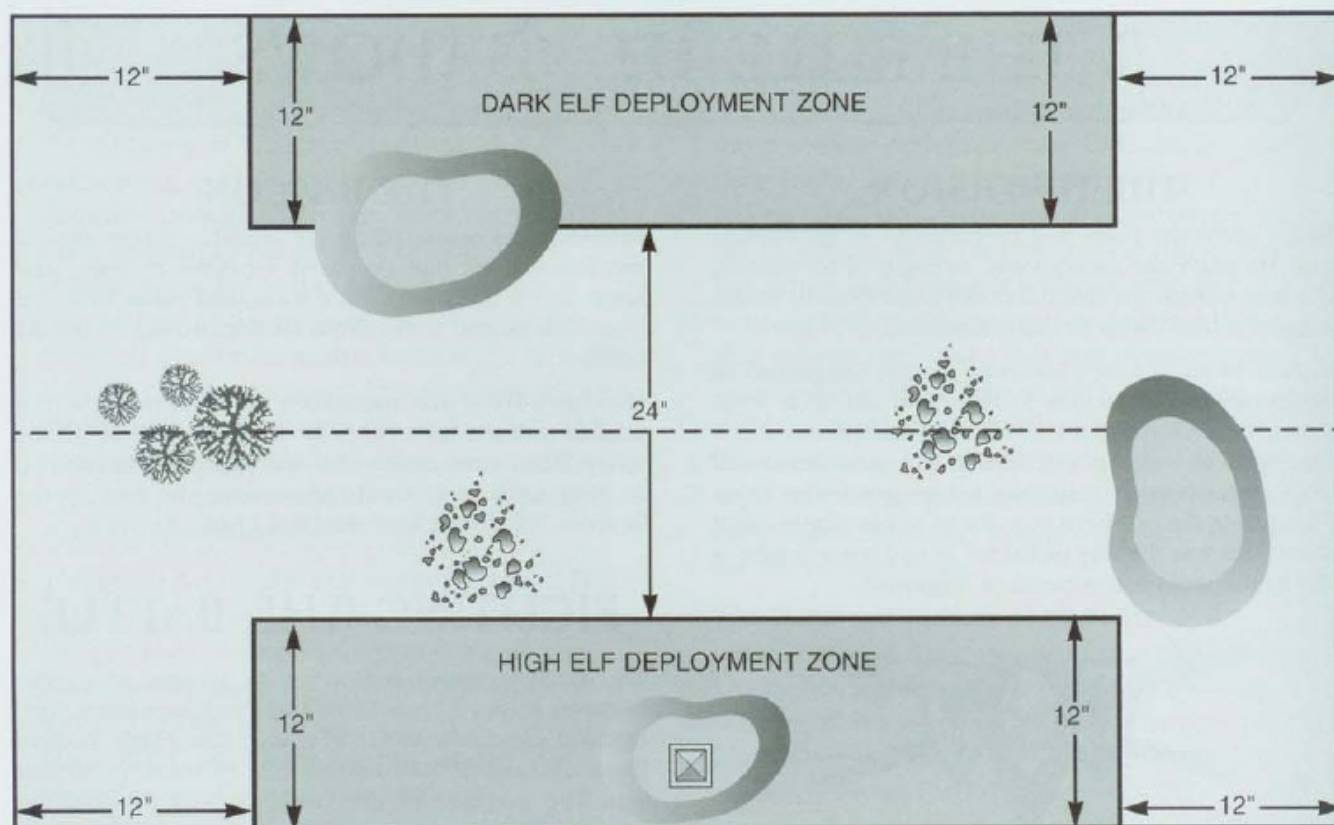
THE BATTLEFIELD

The battlefield is dominated by the pearl Beacon of Athel Maranth. The land around it is a typical coastal setting, with low sand hills and jagged rocks.

Set up the battlefield as shown on the map overleaf. Alternatively, you might prefer to generate the scenery randomly using the Terrain Generator in *Appendix III*, or agree on a variation of the battlefield to suit the scenery you have available.



BLOODED SHORES - SCENARIO I



Woods
Difficult Ground



Gently
Sloping Hill



Beacon



Rocks

THE BEACON

The Beacon is a fixed terrain feature which must be placed first. It should be placed in the High Elf deployment zone, as shown on the map above.

The Beacon of Pearls has a Toughness of 6 and 10 wounds. It can be attacked by shooting, magic that causes normal damage (ie the spell has a Strength rating) or in hand-to-hand combat. Any model in base-to-base contact with the Beacon hits it automatically.

THE ARMIES

Each player should refer to the Battle Scroll for his army in order to choose his forces for the battle. The Battle Scroll also describes any special rules which apply, as well as the victory conditions needed to win the battle, the gains victory will bring and useful tactical hints.

DEPLOYING FOR BATTLE

The High Elf army is defending the Beacon and is deployed first. The High Elf force is deployed no further than 12" from the High Elf player's edge and no closer than 12" to the side edges. Note that troops with special deployment rules (such as Ellyrian Reavers or Dark Elf Scouts) are deployed normally.

THE BATTLE

Who has the first turn?

The Dark Elves attack at sunrise and so have the initiative. The Dark Elf player will therefore have the first turn.

How long does the battle last?

The battle begins at sunrise and lasts until midday. To represent this, the game lasts for five game turns, each turn representing an hour of daylight in the original battle. Each player will therefore complete five turns unless the battle ends earlier in a 'sudden death' victory.



The Dark Elves know that more High Elf shore patrols are on the way to defend the Beacon, and they must abandon the attack after midday or be destroyed by overwhelming odds.

VICTORY OR DEFEAT

Sudden Death Victory Conditions

If the Dark Elves manage to destroy the Beacon, then the battle finishes at the end of that turn as a victory for the Dark Elf player.

Victory Points

If the battle continues until midday, decide who has won by counting up victory points, as described in the Warhammer Battles book. In the event that both sides have the same number of victory points, this is counted as a High Elf victory, because unless the Dark Elves win the battle, they are unlikely to raze the Beacon.

THE BATTLE OF SHADOWS

THE HIDDEN CAMP

Time and time again, the plans of the Witch King had been foiled because of the Shadow Warriors who tirelessly patrol the plains and hills of Nagarythe. But this time the Dark Elves were led by a general who knew all their secrets, including the locations of their hidden camps. Kaldor knew that he had to eliminate the Shadow Warriors' main camp, or else his supply lines would be continually harassed and his main force would never be safe from ambushes. In addition these troublesome meddlers could warn his accused brother of his approach too early, robbing him of the element of surprise.

Kaldor sent Caldath the Black, the master assassin of Karond Kar, to deal with the Shadow Warriors. He bid the master of the Poison Sword to rid him of all the Shadow Warriors or die trying. Caldath readily agreed. He had long wanted to test his mettle against the vaunted skills of the Shadow Warriors. Now he had his chance. Caldath gathered his flock of assassins, scouts and Dark Riders, and under the shadows of the night he marched to the hills of Adran.

Kaldor's plan might have easily succeeded had not the Dark Elf force been observed by the Great Eagles that still soared over the Shadowlands watching for intruders. One of them, Khaltar, the Wind Lord, surveyed the black-cloaked Dark Elves and immediately sped to warn the Shadow Warrior camp.

The warning came at the very last minute. The camp was almost completely surrounded, and the enemy was fast bearing down upon them. But the Shadow Warriors always slept with their armour on, using their shields as pillows and keeping their weapons to hand, knowing that such a surprise attack was always possible no matter how much they sought to conceal their camp. As soon as the warning cry of Khaltar woke them the camp was on its feet, ready to break out of the trap.

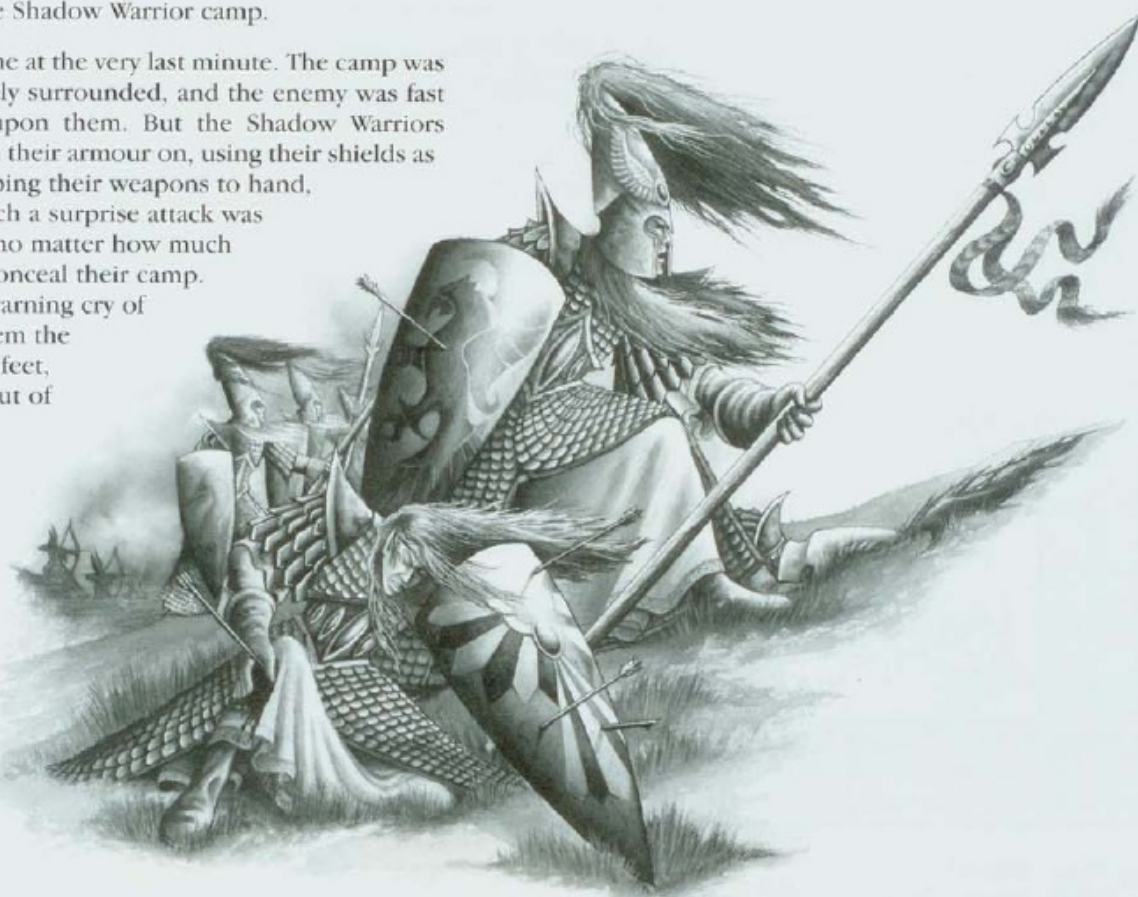
The Dark Elves, sensing their prey had been alerted to their presence, rushed in to slaughter the High Elves while they were still disorganised. They had

numerical superiority and had almost completely surrounded the Shadow Warriors. In the dim light of the morning Caldath scanned the hastily grouping Elves, eager to test his skills against the legendary Shadow Warrior, Alatar. Caldath did not have to wait long. A tall Elf, giving reassuring orders to his troops, stood in the middle of the camp. On his brow was a circlet of silver set with a single starstone. It was Alatar, the Prince of Shadows.

In Alatar and his Shadow Warriors the Dark Elves had met with a deadly hatred that matched their own. These were the Elves of the northern High Elf kingdoms who had lost everything in the wars against the Naggarothi. In the cold morning steel gleamed as the both groups of warriors drew their swords. A grim battle was about to commence.

FIGHTING THE BATTLE

The Battle of Shadows is the second in a series of clashes between the Dark Elves and High Elves that will eventually climax in a huge final battle. Each of these encounters will influence that battle in some important way. The outcome of this battle decides whether Kaldor's forces manage to destroy the main Shadow Warrior camp and thus secure the route over the plains of Nagarythe.



THE BATTLEFIELD

The setting for this battle is the camp of the Shadow Warriors high in the hills of the Shadowlands. Surrounding the camp are trees that hide the camp from the view of curious onlookers, and a large campfire around which the Shadow Warriors rest.

Set up the battlefield as shown below. Alternatively, you could generate the scenery randomly using the chart in Appendix III, or agree with your opponent on a variation to suit the scenery you have available.

THE ARMIES

Each player should refer to the Battle Scroll for his army in order to choose his forces for the battle. The Battle Scroll also describes any special rules which apply, as well as the victory conditions needed to win the battle, the gains victory will bring and useful tactical hints.

DEPLOYING FOR BATTLE

The High Elves were resting when the attack came, so the Dark Elves have the element of surprise. This means that the High Elf army is deployed first, and the Dark Elf army is deployed afterwards. Note that troops with special deployment rules (such as Shadow Warriors or Dark Elf Scouts) are deployed normally in this battle.

Who has the first turn?

The first turn of the game goes to the Dark Elf player. The Dark Elves surprised the camp and had almost completely encircled it before the alarm was sounded.

How long does the battle last?

The battle between the two forces lasted from the earliest hour of the morning to the end of dawn. The game therefore lasts for five turns, each game turn representing about an hour in the original battle. Each player will complete five turns, unless the battle ends earlier in a sudden death victory.

ESCAPE ROUTE

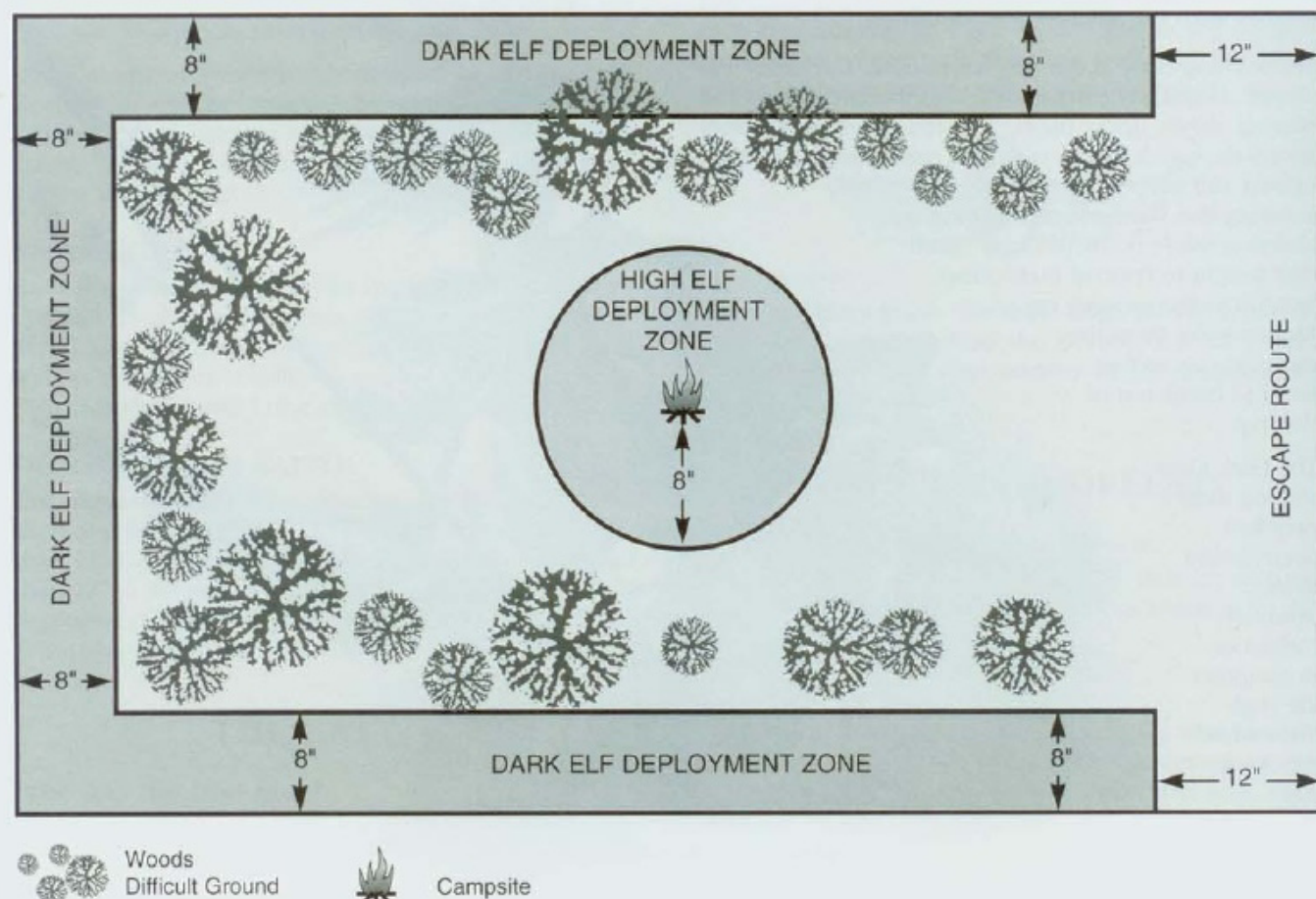
Any unbroken High Elf units can escape off the battlefield from the eastern table edge. Any escaping Shadow Warrior units can ambush the main Dark Elf force as explained on the High Elf Battle Scroll for this battle.

VICTORY OR DEFEAT

VICTORY POINTS

The battle continues for five turns, unless either side is completely wiped out during the fighting. Decide who has won by counting up victory points, as described in the Warhammer Battles book. The High Elves gain 1 victory point for each regiment that exits via the eastern table edge. In the event that both sides have the same number of victory points, this is counted as a Dark Elf victory as they are moving in so fast the High Elves cannot escape and will be wiped out. There is also a special bonus for the High Elf player: the more Shadow Warriors that manage to escape during the battle, the greater an advantage the High Elf player will have in the final battle.

BATTLE OF SHADOWS – SCENARIO II



DEFENCE OF EAGLE PASS

THE HIDDEN ROUTE

The main Dark Elf force executed a lightning march over the Plains of Twilight, while their Scouts made diversionary attacks to draw away the attentions of High Elf patrols. Kaldor marched straight towards the hidden mansion of House Coraith. He knew that his hated brother was mustering his forces by now, ready to march out to meet him. If he could strike swiftly enough he could catch the High Elves unaware, while they were still gathering their forces in the hidden vale.

There was still one more obstacle for Kaldor to overcome. The fortified mansion of House Coraith was hidden high in the Hills of Dusk, and there was only one pass through the jagged hills. The pass was hidden from view by powerful enchantments and protected by magical gates that could not be opened by force.

But Kaldor knew the secret password that was needed to open the gateway. His Scouts murdered the guardians of the gate with poisoned barbs shot from their crossbows, and Kaldor uttered the three words that were needed to open the gate. Thus the way to the hidden vale of House Coraith was open to the Dark Elves.



Kaldor knew that the pass would be heavily defended, and capable of warning the forces of House Coraith of impending doom. His carefully planned treachery could still be undone. The High Elves might still be alerted to his presence too soon.

Deciding to organize his main force first, Kaldor sent all of his fastest and most powerful troops to overrun the High Elf defences as quickly as possible. If he could wipe out the High Elf garrison of Eagle Pass quickly he would completely surprise the assembled host of his hated brother and utterly crush them, finally reclaiming his rightful domain.

THE SHIELD WALL

When Imrallion the Steadfast, Captain of the Eagle Pass garrison, saw the Dark Elf force rushing in from the hills he knew that he and his men were doomed. If he retreated, the Spawn of Naggaroth would catch his lord unaware and surely crush his unprepared troops. The families of the warriors would perish as well. Imrallion sent the fastest of his soldiers to carry the warning to Lord Calaidan, and then prepared his men for a battle that was surely lost before it had even started.

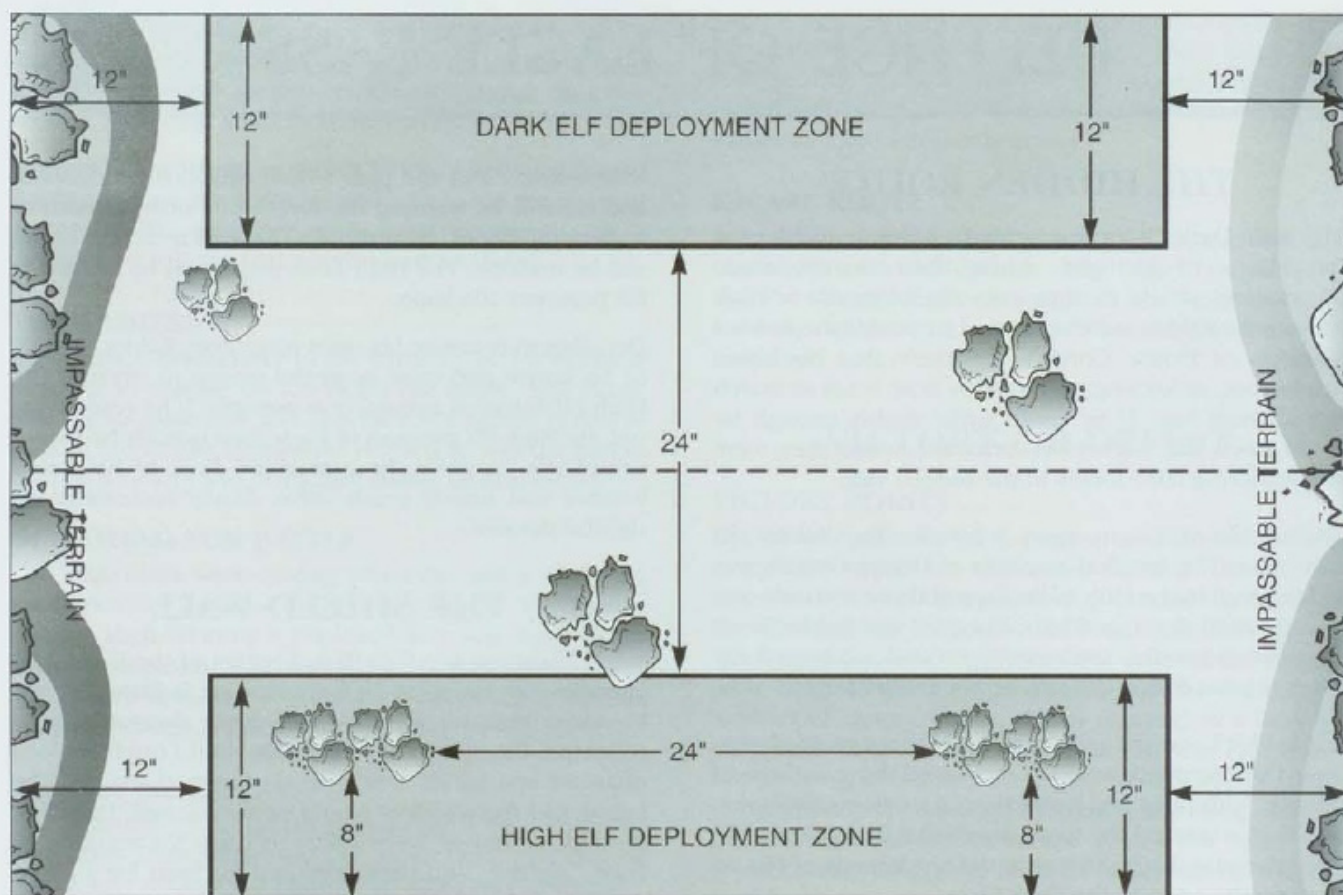
Soon the Elven shield wall stretched across the entire pass. The Elves had inscribed their names in moonrunes in the cliffside, so even though they would perish, they would be remembered by their kinsmen. Then they turned to face their foes, for the Dark Elves were upon them. The High Elves faced a far more superior force and they had no hope of survival. Even the advance force was twice as strong as the entire Elf contingent at Eagle Pass.

