THE TRAGEDY OF McDEATH

A WARHAMMER SCENARIO PACK

by Richard Halliwell

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GAMESMASTER'S GUIDE

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The Tragedy of McDeath is a **Warhammer scenario pack** designed to provide gamesmasters with all the information required to run a Warhammer campaign. It includes such game aids as: card characters, command sheets, floor plans and model buildings.

Players will be presented with a series of battles, the results of which will influence their future fortunes and strategy. By participating in a connected series of battles, the players are obliged to consider the large-scale events of a military campaign and act with a degree of forethought not normally found in a single 'one-off' battle. The author of McDeath is Richard Halliwell, one of the original designers of Warhammer. Players and gamesmasters should find much in McDeath that is challenging, innovative and thoroughly entertaining.

INTRODUCTION

McDeath is the second Warhammer mini-campaign the first being Blood Bath at Orcs Drift. It is designed to provide a series of novel, challenging and enthralling wargames against a realistic background of strategic considerations, personal ambition and rivalry between commanders.

THE CAMPAIGN

This pack contains four scenarios:

Winwood Harbour - where Julia McEwman lands in McDeath's Kingdom with a view to settling old scores and cracking a few skulls. If the McEwmans win this battle, they rendevous with the rest of the Alliance just prior to the onslaught on McDeath's Castle.

Loch Lorm - where Donalbane loses control ever so slightly and the rampant McCoughlagans try to get themselves something to drink. Unless the McCoughlagans are repulsed, they carry on their march to Dungal Hill.

Dungal Hill - where Donalbane is joined by Sir John Quicksure and the Earl of Hark Ness. Together they attempt to oust McDeath's governor, the evil, vile and nasty Een McWrecker. Seizing their opportunity, Arka Zargul's long-suffering miners make a desperate bid for freedom, justice and revenge.

Runsinane Castle - the surviving forces of the Alliance gather in an upland glen. Here they encounter some unexpected friends. Furious at McDeath's Orcs, the Treemen of Klinty's Wood volunteer their services. They all make their way to McDeath's Castle on Runsinane Hill where manic violence, bad feelings and treachery erupt as the commanders pursue their own goals of revenge, glory, power or wealth.

Should you not wish to play any or all of the preliminary scenarios, charts are provided to calculate their outcomes. Before beginning the campaign, the Gamesmaster should read through the narrative below. McDeath's player can read through the entire First Act and the First Scene of the Second Act. Alliance players may only see Act Two, Scene Two.

THE TRAGEDY OF McDEATH

ACT ONE

In which an ordinary man finds his downfall in Kingship and the supernatural.

Scene One

Thunder and lightning. Enter three witches.

First Witch	When shall we three meet again? In thunder, lightning or in rain?
Second Witch	When the hurly-burly's done When the battle's lost, and won.
Third Witch	That will be ere the set of sun.
First Witch	Where the place?
Second Witch	Upon the Heath.
Third Witch	There to meet with McDeath.

A pause.

First Witch	Shouldn't that be pronounced *McDeeth?*
Third Witch	What?
First Witch	Well, it doesn't rhyme, does it?
Third Witch	It doesn't have to rhyme, just because its verse doesn't mean that every line has to end with a similar sounding word.
First Witch	Yes it does.
Third Witch	It doesn't.

And so on. Exeunt Witches, bickering.

Scene Two

A battlefield. King Dunco's army is fighting off an alliance of Norsemen and East Albion rebels. Enter Dunco, Donalbane and Charles with Attendants, meeting a bleeding Captain.

King Dunco	What bloody man is that? He can report as seemeth by his plight of the revolt The newest state.
Charles	This is the sergeant Who like a good and hardy soldier fought 'Gainst my captivity: hail brave friend; Say to the King, the knowledge of the broil As thou didst leave it.
Captain	Doubtful it stood As two spent swimmers, that do cling together Till brave McDeath(well he deserves that name) Disdaining Fortune, with his brandish'd steel, Which smoked with bloody execution, (Like Valour's minion) carv'd out his passage Till he faced the merciless Macdonwald And unseam'd him from the navel to the chops, And fix'd his head upon our battlements.
King Dunco	O valiant cousin, worthy gentleman! So well thy words become thee as thy wounds. They smack of honour both: go get him surgeons.

Enter Ross and Angus.

	Who comes here?
Donalbane	The worthy Thane of Ross.
King Dunco	Whence cam'st thou, worthy Thane?
Ross	From Thife, great King Where the Norseman banners flout the sky, And fan our people cold. Norsca himself, with terrible numbers, Assisted by that most disloyal traitor, The Thane of Cawdor began a dismal conflict, Till that Bellona's bridegroom, lapp'd in proof, Confronted him with self-comparisons, Point against point, rebellious arm 'gainst arm, Curbing his lavish spirit: and to conclude The victory fell on us.
King Dunco	Great happiness. No more that Thane of Cawdor shall deceive our bosom interest: go pronounce his present death, and with his former title greet McDeath.
Ross	I'll see it done
King Dunco	What he hath lost, noble McDeath hath won.

Scene Three

A blasted heath. Thunder and lightning, enter the three witches.

Third Witch	Fair is foul, and foul is fair, Hover through the fog and filthy air.
First Witch	Fair, air …. That's better, at least it rhymes.
Second and Third Witches	Sssssshhhhh ….
All	A drum, a drum McDeath doth come.

Enter McDeath and Banquo

First Witch	All hail McDeath, hail to thee Thane of Glamis.
Second Witch	All hail McDeath, hail to thee Thane of Cawdor.
Third Witch	All hail McDeath that shalt Be King hereafter.
First Witch	And hail to Banquo Lesser than McDeath and greater.
Second Witch	No so happy, yet much happier.
Third Witch	Though shalt get Kings though thou Be none.
All	So all hail McDeath, and Banquo.
Banquo	*(Points at Witches)* Are you talking ta me, jimmys?
McDeath	Stay you imperfect speakers, tell me more: By Sinel's death, I know I am Thane of Glamis, But how of Cawdor? the Thane of Cawdor lives A prosperous gentleman: and to be King. Stands not within the prospect of belief, No more than to be Cawdor. Say from whence You owe this strange intelligence, or why Upon this blasted Heath you stop our way With such prophetic greeting? Speak, I charge you.

Witches vanish

	Typical, you just can't trust Witches They're fickle, scheming, lying bitches.
Banquo	Why're you talking in verse all the time?
McDeath	I'm a noble, we're supposed to speak in verse.

Enter Ross and Angus.

Angus	We are sent To give thee from our royal master thanks; Only to herald thee into his sight, Not pay thee.
Ross	And for an earnest of a greater honour, He bade me, from him, call thee Thane of Cawdor: In which addition, hail most worthy Thane, For it is thine.
Banquo	Can the devil speak true?
McDeath	The Thane of Cawdor lives: Why do you dress me in borrowed robes?
Angus	Who was Thane, lives yet, But under heavy judgement bears that life, Which he deserves to lose Whether he was combin'd with those of Norsca Or did line the rebel with hidden help, And vantage; or that with both he larbour'd In his country's wrack, I know not: But treasons capital, confess'd, and prov'd Have overthrown him.
Banquo	Och, its a strange auld world we live in.

Exeunt all.

ACT TWO

Scene One

The years have passed. Spurred on by his greedy, ambitious wife, McDeath murdered King Dunco. Donalbane fled, fearing for his life. McDeath secretly captured and imprisoned Charles. As the King's only available relative, McDeath claimed the throne and thus fulfilled the Witches' prophesy.

Haunted by guilt he became bitter and twisted. Growing paranoid, he began to suspect conspiracies and plots everywhere. Soon he began to have his friends and advisors murdered. Riven with doubt and anxiety he goes once more onto the heath to seek the Witches' counsel.

First Witch	Round about the cauldron go: In the poisoned entrails throw.
Second Witch	Eye of newt, and toe of frog Wool of bat, and tongue of dog.
Third Witch	Scale of dragon, tooth of wolf, Witch's mummy, maw and gulf Of the ravin'd salt-sea shark: Root of hemlock, digg'd i' th' dark Boiling blood of innocents Permitted anti-oxidents Add thereto a tiger's chaudron, For th' ingredients of our cauldron.
All	Double, double, toil and trouble, Fire burn, and cauldron bubble.
Second Witch	By the pricking of my thumbs, Something wicked this way comes.

Enter McDeath and Banquo

Witches	McDeath, McDeath, McDeath!
First Witch	Be bloody, bold and resolute: Laugh to scorn The power of your foes: for no man of woman born Shall harm McDeath.
Second Witch	Be lion-mettled, proud and take no care: Who chafes, who frets or where conspirers are: McDeath shall never vanquished be, until Great Klinty's Wood, to high Runsinane Hill Shall come against him.
Witches	Show his eyes, and grieve his heart, Come like shadows, so depart,
Banquo	Where dee ya think you're ofta I've got a couple of wee questions to put to yoo.

The witches began to fade. Banquo runs over to them.

Banquo	Ah hope you can embroider, hen Coz you'd better stitch that!

Banquo attempts to headbutt the First Witch. She vanishes and Banquo falls to the ground.

Banquo	Aaagh ma heed!
McDeath	That will never be: Who can impress the forest, bid the tree Unfix his earth-bound root? Sweet bodements, good: Rebellions head, rise never till the Wood Of Klinty rise, and our high-plac'd McDeath Shall live the lease of Nature, pay his breath To time and mortal custom.

Exeunt.

Scene Two

A room high in a tower of Castle McEwman. In the centre of the room is a table; seated around it are Donalbane, Mergrey Calchoner, Julia McEwman, Juggo Joricksonn and John Quicksure.

Mergrey	If truth and justice ere be found 'Twill be from this great table round The tyrants reign shall it soon fall His castl' smashed; his armies .... erm - pall!
Julia McEwman	Of all the Righteous here do assemble So the usurper's Court would .... er ....
Juggo	Tremble?
Julia McEwman	Yes .... So the usurper's court would tremble.
Donalbane	My father's murder must be avenged McDeath in chains, his vileness ....

A long, silent pause. Donalbane, his forehead creased, wracks his brains.

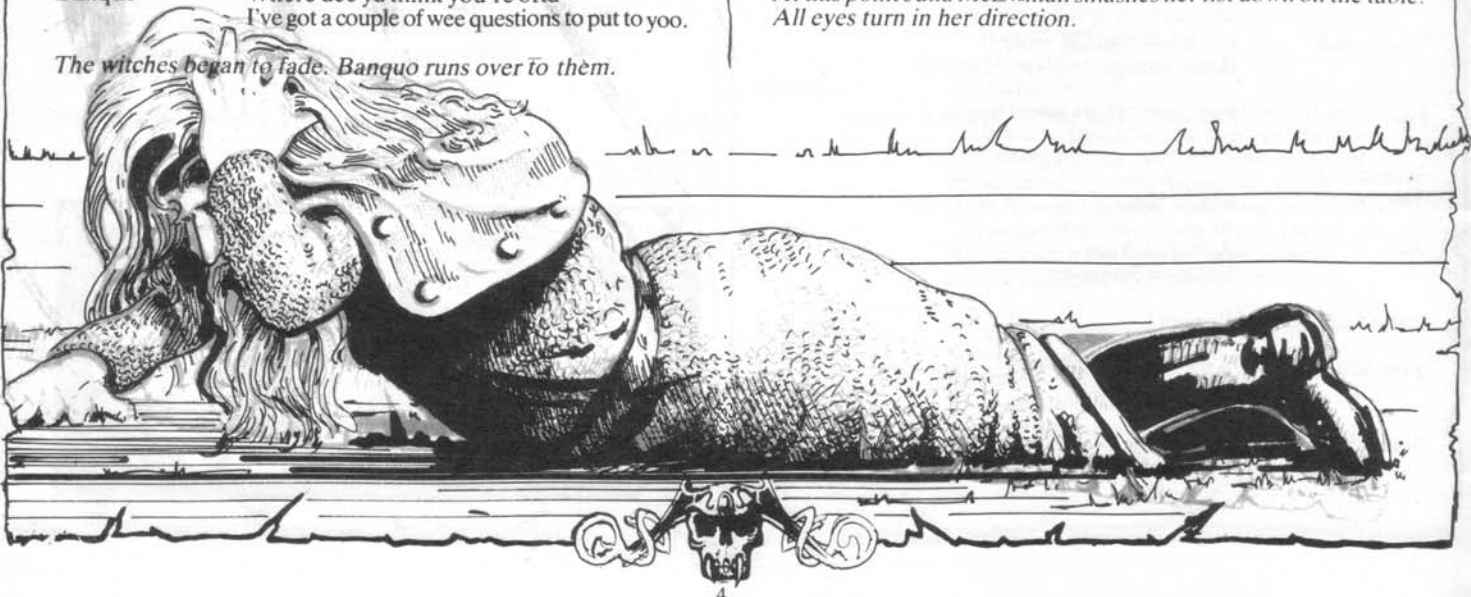|	
Mergrey	You have some problem, my liege?
Donalbane	I can't see to think of anything which rhymes with "avenged".
Juggo	Try "penged".
Donalbane	But there's no such word.
Juggo	Well it was only an idea, does it matter anyway?

At this point Julia McEwman smashes her fist down on the table. All eyes turn in her direction.

Julia McEwman	Now look, lets drop this verse, all right?
	And agree this grandiose plan, tonight
	Donalbane will raise the tribes
	With speeches bold; collosal bribes.
	While Quicksure here, valiant and kind
	Quests to Hark Ness, Dart to find.
	And I with my McEwman clan
	To Winwood voyage (the Mc D Day plan)
	Slaying Kit McArno and his kin
	Thus repaying them their sin.
	Then all to Bolland Glen shall go
	'Fore we march to meet our foe.
Juggo	The traitor sure that I will slay
	'Ere the close of that hoped-for day
	I'll slice his gut, till it shows red
	And pretty soon McDeath be dead
	Knowing that t'was surely folly
	To come against Joricksonn the famous ...
Donalbane	Wally?

