

WARHAMMER

The **Grudge of Iron**



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WARHAMMER

The Grudge of Drong

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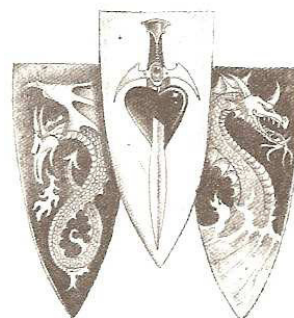
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WARHAMMER CAMPAIGN

When you have fought countless battles, when your troops have won and lost

innumerable times, what do you do next? The answer is simple: fight a campaign!

This is a series of battles, an important part of a major war, perhaps, or a shorter war all by itself. The really interesting thing about a campaign is that the outcome of each individual battle can affect the chances of ultimate victory. A small skirmish between two squads of scouts can have just as significant an effect as a big battle if, say, an important General is killed or captured, or precious supplies are destroyed. They all lead to a climatic and bloody conclusion which will decide who wins the ultimate victory.

Being a general in command of a campaign is even more challenging and exciting than in a single, one-off battle. As you fight each battle in your campaign, you must keep your long-term aims in mind and think ahead to that final conflict, just like a real general. You may lose a battle along the way, but can you win the war? Now you are playing more than just a game: you are dealing with tactics and strategy on a grand scale.

THE CAMPAIGN

In this campaign, there are three preliminary battles which then lead up to an all-out, death-or-glory final conflict. The first three battles are relatively small actions with up to 1,500 points per side. The final battle involves massed armies of 3,000 points or more.

The campaign you are going to fight is set in a particular time and place, and involves two of the great races or kingdoms of the Old World. The events leading up to each battle, the motives of the leaders and the story behind the campaign are all described. There are also hints on transporting this campaign to another time or place, and fighting it using different armies.

This Warhammer Campaign book complements and supplements Warhammer, the Game of Fantasy Battles and the Warhammer Armies books. The make-up of your armies is determined from the main army lists in those books. This supplement tells you which troops from those lists to use for each of the various battles, and adds extra information about the troops and special rules appropriate to the specific scenarios.



WHAT YOU WILL NEED

Warhammer Campaign is designed for players who are already familiar with Warhammer Fantasy Battles and who want to try something more sophisticated and challenging than the usual pitched battle. To play this campaign, then, you will need Warhammer, the Game of Fantasy Battles, Warhammer Magic and the Warhammer Armies book for one of the contenders in the campaign. Your opponent should have the Warhammer Armies book for the other side.

Players with Dwarf armies will find this campaign particularly enjoyable. They will need the Warhammer Armies book devoted to Dwarfs and a collection of Dwarf models big enough to field a 3,000 point army. Your opponent will need to refer to the Warhammer Armies High Elves book, and should have about 3,000 points worth of High Elf models available to him.

Those who play Warhammer regularly will probably already have a gaming table and enough scenery for the campaign. This Campaign supplement includes the special Dwarf buildings and items which will feature in the scenarios.

If you find that you are lacking any specific units, models or scenery mentioned in the campaign, you have two options. You could use your imagination and improvise with what you already have; there are notes on how to do this later.

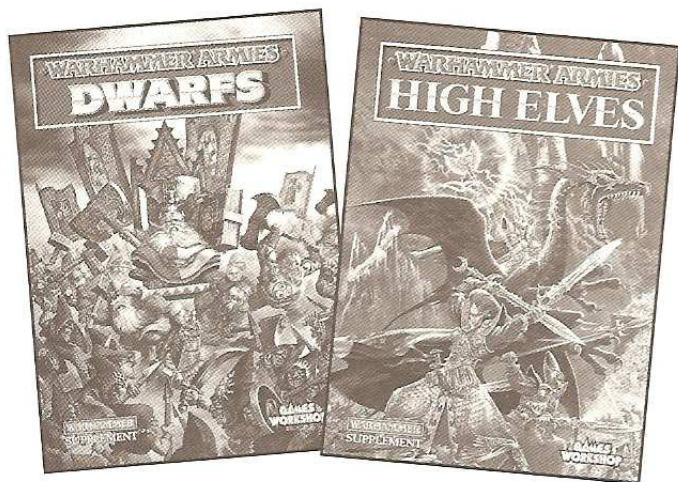
Alternately, you could take this opportunity to increase your collection. Above all, Warhammer is a creative hobby which emphasises collecting, painting and modelling. It's a hobby that lasts for a lifetime, with new models to collect and new projects to tackle all the time. With Warhammer Campaigns you can take things several stages further, whether playing, collecting or making models.



Dwarf Miner

PREPARING FOR WAR

To fight the Grudge of Drong campaign you will need Warhammer, Warhammer Magic, the Dwarf and High Elf Warhammer Armies books, and a Dwarf and High Elf army. The campaign is designed for two players, each commanding either the High Elves or Dwarfs.



HOW THE CAMPAIGN WORKS

The campaign consists of four battles – each a confrontation between the Dwarfs and High Elves as recorded by Dwarf folklore in the painfully long and bitter ballad known as the Saga of Drong. These battles are:

Scenario 1

The Battle of Grudge Pass

Scenario 2

Ambush on the Dwarf Road

Scenario 3

The Brewery Bash

Scenario 4

The Battle of Krag Bryn

Each battle is fought one at a time culminating in the final cataclysmic Battle of Krag Bryn. The forces available to the players and any special rules that apply are described on the separate Battle Scrolls for each game. It is worth getting out the Battle Scrolls now so you can refer to them as you read the rest of this section.

SETTING UP THE GAMES

The rest of this rulebook describes the actual events leading up to each of the four battles. We explain how to set up each of the games, provide rules for deployment, and also explain how to establish which side has won.

THE FOUR BATTLES

The campaign is designed so that the results of each of the three preliminary games affect the final battle in some important way. For example, if the Dwarfs win the Battle of Grudge Pass then they are assumed to retain the services of Master Engineer Krudd Mad-Mattock and may therefore field war machines in the Battle of Krag Bryn. On the other hand, if the Dwarfs lose the battle they also lose Krudd and can bring only a single war machine to the final battle.

All of the battles leading up to the Battle of Krag Bryn affect the Dwarf player's choice of troops, characters, runes or war machines for the concluding game. Thus, the better the Dwarf player does in the initial games the better chance he has during the final showdown.

If you look at the Battle Scrolls for each game you'll see that the rewards for winning the game are described under the heading of Victory Gains. The Victory Gain is literally the advantage gained by winning the game.



CHOOSING FORCES

You do not need specific units of troops to fight the campaign. Instead, you are allowed 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 are actually allowed more units of a certain type than you normally would. This is because the Warhammer Armies lists are designed to be generally representative of the armies covered. The campaign armies, on the other hand, are based on the specific conflicts described.

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



A Selection of Battle Scrolls



To choose your army for a battle refer to the relevant Battle Scroll 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 as usual. The Battle Scrolls 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, and this includes magic standards for standard bearers as well as magic items for characters.

For players interested in such things we have included a separate list of the forces that fought these battles – in fact these were the actual forces used by Rick Priestley (High Elves) and Nigel Stillman (Dwarfs) when we fought the campaign for the first time.

Eventually, each game was fought several times and different forces were chosen on each occasion, gradually improving our selection as we got to grips with the objectives for each battle. See Appendix 1 The Saga of Drong for our example armies.



Blank Roster Sheets

ROSTER SHEETS

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

SPECIAL CHARACTERS

The campaign features a number of special characters for both Dwarfs and High Elves. You'll find details and appropriate rules for these characters on the Battle Scrolls. These characters can be represented by any suitable models from the Citadel Miniatures range – whether you wish to purchase and paint new characters to play the campaign, or simply use an existing model which fits the description is entirely up to you. We have made a selection of new character models for both armies which fit the descriptions in *Grudge of Drong*, including models of Drong the Hard, Eldroth the High Elf General and Queen Helgar herself.



The characters described in the Grudge of Drong are compatible with the Dwarf or High Elf armies, and can be used as special characters in other games should you so wish. Special characters should only be used with prior agreement by the players. Of course, any characters prepared for the campaign can be fielded as basic heroes or wizards in your other games.



THE GRUDGE OF DRONG

THE FOUNDING OF TOL ELDTROTH

Far back in the time of Caledor II, during the fourth age of Ulthuan, the High Elf Lord Eldroth set sail from Lothorn with a great following, bound for the shores of the Old World. There they discovered a fine natural harbour on the coast, overlooked by a range of high mountains. Eldroth and his folk founded a trading colony which they called Tol Eldroth.

Soon Elf adventurers had explored far among the mountain peaks which loomed upon the horizon. They brought back tales of precious metals and gems hidden in the rocks. They also encountered the Dwarfs.



BRONN'S STRONGHOLD

Many centuries before the Elves landed on these shores, the Dwarf adventurer, Bronn the Bold, and his clan had migrated along the mountain tracks until they reached the peaks overlooking the coastal plain. Bronn's prospectors discovered the gems and gold locked within the mountains and so Bronn and his expedition established a mining settlement. This new colony soon attracted miners, merchants and settlers from other clans and grew rapidly into a mighty stronghold which

was ruled over by Bronn and later his descendants. The stronghold became known as Krag Bryn, which means 'Gleaming Mountain' in the Dwarf tongue.

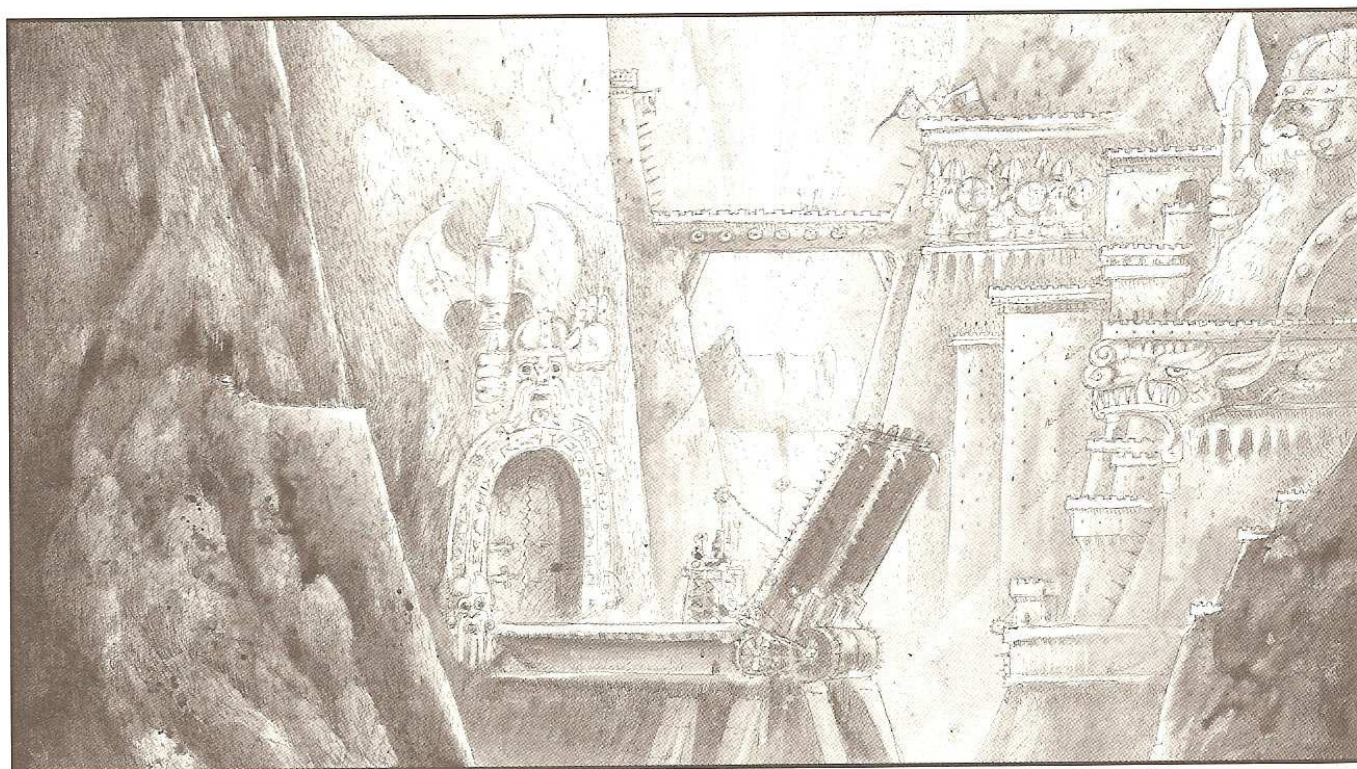
THE COMING OF THRUND

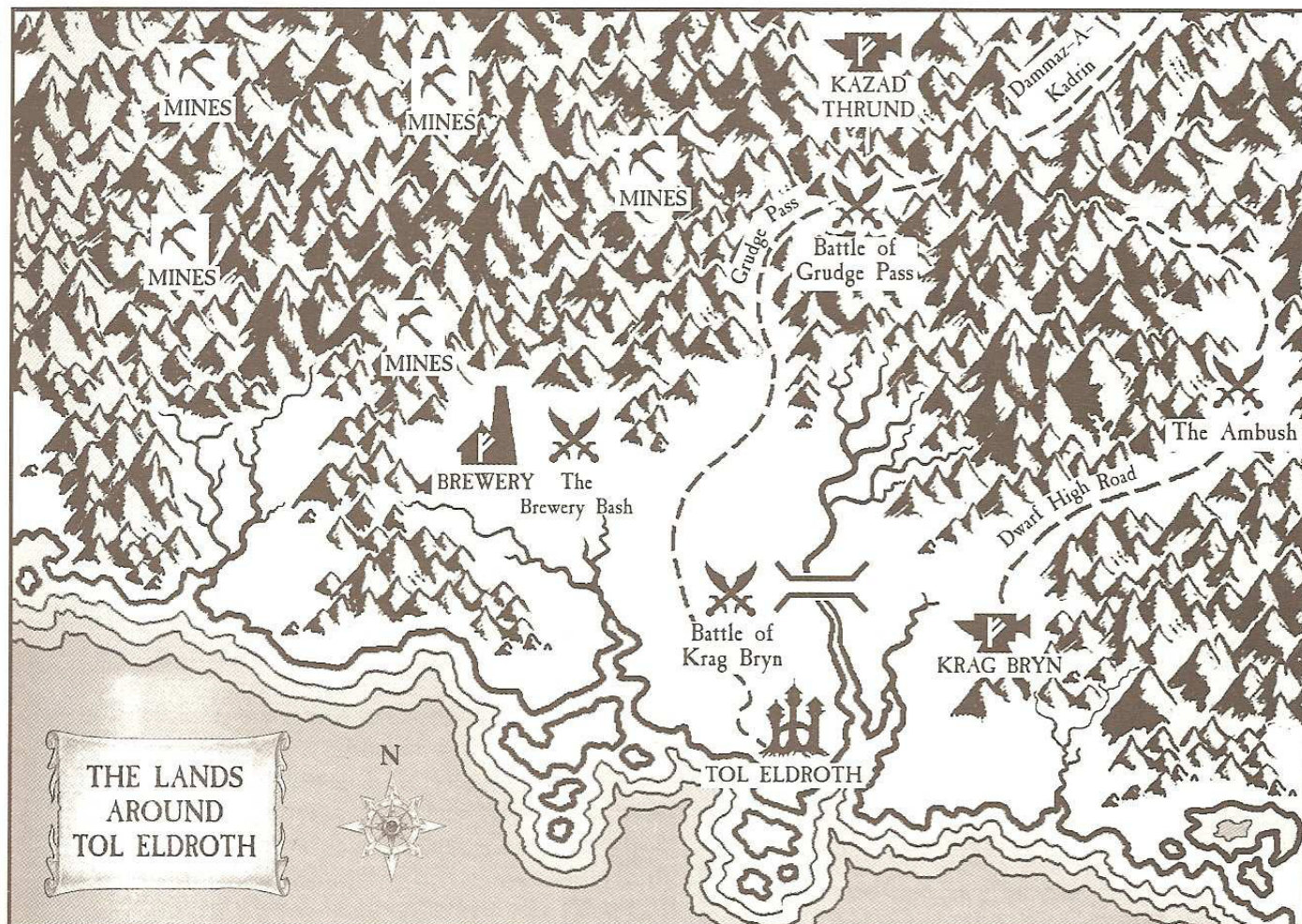
Hearing of the wealth of Krag Bryn, the Dwarf Lord Thrund the Angry gathered a great throng of adventurers, outcasts and restless clans eager for new lands to claim. Thrund held a long-standing ancestral grudge against Bronn, the exact nature of which had long become obscure. Whatever its origin, the grudge itself was still remembered by all of his clan. Thrund resolved to find Krag Bryn and seize the throne for himself.

In the mighty battle that followed, Thrund was defeated by Bronn and mortally wounded. Before he gasped his last, he made his heirs swear an oath to uphold the grudge, which was now drenched with fresh clan blood. True to their pledge, but lacking the force to take Krag Bryn, these 'Thrundlings' built their own stronghold, overlooking the only pass through the mountains and so barring the trade route from the Dwarf Empire to Krag Bryn. They named this fortress Kazad Thrund in honour of their illustrious ancestor. From here they levied a tax on all merchants travelling through the pass. It was for this reason that the pass soon became known far and wide as Grudge Pass.

THE LAST OF THE BRONNLINGS

The centuries passed. When Eldroth's kindred landed on the coastal plain below the towering peaks, the rivalry between Bronnlings and Thrundlings was already





old. Endless feuds had taken their toll on the Bronnlings and only one Dwarf of the true lineage of Bronn remained. Elven emissaries sent to the court of Krag Bryn were astonished to be welcomed by a Dwarf Queen! She was Helgar, the last living descendant of Bronn the Bold.

The coming of the Elves was an unexpected boon for Krag Bryn. A new trade route to the fabulous Elf empire of the west was suddenly opened up for them. The miners could forget the treacherous pass of Kazad Thrund. Now they could sell gold, silver and gems to the Elves, who paid much more than canny Dwarfs, and without so much hard bargaining besides.

Queen Helgar immediately made a trading pact with the Elves and her popularity with the Dwarfs of Krag Bryn soared. In truth, she badly needed such prestige, since there were none of her own clan left to support her claim to the throne, yet kinsfolk of Thrund were already numerous among the miners. Furthermore, few Dwarfs liked being told what to do by a beardless queen – even if she could drink ale like a Trollslayer and her lineage was as long as her (very long) plaits.

THE WRATH OF DRONG

Meanwhile, in Kazad Thrund, power was in the sturdy hands of Drong the Hard, of the bloodline of Thrund. He looked upon the arrival of the Elves with outrage and disgust. As the treasures of Krag Bryn were loaded onto sleek Elven ships bound for destinations unknown, trade through the pass of Kazad Thrund dwindled to virtually nothing. Drong was becoming poor and his

clan was growing angry. The grudge was written down and the axes were sharpened. Drong sought to exploit this growing discontent to raise his fortunes. To this end, he cunningly invented a spurious ancestral claim to the throne of Krag Bryn.

He claimed that his ancestor Thrund had been the rightful lord of Krag Bryn. He had been ousted in a coup and slain most treacherously, rather than in a fair and honourable fight. Drong's words circulated at a time when distrust of the Elves was spreading throughout the Dwarf realms. The false rumour had the desired effect and soon adventurers with axes to grind flocked to Kazad Thrund.

DRONG PREPARES FOR WAR

Soon Drong felt that the time was right to challenge Helgar's claim to her throne, with force if necessary. His following was strong, hers was weak. As for her allies, the Elves, what match would they be for good honest Dwarfs! So reckoned Drong, as he made his war-plans. He sent his kinsmen into the mining outposts of Krag Bryn to stir up discontent.

Thus began the Tale of the Grudge of Drong, as it is known in the sagas. This war between Elf and Dwarf colonies, savage in its ferocity, was a foretaste of what was to come in the long and terrible War of the Beard which broke out soon after.



Eldroth was resplendent in his war panoply, as befitted a lord of one of the noble kindreds of Ulthuan. Beside him rode Fendar, Tethan and Ardath, and several more fine nobles besides. They were the representatives of the kindreds of Tol Eldroth, on their way to the court of Queen Helgar to seal the pact. All were attired to impress the queen and her people with Elven splendour. The Dwarfs would understand that the Elves were an ancient race and a force to be reckoned with. Eldroth was discussing matters of diplomacy and protocol with his companions.

"It is said, Ardath, that you have much knowledge of Dwarfs," Eldroth said. "How should we negotiate with this queen?"

Ardath, an Elf of few words, thought awhile before replying, "Respect and reverence for ancestors is all amongst Dwarfs. The Queen's pride in her ancient lineage is the key to our negotiations. It is only her desire to cling to the birthright of her ancestors that prompts her to tolerate us here at all!"

"Is this more important to her than the wealth of Ulthuan, which flows from us into her treasury in return for metals and gems?" asked Fendar.

"That is useful to her, perhaps, but there is not much that the Dwarfs need from us. They are expert craftsmen, not savages," Ardath answered.

Tethan spoke: "You would call Dwarf work 'art', would you, Ardath?" Everyone smiled, as indeed did Ardath as he offered an explanation.

"True, their work is grotesque to our eyes, and who in his right mind would give a Dwarf ring to a lady of Lothorn? But let us not deceive ourselves: this Queen does not trade with us just because she likes the silks of Saphery or the wines of Chrace."

"Indeed, it is said that she swills that disgusting brew they all have a passion for by the very barrel!" joked Eldroth. "So what is it that she really wants from us, Ardath?" the Elf Lord continued.

"She has no warriors and so she seeks to use us to defend her from her arch rival, Drong" replied Ardath with the shrewd insight of a seasoned warrior and veteran of many past encounters with Dwarfs. "She plans to fight for her throne, down to the last Elf if need be!"

"Do I sense that you disapprove of my policy, Ardath?" Eldroth asked.

"Not at all, lord. It suits us well to support her. Remember the old proverb: 'Divide and rule'. We will prevail over the Dwarfs because we are united, whereas they are riven with ancient grudges and clan feuds," Ardath replied.

"Alas, Ardath, you are old fashioned. Perhaps you

have been in the colonies too long. Have you not heard of the kinstrike in Ulthuan? It seems we, too, are united no more."

While Ardath was considering his reply, the debate was put aside as the party approached the great gates of Krag Bryn. Even the Elves marvelled at the massive stone masonry. The immense gates opened before them, operated by some hidden device of the Dwarfs. The party rode down the great paved roadway, through arches and between colossal seated statues depicting Helgar's grim-visaged ancestors, and on into the great hall itself. The dim light was barely banished by the flickering torches. At the end of the audience chamber Queen Helgar sat upon an enormous throne. On the wall behind her hung a wide tapestry depicting her ancestor Bronn slaying his arch-enemy Thrund with his immense axe.

"Welcome, lord of Tol Eldroth," Queen Helgar greeted them.

The Elves dismounted and were seated on carved Dwarf chairs. They listened politely as the long lineage and ancestral accomplishments of the Bronnings was read from a great rune-inscribed book of sagas. Flagon of mead were brought. Eldroth duly noted the wisdom of the queen in offering them this noble beverage rather than Dwarf ale.

Then Helgar herself spoke. She pointed out to Eldroth, in haughty tones, that his folk had arrived uninvited upon her shores. However, she was prepared to overlook this in return for Eldroth's recognition of her as High Queen.

Eldroth's keen mind appreciated the symbolism and the politics. Despite her protest, the queen recognised that Eldroth's colony was now firmly established and there was nothing she could do about it.

By acknowledging Helgar as High Queen, he would be symbolically recognising her authority. In this way Dwarf pride would be satisfied. He would also be recognising Helgar as legitimate heir to the throne of Krag Bryn, over and above the rival claim of Drong. This was sure to bring the wrath of Drong down upon his own people. A further implication was that the queen could call upon the warriors of Tol Eldroth to support her as if they were her own troops. Eldroth had not seen many warriors on the walls of the stronghold, and there were few guards in the great hall.

Eldroth took counsel with his retinue. It was soon agreed. Elven trade goods would arrive in Krag Bryn as 'gifts' from the Phoenix King himself, much to the benefit of Helgar's prestige. Treasures from the Dwarf mines would pour through Tol Eldroth as 'subsidies' to the queen's loyal allies.

The deal was done.

THE BATTLE OF GRUDGE PASS

TROUBLE AT THE MINES

The rumour of Drong's claim to the throne of Krag Bryn spread to that stronghold itself and took root among many disgruntled miners of Thrund's clan. By this time, most of the Dwarfs in the mining outposts were either Thrundlings or Dwarf settlers of a variety of clans, who owed no great loyalty to Helgar. Indeed, most tended to favour Drong. They muttered to themselves as they picked away at the rock, working to make the queen rich.

Why should this hard-won wealth, they grumbled, go to a ruler of the wrong clan and worse, be given away to the decadent Elves? Surely it should be traded only with good honest Dwarfs!

One day Krudd Mad-Mattock, Master Engineer and kinsman to Drong, called an extraordinary meeting of the Engineers and Miners Guild. Everybody at the mining settlements downed tools to indulge in a marathon drinking and grudging session.

Soon the ravines that led to Krag Bryn resounded with revolutionary slogans: "Down with Queen Helgar!", "Dwarf gold for the Dwarfs!" and "Drong for King!" A motley throng of drunken and disgruntled Dwarf rebels was marching on the Queen's stronghold. At their head was their hastily-appointed leader, none other than Krudd himself.

Helgar was brought advanced warning of the trouble by a few loyal Dwarfs, who had been fortunate to escape being pick-axed by the rebels. The queen had no warriors she could send to put down the revolt, so in desperation she sent a messenger to plead with Tol Eldroth for aid.

ELVES IN THE NICK OF TIME

Eldroth responded quickly, dispatching a task force of his fastest troops under the command of Fendar, an experienced captain. The Elves moved faster than the rabble of drunken Dwarf rebels and so it was that they intercepted them as the Dwarfs marched down Grudge Pass towards Krag Bryn.



Fendar spread his troops across the pass to bar the way of the rebels. Taking out his sword, he gouged a line in the dust between the two forces, a bowshot forward of his own troops, who were deploying into a battle line.

As the rebels approached the line, Fendar warned them sternly not to cross it or they would provoke war with the Elves.

"Out of the way, Elf, this is Dwarf business!" the arrogant and indignant Krudd spat back as he strode purposefully onwards.

"Then you shall die!" said Fendar plainly and rode back to his troops.

"Bite my axe, beardless Elf!" Krudd shouted after him, as his men let out a loud, drunken raucous cheer and surged over the line. Silently, the Elves drew their bows and took aim, waiting for the signal from Fendar. And so the Battle of Grudge Pass began.



FIGHTING THE BATTLE

The Battle of Grudge Pass is the first in a series of encounters between Elf and Dwarf forces that will lead to the battle of Krag Bryn. The outcome of this battle decides the fate of Krudd Mad-Mattock, and whether or not the mines of Krag Bryn fall into the hands of Helgar's arch rival, Drong.

THE BATTLEFIELD

The setting for this battle straddles Grudge Pass. This runs along a barren, rocky valley flanked on either side by hills, mountains and crags. The pass is wide and there are stone huts built by Dwarf miners and prospectors scattered here and there along the route. Most of these are abandoned ruins since the miners worked their way further up the mountain valleys in search of richer veins of ore, abandoning their hazardous disused mine shafts. There are no forests and virtually no trees, as these were all felled long ago for pit props.

Set up the battlefield as shown on the Battlefield map. Alternatively, you might prefer to generate the scenery randomly using the chart in Appendix III, or agree with your opponent on a variation of the battlefield to suit the scenery which you have available.

THE ARMIES

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

DEPLOYING FOR BATTLE

The 'line in the dust' made by Fendar runs across the battlefield, 12" away from the Dwarf Player's table edge. Temporarily mark this line with a row of dice while the armies are deployed. The Dwarf army deploys within 12" of the Dwarf player's table edge and at least 12" from the side edges. All units deploy facing the Elf player's table edge.

The Elves deploy 24" (a bowshot) back from the line in the dust, and at least 12" from the side edges.

Starting with the player who rolls the highest score on a D6, each side takes it in turns to deploy a single unit. Champions are deployed as part of their units. Other characters are each considered to be a separate unit of one model.

Once the smaller army has been completely deployed, the opposing army continues to deploy one unit at a time. When it is his turn to deploy, the player who has already completed his deployment can now 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 the same unit can move more than once if the opportunity presents itself. No advancing units may be moved within 8" of the enemy.

A LINE IN THE DUST

The Elves cannot shoot or attack unless the Dwarfs cross the line in the dust, or the Dwarfs start the battle by shooting at the Elves, using magic against them or attacking them in any way. The Elves will not cross the line themselves unless hostilities have already begun, but may move up to it. The Dwarfs automatically provoke war by advancing across the line, either by moving while the Elves are still deploying or by advancing recklessly under the influence of alcohol.

As soon as one single Dwarf crosses that line, the battle starts and the Elves are free to let loose with everything they have got. If the Dwarfs shoot at the Elves before crossing the line, that will start the war as well. Once the line has been crossed, all Dwarfs are fair game, no matter what side of the line they are currently on.

In the unlikely event that the Dwarfs manage to hold back from crossing the line, the Elves may move or manoeuvre over the rest of the battlefield during their turn. For their part, the Dwarfs might as well cross the line in the dust to deny the cunning Elves this advantage.