When Imrallion took his position at the head of his valiant troops, the High Elf warriors began to beat their shields with their weapons. "For House Coraith and Lord Calaidan!" cried Imrallion's son Yercion who stood in the first rank of the furthest regiment. The battle-cry was picked up by other warriors. Soon the air was full of the challenge of the High Elves. They were doomed, but would hold for as long as they could, buying time for their families to escape the clutches of the vile Dark Elves and for their comrades to prepare for the forthcoming battle.

FIGHTING THE BATTLE

The Battle for Eagle Pass is the third violent clash between the Dark Elves of Karond Kar and the High Elves of House Coraith. The outcome of this struggle decides whether the High Elf defenders of Eagle Pass can hold out long enough for Calaidan to assemble his troops and prepare his battle line. If the High Elves are victorious they will enjoy considerable tactical advantages in the final battle.

BATTLE FOR EAGLE PASS – SCENARIO III



Rocks

THE BATTLEFIELD

The most important features on the battlefield are the defensive positions prepared by the High Elf defenders of the pass. Otherwise the scenery mainly consists of rocky cliffs and boulders as one would expect from a mountain pass. The east and west table edges are impassable ground, representing the steep mountain faces surrounding the hidden pass.

Set up the battlefield as shown above. Alternatively you can generate your own version of the battlefield using the Terrain Generator in Appendix III, or agree with your opponent on a variation to suit the scenery that you have available.

The High Elf barricades should be placed as they are on the map above. They may be represented by two sections of wall or some model rocks.

DEPLOYING FOR BATTLE

Imrallion the Steady had prepared for such an attack all his life, but he had not expected it to come without warning or with such fury. Still his plans were laid out and his troops were ready to react to any threat.

For this battle the Dark Elf forces are set up first and then the High Elf force. This represents Imrallion's preparations and the fact that he may survey the marching Dark Elf columns before the main surge of troops comes within bowshot.

THE BATTLE

Who has the first turn?

The first turn of battle goes to the High Elf player. When the Dark Elves began their attack, the High Elves immediately replied with a shower of bolts and arrows, and started to manoeuvre into better positions, ready to sell their lives as dearly as possible.

How long does the battle last?

The battle will last as long as there is a single unbroken High Elf unit on the battlefield. As soon as there are no more unbroken regiments on the battlefield at the end of any High Elf turn, the battle ends. If, by some miracle, the High Elf player manages to destroy all the Dark Elves sent against them, he will gain the maximum benefits as given by the Battle Scroll. However, the main force of Kaldor will then march to the pass, and this will spell doom to any troops defending it. In any case, there will be no High Elf survivors.

VICTORY OR DEFEAT

THE FINAL STAND

The battle continues until all the valiant High Elves defending the pass are dead or have been forced to retreat. See the High Elf Battle Scroll for the effect that their heroic last stand will have.

THE BATTLE OF BROTHERS

CALL TO ARMS

A runner from Eagle Pass raced down the last hill. His heart pounding through both fear and exertion. Bravely he had thrown away his helmet and Ithilmar corslet, the lack of extra weight helping him to gain speed. When the guardians of Coraith mansion came to greet him, he shouted "The Dark Elves are at our gates! The Dark Elves are at our gates!"

Quickly the silver horns of the High Elves called the warriors of House Coraith to battle. Soon the hidden valley was full of High Elves mustering to attack the invaders. The Silver Helms mounted their noble steeds and brandished their lances. The archers and spearmen drew into their battle lines. Repeater bolt throwers were hastily wheeled into position. The White Lions, whose services King Finubar had lent to Calaidan, sharpened their axes, and expectation of the coming battle shone on their faces. Even though they had been caught off guard, the High Elves were still a force to be reckoned with. They were defending their homes and families, and there would be no giving up on them.

Lord Calaidan scanned the enemy ranks, and to his horror he recognized one of the banners: the great Sea Dragon of his brother Kaldor. At first Calaidan suspected Dark Elf trickery, but soon he heard the firm voice of the general, and recognized it as the brother he had long thought lost to him.



Now all was clear to Calaidan: how his enemy had guessed his plans, how the Dark Elves had known where to strike and what weaknesses to exploit. How they had found the mansion so quickly when it had been so well hidden and protected by both spells and guards? A cold rage gripped him, and he wept tears of sorrow for his people who had already perished because of the treachery of his brother. As the rage within him grew he swore to the gods above that he would restore the honour of his family by slaying the evil he had once loved as a brother.

Meanwhile in the village surrounding the mansion of Coraith the remaining High Elves were carrying their children to safer ground hidden high in the mountains while their menfolk prepared for battle. They knew that if the Dark Elves proved victorious then their families would suffer a fate worse than death. The warriors of House Coraith were well aware of this. This battle was no border skirmish or raid: today the destiny of the Shadowlands would be decided.

Calaidan mounted his Elven steed and raced to lead his force. On his right the Silver Helms, the nobles of his house, took up position. On his left mustered the deep ranks of his spearmen. If there had ever been two forces that were equal, they faced each other today in this valley.

Kaldor shouted orders to his men and then noticed his despised brother staring at him with cold, unforgiving fury in his eyes. "So now you know, brother," sneered Kaldor. "You should never have cheated me out of my birthright!"

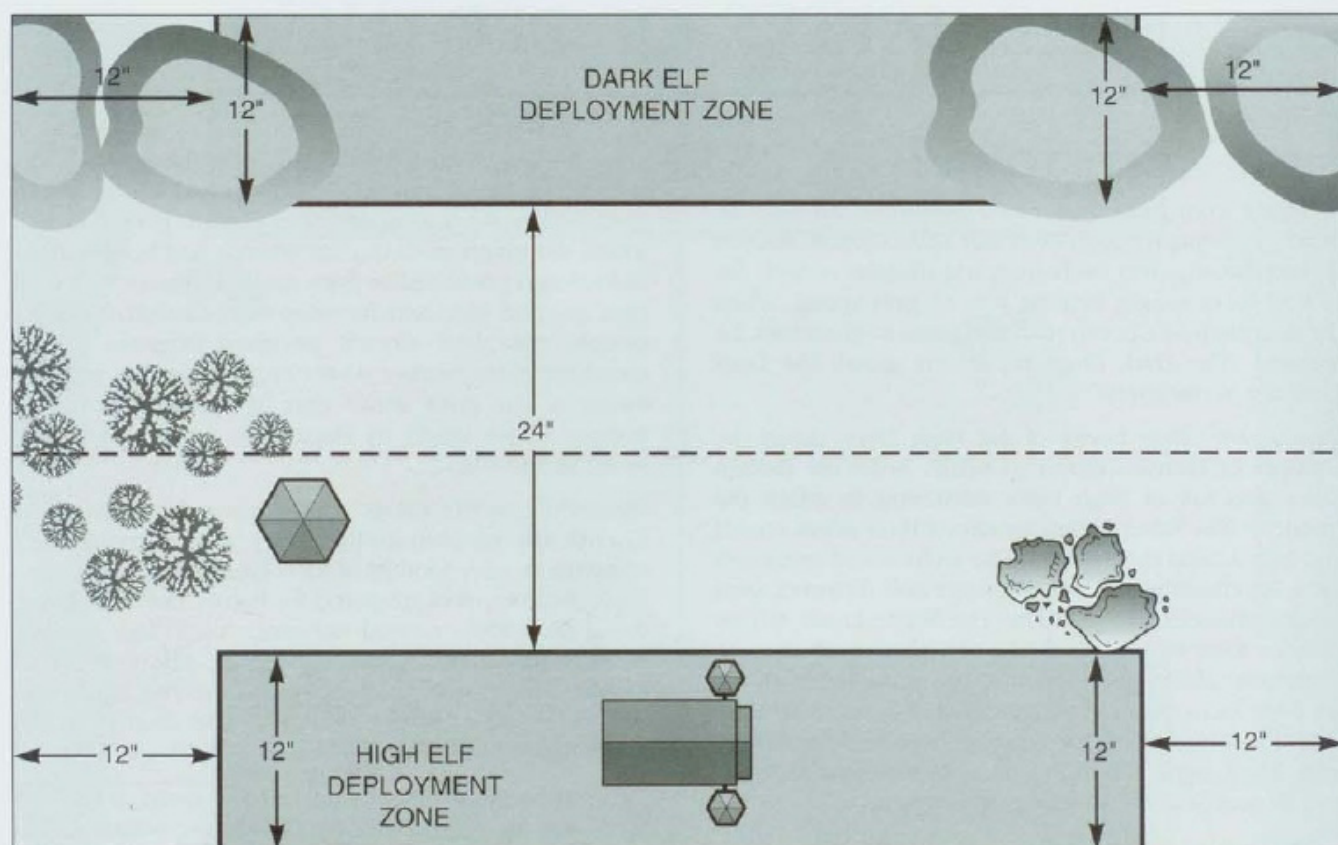
REVENGE OF KALDOR

For the last fifty years Kaldor had prepared for this moment. He had planned every detail, forming counter attacks for every tactic he thought his brother would use and forming new tactics of his own. Under his command he had a force that lusted after the blood of his enemies. Surely he could not lose!

The Dark Elf army of Karond Kar got ready for the kill. The City Guards from the bleak fortress formed up into their ranks. The great Cold Ones, held back by their black hearted riders snarled at their prey. Witch Elves unfurled their red standard, dipped in the blood of innocents slaughtered in the previous battle. The main force of Corsairs formed the middle of the Dark Elf battle line. The crossbowmen dipped their bolts in potent venom. Kaldor himself fixed his eyes on his brother. The bitterness of the long years in exile surfaced in his twisted mind. He drew his runesword, and gave the signal to attack. The Dark Elf host, wielding fire and steel charged.

Thus the scene was set for a bloody battle where no quarter was asked for or given. And in the heavens Isha, the mother of all Elves wept a single tear for the loss of her children.

THE BATTLE OF BROTHERS – SCENARIO IV



FIGHTING THE BATTLE

The Battle of Brothers is the final battle in a series of encounters between the High Elf force of Calaidan and the Dark Elf force of Kaldor. Each of the earlier battles will have influenced this final conflict in some important way. The outcome of this battle will decide whether the High Elves or the Dark Elves will gain a permanent foothold in the Shadowlands.

THE BATTLEFIELD

The main feature of the battlefield is the fortified mansion of House Coraith which is situated on the battlefield as shown on the map. The rest of the battlefield consists of woods, rocks and jagged hills.



Set up the battlefield as shown on the map. Alternatively, you might prefer to generate the scenery randomly using the Terrain Generator in *Appendix III*, or agree on a variation of the battlefield to suit the scenery that you have available.

THE ARMIES

Each player should refer to the Battle Scroll for his own army in order to choose his forces for the battle. Each Battle Scroll also describes any special rules which apply, as well as victory conditions and some pertinent tactical hints for the battle to come.

THE MANSION

At the beginning of the battle, the mansion of House Coraith was guarded by a contingent of High Elf Archers. The mansion is an excellent defensive position, ideally suited for Archers. You can deploy up to 20 Archers in the mansion, and they may all fire in any direction from the inside of the mansion. These Archers count as being in hard cover.

DEPLOYING FOR BATTLE

Kaldor's army should be deployed no further than 12" from the Dark Elf player's end of the table. The High Elf army should be deployed no further than 12" from the High Elf player's end of the table. Neither side may deploy troops within 12" of the side edges.

When the Dark Elf army marches to the battlefield, The High Elves fan out into battle-formation. How well prepared they are depends on the result of the third battle, *Defence of Eagle Pass*. If the High Elves held for seven turns then the entire Dark Elf army is deployed first and the High Elf army second. If this does not apply refer to the following instructions.

To represent deployment, each side should take turns at deploying a single unit, one after the other, starting with the Dark Elf player, until every unit is on the battlefield. Champions are deployed as part of their units. Independent characters are all deployed at once and are counted as a single unit for deployment purposes. War machines are all deployed at once if they belong to a unit, otherwise each counts as a separate unit.

Once one army has been completely deployed, the opposing army continues to deploy one unit at a time, and when it is his turn to deploy, the player who has already completed his deployment can move any one unit 4" towards the enemy. In this way, the smaller army can start advancing into battle while the larger opposing army is still deploying. The advancing army moves one unit at a time, but can move the same unit several times if the opportunity presents itself. No advancing units may be moved within 8" of enemy troops. Note that all the troops with special deployment rules, such as Dark Riders and Shadow Warriors must be deployed normally.

THE BATTLE

Who has the first turn

As both armies are preparing for battle, neither can claim the advantage. If the defenders of Eagle Pass held out for three turns, then the first turn goes to the High Elf player. Otherwise roll a dice to see who has the first turn.

How long does the battle last

The Battle of Brothers lasted from mid-day to late into the night. To represent this, the game lasts for six game turns, each game turn representing about an hour in the original battle. Each player will therefore complete six turns unless the battle ends earlier in a sudden death victory.



VICTORY OR DEFEAT

Sudden Death Victory Condition

If either of the players gets possession of both Tears of Isha, then the battle finishes at the end of that turn and the possessor of the Tears wins a decisive victory. This can only happen if Calaidan slays his brother Kaldor in single combat or visa versa.

Such is the power of the Tears of Isha that when the two jewels in the swords are brought together, the warrior who is wielding them will be all but unstoppable, and his troops will immediately rally around him. His opponents will lose heart and flee before the victorious heir of the Shadowlands.

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up victory points as described in the *Warhammer Battles Book*.

In the event of a draw on victory points, this battle will be counted as a High Elf victory. Unless the Dark Elves wins decisively, they will have to retreat back to their Black Ark and to Naggaroth as more Shadow Warriors and troops sent from the surrounding High Elf kingdoms rush to the aid of House Coraith and Lord Calaidan.

If the Dark Elves win, the Black Ark will sail ashore and land at the coast of the Shadowlands to form a permanent Dark Elf fortress within the High Elf kingdom. Over time the Witch King will send a growing number of troops to support Kaldor, and the whole of the Shadowlands may well eventually fall into his grasp. If this happens the land of the High Elves is in terrible danger.

BROTHERS IN BLOOD

The armies that took part in the actual Tears of Isba campaign are described, albeit in a cursory fashion, in the annals and chronicles of both the High Elves and the Dark Elves. The following accounts are based on 'Brothers in Arms' by the Dark Elf minstrel Furion. The historical comments are by Belannaer the Wise, of Hoeth.

THE BLOODED SHORES

THE TIDE OF BATTLE

The High Elves had thrown a defensive ring around the tower in order to protect it from attack. This, however had been stretched thin around the Beacon, and to take advantage of this Mortharor concentrated all his troops on the centre of the High Elf line. If he could break through, he would stand a good chance of destroying the Beacon itself.

The battle begun with an early success for the High Elves. Their missile-armed troops and cavalry managed to wipe out one of the Crossbow regiments, and Kelendar himself led his Silver Helms in a wide out-flanking movement.



The Dark Elves concentrated their attacks against the High Elf centre held by the Spearmen, and tied up any other units with their auxiliary troops. Everywhere the cold hatred the Dark Elves felt for their uncorrupted kin gave them an edge in battle, and regiment after regiment of High Elf troops were broken.

Only the large regiment of Spearmen stood between the Dark Elves and the Beacon. Under the awful pressure, the High Elf shield wall gave in. The Corsairs pursued the Spearmen and trampled them to the ground. The War Hydra followed close behind.

Now the route to the Beacon was left unguarded. All the High Elf regiments on the flanks were engaged and powerless to intervene. Smiling gleefully Mortharor charged the Beacon. The Corsairs struck the Beacon with astounding fury, and within moments they were joined by the massive War Hydra. The creature's foul flames split the foundations of the Beacon apart, and its massive talons cracked the stonework as if it was made of glass. Under the crushing bulk of the War Hydra, the structure of the High Elf Beacon shattered and huge blocks of stone were sent crashing to the ground, crushing to death many of its valiant defenders. Now there would be no aid for Calaidan from other Elven kingdoms. House Coraith stood alone against Kaldor's army.

Historian's Comment

The High Elf defenders fought with distinction. They identified the main Dark Elf threat and dealt with it immediately.

The Dark Elves concentrated their forces on a very narrow frontage, which allowed them to break through the High Elf lines. It was a risky tactic, for if they had slowed down, then the dark spawn of Naggaroth might have been outflanked by the swiftly moving High Elf cavalry.

Of all the regiments in the battle, the Corsairs did the most damage to the High Elves. The Dark Elf War Hydra was almost unstoppable, but in the end it was the Corsairs who proved victorious.

If the High Elves had concentrated their defence instead of spreading it out thinly, they might have been able to halt the Dark Elf attack and turn the battle in their favour. As it happened their desperately stretched battle lines could not stop such a concentrated attack.

THE ARMIES

The opposing armies that fought in the *The Blooded Shores* are described here.

SHORE RIDERS

Kelendar 185 points

Kelendar is armed with the *Spear of the Shores* which is his magical spear. He wears heavy armour, carries a shield and rides a barded Elven Steed.

Unit of 26 High Elf Spearmen . . . 428 points

The Spearmen are armed with heavy armour, shields and spears. The regiment includes a standard bearer, musician and a Champion who wields the *Blade of Leaping Copper*.

10 Archers 110 points

Armed with hand weapons and longbows.

5 Silver Helms 258 points

The Silver Helms are armed with lances and shields and wear heavy armour. They ride barded Elven Steeds. The unit includes a standard bearer carrying the *War Banner*.

10 Shadow Warriors 150 points

Skirmishers. Armed with hand weapons, shields, light armour and longbows.

20 Archers 220 points

Armed with hand weapons and longbows.

**5 Ellyrian Reavers 145 points**

The Reavers are each armed with a spear, light armour and a shield and ride Elven Steeds.

Total Points Value: 1,496 points

BLACK ARK REAVERS

The Dark Elves have 250 points of reinforcements for this battle.

Mortharor 199 points

Mortharor is armed with a hand weapon and wears a *Sea Dragon Cloak* and the *Dragon's Claw*.

22 Black Ark Corsairs 378 points

The Corsairs are each armed with two hand weapons and wear *Sea Dragon cloaks*. The regiment includes a Champion and a standard bearer carrying the *Standard of Shielding*.

20 Dark Elf Crossbowmen 260 points

The Crossbowmen are each armed with repeater crossbows and wear light armour.

6 Cold One Knights 312 points

The Cold One Riders are each armed with a lance, shield, wear heavy armour and ride Cold Ones. The regiment includes a standard bearer and a Champion carrying the *Parrying Blade*.

10 Dark Elf Scouts 130 points

The Dark Elf Scouts are armed with hand weapons and repeater crossbows.

1 War Hydra 225 points

Total Points Value: 1,504 points

THE BATTLE OF SHADOWS

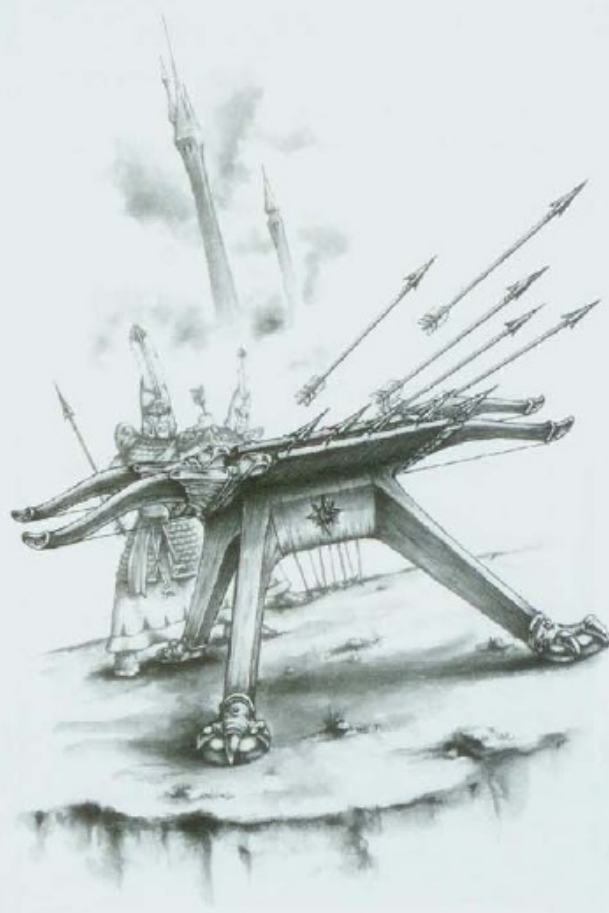
THE TIDE OF BATTLE

The Shadow Warriors rushed east towards safety, while the rest of the High Elf troops held their ground, fully prepared to sacrifice their lives in order to gain their comrades more time.

The Prince of Shadows led the delaying troops personally. His bow ended many Dark Elf lives, and for a while it seemed that the Dark Elves would suffer too many casualties to give proper pursuit. But then the Witch Elf regiment coming from the north crushed the archers standing in their way, spreading panic and death. Soon all was chaos as the Dark Elves surged through the Shadow Warriors' camp.

A small group of Shadow Warriors managed to escape the battle, and headed east, spreading the word of the approaching Dark Elves, gathering their kinsman for the coming struggle. Meanwhile everywhere they could the Dark Elves were slaughtering the High Elves in a series of bitter hand-to-hand combats. The Assassins cut swathes through the High Elf ranks, and the cackling Witch Elves bathed in the blood of the fallen. Alatar, shaking his fist, left the hopeless battle. Swearing his revenge, he disappeared into the shadows of the night.

So the battle ended in a Dark Elf victory, but the escaping Shadow Warriors reformed later that day and began mounting lightning raids on Dark Elf supply lines and marching columns. All was not lost yet. The plans of Kaldor had been spoiled, even though victory was his.



THE ARMIES

The opposing armies that fought in *The Battle of Shadows* are described here.

GUARDIANS OF THE SHADOWLANDS

Alatar 150 points

Alatar has a hand weapon and the *Jade Bow*. He wears light armour and is on foot.

12 Shadow Warriors 180 points

Armed with hand weapons, light armour, shields and longbows.

6 Shadow Warriors 78 points

Armed with hand weapons, shields and longbows.

6 Shadow Warriors 78 points

Armed with hand weapons, shields and longbows.

8 Archers 88 points

Armed with longbows.

6 Ellyrian Reavers 200 points

Skirmishers. The Reavers are armed with swords, spears, shields and wear light armour. They ride Elven Steeds. The regiment includes a Champion.

3 Great Eagles 225 points

Total Points Value: 999 points

Historian's Comment

The Assassins of Caldath attacked with total determination and utter ruthlessness. They had brought an overwhelming force and were prepared to do anything to wipe out the Shadow Warriors.

Because the High Elf force was split into many small units the Dark Elves, who had brought a much more traditional force, found it hard to wipe out the High Elves altogether.

Considering the advantages that the Dark Elves enjoyed in this battle, it is surprising that any of the High Elves escaped at all.

The High Elves were wise not to be drawn into unnecessary battles, and the Great Eagles supported them magnificently. With a little more luck, there was a chance that by sheer heroism of the High Elves, the Dark Elves could have actually lost the battle.