THE FORCES

There are nine different commands available in the whole campaign, they are:

1. Julia and the Clan McEwman
2. The Clan McArno
3. The Clan Greevant
4. Donalbane and the Clan McCoughlagan
5. The Keyler Malters
6. Een McWrecker's Orcs
7. The Heroes of East Albion
8. Arka Zargul's Dwarf Miners
9. McDeath and the Garrison of Runsinane Castle

The suggested combinations of players are to be found in the charts below:

6 player game

Player 1 : Donalbane and the Clan McCoughlagan

Player 2 : Julia and the Clan McEwman

Player 3 : Arka Zargul's Dwarf Miners & the Clan Greevant

Player 4 : The Heroes of East Albion

versus

Player 5 : The Clan McArno & the Keyler Malters

Player 6 : McWrecker's Orcs & McDeath's Garrison

5 player game

Player 1 : Donalbane and the Clan McCoughlagan

Player 2 : Julia and the Clan McEwman

Player 3 : Arka Zargul's Miners & the Clan Greevant

Player 4 : The Heroes of East Albion

versus

Player 5 : The Clan McArno & The Keyler Malters & Een McWrecker's Orcs & McDeath's Garrison

4 player game

Player 1 : Donalbane & the Clan McCoughlagan & The Heroes of East Albion

Player 2 : Julia and the Clan McEwman

Player 3 : Arka Zargul's Miners & The Clan Greevant

versus

Player 4 : The Clan McArno & The Keyler Malters & Een McWrecker's Orcs & McDeath's Garrison

3 player game

Player 1 : Donalbane & the Clan McCoughlagan & The Heroes of East Albion

Player 2 : Julia and the Clan McEwman

versus

Player 3 : The Clan McArno & The Keyler Malters & Eeen McWrecker's Ors & McDeath's Garrison

Players 2 and 3 dice for control of the Greevant Clan and Winwood Harbour as detailed in the *Special Rules* section of that scenario. Arka Zargul's Dwarf Miners are controlled by the Gamesmaster until either Donalbane, McDeath or Julia McEwman are slain. If this happens command of their troops is transferred to the Gamesmaster, while the player is given control of Zargul's miners.

2 player game

Player 1 : Donalbane and the Clan McCoughlagan & Julia and the Clan McEwman & The Heroes of East Albion

versus

Player 2 : The Clan McArno & The Keyler Malters & Een McWreckers Orcs & McDeath's Garrison

The players dice for control of the Clan Greevant at Winwood Harbour in the way detailed in the *Special Rules* section of that scenario. Arka Zargul and his Dwarf Miners are played by the Gamesmaster. If McDeath is killed his troops fall under the command of the Gamesmaster. McDeath's player then takes control of Julia and the Clan McEwman. If Donalbane is slain his troops fall under the command of the Gamesmaster. Donalbane's player then takes control of Arka Zargul's Miners.

The Gamesmaster should keep a note of casualties for each of the three preliminary scenarios. Alliance command sheets should be altered accordingly, ready for the battle at Runsinane Castle.

McArno, Greevant, Keyler and McWrecker survivors of the first three games will *not* appear at Runsinane Castle (for various reasons!).

THE FORMAT

The three preliminary scenarios are laid out in the same way, the Terrain and Locations sections are merged for the battle in Runsinane Castle:

1. Outline
2. Terrain
3. Locations
4. Starting the Game
5. Victory
6. Special Rules

Outline. This section gives the Gamesmaster a detailed background to the events leading up to the battle and any special situations and characters involved. The commanders will often be unaware of much of this information. Gamesmasters are therefore advised not to read the outline aloud.

Terrain. A general description of the geography of the wargames table.

Locations. Details of specific places on the wargames table including buildings, doors, rivers, woods and other difficult or unusual ground.

Starting the Game. Instructions for beginning the game, including a list of special actions that the commanders must perform before taking full control of their armies.

Victory. Most of the scenarios are realistically out of balance - in the preliminary games the defending player often stands little or no chance of an out-and-out win. The victory charts enable players to gauge their relative success within the confines of the single scenario. Thus, for example, a player who was forced to retreat his armies may well have achieved a points victory by causing heavy casualties on his opponents, getting most of his troops to safety and possibly achieving certain specified goals. Each player should either be given a photocopy of their Victory Schedule or at least allowed to read through it *before* play commences.

As this is a campaign with a vaguely Shakesperian theme, the Gamesmaster may, as an optional rule, award players victory points for heroic or humorous speeches - provided they are in rhyming verse. Such speeches can only be uttered at crucial moments such as before entering combat, after slaying an opponent, when a wound is suffered, while slowly dying or at the conclusion of the battle. A maximum of one point may be awarded per speech, up to a maximum of three victory points per scenario. Players who come up with really awful lines or start and can't think of a suitable rhyme should lose victory points (up to a maximum of three).

Special Rules. This section gives rules for the unusual situations and characters that occur in the scenarios.

MODELS

If your own model collection is limited in range and numbers, bear in mind that the Goblins at Dungal and Runsinane can be doubled up, as can the East Albioner Clansmen in all four games. The presence of a few Clansmen with war-rattles will easily differentiate a McCoughlagan regiment from any other Clan. While the Alliance starts with over seventy Clansmen, their numbers are bound to be depleted by the time they reach Runsinane. If you haven't got models to precisely represent the Knights of Hark Ness, the Keyler Malters or the various heroes and personalities, then use any similarly armed and equipped figures that come to hand. Any regiment can be bulked out by using the cardboard counters provided; every character is depicted on the sheets so you can, in fact, fight the entire campaign without using models, should you so wish.

SCENERY

Runsinane Castle, the final scenario, is played out on the full scale plan provided. For the preliminary scenarios you will need a varied selection of scenery including buildings, forests, hedgerows and fences. The simplest way to represent hills, roads and waterways is to use a sheet of some heavy, green or brown coloured cloth. Lay books or crumpled newspaper beneath this to form hills, use chalk to draw out the roads and rivers. Woods can be represented by model trees; if you don't own any of these, use green chalk lines to mark the wood's edge. The buildings which appear in the scenarios are provided, they are:

1. Storehouse. Small, single storey stone building. No windows, doubles as a mine entrance.

2. Sod House. Small, single storey dwelling made out of sods. 2 small windows.

3. Sod House. Ditto.

4. Inn. Single storey timber inn.

5. Windmill. Two storey building. Lower half stone, upper half timber. Doubles as a distillery by removing sails.

6&7. Toll Booths. They have hinged doors and narrow archery slits on all four sides.

Fences can be scratch built from card or strips of balsa. Hedges can be represented by pieces of lichen glued to card bases, painted strips of foam or modelling clay mouldings covered with flock.

You are now ready to play the four scenarios that follow. The command sheets are enclosed separately. The players should only know as much about each game as the sheets tell them. Ensure the players don't see any sheets other than their own.

OUTLINE

Winwood is the home of the clan McArno. On the day of the battle the clan are holding their annual Games against the neighbouring tribe, the Greevants. Winwood itself is deserted, the two clans are assembled at either end of the nearby playing field. In accordance with an ancient and tremendously sensible tradition the competitors have deposited all of their weaponry safely out of the way, under lock and key in the village storehouse.
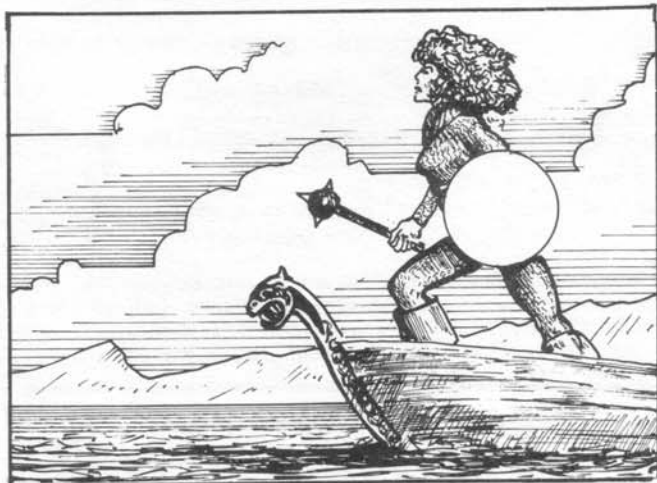
The McEwmans, unseen by either clan, land in a number of small boats along the Winwood waterfront. Feelings amongst them are running high. The McArnos are their traditional enemies, whilst a Greevant commando gang recently daubed "Wimpish McEwmans put sugar on their porridge" in six foot high letters along a wall of Castle McEwman. This was a damming insult and one which the clansmen are eager to avenge.

To further complicate the situation, relations between the Greevants and the McArnos have become seriously strained. The Greevants accused the McArnos of cheating by using shaved cabers. The McArnos hotly denied this and responded by claiming the Greevants were the cheats and that they were wearing supportive garments beneath their kilts. This, of course, is worse than sugar in porridge. As the McEwmans come ashore, the Games are on the verge of deteriorating into an out and out brawl.

TERRAIN

Winwood harbour is a deep water cove ringed by hills and the fringes of the Forest of Fagmar. The only route through the hills is a winding road leading south to Runsinane. Winwood village lies close to the sea shore and is flanked by hills to the south and orchards to the north. Directly to the east is a field enclosed by a hedge. The field serves as the pitch for the McArno games.

LOCATIONS

Settlement. Consists of the following buildings:

Building 1 - Storehouse: Toughness 8. Wounds 4. The door is *solid timber*, locked and faces south. Apart from some nets and dried fish it contains twenty six sets of swords and bucklers.

Building 2 - Dwelling: Toughness 7. Wounds 5.

Building 3 - Dwelling: Toughness 7. Wounds 5.

Building 4 - Inn: Toughness 7. Wounds 10. The door faces east.

Pitch. The pitch is surrounded by a hedgerow which counts as soft cover.

Orchards and Forests. All woods reduce movement by half, visibility is reduced to 2″. Missile troops wishing to fire out of wooded areas must be standing at the wood's edge, they are counted as if in soft cover. Troops further than 2″ into a wood and more than 2″ away from any enemy may be assumed to be hidden and, after consultation with the Gamesmaster, removed from the table. Troops within 2″ of the edge of a wood may only be assumed hidden if they spend an entire turn stationary. Their position will be revealed if they move or shoot, or if any enemy come within 6″ of the wood's edge.

STARTING THE GAME

After laying out the battle field as shown on the map (over page), the Gamesmaster should give the players their command sheets. He should then answer any queries that arise, in private if so desired. The forces' command sheets are to be kept secret from one another. Play is now ready to begin.

Sequence of action.

Game Turn 1	McArno Commander deploys his clan anywhere along line A. The Gamesmaster or the Greevant's Commander deploys the clan anywhere along line B.
Game Turn 2	McArnos and Greevants remain in their starting positions. McEwman clan lands, their Commander deploys the entire clan anywhere along line C.
Game Turn 3	Innkeeper raises the alarm and then flees. The McArnos and Greevants arm themselves (see Special Rules). McEwman units may move anywhere to the limit of their movement allowance.

From now on the commanders take charge.

VICTORY

That the McEwmans will win should be in no doubt. However, the complete victory conditions are costed below.
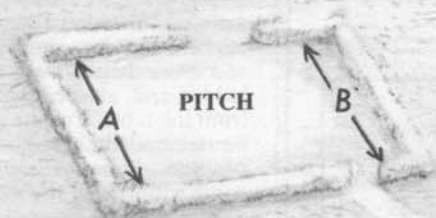
Victory Points for the Clan McEwman

For every McArno or Greevant slain .... +1

McArno Commander slain by Julia McEwman .... +4

McArno Commander slain by anyone else .... +2

McArno clan wiped out .... +4

Greevant clan wiped out .... +2

For every McEwman Clansman slain .... −1

Death of McEwman Commander .... −4

Winwood harbour

FOREST

PITCH

A B

ORCHARDS

2
SETTLEMENT
1 3
4

C

N

Victory Points for the Clan McArno

For every McEwman slain .... +2

For every Greevant slain .... +1

For each McArno clansman escaping off table .... +1

Winwood captured by the McEwmans .... –2

Death of McEwman Commander .... +3

Victory Points for the Clan Greevant

Julia McEwman slain .... +3

Kit McArno Slain .... +4

Each McEwman or McArno Clansman slain .... +1

Death of Richard Greevant .... –3

Each Greevant Clansman slain .... –1

Each Greevant Clansman escaping off table .... +1

A victory points schedule for the Greevants is included for games in which they are commanded by a third player. In a two player game, ignore this schedule.

Note that players are awarded victory points for casualties caused by their own troops, players never receive points for other troops' kills. In a two player game casualties inflicted by the Greevant clan do not, therefore, count for victory points.

SPECIAL RULES

The Greevants. A separate command sheet is provided for the Greevant clan, since they should ideally be commanded by a third player. If this isn't possible then the McArno and McEwman commanders should each roll a D6 at the beginning of every turn, starting from Game Turn 4. The player who rolls the highest score commands the Greevant clan for that turn. If the two scores are equal the Gamesmaster takes control for the turn.

Weapons. The Greevants and the McArnos have locked their usual arms in the village storehouse (building 1). The only keys are held by their respective Lairds. Until the swords and bucklers can be retrieved they can arm themselves only with the following weapons:

Broken Bottles: There are sufficient bottles around to equip all of the clansmen. These can be thrown or used in close combat, either way they are classed as improvised weapons.

Cabers: Cabers are missile weapons and are thrown during shooting. The usual rules for rolling to hit are ignored and the following procedure is used instead.

LINE OF FIRE

FALL
6,7,8

4,5   9,10

2,3   11
12

SECOND BOUNCE

FIRST BOUNCE

CABER TOSSING TEMPLATE
CUT OUT SHADED AREA

Scale ¾ full size
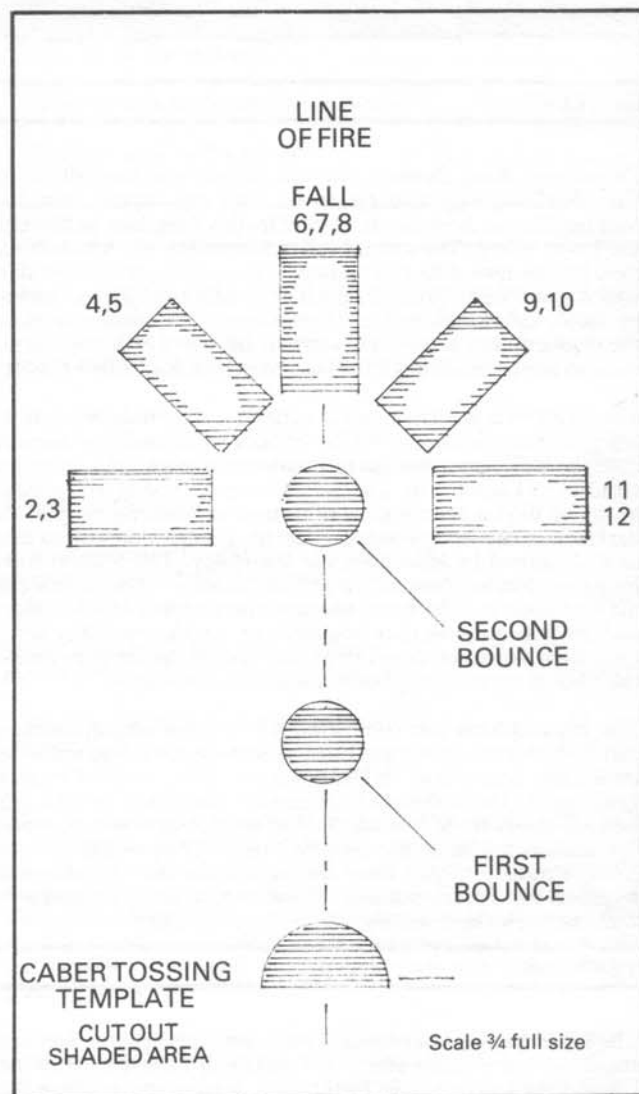
Before throwing a caber, the model must make a run-up; it can do this irrespective of whether it moved earlier in the turn. The player nominates the direction and rolls a D4. The model is moved forward this number of inches and then *must* throw the caber. The player places the Caber Toss Template against the model's base with its centre line anywhere within the arc of fire (see page 18 of *Combat*, Book 1 of Warhammer).