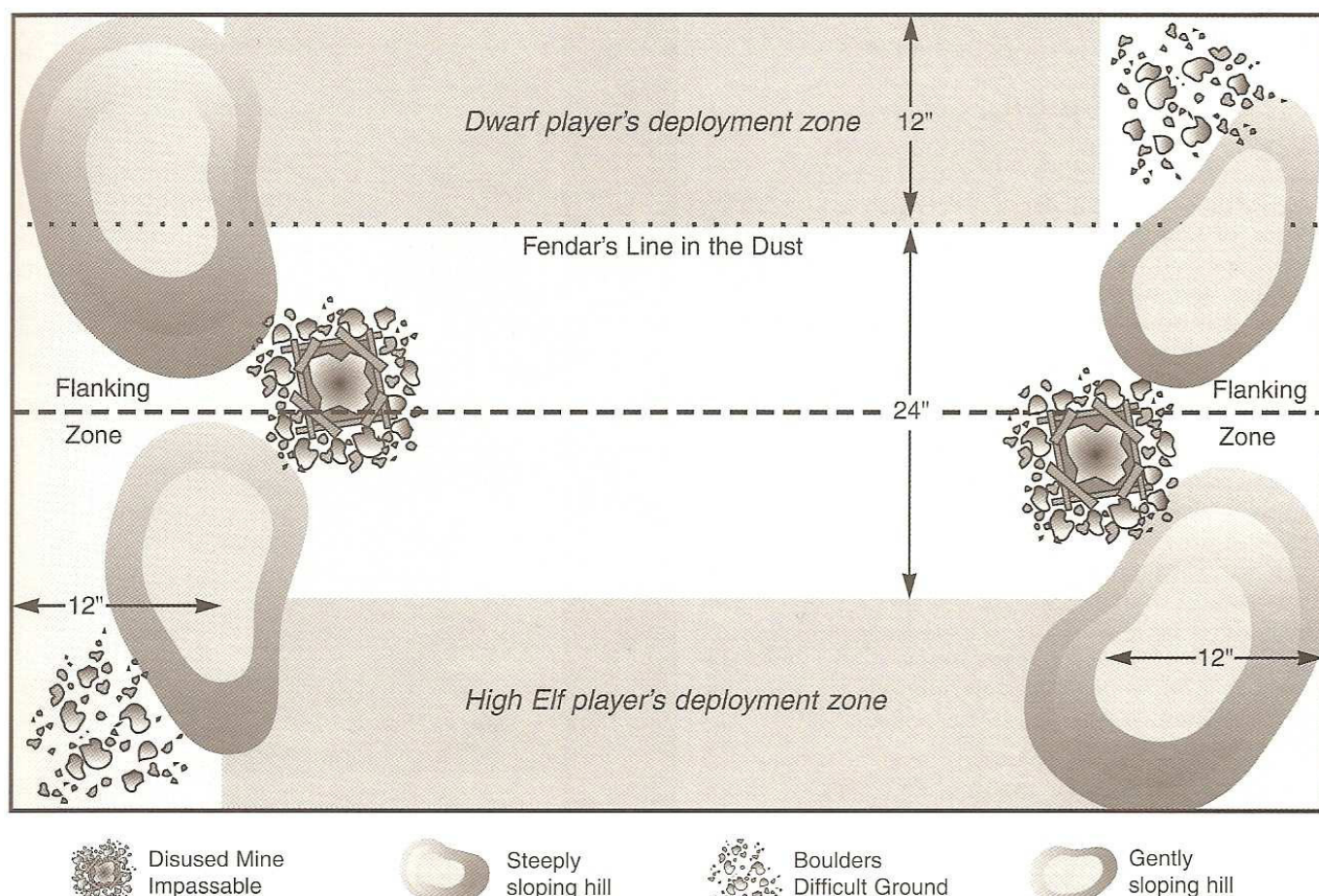
Every Dwarf stronghold possesses its own unique book of Grudges, whose pages record every single slight ever suffered by the Dwarfs of that stronghold.

Within Karaz-a-Karak, the capital of the Dwarf Empire and seat of the High King, lies Dammaz Kron, the Great Book of Grudges itself. That its creation dates back to the time of the Dwarfs' first ancestors speaks volumes about how deeply grudge-bearing is ingrained into the Dwarf psyche.

To the Dwarfs, personal and familial honour is all-important. To have one's honour slighted, or to suffer any loss of face, is a fate which all Dwarfs dread and feel an instinctive righteous desire to defend against.

The Great Book of Grudges exists as a repository of every offense ever levelled at the Dwarven race. Unfortunately, it is all too easy to offend a Dwarf, and without the Book, they would soon lose track of all but the most heinous crimes against them. Tragically, most of the entries in the Book are never stricken from its pages. Many have learned to their cost that it is easy to offend a Dwarf, but almost impossible to make reparations toward him.

BATTLE OF GRUDGE PASS – SCENARIO I



SPECIAL RULES

ABANDONED MINE SHAFTS

There are two abandoned mine shafts on the edges of the pass. These can be represented by a ring of small pebbles about 3" in diameter.

Any models which move over these shafts during the battle must roll equal to or under their Initiative (I) on one dice or plummet into the darkness, lost forever! Roll for each model that moves over the shaft. The shafts are quite visible, so generals can move units so as not to go near them.

They are, however, particularly hazardous to drunken Dwarfs who happen to be staggering about randomly without looking where they are going!

THE BATTLE

WHO HAS THE FIRST TURN

The Dwarf army has the first turn.

HOW LONG DOES THE BATTLE LAST

The Battle of Grudge Pass lasted from mid-afternoon to sunset. To represent this, the battle lasts for five game turns, each turn representing about 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 for the Elves.

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY CONDITION

If Krudd is slain or flees the table, the Elves win the battle. With the ringleader dead, fleeing or in hiding, the rebellion is over and the rebels will disperse. If the Elves achieve their sudden death victory condition in any turn before sunset, the battle ends in a decisive Elf victory at the end of that turn.



VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up victory points as described in the Warhammer rulebook. In the event of a draw on victory points, this is counted as an Elf victory instead, because unless the rebels actually win, the rebellion is crushed.

The rebellion is a major test of Dwarf solidarity. If any Dwarf unit retreats off the table of its own accord (that includes being under the influence of alcohol), the rest of the rebels think that they have lost their faith in the rebellion. The unit is therefore treated exactly as if it had fled when it comes to counting up victory points.

AMBUSH ON THE DWARF ROAD

THE SAGA OF DRONG AND HELGAR

Despite the rebellion at the mines, Helgar held on to the throne of Krag Bryn, so Drong decided to change his tactics drastically. He sent messengers to the queen with presents and offers of friendship and reconciliation. Helgar was won over with jewels of exquisite Dwarf workmanship obtained at great expense from Karak Izril. She summoned Drong to a feast to resolve their differences and proclaim peace.

This was a magnificent occasion, at which the best Dwarf ale flowed in vast quantities. When Drong saw Queen Helgar wielding her tankard like a true Dwarf, he was well and truly smitten. He began to think that he had been wrong about her after all. Perhaps the two rival clans should unite! As Drong pondered this thought, surrounded by a thousand Dwarfs from both factions singing and drinking, he began to see in his mind a son and heir who would one day rightfully sit upon the throne of Krag Bryn.

With this thought in his befuddled head, he proposed to the queen that they be married. Her Majesty, having made good use of her tankard and quite taken with Drong's impressive beard to boot, accepted.

The entire throng rejoiced and toasted the couple with yet more ale. Even in the dawn of a new day, with the effects of the Dwarf ale hammering as if on anvils in their heads, Drong and Helgar continued to see the advantage of their decision. The queen would no longer be the last of her clan and her heirs would still hold the throne. The ancient grudges could be struck off the book, which would be handy as that would make room for some new ones!

When they heard the news, Eldroth and all of the Elf-folk breathed a sigh of relief. The queen's crown seemed secure and a new trade route had opened through the pass of Kazad Thrund. This allowed them to trade directly with the Dwarf Empire. Drong lifted the tax on trade through the pass and went to live in Krag Bryn, which was a much finer stronghold than Kazad Thrund. Everyone seemed very happy. Tol Eldroth continued to prosper under the queen's protection. Drong forgot about the grudge against the Elves... for the moment.



Drong the Hard of Karad Thrund

THE GRUDGE-BRINGER

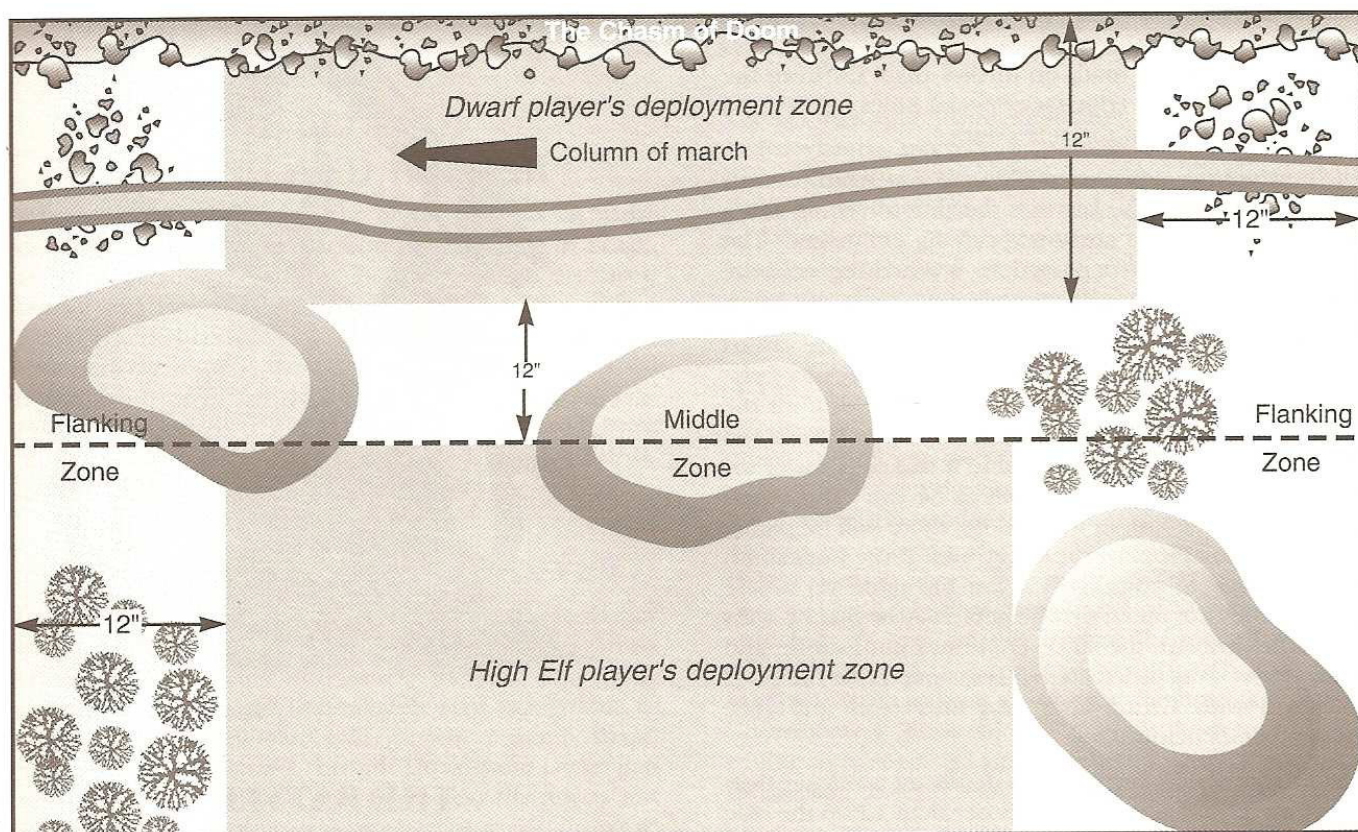
Elsewhere, though, the storm clouds were gathering. Everywhere war was looming between Elves and Dwarfs. Minor conflicts had already started to break out. Tension was rife. It seemed as though Elves and Dwarfs were waiting for any excuse to set about each other once more.

One day a Dwarf Runesmith turned up in Krag Bryn. His name was Grung and he came from beyond the mountains. His kinsmen had been attacked and driven out by Elves. He bore a grudge. This stranger was summoned to attend the feasts of Drong, who enjoyed hearing news from elsewhere and showing off his new-found wealth. As the evening progressed, however, Grung became very drunk and began telling his story at length. It was a tale that cast spite against the Elves while extolling Dwarfish pride and valour.

The Dwarf High Road is a means of getting to Krag Bryn which avoids Grudge Pass. It is used by some merchants to avoid the tolls exacted by Drong. It is a very treacherous track which is only open in summer when the snow and ice melt. For the greater part of the way, the track runs along the stark edge of the precipitous Chasm of Doom.

The route is totally unsuitable for wagons and horses and all travellers have to carry their merchandise on their backs. In winter, snow and avalanches make the road extremely deadly. In the spring thaw, the frozen bodies of Dwarfs, often centuries old, have sometimes been revealed, along with their artifacts. What or who Grung was looking for here, we shall probably never know. Maybe he was going to Karaz-a-Karak on some obscure errand for Drong? Or perhaps seeking something to help further Drong's ambitions.

THE AMBUSH – SCENARIO II



"Is it fitting," he asked all those assembled around him at Drong's feast, "for a Dwarf such as Drong to make Elves rich?" Drong was shamed and his Dwarf pride was hurt. Soon Drong and the stranger were plotting a grudge-war against the Elven colony. Queen Helgar listened to these proceedings and began to fret about her own shaky hold on her throne. Worse still, Grung was not showing her the respect due to a Dwarf of noble lineage. Were not her plaits equal to any beard? She sat silently, smouldering with suppressed outrage, continually twirling one of her prodigious plaits in a white-knuckled hand. Later, in private, she made her own plans and dispatched secret messages to Eldroth.



The next day Grung was riding out on the Dwarf High Road not far from Krag Bryn, no doubt intending some mischief or other. Somewhere along the route, however, he was ambushed by Elves, acting on the orders of Eldroth himself.

FIGHTING THE BATTLE

Ambush on the Dwarf Road is the second clash between Elf and Dwarf forces on the road to the battle of Krag Bryn. Each of these encounters will influence that final

battle in some way. The outcome of this battle decides the fate of Grung and whether the Dwarf army will be able to include a Runesmith in the final battle.

THE BATTLEFIELD

The ambush takes place in a wild and rugged area of mountain wilderness between Krag Bryn and Kazad Thrund. Grung and his retinue are travelling along the ancient Dwarf High Road.

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

The Dwarf High Road runs parallel to the long sides of the table. It runs right through the Dwarf player's half of the table and joins one of the shorter table edges to the other. The road can be marked with a line of dice, a strip of cloth or by sprinkling sand. The road should be no further than 12" from the Dwarf player's table edge, and wide enough for a column of up to 3 models abreast. If you are generating terrain for the battle randomly, note that the road is a fixed feature of the battlefield which should be placed first. No features should block the road or prevent movement along it. Ensure that there are some terrain features to screen the Elf force lying in ambush from the Dwarf column. These features should not be impassable to movement, so that the Elves can go over or through them to attack, or use them as cover.

DEPLOYING FOR BATTLE

The whole of the Dwarf force is deployed first and the Elf force is then deployed afterwards. The Dwarf army is deployed along the road, no further than 12" from the Dwarf player's table edge (see Special Rules below) and no closer than 12" to the side edges.

All Dwarf units are deployed facing to the Dwarf player's right, to represent the fact that they are travelling along the road when they are unexpectedly ambushed. The Dwarf army is thus deployed in a marching column, presenting its flank to the ambushers.

The Runesmith is placed in the middle of the Dwarf column, no closer than 24" to either side edge of the table. This is because the Elves do not attack until the Runesmith himself is right in front of them. If he is too close to the side edge of the table it makes it easier for him to escape by moving as fast as he can off the side edge. By placing him in the middle, there will be plenty of time for the Elf player to delay him. If the Runesmith does manage to voluntarily leave the table via a side edge, it does not mean that he gets away or that he wins the battle. Instead, the battle continues until sunset and if the Dwarf army is defeated, it is assumed that the Elves catch up with Grung later and finish him off! (See Victory Points below.)

The Elf force lying in ambush is deployed no closer than 12" to the Dwarf army and no closer than 12" to the side edges. It is partially screened from the Dwarfs by intervening terrain features.

SPECIAL RULES

THE CHASM OF DOOM

The Dwarf player's table edge represents a sheer drop into the Chasm of Doom, so there is no escape off the table in that direction for anyone travelling along the road. Any force ambushed while moving along the road will therefore be caught with their backs to the deadly chasm.

Any troops which go off the table via the Dwarf player's table edge, whether voluntarily or not, fall down the Chasm of Doom and are lost. Troops are not foolish enough to pursue a fleeing enemy over the edge and so will halt on the table edge instead.



Dwarf Crossbowman



Queen Helgar of Krag Bryn

THE BATTLE

WHO HAS THE FIRST TURN

The Elf army is lying in ambush and benefits from the element of surprise. To represent this, the Elf player has the first turn of the game.

HOW LONG DOES THE BATTLE LAST

The ambush on the Dwarf High Road lasted from midday until sunset. The battle will last for five game turns, each turn representing about an hour of daylight. Each player will therefore complete five turns.

If the Elves achieve their sudden death victory condition in any turn before sunset, the battle ends in a decisive Elf victory at the end of that turn.

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY CONDITION

If the Runesmith is slain, or plunges to his death down the Chasm of Doom, the battle ends at the end of the turn and the Elves win a decisive victory.

VICTORY POINTS

If the battle continues until sunset, determine who has won in the usual fashion, by counting up victory points as described in the Warhammer rulebook. If the Elves win on points, it is assumed that the Runesmith and his retinue ultimately come to a bad end or leave the realm. If Grung escapes via the side edge on the Dwarf player's left, the Dwarfs can claim 1 victory point and, so long as the Dwarfs can win, Grung is assumed to survive the battle on a dice score of 2+ on a D6 (a roll of 1 indicates that a prowling eagle or mountain lion swoops down and gets him later). In the event of a draw on victory points, this is counted as a Dwarf victory instead, because the ambush has failed and Grung survived.

THE BREWERY BASH

THE FEUD OF DRONG AND HELGAR

When Drong heard about the ambush of his favourite drinking companion, he confronted the queen in a rage, as he suspected that she had betrayed him to the Elves. Drong and Helgar had a thunderous row, like only a Dwarf married couple can do. Ale was spilt – this was a very serious matter indeed. Drong narrowly escaped having his beard shorn by Helgar's axe and stormed off in a grudge-huff to return to his own stronghold. Most of the warriors in Krag Bryn drained their tankards, grabbed their axes and hurried after him.

THE HOSTAGE BREWMASER

Queen Helgar acted promptly to try and forestall any attack that Drong might have been planning. It seemed certain that he would now renew the feud and try to overthrow her. Helgar immediately sent her guards to arrest Drong's Brewmaster, Largs, whom her husband had brought from Kazad Thrund. This rotund Dwarf had set up a brewery outside Krag Bryn, near the mines and all their thirsty employees. Largs had been too drunk to make a brisk getaway from the queen's domain with the rest of Drong's retinue, and was captured easily. The Brewmaster was thrown into a big copper vat, which fortunately for him happened to be empty at the time, and the lid was locked shut. Helgar sent a cruel message to her estranged husband: "If you dare to attack me, it's no more ale for you!"

Drong was quite understandably enraged when he heard what the queen had done. No more ale meant that he couldn't reward his followers in the manner to which they were extremely accustomed. They would drift away to follow other lords. For sure, she had him by the beard! After several terrifying sober nights, Drong's mind was clear enough to hatch a cunning plan.

THE BATTLE FOR THE BREWERY

Drong dispatched a hand-picked force of desperate and thirsty Dwarfs into the realm of Krag Bryn. These raiders were led by Skag the Stealthy. Their mission: to rescue the Brewmaster, or die in the attempt. Their chances of success were better than they imagined, since Queen Helgar had precious few warriors left, save from a personal bodyguard of Trollslayers of the sort who are attracted to lost causes. Helgar happened to gain advance warning of the task force approach from spies sent by Eldroth to keep watch over the mountain passes. Unfortunately, none of the queen's bodyguard were willing to raise an axe against fellow Dwarfs. Once again Helgar had to send a plea for aid to Eldroth.

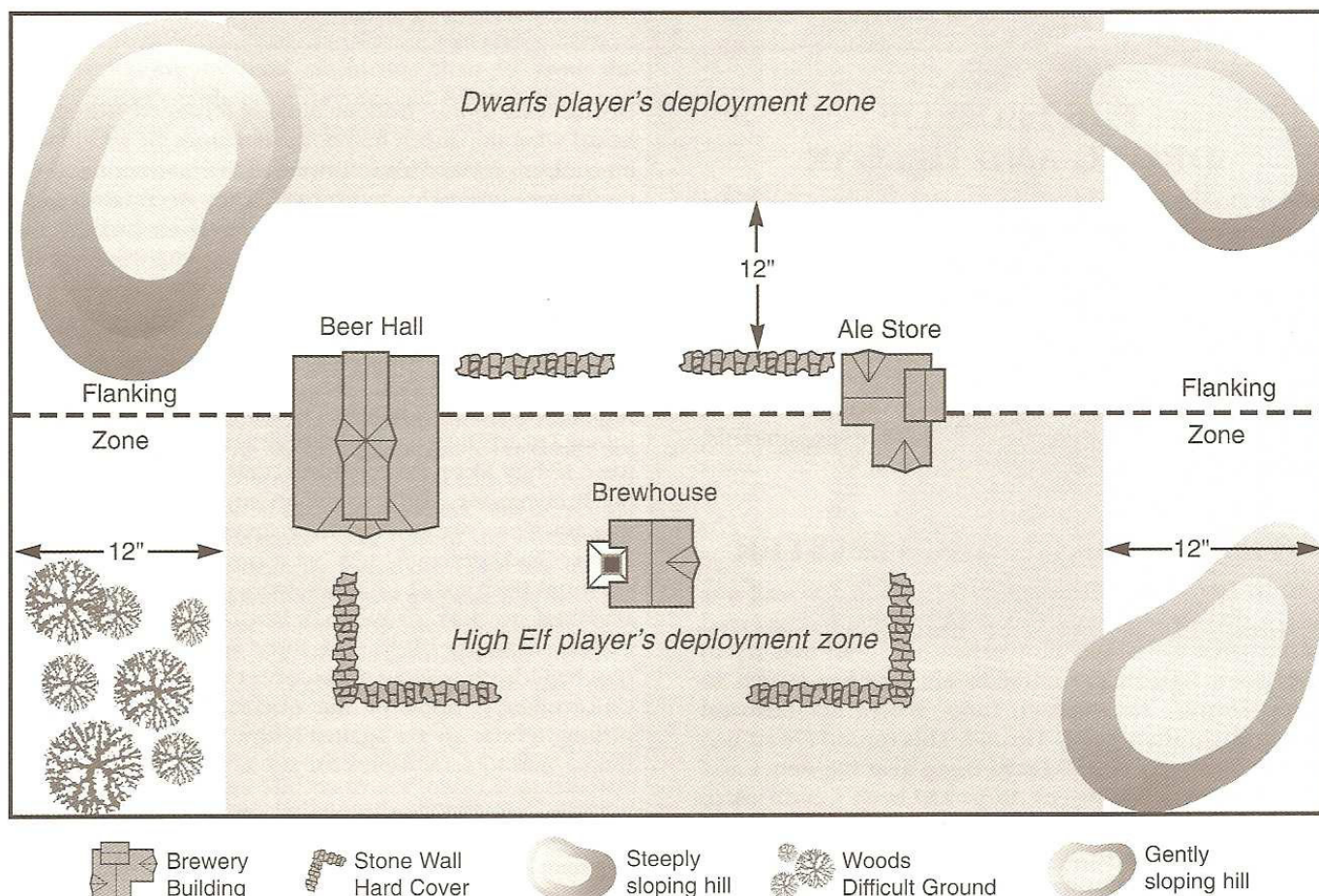
Eldroth immediately dispatched Ardath the Vengeful, a determined Elf who could be relied on to defy ten thousand Dwarfs on his own if necessary, along with a force of hardened warriors, to deny the vital ale resources to the enemy. When Skag and his force reached the brewery, they found Ardath's Elves waiting for them.

The Dwarfs have a saying: "If we stopped to count how many varieties of ale we make, we'd never get around to drinkin' 'em." Certainly the sheer diversity of Dwarf ales is astounding. While most humans tend to think of Bugman's XXXXXX when Dwarf ales are mentioned, the fact is that the Dwarfs keep some of their more exotic brews strictly to themselves (partly through fear of letting their secrets slip, but mostly because your average Dwarf ale could stun a human at ten paces).

Consider such potent brews as Enlaf's Special Reserve – an ale which is fermented within the brain pan of a slain troll, and which (despite its somewhat noxious odour) has the peculiar characteristic of regenerating itself, making it extremely difficult to drain the last drop! Then of course, there is the classic Zharrgot, (lit. "firemarch") which as well as having a particularly pleasant peppery flavour, also tends to give Dwarfs the rutz and prevents them from sitting comfortably. Dwarf leaders often use Zharrgot when they need to spur their fellows into travelling great distances.

And finally, who can forget Goddi's Old Original? Reputedly containing a little blood from real werewolves and left to ferment in the light of the full moon; this brew is so strong, it really does put hairs on your chest! Unsurprisingly, this vintage delight is currently selling very well in the Empire, where not only is it sold in taverns, but also in apothecaries, where it is doing brisk trade as hair restorer. Goddi Goddisson's posters are in evidence everywhere around Zhufbar, advertising for werewolf hunters with the slogan: "I don't care where you found it, just bring it back – dead or alive!"

THE BREWERY BASH – SCENARIO III



FIGHTING THE BATTLE

The Brewery Bash is the third clash between Elf and Dwarf forces leading to the final battle of Krag Bryn. Each of these encounters will influence the result of that battle. The outcome of this scenario decides whether Drong regains his master brewer so that his troops can be given the ale ration to which they are accustomed. If not, many of them will desert thus greatly reducing the Dwarf army in the final battle.

THE BATTLEFIELD

The most important feature on the battlefield is the brewery. It consists of three sturdy Dwarf buildings built of stone, one of these is the brewhouse which holds the vat where the Brewmaster is imprisoned. There is also a storehouse containing barrels of ale. The brewhouse is located beside the path leading from Krag Bryn to the mines. The surrounding area consists of mountain scenery with hills, boulders and clumps of trees.

Set up the battlefield as shown on the Battlefield Map. Alternately, you can generate your own version of the battlefield using the Terrain Generator chart in Appendix III, or agree on a variation of the battlefield to suit the scenery which you have available.

Mark a line across the width of the table from one side edge to another using dice. This line should divide the table exactly into two equal halves. These are the Dwarf player's half and the Elf player's half. The brewery

buildings should be placed astride the half-way line, or with an edge resting on the line. The brewhouse itself, though, should be placed slightly further back from the line, but no closer than 12" to the Elf player's edge.

If you are generating your own scenery, note that the brewery is a fixed feature of the battlefield and it should be placed before any other terrain, as described above.

The area between the buildings should be clear of any other terrain features except for the brewery's walls. These should be placed so they link buildings or make an enclosure around them. There should be clear gateways or gaps through the walls, allowing access to the buildings facing the Dwarf and Elf table edges. These should be wide enough for at least four models to pass through.

DEPLOYING FOR BATTLE

Skag the Stealthy led his army towards the brewery very early in the morning, under a veil of mist hanging in the mountain valleys. When they were almost there, the mist cleared revealing the Dwarfs to the Elf defenders waiting among the buildings. The mist enabled Skag's force to approach as close as 12" to the buildings and their Elf defenders before the battle commenced.

When the battlefield is set up, the Elf force is deployed first and the Dwarf force is deployed afterwards.

The Elf army is deployed within the Elf half of the table, up to the line dividing the table in half, but no closer than 12" to the side edges. This means that Elf units may

be deployed as close as 12" to the Dwarf army and in front of the Brewhouse.

The Dwarf army is deployed no closer than 12" to the brewery area and no closer than 12" to the side edges.

Skag is renowned for his cunning. To represent this the Dwarf player may deploy one Dwarf unit worth up to 200 points in the flank zone along either short table edge. The unit may be placed within 12" of the table edge, but not within 8" of any Elf troops.

THE BATTLE

WHO HAS THE FIRST TURN

The first turn of the game goes to the Elf player. As the mist lifted from over the battlefield, the keen eyes of the Elves saw the Dwarfs before the Dwarfs realised how near they had come to their destination. The Elves reacted immediately to defend the brewhouse.

HOW LONG DOES THE BATTLE LAST

The Battle of the Brewery lasted from morning until sunset. The battle will last for six game turns, each game turn representing about an hour of daylight in the original battle. Each player will therefore complete six turns.

RESCUING THE BREWMASTER

The Dwarf objective in this battle is to rescue the Brewmaster, either by breaking into the brewhouse and freeing him (which secures a sudden death victory for

the Dwarfs) or by capturing the brewery (which happens if the Dwarfs win on victory points).

As soon as a Dwarf unit reaches the brewhouse (ie, models move up to and touch the brewhouse), the Dwarf player rolls one dice for every five Dwarf models in the unit. This represents the efforts of the Dwarfs to break into the brewhouse, overpower the guards inside, unseal the vat and drag out the drunken Largs. If a 6 is rolled, this has happened and the Dwarfs achieve their sudden death victory. The Dwarf player rolls in the movement phase of any of his subsequent turns in which a Dwarf unit is in contact with the brewhouse, even if the unit is in close combat, but not if it is fleeing.

Note that the Brewmaster cannot be harmed in any way by either side due to a secret runic talisman that he wears, or more possibly as a result of his beer laden breath which makes it impossible to get near him!

VICTORY OR DEFEAT

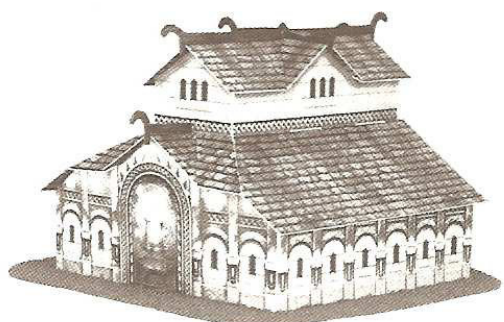
SUDDEN DEATH VICTORY CONDITION

If the Brewmaster is rescued in any turn before sunset, the battle ends in a sudden death victory for the Dwarfs at the end of that turn.

VICTORY POINTS

If the battle continues until sunset, determine who has won by counting up victory points as described in the Warhammer rulebook. If the Dwarfs win, they ultimately rescue the Brewmaster. In the event of a draw on victory points, this is counted as an Elf victory.

THE BREWERY BUILDINGS



The Drinking Hall



The Brewhouse



The Ale Store

This Campaign Pack includes card Dwarf brewery buildings to provide the centrepiece to this battle. They can also be used separately as randomly-generated buildings in other battles in the campaign, or for that matter in any other Warhammer battle as sturdy stone buildings and good examples of Dwarf architecture!



Adventurous modellers might like to take these card models as a starting point for further embellishment, turning them into more robust items of terrain by adding a base, balsa wood beams and so on. The buildings can be used as a guide as to what Dwarf architecture looks like if you want to try making some from scratch for yourself.



THE BATTLE OF KRAG BRYN

DRONG GATHERS HIS ARMY



In Kazad Thrund, the sound of hammers striking anvils resounded throughout the mountains as Drong prepared a mighty throng for war. With or without his Engineers, Runesmith or Brewmaster, the grim-faced Drong was determined to lead out

his army to conquer Krag Bryn and drive the Elves back into the sea.

Drong's enormous horde marched along Grudge Pass and beyond Krag Bryn, heading for the Elf colony. Using this strategy, Drong knew he could drive a wedge between Tol Eldroth and Krag Bryn. Drong was a shrewd and experienced commander. He knew that the Elves, rather than Queen Helgar's tiny retinue, were the main enemy. He decided to destroy the Elves first and turn against the fortress of Krag Bryn later. The queen would then either surrender or, failing that, he would have all the time in the world to besiege her stronghold and take it for his own.

Drong planned to deploy his army with secure flanks resting against the mountain torrent of Krag Bryn on one side and the steep mountain crags on the other. This was where he could expect to meet the Elf army marching up from the coast. It was a good place in which to win a battle.