FLOCK OF ASSASSINS

The Dark Elves used 250 points of reinforcements in this battle.

Caldath 155 points

Caldath is armed with a repeater crossbow and two poisoned swords.

Mandrak, Dark Elf Assassin 85 points

Mandrak is armed with a repeater crossbow and two poisoned swords. He wears the *Armour of Meteoric Iron*.

Asurun, Dark Elf Assassin 72 points

Asurun is armed with a repeater crossbow and two poisoned swords. He wears heavy armour.

10 Dark Elf Scouts 130 points

The Scouts are armed with repeater crossbows.

10 Dark Elf Scouts 130 points

The Scouts are armed with repeater crossbows.

10 Dark Elf Crossbowmen 130 points

The Crossbowmen are each armed with repeater crossbows and wear light armour.

22 Witch Elves 325 points

The Witch Elves are each armed with two hand weapons. The regiment includes a standard bearer and a Champion carrying the *Strength Potion*.

6 Dark Riders 225 points

The Dark Riders are armed with spears and repeater crossbows and wear light armour. They ride Dark Steeds. The regiment includes a Champion.

16 Harpies 240 points

Total Points Value: 1,492 points

DEFENCE OF EAGLE PASS

THE TIDE OF BATTLE

The legend of the defence of Eagle Pass has survived, because one of the defenders, Tiacan of Cothique, lived through that terrible battle. He was knocked unconscious and buried under a mound of bodies. The Dark Elves, in their haste, failed to behead all of the corpses (as is their way after battle) but marched immediately against Calaidan. Thus the heroic deeds of Imrallion and his men live on in the memories of their kinsmen.

Under the steady eyes of Imrallion, the High Elves formed a classic battle line with alternating units of Archers and Spearmen. When the Dark Elves surged into the narrow pass, the High Elves showered them with steel-edged death, and concentrating their fire on the lightly-armoured Witch Elves, they managed to cause significant casualties. But the Dark Elf host was too numerous to be stopped by archery alone. The Dark Elves pressed onwards, without pausing to fire any of their own barbed bolts in response.

Imrallion stood at the first rank of his fellow warriors who had served under him in the Lothorn Sea Guard. Their ranks of spears deterred the first Dark Elf attack but then his regiment was engaged by the Witch Elves. A desperate and merciless battle raged as Malida personally challenged Imrallion to single combat. Around them the maniac Witch Elves fought against the disciplined ranks of the Sea Guard. Even though many Witch Elves died, the pressure of numbers soon turned the battle against the valiant High Elves.

Historian's Comment

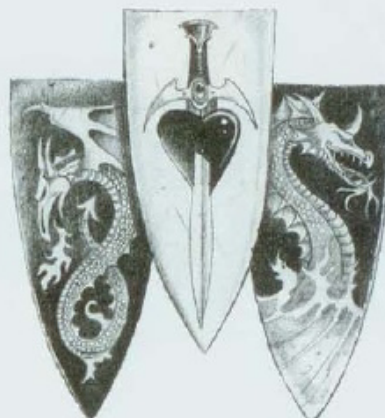
It was a wise decision to send the maximum number of reinforcements to this battle, for the narrow pass prevented the Dark Elves from using their superior numbers to the full. The Witch Elves might be some of the most potent fighters of the known world, but they lacked the armour to stop the High Elf spears and arrows and died in droves. Imrallion's will and determination kept the defence going even when it was evident that all was lost.

This battle would be remembered in the songs of the High Elf minstrels for a long time to come. The defenders might all be dead, but they would live forever in the memories of their kinsmen.



On Imrallion's left and right, the Dark Elves pressed their attack home. Many High Elves died, but not before dozens of Dark Elves had joined them. Inevitably, the Dark Elves began to gain the upper hand.

Finally only Imrallion stood against the might of the dark spawn. With a cry of desperation, he struck Malida and the evil Hag Queen, intoxicated by the battle, gave no thought for defence, and suddenly found herself on her knees, blood pouring from a mortal wound. Imrallion turned to face the rest of the Witch Elves, and four more died before he was finally struck from behind. Thus the battle ended, for no other High Elves opposed the Naggarothei anymore.



The Witch Elves bathed in the blood of the fallen, but their victory had come at a great cost. The death of so many High Elves had bought Calaidan enough time to summon his warriors and prepare for the onslaught of the Dark Elves. Today a great statue of Imrallion stands in the Hall of the Heroes in the Shrine of Asuryan, so that new generations of High Elf warriors may remember his courage.

THE ARMIES

DEFENDERS OF THE PASS

Note that the High Elves used 500 points of reinforcements in this battle.

Imrallion 144 points

Imrallion is armed with a sword, longbow, shield and is wearing the *Armour of Meteoric Ore*.

19 Lothorn Sea Guard 430 points

The Lothorn Sea Guard are each armed with spears, longbows and swords as well as wearing heavy armour and shields. The unit includes a musician, standard bearer carrying the *Banner of Defiance*, and a Champion carrying the *Enchanted Shield*.

20 Spearmen 325 points

The Spearmen are each armed with spears and swords as well as wearing heavy armour and shields. The regiment includes a Champion, musician and a standard bearer.

16 Spearmen 234 points

The Spearmen are armed with spears and swords as well as wearing heavy armour and shields. The regiment includes a musician and a standard bearer.

10 Archers 110 points

The Archers are armed with longbows.

5 Archers 55 points

The Archers are armed with longbows.

2 Repeater bolt throwers 200 points

Total Points Value: 1,498 points



BRIDES OF KHAINE

Malida 190 points

Malida is armed with the *Blood Blades* and wears light armour.

Witch Elf Hero 150 points

The Witch Elf Hero wields the *Flail of Skulls*.

23 Witch Elves 399 points

The Witch Elves are armed with two hand weapons. The regiment includes a Champion, musician, and a standard bearer who carries the *Banner of Might*.

20 Dark Elf City Guard 393 points

Half of the City Guard are armed with spears and the other half are armed with repeater crossbows. All have shields and light armour. The regiment includes a standard bearer and a musician.

10 Cold One Knights 509 points

The Cold One Knights are each armed with a lance, shield, wear heavy armour and ride Cold Ones. The regiment includes a standard bearer with the *Standard of Shielding* and a Champion.

6 Dark Riders 225 points

The Dark Riders are armed with spears and repeater crossbows and wear light armour. They ride Dark Steeds. The regiment includes a Champion.

Cauldron of Blood 125 points

Total Points Value: 1,991 points

THE BATTLE OF BROTHERS

THE TIDE OF BATTLE

Because of the dogged resistance of the defenders of Eagle Pass the High Elf army was fully prepared by the time the black-clad host of Karond Kar surged into the plains surrounding the High Elf mansion. The High Elves had formed a long battle line with the Sword Masters and White Lions in the centre, supported by archers and cavalry on the extreme flanks. The Dark Elves had split into a concentrated force poised to shatter the core of any High Elf resistance.

The massed High Elf archers sent volley after volley of arrows raining down on the Dark Elves, but the evil ones suffered only light casualties. Harpies swept down from above and tore into the bolt thrower batteries. The Sword Masters of Hoeth advanced to meet the threat of the Witch Elves, but in the ensuing battle the Brides of Khaine proved to be the superior troops overwhelming the disciples of the White Tower and cutting them down to the last Elf.

The High Elf cavalry tried a bold outflanking manoeuvre, but were caught by the Dark Elf Cold Ones and driven off in short order. The Black Ark Corsairs reached the High Elf battleline and soon had slain almost all of the High Elf archers. The White Lions fought valiantly against the Black Guard, but their flanks were soon threatened by the Witch Elves.

Calaidan could see his army crumbling all around him. His archers were dead, the repeater bolt throwers destroyed and his cavalry were fleeing. It would be a matter of moments before his centre would break and the Dark Elves could claim indisputable victory. In his desperation, Calaidan strode straight towards the centre of enemy lines, and challenged his traitorous brother to single combat. Smiling cruelly Kaldor accepted. This was the moment he'd been waiting for.

The two brothers struggled for an hour, but Kaldor was overconfident and despised his brother as a weakling. Feigning that he was growing tired, Calaidan let his defences down, Kaldor attacked sword held high and died by the deadly riposte of his brother's sword.

Calaidan raised both swords above his head as a sign of victory. Seeing that their leader was dead, a cry rose from the Dark Elf ranks. "All is lost!". A wave of panic ran through the Dark Elf army and many regiments turned to flee. Calaidan cut a swathe through the Dark Elves that dared to resist him, and with his terrible twin swords there was no defence against such fury. The Dark Elves retreated before the invincible warrior the best they could, and fled back to Eagle Pass. Having lost their will to fight they regrouped and headed back to the shore.

Hounded by the Shadow Warriors, only a very small group of Dark Elves managed to return to the *Harbinger of Pain* and set sail back to Naggaroth. The survivors knew that this was only a temporary respite, for now they would have to face the wrath of Malekith, the Witch King. They trembled with fear, for the ruler of the Land of Chill was not known for the virtues of compassion and mercy.



Meanwhile Calaidan built a great funeral pyre for his brother, and his weary and wounded men gathered around him. It was a sad sight: more than three quarters of the brave warriors of House Coraith had perished, and their bodies now littered the battlefield all around them. For many years to come House Coraith was too weak to consolidate its hold on the Shadowlands. But for now, victory was theirs. It would be a long time before the sails of the Dark Elf Black Arks would be sighted again on the coast of the Shadowlands.

Years later the Elven minstrels of Lothorn wrote the *Lay of Calaidan*, also known as the *War of Brothers*, where the deeds of these dark days were recorded. In the song it is said that Isha wept new tears for the slaughter of her children and marring of her land, and these tears were made into new jewels that would be the beginning of many new legends.

THE MUSTER OF CORAITH

Calaidan 341 points
Calaidan is armed with the *Deathsinger* and rides a barded Elven steed.

Alatar. 150 points
Alatar is armed with a hand weapon and the *Jade Bow*. He wears light armour.

6 Ellyrian Reavers 200 points
The Reavers are each armed with a spear, light armour and shield, and ride Elven steeds. The regiment includes a Champion.

5 Silver Helms 258 points
The Silver Helms are armed with lances, shields and wear heavy armour. They ride barded Elven Steeds and the unit includes a standard bearer carrying the *Standard of Shielding*.

20 Spearmen 325 points

The Spearmen are armed with spears and swords as well as wearing heavy armour and shields. The regiment includes a Champion, musician and standard bearer.

10 Shadow Warriors 150 points

The Shadow Warriors are armed with hand weapons, shields, longbows and light armour.

20 Archers 220 points

The archers are armed with hand weapons and longbows.

20 Archers 220 points

The archers are armed with hand weapons and longbows.

8 Archers 88 points

The archers are armed with hand weapons and longbows.

15 Sword Masters of Hoeth 359 points

The Sword Masters are each armed with double-handed swords and wear heavy armour. The regiment includes a Champion, musician and standard bearer with the *Banner of Might*.

20 White Lions of Chrace 389 points

The White Lions are each armed with double-handed axes, and wear heavy armour and White Lion pelts. The regiment includes a musician, standard bearer and a Champion.

3 Repeater Bolt Throwers 300 points

Total Points Value: 3,000 points

THE DARK ELVES OF KAROND KAR**Kaldor 230 points**

Kaldor is armed with the *Doomsinger*. He wears heavy armour, carries a shield and rides a Dark Steed.

Witch Elf Hero 150 points

The Witch Elf Hero wields the *Flail of Skulls*.

Caldath 155 points

Caldath is armed with a repeater crossbow and two poisoned swords.

Dark Elf Assassin 85 points

The Dark Elf Assassin is armed with a repeater crossbow and two poisoned swords. He wears the *Armour of Protection*.

22 Witch Elves 325 points

The Witch Elves are each armed with two hand weapons. The regiment includes a standard bearer and a Champion carrying the *Strength Potion*.

22 Black Ark Corsairs 353 points

The Corsairs are each armed with two hand weapons and wear *Sea Dragon Cloaks*. The regiment includes a standard bearer and a Champion.

6 Cold One Knights 317 points

The Cold One Knights are each armed with a lance, shield, wear heavy armour and ride Cold Ones. The regiment includes a standard bearer with the *Standard of Shielding* and a Champion.

10 Dark Elf Scouts 130 points

The Scouts are armed with repeater crossbows.

10 Executioners 176 points

The Executioners are armed with double-handed axes and wear heavy armour. The regiment includes a musician.

6 Dark Riders 225 points

The Dark Riders are armed with spears, repeater crossbows and wear light armour. They ride Dark Steeds. The regiment includes a Champion.

16 Harpies 240 points**20 Black Guard of Naggaroth 418 points**

The Black Guard are armed with halberds and wear heavy armour. The regiment includes a Champion, musician and standard bearer carrying the *Banner of Might*.

2 Repeater Bolt Throwers 200 points

Total Points Value: 3,004 points

Historian's Comment

The Dark Elves came to battle equipped mainly for close combat, while the High Elves were prepared to fight a missile duel.

Unfortunately for the High Elves, their bows had little effect on the dark spawn of Naggaroth, and soon the High Elves were engaged in a series of hopeless mêlées across the battlefield. The individually superior battle skills of the Dark Elves soon started to tell and the whole High Elf army teetered on the brink of destruction. It is a good lesson for aspiring generals not to rely too heavily on missile troops.

The Dark Elf Harpies and Scouts soon silenced the dreaded Repeater Bolt Throwers, and once the Dark Elf regiments got stuck in there was little the lightly armoured Archers could do.

In the end it was the personal valour and prowess of Calaidan that saved the day which would have otherwise ended in a catastrophic defeat.

The battle between Kaldor and Calaidan was truly legendary, and it shall be remembered in the songs of the Elven minstrels. It also shows that no matter how desperate the situation, there is always a chance of victory!

USING OTHER ARMIES

The Tears of Isba campaign is based on the tales told by High Elf and Dark Elf minstrels and bards. Not surprisingly, the details of the battles vary greatly. Although the War of the Brotherhood was fought against Dark Elves, the High Elves have many other enemies that threaten their land, both in Ulthuan and elsewhere in the Warhammer world. It is therefore interesting to try out the same campaign scenario using different enemies for the High Elves. What follows are a few suggestions on how to do this.

ADAPTING THE CAMPAIGN

It is easy to adapt this campaign for another army instead of the Dark Elves. This is because it is mainly the High Elf player who has so much to gain in the final battle as a result of the outcome of earlier conflicts. The enemy tries to gain their own edge in the last battle by denying him such advantages. Therefore all that needs to change in the scenario is the choice of army to fight against the forces of Ulthuan. Another race may replace the Dark Elves, but their motives and strategy in the campaign remains roughly the same. Battle tactics, however will be new and different because you will be using a different army.



If you want to try another army as opponents for the High Elves, be prepared to apply generous amounts of imagination and common sense to adapt the various victory conditions and special rules for each scenario. It will all be straightforward enough, but some modifications may need to be made.

What follows are suggested scenario lists for different opponents for the High Elves in this campaign. Feel free to adapt these lists as you wish – provided your opponent agrees, of course!

SPECIAL CHARACTERS

In this campaign, the Dark Elf player is provided with special characters to lead each of his armies. If you are using a different army in place of the Dark Elves, you will of course have to invent your own campaign characters and give them names. These lists will give you some idea of the sort of characters to use. Characters who survive earlier battles can, of course, be chosen again to fight in the final battle.

LIZARDMEN

Imagine that the High Elves have established a colony in far-off Lustria. Their presence, however, is against the Great World Plan of the Old Ones, and thus one of the powerful Mage-Priests decides to drive the High Elf intruders away from his domain. He knows that the High Elves have constructed their defences carefully and prepares a cunning plan to vanquish them.

SCENARIO I

The setup remains essentially the same. The Mage-Priest Kalauqual has sent one of his lieutenants to attack the High Elves defending the shoreline while he himself leads the main army through the jungle to deal with the upstarts. The High Elves defend their beacon which guides their ships to the new colony.

The Lizardman army consists of 1,250 points of troops. The Lizardman player may choose from the following list. As in the actual campaign the reinforcements may not account for more than 500 points.

CHARACTERS

1 Saurus Hero

The Hero leads the Lizardman army and so counts as the army's General, even though he is not a Lord. You may choose a Hero from the Lizardman army list, armed and equipped as permitted by that list. The Hero is on foot, and may carry a magic item worth up to 75 points.

Champions

You may choose one Champion for each regiment in your army, armed and equipped as the rest of the unit. He may have a magic item, up to a value of 25 points.



REGIMENTS

Any number of Saurus Warriors

0-1 Stegadon

Any number of Skinks

REINFORCEMENTS

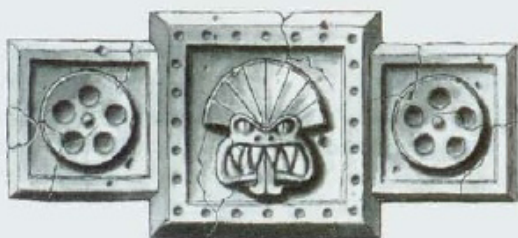
0-1 Terradons

0-1 Cold One riders

SCENARIO II

The plot of this scenario differs slightly from the original, in that the High Elf scouting forces of Shadow Warriors, Ellyrian Reavers and Archers are ambushed in their camp by the Lizardmen advance force.

The Lizardmen army consists of 1,250 points, chosen from the Lizardman army list in *Warhammer Armies – Lizardmen*. Choice is limited to those troop types listed here. Wherever the scenario calls for an exception to the list, this will be indicated below. Note that you must divide your force between mounted and unmounted troops exactly like in the original battle.



CHARACTERS

1 Saurus Hero

The Saurus Hero leads the Lizardman army and counts as its General. You may choose a Saurus Hero from the Lizardman army list, armed and equipped as permitted by that list. He has a single magic item worth up to 75 points. He is on foot.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each may have a magic item, worth up to 25 points.

REGIMENTS

0-1 unit of Saurus Temple Guard

The regiment may carry a magic standard, worth up to 50 points.

0-1 unit of Saurus Warriors

0-1 unit of Cold One riders

0-1 unit of Kroxigor

Any number of units of Skinks

REINFORCEMENTS

The reinforcements may be chosen from the list above, and they may not exceed 500 points as in the original scenario.

SCENARIO III

The High Elf colony is situated in a sheltered haven, surrounded by high hills with only one fortified pass. The Lizardmen have to strike quickly against the guardians of the pass, so that the High Elves won't have time to muster their forces properly.

The Lizardmen army consists of 2,000 points, chosen from the list in *Warhammer Armies – Lizardmen*. Choice is limited to those troop types listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

1 Saurus Hero

The Hero leads the Lizardman army as its General even though he is not a Lord character. You may choose a Hero from the Empire army list, armed and equipped as permitted by the list. He is on foot, and can have a magic item, worth up to 75 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a single magic item, up to a value of 25 points.

REGIMENTS

0-1 Saurus Temple Guard

The unit of Temple Guard may have a magic standard, up to a value of 50 points.

0-1 unit of Kroxigor

0-1 Stegadon

Any number of units of Saurus Warriors

Any number of units of Skink Warriors

Any number of units of Cold One riders

REINFORCEMENTS

The reinforcements may be chosen from the list above, and they may not exceed 500 points as in the original scenario.



THE FINAL SCENARIO

As in the original, this is a fight to death. The Lizardmen, led by the Slann Mage-Priest Kalauqual himself, march to drive the High Elf invaders back into the sea. The High Elves muster all their available troops to defend themselves.

The Lizardman army consists of 3,500 points, commanded by Mage-Priest Kalauqual. The army can be larger than this if both players agree, any points bonus or penalty resulting from reinforcements, victory or defeat in a previous battle will still apply.

The Lizardman army is chosen from *Warhammer Armies – Lizardmen*. The choice is limited to the troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

Kalauqual

Kalauqual is a Slann Mage-Priest Champion. He leads his army as a General and rides a Palanquin. Kalauqual may be armed and equipped as you wish, and may have up to two magic items worth up to 100 points.

Heroes

You may choose any number of Heroes from the Lizardmen army list, armed and equipped as permitted by the list. A Hero may be on foot or ride a Cold One where permitted by the Army list, and may have a magic item worth up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item worth up to a value of 25 points.

0-1 Skink Shaman

You may choose one Skink Shaman. He uses Battle Magic and may have a magic item worth up to a value of 50 points.

REGIMENTS

0-1 unit of Temple Guard

This unit may have a magic standard worth up to a value of 75 points.

0-1 unit of Terradons

0-1 Lizard Swarm

0-1 Serpent Swarm

0-2 Stegadons

0-3 Lizard Swarms

0-6 Salamanders

Any number of units of Saurus Warriors

Any number of units of Skink Warriors

Any number of units of Cold One riders

Any number of units of Kroxigor

REINFORCEMENTS

The reinforcements can be chosen from the regiments listed on this page, and may not exceed 500 points as in the original scenario.

THE EMPIRE

The High Elves control the trade routes to distant Cathay, bringing unimaginable wealth to the princes of Ulthuan. Many races covet their privileges and have assaulted their fortresses that guard these trade routes. Imagine that a particularly greedy Elector Count of the Empire gathers an army and fleet and tries to take out one of the fortresses guarding the sea lines. If he can do this he can end the High Elf dominance of trade.

SCENARIO I

The wily count Kaistermann sends out part of his troops to assault the High Elf beacon that stands apart from the main fortress situated on higher ground. This is done to draw as much attention as possible while the main Empire army advances, and also to destroy the beacon so that the High Elves cannot call for more reinforcements.

The Empire army consists of 1,250 points of troops. The Empire player may choose from the following list. As in the actual campaign the reinforcements may not account for more than 500 points.

CHARACTERS

1 Empire Hero

The Hero leads the army and so counts as the army's General, even though he is not a Lord character. You may choose a Hero from the Empire army list, armed and equipped as permitted by the list. He is on foot and may have a magic item up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army armed and equipped as the rest of the unit. Each Champion may have a magic item up to a value of 25 points.

REGIMENTS

0-1 unit of Knights Panther

This unit may have a magic standard up to a value of 25 points.

0-1 unit of Ogres

0-1 Griffon

Any number of Halberdiers

Any number of Crossbowmen

0-1 unit of Kislev Horse Archers

0-1 unit of Archers

REINFORCEMENTS

The reinforcements may be chosen from the list above, and they may not exceed 500 points as in the original scenario.

SCENARIO II

Count Kaistermann marches ever deeper into the domain of the High Elves, but his troops are encountering an increasing resistance by the High Elf rangers and mounted Ellyrian Reavers. One of his retainers, while scouting the land, surveys the camp of the High Elves. Kaistermann decides to strike against it.

The Empire army consists of 1,250 points chosen from the list in *Warhammer Armies – Empire*. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below. Note that you must divide your force between mounted and unmounted troops exactly as in the original battle.

CHARACTERS

1 Empire Hero

The Hero leads the army and so counts as the army's General, even though he is not a Lord character. You may choose a Hero from the Empire army list, armed and equipped as permitted by the list. He is on foot or riding a warhorse and may have a magic item up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item worth up to a value of 25 points.

REGIMENTS

0-1 unit of Knights Panther

This unit may have a magic standard up to a value of 50 points.

0-1 unit of Outriders

0-1 unit of Pistoliers

0-1 unit of Halflings

Any number of units of Archers

Any number of units of Hand Gunners

Any number of units of Crossbowmen

Any number of units of Kislev Horse Archers

REINFORCEMENTS

The reinforcements may be chosen from the list above, and they may not exceed 500 points as in the original scenario.