All models whose bases lie partially or wholly within the area of the first or second bounces automatically suffer a strength 6 hit. After removing any casualties caused by the bounce the player should then roll 2D6 to determine where the caber falls. All models whose bases lie partially or wholly within the area of the fall suffer a single hit. Roll a 2D4 for each one, the total score is the hit's attack strength.

Shotputting: Before shotputting the model must make a run-up. The model can do this irrespective of whether it moved earlier in the turn. The player nominates a direction and then rolls a D4. The model is moved forward the number of inches shown on the dice and then *must* put the shot. Shots are treated as ordinary missile weapons with the following characteristics.

Short Range	Long Range	Attack Strength
0-1″	1-3″	6

Loch Lorm

OUTLINE

Donalbane, King Dunco's oldest surviving son, has rallied the Clan McCoughlagan to his cause. The only route from the McCoughlagan homelands to McDeath's kingdom is through the Lorm valley. The upland valley is desolate and uninhabited save for the famed Keyler distillery. Donalbane wished to skirt round it but hadn't reckoned with the McCoughlagans' unsurpressable alcholic tendencies. Immediately they clapped eyes on the distillery they resolved to storm it and carry off sufficient licquor to last them through the long march to Runsinane Castle.

The distillery is sited next to Lorm Beck, a mountain brook from which its water is drawn. While the beck water makes a splendid malt the still's situation has one major drawback - the fearsome monster of Loch Lorm. The monster isn't as young as it used to be, these days it spends most of its time slumbering away in the darkness of the Loch's deepest depths. It only wakes up to feed or if disturbed by loud noises in the valley. The Malters have long since learned how to live with the monster. They throw animal carcasses into the Loch whenever they expect it to be hungry and keep as quiet as they possibly can. To this end they never raise their voices or drop things and even go as far as to muffle their boots by wrapping them round with bandages.

The Malters have just completed a very large whisky consignment which has taken them three months to distil and is due for immediate despatch to McDeath's court. When the McCoughlagans appear the drayhorses are already harnessed and the barrels are about to be loaded. Should the consignment be stolen the Keylers will be in dire financial straits. They would not have enough money to pay their creditors or to buy the materials required for a fresh malting. If the McCoughlagans make off with the brew the distillery will be forced to close.

TERRAIN

The Lorm Valley is narrow and steep sided, the Keyler distillery stands on the eastern shore. It consists of three buildings surrounded by a stout fence. To the north west of the distillery is an Inn run by the Keylers which serves their own brew. The hills to the east are impassable, so the only route to and from the Keyler

Still is the road running along the Loch's edge. Flowing down from the hills into the Loch is Lorm Beck. The road crosses it at a ford to the west of the distillery.

LOCATIONS

The Distillery. Comprising the following buildings:

Building 1 - Storehouse: Toughness 8. Wounds 3. The door is *reinforced*, locked, and faces onto the courtyard. The Head Malter has the only key, he keeps it on a chain round his neck. Inside the storehouse are two dozen barrels, twelve are full of whisky and the other twelve are empty.

Building 2 - Dormitory: Toughness 7. Wounds 5.

Building 3 - Still House: Toughness 7. Wounds 5 per section. The Still House is a two-storey building with each storey counting as a separate building section.

The surrounding fence is heavily built and slightly more than ½" high. It is Toughness 7, Wounds 6 per section and counts as hard cover. The gate counts as a single fence section and has a bolt.

The Keyler Inn.

Building 4 - Inn: Toughness 7. Wounds 10. The door faces onto the road.

The surrounding fence is wooden and ½" high - Toughness 6, Wounds 5 per section and counts as soft cover. The gate counts as a fence section and has a bolt.

Woods. All woods reduce movement by half, visibility is reduced to 2". Missile troops wishing to fire out of wooded areas must be standing at the wood's edge, they are counted as if in soft cover. Troops further than 2" into a wood and 2" or more away from any enemy may be assumed to be hidden and, after consultation with the Gamesmaster, removed from the table. Troops within 2" of the edge of a wood may only be assumed hidden if they do not move during the turn. Their position will be revealed if they move or shoot, or if any enemy come within 6" of the wood's edge.
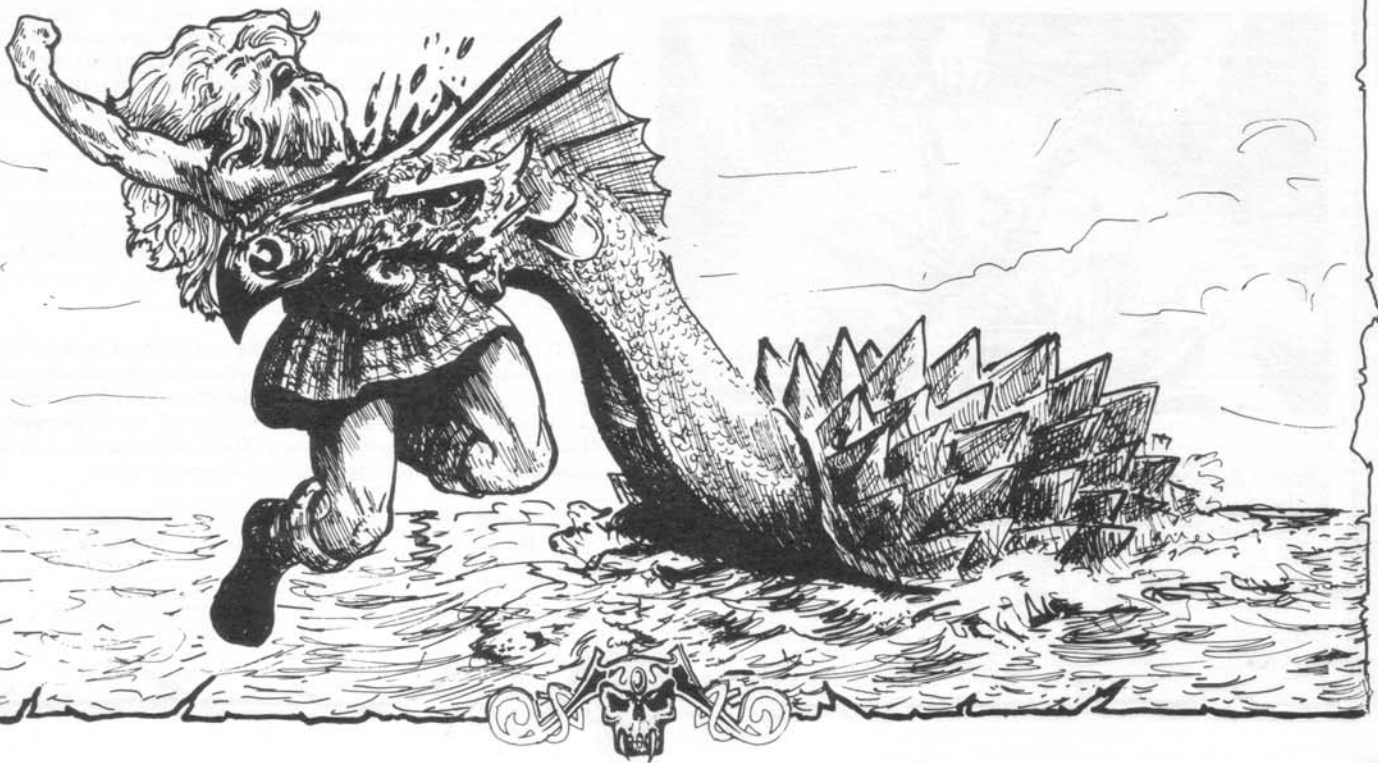
Lorm Beck. The Beck is fairly shallow but is also very fast flowing and has a slippery bed. Crossing it takes an entire turn. If this is done anywhere other than at the ford there is a risk of falling. The player should roll a D6 for each model, if the dice scores anything but a 1 the model crosses safely. If the score is 1 the model slips, falls and is carried away by the current. The Gamesmaster then rolls a D4; the model suffers a single hit with the attack strength shown on the dice and is carried this number of inches downstream. Roll another D4, if the score is 1 or 2 the model is washed up on the southern bank, 3 or 4 and it comes to rest on the northern bank.

STARTING THE GAME

After laying out the battlefield as shown on the map, the Gamesmaster should give the two sides their command sheets and then answer any queries that arise, in private if so desired. The forces' command sheets are to be kept secret from one another. Play is now ready to begin.

Sequence of action.

Game Turn 1	At the start of play there are five Malters in the Inn (Building 4); one on sentry duty in the upper floor of the Still House (Building 3); five in the domitory and the remaining five are with the Head Malter in the lower floor of the Still House. The dray is standing ready in the courtyard.
Game Turn 2	The Malters remain in their positions. Donalbane must enter *all* of his troops along line A, 2" into the table.
Game Turn 3	Sentry raises the alarm. Malters may deploy outside their buildings. McCoughlagans may move anywhere to the limit of their movement allowance.

From now on the commanders take charge.

VICTORY

That the McCoughlagans will take the distillery should be in no doubt. However the complete victory conditions are costed below.

Victory Points for Donalbane and the Clan McCoughlagan

For every Malter slain	+½
Head Malter slain	+1
Malter's Falchion captured	+2
Each barrel of whisky captured	+1
Each McCoughlagan slain	−1
Donalbane slain	−4

Victory Points for the Keyler Malters

For every McCoughlagan slain	+1
McCoughlagan Commander slain	+2

For each Malter slain	−1
Head Malter slain	−2
For each barrel of whisky retained or taken off table by the Malters	+2
Distillery falls to the McCoughlagans	−2
Distillery held by the Malters	+4

SPECIAL RULES

The Monster of Loch Lorm. When the game begins the Monster is asleep at the bottom of the Loch. It wakes up if it hears any noises coming from the valley. The Gamesmaster should discreetly roll 2D6 whenever each of the following occur:

	Score to wake Monster
A regiment charges	12
A close combat is fought (for a definition of a separate close combat see page 25 of Warhammer Book 1)	11 or more
The dray moves at half speed or faster, moves across difficult ground or charges	10 or more
A regiment employs war-rattles, battle cries or both	9 or more

When roused, the hungry Monster swims quickly ashore. It appears at the beginning of the next game turn at the point on the water's edge closest to the noise which disturbed it. The Gamesmaster secretly rolls 2D6 and makes a note of the result. This is the Monster's *appetite*, it determines the duration of its hunt (see below). The Monster is controlled by the Gamesmaster; it moves and fights in its own special turn before the two player's turns.

Once ashore the Monster relies on its failing eyesight to track its prey. The ageing creature is now sadly myopic and can see only up to a maximum of 15". If there are any models in view it heads straight towards the closest and, wherever possible, charges. If there is nothing in view it moves randomly; determine the *Move Distance* and *Direction* at the beginning of the movement phase.
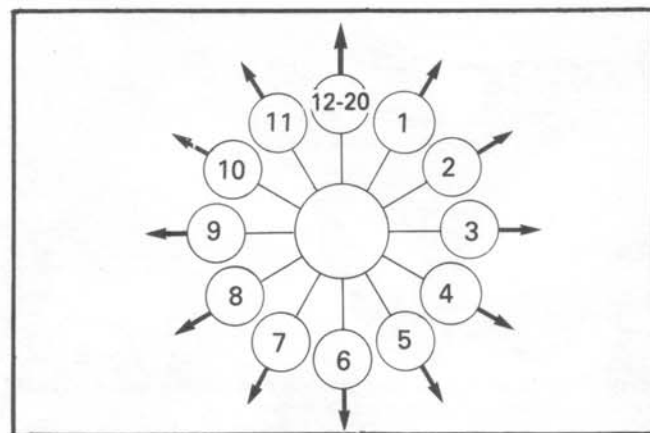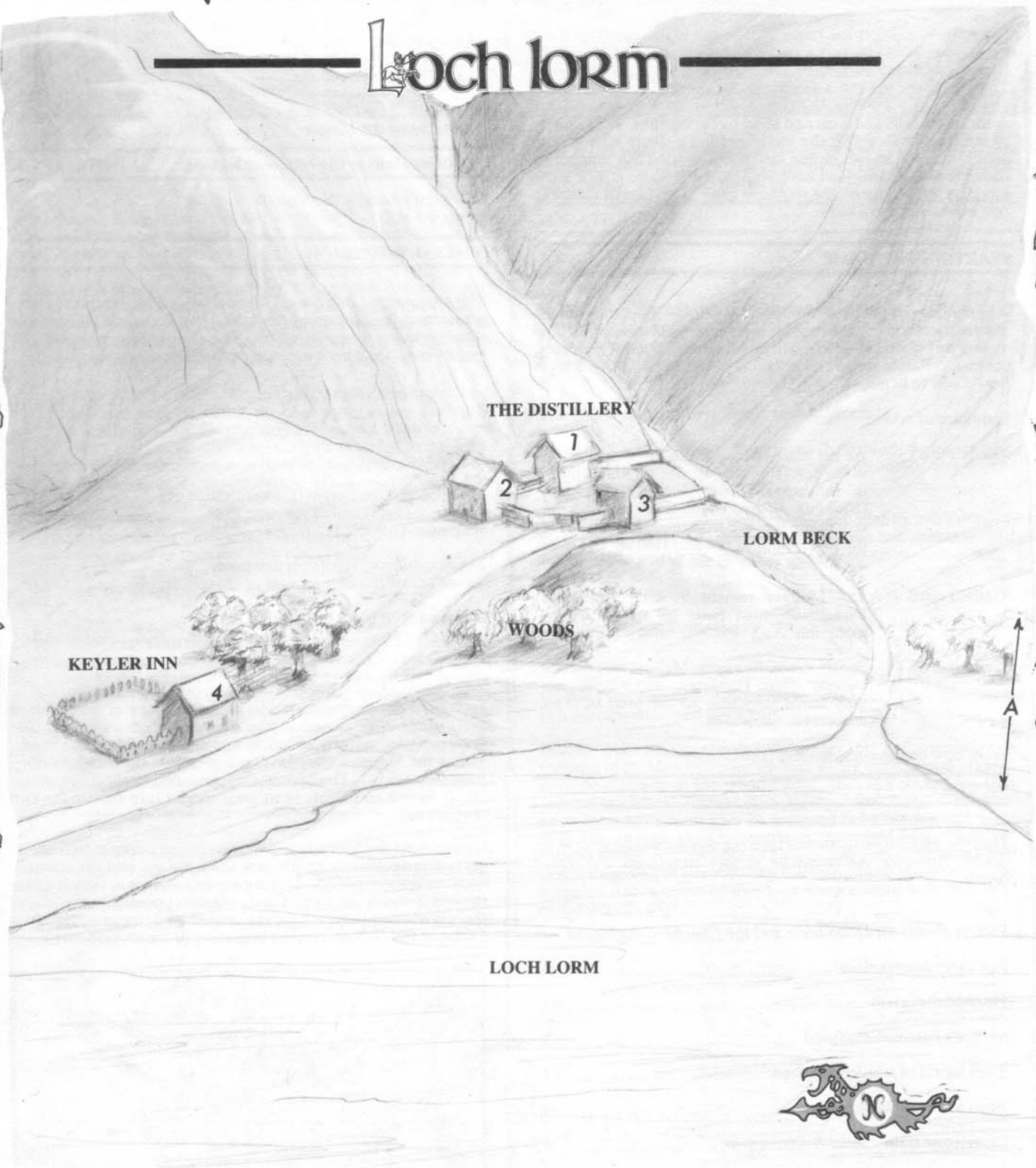

Diagram 1. Biased random movement template.