ELDROTH'S COUNCIL OF WAR

The Elf Lord Eldroth was constantly informed of events in the neighbouring Dwarf strongholds. He had placed emissaries and spies at the queen's court as a precaution, knowing that one day he would have the information that they would gain. Even before Drong's army marched out, Eldroth knew that his arch-enemy had gathered his forces for a final onslaught, and so he called a council of war in Tol Eldroth.

When the nobles were assembled, Eldroth addressed them:

"We are now living in dark times! Throughout the Old World, the Dwarfs have turned against us and there is war. Queen Helgar is our only friend and that is because she has no other choice. The fate of her throne is linked to ours. If she falls, sooner or later we will be driven into the sea by the enemy. I therefore recommend to the council that we arm ourselves and march out to fight Drong and his army without delay."

Anarion the trader rose to speak:

"I speak for the merchants and traders. Eldroth is right! Even if we manage to defend ourselves here it will be to no avail if Queen Helgar loses her throne. Then Drong will have the mines. He will ask extortionate prices or, worse still, he will not trade with us at all. If that happens, this colony might as well pack up its belongings and go home."

Then Fendar, a renowned warrior, gave his opinion:

"I say we should fight and win a great victory. This will show the Dwarfs that we are here to stay. It will give heart to all those other colonies of our kinsfolk which are at present suffering the wrath of the Dwarfs. If they see that they cannot beat us, then perhaps they will forget all this grudge nonsense. If Queen Helgar keeps her throne it will show the hot-heads that it is better to be friends with us!"

Lastly Ardath, a hardened veteran and refugee from the Dwarf conflict raging to the north, stood and spoke:

"Friends and kinsfolk. The queen does not matter. She may be on our side now, but never forget that she is a Dwarf and will betray us in the end! We must seize our chance to crush the Thrundlings once and for all. Waste no more words! Let us draw our swords and slay the foe this day!"

The council unanimously voted for war. The decision was immediately vindicated, for a messenger arrived bearing the news of Drong's advance. Eldroth gathered all the Elf warriors he could muster, including several shiploads of Elves who had recently sailed in from Ulthuan to help fight for Tol Eldroth. Sure of the justness of their cause, the army marched out to meet the Dwarfs.



Elf Lord Eldroth

FIGHTING THE BATTLE

Krag Bryn is the final episode in the Grudge of Drong campaign. The outcome of this conflict will be influenced by the results of all of the previous battles. This battle decides the fate of Drong, it determines who rules Krag Bryn and ultimately seals the fate of the Elves of Tol Eldroth.

THE BATTLEFIELD

Cunningly, Drong has decided to march with the raging torrent of Krag Bryn upon his left flank. So whether the Elves meet him in the mountains or on the plain, the stream will run along one flank of the battlefield. On the far side of the torrent is the stronghold of Krag Bryn itself. Any forces coming from here to join the battle must cross the torrent. In this way, Drong has tried to protect the flank of his army from a surprise attack by Queen Helgar emerging from the gates of Krag Bryn.

Set up the battlefield as shown on the map. Alternatively, you can generate your own version of the battlefield as described in Appendix III. Whether you are generating your own scenery or not, you must first mark out a flanking zone on the Dwarf player's left, separated from the rest of the battlefield by a stream. The stream should be no further than 12" from the nearest side edge, give or take a few inches to allow for the curviness of any terrain pieces. This terrain feature is the raging torrent of Krag Bryn and marks the border of Helgar's realm.

Now mark an imaginary line, using dice, across the width of the table from one side to the other. This marks the centre of the table and divides it into two equal halves. The raging torrent of Krag Bryn is bridged in many places by Dwarf stone bridges. One of these crosses the stream close to this middle line. This feature is placed at the same time as the stream and again is a fixed feature of the battlefield. Place the bridge more or less on the centre line dividing the table in half. The bridge can, if you prefer, be replaced by a ford.

DEPLOYING FOR BATTLE

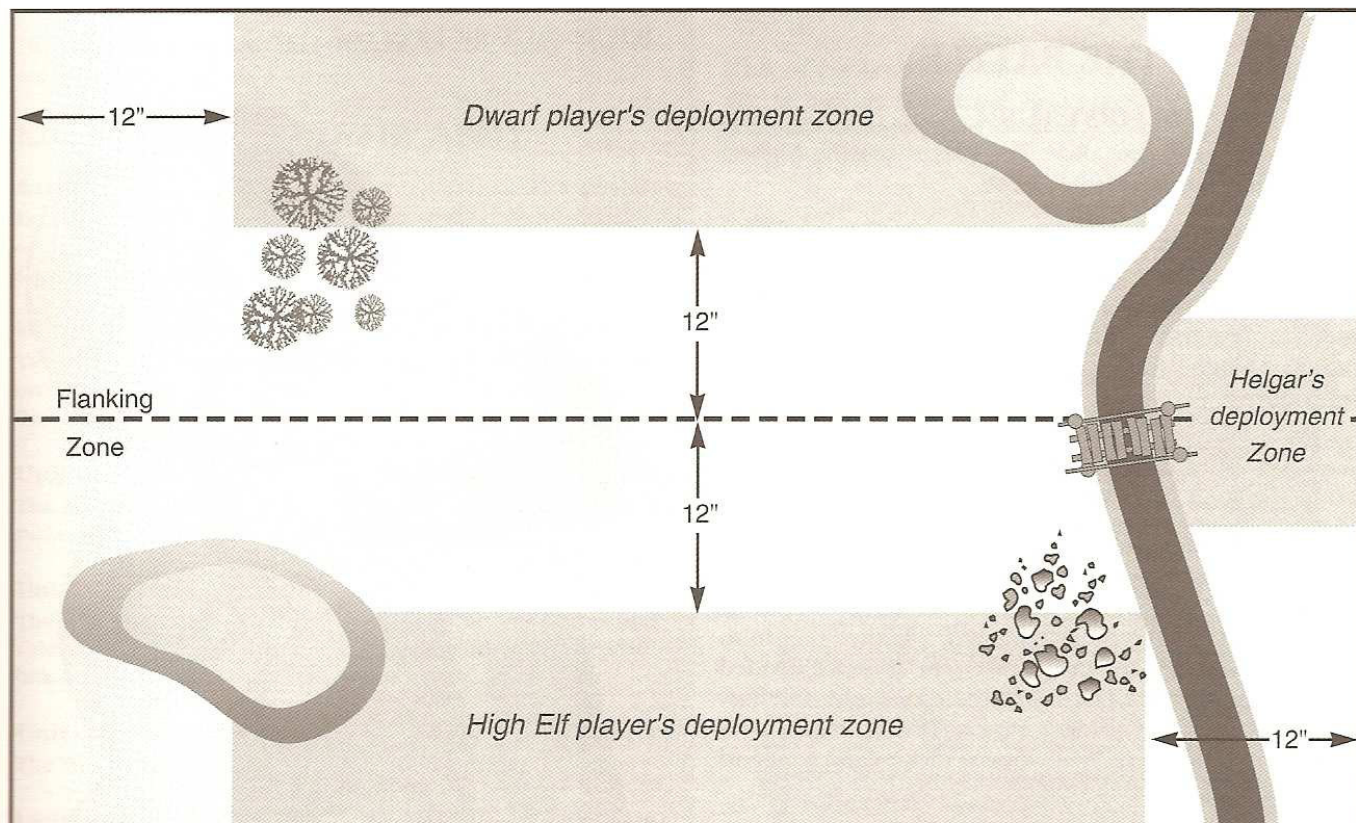
Queen Helgar's bodyguard of Slayers is deployed first, before either the Elf or Dwarf army. The monarch has led them out of her stronghold and deployed them on her side of the river. From here she intends to observe the battle and join in on the winning side. The unit is placed in the middle of the flanking zone, ready to cross the bridge. At the start of the game, neither player has control of this unit.



Now the High Elf and Dwarf armies are deployed. Each army is deployed no closer than 12" to the centre line dividing the table into two halves and 12" from the side edges. Each side deploys a single unit at a time, one after the other, starting with whichever player rolls the highest score on a D6. Champions are deployed as part of their units. Other characters are each considered to be a separate unit of one model.

Once one army has been completely deployed, the opposing army continues to deploy one unit at a time. When it is the other player's turn to deploy, they can now move any one unit 4" towards the enemy. In this

THE BATTLE OF KRAG BRYN – SCENARIO IV



Boulders
Difficult Ground



Bridge



Woods
Difficult Ground



River



Gently
sloping hill



Dwarf Hammerer

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 the same unit can move several times if the opportunity presents itself. No advancing units may be moved within 8" of enemy troops.

THE BATTLE

WHO HAS THE FIRST TURN

Both players roll one dice. The player scoring highest has the first turn.

HOW LONG DOES THE BATTLE LAST

The Battle of Krag Bryn lasted from mid-morning to sunset. Thus it lasts for seven game turns, each turn representing approximately an hour of daylight in the original battle. Each player will therefore complete seven turns.

SPECIAL RULES

WHO WILL HELGAR SUPPORT?

Although Queen Helgar has led her bodyguard out to the battlefield, she cannot make up her mind whether to join one side or the other – indeed, whether to join in the battle at all. As for the Trollslayers, they are divided among themselves about raising their axes against fellow Dwarfs. Some bear grudges against Drong, others bear grudges against Elves. Who knows: they might even end up fighting among themselves.

Helgar's Dwarf pride tells her that she should not fight for Elves against fellow Dwarfs. What a terrible grudge this would bring down upon her! It would be

remembered forever, and then some. Even the king of Karaz-a-Karak would write it down in his great Book of Grudges! Perhaps if she was seen to be neutral, she would redeem herself in the eyes of Drong and all the disgruntled Dwarfs, and so save her throne after all!

If she followed this course of action, and the Elves won, she could make an excuse about holding her bodyguard back as a reserve. Even better, if the Dwarfs won, she could say exactly the same thing! She could fool both sides into thinking that she would have joined in to help them, without ever doing anything.

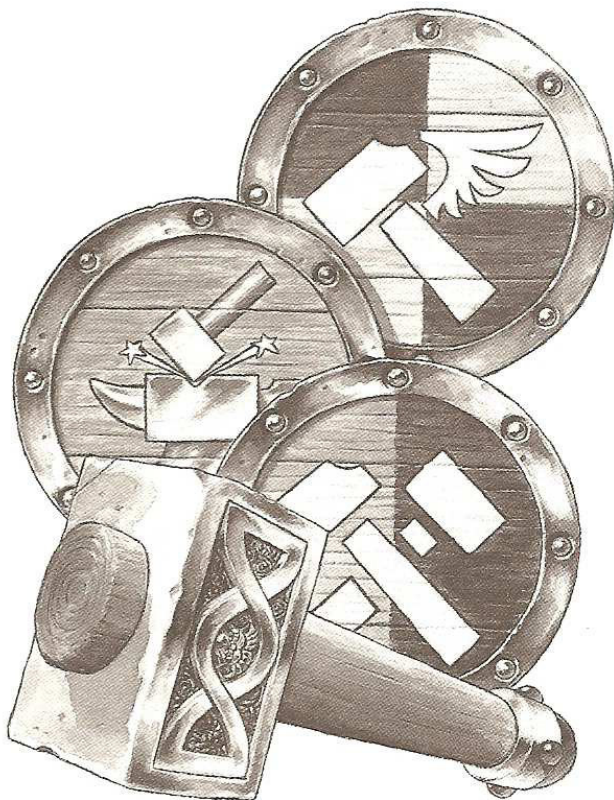
The river marks the border of Helgar's realm. If any player sends troops across the river or attacks Helgar's bodyguard, she will immediately join the other side and fall under the control of the opposing player.

Otherwise, Helgar will either join the Dwarf side or remain neutral. She helps her allies, the Elves, by not joining in to help the Dwarfs. If she is overcome with a surge of Dwarf pride and loyalty on seeing her husband in his war panoply and wielding his mighty axe, she will join in on his side against the Elves. If this happens, the Elves will suddenly find themselves out-flanked.

This is decided in the following manner. At the start of each turn, both players roll a dice. If the result on both dice is a double, Helgar joins the battle on the Dwarf side and falls under the control of the Dwarf player. On any other score, her bodyguard stay out of the battle, supporting the Elves by staying neutral.

VICTORY OR DEFEAT

Determine who has won in the usual way, by counting up victory points as described in the Warhammer rulebook. Each side is fighting for a decisive victory, so there is no sudden death victory condition in this battle. It is fought to the bitter end.



APPENDIX I

THE SAGA OF DRONG

The actual armies which took part in the battles around Tol Eldroth and Krag Bryn can be pieced together from a study of the Dwarfs' Saga of Drong and Helgar and various ancient histories kept by the Elves.

THE BATTLE OF GRUDGE PASS

THE TIDE OF BATTLE

Fendar's archers took a steady toll on the Dwarf rebels as they advanced towards them. The Dwarfs were undaunted due to their drunkenness. Iron Breakers advanced to the top of a hill but, as they descended the treacherous slope on the other side, fell headlong over each other in their drunken stupor. They soon found themselves struggling to retreat from a fiery spell sent their way by the Elf mage. By this time, the mob of raucous miners had smashed into the Elf battle line and Fendar found himself facing Krudd in single combat. Krudd just felled him with his mattock and stepped over him!

The Elf battle line gave way, but the gathering gloom and Dwarf fatigue (not to mention their titanic hangovers) saved them from destruction. As night fell the Elves retreated, taking their wounded leader with them back to Tol Eldroth. Krudd led his men to Kazad Thrund instead of attempting to overthrow Helgar. Drong seized the mines in the days that followed, hiring the rebels themselves as a militia to guard them, under the command of Krudd.

THE ARMIES

The opposing armies that fought in the pass can be represented as follows.

KRUDD'S REBEL DWARF ARMY

Krudd 134 points
Krudd is armed with heavy armour and a double-handed mattock inscribed with a Master Rune of Swiftens. He is accompanying the Miners.

Rebel Battle Standard Bearer 135 points
The standard bearer is armed with an axe and light armour and carrying the rebel banner, which is daubed with a Rune of Battle. He is accompanying the Miners.

Unit of 30 Miners 390 points
The Miners are armed with heavy armour and double-handed pick-axes.

Unit of 15 Iron Breakers 320 points
The Iron Breakers are armed with axes, heavy armour and shields inscribed with a Rune of Stone. The unit has a standard bearer.

Unit of 30 Warriors 330 points
The Warriors are armed with axes, light armour and shields.

Unit of 15 Thunderers 195 points
The Thunderers are armed with hand guns and light armour.

Total Points Value: 1504 points

FENDAR'S HIGH ELF ARMY

Fendar 189 points
Fendar is armed with light armour, a shield and a Blade of Darting Steel. He rides a barded Elven Steed, and is accompanying the Silver Helms.

Mage (Level 1 Magic) 59 points
He is using Battle Magic, and accompanying the Spearmen.

Unit of 5 Silver Helms 306 points
The Silver Helms are armed with swords, lances, light armour, shields and ride barded Elven Steeds. The unit has a Champion and standard bearer.

Unit of 10 Shadow Warriors 140 points
The Shadow Warriors are armed with longbows, light armour and shields.

Unit of 20 Spearmen 391 points
The unit has a Champion, musician and standard bearer with a Banner of Wrath. The Spearmen are armed with spears, light armour and shields.

Unit of 10 Archers 209 points
The Archers are armed with light armour and longbows. The unit has a Champion, musician and standard bearer.

Unit of 10 Archers 196 points
The Archers are armed with light armour and longbows. The unit has a Champion and standard bearer.

Total Points Value: 1490 points

Historian's Comment

Fendar knew just how brittle the Elf battle line was, but relied too much on archery. When he saw that the rebels were not going to be stopped by arrows alone, he bravely resolved to attack

Krudd in single combat. Krudd's strategy, influenced mainly by stubborn Dwarf pride, reckless confidence and alcohol, was nothing more than rushing at the enemy to hit them with their axes.

These were excellent and traditional Dwarf tactics, likely to be successful in most circumstances!

AMBUSH ON THE DWARF ROAD

THE TIDE OF BATTLE

Tethan's force ambushed the Runesmith's retinue on the road, taking them completely by surprise. The Trollslayers reacted by immediately rushing forward, but were shot down in great numbers by the Elf bows. If that wasn't bad enough, they were decimated by Tethan's spells, which caused the very rocks to tumble upon them and great chasms to crack open in the earth beneath their feet. It seemed as if the mountains themselves were fighting against them!

The reckless Giant Slayer, witnessing his comrades falling all around him, charged alone into the Elves and was cut down – a suitably heroic end. Meanwhile, the huge contingent of Crossbowmen formed a battle line protecting Grung. Despite being beset by Eagles, the crossbow volleys they fired kept the Elves back. The Elves were unable to get anywhere near the Runesmith, until nightfall brought an end to their determined attempts. Grung seized his opportunity to get away under cover of darkness. Tethan was wounded with a crossbow bolt in the gloom and was borne back to Tol Eldroth by his troops.

Historian's Comment

Tethan should have organised his ambush with more skill and cunning, although his use of magic was expert. Drong knew what he was doing when he lent Grung a contingent of Crossbowmen.

THE ARMIES

The opposing armies that fought on the Dwarf road can be represented as described here:

TETHAN'S HIGH ELF AMBUSHERS

Tethan, Master Mage 269 points

Tethan is armed with a sword and the Black Amulet. He is using High Magic and is accompanying the Swordmasters of Hoeth.

3 Great Eagles 225 points

Unit of 12 Shadow Warriors 162 points

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

Unit of 16 Swordmasters of Hoeth 324 points

The Swordmasters are armed with light armour and double-handed swords. The unit has a Champion, musician and standard bearer.

Total Points Value: 980 points

GRUNG GRUDGE-BRINGER'S RETINUE

Grung, Master Runesmith 212 points

Grung is armed with a hammer and the Fiery Ring of Thori. He is accompanying the Crossbowmen.

Giant Slayer 65 points

He is armed with a double-handed axe, and is leading the Trollslayers.

Unit of 24 Trollslayers 312 points

The Slayers are armed with double-handed axes.

Unit of 30 Crossbowmen 403 points

The Crossbowmen are armed with light armour and crossbows. The unit has a standard bearer.

Total Points Value: 992 points

THE BREWHOUSE BASH

THE TIDE OF BATTLE

The Elf force was, as expected, massed around the brewhouse itself. Skag opted for a frontal assault and deployed opposite the buildings. He dispatched a unit of Thunderers to cover the right flank. Skag directed the assault across a low ridge to screen his troops from archery for as long as possible. As the Dwarfs appeared over the ridge, the Elves shot volley after volley at them from the safety of the brewery enclosure. The assault was slowed by massed Elven archery and spells. This caused the Trollslayers, who were leading the assault, to fall back into the oncoming Hammerers who were still behind the ridge. This delay probably robbed the Dwarfs of their chance of capturing the brewhouse before nightfall.

Nevertheless, still hoping for a victory, Skag pressed on. Ardath led the Silver Helms forward to block the path of the Hammerers. These suffered under the volleys of the Thunderers shooting from the flank as well as crossbowmen from the front. The Elves became alarmed at the possibility of a Dwarf victory achieved through sheer attrition, but nightfall saved them from this fate.

Next morning, Ardath had been greatly reinforced from Tol Eldroth. Skag, wounded by an Elf arrow and reluctantly accepting defeat, was too shamed to return to Drong. He took the vows of a Trollslayer and vanished into the mountains. Some say he joined Helgar's retinue under an assumed name.

Historian's Comment

Skag should have attacked with more determination, from an oblique angle, or more than one direction, and in a single wave rather than two. Ardath's defensive strategy though was sound.



THE ARMIES

The armies that fought over Largs' brewery can be represented as follows.

ARDATH'S ELF ARMY

Ardath 194 points

Ardath is armed with a sword, light armour, shield and the Talisman of Hoeth. He rides a barded Elven Steed, and is accompanying the Silver Helms.

Unit of 5 Silver Helms 306 points

The Silver Helms are armed with swords, lances, light armour and shields, and are riding barded Elven Steeds. The unit has a Champion and standard bearer.

Unit of 20 Spearmen 391 points

The Spearmen are armed with spears, light armour and shields. The unit has a Champion, musician and standard bearer with a Banner of Wrath.

Unit of 15 Archers 274 points

The Archers are armed with light armour and longbows. The unit has a Champion, musician and standard bearer.

Unit of 15 Archers 274 points

The Archers are armed with light armour and longbows. The unit has a Champion, musician and standard bearer.

Bolt Thrower 50 points

Two crew, each armed with light armour.

Total Points Value: 1489 points

SKAG'S DWARF RAIDERS

Skag 136 points

Skag is armed with heavy armour and a double-handed axe, and his helmet is inscribed with three Runes of Luck. He is accompanying the Hammerers.

Giant Slayer 65 points

He is armed with a double-handed axe, and is accompanying the Slayers.

Unit of 24 Slayers 312 points

The Slayers are armed with double-handed axes.

Unit of 10 Thunderers 130 points

The Thunderers are armed with hand guns and light armour.

Unit of 20 Hammerers 367 points

The Hammerers are armed with hammers, heavy armour and shields. The unit has a Champion, and standard bearer.

Unit of 10 Crossbowmen 130 points

The Crossbowmen are armed with crossbows and light armour.

Unit of 10 Crossbowmen 130 points

The Crossbowmen are armed with crossbows and light armour.

Unit of 16 Warriors 221 points

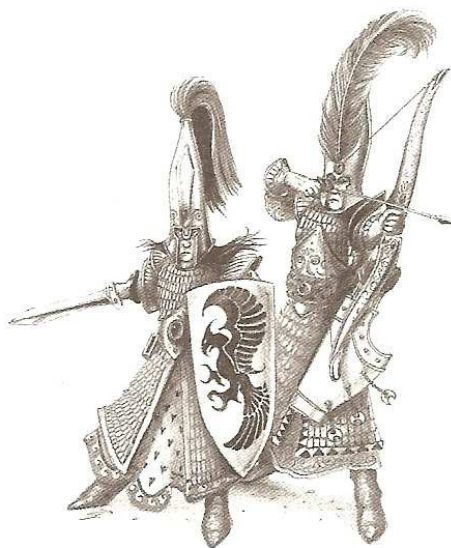
The Warriors are armed with double-handed axes, light armour and shields. The unit has a standard bearer.

Total Points Value: 1491 points

THE BATTLE OF KRAG BRYN

THE TIDE OF BATTLE

The final battle was a cataclysmic end to the whole campaign. The conflict opened with a brisk artillery exchange and war machines were rapidly knocked out on both sides. Soon both Dwarf guns were silent, but the flame cannon remained active throughout the battle, searing holes in the ranks of the massed Elf spearmen. This huge phalanx of Elves was in no way deterred! Similarly, the incessant volleys of the Dwarf crossbows failed to send the Elves reeling back. Elf archers, however, took out an entire unit of Dwarf Thunderers who foolishly attempted to exchange shots with them.



Meanwhile, Drong advanced with the bulk of his infantry along the near bank of the raging torrent of Krag Bryn. Eldroth, leading the Dragon Princes and accompanied by Ardath and the Hero Litan of Tiranoc who had sailed in from Ulthuan to fight for the colony, charged directly into the Dwarf battle line. Here the Elf nobles engaged Drong and Grung, who led the Hammerers and Krudd's Miners.

Eldroth challenged Drong to single combat and was slain with one mighty blow from Drong's ancestral rune hammer, but not before Drong himself had been severely wounded. Ardath assumed command and hacked away relentlessly at Krudd. Litan, who had charged into the melee beside the Dragon Princes, quickly slew Grung and bravely engaged the Dwarf leader. Drong was also assaulted by spells, directed by Ardath using the Talisman of Hoeth. All around him, Drong's Hammerers were falling beneath the swords of the Elves, but heroically the remaining Dwarfs valiantly stood their ground.

Queen Helgar, watching Drong fighting heroically like a true Dwarf, could restrain herself no longer and, leading her Trollslayers, she surged across the bridge to help him, even though this meant breaking faith with the Elves. It was to no avail, because at the very moment she set foot upon the opposite bank, Drong fell. It is not known whether he was slain by Litan or Ardath.

Dusk was gathering and the Thrundling horde retreated to Kazad Thrund bearing away their fallen lord. Krudd, Drong's kinsman, succeeded him as lord of the stronghold. Helgar fled into Krag Bryn, while her Trollslayers were cut down by the Elves who were enraged at the betrayal. It was a great Elf victory! Ardath was ultimately to become lord of Tol Eldroth. The pact with Helgar was now broken and the queen found herself at war with the Elves. She desperately appealed to all Dwarfs to come to her aid, which ultimately they did. Her fate and that of Krudd was to become part of a yet greater saga, that of the War of the Beard.

Historian's Comment

The battle could have swung either way for the Dwarfs. Drong certainly deserved his title of 'The Hard'. Nevertheless, the Elves were utterly determined to seal the doom of their arch enemy. If Helgar had seen Eldroth fall, she may have realised that her fate was now bound up with that of Drong, since only Eldroth was prepared to make a pact with her. Ardath was an implacable foe of the Dwarfs and never trusted Helgar. He was proved right in the end.

The defeat at the Battle of the Brewery had weakened Drong's army and only Helgar's retinue could make up the deficit in numbers. Ale had been rationed and reserved only for the Hammerers. This kept the Miners sober, but may account for the lack of energy on the part of the Dwarf gunners. The gains from the earlier Dwarf victories were not decisive in the battle; the cannons were put out of action quickly, the gyrocopter was shot down and Grung was soon slain. However, had the Dwarfs lost those previous battles, Drong's force would have been even weaker.

Drong's advance along the riverbank was sound strategy. This protected his flank and would make any intervention on his side by Helgar all the more effective. Had the queen thrown her lot in with the Elves, then this line of advance would have cut her contingent off from such allies. Drong used his missile troops to cancel out those of the Elves. The Eagles played little part, and suffered from the skills of the Dwarf crossbowmen.

The Elf army fought with utmost bravery and determination. The desire to inflict a crushing defeat on Drong was no doubt made more urgent by the presence of Helgar's troops on the flank. The queen was quite clearly wavering in her support of the Elves. The decisive action and valour of the Elven nobles sealed the doom of Drong.

THE ARMIES

The opposing armies in the last battle which decided the fate of Drong can be represented using the following descriptions.

THE ARMY OF TOL ELDROTH

Eldroth 220 points

Eldroth is armed with a sword, light armour, shield and the Sword of Tol Eldroth. Riding an Elven Steed, he is accompanying the Dragon Princes.

Ardath 194 points

Ardath is armed with a sword, light armour, shield and the Talisman of Hoeth. He is riding an Elven Steed and accompanying the Dragon Princes.

Hero (Lithan), riding chariot 213 points

Lithan is armed with a Blade of Leaping Bronze, light armour and shield. He is riding in his chariot.

Battle Standard of Tol Eldroth 179 points

The bearer is armed with a sword, light armour and shield, and carrying a Banner of Wrath. He is riding an Elven Steed.

Unit of 12 Dragon Princes 644 points

The Princes are armed with swords, lances, light armour and shields, and riding barded Elven Steeds. The unit has a Champion and standard bearer with War Banner.

Unit of 48 Spearmen 671 points

The Spearmen are armed with spears, light armour and shields. The unit has a musician, Champion armed with parrying blade and a standard bearer with War Banner.

Unit of 15 Archers 248 points

The Archers are armed with light armour and longbows. The unit has a Champion.

Unit of 15 Archers 248 points

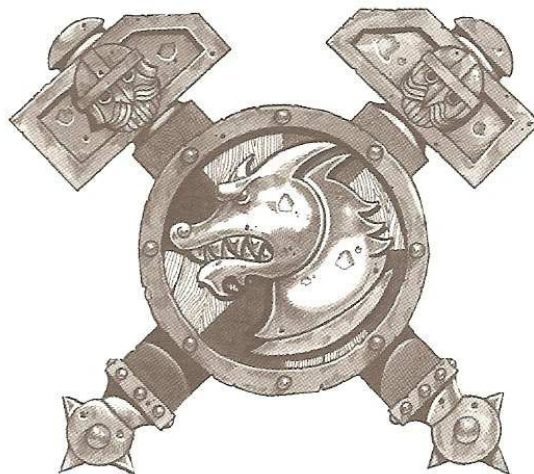
The Archers are armed with light armour and longbows. The unit has a Champion.

3 Bolt Throwers 150 points

The Bolt Throwers' operators are armed with light armour and bows.

3 Great Eagles 225 points

Total Points Value: 2992 points



QUEEN HELGAR'S RETINUE

Queen Helgar 187 points

Helgar is armed with heavy armour, shield and an axe inscribed with a Rune of Fate.

Bronnling Battle Standard bearer 188 points

The standard bearer is a Giant Slayer armed with an axe. The banner is embroidered with three Runes of Battle.

Giant Slayer 65 points

He is armed with a double-handed axe, and is accompanying the Slayers.

Unit of 20 Slayers 220 points

The Slayers are armed with axes.

Total Points Value: 660 points



Bronnling Battle Banner

THE ARMY OF KAZAD THRUND

Drong 232 points

Drong is armed with heavy armour and a double-handed hammer inscribed with a Rune of Smiting. He is accompanying the Hammerers.

Grung, Master Runesmith 212 points

Grung is armed with a hammer and has the Fiery Ring of Thori. He is accompanying the Hammerers.

Krudd 134 points

Krudd is armed with his famous double-handed mattock inscribed with a Master Rune of Swiftess. He is accompanying the Miners.

Thrundling Battle Standard Bearer 250 points

The standard bearer is armed with heavy armour and an axe. The standard bears the Master Rune of Valaya. He is accompanying the Hammerers.

Unit of 20 Miners 273 points

The Miners are armed with double-handed pick-axes and light armour. The unit has a standard bearer.

Unit of 18 Hammerers 285 points

The Hammerers are armed with hammers, heavy armour and shields. The unit has a standard bearer.

Unit of 30 Crossbowmen 390 points

The Crossbowmen are armed with crossbows and light armour.

Unit of 20 Warriors 253 points

The Warriors are armed with double-handed axes, light armour and shields. The unit has a standard bearer.