SCENARIO III

The Count strikes against the main High Elf fortress. The last obstacle in his way is the fortified High Elf pass. The count sends one of his captains to deal with the High Elves while he himself prepares his main army for battle.

The Empire army consists of 2,000 points chosen from *Warhammer Armies – Empire*. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.



CHARACTERS

1 Hero

The Empire Hero leads the army, and is counted as the army's General, even though he is not actually a Lord character. You may choose a Hero from the army list armed and equipped as permitted by that list. He may have a magic item worth up to 50 points. The Hero rides a warhorse.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item, up to a value of 25 points.

REGIMENTS

0-1 unit of Knights Panther

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Knights of the Blazing Sun

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Knights of the White Wolf

This unit may have a magic standard, up to a value of 50 points.

Any number of units of Halberdiers

Any number of units of Crossbowmen

Any number of units of Halberdiers

REINFORCEMENTS

The reinforcements may be chosen from the list above, and they may not exceed 500 points as in the original scenario.

THE FINAL SCENARIO

The army of Count Kaistermann assaults the main fortress of the High Elves, determined to crush the Elves once and for all. If he succeeds here he can drive the High Elves away from the island permanently and claim it as his own.

The Empire army consists of 3,500 points. The army can be larger than this if both players agree to play to a higher points value, any adjustment to the number of points resulting from reinforcements, victory or defeat in a previous battle will still apply.

The Empire army is chosen from the Empire army list in *Warhammer Armies – Empire*. Choice is limited to those troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

Count Kaistermann

Count Kaistermann leads the army as its General. He is a Lord character chosen from the army list, armed and equipped as permitted by the list. He may have a magic item, up to a value of 100 points and may be on foot, ride a warhorse or a monster.

Any number of Heroes

You may choose any number of Heroes from the army list, armed and equipped as permitted by the list. A Hero may have a magic item worth up to 50 points. The Heroes may be on foot or ride warhorses.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item up to a value of 25 points.



0-1 level two Wizard

The Wizard may have a magic item worth up to 50 points. He may be on foot or ride a warhorse. He uses Battle magic.

REGIMENTS

0-1 unit of Knights Panther

This unit may have a magic standard up to a value of 75 points.

0-1 unit of White Wolves

This unit may have a magic standard up to a value of 50 points.

0-1 unit of Ogres

0-1 unit of Knights of the Blazing Sun

This unit may have a magic standard, up to a value of 50 points.

0-1 unit of Reiksguard foot troops

0-1 unit of Outriders

0-3 War Wagons

0-3 Great Cannons

0-1 Helblaster Volley Gun

Any number of units of Halberdiers

Any number of units of Spearmen

Any number of units of Kislev Horse archers

Any number of units of Crossbowmen

Any number of units of Greatswords

Any number of units of Pistoliers

Any number of units of Archers

Any number of units of Hand Gunners

SETTING UP THE BATTLEFIELD

There are four battles in the Tears of Isha campaign and campaign maps included with each scenario to give you an indication of how to set up each battlefield. The various High Elf fortifications and buildings are the central features of these battles and card models representing them have been included in the campaign pack for you to use.

For the rest of the battlefield's terrain, you will need to rely on the collection of terrain pieces that you will have, no doubt, been diligently modelling.

THE BATTLEFIELD

The battlefield on which you play out the campaign needs to be laid out on a large, level area. A dining room table or board laid on top of a bed and covered with a green cloth will usually do the job. For simple convenience, we will refer to the playing area, whatever it is made out of, as the table.

The best and most practical size of table for this campaign is 4 feet by 6 feet. This is about the size of a typical dining room table or single bed, and fits reasonably well into an average small room with enough space to sit around it. All the battles described here were fought on tables of this size. For convenience, everything is described as if for a 4 x 6 foot table. You will easily be able to adapt these guidelines to suit any other practical size of table, whether larger or smaller.

BATTLEFIELD ZONES

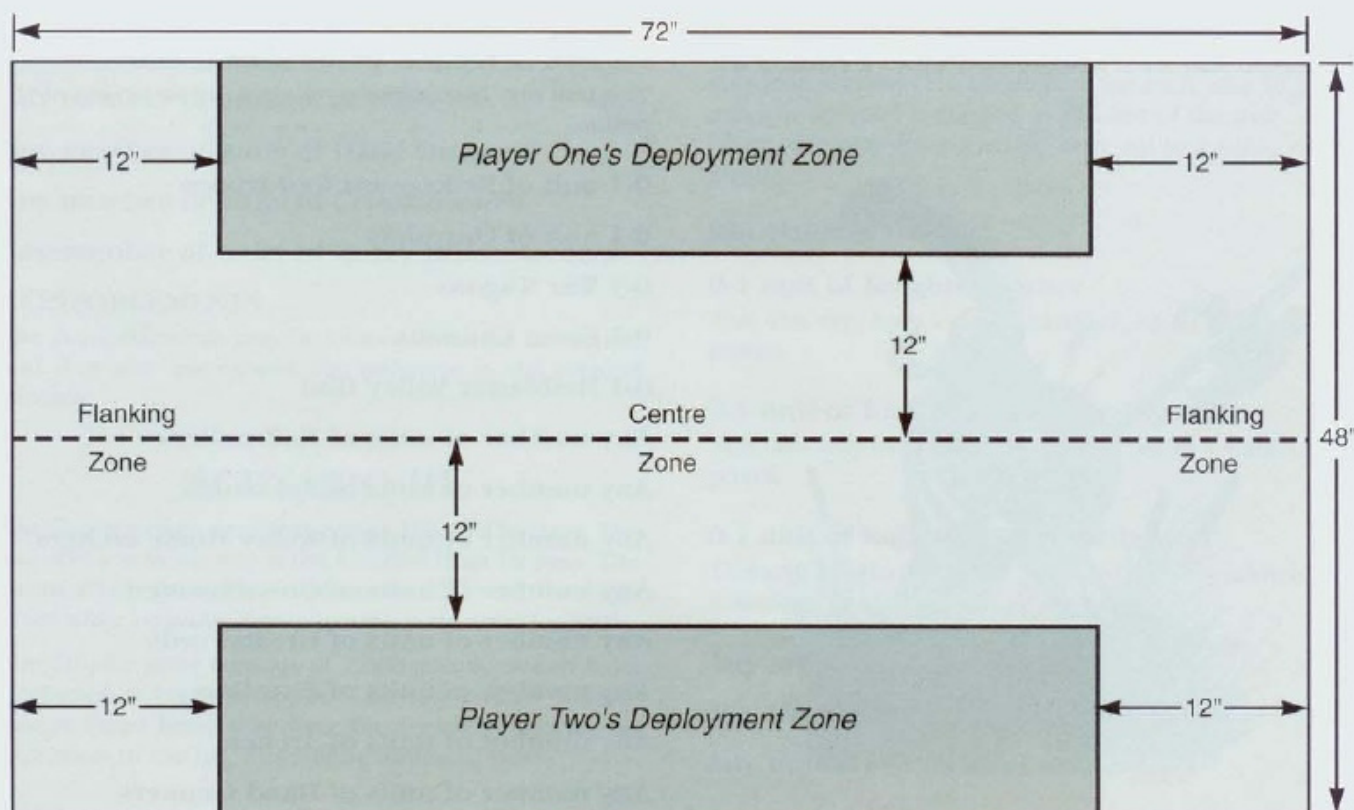
Campaign games often differ from the normal game layout, so it is important to define various zones of the table. These are useful for laying out scenery and deploying the troops in a variety of ways to fit different scenarios.

Whatever the size of your playing area, you will need to determine each player's table edge and each player's half of the table. To do this, first use an imaginary line to divide the table across the middle. When setting up the table for a battle all such lines can be marked with rows of dice, for example. The line joins the two short edges of the table. Each player's table edge is therefore one of the longer edges of the table.

Each player deploys his army within his half of the table, inside his deployment zone. The deployment zone is usually 12" from the imaginary line that divides the table in half, but this may vary according to the scenario. Usually, the opposing armies deploy no closer than a bowshot apart (24"). The zone may vary depending on the width of the table.

The deployment zone does not run right up to the sides, but stops 12" from each of the shorter edges. This creates space for troops to move out onto the flanks from the initial deployment zone.

The area from each table edge to the edge of the deployment zones can be described as the flanking zone. The area enclosed by the player's deployment flanking zones will be the middle of the table.



THE BATTLEFIELD MAPS

Each battle in the campaign comes with a map showing the layout of the battlefield. It is entirely up to you and your opponent how closely you follow these maps. If you do not have any of the terrain pieces marked on the map, now is a good time to start making them. Alternatively, you could both agree to change the layout of the map in any way you like to fit what scenery you do have. The maps are there to suggest the kind of scenery that is on the battlefield; use them as the basis for your own battlefields but you do not have to follow them precisely. Some terrain features are positioned so as to create tactical problems and opportunities, so if you vary the map, you will be creating different problems and opportunities each time.

TERRAIN FEATURES

Any item of model scenery is referred to as a terrain feature. This can be a hill, hut, river or wood, for example. There are endless different possibilities for model scenery, but any particular item will belong to one of several broad categories: hills, woods, obstacles, difficult ground, buildings, and so on. Some items of terrain are really impressive if they are very big, such as a gently sloping hill. Other items would be useless if they were too big or too small, because they would either restrict movement too much or prevent you from placing models on them. As a rule, the handiest size for a terrain feature is not larger than a dinner plate in area. If you do want to use a larger item, count it as a double terrain feature, worth two smaller features, when laying out the battlefield using the Terrain Generator.

GENERATING TERRAIN

The battlefields in this campaign can be set up using a modified version of the Terrain Generator system in the Warhammer rulebook as an alternative to the maps provided. The chart on this page is designed to create the idyllic landscape in which the campaign takes place. Don't worry if you generate items of terrain you don't have; in such cases just re-roll until you get a result you can use. Alternatively, such results provide a great excuse to go ahead and model some new types of terrain to add to your collection!

Begin with both players sitting on opposite sides of the table. Each player rolls a D6 and the highest scoring player goes first. To generate a piece of scenery, roll 2D6 and consult the chart on this page. The player places the terrain piece somewhere in his own half of the table, then the other player rolls and places the next relevant piece. Whenever it is his turn to place a piece of scenery, a player may choose to stop placing terrain and declare that he is satisfied with the battlefield as it is. The other player then has the option of generating and placing one more piece if he wishes. The layout of the battlefield is then complete.

Note that some scenarios require a fixed terrain feature, such as a road or village, which must be placed before any other terrain is randomly generated. These will be noted in the relevant scenarios.

TERRAIN GENERATOR CHART

Adapted for the *Tears of Isba* campaign.
Roll 2D6 to determine each item.

2 STREAM OR RIVER

The stream or river must enter and leave at a table edge. It may have a single crossing place, such as a bridge (rare in this region, and then likely to be guarded by a watchtower), or a ford if you wish.

3 BURIAL MOUND

This can be the burial mound of a High Elf noble, or some other long forgotten hero of the distant past. It can be represented by a heap of boulders, including a carved monolith. It is impossible to move over.

4-5 BURNED WOOD

This part of the ancient forests of Nagarythe has been burned down ages ago.

6 DIFFICULT GROUND

Choose an area of difficult terrain such as boulder-strewn ground, bog or marsh, or an area of loose rocks.

7 GENTLY SLOPING HILL

A gently sloping hill on which troops can gain an advantage when shooting and fighting.

8 STEEP HILL

A steep hill is difficult to move over. It may have cliffs on one or more sides that are impossible to move over.

9 STANDING STONE

A lone standing stone is situated on the battlefield. Any wizard character in base-to-base contact with the stone can draw one extra magic card at the beginning of each magic phase.

10-11 RUINS

Up to three or four ruined buildings arranged close together, representing one of the many ruined High Elf villages or mansions that once dotted the landscape of Nagarythe. Now no permanent dwellings remain in the bleak Shadowlands.

Any unit occupying one of these ruined buildings will count as being in hard cover and may therefore claim a defended obstacle bonus against any attackers.

12 VERY DIFFICULT GROUND

Terrain that is very difficult to cross, such as an area of huge boulders, sheer cliffs or a steep-sided ravine.

SCENARIO I - THE BLOODED SHORES

High Elf Player's Battle Scroll

SHORE RIDERS

The High Elf force consists of 1,500 points plus up to 500 points of reinforcements if you choose to include them. These are chosen from the army list in *Warhammer Armies High Elves*. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Kelendar

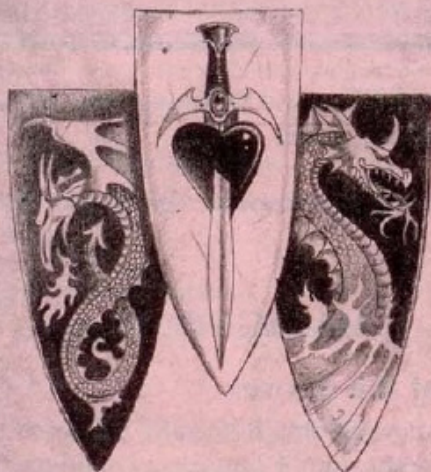
The Elves are led by Kelendar himself, who counts as the army's General.

Champion

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item up to a value of 25 points.

0-1 High Elf Mage

You may choose one Mage (magic level 1). He may use High Magic. The Mage is either on foot or may ride an Elven Steed, and can have a magic item up to a value of 50 points.



REINFORCEMENTS

You may spend up to 500 points on reinforcements. These will be deducted from the points value in the final battle. The reinforcements are chosen from the list below.

0-1 Tiranoc Chariot

The reinforcements may include a single Tiranoc Chariot.

Shadow Warriors

The reinforcements may include one unit of Shadow Warriors.

REGIMENTS

0-1 Unit of Silver Helms

Your army may include one unit of Silver Helms. This unit may have a magic standard up to a value of 50 points.

0-3 Units of Shadow Warriors

Your army may include up to three units of Shadow Warriors.

Ellyrian Reavers

Your army may include any number of Ellyrian Reaver units.

High Elf Spearmen

Your army may include any number of Spearmen units.

High Elf Archers

Your army may include any number of Archer units.



VICTORY GAINS

If the Elves win the battle, the Beacon will be saved and it can guide High Elf warships to the aid of Calaidan. Your army may then include Lothorn Sea Guard. Also, the Tiranoc Charioteers who patrol the coastline will race to help the High Elves of House Coraith. You may therefore choose up two Tiranoc Chariots in the final battle if you win this scenario.

TACTICAL HINTS

Defend the Beacon at all costs!

The Beacon has plenty of wounds, but a determined enemy can still bring it tumbling down. Try to cover it from any attack. You will need several regiments for this. Four should be ideal.

Spare Reinforcements!

You might want to spend quite a few points on reinforcements. However, you should be able to do alright with only minimal help. Use reinforcements only if absolutely necessary.

Kill the War Hydras!

The War Hydra of the Dark Elves can present an enormous danger to your troops in hand-to-hand combat. Try to take them out by either shooting at them or by using magic.

Concentrate your Shooting

If your army is based on missile-armed troops, you really need to concentrate on one unit at a time. You must try to cause as many Panic tests as possible. Remember, aid from the sea and from Tiranoc is coming. You don't have to last very long.

Choose the right troops!

Deep blocks of infantry and double lines of archers is exactly what you need for this battle. A unit or two of Ellyrian Reavers will be ideal for flanking movements while the Shadow Warriors are well suited to delaying your enemy's faster moving troops.

Have heart!

The enemy might look very dangerous, but with determination and ruthlessness, you have an excellent chance of winning this battle. It is actually possible to slay the entire Dark Elf army if your troops are determined.

Strike back!

If you see an exposed Dark Elf regiment, do not hesitate to charge! While it is unlikely that the Dark Elves will break, you will still be able to prevent them from advancing any further towards your other troops. This can be especially useful against missile troops who are less adept in hand-to-hand combat but pose a serious threat to the Beacon.

KELENDAR

**General of
the defenders of the Beacon . . 185 points**

Kelendar is a wily old warrior who commands the shoreforts of the Shadowlands.



As soon as he saw the Dark Elf landing force, he realised that they planned to destroy the Beacon and lure as many High Elf defenders to their doom as they could. Kelendar is now determined to crush the Dark Elves' initial force and signal to the High Elf warships with the Beacon. Then he plans to march to the aid of Calaidan as soon as he and his troops are able.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Kelendar	5	6	6	4	4	2	8	3	10

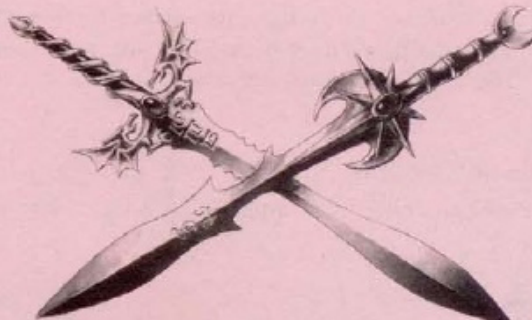
EQUIPMENT: Hand weapon, heavy Ithilmar armour, shield, spear.

SAVE: 2+: Heavy armour, shield and barded steed.

MAGIC ITEM

Spear of the Shores

This weapon is the heirloom of Kelendar's family. It grants him +2 attacks in hand-to-hand combat and increases his Strength by 1.



SCENARIO II - THE BATTLE OF SHADOWS

High Elf Player's Battle Scroll

GUARDIANS OF SHADOWLANDS

The High Elf army consists of 1,000 points plus up to 500 points of reinforcements chosen from the army list in *Warhammer Armies High Elves*. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is indicated below.

CHARACTERS

Alatar, the Prince of Shadows

Alatar leads the High Elf Army as its General. He is the leader of the Shadow Warrior warbands of southern Nagarythe.

Champions

You may choose one champion for each unit in your army. Any champion may have a magic item, up to a value of 25 points.

REINFORCEMENTS

You are allowed to spend up to 500 points on reinforcements chosen from the list below. These represent patrols and rangers of House Coraith who have allied themselves with the Shadow Warriors. The points value of these is deducted from your points total in the final scenario. The choice is limited to the units listed on this Battle Scroll.

0-1 Unit of Ellyrian Reavers

Your reinforcements may include a single regiment of Ellyrian Reavers.

0-1 Unit of Sword Masters

Your reinforcements may include a unit of Sword Masters.

VICTORY GAINS

If you win the battle, your opponent may not choose any Dark Elf Assassins in the final scenario because once they have been defeated they will be hunted down by the Shadow Warriors. In addition, if any of your Shadow Warriors break free of the trap via the right hand table edge, they will start to operate against the Dark Elf columns and supply lines, laying ambushes and springing traps. To represent this you are allowed to cause D3 S3 hits on any Dark Elf unit in the final battle for each Shadow Warrior model that escapes from the right hand table edge. Resolve these hits after deployment and randomise the damage as if it was from shooting. In addition, if no Shadow Warriors escape from this battle, you are not allowed to choose any in the final scenario.

REGIMENTS

0-1 Unit of Ellyrian Reavers

Your army may include a single regiment of Ellyrian Reavers.

0-5 Units of Shadow Warriors

Your army may include up to 5 units of Shadow Warriors.

0-3 Great Eagles

You may include up to three Great Eagles in your army. The Eagles of the Shadowlands aid the High Elves by scouting the land and warning them of invaders.

0-5 Unit of Archers

Your army may include up to five Archer units.



TACTICAL HINTS

Waste no time!

Strike east as soon as possible! The lay of the land is in your favour there, and it is also the only possible escape route for your Shadow Warriors. Fight in hand-to-hand combat only if it serves some purpose.

Use troops to stop pursuit!

You may have to leave a regiment or two of your Shadow Warriors behind to slow down enemy pursuit. Their *batred* will ensure that they will not break and allow your Dark Elf opponents to pursue you.

Shadow Warriors are the mainstay!

Take as many Shadow Warriors as you can. They will be vital if you wish to disrupt the plans of your enemy as well as being vital if you wish to make life as hard as possible for the Dark Elves in the final battle. Their best use is for picking off lightly armoured Dark Elf troops such as the Witch Elves.

One must survive!

Make sure that at least one Shadow Warrior escapes from the ambush. Otherwise you may not include any of these magnificent warriors in the final battle. They will be essential when you confront Kaldor's main force.

ALATAR, Prince of Shadows

General of the Shadow Warriors 150 points

Alatar is one of the leaders of the sinister Shadow Warriors. Some say that he is a blood relative to Alith Anar, the Shadow King himself. He is incredibly fleet-footed and stealthy. He already has a legendary reputation amongst the Shadow Warriors, despite being young in years by Elven reckoning.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Alatar	5	6	6	4	4	2	8	3	9



EQUIPMENT: Hand weapon, light armour, shield and the Jade Bow. Alatar is on foot.

SAVE: 5+

MAGIC ITEMS

Jade Bow

This bow is a potent magical weapon. It has a Strength of 4 and a range of 30". Roll to hit and to wound as normal, but if you kill your target, you are allowed to shoot again immediately. Continue until you fail to kill your target or there are no targets within range.

SPECIAL RULES

Hates Dark Elves

Like all other Shadow Warriors, Alatar *bates* all Dark Elves. See details for *batred* in the Warhammer rulebook.

Infiltration

Alatar is allowed to deploy after the enemy has placed all his units on the table. He can be set up anywhere outside of his opponent's deployment area, so long as he remains out of sight of the enemy. If both armies include troops with special deployment abilities, then both players roll a D6 and the lowest scorer sets his unit up first. Note that Alatar may not use this ability in Scenario 2, but he may use it in the final battle if he survives and is included in the army.

Blade Dancer

Alatar has a unique style of fighting. He is so agile and quick that he may dodge hand-to-hand combat blows. To represent this Alatar is allowed to make an extra 4+ save against wounds inflicted in hand-to-hand combat. No modifiers apply.



SCENARIO III - DEFENCE OF EAGLE PASS

High Elf Player's Battle Scroll

DEFENDERS OF THE PASS

The High Elf army consists of 1,000 points chosen from the army list in *Warhammer Armies High Elves*. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is indicated below.

CHARACTERS

Imrallion

Imrallion leads the High Elf army and counts as the army's General.

Imrallion is the iron-willed captain of the Eagle Pass garrison and is prepared to die in the line of duty.



Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Any of the Champions may have a magic item up to a value of 25 points.

REINFORCEMENTS

You may spend up to 500 points on reinforcements. These will be deducted from the points value in the final battle. The reinforcements are chosen from the Regiments list below.

REGIMENTS

0-1 Unit of Lothorn Sea Guard

Your army may include one unit of Lothorn Sea Guard. This unit may have a magic standard up to a value of 50 points.

0-2 Repeater Bolt Throwers

Your army may include up to two repeater bolt throwers.

Spearmen

Your army may include any number of units of Spearmen. One unit may have a magic standard up to a value of 50 points.

Archers

Your army may include any number of units of Archers.

VICTORY GAINS

While the guardians of the Pass are doomed, they can buy time for the forces of House Coraith. How many turns the defenders of Eagle Pass survive will have an effect on Calaidan's preparations for the final battle.

Less Than Five Turns

No benefits will be gained. Your warriors have perished in vain. The High Elves will gain no benefits in the final battle.

Five Turns

The High Elves doggedly defend the pass long enough for Calaidan to prepare an adequate battle-line. The High Elf player automatically receives the first turn of the game in the final battle.