Move Distance. Throw a D4 and add 4 to the score - this is the number of inches moved this turn.

Move Direction. Throw a D20; if the score is 12-20 the Monster moves straight ahead. If the score is 11 or less consult the diagram above.

Loch Lorm

THE DISTILLERY

1

2

3

LORM BECK

WOODS

KEYLER INN

4

A

LOCH LORM

N

The Monster never reserve moves and cannot enter wooded areas. Its characteristics are as follows:

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	0	6	6	8	2	4	6	6	6	6

Any troops slain by the Monster are assumed to be eaten instantly. When the number of creatures consumed equals the Monster's *appetite* it returns to the Loch via the shortest route.

Whisky Barrels. A full barrel can be rolled at half normal movement rate by a single model or at full rate by two models. An empty barrel can be rolled at full rate by one model. A team of two models can load the dray with four full or eight empty barrels per turn. Each barrel is *toughness* 4, *wounds* 1.

OUTLINE

Dungal Hill was once a happy, peaceful and prosperous place. The villagers, who are a mixture of Dwarfs and Men, derived a handsome living from their small silver mine and the steady traffic along the Forest Road. After McDeath came to power Dungal's tranquility was soon shattered. The tyrant needed funds for his armies and Dungal is strategically placed for the defence of Runsinane. McDeath appointed one of his lieutenants, Een McWrecker, as the new governer. McWrecker and a hoard of Orcs marched to Dungal and took possession of the village without opposition.

The Dwarf miners were at this time toiling away on one of the mine's most remote faces. The Orcs were no match for the Dwarfs in a subterranean conflict so McWrecker decided to wait and starve them into submission. He was under-estimating the Dwarfs' stubborn determination. Wasting away on a diet of worms, rats and beetles they obstinately refused to work or come up to the surface. After a few weeks McWrecker started sending Orc raiding parties down into the mine. They were either repulsed or were never seen again. McWrecker soon gave up any hope of dislodging the Dwarfs by force and reverted to the waiting game. He posted a large guard of Orcs at the mine entrance and waited for the Dwarfs to end their strike and to give themselves up. He has been waiting for well over a year.

TERRAIN

Dungal stands to the east of the River Roche in a great forest clearing. The settlement is built on and around a large hill and consists of a windmill and three other buildings. To the south is a toll booth beside the road towards Hark Ness. The road crosses the Roche to the west of Dungal, close to the Ford there is another toll booth. North-east of Dungal is the mine entrance and a small slag heap.

LOCATIONS

Settlement. Comprising the following buildings

Building 2 : Sod House. Toughness 6. Wounds 5. The house now serves as an Orc barrack.

Building 3 : Sod House. Toughness 6. Wounds 5. The house now serves as an Orc barrack.

Building 4 : Inn. Toughness 7. Wounds 10.

Building 5 : Windmill. Toughness 7. Wounds 5 per sections. The Windmill is two-storey building, each storey counts as a separate building section.

Silver Mine. Comprising the following:

Building 1 : Entrance. Toughness 7. Wounds 4. The door faces south. It has been boarded up to prevent the Dwarf Miners escaping, so counts as *reinforced*.

Slag Heap : The heap is soft, loose and prone to slippage. It counts as difficult ground.

Toll Booths. The Booths are Toughness 7. Wounds 4. They have *solid timber* doors facing towards the road, these are fitted with bolts on the inside. The booths have narrow archery slits on all four sides.

River Roche. The river is 8 to 12″ wide. It is deep and fast flowing so is impassable to all troops.

Ford. The ford is waist-deep. It counts as difficult ground.

Woods. All woods reduce movement by half, visibility is reduced to 2″. Missile troops wishing to fire out of wooded areas must be standing at the wood's edge, they are counted as if in soft cover. Troops further than 2″ into a wood and 2″ or more away from any enemy may be assumed to be hidden and, after consultation with the Gamesmaster, removed from the table. Troops within 2″ of the edge of a wood may only be assumed hidden if they spend an entire turn stationary. Their position will be revealed if they move or shoot, or if any enemy come within 6″ of the wood's edge.

STARTING THE GAME

If you wish to play this scenario without first fighting the Battle of Loch Lorm, consult the following charts to determine casualties incurred by Donalbane's army. Roll a D6:

Score	Rank & File %	Personalities %
1	5	5
2	10	5
3	15	10
4	20	15
5	30	20
6	40	30

Remove this proportion of models from each regiment; roll for each personality individually using a D100.

If the D6 scored 4 or less, assume the McCoughlagans captured the Keyler's whisky. If it scored 3 or less assume they captured the dray. If it scored 2 or less assumed they captured the Head Malter's magic sword.

After laying out the battlefield as shown on the map, the Gamesmaster should give the players their command sheets. He should then answer any questions that arise about the rules, troops characteristics and terrain factors, in private if so desired. Play is now ready to begin.

Sequence of Action

Game Turn 1	At the start of play there is one crossbow armed Orc in each of the Toll Booths. The Orc commander may deploy any number of troops along line A. The remainder should be distributed in equal proportions between buildings 2,3,4 and 5 (barracks, inn and windmill). McWrecker begins play in the Inn. The Giant is next to the Windmill, repairing the sails.
Game Turn 2	Orcs remain in their starting positions. The Heroes' Commander deploys his troops anywhere along line B, 2" into the table. The McCoughlagans' Commander deploys his troops anywhere along line C, 2" into the table.
Game Turn 3	The sentries raise the alarm. Orc units may deploy outside their buildings. McCoughlagans and Heroes may move anywhere to the limit of their movement allowance. Dwarf Miners begin knocking down the mine entrance door.

From now on the Commanders take charge.

VICTORY POINTS

Donalbane and the Clan McCoughlagan

Een McWrecker slain	+2
Each Orc or Goblin slain	+½
Each McCoughlagan slain	−1
Donalbane slain	−4
Dungal Hill captured	+2

The Heroes of East Albion

Een McWrecker slain	+4
Each Orc or Goblin slain	+1
Markul Grimmock slain	+2
John Quicksure fails to attack Markul Grimmock	−4
John Quicksure fails to attack Een McWrecker	−2
Quicksure, Dart or Sandra slain	(each)−2
Each Knight of Hark Ness slain	−1
Dungal Hill captured	+2

Arka Zargul's Dwarf Miners

Zargul slays Een McWrecker	+6
Any other Dwarf slays McWrecker	+4
McWrecker slain by anyone other than a Dwarf	−2
Each Orc or Goblin slain	+1
Arka Zargul slain	−4
Each Miner slain	−1
Each Treasure Chest recovered	+2
Each Treasure Chest not recovered	−2

Een McWrecker's Orcs

Arka Zargul slain	+2
Each Dwarf Miner slain	+½
Donalbane slain	+2
Mergrey, Quicksure or Dart slain	(each)+1
Each McCoughlagan slain	+½
Dungal held	+4
Dungal captured	−6
Een McWrecker slain	−4
McWrecker survives or escapes off eastern or southern table edge	+4
Each Treasure Chest held or taken off eastern or southern table edge	+2
Each Orc or Goblin slain	−¼

The Gamesmaster should note that victory points for casualties are awarded only when they were inflicted by the player's own troops. Players do not gain victory points for other players' kills.

Dungal hill

WOODS

SILVER MINE

1

A

5

SETTLEMENT

2

3

4

TOLL

B

RIVER ROCHE

FORD

TOLL

WOODS

C

SPECIAL RULES

Dwarfs' Gold. The Dwarfs' treasure, seized by McWrecker when he took control of Dungal, is kept in three chests in the lower floor of the Windmill. Each chest can be carried by one model at half normal rate or by two models who will suffer a ½″ movement penalty for encumbrance. Chests must be dropped before a model is allowed to shoot or enter close combat.

Raybees. Raybees has been trapped in McWrecker's service for all of his adult life. He hates, loathes and despises his cruel, inconsiderate master. Raybees has been awaiting a chance to take revenge on McWrecker for years, but so far none has materialised or he has been too scared to do anything. The Gamesmaster should take control of the Halfling if ever he sees a reasonable opportunity for him to safely attack McWrecker. Raybees' objective is simple - to slay his master.

OUTLINE

The survivors of Winwood and Dungal gather in Bolland Glen, a highland valley in Klinty's Wood. The stringing of bows and sharpening of swords is disturbed by a sudden unexpected stirring of movement at the wood's edge. Someone shouts "Ambush!" and the company is thrown into abject panic and confusion. The warriors grab their weapons and armour and rearrange their clothing while the leaders shout, hasty, mostly contradictory orders.

Massive forms stride into the glen: five ancient and gnarled Treemen. The Alliance warriors relax as the leading Treeman gestures for calm. He introduces himself as Klinty; he is two thousand years old and gave his name to the wood. His followers have spent long, peaceful and reclusive lives here. They have shunned contact with outsiders and were rarely troubled. Most of the local people believe they existed only in legend, the Treemen were happy to be left alone.

Since McDeath came to power they have been having a hard time. Orcs came chopping, burning and defiling the wood. Trees were cut for McDeath's mills and barracks. The forest's wildlife was exterminated in a series of pointless and bloody hunts. Now the Treemen can see a chance to end the tyrant's rule. They offer their unique services in the planned assault. Many of the wood's trees were once sentient, active beings like Klinty and his followers. Over the years they have become less active and progressively more dormant. Klinty can stir them into some form of activity and pursuade them to move toward Runsinane Castle. Their numbers would be sufficient to allow the Alliance armies to advance unseen to within a few yards of the castle's gate.

TERRAIN

McDeath's Castle stands on a tall, steep hill. The Castle is bounded by a deep chasm with a moat at the bottom. It consists of a keep, a two-storey gatehouse and a two-storey watch-tower. These are bounded by a curtain wall, forming a large, rectangular courtyard. Beneath the Castle are a series of interlocking dungeons and cellars.

Unlike the previous scenarios this game is fought out entirely within the confines of the Castle. McDeath's troops are all inside; the Alliance troops start play within a few inches of the gates, in the cellars or hidden in the dray which is standing in the courtyard. If troops flee the castle or fighting strays outside you can assume that the chasm is 2" wide and the wood now surrounds Runsinane, right up to the chasm's edge. The hill is steep and slopes down, away from the castle. There is, therefore, no need to lay out a normal battlefield - simply place the floor plans on a table, make the preparations listed below and play is ready to start.

Chasm. The chasm is 20m deep and sheer-sided. It is completely impassable to all troops. Models falling into the chasm cannot climb out.

Buildings. The castle is represented by a series of plans, each representing one level. Each storey is 6m or 3 table inches high. Thus for example the Gatehouse, a two-storey building would be 6" tall.

Doors.

1	Light Wooden Door. Bolt on Storeroom side. Bolted shut.
2	Light Wooden Door. Bolt on Dormitory side. Closed but not bolted
3	Solid Timber Door. Bolt on outside. Closed and bolted.
4	Solid Timber Door. Bolt on outside. Closed and bolted.
5	Solid Timber Door. Bolt on outside. Closed and bolted.
6	Solid Timber Door. Bolt on outside. Closed and bolted.
7	Reinforced Door. Locked.
8	Light Wooden Door. Bolt on Kitchen side. Slightly ajar.
9	Solid Timber Door. Bolt on inside. Closed but not bolted.
10	Solid Timber Door. Bolt on inside. Closed but not bolted.
11	Solid Timber Door. Bolt on inside. Bolted shut.
12	Light Wooden Door. No bolt, closed.
13	Solid Timber Doors. Bolt on inside. Closed and bolted.
14	Light Wooden Door. No bolt, closed.
15	Solid Timber Door. Bolt on inside. Closed and bolted.
16	Light Wooden Door. No bolt, closed.
17	Light Wooden Trapdoor. Bolt on lower side. Closed and bolted.
18	Reinforced Door. Locked.
19	Light Wooden Door. Bolt on Parlour side. Bolted shut.
20	Light Wooden Door. Bolt on Parlour side. Closed but not bolted.
21	Solid Timber Door. Bolt on inside. Bolted shut.
22	Light Wooden Door. Bolt on inside. Stands ajar.
23	Light Wooden Door. Bolt on inside. Bolted shut.
24	Light Wooden Door. Bolt on Reception Room side. Closed not bolted.
25	Light Wooden Door. Bolt on Passageway side. Closed but not bolted.
26	Light Wooden Door. Closed but not bolted.
27	Light Wooden Door. Bolt on Study side. Closed but not bolted.
28	Light Wooden Door. Bolt on inside. Closed but not bolted.
29	Light Wooden Door. Bolt on inside. Closed but not bolted.
30	Light Wooden Door. Bolt on Dressing Room Side. Closed not bolted.
31	Light Wooden Door. Bolt on inside. Bolted shut.
32	Light Wooden Door. Bolt on inside. Closed but not bolted.
33	Light Wooden Door. Bolt on lower side. Closed but not bolted.
34	Light Wooden Door. Bolt on Bower side. Closed but not bolted.
35	Light Wooden Door. Bolt on inside. Closed but not bolted.

Windows. The windows aren't glazed. They are covered with iron gratings which are Toughness 8, Wounds 3. The gratings count as hard cover.

Main Gate. Toughness 7, Wounds 6. Bolt on inside. Bolted shut.

Sallyport Door. Toughness 6, Wounds 4. Bolt on inside. Bolted shut.

STARTING THE GAME

If you wish to play this scenario without first playing the three previous scenarios, consult the following chart to calculate casualties incurred by the Alliance forces before they arrive at Runsinane. Roll a D6 for each force, assume the roll for the McCoughlagan Clan simulates casualties for both Loch Lorm and Dungal Hill.