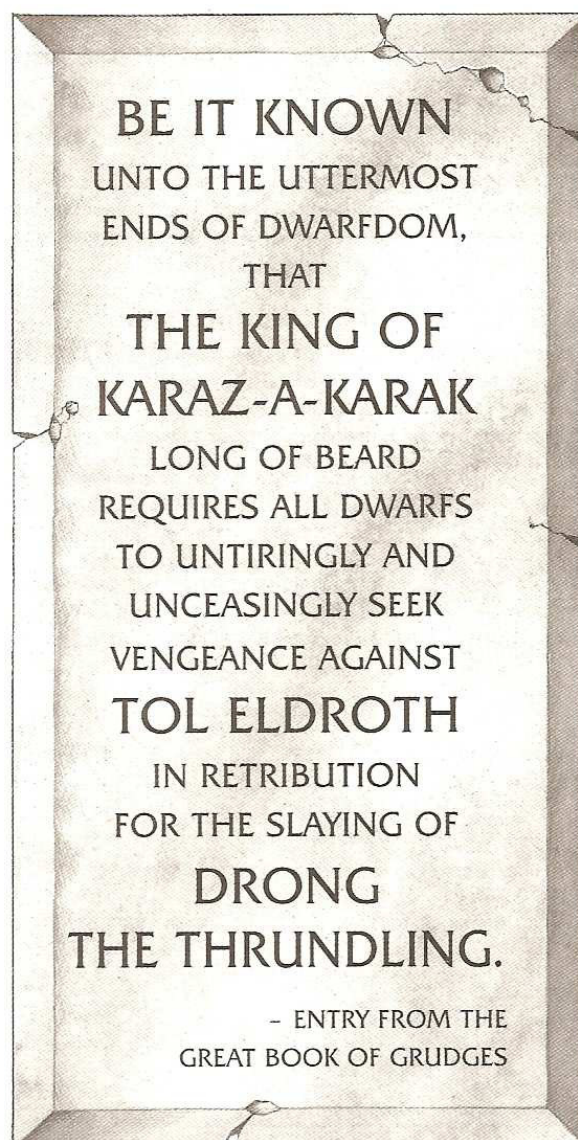
2 Cannons 220 points

Flame Cannon 144 points

With a Rune of Fortune.

Gyrocopter 100 points

Total Points Value: 2493 points



BE IT KNOWN
UNTO THE UTMOST
ENDS OF DWARFDOM,
THAT
THE KING OF
KARAZ-A-KARAK
LONG OF BEARD
REQUIRES ALL DWARFS
TO UNTIRINGLY AND
UNCEASINGLY SEEK
VENGEANCE AGAINST
TOL ELDROTH
IN RETRIBUTION
FOR THE SLAYING OF
DRONG
THE THRUNDLING.

- ENTRY FROM THE
GREAT BOOK OF GRUDGES

APPENDIX II

USING OTHER ARMIES

The Grudge of Drong campaign is based on the Saga of Drong and Helgar, as recorded in Dwarf legend. Although the Dwarfs were at war with the Elves in that campaign, there have been many occasions when the Dwarfs have had to fight other enemies in somewhat similar circumstances.

The theme is simply one in which newcomers gain a foothold in the Dwarf realms and try to divide the Dwarfs among themselves, taking advantage of age-old Dwarf feuds and grudges. It has been a similar story throughout the Dwarf domains all through their long history. It is interesting, therefore, to try the same campaign scenario using different enemies for the Dwarfs.

What follows are a few suggestions on how to do this.

ADAPTING THE CAMPAIGN

It is easy to adapt the campaign for another enemy instead of the High Elves. This is because it is mainly the Dwarf player who has much to gain in the final battle as a direct result of the outcome of the earlier conflicts. The enemy tries to gain their own edge in the climactic battle by denying him such advantages. Another race may replace the High Elves, but their motives and strategy in the campaign will remain roughly the same. Battle tactics, however, will be new and different because you will be using a different army.

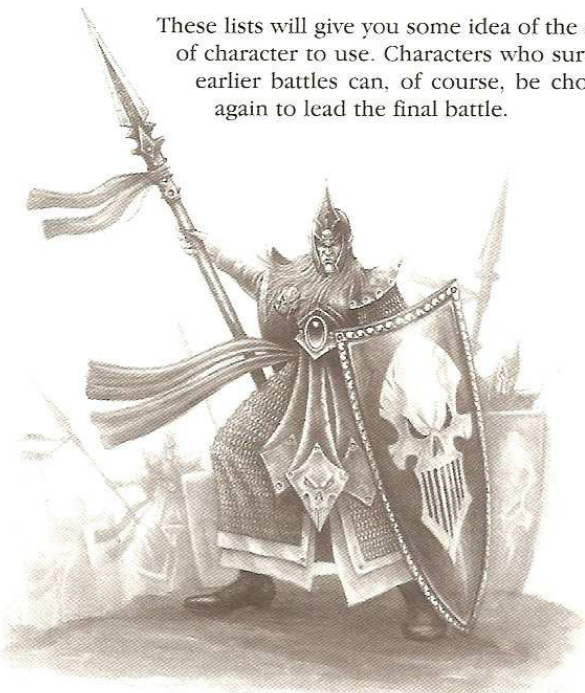
If you want to try another army as opponents for the Dwarfs, be prepared to apply generous amounts of imagination and common sense to adapt the various victory conditions and special rules for each scenario. It will all be straightforward enough, but some modifications may need to be made.

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

CAMPAIGN SPECIAL CHARACTERS

In the campaign, the High Elf player is provided with High Elf special characters to lead each of his armies. If you are using a different army in place of the High Elves, you will of course have to invent your own characters and give them names.

These lists will give you some idea of the sort of character to use. Characters who survive earlier battles can, of course, be chosen again to lead the final battle.



Dark Elf Spearman

DARK ELVES

Imagine that it was a colony of Dark Elves which had been founded on the coast of the Old World below the strongholds of Krag Bryn and Kazad Thrund. A Black Ark, carrying rebel Elves from the Kinstrife in Ulthuan, became lost and in time beached on the coast.

Their lord is Droth (a kinsman of Eldroth, perhaps) who has gone over to the worship of evil gods. With him are his followers in damnation. Above all, they seek to obtain metal with which to forge arms, because they fear that the High Elves will eventually find them. Unfortunately, the Dwarf queen Helgar controls the mountains and the mines. So Droth makes a pact with her. In return for the metal he needs, he agrees to help her against her rival, Drong.

As far as Drong is concerned, he and his clan despise Dark Elves as much as High Elves and do not distinguish between them. The scenario is broadly the same as before – but the army which will fight the Dwarfs is very different.

SCENARIO I

The Dark Elves come to Helgar's aid and defy the rebels to cross the 'line in the dust'. The Dwarf rebels cross the line. The Dark Elf army consists of 1,500 points chosen from the relevant army list in the Warhammer Armies Dark Elves book. 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

0-1 Dark Elf Hero

The Hero leads the Dark Elf army and so counts as the army's General, even though he is not a Lord character. You may choose a Hero from the Dark Elf army list, armed and equipped as permitted by that list. He may be on foot or ride a Cold One or Dark Steed, and may possess a magic item up to a value of 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 magic item up to a value of 25 points.

0-1 Sorcerer (magic level 1)

The Sorcerer may have a magic item up to a value of 75 points. He uses Dark Magic and may be on foot or ride a Cold One or Dark Steed.

REGIMENTS

0-1 Unit of Cold One Riders

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

0-1 Unit of Dark Elf City Guard

0-1 Unit of Black Ark Corsairs

Any number of Units of Dark Elf Spearmen

Any number of Units of Dark Elf Warriors

Any number of Units of Dark Elf Crossbowmen

SCENARIO II

Helgar sends a secret message to the Dark Elves, who despatch a force to ambush the Runesmith on the Dwarf High Road. The Dark Elf army consists of 1,000 points, chosen from the army list in the Warhammer Armies Dark Elves book. 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

0-1 Dark Elf Master Sorcerer

The Master Sorcerer leads the Dark Elf army and so counts as the army's General, even though he is not a Lord character. You may choose a Master Sorcerer from the Dark Elf army list, armed and equipped as permitted by the list. He uses Dark Magic and may have a magic item up to a value of 75 points. He is on foot or may ride a Dark Steed or Cold One.

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 Witch Elves

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

0-1 Unit of Dark Elf Scouts

Special deployment rules for Scouts may be applied in this scenario.

0-1 Unit of Harpies

Any number of Units of Dark Elf Crossbowmen

Any number of Units of Dark Elf Warriors

Eagles The local Great Eagles don't like Drong's Dwarfs, but they don't like the look of the Dark Elves either, and so they will stay well away from this battle!

SCENARIO III

The Dark Elves attempt to defend the brewery from the Dwarfs to prevent them rescuing the hostage Brewmaster. The Dark Elf army consists of 1,500 points, chosen from the army list in the Warhammer Armies Dark Elves book. 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

0-1 Dark Elf Hero

The Hero leads the Elf army and so counts as the army's General even though he is not a Lord character. You may choose a hero from the Dark Elf army list armed and equipped as permitted by the list. He is on foot or riding a Dark Steed or Cold One, and have a magic item up to a value of 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 magic item up to a value of 25 points.

REGIMENTS

0-1 unit of Cold One Riders

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

0-1 unit of City Guard

0-1 unit of Witch Elves

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

0-1 unit of Black Ark Corsairs

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

0-1 Repeater Bolt Thrower

Operated by two crew, armed with hand weapons and light armour.

0-1 unit of Harpies

Any number of units of Dark Elf Warriors

Any number of units of Dark Elf Crossbowmen

Any number of units of Dark Elf Spearmen

SCENARIO IV

Drong leads his army out to attack the Dark Elf colony. They advance to meet Drong's army on the plains before Helgar's stronghold. The Queen marches out with her retinue but waits to see how the battle goes before committing herself to one side or the other.

The Dark Elf army consists of 3,000 points, commanded by Droth. The army can be larger than this if both players agree to play to a higher points value (any change in these points resulting from victory or defeat in a previous battle will still apply). The Dark Elf army is chosen from the army list in the Warhammer Armies Dark Elves book. 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

Droth

Droth leads the Dark Elf army as the army's General. He may be on foot or ride a Dark Steed, Cold One or a Monster. He may have a magic item up to a value of 100 points.

Heroes

You may choose any number of Heroes from the Dark Elf army list, armed and equipped as permitted by the list. A Hero may be on foot or riding a Dark Steed or Cold One, and 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.

0-1 Battle Standard Bearer

The Battle Standard Bearer may be armed and equipped as any of the troop types in this list. He may be on foot or riding upon a Cold One or Dark Steed. The battle standard may be a magic standard, up to a value of 100 points.

0-1 Sorcerer

You may choose one Sorcerer up to magic level three. The Sorcerer may be on foot or ride a Dark Steed, Cold One or a Monster. He uses Dark Magic and may have a magic item up to a value of 100 points.

REGIMENTS

0-1 Unit of Cold One Riders

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

0-1 Unit of Witch Elves

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

0-1 Unit of Black Ark Corsairs

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

0-1 Unit of Dark Elf Scouts

Special deployment rules for Scouts may be used.

0-1 Unit of Executioners or Black Guard of Naggaroth

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

0-1 Unit of City Guard

0-1 Unit of Harpies

0-3 Repeater Bolt Throwers

Any number of Units of Dark Riders

Any number of Units of Dark Elf Warriors

Any number of Units of Dark Elf Crossbowmen

Any number of Units of Dark Elf Spearmen

WOOD ELVES

Imagine that, in the aftermath of the War of the Beard, the strongholds of Krag Bryn and Kazak Thrund are remaining outposts of the crumbling Dwarf Empire of the Grey Mountains. Beneath the mountains, stretching away into the west, is the vast Forest of Loren. This forest is the realm of the Wood Elves, those Elves who refused to return to Ulthuan.

The kindred of Eldryth (distant cousins of Eldroth's High Elf folk) have settled in the forest glades in the foothills of the mountains. Their neighbour is Queen Helgar, ruling over the declining stronghold of Krag Bryn. Eldryth and Helgar enter into a pact and agree not to attack each other. The ruler of the next stronghold, deeper in the mountains, is Drong. He belongs to a rival clan and covets Helgar's throne and the mines that she controls. Drong seeks to gain control of Krag Bryn and is the arch enemy of the Elves. He will ultimately invade the forest and fell trees for pit props. Eldryth, therefore, must work towards the defeat of Drong and seeks to support Helgar as an ally and buffer state between the Elves and the wrath of Drong.



Wood Elf Way Watcher

SCENARIO I

The Wood Elves attempt to stand in the way of the rebels and defy them to cross the 'line in the dust'.

The Wood Elf army consists of 1,500 points, chosen from the army list in the Warhammer Armies Wood Elves book. 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

1 Wood Elf Hero

The Hero leads the Wood Elf army and so counts as the army's General even though he is not a Lord character. You may choose a Hero from the Wood Elf army list, armed and equipped as permitted by the list. He may be on foot or ride an Elven Steed, chariot, Warhawk or Great Eagle, and have a magic item up to a value of 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 magic item up to a value of 25 points.

0-1 Wood Elf Mage (level 1 magic)

The Mage has a Battle Magic spell. He is on foot or may ride an Elven Steed. He may have a magic item up to a value of 50 points.

REGIMENTS

0-1 Unit of Glade Riders

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

0-1 Chariot

This may be used in a single unit or separately as mounts for characters.

0-1 Unit of Wardancers

0-1 Unit of Dryads

0-1 Treemen

Any number of Units of Wood Elf Archers

Any number of Units of Glade Guards

SCENARIO II

Wood Elf ambushers lie in wait for the Runesmith on the Dwarf High Road. The Wood Elf army consists of 1,000 points, chosen from the army list in the Warhammer Armies Wood Elves book. 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

1 Wood Elf Master Mage

The Master Mage leads the Wood Elf army and so counts as the General, even though he is not a Lord character. You may choose a Master Mage from the Wood Elf army list armed and equipped as permitted by the list. He uses Battle Magic and may be on foot or ride a Warhawk or Great Eagle. He may also have a magic item up to a value of 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 magic item up to a value of 25 points.

REGIMENTS

Any number of Units of Wood Elf Scouts

Special deployment rules for Scouts may be applied in this battle.

Any number of Units of Wood Elf Archers

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

0-1 Unit of Wood Elf Waywatchers

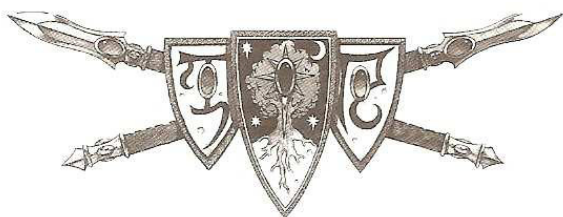
Special deployment rules for Waywatchers may be applied in this battle.

0-1 Unit of Dryads

0-1 Unit of Warhawk Riders

0-1 Unit of Wardancers

0-3 Great Eagles



SCENARIO III

The Wood Elves attempt to defend the brewery against a force of thirsty Dwarfs, intent on rescuing the Brewmaster. The Wood Elf army consists of 1,500 points, chosen from the army list in the Warhammer Armies Wood Elves book. 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

1 Wood Elf Hero

The Hero leads the Wood Elf army and so counts as the army's General, even though he is not a Lord character. You may choose a Hero from the Wood Elf army list, armed and equipped as permitted by the list. He may be on foot or ride an Elven Steed or Chariot, and have a magic item up to a value of 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 magic item up to a value of 25 points.

0-1 Wood Elf Mage (magic level 2)

The Mage has Battle Magic spells. He is on foot or may ride an Elven Steed. He may have a magic item up to a value of 50 points.

REGIMENTS

Any number of Units of Glade Riders

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

Any number of Units of Glade Guards

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

Any number of Units of Archers

Any number of Units of Dryads

0-1 Unit of Wardancers

0-1 Treemen

0-1 Chariot

SCENARIO IV

Drong leads out his army down the pass, intending to invade the forest. The Wood Elves gather to oppose them. Queen Helgar leads her retinue to the borders of her realm, but waits to see which way the battle goes before joining in on the winning side.

The Wood Elf army consists of 3,000 points commanded by Eldryth. The army can be larger than this if both players agree to play to a higher points value (any change in these points resulting from victory or defeat in a previous battle will still apply).

The Wood Elf army is chosen from the army list in the Warhammer Armies Wood Elves book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the list, this will be indicated below.

CHARACTERS

Eldryth

Eldryth leads the Wood Elf army as its General. He is chosen from the Wood Elf army list, armed and equipped as permitted by the list. He may be on foot or ride an Elven steed, Chariot, Warhawk or Great Eagle. He may have a magic item up to a value of 100 points.

Any number of Wood Elf Heroes

You may choose any number of Heroes from the Wood Elf army list, armed and equipped as permitted by the list. A Hero may be on foot or ride an Elven steed, and have a magic item up to a value of 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 magic item up to a value of 25 points.

0-1 Wood Elf Mage (up to magic level 3)

You may include a Wood Elf Mage up to magic level 3 (Master Mage). He may have Battle Magic spells. He may be on foot or may ride an Elven Steed, Chariot, Warhawk or Great Eagle. He may have a magic item up to a value of 100 points.

REGIMENTS

Any number of Units of Glade Riders

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

Any number of Units of Glade Guards

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

Any number of Units of Archers

Any number of Units of Wardancers

Any number of Units of Warhawk Riders

Any number of Units of Dryads

0-3 Chariots

These may be used in a single unit or as mounts for characters.

0-1 Unit of Wood Elf Scouts

Special deployment rules for Scouts do not apply in this battle.

0-1 Unit of Waywatchers

0-3 Treemen

0-3 Great Eagles

APPENDIX III

SETTING UP THE BATTLEFIELD

The campaign maps included with the scenarios indicate how to set up the battlefield for each of the scenarios. A Dwarf brewery forms the central feature of one of the battles and card model Dwarf Brewery buildings are included in the Campaign Pack. For the rest of the terrain you will need to rely on your own collection of terrain pieces which you have been diligently modelling!

THE BATTLEFIELD

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

The best and most practical size of table-top is about 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 playtested on tables of this size. For convenience, everything is described as if for a 4' x 6' 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.

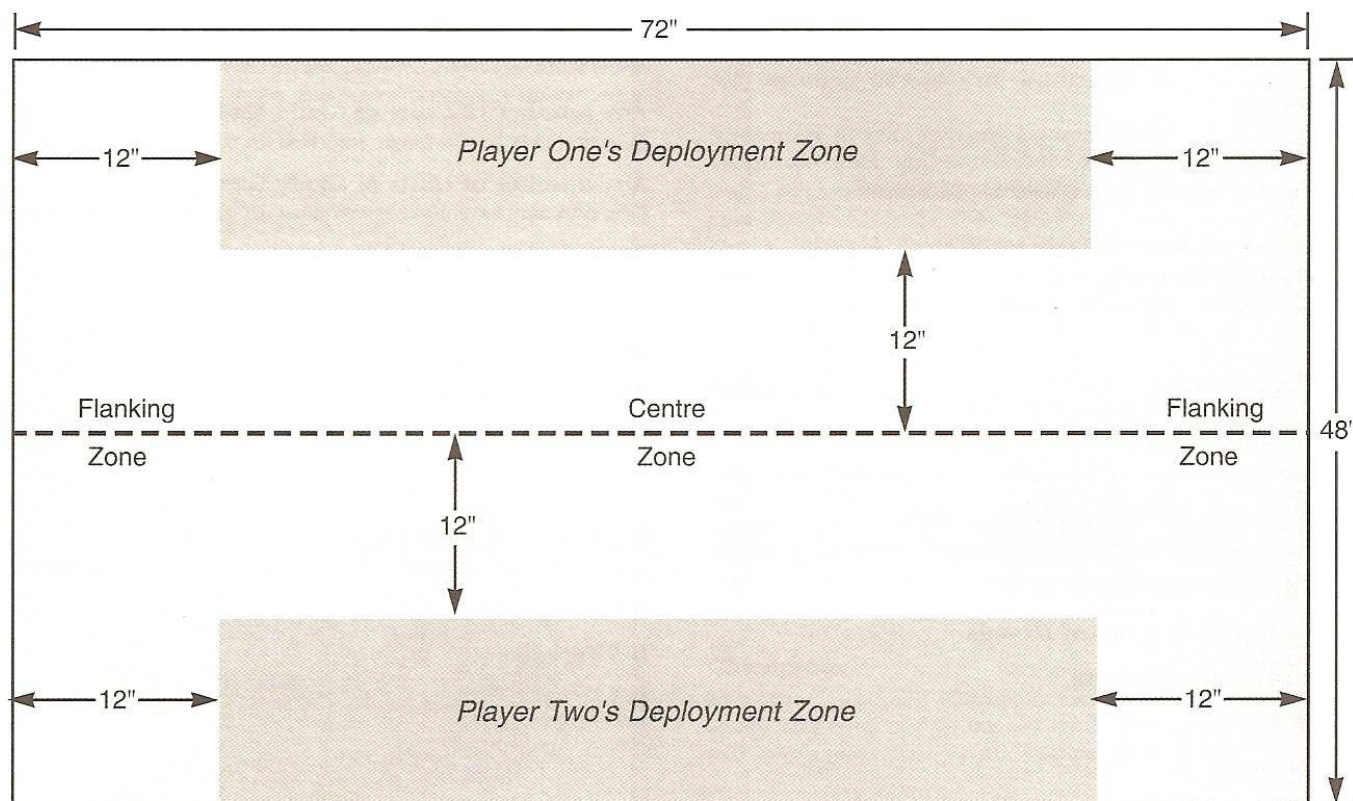
Whatever the size of your playing area, you will need to determine each player's table edge and each player's half of the table, so that you know where to place terrain and where to deploy your armies. To do this, first use an imaginary line to divide the table across the middle. When setting up the 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 twelve inches from the imaginary line which 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 have to be deeper or narrower depending on the width of the table. The deployment zone does not run right up to the sides, but stops twelve inches 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 a flanking zone. The area enclosed by the player's deployment zones and the flanking zones will be the middle of the table.

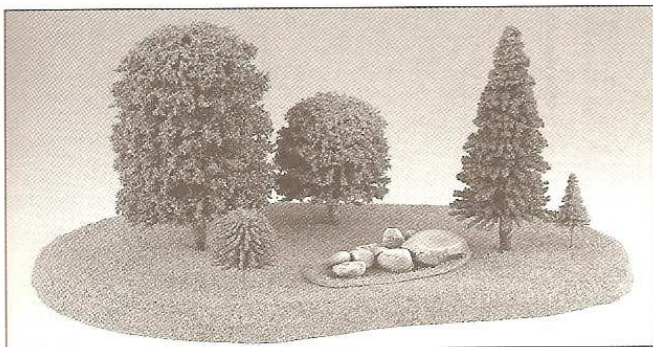


THE BATTLEFIELD MAPS

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 on the battlefield; use them as the basis for your own battlefields. 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, a cottage, a river or a 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.



A simple wooded hill

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 of thumb, 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 below is designed to create the mountainous 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!

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 below. The player places the terrain piece somewhere on his own side of the table, then the other player rolls and places the relevant piece. Whenever it is his turn to place a piece of scenery, a player may choose to stop 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 battlefield is then complete. Note that some scenarios require a fixed terrain feature which must be placed before any other terrain is randomly generated.

TERRAIN GENERATOR CHART

Roll 2D6 to determine each item

2 – MOUNTAIN STREAM

The stream must enter and leave on a table edge. It may have a single crossing place, such as a bridge, ford or a series of huge flat stepping stones if you wish.

3 – PIT OR QUARRY

This can be an old, abandoned quarry or an open cast mine. It can be full of loose rocks or water. Either way, it is impossible to move across.

4 – RUINED DWARF BUILDING

A single ruined building. This can be made by arranging three stone wall sections to create an open-ended rectangle.

5 – STEEP HILL

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

6 – DIFFICULT GROUND

Choose an area of difficult terrain such as boulder-strewn ground, a shallow pit or an area of loose rocks.

7 – GENTLY SLOPING HILL

Even in a mountainous region, there will be gently sloping hills on which troops can gain an advantage for shooting and fighting.

8 – STONE WALLS

Up to 12" of continuous stone wall. This can be made by arranging three short wall sections in a row. This obstacle can be crossed, but troops will be slowed down while they do so.

9 – DWARF BUILDING

A single building representing a Dwarf prospector's cottage perhaps, or a temple dedicated to the ancestor of the clan. How about a ramshackle Dwarf mine complete with a big winding wheel? That would make an excellent modelling project to tackle.

10 – DWARF VILLAGE

Up to three or four buildings arranged close together, representing Dwarf stone buildings and workshops. The buildings can be joined together by walls.

11 – WOOD

Woods are rare in this mountainous region, as the Dwarfs have chopped most of the trees down for use as pit props. Where they are still standing, pine trees predominate.

12 – VERY DIFFICULT GROUND

A feature that is very difficult to cross, such as an area of huge boulders, sheer cliffs, a steep-sided ravine or a deep quarry pit full of stagnant water.



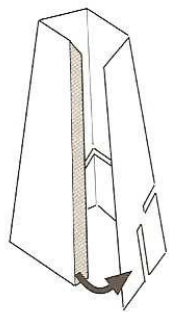
CARD BUILDING ASSEMBLY INSTRUCTIONS

To assemble these buildings you will need a sharp modelling knife and a tube of white PVA glue.
In all cases the toned areas indicate where to apply the glue.

Building 1 – THE BREWHOUSE

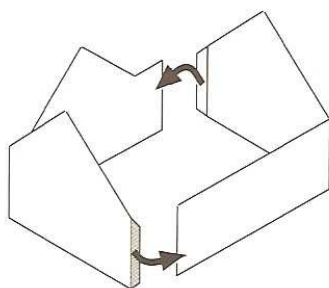
NOTE: ALL PARTS FOR THE BREWHOUSE ARE NUMBERED 1.

(A) CHIMNEY



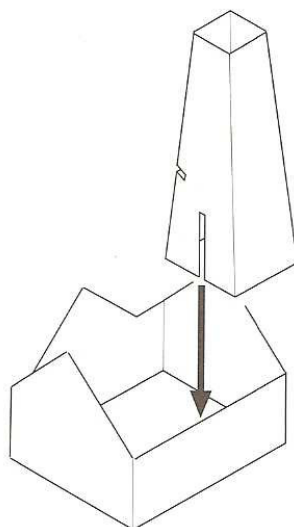
Press out the chimney, fold round sides and then glue together.

(B) BUILDING SIDES



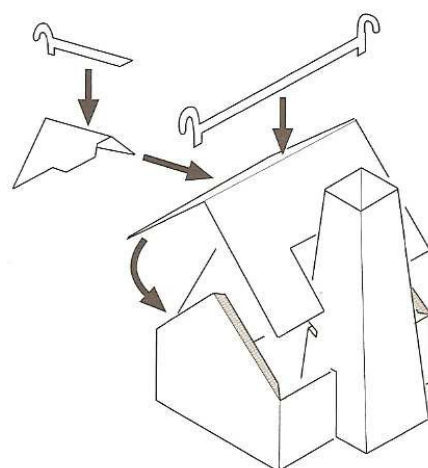
Fold the sides of the brewhouse round, check that the structure is square and glue together.

(C) BREWERY ASSEMBLY



Using the locator slots slide the chimney into position onto the side of the brewhouse. Do **not** glue into position.

(D) ROOF ASSEMBLY



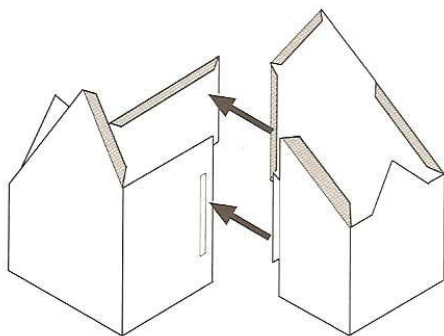
Locate the roof by using the large chimney slot provided. Make sure the chimney and roof are all central and glue into position. Finally glue the porch and ridge beams into position.



Building 2 – THE ALE STORE

NOTE: ALL PARTS FOR THE ALE STORE ARE NUMBERED 2.

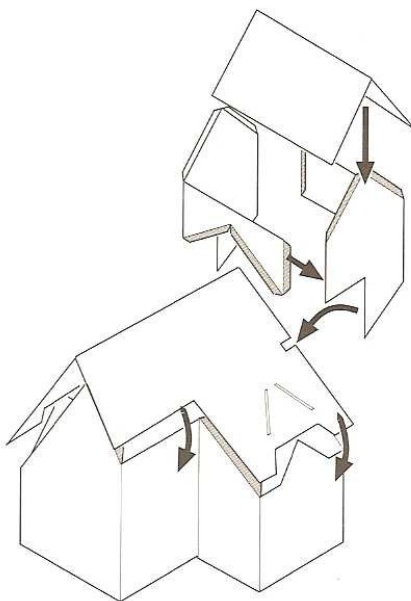
(A) ALE STORE SIDES



Bend round the sides of the ale store locating the tab into the slot provided and gluing the remaining tab to the appropriate side.

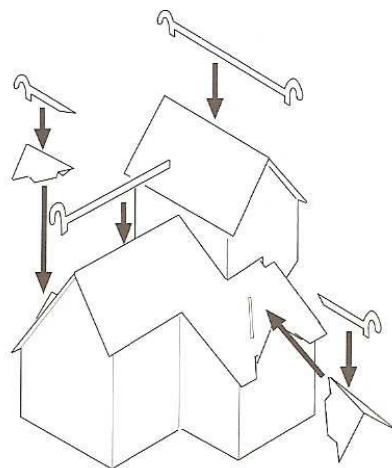


(B) ROOF AND LOFT



Fold over the two sides of the loft and glue together, attach the roof centrally and glue the loft to the side of the barn house in the location slots provided.

(C) PORCH AND BEAMS

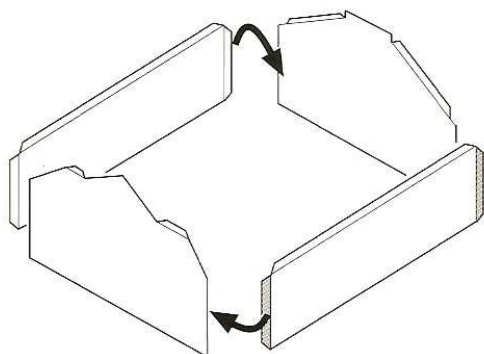


Add the two porches and attach the appropriate ridge beams. Finally, attach the two long ridge beams.

Building 3 – THE DRINKING HALL

NOTE: ALL PARTS FOR THE DRINKING HALL ARE NUMBERED 3.

A HALL SIDES

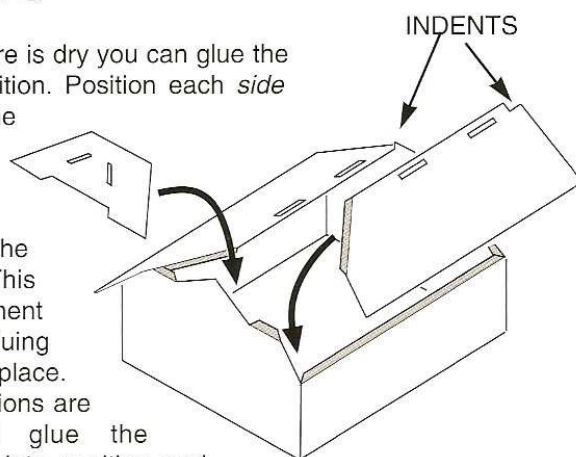


Glue the sides carefully to the end section, making sure the structure is square.