Six Turns

Your warriors' heroic efforts shall be remembered. You may shoot with one of your missile-armed regiments before the start of battle in the final scenario but only after deployment is complete.

Seven or More Turns

The magnificent efforts of the defenders of Eagle Pass will descend into legend. So courageous was their defence that Calaidan has had enough time to deploy his troops at leisure. In the final battle the entire Dark Elf army is deployed before the High Elves.



SPECIAL RULES

Inexorable Fate

The defenders of the pass have accepted their fate and are not prepared to give an inch of ground to their most bitter enemies. They know they are doomed and will fight with determination born of desperation.

To represent this all High Elves in this battle are immune to *panic*.

TACTICAL HINTS

Stand by your leader!

Imrallion is the most capable leader you've got. Any regiment led by him is more likely to stand their ground against their enemy. Place him at the head of your best and largest regiment.

Never give up!

As long as you have one trooper left to defy the Dark Elves, continue to fight on! The more turns you survive, the greater the benefits for the final battle.

Hold at all costs!

Plan your army as defensively as possible. Take Spearmen in deep blocks and field both repeater bolt throwers if possible. Stay out of the charge arcs of the Dark Elf troops if possible. Make it as difficult for the enemy as you can!

Advance if necessary!

Advance to the pass to avoid being broken and fleeing off the table. The more chances to rally any fleeing troops, the better.

IMRALLION

General of the guardians of Eagle Pass . . . 144 points

Imrallion is an old and grizzled veteran of the long years of warfare between the High Elves and the Dark Elves. He and his shield brothers have served in the Lothern Sea Guard under old lord Melenar, and many of his men at the pass are veterans from the Sea Guard's elite troops.

All his life he has served House Coraith, and is a staunch supporter of Lord Calaidan, who he sees as the best chance Ulthuan has got for reclaiming the Shadowlands.

Imrallion has never left a battle or abandoned his post without orders. He is trusted and respected by his men who draw courage from his formidable presence.

PROFILE M WS BS S T W I A LD

Imrallion	5	6	6	4	4	2	8	3	9
-----------	---	---	---	---	---	---	---	---	---

EQUIPMENT: Sword, shield and longbow.

SAVE: 1+ from *Armour of Meteoric Ore*.

MAGIC ITEM

Armour Of Meteoric Ore

Imrallion wears a suit of armour that has been fashioned out of meteoric ore. It gives him a 1+ save against any wounds, and is modified by saving throw modifiers for high Strength etc in the normal manner. It cannot, however, be improved by wearing more armour, carrying a shield or by magical means.

SPECIAL RULES

Iron Will

Such is the will of Imrallion that any unit directly led by him can take their Break tests on his Leadership score without any modifications. This means that they can take their test on an unmodified score of 9 regardless of combat results.

Wars between the High Elves and Dark Elves have always been extremely bloody affairs with no quarter asked or given. Neither Elven kindred will abandon a battle against their cousins unless the circumstances are truly desperate. On the one side is the bitter hatred that the Dark Elves feel towards their uncorrupted kin and on the other is the steely determination of the High Elves.

The enmity between the High Elves and the Dark Elves stems from the ancient feud between the two Elf kindreds. There can never be peace between Naggaroth and Ulthuan, only a war to the death where one Elven culture will emerge superior and the other faces extinction.

The Elven legends are rife with tales of desperate defences and battles where one side or the other has fought until slain to the last Elf.

Such is the tragedy of the Sundering.

SCENARIO IV - THE BATTLE OF BROTHERS

High Elf Player's Battle Scroll

MUSTER OF CORAITH

The High Elf army consists of 3,500 points (though it can be less because of reinforcements you could have used in the earlier battles) chosen from the army list in *Warhammer Armies High Elves*. The army can be larger if both players agree to play a higher points value; however, any points bonus or penalty resulting from victory or defeat in a previous battle will still apply.

CHARACTERS

Calaidan

Calaidan, the lord of House Coraith leads the High Elf army as its General.

Kelendar

You may include Kelendar in your army, but only if he survived the first battle, and if the High Elves were victorious.



Alatar

You may include Alatar in your army, but only if he survived the second battle. Note that the High Elves did not need to win this battle if you want to use Alatar. It is sufficient that he survived.

0-1 Level 3 Mage

Your army may include a level 3 Mage, the advisor of Lord Calaidan. He uses High Magic and may have one magic item up to a value of 50 points. He may be on foot or ride an Elven Steed.

0-1 Battle Standard Bearer of House Coraith

The army may include a Battle Standard Bearer, carrying the battle standard of House Coraith. The standard may be a magic banner up to a points value of 100 points. The Banner Bearer may move on foot, ride an Elven Steed or be in a Chariot.

Other Heroes

You may include other heroes chosen from the High Elf army list. Each Hero may have a magic item up to a value of 50 points. Heroes may ride Elven Steeds.

Champion

Each unit in your army may have one Champion, armed and equipped as the rest of the unit. Each Champion may have a magic item up to a value of 25 points.

REGIMENTS

0-1 Unit of Sword Masters

This unit may have a magic standard worth up to a value of 50 points.

Silver Helms

Your army may include any number of units of Silver Helms. One unit of Silver Helms may have a magic standard up to a value of 50 points.

0-1 Unit of Dragon Princes

Your army may include one unit of Dragon Princes. The unit may have a magic standard up to a value of 75 points.

0-1 Unit of White Lions

Your army may include one unit of White Lions. The unit may have a magic standard worth up to a value of 25 points.

0-3 Units of Shadow Warriors

Your army may include up to three units of Shadow Warriors, but only if at least one Shadow Warrior unit survived the second battle.

0-3 Repeater Bolt Throwers

Your army may include up to three repeater bolt throwers.

0-2 Tiranoc Chariots

Your army may include up to two Tiranoc Chariots but only if you won the first battle.

Ellyrian Reavers

Your army may include any number of units of Ellyrian Reavers.

Lothorn Sea Guard

Your army may include any number of units of Lothorn Sea Guard if you were victorious in the first battle.

Spearmen

Your army may include any number of Spearmen units.

Archers

Your army may include any number of Archer units.

VICTORY GAINS

If the High Elves win the battle, then they will consolidate their hold of the Shadowlands. The High Elf nobles at the court of Lothorn will be heartened to give support to House Coraith and the re-colonisation of the Shadowlands can begin again. Who knows, maybe one day it will once again become a High Elf kingdom as it was before the Sundering.

TACTICAL HINTS

Defend!

Your army is probably better suited for defence than attack. Give ground if need be, and use deep defensive formations to absorb the attacks of the Dark Elves.

Protect the Mansion!

The mansion is an ideal defensive position for some of your troops. As buildings count as defended obstacles, even troops that are relatively weak in hand-to-hand combat can defend it easily. Deploy some missile troops inside!



Use Chariots against the War Hydras!

A charging chariot can kill or badly wound a War Hydra. If these monsters are allowed to reach your lines, they will cause immense havoc. Attack them as soon as possible with your chariots.

CAL Aidan

Lord of House Coraith,
High Elf General 341 points

Calaidan is the lord of House Coraith. He is still young, but is already a wise leader, mighty mage and capable warrior. He is determined to defeat the Dark Elf army led by his traitorous brother.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Calaidan	5	7	7	4	4	3	9	3	10
Steed	9	3	0	3	3	3	4	1	5

EQUIPMENT: Hand weapon, barded Elven Steed.

SAVE: Barded Elven Steed: 5+

MAGIC ITEM

Deathsinger

Deathsinger is the twin blade of Doomsinger, Kaldor's sword. At the beginning of each hand-to-hand combat phase, roll a D3. You may add the result to your Strength, Weapon Skill or Attacks.



SPECIAL RULES

Magic Spells

Calaidan is well versed in the ways of sorcery. He has a magic level of 2 and may use High Magic.

Blademaster

Calaidan is one of the most gifted pupils of the Sword Masters of Hoeth. He has an extra 4+ special save in hand-to-hand combat to represent his unmatched ability to block sword strikes.

Wrathful

As soon as Calaidan saw his brother leading the Dark Elf army, he realised how the Dark Elves had managed to cause so much grief. He has made an oath to purge his family name by slaying his brother or perish in the attempt.

If Calaidan is in combat with his brother Kaldor he will gain +2 to the Strength of his hits. If possible, Calaidan will always challenge Kaldor to single combat.

Destiny

As the prophesy of the oracles of Isha revealed, Calaidan can only perish in battle if he is slain by his brother. To represent this, he may never lose his last wound or be slain by spells or magic items. The only exception is if he is in combat with Kaldor in which case he may be slain as normal. He may be broken in battle and caught in pursuit by another enemy but is considered to be badly wounded rather than killed. In this case he is removed as a casualty and victory points are awarded as if he was slain.

SCENARIO I - THE BLOODED SHORES

Dark Elf Player's Battle Scroll

BLACK ARK REAVERS

The Dark Elf force consists of 1,250 points plus up to 500 points of reinforcements if you decide to use them. These are chosen from the army list in *Warhammer Armies Dark Elves*. The choice of troops is limited to those listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this is indicated below.

CHARACTERS

Mortharor

The Dark Elves are led by Mortharor himself, who counts as the army's General. Mortharor is the captain of the Black Ark *Harbinger of Pain*. He is a seasoned warrior and is as cruel as a Daemon.

0-1 Dark Elf Sorcerer

You may choose one Dark Elf Sorcerer (magic level 1). He may use Dark Magic and may either be on foot or ride a Dark Steed. The Sorcerer may carry a single magic item up to a value of 50 points.



Champion

You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit. Any Champion may have one magic item up to a value of 25 points.

REGIMENTS

0-1 Unit of Cold One Riders

Your army may include one unit of Cold One Riders.

0-1 War Hydra

Your army may include one War Hydra.

0-1 Unit of Dark Elf Scouts

Your army may include one unit of Scouts.

Black Ark Corsairs

Your army may include any number of units of Black Ark Corsairs. One unit may carry a magic standard up to a value of 25 points.

Dark Elf Warriors

Your army may include any number of units of Warriors.

Dark Elf Crossbowmen

Your army may include any number of units of Crossbowmen.

REINFORCEMENTS

Your army may include up to 500 points of extra troops as reinforcements chosen from those listed on this Battle Scroll. The cost of these will be deducted from your points total for the final battle.

VICTORY GAINS

If the Dark Elves win the battle, they will cast down the Beacon. The High Elf ships won't be able to sail to the aid of House Coraith, and so the High Elves cannot include Lothorn Sea Guard in the final scenario. In addition, charioteers from Tiranoc who patrol the coastline will be ambushed and attacked by the victorious Corsairs and won't be available to the High Elves in the final battle either.



UK Tears of Isha Scrolls



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The Black Arks of the Dark Elves

The Black Arks date from the time of the Sundering, when the continent of Ulthuan itself shook under the devastating magical power unleashed by the renegade Dark Elf Sorcerers. Their destructive magic caused much of Northern Ulthuan to sink beneath the waves but the fortress-palaces of the Dark Elves were torn from the bedrock, and floated on the turbulent waters, held aloft by the binding enchantments of the Dark Elves.

Black Arks are not only titanic ships but they are also, in essence, floating fortresses, each one filled with an army of black-hearted warriors. During prolonged campaigns Black Arks can be beached to form a core of land fortresses and if the campaign is successful, an entire city may grow up around them.

TACTICAL HINTS

Multiple Units!

Take a lot of units so that you will be able to strike at the Beacon from different directions. The High Elves will be hard pressed to mount an effective defence against all directions.

The Enemy Line is Breachable!

Try to smash through the High Elf battle line. Breaking and destroying the High Elf units not only gets you victory points, it also creates gaps for you to exploit and to move in and attack the Beacon. Strike forward as quickly as possible and shrug off any puny arrows the High Elves shoot at you.

Assault the Beacon with Mortharor!

Mortharor's Dragon Claw is ideal against the Beacon with its ability to cause multiple wounds. He is also an awesome fighter, so make sure he is amongst those regiments that break through.



Mortharor

Captain of the Black Ark Corsairs... 199 points

Mortharor the Cruel is the captain of the Black Ark *Harbinger of Pain*. He is a merciless warrior and his name is feared in many coastal towns of the Warhammer world. He is utterly determined to carry out Kaldor's plan by destroying the High Elf Beacon of Pearls.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Mortharor	5	6	6	4	4	2	8	3	9

EQUIPMENT: Hand weapon and Sea Dragon Cloak.

SAVE: Sea Dragon Cloak gives Mortharor a 5+ unmodified save.

MAGIC ITEM

Dragon's claw

Mortharor uses a razor-sharp Dragon's claw in combat. The claw can rip any armour apart. It gives Mortharor a +1 Strength bonus, has an extra -3 armour save penalty in hand-to-hand combat (for a total of -5 for his armour save penalty) and causes D3 wounds.

SPECIAL RULES

Cruel

Mortharor's cruelty is legendary even amongst his own kind, and the Dark Elves are the cruellest of all the inhabitants of the Warhammer world. A unit suffering casualties caused by Mortharor must take an immediate Panic test; so terrible is death at his hands.

SCENARIO II - THE BATTLE OF SHADOWS

Dark Elf Player's Battle Scroll

FLOCK OF ASSASSINS

The Dark Elf force consists of 1,250 points chosen from the army list in *Warhammer Armies Dark Elves* plus up to 500 points of reinforcements if you decide to use them. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is indicated below.

CHARACTERS

Caldath the Black

Caldath leads his own flock of Assassins himself and so counts as the army's General.



Champion

You may choose one Champion for each unit in the retinue, armed and equipped exactly as their unit. Any Champion may have a magic item up to a value of 25 points.

0-4 Assassins

You may choose up to four Assassins for your army. Any Assassin may have a magic item up to a value of 25 points.

REGIMENTS

0-1 Unit of Dark Riders

Your army may include a single unit of Dark Riders.

0-1 Unit of Harpies

Your army may include a single regiment of Harpies.

0-1 Unit of Witch Elves

The unit of Witch Elves may have a magic standard up to a value of 50 points.

Dark Elf Scouts

Your army may include any number of units of Scouts.

Dark Elf Warriors

Your army may include any number of units of Warriors.

Dark Elf Crossbowmen

Your army may include any number of units of Crossbowmen.

REINFORCEMENTS

Your army may include up to 500 points of troops as reinforcements sent by Kaldor. The points cost of these is deducted from the total in the final battle. The choice of troops is limited to those above.

VICTORY GAINS

If the Dark Elves manage to kill all of the Shadow Warriors in the camp, their supply lines and Scouts can advance through the Shadowlands unhindered. They will have practically wiped out all the Shadow Warriors of Nagarythe within this region. For each Shadow Warrior escaping, one of your regiments will suffer D3 S3 hits in the final battle to represent the traps and ambushes laid by the High Elves. In addition, if you wipe out the Shadow Warriors completely, the High Elf player is not allowed to include any in the final battle.



Caldath the Black

General of the

Dark Elf attackers 155 points

Caldath is the confident and arrogant Master Assassin of Karond Kar. He volunteered to destroy the Shadow Warrior camp, for he wishes to find his equal in combat, and the fame of the Shadow Prince is well known in the bleak land of Naggaroth. If he can slay Alatar then he will prove himself to be the superior sword master.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Caldath	5	9	9	4	4	2	10	3	10

EQUIPMENT: Repeater crossbow, two poisoned swords (D3 Wounds).

SAVE: Caldath has no armour save but can dodge blows on a D6 roll of 4+. See the rules below.

SPECIAL RULES

Arrogance

Caldath the Black's arrogance is legendary and knows no bounds. He is always ready to accept any challenge to personal combat made by an opponent. This is his favourite style of fighting, so he will gain +1 on all to hit rolls.

Dodge

Caldath is one of the greatest ever Assassins of Karond Kar. His inhuman swiftness and lightning reflexes allow him to dodge any wound caused by shooting or in hand-to-hand on D6 roll of 4+.



TACTICAL HINTS

Strike to Kill!

Each Shadow Warrior that escapes here will cause immense trouble. Always look for chances to kill as many of these nuisances as possible. If you have a chance to slay any of the Shadow Warriors, take it!

Prevent the Hated One from escaping!

Encircle the High Elves. Your hatred will make sure that it is virtually impossible for the High Elves to escape once you have caught them.

Ignore holding Units!

Your opponent will probably try to hold you back with Archers, Ellyrian Reavers and such. Do not be fooled by these ploys! Your real aim is to wipe out the Shadow Warriors and hunt down their leader.



The Assassins of Naggaroth are chosen by the Witch Elves in an unimaginably cruel ritual. Babies stolen during Death Night are taken to the temple of Khaine. Here they are thrown into cauldrons of boiling oil. Most die in indescribable agony, their cries mingling with the cold laughter of the assembled brides of Khaine. But some live. Miraculously, by the will of Khaine, they survive their terrible ordeal and emerge unharmed.

These children are then branded with the rune of Khaine and given tutelage under the Master Assassins who dwell in the temples of the bloody-handed god. They learn the Way of the Poisoned Sword, and the secrets of moving silently and unseen. They become supreme killers and murderers, and are masters of disguise and experts in the use of all known kinds of toxins and poisons. Such is the prowess of a Dark Elf Assassin that in battle he is capable of besting almost any opponent, the victim hardly seeing the knife that kills him; such is the speed of a trained Assassin.

The Assassins are the chief tools of terror in the service of the Witch King. Wherever his armies go, the Assassins go with them. Many a wizard and general has died by the cold blade of a Dark Elf Assassin.

SCENARIO III - DEFENCE OF EAGLE PASS

Dark Elf Player's Battle Scroll

BRIDES OF KHAINE

The Dark Elf force consists of 2,000 points chosen from the army list in *Warhammer Armies Dark Elves*. Choice is limited to the troops listed here. Whenever the scenario calls for an exception to the list, it is clearly indicated below.

CHARACTERS

Malida, the Hag Queen

Malida, the Hag Queen, leads the Dark Elf army and counts as the army's General. Malida is the mistress of the Witch Elves of Karond Kar.

0-1 Witch Elf Hero

You may choose one Witch Elf hero chosen from the Dark Elf army list. She may have a magic item up to a value of 50 points.

Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item up to a value of 25 points.

REGIMENTS

1+ Unit of Witch Elves

Your army must include at least one unit of Witch Elves. It may include more if you wish.

0-1 Unit of Cold One Knights

Your army may include a single regiment of Cold One Knights. The Cold One Knights may have a magic standard up to value of 50 points.

0-1 Unit of Har Ganeth Executioners

Your army may include one unit of Har Ganeth Executioners. This unit may carry a magic standard up to value of 25 points.

Dark Elf City Guard

You may have any number of units of City Guards in your army.

0-1 Cauldron of Blood

You may include the Cauldron of Blood in your army if you wish.

Dark Elf Warriors

You may include any number of units of Dark Elf Warriors in your army.

Dark Riders

You may include any number of units of Dark Riders in your army.

REINFORCEMENTS

You may include up to 500 points of troops in your army as reinforcements sent by Kaldor to ensure your success in this confrontation. The points cost of these extra troops will be deducted from your army total in the final battle. The choice of troops is limited to those listed on this Battle Scroll.

VICTORY GAINS

Depending how fast the Dark Elves clear the pass, they could deny the High Elves a chance to deploy for battle properly when Kaldor's main force arrives. If you destroy the High Elves before turn 5, Calaidan's troops defending the mansion will almost certainly be unprepared for the final battle. Refer to the High Elf Battle Scroll for this scenario to see what effect this battle will have in the final scenario.



TACTICAL HINTS

Charge!

The quicker you get to grips with your enemy, the better. Your troops are superior in hand-to-hand combat and only too eager to slaughter all the High Elves within reach.

Kill your Enemies!

Rout or slay as many of the High Elves as quickly as you possibly can. Never lose the opportunity to charge in and kill more of your hated cousins. Be ruthless – kill the High Elves even if it means that you will lose some of your own troops.

Flank your Enemies!

The most efficient and effective way to wipe out the High Elf regiments is to charge them in the flank or rear. Units of Dark Riders are perfect for this. Remember if you break a High Elf regiment you have an excellent chance to pursue them and cut them down or drive them off the table.

Dressed to Kill!

Make sure that you take all the hand-to-hand orientated equipment available to your troops. The more attacks that you can dish out the better. This applies to magic items as well. Favour magic weapons and choose plenty of Witch Elves and Witch Elf characters to cause most of the damage.



Malida

General of the Dark Elf Vanguard . . 190 points

Malida is one of the ancient Hag Queens, the mistress of all the Witch Elves of Karond Kar. She demanded the right to cleanse Eagle Pass of defenders, knowing that they will not retreat, and will have to give their blood to Khaine, the Lord of Murder.

She is one of the youngest Witch Elves ever to have risen to the status of Hag Queen. Though she is thousands of years old, Malida is still young compared to many of her sisters. In battle her thirst for blood has made her one of the deadliest servants of the Witch King, for she wishes to become the greatest of the Hag Queens ever to have ruled over the Sisterhood.

Malida sees the campaign in the Shadowlands as a perfect opportunity to spill blood in the name of Khaine, and dreams of restoring the Great Temple of the Bloody-handed God in the ruins of Anlec to its former glory.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Malida	5	6	6	4	4	2	8	3	10

EQUIPMENT: Two hand weapons, light armour.

SAVE: Light armour: 6+.

MAGIC ITEM

Blood Blades

Malida is armed with two magic swords which eternally drip poisoned blood. The Blood Blades have a Strength of 5 and cause D3 Wounds. With these lethal blades Malida may make 1 extra attack because she is fighting with two weapons and therefore has 7 attacks when frenzied.

SPECIAL RULES

Frenzy

Like all other Witch Elves, Malida is *frenzied* when she gets into battle. See the Warhammer rulebook Psychology section for the rules of *frenzy*.

Hates High Elves

Like the rest of her Dark Elf kin, Malida *bates* all High Elves. See the rules for *batred* as described in the Warhammer rulebook.

SCENARIO IV - THE BATTLE OF BROTHERS
Dark Elf Player's Battle Scroll

THE DARK ELVES OF KAROND KAR

The Dark Elf army consists of 3,500 points (it may be less if you've already used reinforcements). It can be larger than this if both players agree; any points penalties resulting from reinforcements, victories or defeats in previous battles will still apply. The army is chosen from the Dark Elf army list in *Warhammer Armies Dark Elves*. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Kaldor

Kaldor, the traitor of House Coraith, leads the Dark Elf army as its General.

0-1 Dark Elf Master Sorcerer

Your army can include a Dark Elf Master Sorcerer who may have a magic item up to a value of 50 points. The Sorcerer can be on foot or ride a Dark Steed or Cold One.

0-4 Assassins

You may choose up to four Assassins for your army, but only if you were victorious in the second battle. Any Assassin may have a magic item up to a value of 25 points.

Mortharor

You may include Mortharor in your army if he survived the first scenario and the Dark Elves were victorious.

Other Heroes

You may include more Heroes chosen from the Dark Elf army list if you won the first scenario. Otherwise you are limited to one additional Hero. Each Hero may have a magic item up to a value of 50 points. The Heroes may be on foot or ride Dark Steeds or Cold Ones.

Caldath the Black

You may include Caldath in your army if he survived the second scenario, and if the Dark Elves were victorious.

Malida

You may include Malida in your army, but only if she survived the third battle, and the Dark Elves were victorious.