Dice score of

1	....	5% casualties
2	....	10% casualties
3	....	20% casualties
4	....	30% casualties
5	....	40% casualties
6	....	50% casualties

If the dice for the McCoughlagans scores a 4 or less assume they captured the Keyler's whisky. If the dice scores a 3 or less assume they also captured the Keyler's Dray. If it scores a 2 or less assume that Donalbane captured the Malter's Falchion.

Council of War. The Alliance players should first discuss their deployment and plans without McDeath's player being present. Play starts on the morning of the Alliance attack. The Alliance players make a list of the troops which will deploy at each of the available entrances, and gives the list to the Gamesmaster. The entrances available to the Alliance players are as follows:

Main Gate: Alliance collaborators in McDeath's court have sent word that they will ensure the main gate is unbolted when the army arrives. Alliance commanders may deploy any of their troops along or behind line A. Klinty's treemen may not deploy anywhere other than along line A.

(The collaborators were discovered and have been put to death. The gates are in fact firmly bolted.)

Sallyport: The sallyport door is far weaker than the main gate, it can be forced easily. Alliance commanders can deploy any of their troops along line B.

Secret Tunnel: Before McDeath turned towards evil, he employed Arka Zargul to construct an escape tunnel from the castle into a nearby copse. If Zargul or any of his miners survive Dungal they may use this tunnel as a way into the castle. Zargul may deploy any of his troops behind door 2, other players may only deploy troops here at Zargul's discretion. The door isn't locked.

Dray: Before the Battle of Loch Lorm the Keyler Malters were due to despatch a consignment of whisky to McDeath's court. If the dray is captured at Loch Lorm and survives the battle at Dungal Hill it may be used to smuggle troops into the castle. A maximum of 12 models can be hidden in the barrels. It takes half of a model's movement allowance to get out of a barrel, another half to climb down from the dray.

McDeath Deploys. While the Alliance players are discussing their plans, McDeath's player should make a list of the positions of all his troops. These need be placed on the floor plans only when their position is revealed to the enemy (see the Special Rules below). It is assumed that most of McDeath's troops are either asleep or have just woken up. McDeath may deploy his personality models anywhere in the Castle. The Orcs and Goblins may be deployed only in the following locations.

Torture Chamber	Maximum of five models
Outside Treasury Door	Maximum of two models
Dormitory One	Maximum of eight models
Kitchen	Maximum of eight models
Guard Room One	Maximum of two models
Guard Room Two	Maximum of two models
Entrance Hall	Maximum of five models
Spense	Maximum of eight models
Courtyard	Maximum of five models
Latrine	Maximum of two models
Ramparts	Maximum of five models
Dormitory Two	Maximum of eight models
Watch Room	Maximum of two models
Gatehouse Roof	Maximum of five models
Martin Tower Roof	Maximum of one model
Keep Roofs	Maximum of three models

The Battle Begins

Game Turn 1   Garrison troops survey the woods with a sense of bewilderment and fear. Alliance troops deploy as detailed in their players' written instructions.

Game Turn 2   Orc Sentries raise the alarm. Alliance troops may move, shoot and fight normally.

From now on the commanders take charge.

VICTORY POINTS

McDeath and the Orcs

McDeath simply wishes to retain the throne. If this can not be done he would like to cause as much damage to the Alliance forces as he possibly can.

Slaying Prince Charles .... +4

Slaying Donalbane, Julia McEwman, John Quicksure, Dart or Arka Zargul .... each +2

Slaying any other personality models .... each +1

Slaying any rank and file models .... each +¼

McDeath slain .... −4

Lady McDeath slain .... −3

Each Orc or Goblin slain .... −¼

McDeath survives and retains the throne .... +6

Victory points for Donalbane and the Clan McCoughlagan

Donalbane wishes to avenge his father's murder, save his brother and claim the throne which is rightfully his.

Slaying McDeath .... +2

Prince Charles rescued .... +3

Prince Charles slain .... −3

Donalbane survives to claim the throne .... +4

Prince Charles survives to claim the throne .... +3

Donalbane slain .... −4

Slaying Orcs or Goblins .... each +¼

Mergrey Calchoner slain .... −1

Each McCoughlagan slain .... −¼

Victory Points for Julia and the Clan McEwman

Julia is playing for the ultimate, decisive outcome to this battle. Ideally McDeath, Prince Donalbane and Prince Charles should all die. Julia could then present King Dunco's letters, thus proving her ancestry and her claim to the throne. If all this can't be done at a single stroke she would like as many as possible of the prior claimants to the throne slain, murdered or otherwise disposed of.

McDeath slain .... +3

Prince Donalbane slain .... +3

Prince Charles slain .... +3

Treasure Chest Three captured .... +3

Treasure Chest Three stolen or destroyed .... −5

Julia McEwman slain .... −6

Juggo or Fergus slain .... each −2

Each McEwman Clansman slain .... −½

Slaying Orcs or Goblins .... each +¼

Victory Points for Arka Zargul's Dwarf Miners

Zargul siezes power .... +10

OR

Each Treasure Chest captured and taken
out of Runsinane Castle .... +2

Each Miner slain .... −½

Death of Arka Zargul .... −4

Slaying McDeath .... +2

Slaying Lady McDeath or Spot,
the Chaos Hound .... each +1

Slaying Orcs or Goblins .... each +¼

Victory Points for the Heroes of East Albion

The Heroes are playing for a chivalrous and just outcome of a
battle in which they perform daring, heroic deeds.

Dart slays McDeath .... +4

Heroes or their troops attack Lady McDeath .... −4

Slaying Spot, the Chaos Hound .... +2

Slaying Orcs or Goblins .... each +¼

John Quicksure, Dart of Hark Ness or
Sandra Pangle slain .... each −2

Each Knight of Hark Ness slain .... −½

Arka Zargul siezes power .... −4

SPECIAL RULES

The Witches' Prophesy. The witches told McDeath he would
never die unless Klinty's Wood came to Runsinane Hill and that
he could not be harmed by 'any man of woman born'. The
prophesy was a powerful magical spell and cannot be broken.

The first part has been fulfilled. Klinty has moved the semi-dor-
mant treemen and so brought the wood's edge to within a few
yards of the gates of McDeath's Castle. To complete the proph-
esy McDeath ignores wounds caused by men born of women.
The only models who can hurt him are, therefore:-

Julia McEwman and Sandra Pangle who are women

Klinty's Gang, who are Treemen

Zargul and his Miners, who are Dwarfs

Dart, who was delivered by a ceasarean section and there-
fore not 'born of woman'

These cause normal damage when fighting against McDeath.

McDeath's magical sword is a *Talking Weapon*, whenever it is
drawn from the scabbard it starts repeating couplets from the
witches' speeches. It is up to the gamesmaster to play the sword's
role, simply leaf through the narrative section at the beginning
of this volume and pick out a couple of lines at random; read
them out in a convincing old hag's voice.

Prince Charles. Prince Charles is Dunco's son and Donalbane's
younger brother, he should be played by the gamesmaster. His
captors have kept him in chains and fed him barely enough to
stay alive. The character profile reflects this as does his
knickname amongst the guards, they call him "Boney Prince
Charley".

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	2	2	2	2	1	2	1	5	9	5	5

Prince Charles is chained and manacled by his wrists and ankles.
The chains are Toughness 8, Wounds 1. The manacles are fitted
with locks, the keys for which are held by the Head Guard.

Treasure. The Treasure Chests are kept in the Castle's Treas-
ury, beneath the Martin Tower. The door is locked, McDeath
has the only key. There are three chests, the third one contains
King Dunco's letters. One model can drag a chest at half normal
move rate, or one can be carried by two models with only a ½"
penalty for encumbrance. They are fitted with locks and
McDeath holds the only set of keys. The chests are Toughness 8,
Wounds 3 to open.

Klinty's Treemen. There are five Treemen including Klinty him-
self. They should be controlled by the Gamesmaster. Because of
their massive stature, the Treemen may only enter the Cour-
tyard, the keep's Entrance Hall and the Throne Room.

Although they cannot wear armour, their tough skin counts as
plate, giving them a 5 or 6 saving throw. Treemen are *flamma-
ble*. They do not need to use weapons, and have *stomp* attacks.
Any Treemen taking fire damage will become subject to *frenzy*.
They are subject to *hatred* of Goblins and Orcs. Treemen can
throw rocks up to 12" with a strength of 6; because they are so
slow and cumbersome they cannot move and throw rocks during
the same turn. They cause *fear* in living creatures under 10' tall.
Profiles are as follows:

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	8	3	6	7	6	2	4	10	9	10	10

Concealment. At the start of the game the Alliance players have
little or no idea where McDeath's troops are deployed;
McDeath's troops will only be able to see the first few ranks of
the Alliance columns. Once play begins regiments will, as they
move from room to room, be lost from view and reappear in dif-
ferent positions. Ideally the Gamesmaster would keep track of
the moements of all the troops involved, those not in sight of any
enemy would be removed from the table. Unfortunately this is
impractical and would take up far too much time. Instead the
following simplified rules are used:

At the start of play any of McDeath's troops who are stand-
ing on rooftops should be placed in the appropriate posi-
tions on the plans.

The Alliance Commanders should deploy the first four
ranks of any regiments coming into play along lines A or B.

Alliance troops entering via the secret tunnel should not be
placed until they are spotted by the enemy.

Alliance troops starting the game hidden in the barrels on
the dray are not placed until they climb out.

McDeath's troops are only placed on the plans if they move,
shoot or are spotted by the enemy.

Once troops have been placed on the plans they may never
regain their concealment even if they move when out of
sight of all enemy models.

Movement. When moving inside the Castle the following rules
should be observed:

Opening or closing a door counts as an obstacle - the model
forfeits half of its movement allowance. An archway or
open door is not classed as an obstacle, moving through one
does not affect the model's movement allowance.

Runsinane Castle
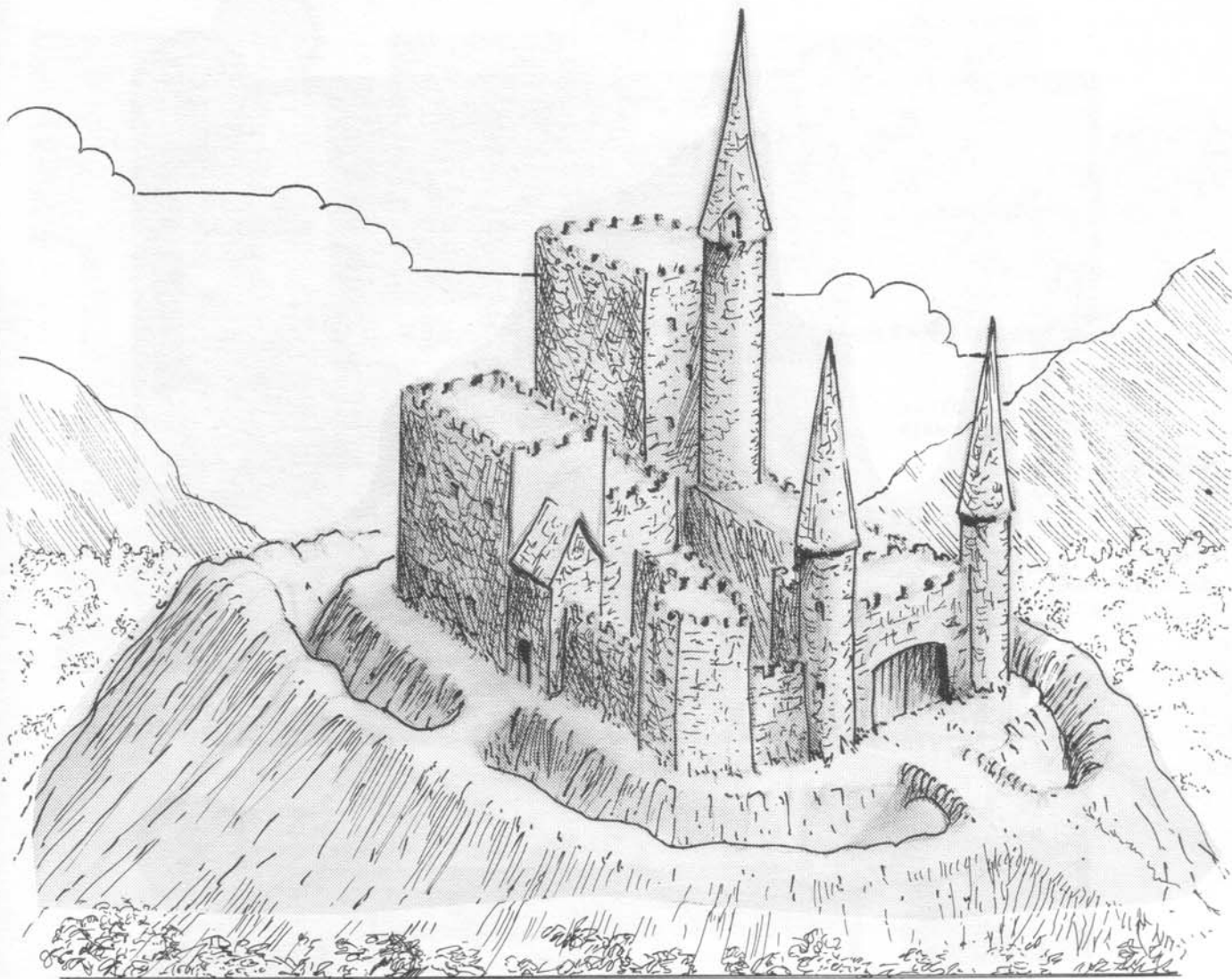
Any model can be turned once up to 90° either before, after or during movement. This incurs no penalty. Each additional turn incurs a penalty of –½″ from the total move allowance.

Shooting. Troops shooting up at targets on upper floors should add 3″ to the actual range for each storey their target is higher. For example a model on a Rampart 6″ away from the Gatehouse shoots at a target on the Gatehouse roof. He adds 3″ to the range as the Gatehouse roof is one storey higher than the Ramparts.

Splitting Units. Because of the confusion and disorder of a battle fought within the corridors and rooms of a castle, special rules for unit coherence and splitting regiments are introduced. Members of the same regiment must stay reasonably close together. No model may stray further than 2″ away from at least one other member of the regiment.

If a commander wishes, part of a regiment may be split off into one or more smaller *units*. These units may be of any number of models, even 1. Each division takes an entire turn spent without moving, shooting or doing anything at all. During this time the regiment's leader will explain what he wants done, who is to go where and so on. The regimental leader stays with the parent body. The new unit has no leader and cannot be split further.

Each new unit must be given a brief written instruction - such as 'Hold the stairs until we come back' or 'Go down to the cellars and see that Prince Charles is put to death'. The new unit must now obey its instructions - as interpreted by the Gamesmaster.

A unit can at any time stop obeying its instruction and return to, and remerge with, its parent regiment. If forced to abandon its ordered task it will always attempt to return to the parent regiment if at all possible.