B SIDE ROOFS

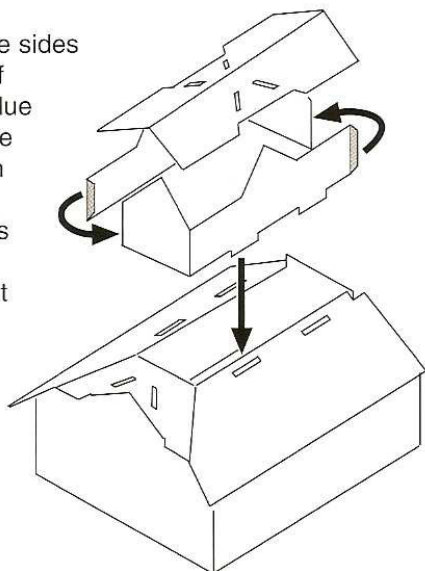
Once the main structure is dry you can glue the roof sections into position. Position each *side* roof section so that the **indents** locate correctly to the back of the building.

Glue the *back* flaps of the roof sections first. This allows a little adjustment in positioning when gluing the *front* sections into place. When all the roof sections are correctly positioned glue the remaining tabs firmly into position and leave to dry.



C UPPER LEVEL

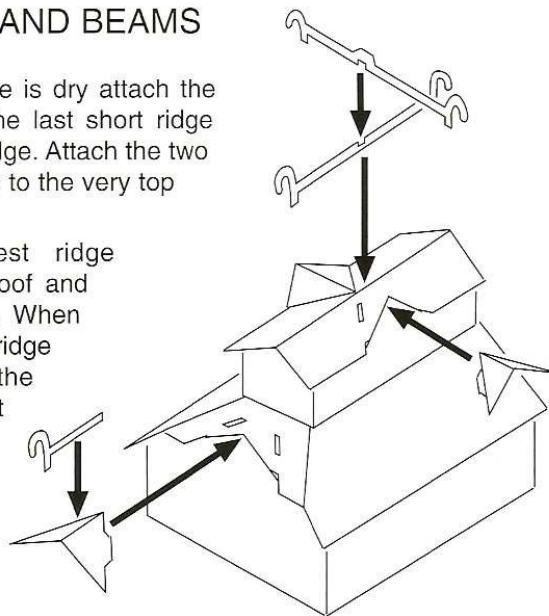
Fold round the sides of the top roof section and glue together. Once it is dry attach into position using the slots provided. Finally when it is dry glue the remaining roof section into place.



D PORCH AND BEAMS

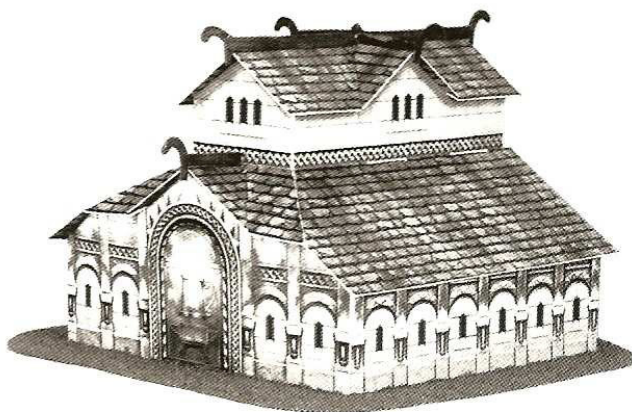
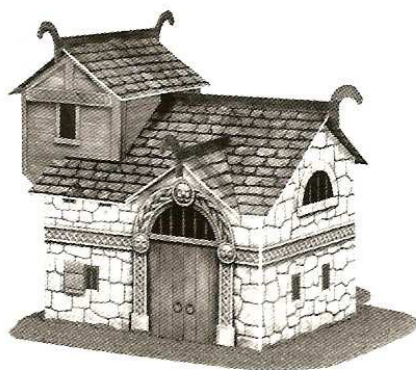
When the structure is dry attach the front porch and the last short ridge beam to the top edge. Attach the two remaining porches to the very top section.

Place the longest ridge beam along the roof and glue into position. When dry place the final ridge beam across the porches slotting it into position on the previous beam.



READY FOR BATTLE

Once the buildings are complete we recommend that you stick them to card bases as shown below, this makes them stable and more durable for your games. Simply add some Citadel flock and your buildings are ready for action.



DRONG THE HARD AND QUEEN HELGAR LONGPLAITS



◀ Drong the Hard is a descendant of Thrund the Angry. His kinsmen, the Thrundlings, swore a grudge-oath to uphold his claim to the throne of Krag Bryn.



▶ Last of the Bronnlings and Queen of Krag Bryn, Helgar Longplaits is a ruler whose grip on power grows more tenuous by the day. Torn between her desire to rule and her proud Dwarf heritage, Helgar must decide whether to keep faith with the High Elves or stand with her own kind.



▶ Dwarf Runesmiths are enchanters and artificers of great power. Their magic lies not in the use of spells, but in the runes they carve into weapons and armour.



◀ Well versed in the arcane arts of his kind, the High Elf Mage is a potent force whose elegance and lightness of frame belies the power of his craft. His timely

intervention can often turn the tide of a battle in favour of his kindred, leaving the opposition demoralized by his continuous barrage of spells.



▲ A charging regiment of Dwarf Miners is taken by surprise as a unit of fast moving Reaver Knights appears out of nowhere and joins in the fray.

▼ Dwarf Slayers – the most fearsome and merciless of all Dwarfs.



▲ Every Dwarf King maintains his own elite bodyguard of Hammerers, and Drong is no exception. These formidable warriors will permit no harm to befall their King.



▲ To a Dwarf Miner, the prospect of a good fight is almost as appealing as tapping a rich vein of gold. With pickaxes in hand, they are a sight to swell the pride of any true Dwarf.

SCENARIO I - THE BATTLE OF GRUDGE PASS
Dwarf Player's Battle Scroll

KRUDD'S DWARF REBELS

The rebel Dwarf force consists of 1,500 points, chosen from the army list in the Warhammer Armies Dwarf book. 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

Krudd Mad-Mattock

The rebel Dwarfs are led by Krudd Mad-Mattock himself, who counts as the army's General.

0-1 Battle Standard Bearer

The Battle Standard Bearer represents a Dwarf Champion bearing the rebel banner proclaiming the revolution in Dwarf runes. The flag should perhaps be blood red! The banner may bear runes up to a value of 50 points.

Note that none of the Dwarf units are permitted to carry a magic standard during this battle.

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. Champions may have 1 runic item up to a value of 25 points.

REGIMENTS

Dwarf Miners

Your army may include any number of units of Miners. Although the Dwarf army list usually limits your choice to one unit of Miners, Krudd's rebel army may have any number of such units, reflecting the numerous Dwarf miners at work in the region.

Dwarf Warriors

Your army may include any number of units of Warriors.

0-1 Unit of Long Beards

Your army may include one unit of Long Beards.

0-1 Unit of Iron Breakers

Your army may include one unit of Iron Breakers.

0-1 Unit of Thunderers

Your army may include one unit of Thunderers.

• SPECIAL RULES •

HATE ELVES

All the Dwarf rebels have utter contempt for the Elves and any Dwarfs who deal with them. The rebels are therefore subject to Hatred of Elves, as described in the Warhammer rulebook.

DRUNKEN DWARFS

All of the rebel Dwarfs are totally drunk. This actually makes them brave to the point of utter recklessness. Consequently, they are all immune to panic. Another effect of the drunkenness is that the Dwarf units shamle forwards as undisciplined mobs, stopping occasionally to throw up. At the start of each Dwarf turn, after declaring charges but before any other action, roll one dice for each Dwarf unit and consult the Drunken Behaviour chart. If they blunder into the enemy they are assumed to be charging them, even though a charge was not declared. Thunderers who stagger forward will have spoilt their opportunity to shoot by moving. After the Dwarfs have moved under the influence of alcohol, they may then move as normal assuming that they have not stopped to puke.

Dice roll Drunken Behaviour

- | | |
|-----|--|
| 1 | The Dwarf unit does not move at all this turn. Instead the Dwarfs stop to puke, lie down or hold their heads in their hands muttering, 'I must keep off the Bugmans before a battle.'
This does not stop them shooting or fighting, but they suffer -1 to hit until their next Drunken Behaviour roll. |
| 2-3 | The Dwarfs don't do anything odd or daft this turn. They can move as normal. |
| 4-6 | Eager to get to grips with the foe, the Dwarfs stagger forward 1" towards the enemy in a drunken rage, chanting and shouting insults.
Add 1 more inch for each extra rank in the unit (up to a maximum of 4") to represent the Dwarfs at the back pushing the others forward. This move is made before their normal move. |



Dwarf Thunderer

VICTORY GAINS

If Krudd wins the battle, he can take over the mines and put them to work in the service of his kinsman, Drong. This will allow Drong to build up a contingent of war machines ready for the Battle of Krag Bryn. The mines will supply the metal for their construction and coal for the steam engines. Victory permits you to include war machines in your army in the final battle. Defeat restricts you to just one war machine in your army.

TACTICAL HINTS

Your army is a Rabble!

The rebel Dwarf army is more or less a mob and will behave like one. The choice of units is very limited and there is little opportunity for clever tactics.

Stand by your Leader

The Dwarfs should defend their leader, Krudd, because the Elves are out to get him! He should stick with the biggest and best Dwarf unit. Don't leave him vulnerable or out in the open.

The Enemy Battle line is Brittle

Try to smash through the Elven battle line. If the Elves don't win a sudden death victory, then the Dwarfs should win on victory points if they fight well.

Safety in Numbers

Survive! The Elves will try to shoot as many Dwarfs as possible and will gang up on Dwarf units in close combat. They will also try to gain victory points by wiping out the smallest Dwarf units, so pick a few big units and benefit from the rank bonus.

KRUDD MAD-MATTOCK

General of the Rebel

Dwarf Army 134 points

Krudd is a kinsman of Drong and a notorious rabble-rouser. Now he has seized his chance to lead a revolution against Queen Helgar and Elf colonialism. Krudd thinks that the mines should be taken over by Drong because he stands for traditional Dwarf values. He is proud and courageous, and wields a gigantic mattock.

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

EQUIPMENT: Hand weapon, double-handed mattock, heavy armour.

SAVE: Heavy armour: 5+

RUNIC ITEMS

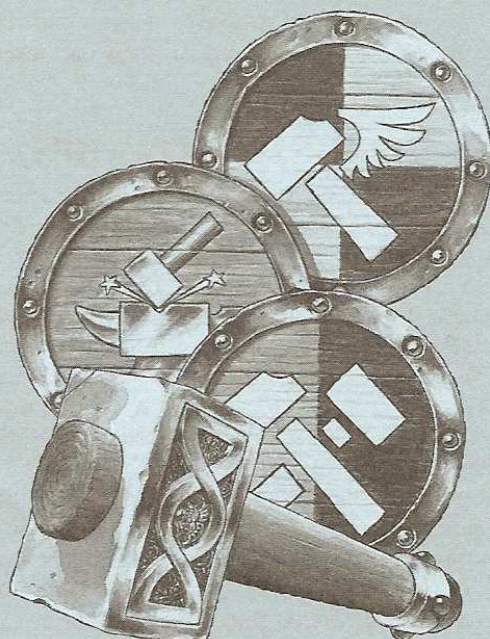
KRUDD'S MATTOCK

Krudd wields his big mattock with both hands, so it counts as a double-handed weapon like a miner's pick. The mattock is inscribed with the Master Rune of Swiftness, so it will always strike first in hand-to-hand combat.

SPECIAL RULES

KRUDD'S PRIDE

Krudd is proud and arrogant, and eager to prove himself a worthy leader of the rebellion. He knows he must encourage the other rebels by his example. This, plus drunkenness, has made him foolhardy and boastful and so he will always accept a challenge.



THE RUNESMITH'S RETINUE

The Runesmith's Retinue consists of 1,000 points chosen from the army list in the Warhammer Armies Dwarfs book. The 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

Grung Grudge-Bringer, Master Runesmith

Grung leads his own retinue himself and so counts as the army's General.

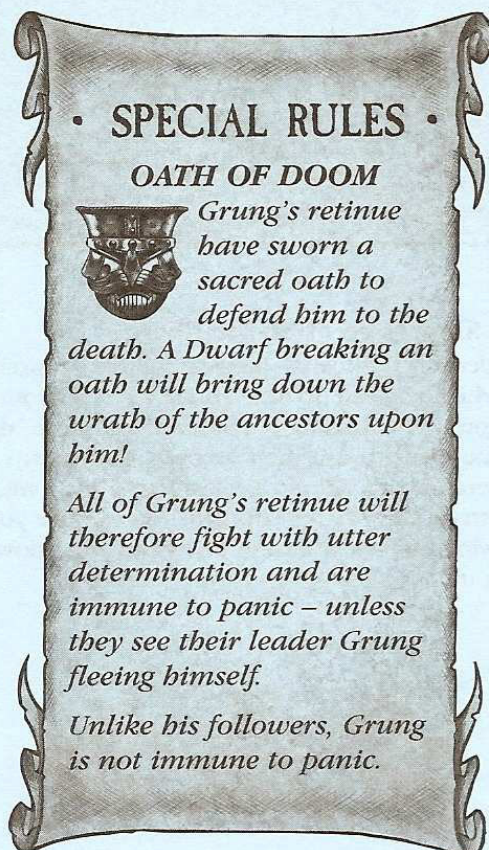
0-1 Standard Bearer

The Battle Standard Bearer represents a trusted retainer of Grung, and he bears the Runesmith's personal banner. He may be equipped as any of the troops listed below. The banner may bear runes up to a value of 75 points.

Note that none of the Dwarf units are permitted to carry a magic standard during this battle.

Champion

You may choose one Champion for each unit in the retinue, armed and equipped like the rest of the unit. Any Champion may have a runic item up to a value of 25 points.



REGIMENT

0-1 Unit of Long Beards

These veteran warriors escaped with Grung from their original home in Kazak Gor after it was sacked by Dark Elves. They blame all Elves for this, failing to distinguish the good from the bad.

0-1 Unit of Hammerers

These are some of Drong's own bodyguard which he has lent to Grung for his protection. Their task is to escort and protect the Runesmith at all times.

0-1 Unit of Crossbowmen

Another contingent lent to Grung by the devious Drong.

0-1 Unit of Slayers

These are Dwarf Slayers who have chosen to serve and protect Grung as a worthy atonement for their defeat at Kazak Gor – and because Grung always causes trouble.



VICTORY GAINS

If the Dwarfs win the battle, Grung the Runesmith will join Drong's army. The Dwarf player will thus be able to choose Grung for the final battle. Grung is the only Runesmith for a thousand miles around, so if Grung is denied to Drong's army, the Dwarf player cannot include such a powerful figure in his army in the final battle. In other words, it's Grung or nobody!

Whether or not he chooses Grung for the final battle, the fact that Grung is safe at Kazak Thrund and forging runes for Drong, means that the Dwarf player has a free choice of runic items from the Dwarf army list in the final battle (within the limits imposed by the list, and the list for the final scenario). Who knows what items Grung might have found up on the Dwarf High Road?

If the Dwarfs lose this battle, the Dwarf player can spend no more than 150 points on runic items or magic items for his entire army in the final battle. (That is in addition to any carried by named special campaign characters.) This represents the limited stash of runic ancestral heirlooms which Drong or his followers have already got.

GRUNG GRUDGE-BRINGER

General of Grung's

Retinue 212 points

Grung is a rather rotund and haggard old Runesmith, burdened with the weight of a hefty grudge. He is known as the Grudge-Bringer because he hates Elves and tries to infect everyone he meets with the same loathing.

He hates Elves because they attacked his home stronghold and ransacked it. Since that time Grung has been a fugitive and a refugee, seeking sanctuary at the courts of any Dwarf lords willing to shelter him. Wherever he goes, he tells a tale of spite against the Elves. Actually, it was a raiding force of Dark Elves who sacked Grung's stronghold, but Grung doesn't distinguish between good and bad Elves; they're all the same to him, treacherous and despicable!

PROFILE	M	WS	BS	S	T	W	I	A	LD
Grung	3	7	5	4	6	3	4	3	10

EQUIPMENT: Hammer

SAVE: None

MAGIC ITEM

FIERY RING OF THORI

The Ring of Thori may be used only once during the battle. It may be used at any time in the Dwarf player's turn, as long as there are no enemy within 6". The ring creates a barrier of flame a distance of 6" in front of Grung and the unit he accompanies, extending for the length of the unit. The flame lasts until the start of the Dwarf player's following turn. The barrier cannot be cast onto enemy models. Only enemy immune to the effect of flame can cross the barrier without suffering harm. All other models cannot cross the barrier, so if they move next to it they must come to a halt.



Dwarf Runesmith

This even includes the Eagles, who will not risk getting their feathers singed by leaping flames as they descend to fight at Dwarf height.

For shooting purposes, the barrier is considered to be a man-high unit which blocks sight across it. Note that the barrier does not extend round the flanks or rear of Grung's unit, only to its front.

SPECIAL RULES

HATES ELVES

Grung is subject to Hatred against Elves, as described in the Warhammer rulebook.

TACTICAL HINTS

Guard the Runesmith

The Runesmith's retinue should be capable of doing their task well. This is to protect their master. Grung is perhaps best protected by placing him in a big, powerful unit. This will make it hard for the Elves to rout or slay him.

Fortune Favours the Big Battalions

The Elves will try to gain enough victory points to win the battle without slaying or routing Grung. You can thwart this plan by using large units which cannot be shot down and wiped out easily, and by attacking and defeating Elf units. You can count on your solid reliable troops to stand their ground most of the time. Nonetheless, it is a good idea to advance and put some distance between your troops and the chasm just in case any units flee.

Let the Slayers go after the Elves!

The Eagles and Tethan's magic are two unpredictable threats which you can do little about. Even so, your troops should prove surprisingly resistant to these dangers. Expect the Elves to use their archery. This means Slayers are vulnerable and should be used in a big unit, which should attack immediately. In turn, you can use your own crossbowmen to outshoot the Elves and wear down their attacking units.



SKAG'S DWARF RAIDERS

The Dwarf army consists of 1,500 points chosen from the army list in the Warhammer Armies Dwarfs book. The choice of troops is limited to those listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Skag the Stealthy

Skag the Stealthy leads the Dwarf army and counts as the army's General.

Champions and Slayer 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 rune item up to a value of 25 points.

REGIMENTS

Note that none of the Dwarf units are permitted to carry a magic standard during this battle

0-1 Unit of Hammerers

These are volunteers from Drong's own bodyguard of Hammerers. Their desperate need for ale will ensure the utmost determination!

0-1 Unit of Slayers

Drong's own contingent of Slayers have threatened to mutiny or join Queen Helgar if they have to go any longer

without their rightful ale ration. Drong told them to "go and fetch the Brewmaster or go dry", so they volunteered to storm the brewery.

Dwarf Warriors

Your army may include any number of units of Warriors.

Dwarf Crossbowmen

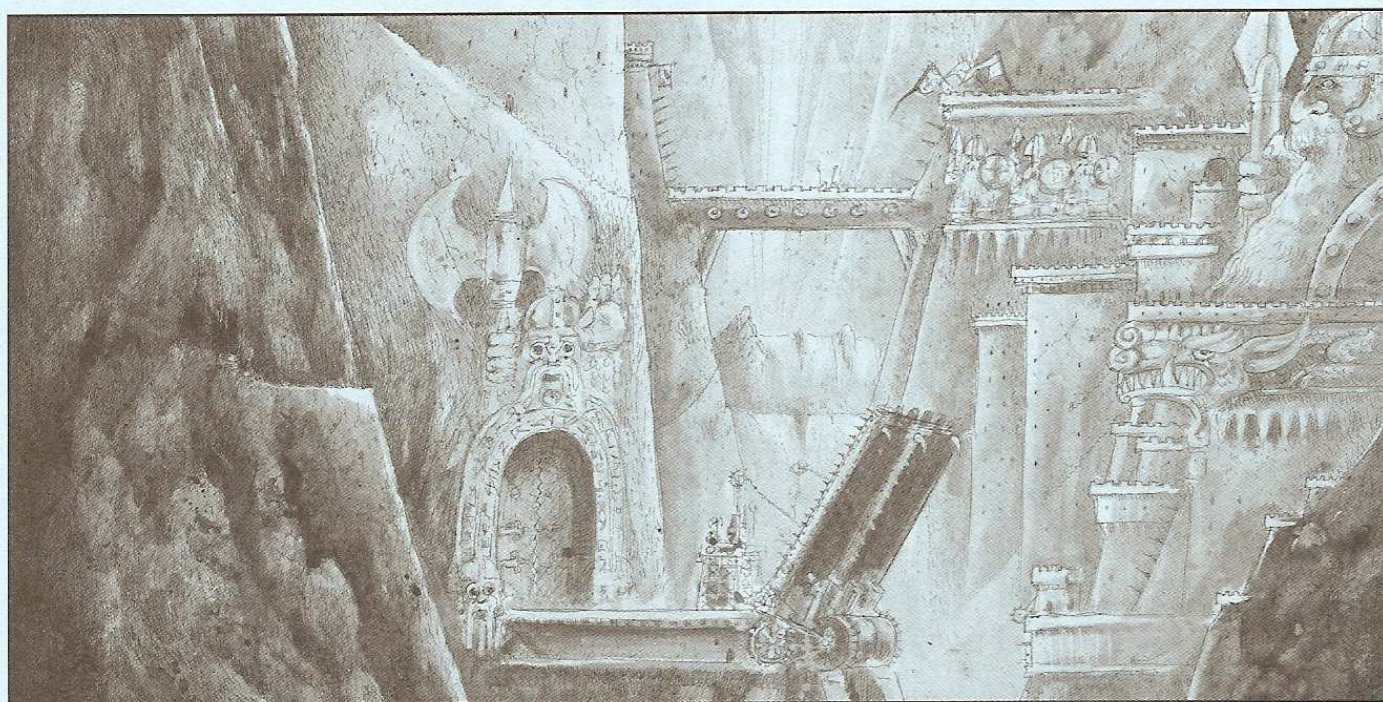
Your army may include any number of units of Crossbowmen.

Dwarf Thunderers

Your army may include any number of units of Thunderers.

0-1 War Machine

Skag knows that storming the brewery will be a challenge; after all, it was built by Dwarfs! So to help he has brought with him a war machine from Karad Thrund. You may choose one war machine and crew from the War Machines section of the Dwarf army list. You may not use a gyrocopter, due to the lack of available fuel (one more reason for rescuing the Brewmaster).



VICTORY GAINS

If the Dwarf side wins the battle, the Brewmaster will be escorted safely to Kazad Thrund. Here he will brew gallons and gallons of Dwarf ale to supply Drong's army. This will enable Drong to keep his troops in high spirits and eager for battle.

He will also brew high-octane gyrocopter fuel, without which any gyrocopters Drong may have will be grounded and out of action. If the Dwarfs lose the Brewery Bash, the Dwarf army will suffer a reduction of 500 points due to desertion and cannot use gyrocopters in the final battle.

TACTICAL HINTS

Go Straight for the Brewhouse!

The Dwarf force should concentrate their attack in a determined thrust towards the brewhouse. If you can break through the Elf defensive line, which will be brittle, you can snatch a sudden death victory. This will be better than allowing the Elves time to gain vital victory points with their archery, or by launching attacks on your exposed flanking units.



Beware of the Bolt Thrower

Remember that the High Elves are very well supported by a repeater bolt thrower as well as by their expert archers.

This may be positioned on the hill or in the brewery area.

Hills and buildings can prove useful to screen your units for part of the time from certain angles as they approach the brewhouse.



Attack Immediately

Time is crucial. Advance towards the brewhouse as quickly as possible.

The Elf player will try to delay you, so have two or three big units powerful enough to break through the defenders. One of them should get through with enough Dwarf luck and persistence.

Grind down the Elves!

If it looks like you cannot reach the brewhouse to win a sudden death victory, switch your attention to damaging the enemy so much that you snatch a win on victory points anyway.



Support your Main Attack

Your missile troops will prove useful in wearing down Elf units and deterring smaller units from coming out from their defensive positions. Remember that your big attacking units may very well be vulnerable to cunning Elf flank attacks calculated to pin them down and delay them.

SKAG THE STEALTHY

General of the Dwarf Army 140 points

Skag is a henchman of Drong, notorious for his ability to find his way into or out of absolutely anywhere and any situation. Most of the time he uses his expertise to rob tombs and hunt for hidden treasures. Drong has now sent him on a mission to fetch the Brewmaster.

Before Skag joined Drong's retinue he was renowned as a mercenary and once lost an eye in battle with the Orcs. After that, he spent much time aboard Dwarf ships on expeditions to far distant Dwarf colonies before finding his way to the fortress of Kazad Thrund.

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

EQUIPMENT: Hand weapon, double-handed Axe, heavy armour.

SAVE: Heavy armour: 5+

RUNIC ITEMS

RUNES OF LUCK

Skag's helmet is inscribed with three Runes of Luck. Each rune allows Skag to re-roll any one dice roll during the course of the battle. These runes only work once, after which they are useless.

By having three such runes, Skag can therefore re-roll a dice roll three times during the game. Keep a tally of each time Skag uses a rune until all three are used up.

SPECIAL RULES

STEALTH

Skag is renowned for his cunning plans. He always has more than one trick up his sleeve. In this battle, he may send a unit off ahead of his main force to sneak stealthily around the flank of the brewery. This has to be a small unit which can move into position at night without alerting the defenders. Because of this quality, you may therefore deploy one unit of up to a total points value of 200 points anywhere in either of the two flanking zones. This unit may not be placed nearer than 8" to any Elf unit.

THE ARMY OF KAZAD-THRUND

The army of Kazak Thrund consists of 3,000 points commanded by Drong the Hard. It can be larger than this if both players agree to a higher points value; any points bonus or penalty resulting from victory or defeat in a previous battle will still apply. If the Dwarfs lost the Brewery Bash, the total points value of the Dwarf army will be 500 points less than the Elf army, due to desertion resulting from the lack of beer rations.

The army is chosen from the Dwarf army list in the Warhammer Armies Dwarfs book. The 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

Drong the Hard

Drong the Hard, Lord of Kazad Thrund, leads the Dwarf army as the army's General.

Krudd Mad-Mattock

You may include the rebel Dwarf Hero, Krudd Mad-Mattock, in the army if he survived the Battle of Grudge Pass and if the Dwarf rebels were victorious. Note that Krudd is sober for this battle (especially if the Dwarfs lost the Brewery Bash!).

Skag the Stealthy

You may include the Hero Skag the Stealthy in the army if he survived the Brewery Bash and if he was victorious.

Other Heroes

You may include more Heroes chosen from the Dwarf army list. Each Hero may have a rune item up to a value of 50 points.

Grung Grudge-Bearer, Master Runesmith

You may include Grung Grudge-Bearer in the army, provided he survived the ambush on the Dwarf High Road and his army was victorious. Grung is the only Runesmith available for Drong's army, so if he was slain or defeated in the ambush your army cannot have a Runesmith at all. If you include Grung in your army he may on this occasion have an Anvil of Doom at a cost of 200 points.

Battle Standard Bearer

Drong's army may include a Battle Standard Bearer bearing the ancestral clan battle standard of the Thrundlings. The banner may be inscribed with runes up to a value of 150 points.

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 rune item chosen freely from the Dwarf army list, up to a value of 25 points.

REGIMENTS

Note that units may only have magic standards where indicated.

0-1 Unit of Long Beards

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

0-1 Unit of Hammerers

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

0-1 Unit of Iron Breakers

Iron Breakers may only be included if the Dwarfs won the Battle of Grudge Pass. This unit may have a magic runic standard up to a value of 50 points.

Dwarf Warriors

Your army may include any number of units of Warriors.

Dwarf Crossbowmen

Your army may include any number of units of Crossbowmen.

Dwarf Thunderers

Your army may include any number of units of Thunderers.

Dwarf Miners

Your army may include a unit of Miners. The unit may only be included if the Dwarfs won the Battle of Grudge Pass. If they are included, they must be led by Krudd. The unit can have one magic runic standard, this will be the Rebel Banner described in Krudd's rebel list. Note that Miners are sober for this battle.

0-5 War Machines

If the Dwarfs won the Battle of Grudge Pass, you may include up to five war machines chosen from the Dwarf army list. If they lost, you may include a maximum of one war machine. If the Dwarfs lost the Brewhouse Bash, you may not use gyrocopters as their fuel has to be brewed by the Brewmaster, so there will be none available.

DRONG THE HARD

General of the Army of Kazad Thrund 233 points

Drong the Hard is a descendant of Thrund the Angry. Thrund was slain by his arch-enemy Bronn while trying to conquer Krag Bryn. His kinsmen, the Thrundlings, swore a grudge-oath to uphold his dubious claim to the throne of Krag Brynn. Drong is determined to continue the feud and sit upon the throne of Krag Bryn by hook or by crook, even if it means marrying Queen Helgar herself! Failing that, he has determined to take the stronghold by force. He loathes all Elves and ultimately plans to overthrow the colony of Tol Eldroth.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Drong	3	7	6	4	5	3	5	4	10

EQUIPMENT: Double-handed hammer, heavy armour, shield.

SAVE: Heavy armour and shield: 3+

MAGIC ITEMS

THRUND'S HAMMER

This magical hammer is an heirloom of the Thrundlings. It has been passed down from generation to generation from Thrund himself to Drong, his distant descendant. The hammer is a rune weapon, inscribed with a Rune of Smiting which causes D6 wounds.

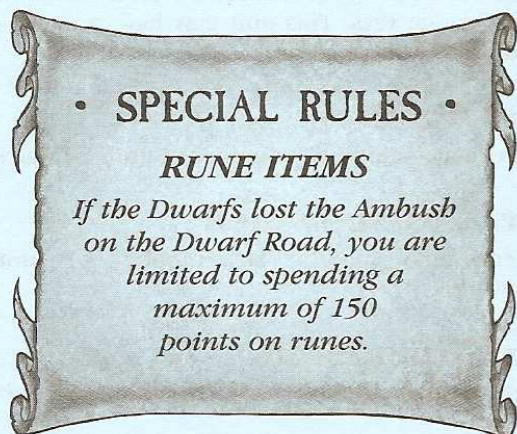
SPECIAL RULES

HATES ELVES

Drong is subject to Hatred against Elves as described in the Warhammer rulebook.

VICTORY GAINS

If the Dwarfs win this final battle, Krag Bryn will fall under the control of Drong either as conqueror or because of a renewed pact between him and Queen Helgar. The army of Tol Eldroth will be lying strewn upon the bloody field and the doom of the Elven colony will be sealed. Within a year, the city will fall to the siege machines of Drong and the last of the Elves will sail away to the west.



TACTICAL HINTS

Be Devious

The Elves will be too clever to provoke Queen Helgar's troops by invading her territory, so you should be equally as cunning. However there is always the chance that Helgar will see reason and join forces with her fellow Dwarfs.