Battle Standard Bearer

The Dark Elf army of Karond Kar may include a Battle Standard Bearer carrying the personal banner of Kaldor which has the device of the Black Sea Dragon on it. The banner may be a magical standard up to a value of 100 points. The Battle Standard Bearer may be on foot, ride a Dark Steed or a Cold One.

Champion

You may choose one Champion for each unit in your army, armed and equipped as detailed in the Warhammer Armies *Dark Elves* book. Each Champion may have a magic item up to a value of 25 points.

REGIMENTS

0-1 Unit of Executioners

Your army may include one unit of Har Ganeth Executioners. This unit may have a magic standard up to a value of 50 points.

0-1 Unit of Black Guard

Your army may include one unit of Black Guard of Naggaroth. This unit may have a magic standard up to a value of 50 points.

0-1 Unit of Harpies

Your army may include one unit of Harpies.

0-3 War Hydras

Your army may include up to three War Hydras.

0-3 Repeater Bolt Throwers

Your army may include up to three repeater bolt throwers.

0-1 Unit of Cold One Knights

The unit may have a magic standard up to a value of 75 points.

Dark Riders

Your army may include any number of units of Dark Riders.

Witch Elves

Your army may include any number of units of Witch Elves. One regiment may have a magic standard up to a value of 50 points.

Black Ark Corsairs

Your army may include any number of units of Corsairs.

Dark Elf Warriors

Your army may include any number of units of Warriors.

Dark Elf Crossbowmen

Your army may include any number of units of Dark Elf Crossbowmen.

Dark Elf City Guard

Your army may include any number of units of Dark Elf City Guard.

VICTORY GAINS

If Kaldor wins this battle, he will seize the Tears of Isha, raze the stronghold of House Coraith to the ground and force the High Elves to retreat from the Shadowlands.



TACTICAL HINTS

To battle!

Your troops hate all High Elves and are more superior in hand-to-hand combat than they are. Also, the missile troops of the High Elves can cause horrendous casualties, so try to engage the High Elves as soon as possible. Once in the mêlée you should be able to wipe out the pitiful High Elves.

Guard your flanks!

The High Elf player will probably try to out-manoeuvre you and strike you in the flank with his fastest cavalry units. Counter this threat with Dark Rider regiments of your own, or place missile troops in the flanks and shoot at the oncoming Ellyrian Reavers.

Deal with the missile troops

Use your Harpies, Dark Riders and Scouts to deal with the repeater bolt throwers and the Archer regiments. You might not be able to silence all the troops with ranged weapons (the Archers inside the mansion can be especially bothersome), but the fewer Archers there are shooting at you, the better.

Use large formations

The High Elves will try to whittle down your numbers with missile fire and repeater bolt throwers. Ensure you have plenty of troops in your main battle regiments. Otherwise your units may get destroyed one after the other.

If all else fails, challenge Calaidan

If you sense the battle is turning against you, ride against Calaidan himself and challenge him to single combat. If you are victorious you will win the entire battle, as you have proved to be the rightful heir of House Coraith.

Kaldor

General of the Dark Elf Army 230 points

Kaldor the Cruel leads the Dark Elf army. He is the mastermind behind the Dark Elf attack against House Coraith, intent on seeking vengeance against his twin brother Calaidan. Their father chose Calaidan to take over as Lord of House Coraith, and ever after Kaldor has brooded and plotted his vengeance. He finally fell so low that he betrayed his family and joined the Dark Elves of Naggaroth to carry out his wicked plans.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Kaldor	5	8	7	4	4	3	9	4	10
Dark Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Sword, heavy armour and shield. Kaldor rides a Dark Steed.

SAVE: Dark Steed, heavy armour, shield: 3+.

MAGIC ITEM

Doomsinger

This is the twin sword of Deathsinger, Calaidan's sword. It is decorated with one of the jewels called the Tears of Isha. At the beginning of each hand-to-hand combat phase, roll a D3. You may add the result of this to your Strength, Weapon Skill or Attacks value.

SPECIAL RULES

Bitter Hatred

Kaldor truly hates his High Elf kinsman for robbing him of his hereditary title and lands. He *bates* all High Elves, but this does not prevent him re-rolling all missed hits at the beginning of any hand-to-hand combat phase, not just at the beginning of the first one as normal.

Such is the hatred Kaldor feels towards his brother that he will always accept the challenge of single combat against him, and he will always issue it if Calaidan does not.



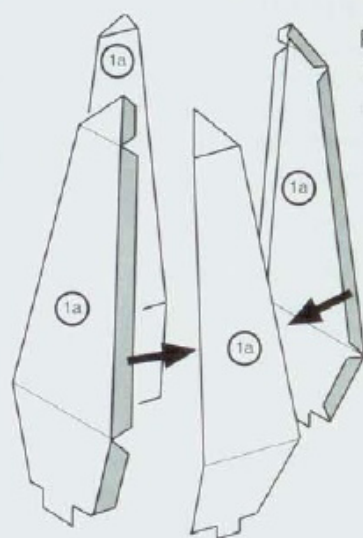
Destiny

As said in the prophesy of the oracles of Isha, Kaldor can only perish in battle if he is slain by his brother. To represent this, he may never lose his last wound or be slain by spells or magic items. The only exception is if he is in combat with Calaidan in which case he may be slain as normal. He may be broken in battle and caught in pursuit by an enemy apart from Calaidan but Kaldor is always considered to be badly wounded instead of killed. In this case he is removed as a casualty and victory points are then awarded as if he was slain.

To assemble these structures you will need a tube of superglue or polystyrene cement.
In all cases the toned areas indicate where to apply the glue.

BEACON AND WATCH TOWER

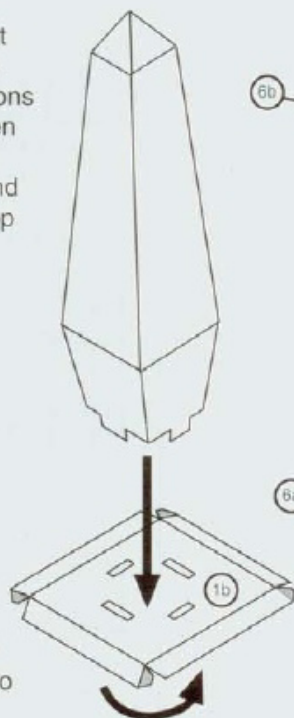
ASSEMBLING THE BEACON



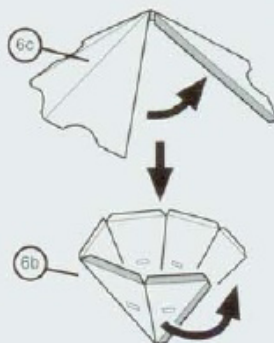
Press out the Beacon sides (1a) and glue them together as shown in the diagram. Start by gluing the bottom sections together, then the middle sections, and finally the top sections.

ATTACHING THE BEACON TO ITS PLATFORM

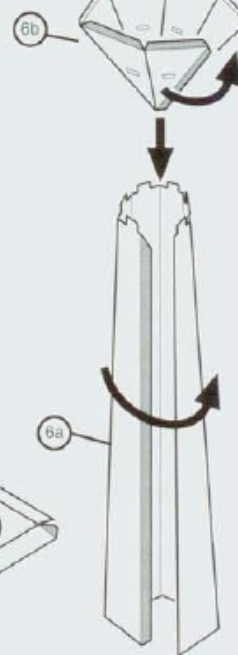
Fold round the sides of the platform (1b), and glue the edges together as shown in the diagram. Finally, locate the Beacon into the slots on the top of the platform. For added stability, we recommend you glue the Beacon to the platform.



ASSEMBLING THE WATCH TOWER



Bend the sides of the Watch Tower (6a) into position and then glue together using the tab. Next, fold round the sides of the tower mid-section (6b) and glue together. Lastly, fold and glue together the conical roof section (6c).

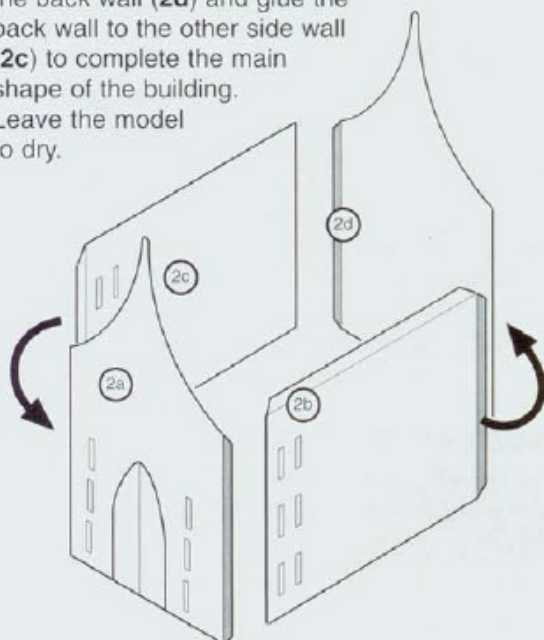


When the tower sides and conical roof section are dry, glue them to the mid-section. The tower sides and mid-section are designed to slot together by locating the tabs of the sides into the slots in the bottom of the mid-section. We recommend you apply a small amount of glue between the tabs and the slots to give the model extra strength and rigidity. When these two sections have dried, apply glue to the tabs at the top of the mid-section and secure the roof (6c) into place on top of it.

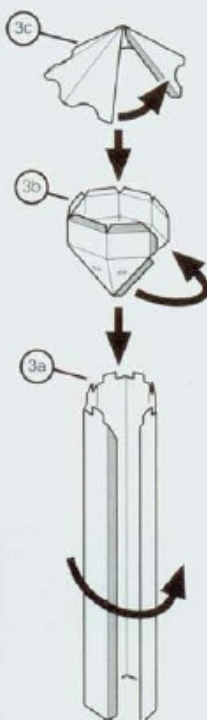
THE MANSION

ASSEMBLING THE MANSION WALLS

Glue the front wall of the Mansion (2a) to the side wall (2b). Glue that in turn to the back wall (2d) and glue the back wall to the other side wall (2c) to complete the main shape of the building. Leave the model to dry.



ASSEMBLING THE SIDE TOWERS



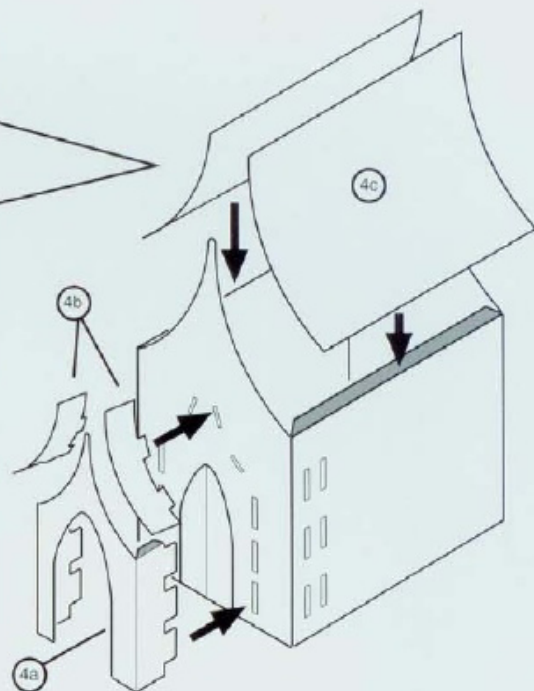
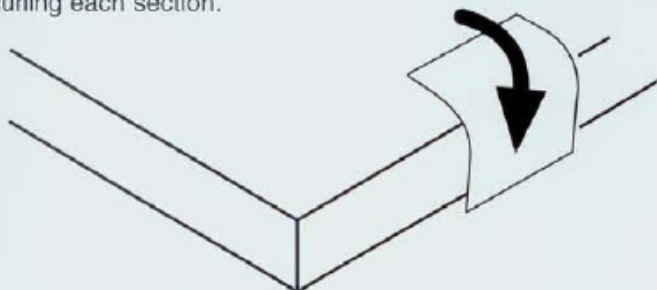
Fold round the tower sides (3a) and glue together using the tab. Next bend into shape the sides of the mid-section (3b) and glue together. Finally, attach the mid-section and tower sides together by locating the tabs on top of the tower sides into the slots in the underside of the mid-section. We recommend you glue the two together for extra stability.

When these two sections are dry, fold round the conical roof section (3c) and glue together using the tab. Apply glue to the tabs on top of the mid-section and position the roof in place, making sure that the sides of the roof are flush with the mid-section tabs.

Set the completed towers aside to dry until you are ready to attach them to the mansion walls.

CURVING THE MANSION ROOF SECTIONS

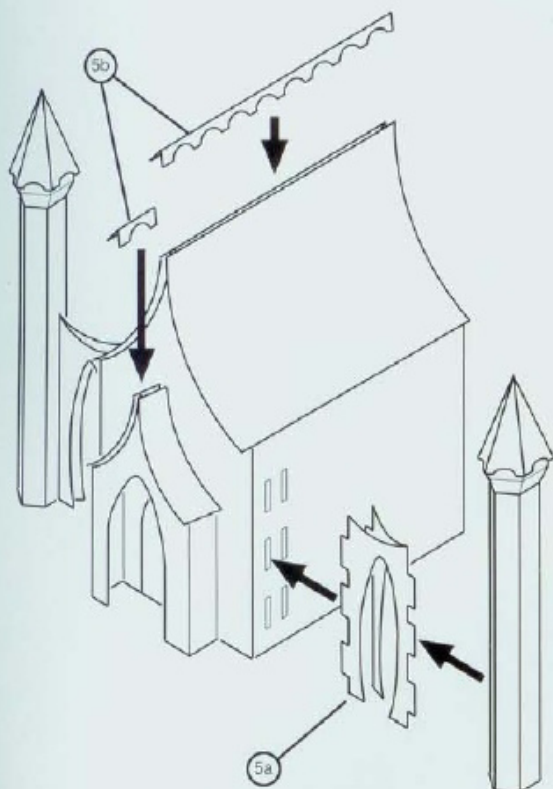
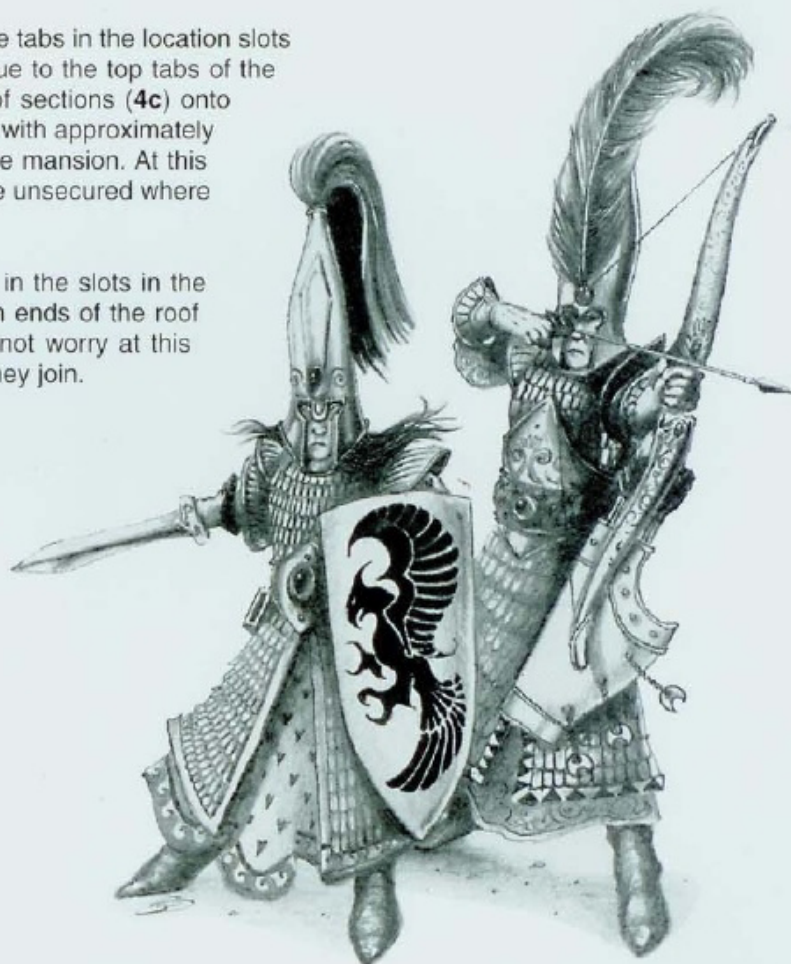
For your mansion to look its best you will need to bend the two roof sections so that they follow the contours of the front and back walls. To do this, take each roof section and curl it over a table edge or similar square corner. Gently apply pressure to ensure there are no creases in the card and so that you get a smooth curve to them. You will need to repeat the same process with the porch roof sections (4b). In all cases, ensure the side with the number on it is uppermost when curling each section.



ASSEMBLING THE PORCH AND THE MANSION ROOF

Bend round the sides of the porch (4a) and place the tabs in the location slots provided on the front wall of the mansion. Apply glue to the top tabs of the two side walls and gently press the pre-curved roof sections (4c) onto them. Be careful to ensure they are flush at the top, with approximately 5mm of overhang at the front, back and sides of the mansion. At this stage, do not worry that the curved roof sections are unsecured where they meet at the top.

Now slot the porch roof sections (4b) into position in the slots in the front wall of the mansion, and then glue the bottom ends of the roof sections to the tabs on the porch (4a). Again, do not worry at this stage that the roof sections are unsecured where they join.



To complete your mansion take the decorative archways (5a) and fold them as shown. Locate them in the holes on each side wall of the mansion (we suggest you also run a bit of glue down the edges of the card, between the tabs for extra strength). Next take the completed side towers and locate the slots in the sides of the towers to the tabs on the archways. Again, we advise you use glue to add extra stability.

Finally, you need to glue the ridge beams (5b) into position across both the porch and main roof section, where those sections join. These will hold the roof sections together, and complete the construction of the mansion.



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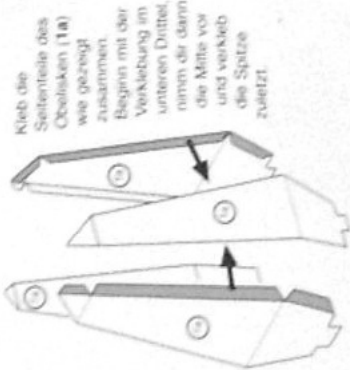
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Wir empfehlen, dieses Gebäude mit Bastelleim oder Papierkleber zu kleben. Klebstoff muß auf die grau-getönten Bereiche aufgetragen werden.

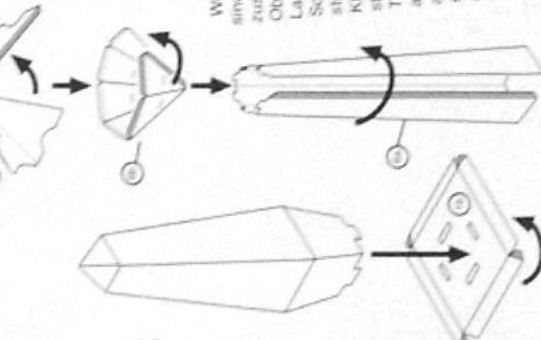
OBELISK UND WACHTUM

ZUSAMMENBAU DES OBELISKEN



Klebe die Seitenteile des Obelisken (1a) wie gezeigt zusammen. Beginn mit der Verklebung im unteren Drittel, nimm die Mitte vor und verklebe die Spitze zuletzt.

ZUSAMMENBAU DES WACHTURNS



Falte den Wachturm (3a) wie abgebildet zurecht und verklebe ihn mit Hilfe der Lasche. Wiederhole das Ganze mit dem Oberteil des Turms (3b). Dann führst du den Arbeitsschritt auch noch mit dem Turmdach durch (3c).

Wenn alle drei Teile getrocknet sind, kannst du den Turm zusammensetzen. Turm und Oberteil kannst du mit Hilfe der Laschen am Turm und den Schlitzern im Oberteil zusammenstecken. Benutze dabei etwas Kleber, um das Modell wirklich stabil zu machen. Nach dem Trocknen kannst du Klebstoff auf die Laschen des Oberteils auftragen und das Dach (3c) an seine Position kleben. (achte darauf, daß die Laschen etwas nach innen geneigt sind).

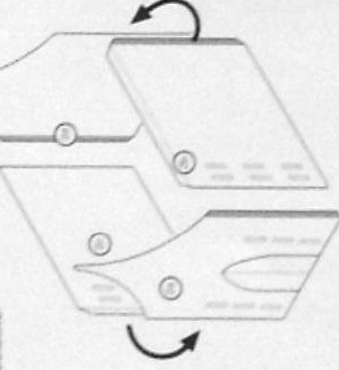
OBELISK UND PLATTFORM

Falte die Seiten der Plattform (1b) nach unten und verklebe sie wie rechts dargestellt. Trag etwas Kleber auf die Laschen an der Unterseite des Obelisken auf und klebe ihn in die Schlitzre der Plattform.

DAS HAUPTGEBÄUDE

ZUSAMMENBAU DER MAUERN

Klebe die Vorderwand (2a) an die Seitenwand (2b). Daran wiederum klebst du die Rückwand (2d) und verklebst das Ganze mit der letzten Seitenwand (2c). Stell das Modell zum Trocknen beiseite.



ZUSAMMENBAU DER SEITENTÜRME

Falte die Turmwände (3a) wie dargestellt und verklebe sie mit Hilfe der Lasche. Wiederhole diesen Schritt mit den Turmoberteilen (3b). Anschließend steckst du die beiden Teile zusammen, wobei du die Laschen des Turms in die Schlitzre des Turmoberteils steckst. Für zusätzliche Stabilität steckst du dabei ein wenig Klebstoff verwenden.

Wenn die anderen Teile getrocknet sind, faltest und klebst du die Turmdächer (3c) wie abgebildet. Anschließend trägst du Klebstoff auf die Laschen des Turmoberteils auf und klebst das fertige Dach in Position (achte darauf, daß die Laschen etwas nach innen geneigt sind).

Stell die beiden fertigen Türme zum Trocknen beiseite.

ABRUNDUNG DES DACHES

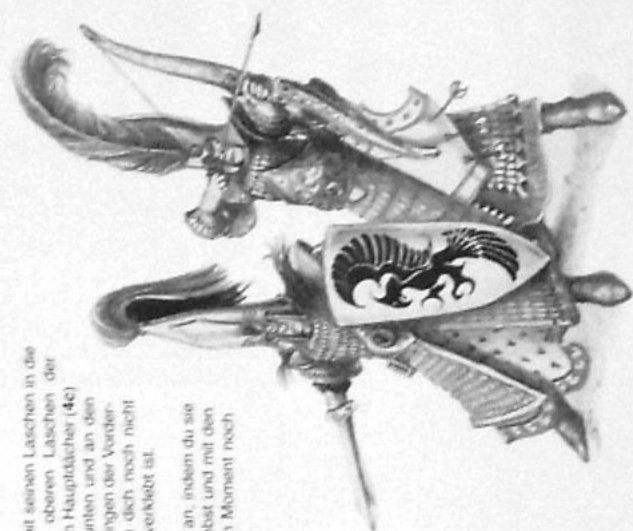
Damit das Modell wirklich gut aussieht, solltest du das Dach abrunden, damit es sich den Rundungen der Vorder- und Rückwand anpaßt. Nimm jedes Dachteil einzeln und schneide es über einer Tischkante oder etwas ähnlichem hin und her. Übe vorsichtigen Druck auf die Teile aus, so daß sie sich biegen, aber nicht verknicken. Den gleichen Vorgang mußt du später noch für die Dachbalken des Vorbaus wiederholen (4b). Achte darauf, daß bei allen Teilen stets die Nummer nach oben zeigen muß, wenn du sie abrundest.