Falling. Models falling from rooftops or ramparts suffer damage depending on the distance fallen. They suffer one hit with an attack strength of 1D6 per storey.   for example, if a model falls two storeys the opposing player should roll a D6 twice. The falling model suffers two hits - one with the strength of the first score, the other with the strength of the second score. Models falling into the chasm suffer 4 hits, each with an attack strength of D6. Even if they survive they are trapped there.

Runsinane Castle
FLOOR PLANS

CELLARS

ARCH

STOREROOM

ARCH

DORMITORY 1

ARCH

①

②

ARCHES

TORTURE CHAMBER

CELL 1 ③   ④ CELL 2

CELL 3 ⑤   ⑥ CELL 4

⑦

ZARGUL'S TUNNEL

TREASURY

KITCHEN

⑧

⑨

GUARDROOM 1

⑪

⑩

COURTYARD

MAIN GATE

STONE BRIDGE

⑪

⑫

GUARDROOM 2

THRONE ROOM

ENTRANCE HALL ⑬

ARCHES

⑭

⑮

⑯ ⑰ ⑱

SPENSE (DINING ROOM)

SALLYPORT

LATRINE

WATCH TOWER

SALLYPORT DOOR

STONE BRIDGE

GROUND FLOOR

KEEP SECOND FLOOR

STUDY

27

28

FLAT ROOF

29

BOWER 1

WARDROBE

DRESSING ROOM

30

WOODEN STAIRCASE

KEEP THIRD FLOOR

BOWER 2

34

WOODEN STAIR TO SECOND FLOOR

FLAT ROOF

KEEP THIRD FLOOR

KEEP FOURTH FLOOR

FLAT ROOF

35

33

FLAT ROOF

WATCH TOWER SECOND FLOOR

31

FLAT ROOF

32

GATEHOUSE SECOND FLOOR

19

PARLOUR

20

RAMPART

ARCHES

TOP OF STAIRS

21

22

FLAT ROOF

RECEPTION ROOM

DORMITORY 2

GATEHOUSE

23

24

ARCHES

ANTE-ROOM

25

26

FLAT ROOF

LATRINE ROOF

RAMPART

ARCHES

WATCH ROOM

FIRST FLOOR

Please Note: The circled numbers refer to the doors listed on page 16.

BUILDING STATISTICS

STOREHOUSE

THIS MODEL IS USED TO REPRESENT THE FOLLOWING BUILD-INGS

WINWOOD HARBOUR STOREHOUSE

SECTIONS 1
TOUGHNESS 8
WOUNDS 4

KEYLERS MALTERS STOREHOUSE

SECTIONS 1
TOUGHNESS 8
WOUNDS 3

DUNGAL HILL MINE ENTRANCE

SECTIONS 1
TOUGHNESS 7
WOUNDS 4
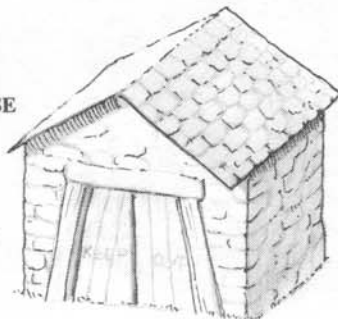
SOD HOUSES, MODES 2&3

THESE MODELS REPRESENT THE DWELLINGS AT WINWOOD HARBOUR AND THE DORMITORY AT LOCH LORM (EITHER OF THE MODELS MAY BE USED TO REPRESENT THE LATTER). STATISTICS ARE THE SAME FOR BOTH TYPES OF STRUCTURE.

SECTIONS 1
TOUGHNESS 7
WOUNDS 5

THE MODELS ALSO REPRESENT THE ORC BARRACKS AT DUN-GAL HILL, STATISTICS AS FOLLOWS:

SECTIONS 1
TOUGHNESS 6
WOUNDS 5
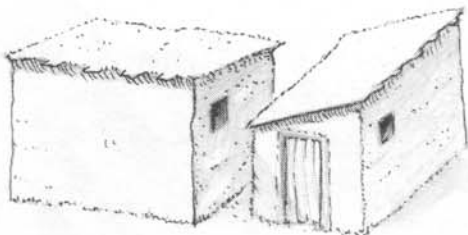
INN

THIS MODEL REPRESENTS THE INNS AT WINWOOD HARBOUR, DUNGAL HILL, AND LOCH LORM. STATISTICS ARE THE SAME FOR ALL THREE STRUCTURES.

SECTIONS 1
TOUGHNESS 7
WOUNDS 10
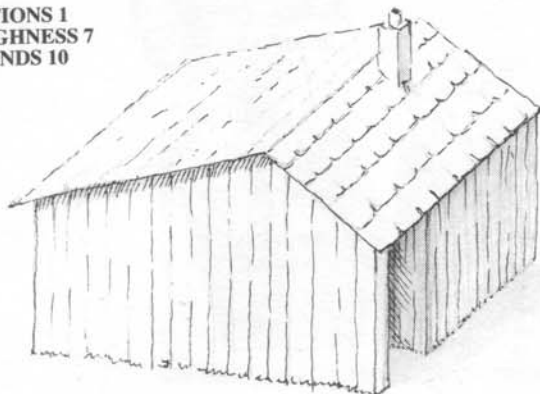
WINDMILL

THIS MODEL REPRESENTS THE WINDMILL AT DUNGAL HILL AND (WITH SAILS REMOVED) THE STILL HOUSE AT LOCH LORM. STATISTICS ARE THE SAME FOR BOTH STRUCTURES.

SECTIONS 2
TOUGHNESS 7
WOUNDS 5
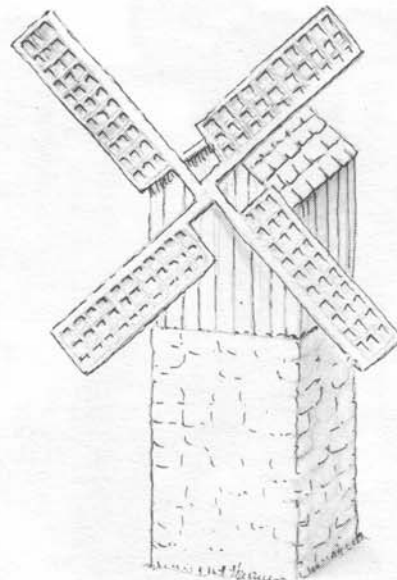
TOLL BOOTHS

SECTIONS 1
TOUGHNESS 6
WOUNDS 5
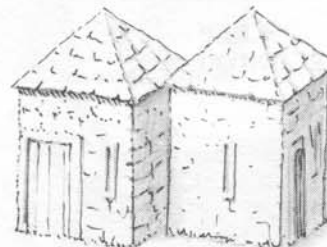
The above illustrations may be used in conjunction with the exploded drawings, as an aid to assembly.

ASSEMBLING THE MODELS

The card models included as part of this pack have been designed by Citadel staff artist Dave Andrews. Dave has also designed the buildings for all of our other *Village Packs* and *Warhammer Campaign Packs*, and all are fully compatable in every way. As well as designing card buildings for Citadel, Dave has turned out many of the excellent scratch built models used by the infamous Players' Guild display team. If you attend any of the popular hobby conventions, such as Dragonmeet, Games Day and Citadel Open Day, you'll see these for yourself - and maybe even catch a glimpse of Dave stomping around in full armour and brandishing a broadsword!

Before assembling your models read through the instructions and satisfy yourself that you know where everything goes. You'll need a sharp modelling knife, a safety straight-edge ruler, and some glue (bostik, uhu, etc). A pair of scissors and a set square will also come in handy. Useful, but not essential, are a sheet of heavy card (to make bases for the buildings), paint (to colour score lines and visible white card) and scenic material (to decorate the finished building).

Your pack contains the following models. Each building has been colour coded to make identification easier.

1	Storehouse	Black
2	Sod House	Brown
3	Sod House	Green
4	Inn	Purple
5	Windmill	Blue
6&7	Toll Booth	Red

BASIC CONSTRUCTION

Walls. Walls have been designed in sections which should be cut-out and folded as indicated. When folding, a simple shallow score line will help to give you a crisp edge. Fold tabs inwards so that they are invisible once the model has been assembled. The walls for the sod houses, toll-booths and windmill have been designed as a single piece which is folded into shape and glued along the tab. The walls for the remaining buildings come in two sections which must be folded and glued together. The inn has an additional wall section which must be glued into position separately. If you intend mounting your building on heavy card (recommended for durability) the walls should be glued directly onto a pre-cut piece of card of the correct dimensions. An overlap of about an inch all round will aid stability. The bottom tabs can then be glued firmly into place, the corner angles checked with a set square, and any structural reinforcement added where it is felt necessary. Although the buildings will stand up to quite a lot of wear and tear, if you add in additional card reinforcement in the form of corner fillets, cross-pieces, etc, this will greatly add to the overall solidity of the structure.

STOREHOUSE

Roof

Roof tabs

Base tabs

SOD HOUSE

Flat roof

Roof tabs

Base tabs

Roof

INN

Roof tabs

Base tabs

TOLL BOOTH

Roof

Roof tabs

Chimney

Base tabs
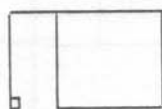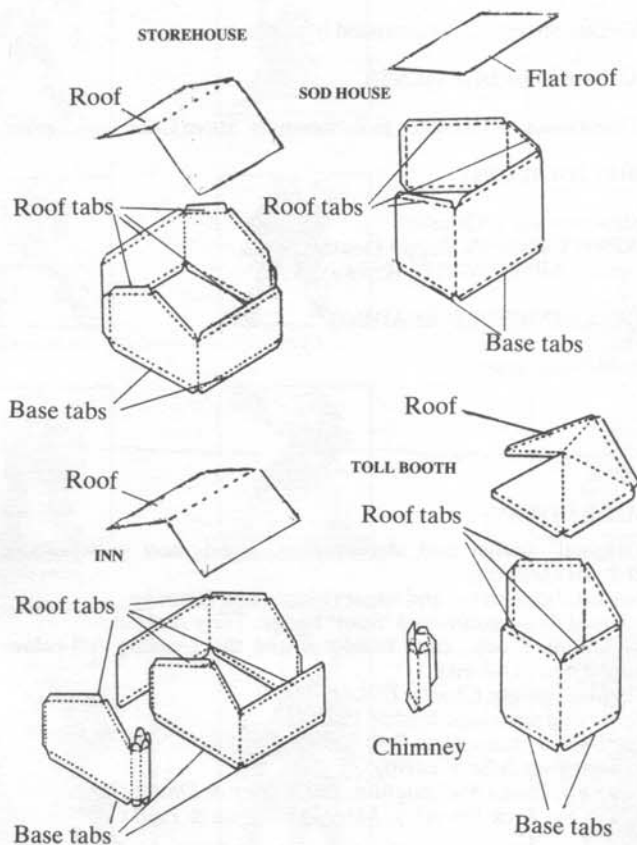
PLAN OF INN WALLS

Roofs. Roofs should be cut out, scored and folded before gluing into place. With roofs it is often a good idea to add in your own card cross-member along the spine of the roof. This takes the form of a piece of card the same length as the building and about 3-4 cm wide. Fold this long-ways down the middle so that you have a mini-roof. This is glued into position to provide a ridge along the spine. Glue **underneath** existing wall tabs, otherwise the real roof won't sit properly. As well as providing a card ridge for the roof, you can use small triangular fillets of card to reinforce the corners between the wall tops. See the diagram to see how these are positioned. Although roof supports and fillets aren't essential, you'll find that they do make your buildings far stronger and more solid. Once all your fillets and other structural supports are thoroughly dry you are ready to glue the roof into place. If you want to make your model heavier than normal, and thus more stable and less prone to being knocked accidentally, add in some sort of weight before gluing the roof: this must be firmly glued into position so as not to come loose.

Roof support

Roof tabs

Card fillets
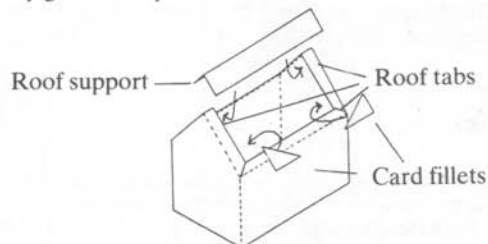
The windmill. The windmill is assembled like any other building except that it has sails. Assemble the main structure (A) and attach the roof. Assemble the sail support (B) by carefully folding and gluing into a box shape. A piece of balsa might be used instead if desired. The sail section (C) is cut out and the sails folded and glued as indicated. The sails may then be positioned on the sail support with a pin. The windmill is a little top-heavy and therefore prone to falling over if accidentally knocked. If mounted on a base some sort of weight should be added to offset this, a marble, ball-bearing, nut & bolt or similar set in milliput will do the job.

Roof tabs

(C)

(B)

(A)

Roof

WINDMILL

Fold back and glue

Base tabs
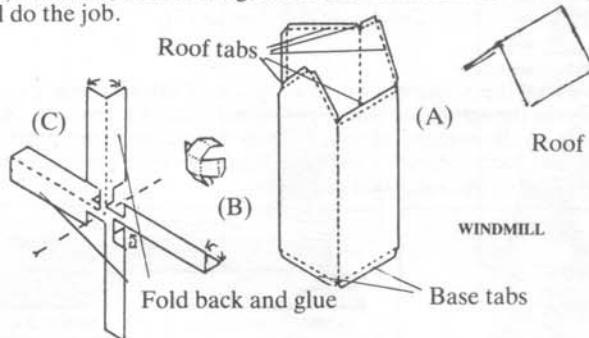
FINISHING TOUCHES

Once you have assembled your model there will always be score lines and exposed areas of card. This is especially noticeable along the ridge of roofs, and under roof overhangs. These areas can be carefully painted over using water-colour paint. Too much paint will warp the card as will thinning the paint with water. If you get paint on an area it is not wanted, remove the excess immediately with a tissue. Any suitable dark colour can be used.

By using scenic flock or lichen you can easily add climbing plants, moss and other vegetation to your model. This can be used as a deliberate ploy to cover join marks. Any of the scenic accessories from Citadel Village Packs may also be added; wanted posters, notices, street signs, shop signs, etc.

Expert modellers will find Citadel card models make an ideal basis for a superb collection of buildings. The individual models can easily be converted, models joined together, parts swopped and new pieces made. More realistic roofs can be formed by making your own tiles and gluing these in place over the original. This is very time consuming, but looks exceptionally good. Windows and doors may also be cut free from the wall sections and carefully recessed by making internal frames of card.