This suggests two possible plans for attack: either advance on your left, hugging the banks of the stream so that you can join forces with Helgar if she crosses the bridge, or hold back on your left to draw the Elves forward, exposing the flank of their army to Helgar's contingent.

Endure the Arrows of Outrageous Elves!

You can expect volleys of arrows and deadly bolt throwers cutting swathes through your ranks. Counter these by deploying in big units that are able to endure the hail of missiles.

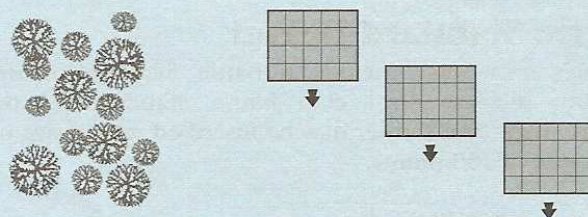
Remember that Dwarfs are very determined and resilient, and the enemy haven't got much to withstand your troops in hand-to-hand combat when you finally get to them. Don't be put off by shooting and avoid being pinned by cavalry.

Use massed crossbows to harass the Elven archers and their bolt thrower crews. If you have them, send gyrocopters to attack from devious angles. As a precaution use your missile troops to cover the flanks of your army.

Advance in Echelon

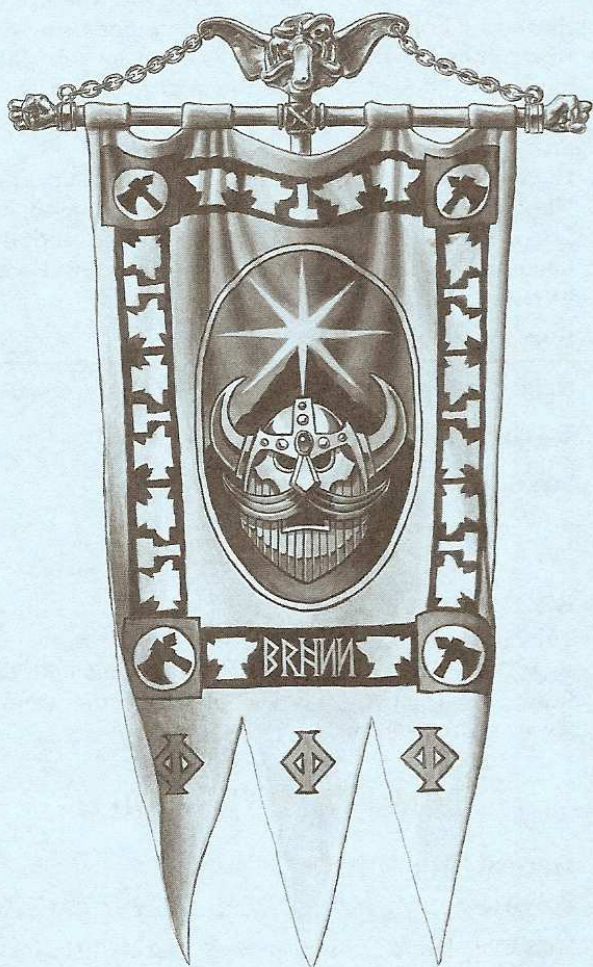
Expect the Elves to use common sense and advance on their left, while holding back on their right. You can counter this tactic by advancing your troops in an echelon formation. This means that several big blocks of Dwarf warriors can advance with the leading unit to your left while the others can be staggered back towards the right.

Three Dwarf Units advancing in Echelon



This formation makes it difficult for the enemy to work their way behind your army or attack it in the flank. The wood on your right will also screen part of your army from shooting.

QUEEN HELGAR'S RETINUE



Bronnling Battle Banner Bearer

Queen Helgar leads her own bodyguard of Trollslayers. The total points value of this contingent is determined randomly before the battle starts. Even Helgar doesn't know how many troops are under her command from one day to the next! However, Drong has no Slayers available to him by the time of the final battle. If any survived the previous battles, Drong's and Grung's Slayers have now all drifted to Helgar's retinue either through lack of ale rations or, more probably, in search of heroic death in a doomed cause!

To determine the points value of the Trollslayers guarding Helgar at the time of the battle, roll a dice. The score multiplied by 100 points is the total points value which can be spent on her bodyguard (ie, between 100 and 600 points). These points are additional to the cost of Helgar herself and Loki Whitebeard, her aged and loyal Battle Standard Bearer. The randomly determined points can only be spent on a single unit of Trollslayers and accompanying Slayer champions.

The points cost of Helgar's bodyguard does not count towards that total. Helgar and her troops are unreliable potential allies of Drong. They are not under the Dwarf player's control unless she decides to betray the Elves during the course of the fighting.

CHARACTERS

Queen Helgar Longplaits

Helgar's bodyguard is led by the queen herself and she counts as the General of her meagre force.

0-3 Slayer Champions

Helgar's bodyguard may include up to three Slayer champions, but not more than one of each kind. Each champion may have a rune weapon up to a value of 25 points. Up to 50% of the random points available for Helgar's bodyguard can be spent on Slayer champions.

Bronnling Battle Banner Bearer

Helgar is accompanied by Loki Whitebeard, an ancient but loyal Giant Slayer bearing the Bronnling ancestral clan banner. This is a runic banner bearing three Runes of Battle (+3 combat result, +75 points).

REGIMENTS

0-1 Unit of Slayers

Your army may include one unit of Slayers, including as many Slayer models as your points will allow.

TACTICAL HINTS

Go For It!

When Helgar makes up her mind whose side she is on, she should lead her retinue over the stream without delay. Whichever side she has betrayed will no doubt turn their artillery to cover the bridge, so getting across with a dense mass of vulnerable Slayers will be her most difficult task. Helgar's troops should therefore be deployed ready to surge across the bridge without wasting any time manoeuvring or changing formation.



Once across, she is well placed to tip the balance in favour of her chosen side, possibly using the moment to attack the enemy in the flank at a crucial point in the battle.

• SPECIAL RULES •

HELGAR'S TREACHERY

Helgar has led her bodyguard out to the battlefield but cannot make up her mind whether to join one side or the other. Initially she helps the Elves by remaining neutral, but she may suddenly decide to join forces with fellow Dwarfs against the Elves out of a sense of Dwarf pride and solidarity.

The river marks the border of Helgar's domain. If any player sends troops across the river or attacks Helgar's bodyguard, the unit will immediately join the other side and fall under the control of the opposing player.

Otherwise, at the start of each turn, each player rolls a dice. If the result is a double, Helgar joins the battle on the Dwarf side and falls under the control of the Dwarf player. On any other score, her bodyguard stays out of the battle for another turn.

QUEEN HELGAR LONGPLAITS

General of Helgar's

Bodyguard 187 points

Queen Helgar is the ruler of Krag Bryn. She is the last descendant of Bronn the Bold, the founder of the stronghold. There are none of her clan, the Bronnlings, left in her domain save for herself. They have all been slain in the endless grudge feud with the Thrundlings, who are descendants of Bronn's arch rival, Thrund the Angry.

Helgar is noted for her pride and determination. Her long plaits are worthy of the respect due to any Dwarf king's beard. She wields the axe and the tankard well enough to strike awe into any Dwarf warrior.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Helgar	3	7	6	4	5	3	5	4	10

EQUIPMENT: Axe, heavy armour, shield.

SAVE: Light armour and shield: 4+

MAGIC ITEMS

BRONN'S AXE

This axe was wielded by Bronn himself when he slew Thrund. It is a rune weapon, inscribed with the Rune of Fate. This causes double wounds against the first character hit.

LOKI WHITEBEARD

Bronnling Battle

Banner 188 points

Loki Whitebeard is the sole loyal friend of Helgar's, having served her father and possibly his father before him. Loki is too old and set in his ways to desert the family to which he has dedicated his life. He carries the Bronnling Battle Banner.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Loki	3	5	4	4	4	1	3	2	9

EQUIPMENT: Axe and battle standard.

SAVE: None.

MAGIC ITEMS

BRONNLING BATTLE BANNER

This ancestral banner has three runes of battle. (+3 conflict result).



SCENARIO 1 - THE BATTLE OF GRUDGE PASS
Elf Player's Battle Scroll

FENDAR'S ELF FORCE

The High Elf force consists of 1,500 points chosen from the army list in the Warhammer Armies High Elves book. 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.



Standard Bearer

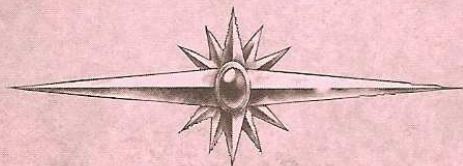
CHARACTERS

Fendar

The Elves are led by Fendar 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 Battle Magic or High Magic. The Mage is either on foot or may ride an Elven Steed, and may have a magic item up to a value of 50 points.

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 75 points.

Reaver Knights

Your army may include any number of Reaver Knight units.

0-1 Unit of Shadow Warriors

Your army may include one unit of Shadow Warriors.

High Elf Warriors

Your army may include any number of Warriors units.

High Elf Spearmen

Your army may include any number of Spearmen units.

High Elf Archers

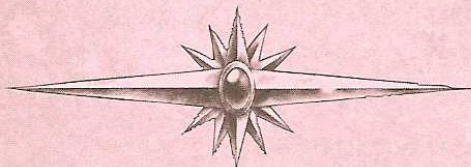
Your army may include any number of Archer units.



High Elf Spearman and Archer

VICTORY GAINS

If the Elves win the battle, the rebel Miners will either be slain, or scattered and fleeing for their lives. Krudd will be dead, or he will end up as a fugitive hiding in a cave. The mines will remain under the control of Queen Helgar, but there will be no one there to do any work. Drong will not get his hands on the metal or coal he needs to make war machines, nor have access to Krudd's expertise as an engineer. The Dwarf player will therefore be denied a contingent of war machines to batter your troops in the battle of Krag Bryn. As a result, when that battle comes to be fought, he will be limited to only one.



TACTICAL HINTS

The Enemy will be Hard to Beat!

The Elf player will find it a daunting task to beat the rebel Dwarfs in this battle. The Elf battle line is very brittle and the Dwarfs have a good chance of smashing through.

Take Advantage of Dwarf Drunkenness

The Dwarf army is an almost-unstoppable mob. They will advance on you very quickly.

However, units which make sudden rushes forward may suddenly stop before rushing on again. This will tend to cause gaps in the Dwarf battle line creating opportunities for flank attacks, and for your troops to gang up on isolated units.

Get the Ringleader!

Krudd is the main objective. The Elves should go all out to slay Krudd. This will require striking hard against Krudd's unit. Fendar himself should take any opportunity to challenge Krudd to personal combat.

Concentrate your Shooting

Concentrate all your bow fire on Krudd's unit to wear it down and make Krudd himself more exposed and vulnerable. Ignore Dwarf units which do not pose an immediate threat, unless they are small and can be beaten or wiped out easily to gain victory points.

Be Prepared to fight Hand-to-hand

Do not be tempted to have too many small units. A powerful unit or two will be needed to strike at Krudd's unit. Don't forget that for every unit more than the Dwarfs you deploy at the start, a Dwarf unit can creep forward four inches.

FENDAR

General of the High Elf

Army at Grudge Pass . . . 189 points

Fendar is an experienced warrior of Tol Eldroth. He is well-known for his determination and bravery in battle.

The Elf is Eldroth's ambassador at the court of Queen Helgar. He has given her his word of honour as an Elven Noble to defend her throne as an ally of his lord, Eldroth.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Fendar	5	6	6	4	4	2	8	3	9
Elven Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Hand weapon, light armour, shield, barded Elven Steed.

SAVE: 3+: Light armour, shield and barded steed

MAGIC ITEM

BLADE OF DARTING STEEL

Fendar carries a magic weapon which is an ancient heirloom of his kindred. This is a Blade of Darting Steel which hits automatically in hand-to-hand combat.



SCENARIO II - AMBUSH ON THE DWARF ROAD
Elf Player's Battle Scroll

TETHAN'S AMBUSHERS

The Elf Ambushers consist of 1,000 points, chosen from the army list in the Warhammer Armies High Elves book. 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

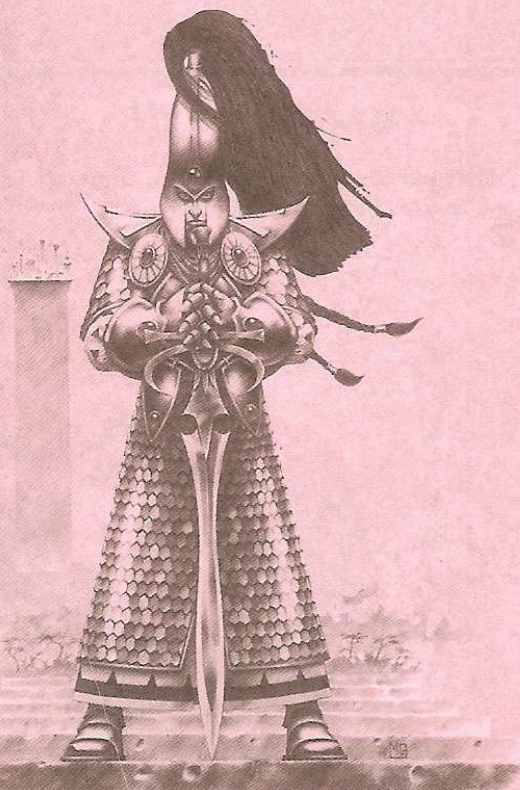
Tethan, Master Mage

Tethan leads the High Elf ambushers and so counts as the army's General.

Tethan is, in fact, a Master Mage of Tol Eldroth, chosen to lead the ambush force so the High Elves can attempt to counter the Runesmith's powers with magic.

Champion

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.



Sword Master of Hoeth



Great Eagle

0-3 Great Eagles

You may include up to three Great Eagles in your army. The sheer cliffs of the Chasm of Doom are home to Great Eagles who detest the Dwarfs for spoiling the peace of the mountains in their wanton greed for precious metals. They respond to Tethan's call to help the Elves against the Dwarfs.

0-1 Unit of Shadow Warriors

Your army may include one unit of Shadow Warriors.

Elf Spearmen

Your army may include any number of spearmen units.

Elf Archers

Your army may include any number of archer units.

REGIMENTS

0-1 Unit of Sword Masters of Hoeth

Your army may include one unit of Sword Masters of Hoeth. This unit may have a magic standard up to a value of 25 points.

VICTORY GAINS

If the Elves win the battle, Grung will either have been slain or plunged to his doom down the Chasm, or gone into hiding. Either way, he will never be seen again! The Dwarf player will not be able to include a Runesmith in the final battle, since they are a rare breed and Grung was the only one in either of the strongholds. He will also be limited on what he can spend on runic and magic items.

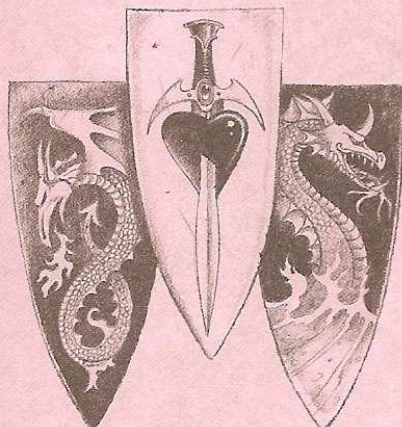
TACTICAL HINTS

Two Ways to Win

There are two ways of achieving your objective. One way is to go all out to slay or rout Grung over the edge of the Chasm of Doom. The other is just to make sure of winning the battle on victory points.

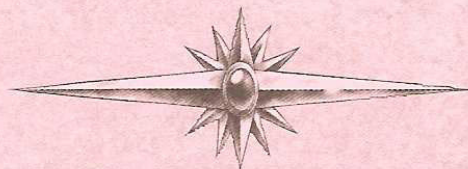
Beware of Grung's Fiery Ring!

Grung will prove hard to slay and just as hard to rout. The Dwarf player is sure to keep him away from the edge of the chasm and will surround him in a big unit of solid Dwarf troops. Remember that Grung also has the Fiery Ring, which he will use to stop his unit being attacked.



Gang up on the Runesmith!

The best way to get at Grung is to attack from all sides. Eagles will prove useful to swoop down and pin his unit while you move up more troops to attack it. If the Dwarf player is foolish enough to leave Grung exposed and vulnerable, the task of slaying or routing him will be much easier.



Use your Archery to Best Effect

Archers will be crucial for wearing down the Dwarf units, especially if you are counting on a victory on points. The Dwarf player may opt for big units. If he has small units, concentrate shooting to wipe out a unit and gain victory points. Slayers are particularly vulnerable to your arrows.

Tethan must be Cunning!

Tethan himself is more effective as a wizard than in hand-to-hand combat with Grung. Think carefully about what kind of magic to use. With the right spells, Tethan could snatch a sudden death victory.

TETHAN

Master Mage of Tol Eldroth

General of the Elf

Ambush Force 269 points

Tethan is a Master Mage of Tol Eldroth and is kin to Eldroth himself. The Elf is eager to take on the Runesmith and demonstrate that Elf magic is superior to Dwarf runes. Eldroth is determined that the avowed enemy of the Elves should meet his doom without delay, and has entrusted Tethan with this vital task.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Tethan	5	4	4	4	4	3	8	2	8

EQUIPMENT: Hand weapon. Tethan is on foot.

SAVE: None

MAGIC ITEM

BLACK AMULET

This ward saves any wound on a 4+. In hand-to-hand combat, any wound saved by the amulet is rebounded against the foe, with no armour saving throw allowed. For each wound saved by the Black Amulet roll a D6 – on a roll of a 1 its power is exhausted.

MAGIC SPELLS

As a Master Mage, Tethan may have three spells. He may use Battle Magic or High Magic.



SCENARIO III - THE BREWERY BASH
Elf Player's Battle Scroll

ARDATH'S ELF FORCE

The High Elf force consists of 1,500 points chosen from the army list in the Warhammer Armies High Elves book. 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.

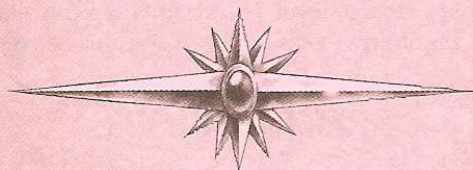
CHARACTERS

Ardath

Ardath is in command of the High Elf force and 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. Any of the Champions may have a magic item up to a value of 25 points.



REGIMENTS

0-1 Unit of Silver Helms or Dragon Princes

Your army may include one unit of either Silver Helms or Dragon Princes. This unit may have a magic standard up to a value of 75 points.

Reaver Knights

Your army may include any number of Reaver Knights units.

0-1 Unit of Lothorn Sea Guards

Your army may include one unit of Lothorn Sea Guards.

0-1 Unit of Sword Masters of Hoeth

Your army may include one unit of Sword Masters of Hoeth. This unit may have a magic standard up to a value of 25 points.

High Elf Spearmen

Your army may include any number of Spearmen units.

High Elf Warriors

Your army may include any number of Warriors units.



Dragon Prince of Calador

Elf Archers

Your army may include any number of Archers units.

0-1 Repeater Bolt Thrower

Your army may include one repeater bolt thrower.

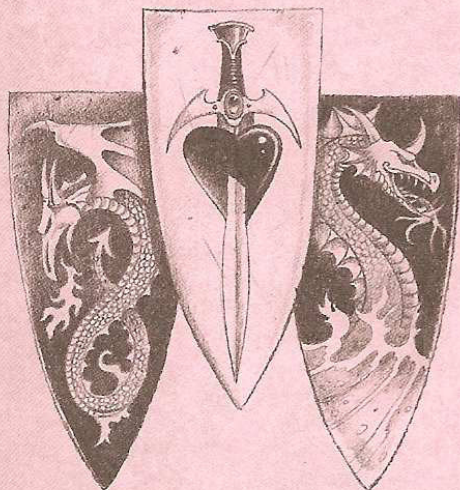
VICTORY GAINS

If the Elves win the battle, the Brewmaster remains locked in the vat indefinitely. Drong's army has to go without ale. Soon his troops become disheartened and mutinous. Drong will find it hard to persuade them to fight, let alone recruit more to join them. Disgruntled warriors will begin deserting Drong's cause and his army will dwindle in size. The Dwarf player will have to reduce his total points value for the last battle by 500 points, which means it will have 500 less points than yours.

TACTICAL HINTS

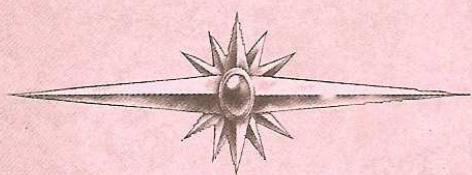
Dwarfs and Their Ale

You are standing between a horde of thirsty Dwarfs and a brewery, so don't expect to win! The Elf player has two tasks to perform to ensure victory. One is to stop any Dwarf units getting to the brewhouse and so deny the Dwarfs a sudden death victory. The other is to inflict as much damage as possible on the Dwarf force so that the Elves win the battle on victory points.



Concentrate on the Leading Enemy Units

With these aims in mind, the Elf player will need troops to stand in the way of the oncoming Dwarfs, who will be making straight for the brewhouse in a seemingly unstoppable mass. Needless to say, the units chosen to bar their way must be first class hand-to-hand fighters and well supported by missile troops. In addition, the Elves will need missile troops to wear down and if possible wipe out Dwarf units to gain victory points.



Take the Offensive!

Alternatively you could opt for an offensive strategy. Instead of waiting for the Dwarfs to come to you, send a strike force out to stop or delay them.

You will need Inspired Use of Magic!

Timing is crucial. It is necessary to hold up the Dwarf onslaught, while you attack, rout and destroy Dwarf units. Magic will prove very useful indeed if used wisely.

Don't Expect to Stop Them just by Shooting!

Beware of Dwarf missile troops who will be concentrating their missile fire at the units guarding the brewhouse, or on small or expensive units to gain victory points by eliminating them.

ARDATH

General of the High

Elf Army 199 points

Ardath is a hardened veteran who has fought Dwarfs many times. He settled in Tol Eldroth with his kinsfolk after his own colony was besieged and conquered by Dwarfs. He deeply distrusts the Dwarfs and is determined that Tol Eldroth shall not suffer the same fate as his former home.

PROFILE M WS BS S T W I A LD

Ardath	5	6	6	4	4	2	8	3	9
Elf Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Hand weapon, light armour, shield, barded Elven Steed.

SAVE: 3+: Light armour, shield and barded Steed

MAGIC ITEM

TALISMAN OF HOETH

The Talisman of Hoeth enables Ardath to cast Battle Magic spells and use magic cards as a Mage Champion (magic level 2). Ardath's armour will not inhibit his ability to cast spells using this amulet.

SPECIAL RULES

HATES DWARFS

Ardath has a Hatred against Dwarfs, as described in the Warhammer rulebook.



SCENARIO IV - THE BATTLE OF KRAG BRYN
Elf Player's Battle Scroll

THE ARMY OF TOL ELDROTH

The High Elf army consists of 3,000 points commanded by Eldroth, Lord of Tol Eldroth. 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.

The High Elf army is chosen from the army list in the Warhammer Armies High Elves book. The 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

Eldroth

Eldroth, Lord of Tol Eldroth, leads the High Elf army as its General.

Fendar

You may include the Hero Fendar in your army, but only if he survived the battle of Grudge Pass and if the Elves were victorious in that battle.

Tethan, Master Wizard

You may include Tethan in the army if he survived the ambush on the Dwarf High Road and if he was victorious. If Tethan is not available, the only wizard who can be included in the army is a Mage (level 1 magic), although Ardath also has magical abilities.

Ardath

You may include the Hero Ardath in the army if he survived and was victorious in the Brewery Bash. Note that Ardath has magical abilities by virtue of the Talisman of Hoeth.

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 be on foot, or ride Elven Steeds or chariots.

0-1 Battle Standard Bearer of Tol Eldroth

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

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.

REGIMENTS

0-1 Unit of Tol Eldroth Guards

Your army may include one unit of Tol Eldroth Guards. Use Phoenix Guards as described in the High Elf army list to represent this unit. The unit may have a magic standard up to a value of 50 points.

0-1 Unit of Silver Helms

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

Reaver Knights

Your army may include any number of Reaver Knights units.

0-1 Unit of Lothorn Sea Guards

Your army may include one unit of Lothorn Sea Guards.

0-1 Unit of Swordmasters of Hoeth

Your army may include one Swordmasters unit. They may have a magic standard up to a value of 50 points.

0-1 Unit of White Lions of Chrace

Your army may include one White Lions of Chrace unit. They may have a magic standard up to a value of 50 points.

Elf Spearmen

Your army may include any number of Spearmen units.

Elf Archers

Your army may include any number of Archers units.

0-3 Repeater Bolt Thrower

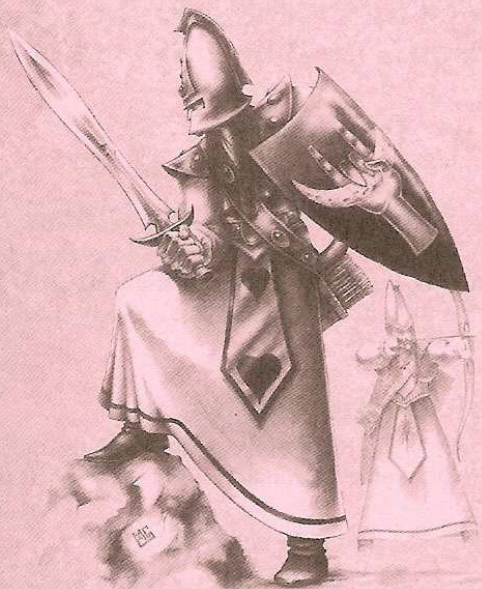
Your army may include up to three repeater bolt throwers.

0-3 Great Eagles

You may include up to three Great Eagles in your army. The Eagles have a grudge against the Dwarfs as described in Scenario II.

VICTORY GAINS

If the Elves win, the power of the Thrundlings will have been broken and Drong's claim to the throne of Krag Bryn will count for nothing. Either Queen Helgar will have met her doom fighting or fleeing beside Drong, or she will continue to rule under the protection of the Elves. The Elf colony will continue to thrive and prosper as one of the last enclaves of High Elves in the Old World. Everywhere Elves will take heart from Eldroth's example and counter-attack the Dwarfs.



Shadow Warrior

TACTICAL HINTS

Don't trust Helgar

Don't count on any help from your so-called ally Queen Helgar. Avoid provoking her to join forces with Drong by crossing into her territory, and avoid exposing any of your troops to a flank attack from across the bridge.

Deploy a Strike Force on your left Flank

The Dwarfs may advance on your right, hugging the banks of the stream. They may do this to get support from their artillery on the hill behind them and to be ready to join forces with Helgar if she intervenes. If you place a fast strike force on your left flank, they will be screened from Dwarf fire by the wood and well placed to sweep down into the flank of the Dwarf army or around behind them. This 'left hook' should be supported by archers or bolt throwers on the hill on your left. The Dwarf army may end up with their backs to the stream and in an even worse position if forced across into Helgar's territory provoking her to attack them.

Hold on the right Flank

There is not much point advancing on your right flank. That would just put the unreliable Helgar behind your flank where her treachery would be even more dangerous. Also, it is a good idea to draw the Dwarfs forward on this flank while attacking on your left.

ELDROTH

GENERAL OF THE ARMY

OF TOL ELDROTH 220 points

Eldroth is the founder and ruler of the Elven colony of Tol Eldroth that bears his name. Most of its inhabitants belong to his kindred. He made a pact with Queen Helgar allowing him to trade with the Dwarfs in return for supporting the Queen's shaky hold on her domain. Eldroth's arch-enemy, Drong, is determined to put an end to this trade agreement and with it the colony itself. Eldroth knows that he cannot allow Drong to conquer Queen Helgar's realm, and so takes every opportunity to bolster the Queen's hold on her throne and inflict a setback on Drong.

PROFILE M WS BS S T W I A LD

Elf Lord 5 7 7 4 4 3 9 4 10

Elven Steed 9 3 0 3 3 1 4 1 5

EQUIPMENT: Hand weapon, light armour, shield, barded Elven Steed.

SAVE: Light armour, shield and barded Steed: 3+

MAGIC ITEMS

SWORD OF TOL ELDROTH

Eldroth had this sword forged for him by the Elven smiths of Tol Eldroth. It is a Heart-Seeker sword, made from rare and arcane metals found only in the nearby mountains. In hand-to-hand combat, Eldroth may re-roll any attacks that miss.



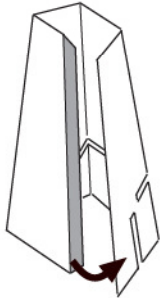
BAUANLEITUNG FÜR DIE PAPPGEBÄUDE

Um die Gebäude zusammenzubauen, benötigst du eine Schere, ein scharfes Modellbaumesser, stabile Pappe, Papierkleber und etwas Bastelleim. Klebe zuerst die ausgedruckten Vor- und Rückseiten auf Pappe oder Karton. Wenn der Klebstoff getrocknet ist, kannst du sie vorsichtig entlang der magentafarbenen Umrandungslinien ausschneiden und dann wie im Folgenden erklärt zusammenbauen. Die zu klebenden Bereiche sind jeweils auf den Bauteilen markiert.

Gebäude 1 – DAS BRAUHAUS

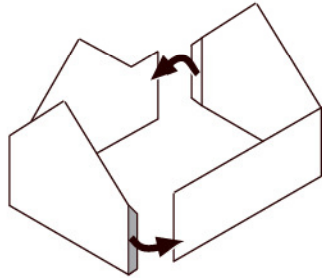
BEACHTET: ALLE TEILE FÜR DAS BRAUHAUS TRAGEN DIE NUMMER 1

A KAMIN



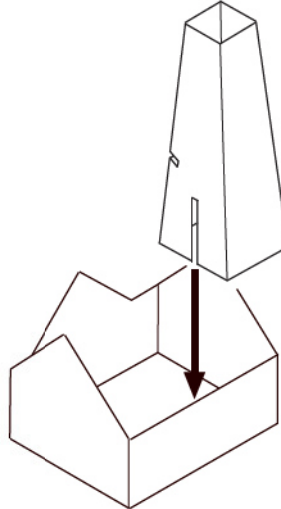
Schneide den Kamin aus und falt ihn entlang der Seiten. Danach klebst du ihn zusammen.

B GEBÄUDESEITEN



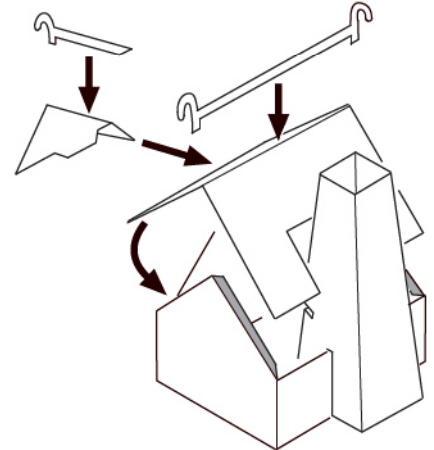
Falt die Seiten des Brauhauses, und versichere dich, dass der Aufbau gerade ist. Danach kleb sie zusammen.