ZUSAMMENBAU DES VORBAUS UND DES HAUPTDACHES

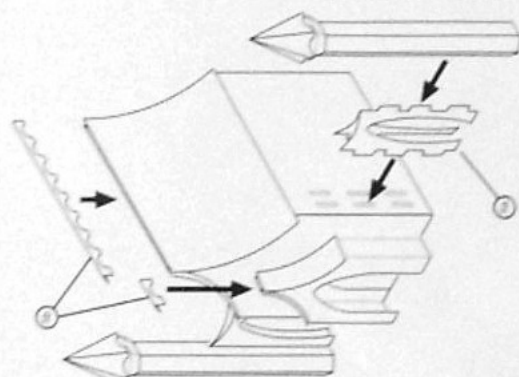
Falte die Seiten des Vorbaus um (4a) und klebe ihn mit seinen Laschen in die Schlitzre der Vorderwand. Trag Klebstoff auf die oberen Laschen der Seitenwände des Hauptgebäudes und klebe die beiden Hauptbalken (4c) vorsichtig daran fest. Achte darauf, daß das Dach unten und an den Seiten ca. 5 mm Überhang hat und sich an die Rundungen der Vorder- und der Rückwand anpaßt. Wie zuvor brauchst du dich noch nicht darum zu kümmern, daß das Dach oben noch nicht verklebt ist.

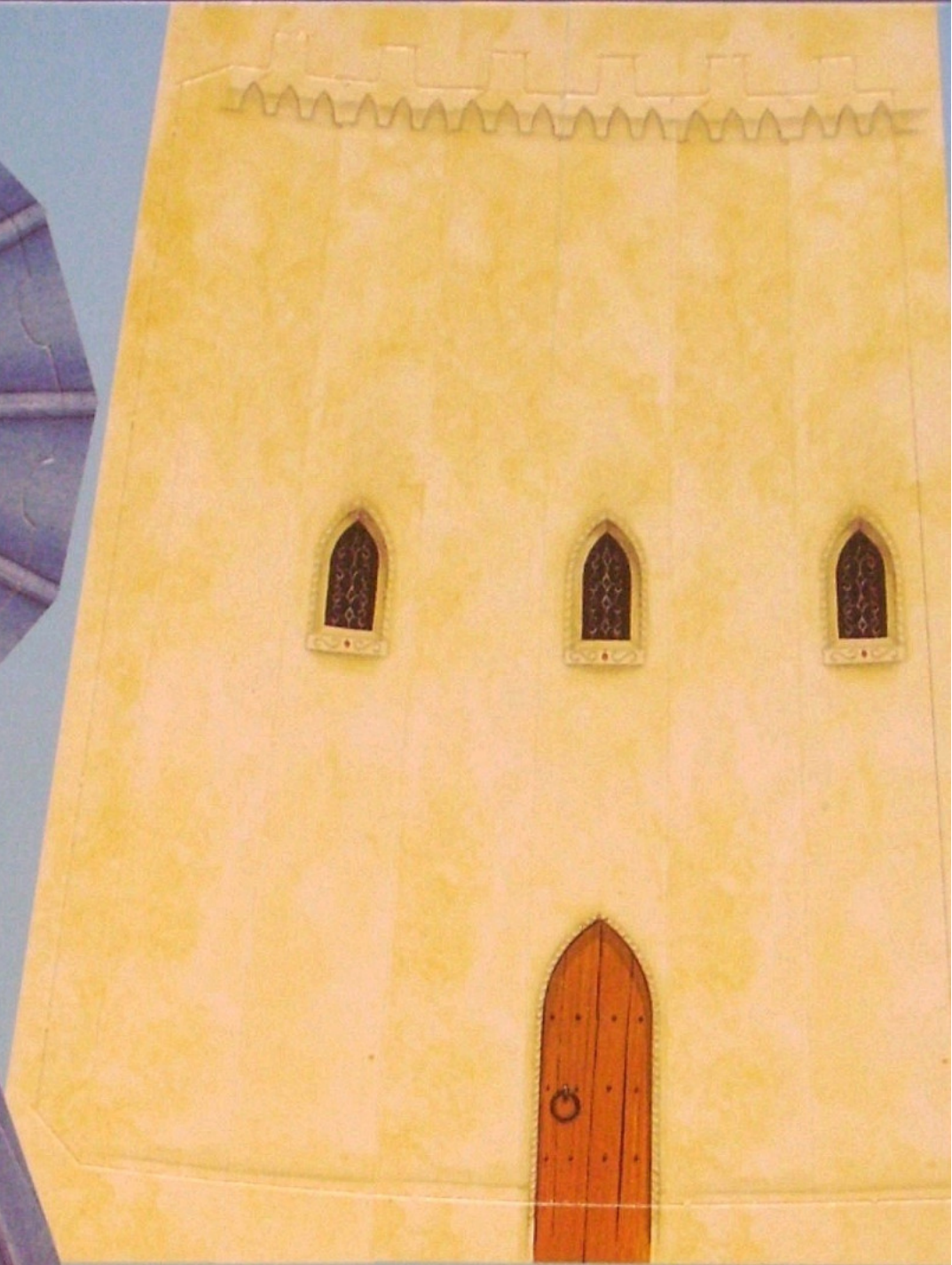
Als nächstes bringst du die Dächer des Vorbaus (4b) an, indem du sie mit ihren Laschen in die Schlitzre der Vorderwand klebst und mit den Laschen am Vorbau (4a) verklebst. Kümmer dich im Moment noch nicht darum, daß das Dach oben nicht verklebt ist.



Nimm die als nächstes die dekorativen Torbögen (5a) und falte sie wie gezeigt zusammen. Dann klebst du sie mit etwas Klebstoff in die Schlitzre der Seitenwände des Hauptgebäudes. Danach klebst du die Seitentürme jeweils an einen der beiden Torbögen, wobei du die Laschen der Torbögen in die Schlitzre der Türme klebst.

Zuletzt klebst du die Zierleisten der Dächer (5b) wie abgebildet auf das Hauptdach und das Dach des Vorbaus. Dadurch werden die Dachbalken zusammengehalten. Das Hauptgebäude ist fertig.



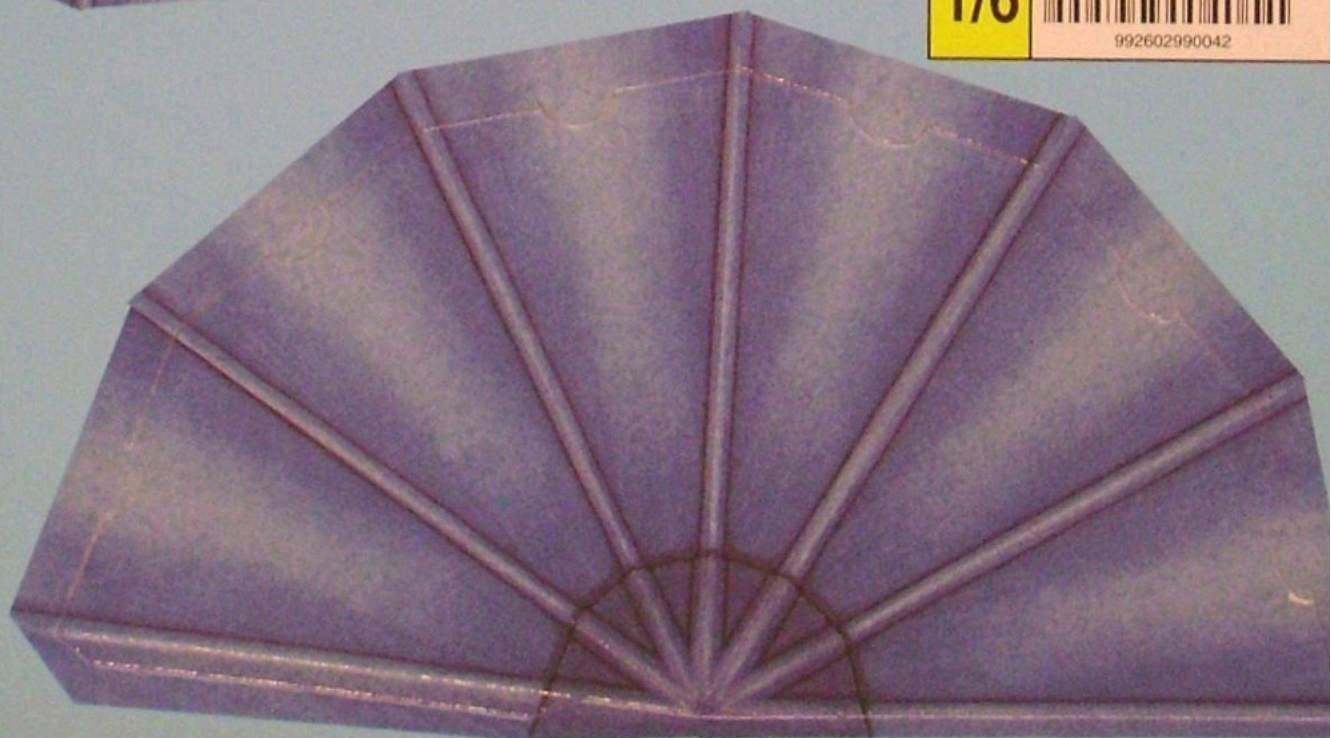


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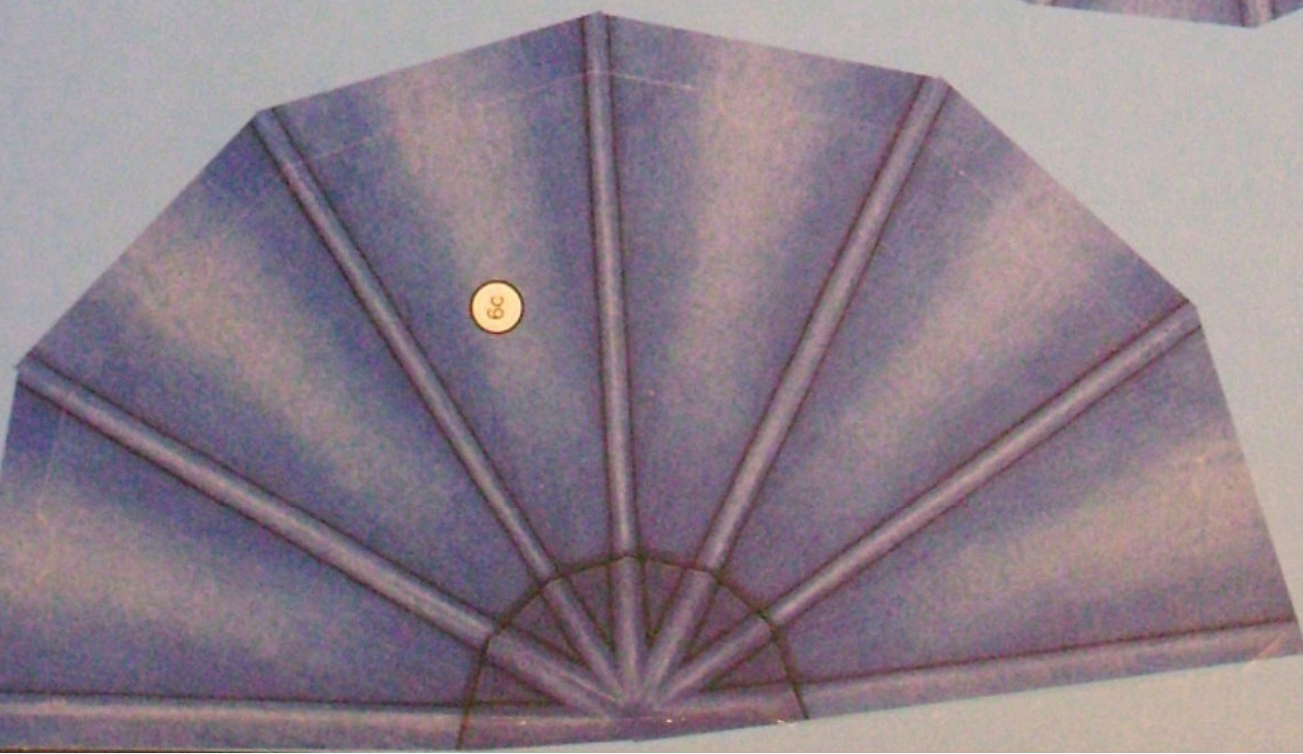
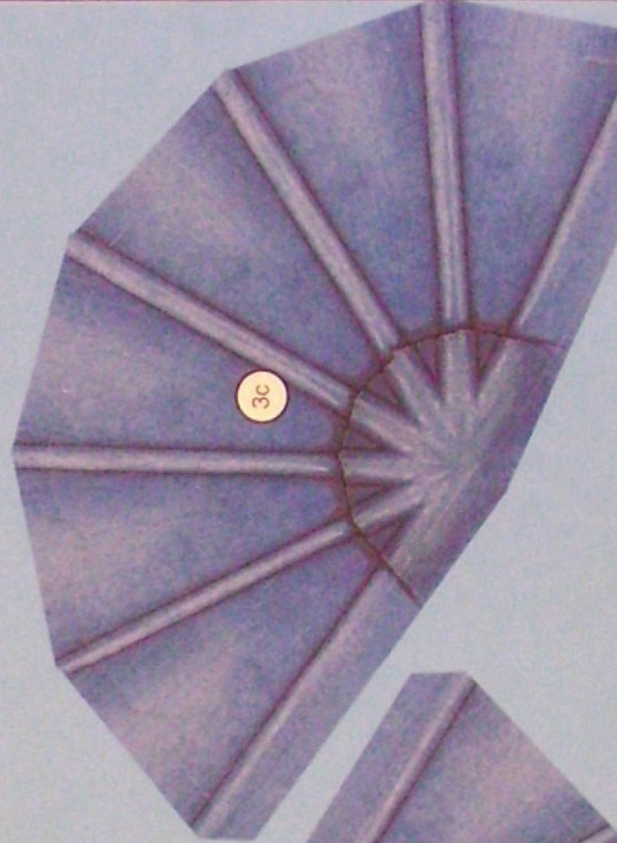
MULTI Tears of Isha SRA2