APPENDIX: MULTI-PLAYER GAMES

Because the normal turn sequence is designed for only two players, you will have to change it slightly to stage multi-player games. Each player takes a turn in order, just as if fighting a two sided battle. However during the *combat* part of the turn, hand-to-hand combats are only fought by and against troops of the player taking the turn. So, for example, if it is Arka Zargul's turn and some of his troops are in combat against McDeath's Orcs, then both sides fight just as in normal Warhammer. If, during the same turn, Orcs were also in combat against McCoughlagans then that combat is ignored because it is Zargul's turn and he has no troops involved.

The diagrams below depict a similar situation. A regiment of McDeath's Orcs are being held at bay by Zargul's miners and some McCoughlagan clansmen. Meanwhile Zargul himself is sneakily trying to do away with Donalbane whilst no-one is looking:

Where several players are fighting on the same side, they should take their turns one after another in descending order of *leadership*. Thus, for example, if you have five players at the Battle of Runsinane the sequence of play will be:

Red Players

Turn 1   McDeath

Blue Players

Turn 2   Arka Zargul (Leadership 10)
Turn 3   Donalbane (Leadership 9)
Turn 4   Julia McEwman (Leadership 8)
Turn 5   Ouicksure (Leadership 7)

Note that this sequence works even where forces who are nominally on the same side start fighting with one another. So, if the battle at Runsinane devolves into a squabble amongst the Alliance forces, fighting between them can take place provided you observe the rules laid out above.
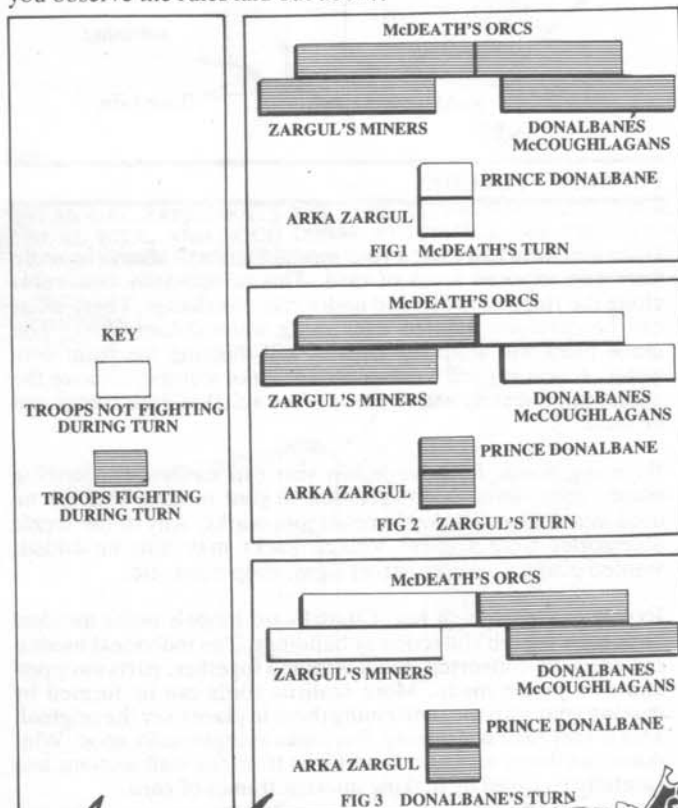
The McDeath production team captured on celluloid before their daily half-hour exercise break. From left to right: Tony Ackland, games personality Dave Andrews, Charlie Elliott, Richard Halliwell and John Blanche.

DESIGNER'S NOTES

McCoughlagan is pronounced McOoligan

ACKNOWLEDGEMENTS

Thanks to Ken Douglas, Bob Naismith, Steve Cook and Xavier.

BIBLIOGRAPHY

Shakespeare's 'Othello'
Albert Camus 'A Happy Death'
Jane's 'All the World's Railways 1963'

RECOMMENDED READING

Something else.

McDEATH BY:

KEY

☐ TROOPS NOT FIGHTING DURING TURN

▨ TROOPS FIGHTING DURING TURN

McDEATH'S ORCS
ZARGUL'S MINERS
DONALBANES McCOUGHLAGANS
PRINCE DONALBANE
ARKA ZARGUL
FIG1 McDEATH'S TURN

McDEATH'S ORCS
ZARGUL'S MINERS
DONALBANES McCOUGHLAGANS
PRINCE DONALBANE
ARKA ZARGUL
FIG 2 ZARGUL'S TURN

McDEATH'S ORCS
ZARGUL'S MINERS
DONALBANES McCOUGHLAGANS
PRINCE DONALBANE
ARKA ZARGUL
FIG 3 DONALBANE'S TURN

BARREL

DOKKO McCOUGHLAN

BANQUO

McARNO SHOTS

GREEVANT CLANSMAN

BROOBER

SANDRA PANGLE

QUICKSURE

HARK NESS

LADY McDEATH

KEYLER MALTMEN

McDEATH

FERGUS McEWMAN

ARKA ZARGUL
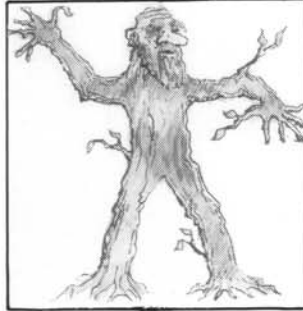
KLINTY

EEN McWRECKER

McARNO

BONEY PRINCE CHARLEY

MERGERY CALCHONER

TREEMAN

McARNO BOTTLES

McARNO SHOT

JULIA McEWMAN

DWARVES

RAYBEE

McARNO CLANSMAN

DONALBANE

JUGGO
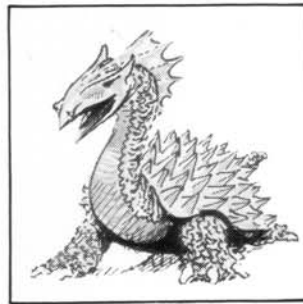
LOCH LORM MONSTER

RICH GREEVANT

GOBLIN ARCHERS

KNIGHTS OF HARK NESS

CLANSMAN WITH RATTLE

ORC

MOGRO NECKBREAK
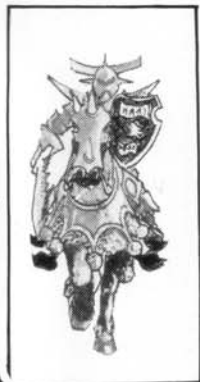
HARK NESS

SPOT

MARKUL GRIMMOCK

GREEVANT CABER THROWER

THROWER

THE HEROES OF EAST ALBION AT DUNGAL HILL AND RUNSINANE CASTLE

Commanders Brief

As a valiant, heroic and chivalrous knight you have joined Donalbane's army in its campaign to overthrow McDeath. You were sent to enrol the support of Dart, the Earl of Hark Ness. The mission went well and now you have come to Dungal Hill to rendevous with Prince Donalbane and oust McDeath's governor before marching on to Runsinane Castle.

Your objective is the same as it ever was, to uphold the laws of chivalry. These are simplicity itself. If you witness a wrong you must right it. If you see a monster you must slay it. If you find a maiden in distress you should save her. You must obey your king and, of course, never, ever hit a woman or anyone wearing spectacles.
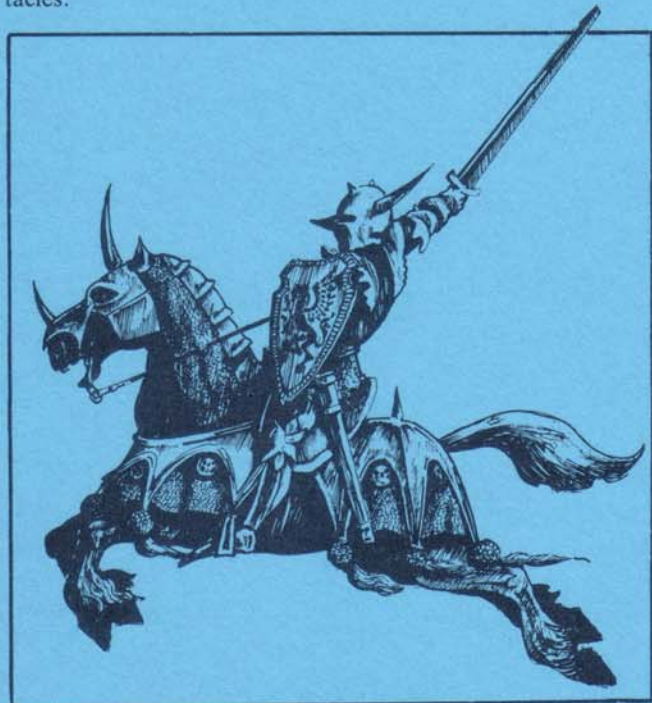
Sir John Quicksure - Knight Errant

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	5	2	7	7	7	8

Sir John may appear either on foot or mounted on his trusty *warhorse*; the player may choose which (for rules and details see page 44 of the Battle Bestiary, Book 3 of Warhammer). He wears full plate armour and carries a shield giving a saving throw of 4 or more (3 or more when on horseback). There is also a movement penalty of 1″ for armour encumbrance, giving a movement allowance of 3″ on foot, 7″ on horseback. He is armed with a lance and a sword.

Sandra Pangle - Quicksure's Squire

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	7	7	9	7

Sandra carries a shield giving an armour saving throw of 6. She is armed with a spear and a sword. Her horse died on the long march to Hark Ness, she misses him very badly.

Dart - Earl of Hark Ness

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	6	4	5	4	6	3	9	8	9	8

Dart begins play either on foot or mounted on his *warhorse*; the player may choose which. He carries a shield and wears plate armour giving him an armour saving throw of 4, 5 or 6 (3, 4, 5 or 6 when mounted). There is also a movement penalty of 1″ for armour encumbrance, conferring a movement allowance of 3″ when on foot, 7″ on horseback. He is armed with a magical sword; the sword's magical attributes are *Flame Attack* and *Fear*.

The Knights of Hark Ness - 9 in regiment

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	3	1	7	7	7	7

The Knights carry shields and wear chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of ½″ for armour encumbrance, conferring a move allowance of 3½″. They are armed with swords.

The Knights fight as a single Regiment, led either by Dart or one of their own number.
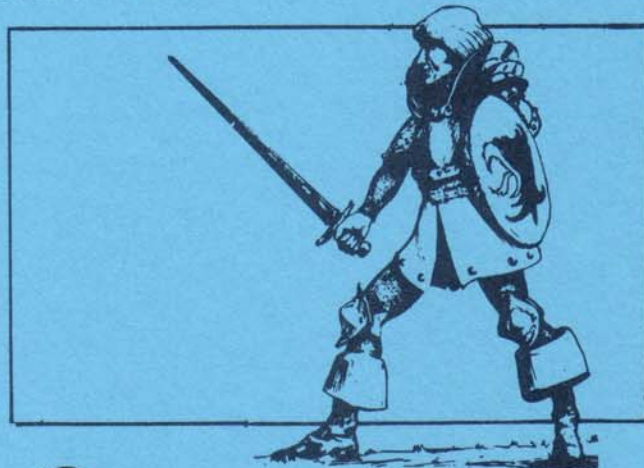
DONALBANE AND THE CLAN McCOUGHLAGAN AT LOCH LORM, DUNGAL HILL AND RUNSINANE CASTLE

Commanders Brief

As Dunco's oldest son your objective is to get to Runsinane, ensure your father's murder is avenged and claim the crown which is rightfully yours. To this end you must try to conserve your forces in the two preliminary battles and make sure you stay alive long enough to ascend the throne.

Loch Lorm: The McCoughlagans are desperate for a drink; you cannot possibly stop them attacking the distillery. Accepting this, your aim is to capture enough alcohol to keep the clansmen happy with as few casualties as possible.

Dungal Hill: At Dungal you are to meet up with Sir John Quicksure and Dart, the Earl of Hark Ness before moving on to attack McDeath's Castle. The way is blocked by McDeath's lieutenant, the evil Een McWrecker. If possible McWrecker should be slain and his forces dispersed. This, though, is only of secondary importance, and if McWrecker can't by beaten, try to by-pass his army and force a way through to Runsinane.

Runsinane Castle: McDeath holds your younger brother captive. He may well try to use Charles as a hostage or even just kill him out of spite. You must try to free Charles and then ensure that McDeath is slain.
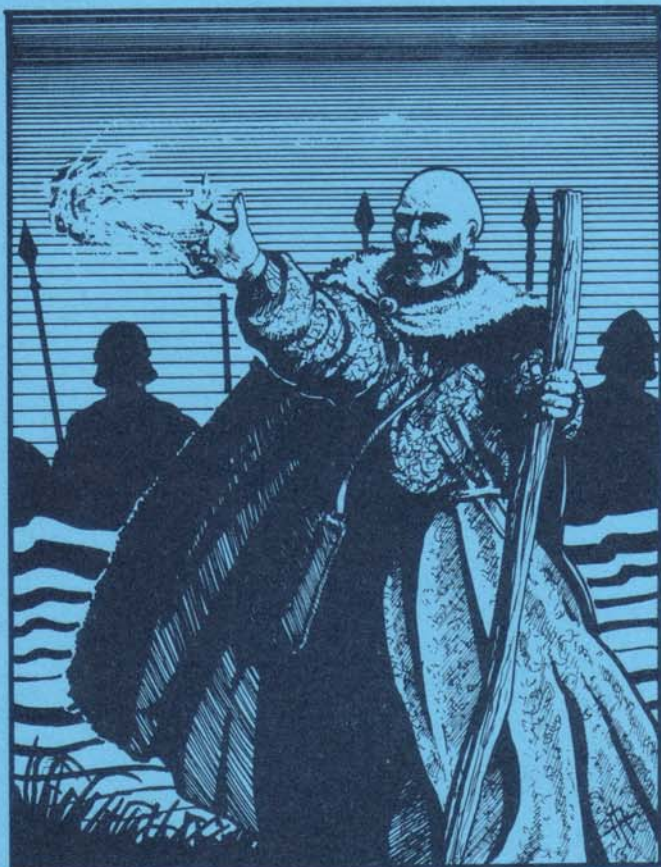
Profiles are as follows:
Prince Donalbane - Heir to the Throne

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9

Donalbane wears full plate armour giving an armour saving throw of 5 or 6. There is a movement penalty of ½" for armour encumbrance. He is armed with a two-handed sword.

Mergrey Calchoner - King Dunco's Court Magician

Magician Level:3. Constitution points:23.

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10

Mergery does not wear armour and is armed only with a dagger. He can cast the following Battle Magic spells:

1.1 Aura of Resistance
1.4 Fireball
2.7 Mystic Mist
2.8 Smash
3.1 Animate Sword

Dokko McCoughlagan - Clan's Laird

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	9	9	9	9

Dokko carries a shield, giving an armour saving throw of 6. He is armed with a sword.

McCoughlagan Clansmen - 30 Warriors

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

The Clansmen carry shields, giving an armour saving throw of 6. They are armed with swords.

They are also equipped with battle-rattles and are well versed in a number of horrendous, unrepeatable war cries. Either of these is enough to cause *Fear* in human-sized opponents. it takes a successful leadership test to keep the clansmen quiet whenever they are within 15" of an enemy.