C KAMIN ANBRINGEN



Schieb den Kamin mit Hilfe der Orientierungsschlitz an die richtige Stelle des Brauhauses. Kleb ihn **nicht** fest.

D DACH ANBRINGEN



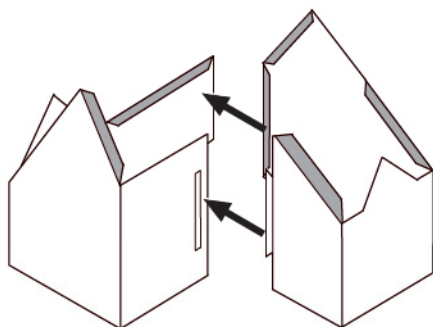
Bring das Dach mit Hilfe des großen Orientierungsschlitzes im Kamin in die richtige Position, und versichere dich, dass der Kamin und das Dach nicht schiefsitzen. Dann klebst du beides fest. Schließlich kannst du das Vordach und die Giebel anbringen.



Gebäude 2 – DAS BIERLAGER

BEACHTET: ALLE TEILE FÜR DAS BIERLAGER TRAGEN DIE NUMMER 2

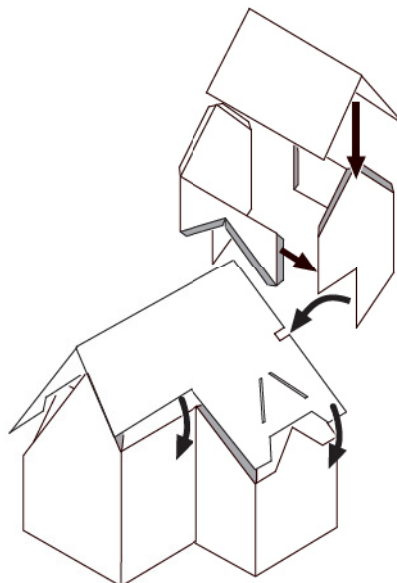
A GEBÄUDESEITEN



Falt die Seiten des Bierlagers so, dass die Lasche in den Schlitz passt. Die andere Lasche wird auf der gegenüberliegenden Seite festgeklebt.

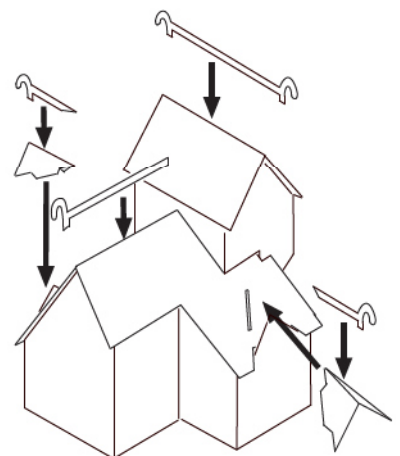


B DACH UND OBERGESCHOSS



Falt die zwei Seiten des Obergeschosses, und kleb sie zusammen. Bring das Dach mittig an, und kleb das Obergeschoss seitlich am Haus fest, wobei du die Befestigungsschlitz als Orientierung verwendest.

C VORDACH UND GIEBEL

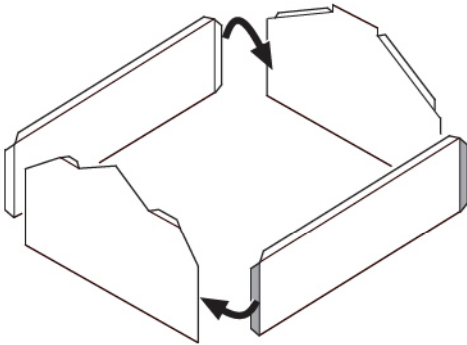


Bring die beiden Vordächer und die zugehörigen Giebel an. Danach kannst du die beiden langen Giebel befestigen.

Gebäude 3 – DIE TRINKHALLE

BEACHTET: ALLE TEILE FÜR DIE TRINKHALLE TRAGEN DIE NUMMER 3.

A HALLENSEITEN

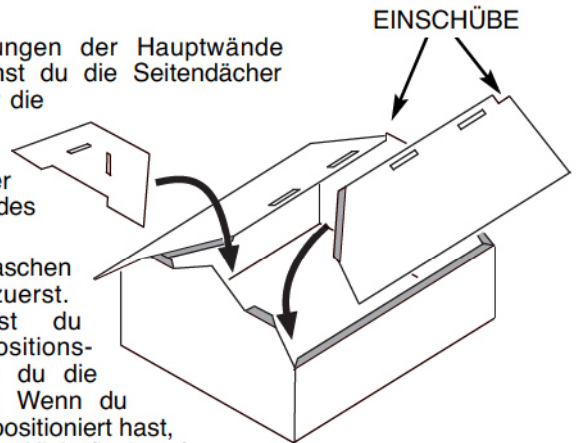


Kleb die Seitenteile an die Stirnteile, und achte dabei darauf, dass die Konstruktion quadratisch ist.

B SEITENDÄCHER

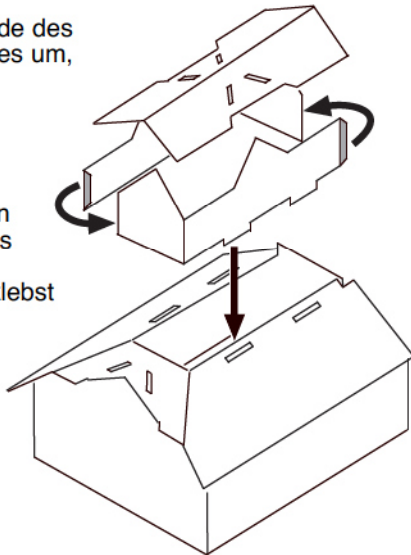
Sobald die Verklebungen der Hauptwände getrocknet sind, kannst du die Seitendächer darauf kleben. Platziert die Seitendachteile dabei so, dass sich die **Einschübe** auf der Rückseite des Gebäudes befinden.

Verkleb die *hinteren* Laschen der Seitendächer zuerst. Dadurch ermöglichst du später kleinere Positionskorrekturen, während du die Vorderteile festklebst. Wenn du alle Dachteile korrekt positioniert hast, klebst du alle restlichen Klebeflächen fest und lässt sie trocknen.



C OBERGESCHOSS

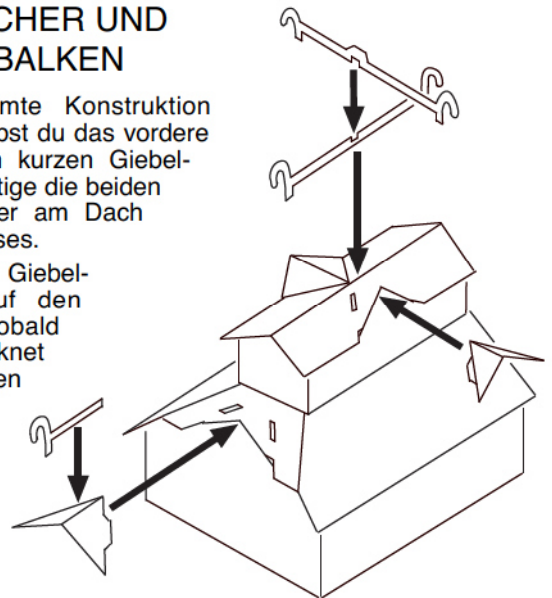
Knick die Wände des Obergeschosses um, und kleb sie zusammen. Sobald das Obergeschoss getrocknet ist, steckst du es in die Schlitz des Daches. Zum Schluss klebst du dann das Dach auf das Obergeschoss.



D VORDÄCHER UND GIEBELBALKEN

Wenn die gesamte Konstruktion getrocknet ist, klebst du das vordere Vordach und den kurzen Giebelbalken fest. Befestige die beiden anderen Vordächer am Dach des Obergeschosses.

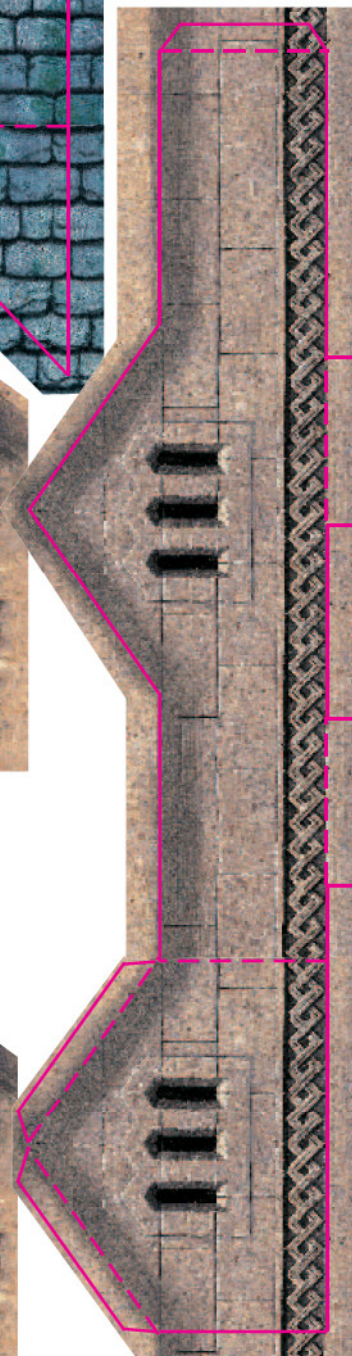
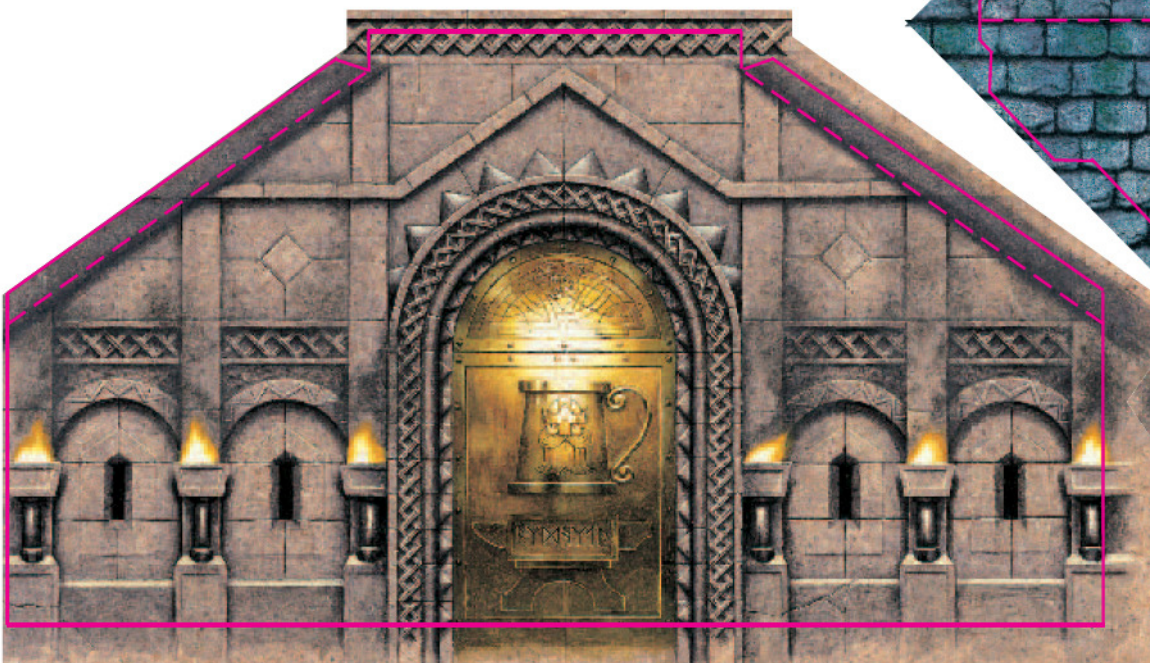
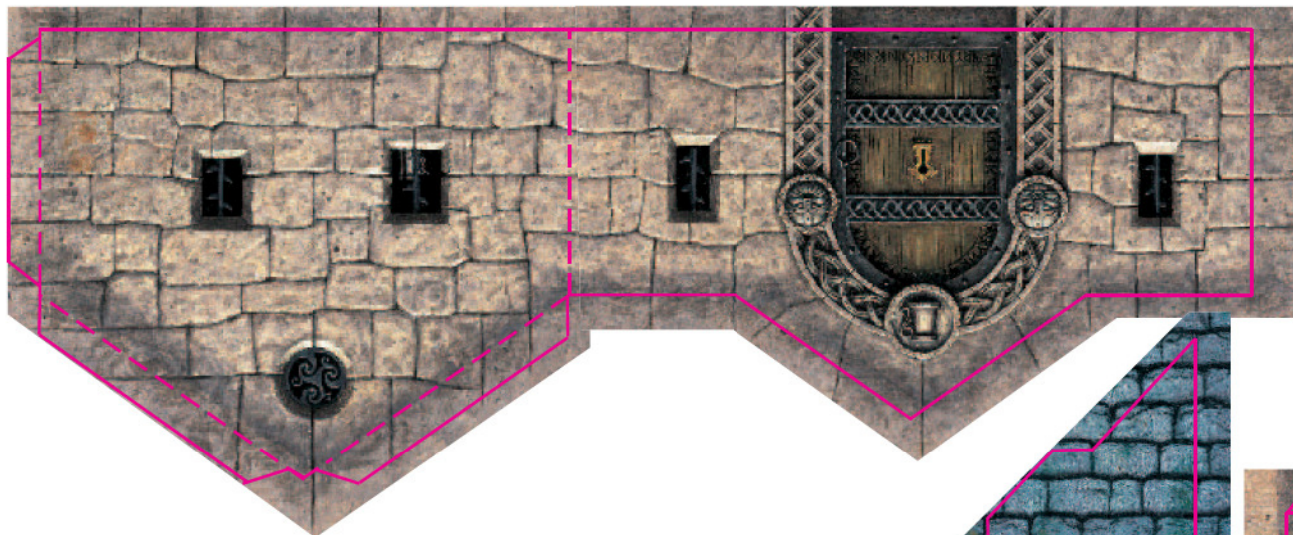
Kleb den längsten Giebelbalken längs auf den Dachgiebel. Sobald dieser festgetrocknet ist, kannst du den Querbalken über die Vordächer und den Längsbalken kleben.

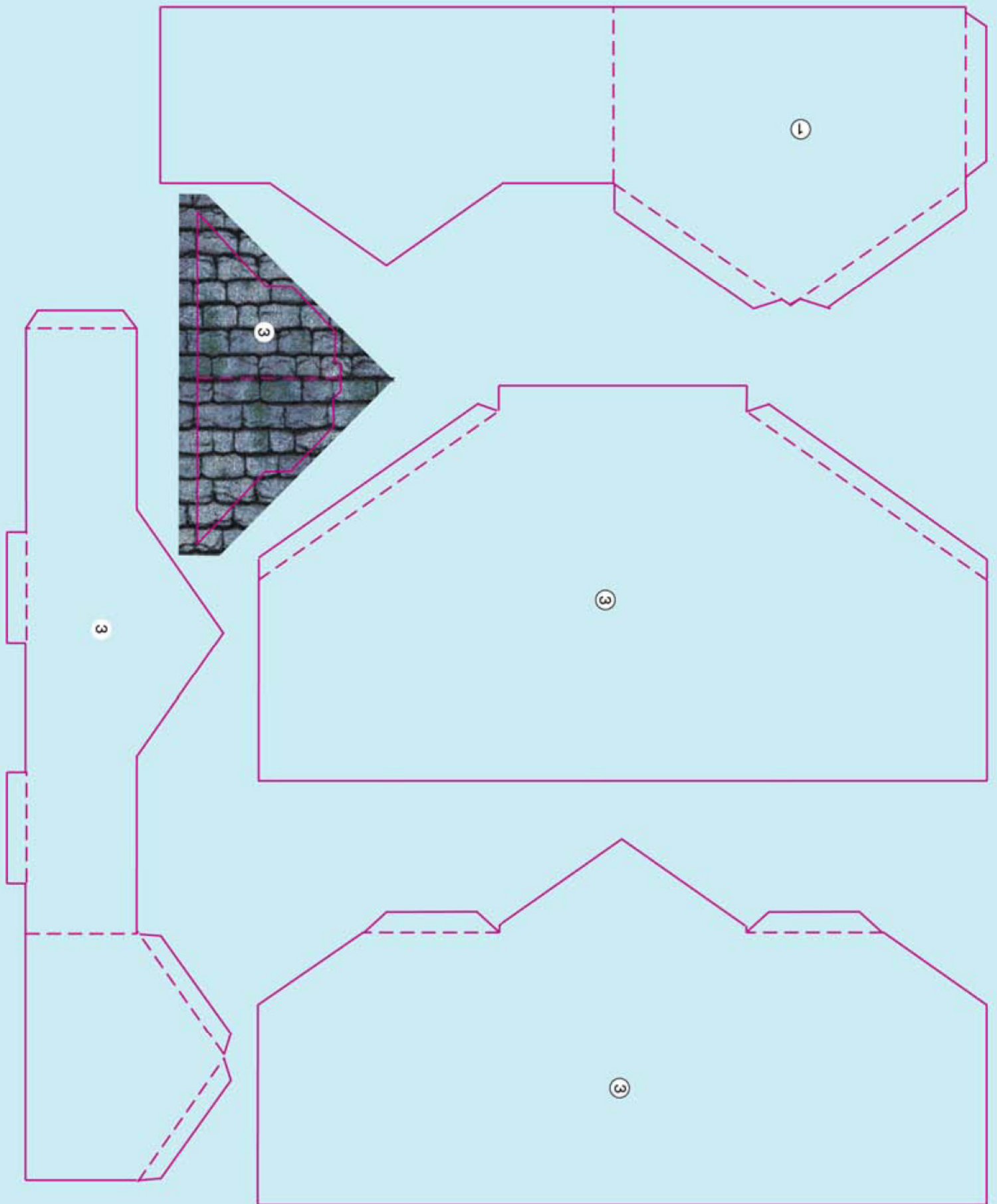


BEREIT FÜR DIE SCHLACHT

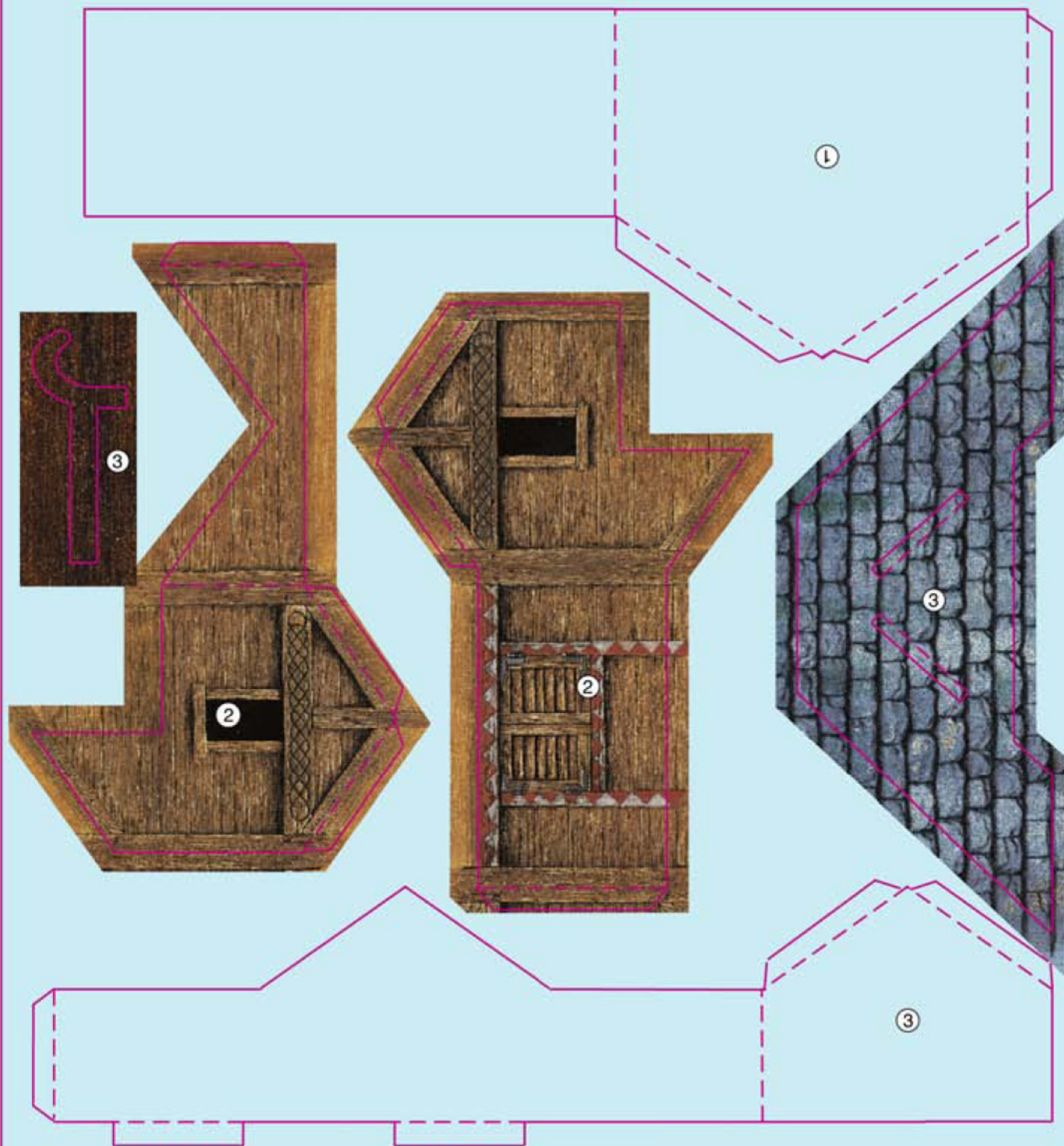
Wir empfehlen dir, die Gebäude wie unten gezeigt auf Pappstücke zu kleben, sobald du sie fertiggestellt hast. Dies macht sie stabiler und erhöht ihre Lebensdauer. Wenn du die Pappbases dann noch mit Grasstreu beklebst, sind die Gebäude bereit für die Schlacht!

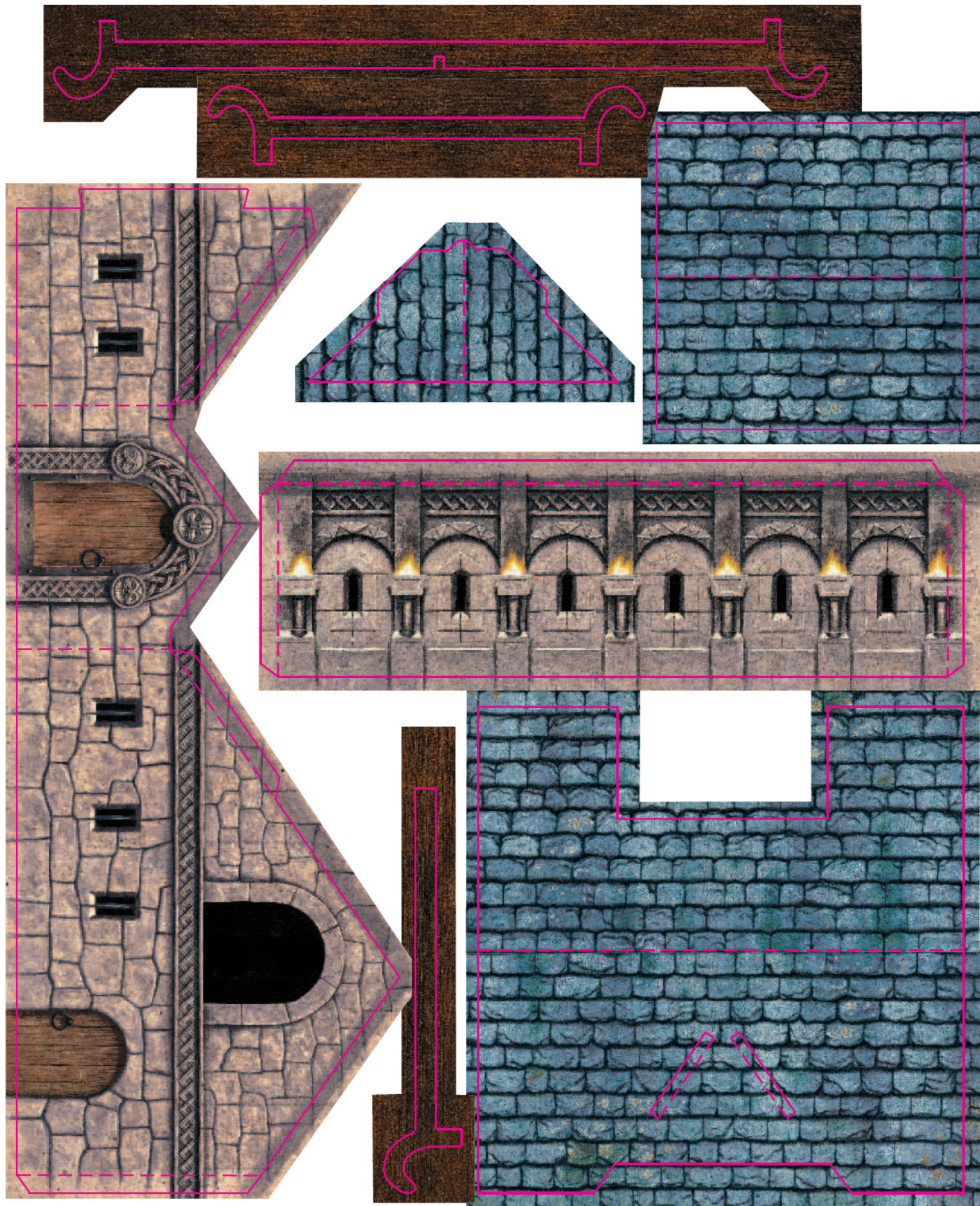


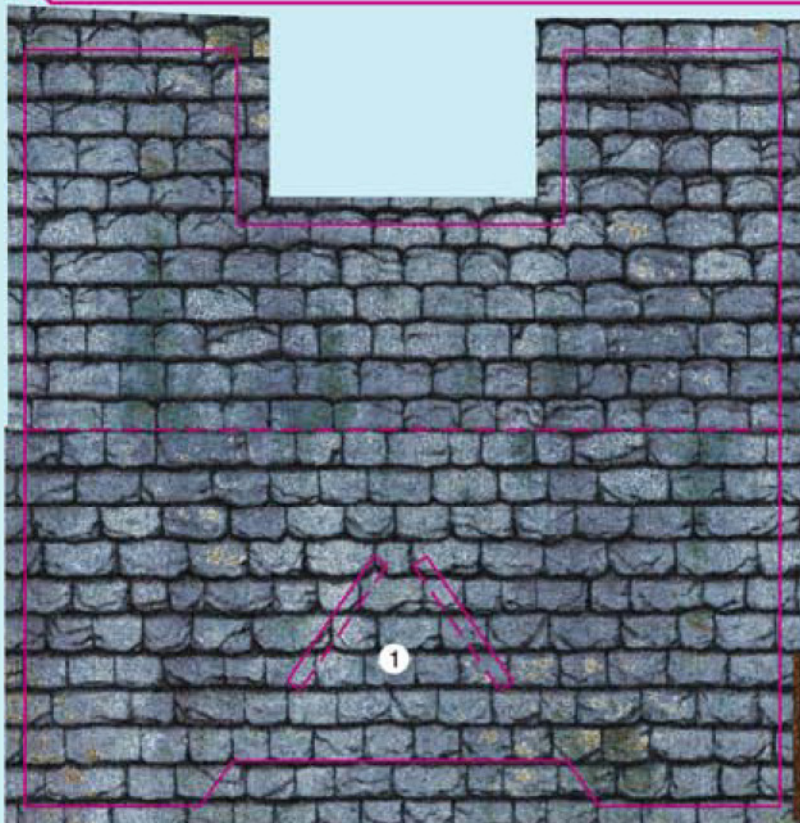
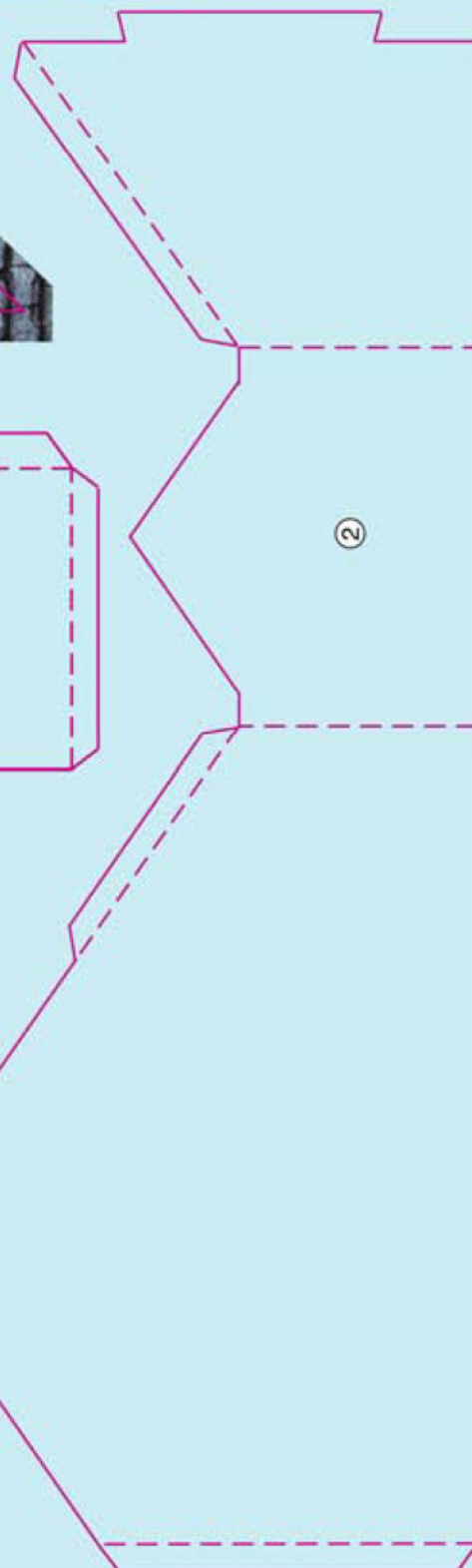
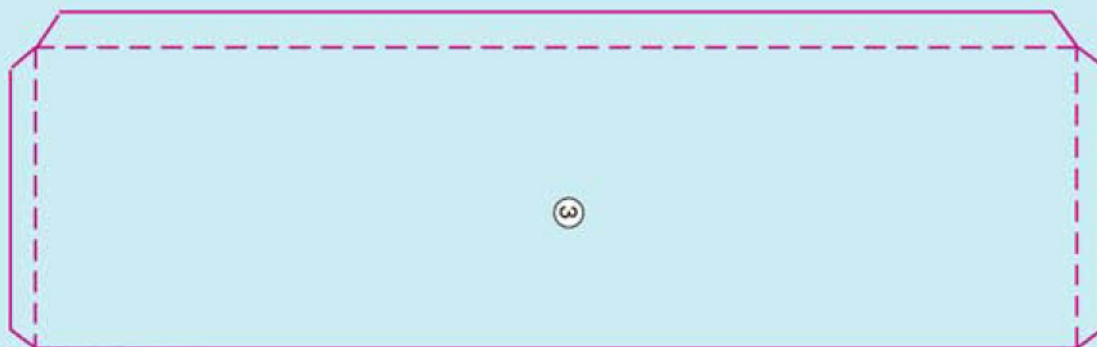
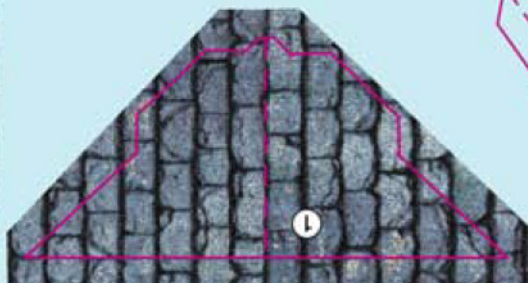
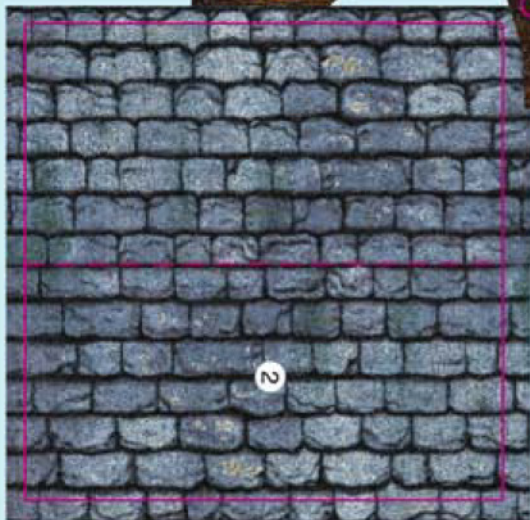
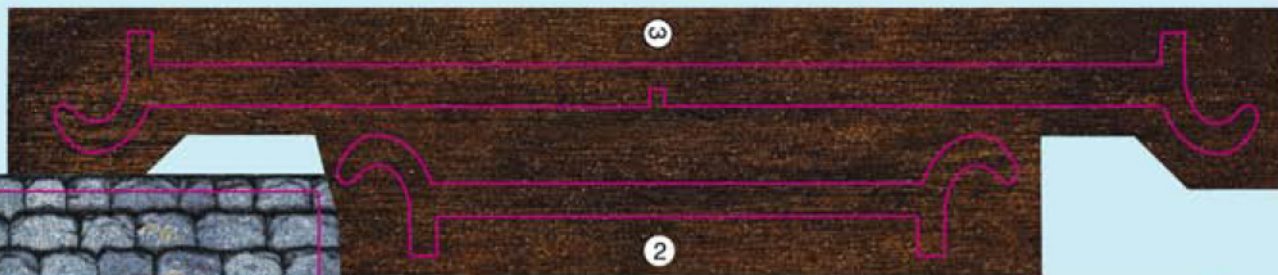