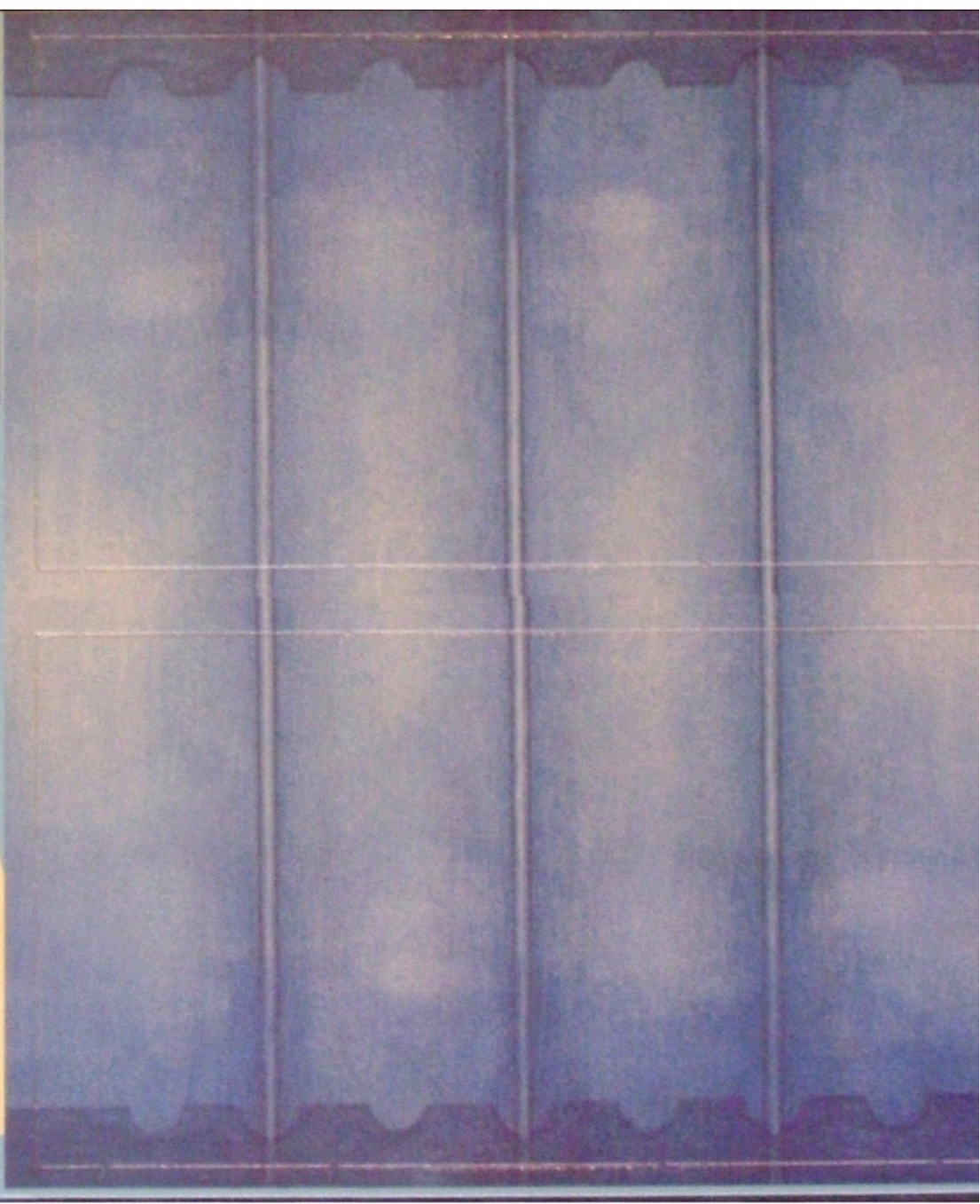


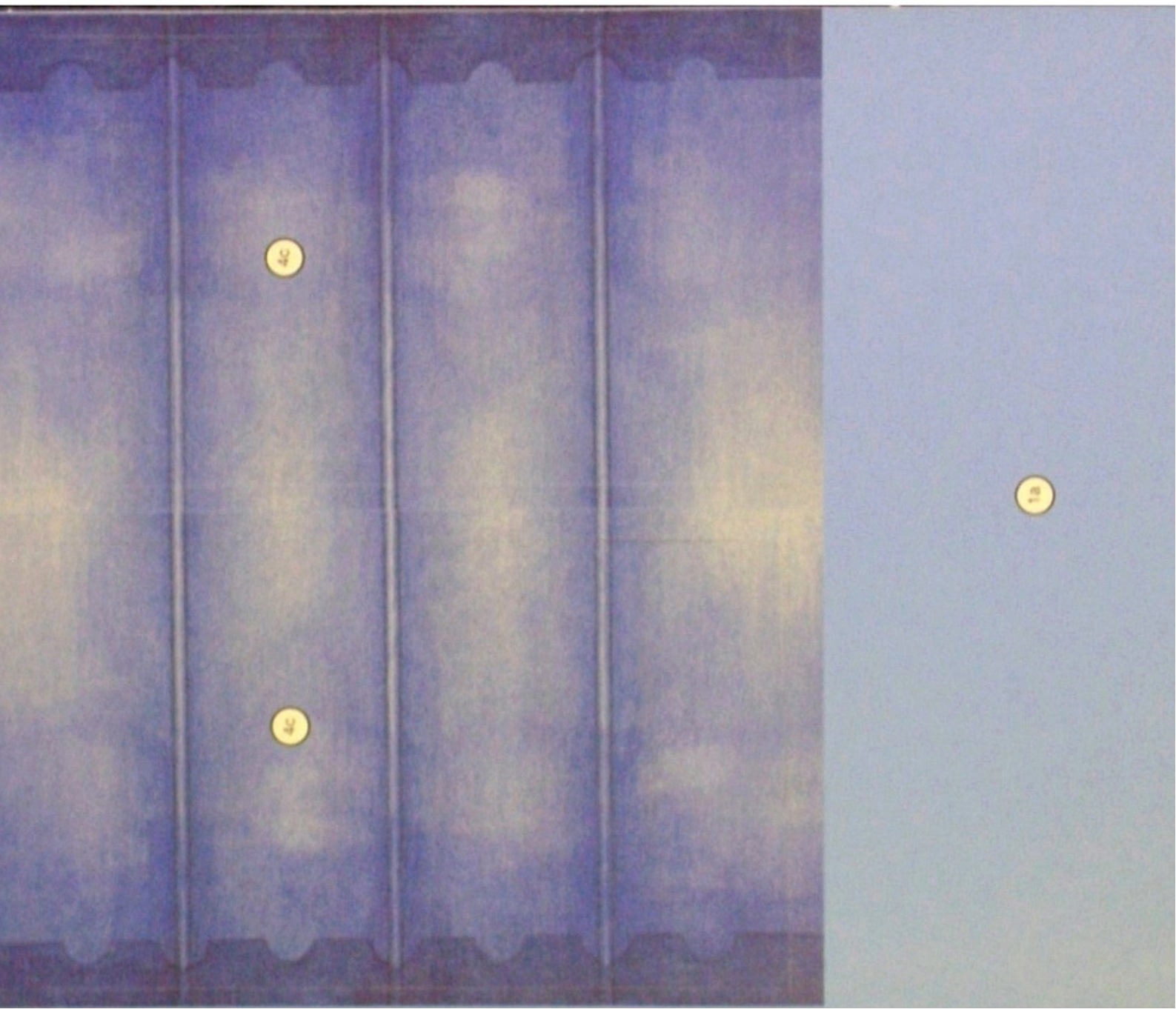
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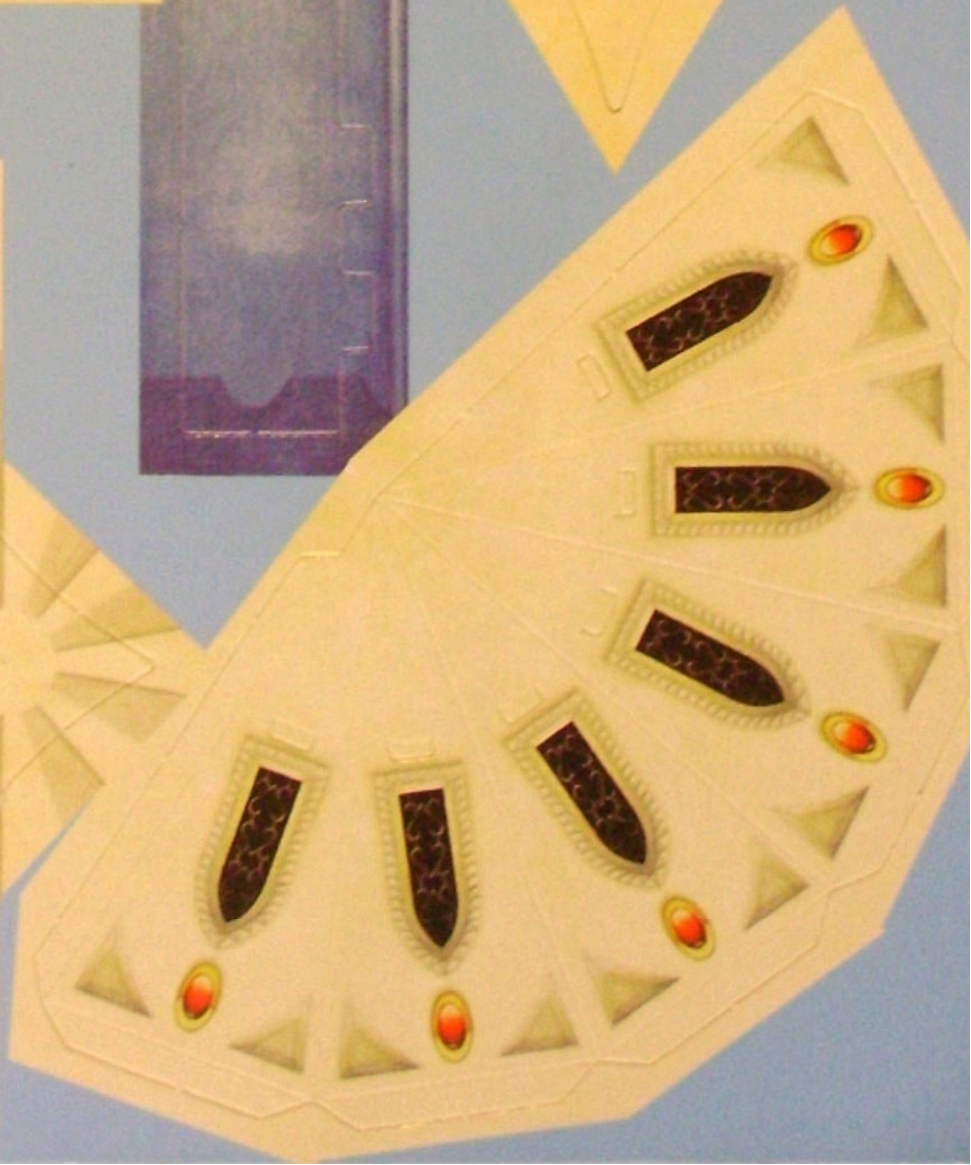
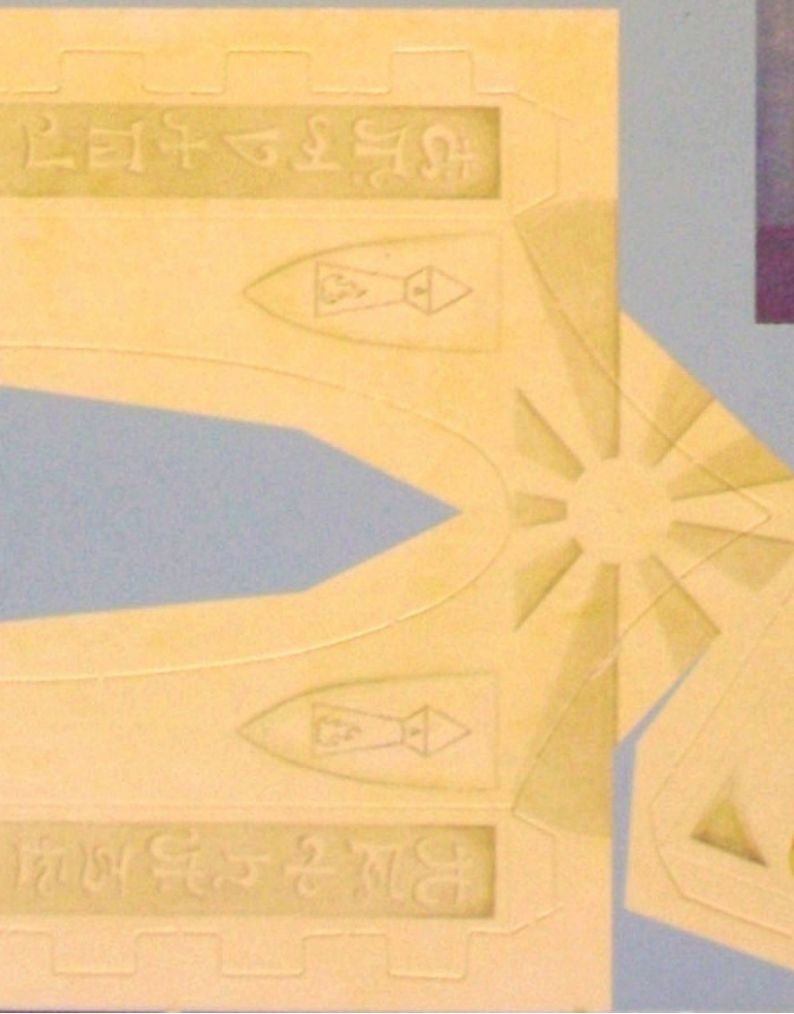
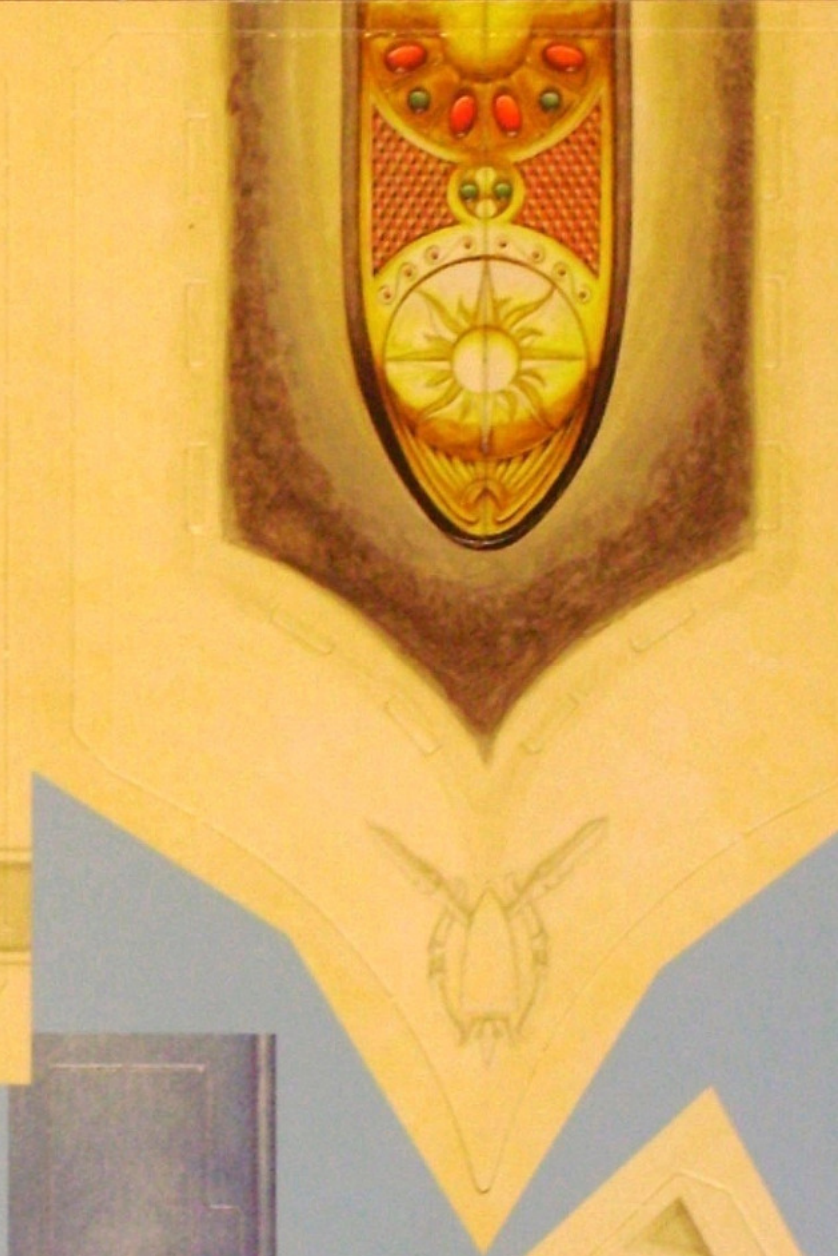
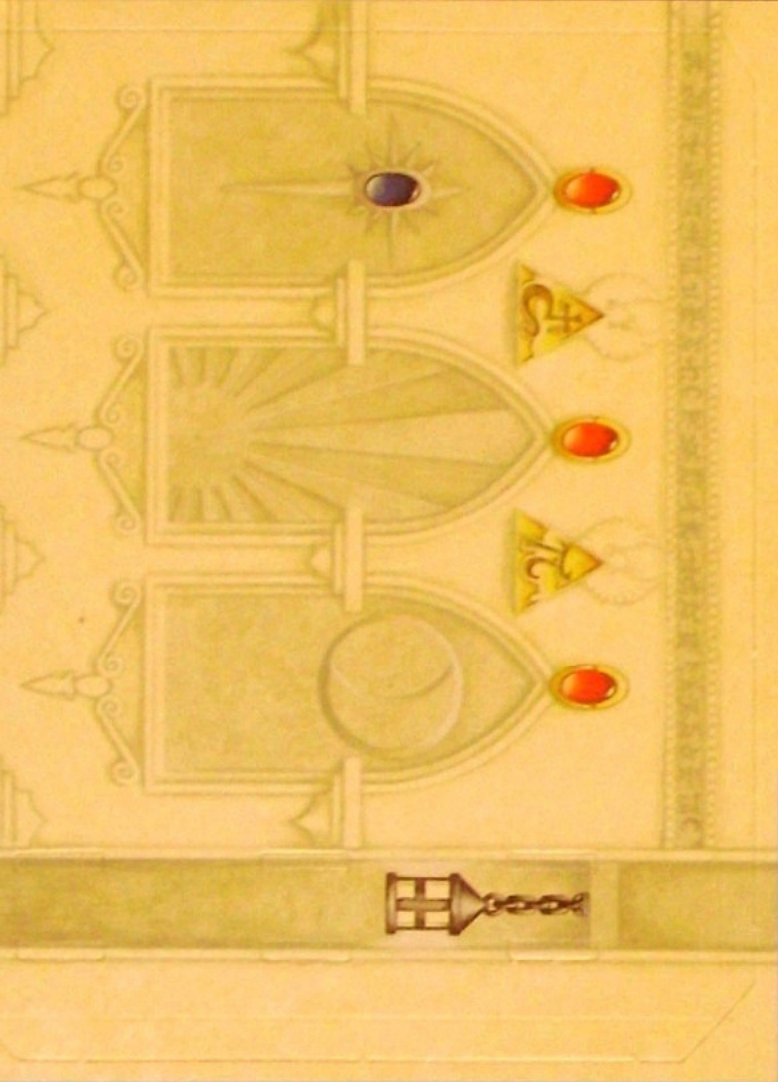


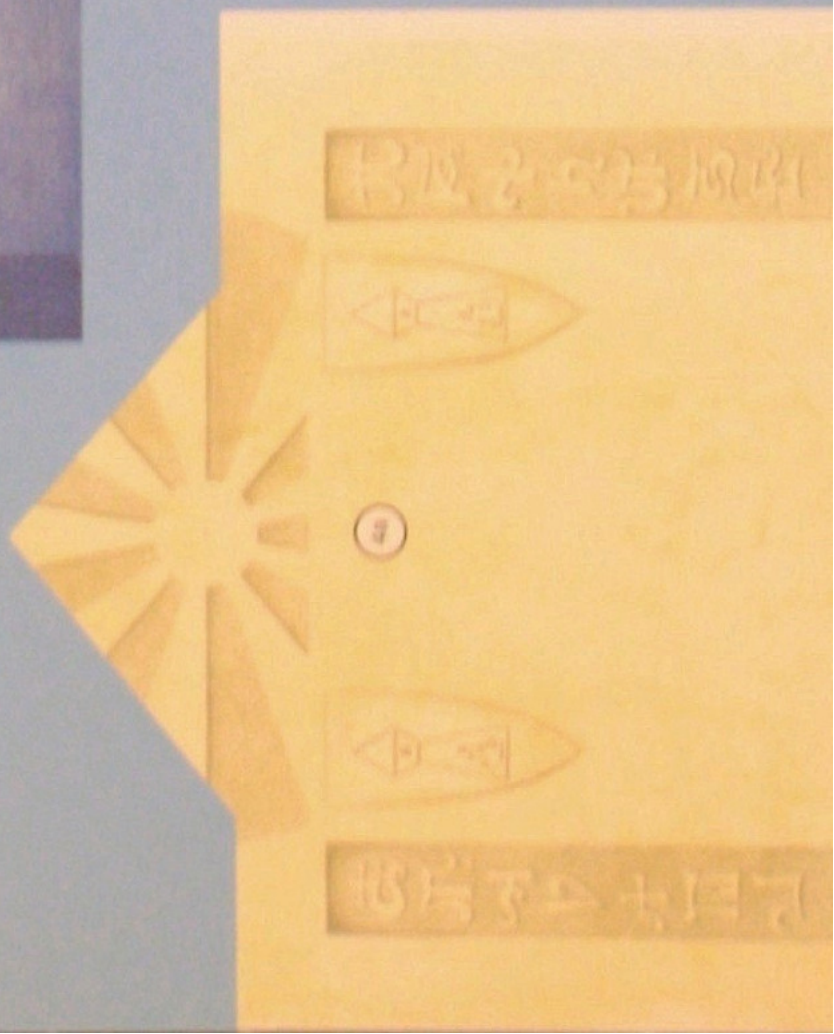
6a

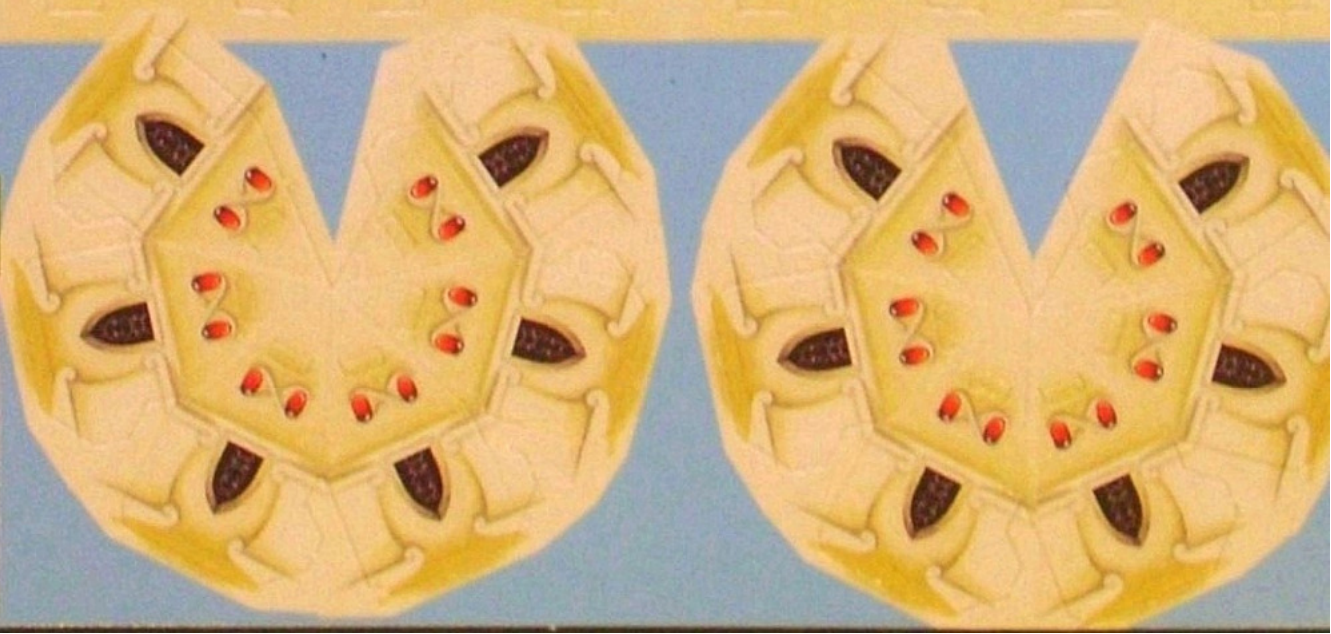
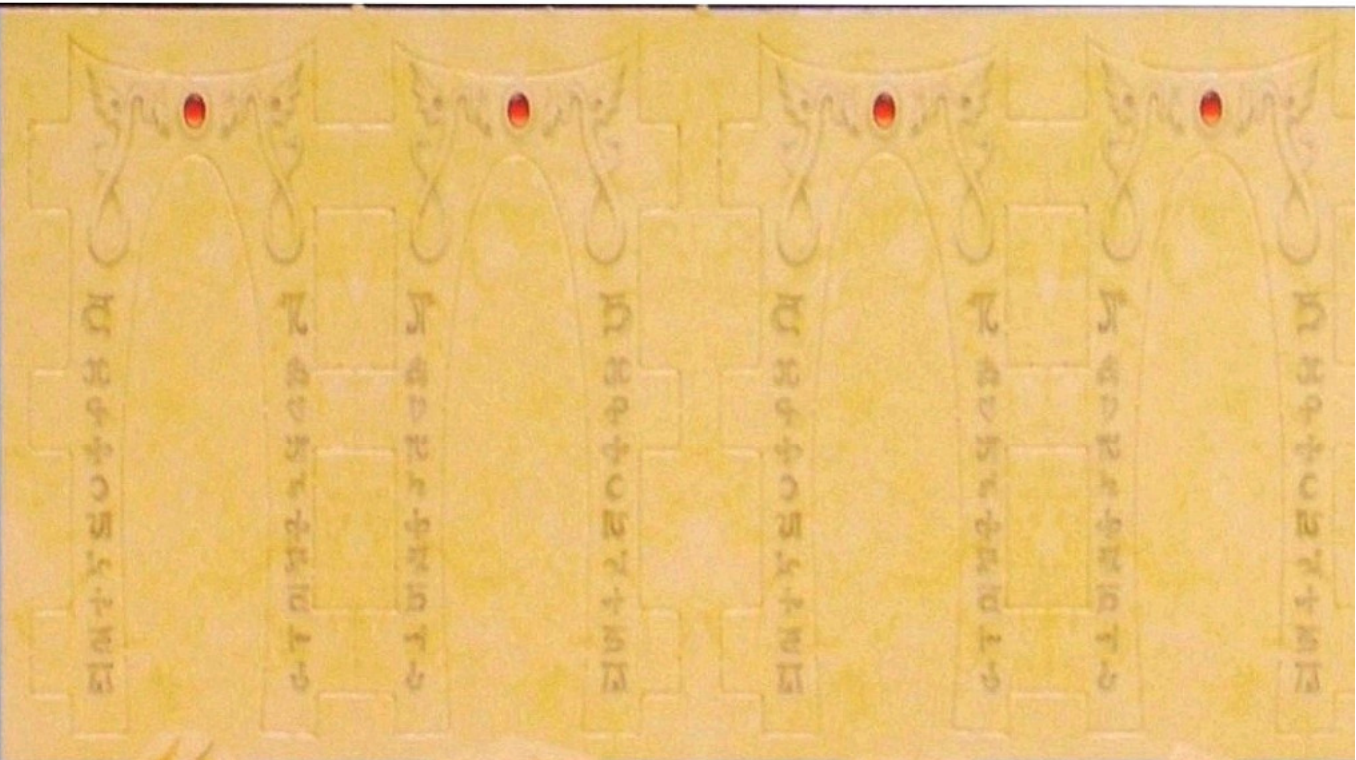




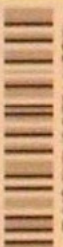








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MULTI Tiers of Iron SP42

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3b

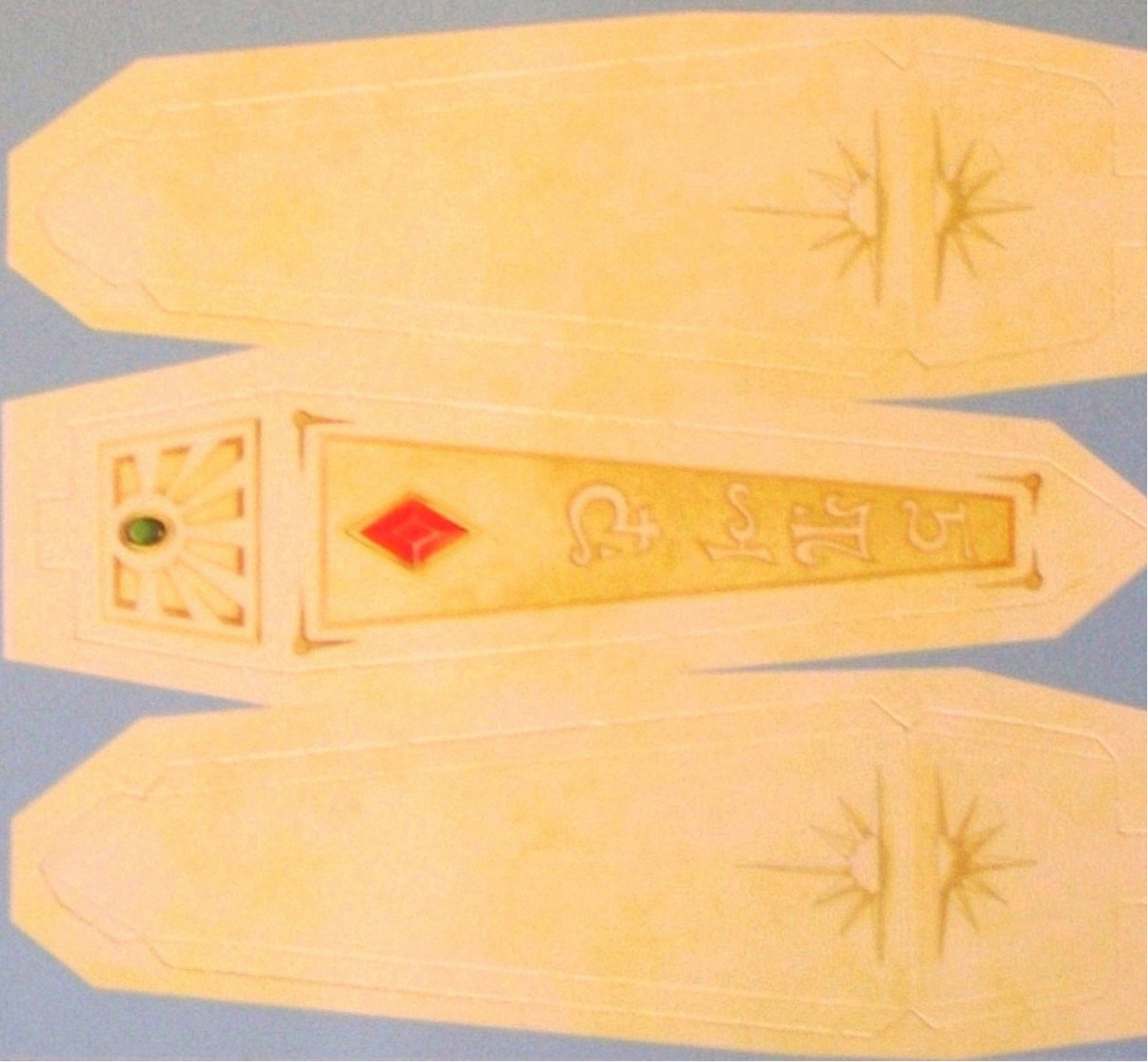
3b

5b

5b

5a

5a



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