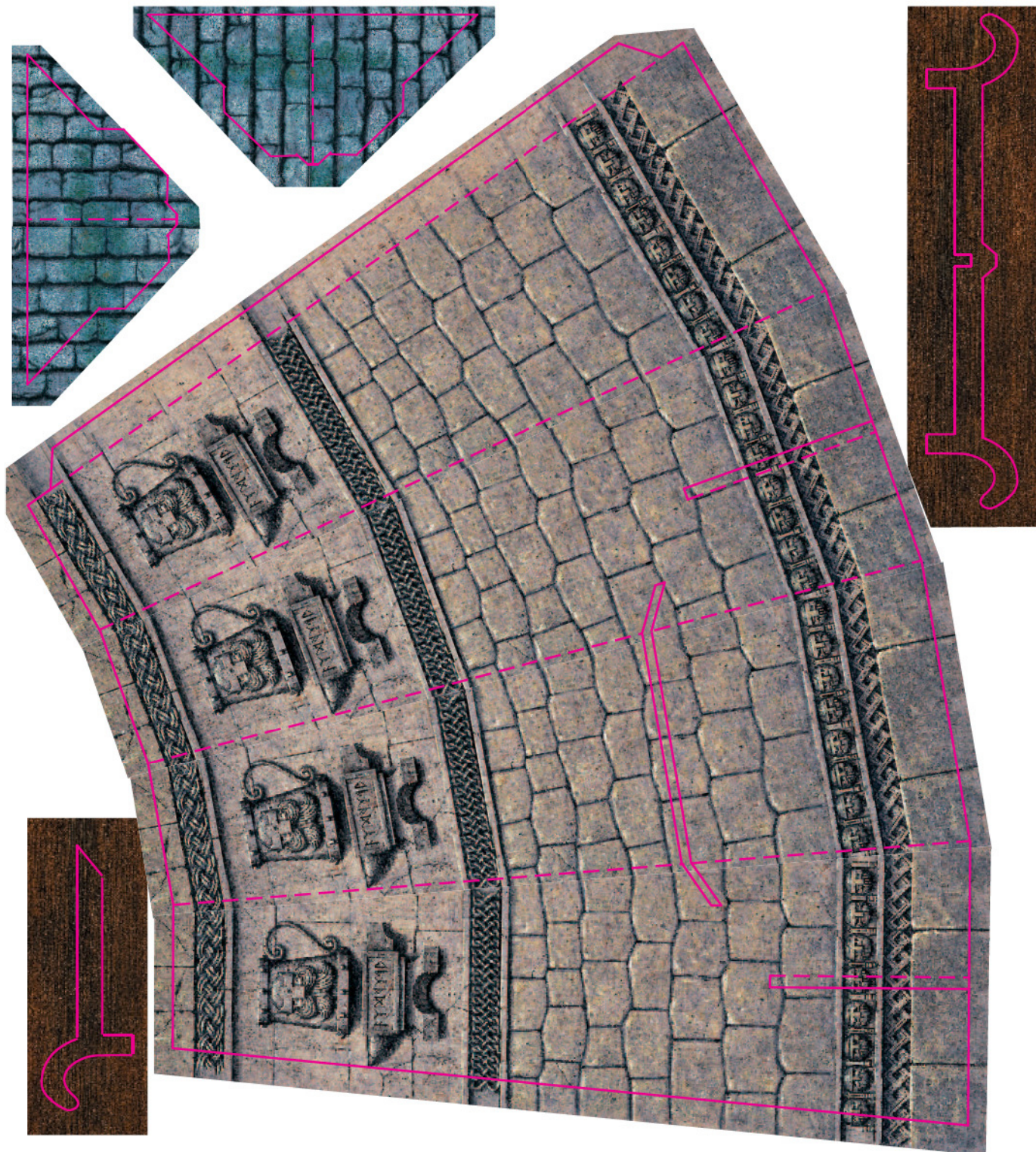


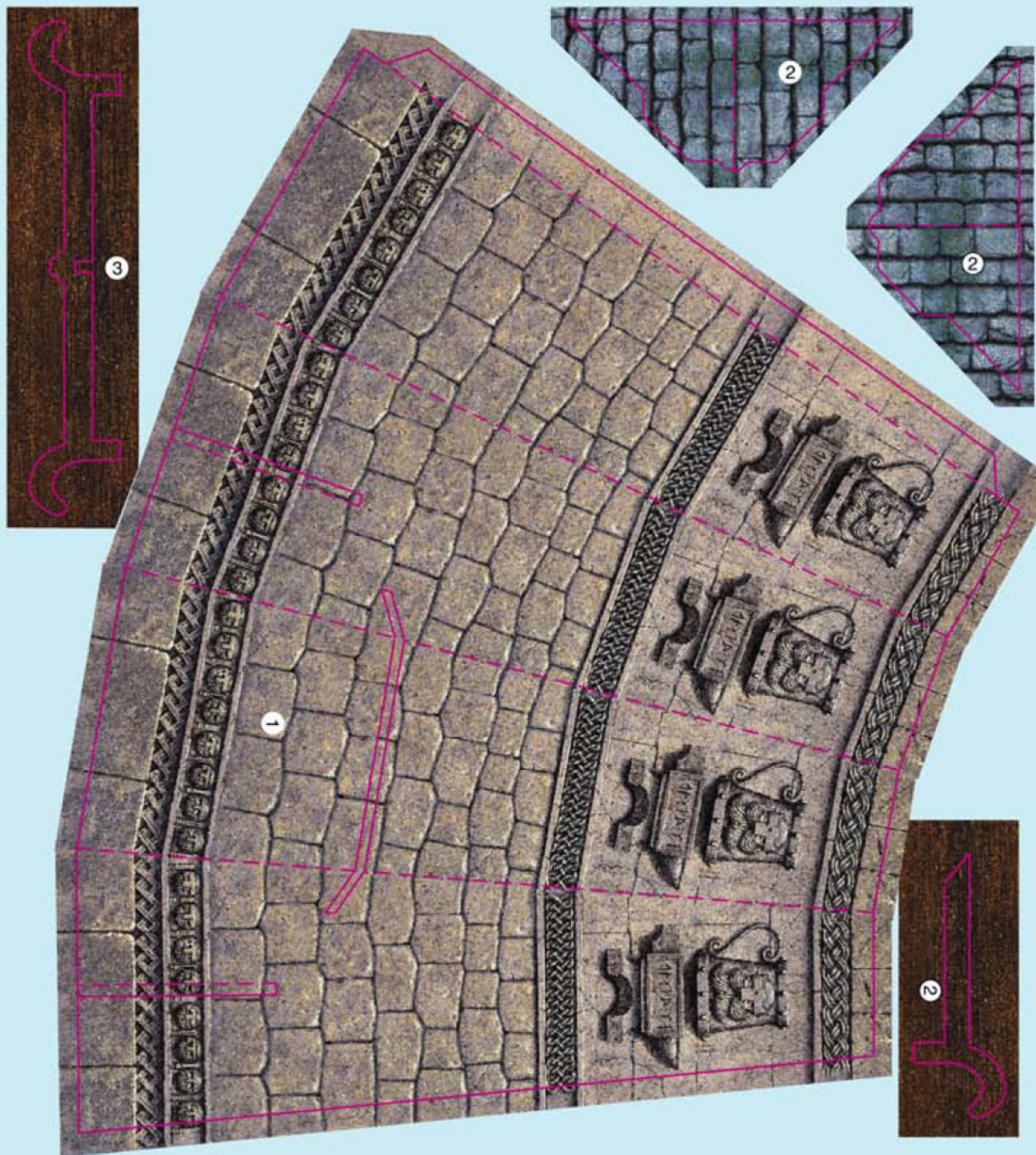


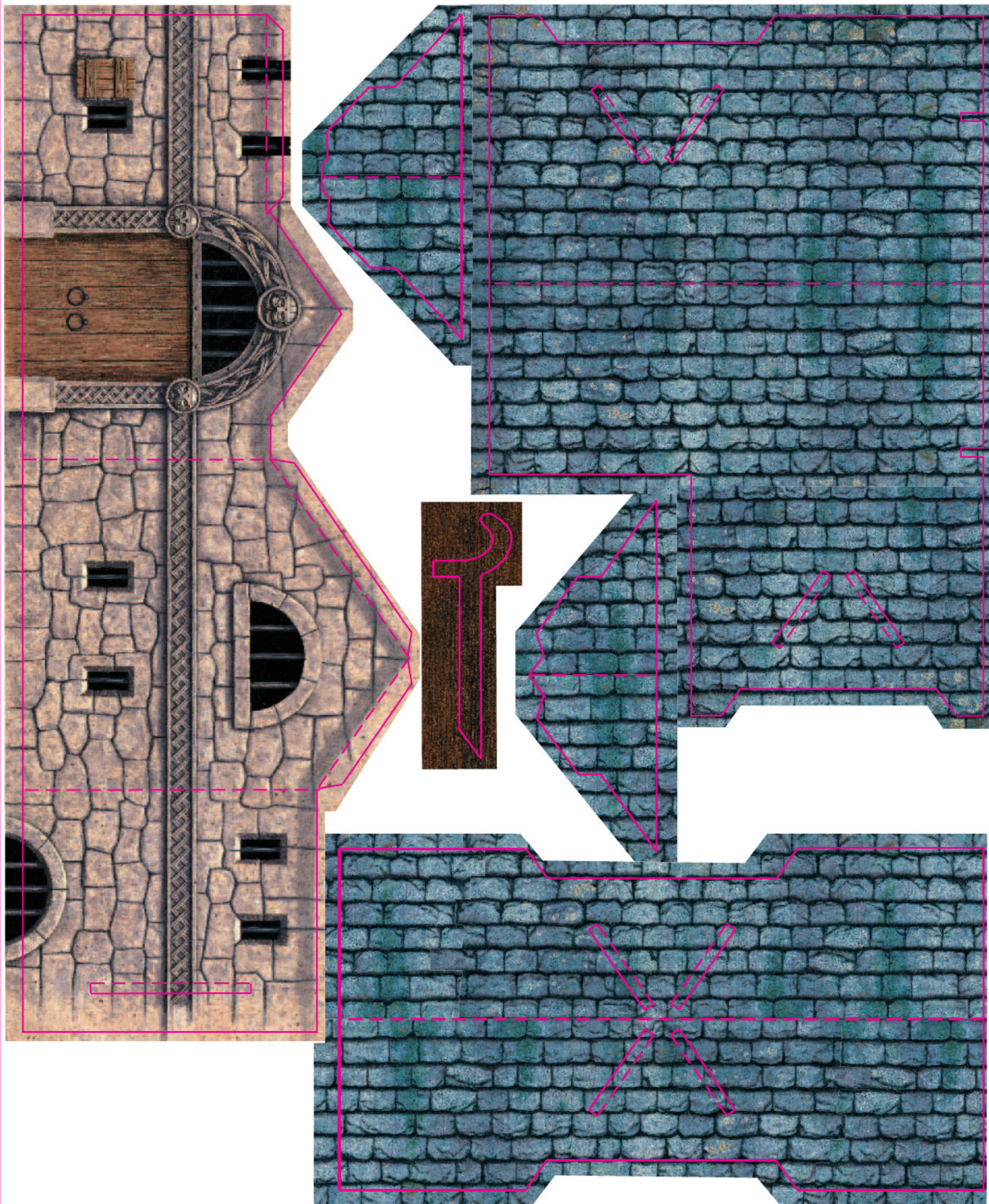


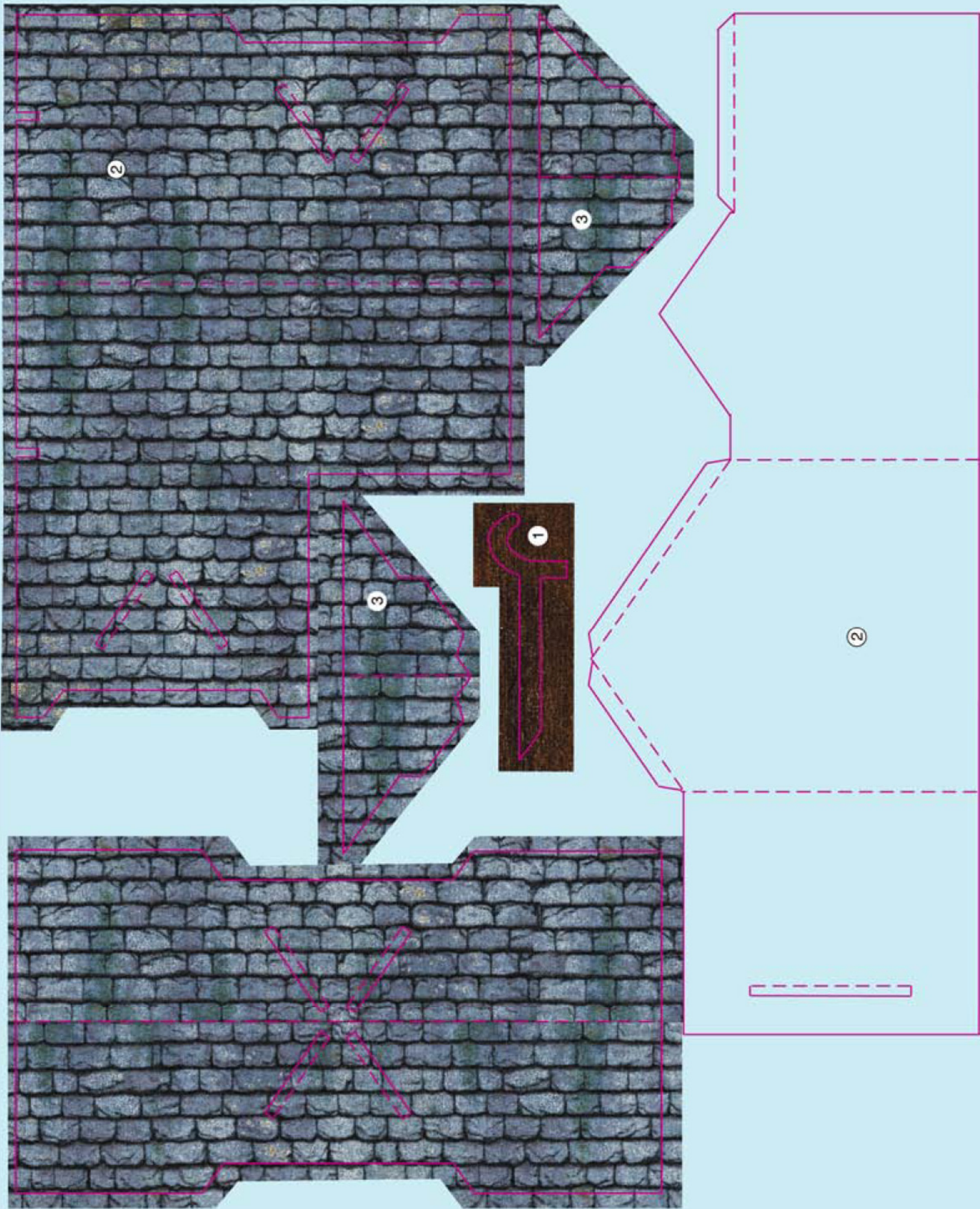


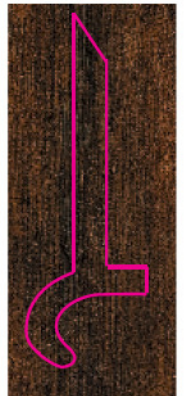
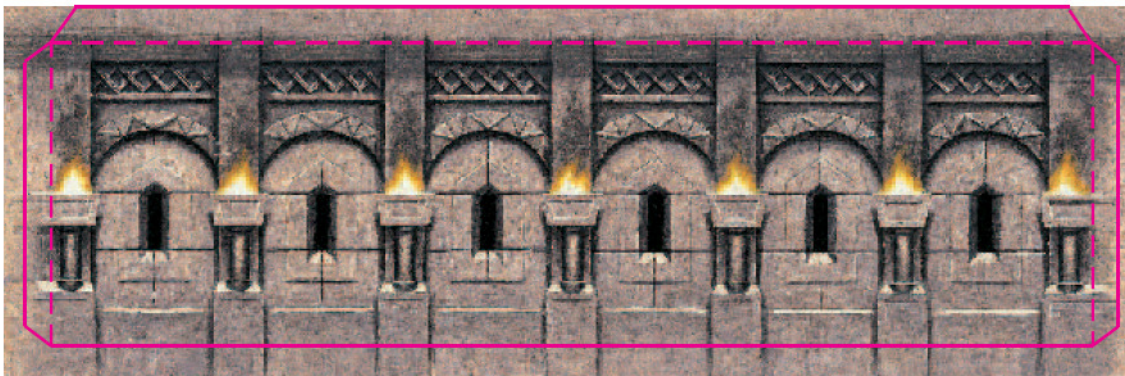
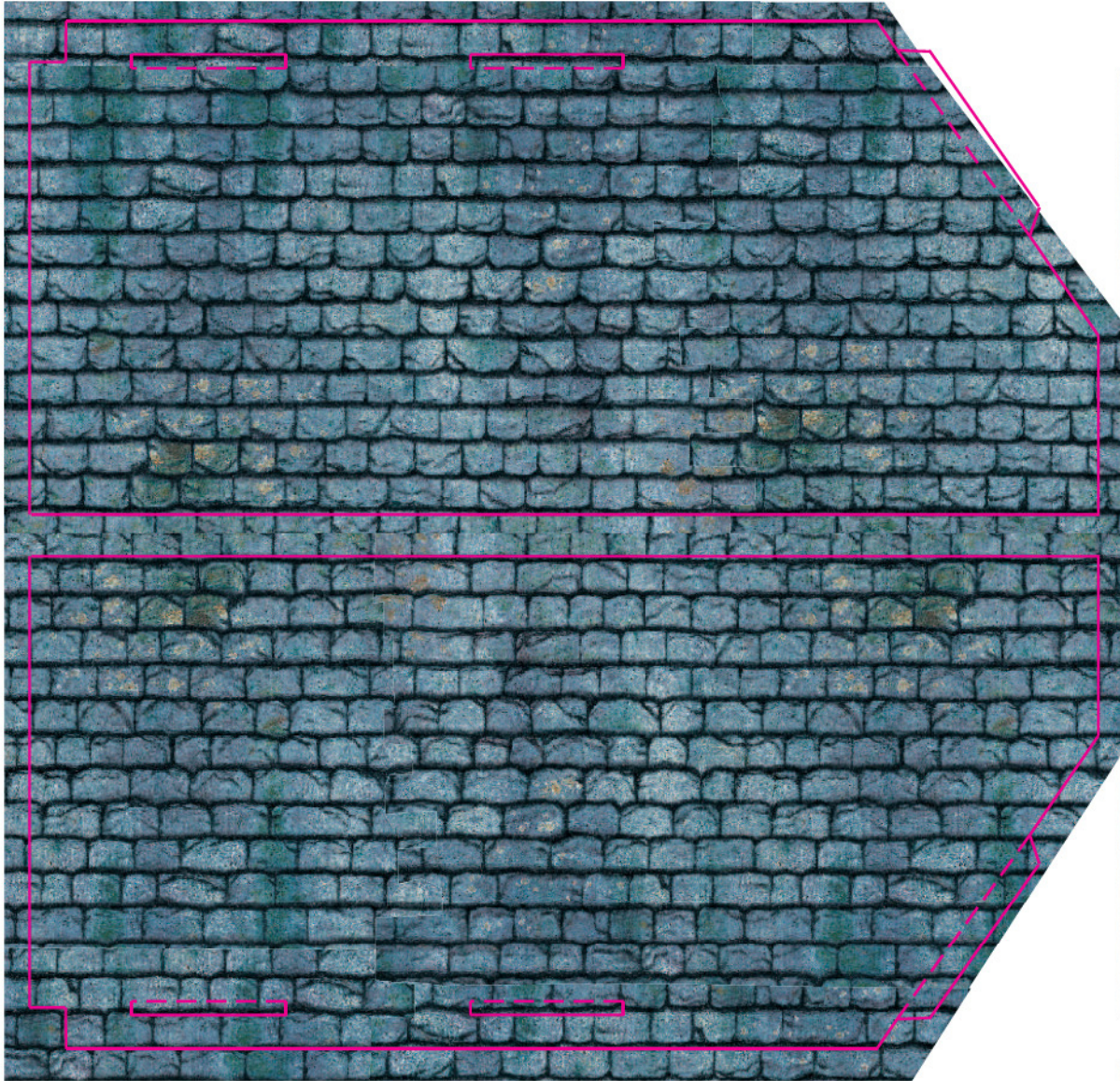
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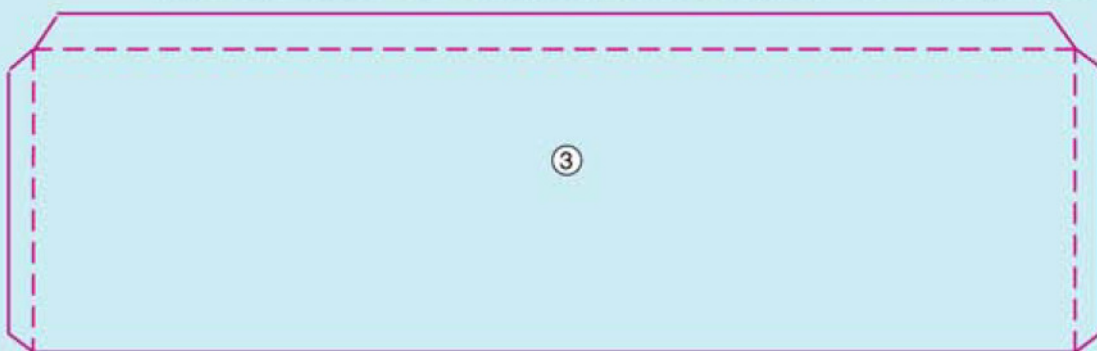
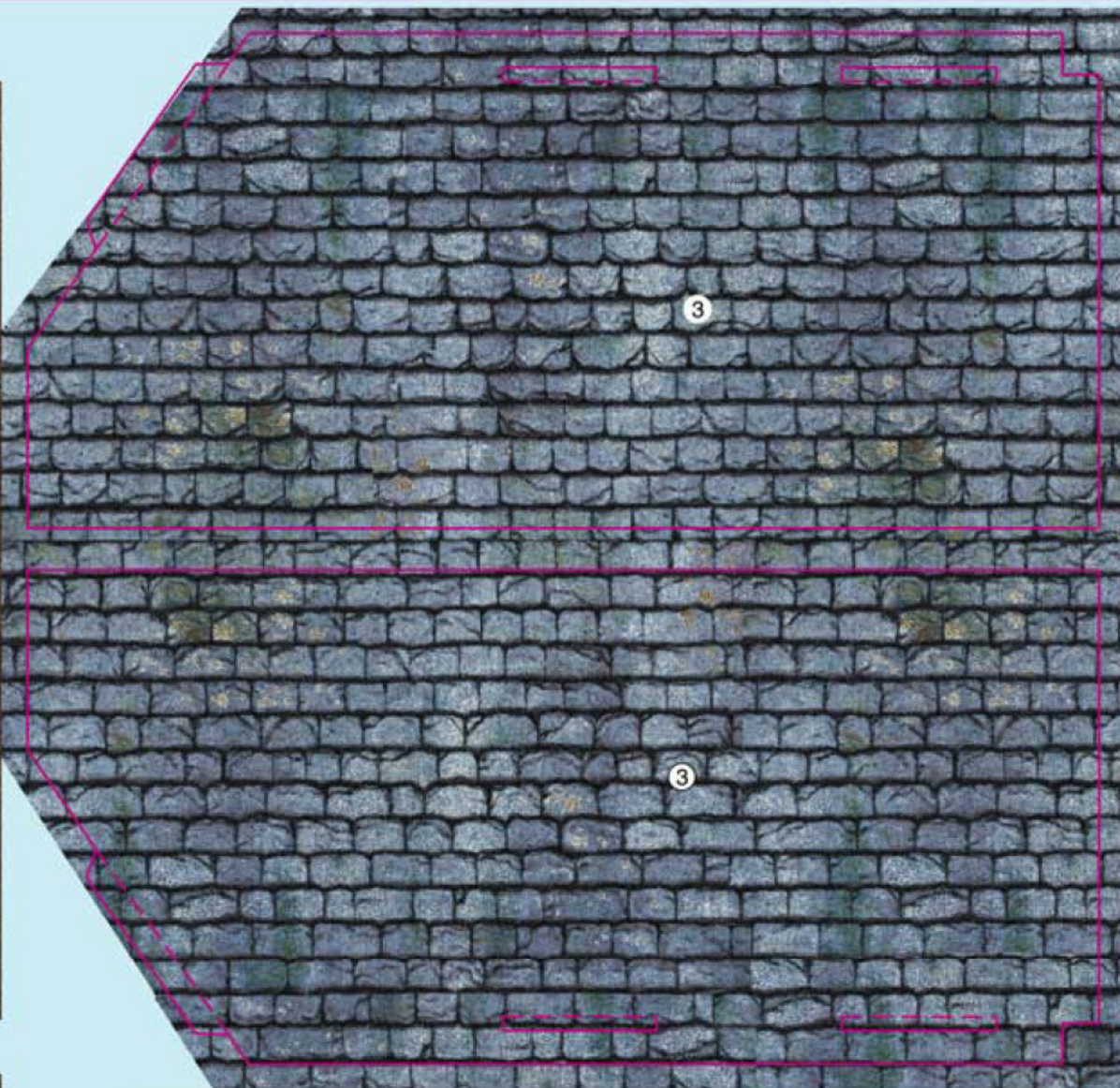
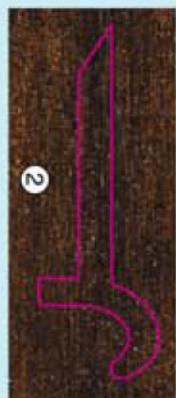












SPIELER:

ARMEE:

GESAMTPUNKTZAHL:

VOLK:

GENERAL:	Pkt:										
	B	KG	BF	S	W	LP	I	A	MW	RW	
HELD											
REITTIER											
WAFFEN & RÜSTUNG:											
MAGISCHE GEGENSTÄNDE:											
SONDERREGELN:											

CHARAKTERMODELL:	Pkt:										
	B	KG	BF	S	W	LP	I	A	MW	RW	
HELD											
REITTIER											
WAFFEN & RÜSTUNG:											
MAGISCHE GEGENSTÄNDE:											
SONDERREGELN:											

CHARAKTERMODELL:	Pkt:										
	B	KG	BF	S	W	LP	I	A	MW	RW	
HELD											
REITTIER											
WAFFEN & RÜSTUNG:											
MAGISCHE GEGENSTÄNDE:											
SONDERREGELN:											

CHARAKTERMODELL:	Pkt:										
	B	KG	BF	S	W	LP	I	A	MW	RW	
HELD											
REITTIER											
WAFFEN & RÜSTUNG:											
MAGISCHE GEGENSTÄNDE:											
SONDERREGELN:											

ZAUBERSPRÜCHE		
ZAUBERER	STUFE	ZAUBERSPRÜCHE

KRIEGSMASCHINEN														
EINHEIT	B	KG	BF	S	W	LP	I	A	Mw	Rw	Typ	AUSRÜSTUNG	SONDERREGLN	Pkt
KRIEGSMASCHINE														
BESATZUNG														
KRIEGSMASCHINE														
BESATZUNG														