They are subject to *alcoholism*, but need no test at Loch Lorm. They must be tested at the subsequent battles if they manage to capture any of the Keyler's malt.

The Clansmen can be organised into any number of regiments at the player's discretion, but no regiment may be smaller than five models. Personality models may fight independently or be assigned as regimental commanders.

THE CLAN McEWMAN AT WINWOOD HARBOUR AND RUNSINANE CASTLE

Commanders Brief

You are Julia, Laird of the McEwmans, a selfish, headstrong, ruthless and ambitious lady. As part of the Alliance of the Just you are landing at Winwood Harbour before moving on to Runsinane Castle, home of the tyrant McDeath. Unbeknown to your clansmen or allies, you are the illegitimate daughter of the late King Dunco. The campaign is your only opportunity to overthrow McDeath and possibly seize the throne of East Albion.

Winwood Harbour: Mc D Day was carefully selected. The landing takes place on the games day of your clan's worst enemies, the McArnos. They are playing against the Clan Greevant who recently staged a humiliating graffiti raid on Castle McEwman. This is your big chance to avenge the insult and settle old scores. You can expect to take your opponents by surprise and win a quick, decisive victory.

Bear in mind that this battle is only an overture, the real work is to be done at Runsinane Castle. Try to keep your losses to a bare minimum. If the fighting goes badly it would be better to break off and head towards Runsinane than to see your forces seriously depleted.

Runsinane Castle: Your personal objective is simple, to become Queen of East Albion. Obtaining the goal will not be so simple. Obviously McDeath must be killed, although you don't care by whom. Then Donalbane and Charles, Dunco's sons, must also die. Donalbane is leading one of the forces in the assault, Charles is McDeath's prisoner somewhere in Runsinane. If these two don't die in the fighting, you will have to murder them. Your clansmen are fanatically loyal, so you can count on their support. If you do have to kill the two princes, there must be no witnesses. If anyone but a McEwman sees a murder, they too must be slain.

Once all the other claimants are dead you must prove your ancestry. This can only be done by finding certain of King Dunco's letters which you know to be kept in a chest in the Royal Treasury. The treasury is situated in a room beneath the Martin Tower.

Profiles are as follows:

Julia McEwman - Clan's Laird

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	5	2	8	8	8	8

Julia wears chainmail armour and carries a shield, giving a saving throw of 5 or 6. There is also a movement penalty of ½″ for armour encumbrance. She is armed with a mace.

Juggo Joriksonn - Julia's Bodyguard

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	6	5	4	5	2	5	2	10	8	10	10

Juggo does not wear armour. He carries a two-handed battle-axe and is subject to *alcoholism* and *frenzy*.

Fergus McEwman - Sergeant at Arms

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	5	5	2	3	1	8	7	7	7

Fergus is six and a half feet tall and built like an outhouse. His size and terrifying aspect are enough to cause *Fear* in all ordinary sized people. Fergus carries a shield giving an armour saving throw of 6. He is armed with a sword.

McEwman Clansmen - 40 Warriors

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

The Clansmen carry shields giving an armour saving throw of 6. They are armed with swords.

The Clansmen are subject to *Hatred* of the McArnos and the Greevants. They may be organised into any number of regiments, in multiples of 5.

ARKA ZARGUL'S DWARF MINERS AT DUNGAL HILL AND RUNSINANE CASTLE

Commanders Brief

Dungal Hill: Your miners have been trapped beneath the earth ever since McDeath sent Een McWrecker to enslave and exploit the free people of Dungal Hill. Yesterday a message was smuggled into the mine. It told of an army assembling to overthrow McDeath. Part of the army, led by Dunco's son Donalbane was said to be marching towards Dungal.

Now you can hear the Orcs' alarm bells ringing: Donalbane must have arrived. As soon as you can smash your way out of the boarded-up mine entrance you will be able to extract your revenge. Your first objective is clear, to slay McWrecker and liberate the citizens of Dungal. This will be no easy task as McWrecker is a powerful magician. An important secondary objective is to recover the Miners' Gold seized when Dungal was taken. There were three small chests of gold, these are probably hidden somewhere in the settlement.

Runsinane Castle: You have agreed to join the nobles in their assault on Runsinane Castle, even though you have no sympathy for them or their feudalist values. However much you would like McDeath deposed, the victory would be a hollow one if he were replaced by yet another despotic exploiter of the working people. If McDeath and Dunco's sons were slain there would be no-one left with a claim to the throne. There would be nothing to stop you proclaiming yourself leader of a new people's republic.

If this cannot be done, something can be salvaged from the battle. The royal treasure is housed in a room beneath the Martin tower. Capturing this would be a mighty blow for the cause of the common man.

Arka Zargul - Miner's Leader

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	6	5	4	5	2	4	2	10	9	10	10

Arka Zargul wears chainmail armour, giving a saving throw of 6. He is armed with a magical warhammer. The hammer's magical attributes are *Wound Gain, Leadership Gain, Will Power Gain* and *Mighty Strike*.

Dwarf Miners - 9 in regiment

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

The Miners wear chainmail armour, giving a saving throw of 6. They are armed with warhammers. They fight as a single regiment.

A

B

C

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E

BATTLE BANNERS OF THE ALLIANCE

A   Hark Ness

B   Donalbane

C   Swiftsure

D   Zargul's Dwarf Miners

E   McEwman

McDEATH'S GARRISON AT RUNSINANE

Commanders Brief

Word has arrived of an army gathering under the standard of Prince Donalbane, King Dunco's oldest son and rightful heir to the throne. This is causing consternation amongst your troops but you have no cause to worry. The three witches foretold that you could not be slain by any "man of woman born" nor vanquished "until great Klinty's Wood, to high Runsinane Hill shall come against you". Two days ago your scouts spotted a large number of troops gathering in Bolland Glen. Last night a group of your advisors were discovered plotting to leave the gates unbolted ready for an attack this morning. You wake up knowing the attack is about to take place but still confident in the witches' predictions. Your confidence is shattered when you look out of the windows to see the Castle surrounded by trees. The new forest stretches to the horizon; Klinty's Wood has come to Runsinane Hill, but still you should have nothing to fear from an army of men, all of whom must be 'of woman born'.

By now you are beginning to be sick of death and murder, you *must* explain the prophesy to your first potential combat opponents and allow them to back down should they so wish. Once you have done this three times or more you are released from the obligation.

Profiles are as follows:

King McDeath - Tyrant of East Albion

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9

McDeath wears full plate armour and carries a shield, giving a saving throw of 4, 5 or 6. There is also a movement penalty of 1" for armour encumbrance. He is armed with a Magic Sword. The sword's magical attributes are *Will Power Drain*, *Resist Fire* and *Talking Weapon*. Whenever the sword is drawn it will begin incessantly repeating random extracts of the witches' prophesy.

Lady McDeath - Queen of East Albion

Wizard level: 1. Constitution points: 10

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	7	7	8

Lady McDeath does not wear armour, she is armed with a dagger. She is an Illusionist magician and can cast the following spells:

Battle Magic
1.4 Fire Ball

Illusionist Magic
1.2 Bewilder Foe
1.5 Clone Image
2.8 Confound Foe

Banquo - McDeath's lieutenant

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1*	7	7	7	7

Banquo is sword armed and carries a shield, giving an armour saving throw of 6. He is subject to *Frenzy* and when frenzied makes a total of *four* attacks. These are two sword attacks, one headbutt attack and one kick attack. Banquo headbutts and kicks using his normal characteristics; there are no penalites for fighting unarmed.

Spot - Lady McDeath's Chaos Hound

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	5	4	4	4	2	6	3*	2	5	8	10

Spot has Iron Hard Skin, giving a saving throw of 5 or 6. He has two heads and a poisonous scorpion-like tail. Each head makes one *bite* attack, the tail makes one *poison* attack which may be to the front or sides only. Both heads breathe fire. The fire affects a cone 6" long, 2" wide at the top and originating from the creature's mouth. Anyone in the affected area automatically suffers D6 points of fire damage, there is no need for throws to hit. Spot may not breathe fire in combat and a head cannot make both fire and bite attacks in the same turn.

Spot obeys Lady McDeath. He can understand simple commands such as 'stay', 'fetch', 'follow', 'out, out!' and 'kill!'.

Mogro Neckbreak - Head Guard Orc

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	1	3	1	7	5	7	7

Mogro wears chainmail armour and carries a shield, giving a saving throw of 5 or 6. There is also a movement penalty of ½" for armour encumbrance. He is armed with a mace and carries the keys to the four cells and Prince Charles' manacles.

Orc Guards - 30 Warriors

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	5	7	7

The Orcs wear chainmail armour and carry shields, giving a saving throw of 5 or 6. There is also a movement penalty of ½" for armour encumbrance, conferring a movement allowance of 3½". They are armed with a variety of hand weapons.

Goblin Archers - 20 Warriors

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	2	1	5	5	5	5

The Goblin Archers do not wear armour. They are armed with shortbows and daggers.

EEN McWRECKER'S ORCS AT DUNGAL HILL

Commanders Brief

The governorship of Dungal has not been as profitable as it could have been, thanks to the irritating Arka Zargul and his striking miners. The miners have stubbornly stayed down the mine and refused to do any work, thus depriving you of the substantial profits from the sale of the silver. Now your position seems in jeopardy. Rumours abound of an army moving up from the south, threatening to depose your master, King McDeath. The forces at your disposal are considerable, as are your own magical powers; hopefully you can hold the settlement against any incursion. Should you fail, McDeath will be extremely unhappy with you. If you are forced to retreat, it would be best to do so by the roads towards Loch Lorm or Hark Ness; going back to Runsinane Castle would be a bad idea.

All the money you have made while ruling in Dungal, including the massive treasure of the Dwarf Miners, is stowed in the lower floor of the Windmill. If you retreat, take it with you.

Profiles are as follows:

Een McWrecker - McDeath's lieutenant

Wizard level 3. Constitution Points : 30

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10

McWrecker does not wear armour. He is armed with knives and throwing knives and can cast the following spells:

1.4	Fire Ball	3.3	Cause Cowardly Flight
1.8	Steal Mind	3.4	Cause Stupidity
1.10	Wind Blast		
2.1	Aura of Protection		
2.3	Cause Hatred		
2.5	Hold Flight		

Raybees - McWrecker's Halfling Valet

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	3	5	3	2	1	6	1	6	7	6	8

Raybees does not wear armour, he is armed with a dagger. Raybees must always attempt to remain within 4" of McWrecker.

Markul Grimmock - Giant repairman

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	3	7	7	6	2	5	6	4	6	6

Markul Grimmock does not wear armour, he is armed with a club. Grimmock is subject to *alcoholism* and *stupidity*. For rules on Giants, see page 26 of the Battle Bestiary, Book 3 of Warhammer.

Orcs - 40 Warriors

Characteristics

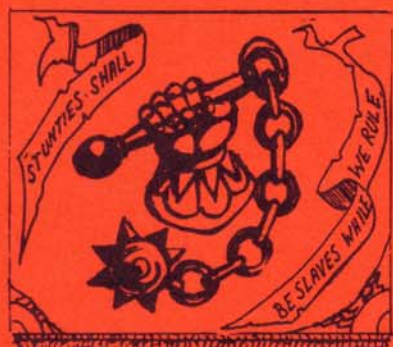| M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	5	7	7

The Orcs wear chainmail armour and carry shields, giving a saving throw of 5 or 6. Twelve are armed with crossbows and daggers, the remaining twenty-eight are armed with a variety of hand weapons. There is also a movement penalty of ½" for armour encumbrance, conferring a movement allowance of 3½". The Orcs in Dungal Hill should be organised into Regiments of 10 or more models.

Goblin Archers - 15 warriors

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	2	1	5	5	5	5

The Goblin Archers do not wear armour. They are armed with shortbows and daggers.

THE KEYLER MALTERS AT LOCH LORM

Commanders Brief

A wagon load of finest whisky is ready for despatch to the Court of King McDeath when your troublesome neighbours, the McCoughlagans appear. The whisky is the product of several months toil, and the payment for it is badly needed to stave off various creditors. At this moment it is worth as much to you as the distillery itself. There are twelve barrels of the brew in the storehouse along with twelve empty barrels. You must keep them out of the McCoughlagan's hands, either by holding the distillery or taking them off-table in the dray.

You must also avoid making any excessively loud noises as they could well attract the Loch's ageing but still fearsome monster.

Profiles are as follows:

Brooben Keyler - Head Malter

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	3	1	9	8	7	6

Brooben is portly and congenial. He carries a shield giving an armour saving throw of 6. He is armed with a magical curved sword, a family heirloom of Clan Keyler. The weapon, known as the Malter's Falchion, has the magical attributes of *Wound Gain, Leadership Gain, Strength Drain* and *Breathe Underwater.*

The Maltmen - 16 Warrior-workers

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

The Maltmen carry shields giving an armour saving throw of 6. They are armed with clubs and slings. They can be organised into any number of regiments, with a minimum strength of five models.

The Dray

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	4	5	3	0	*	*	*	*

* As crew ...

The Dray is pulled by two horses, has a maximum crew of 3 and is treated as a chariot. It attacks and suffers damage as described on page 53 of *Combat*, Book 1 of Warhammer. The Dray counts anything other than a road as difficult ground and cannot enter woods, cross obstacles or reserve move. It is also very noisy unless moved slowly.

THE CLAN GREEVANT AT WINWOOD HARBOUR

Commanders Brief

Your Clan are in Winwood for the annual Games against the Clan McArno. The Games' rules dictate that both Clans deposit their weapons under lock and key before play commences. The McArnos have accused your clan of cheating, saying your Clansmen are wearing underwear. They should die for that; as soon as a chance arises, go for them!

Greevant Clansmen - 12 Warriors

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

The Clansmen begin the game without armour and armed with *broken bottles*. Three are also armed with cabers another three are armed with shots (see Special Rules). Caber and shot armed clansmen may operate independently, the remaining Clansmen should be organised into a single regiment.
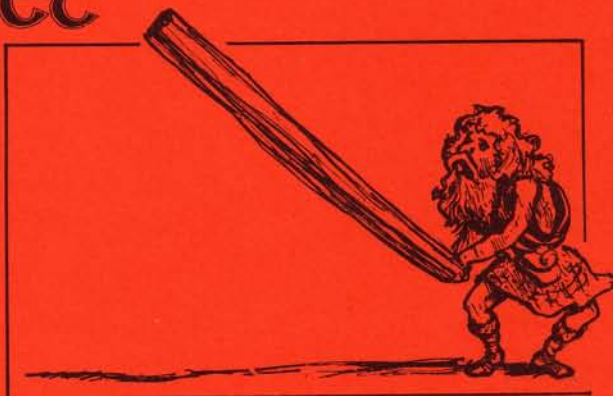
The profiles for the Clan Greevant are as follows:
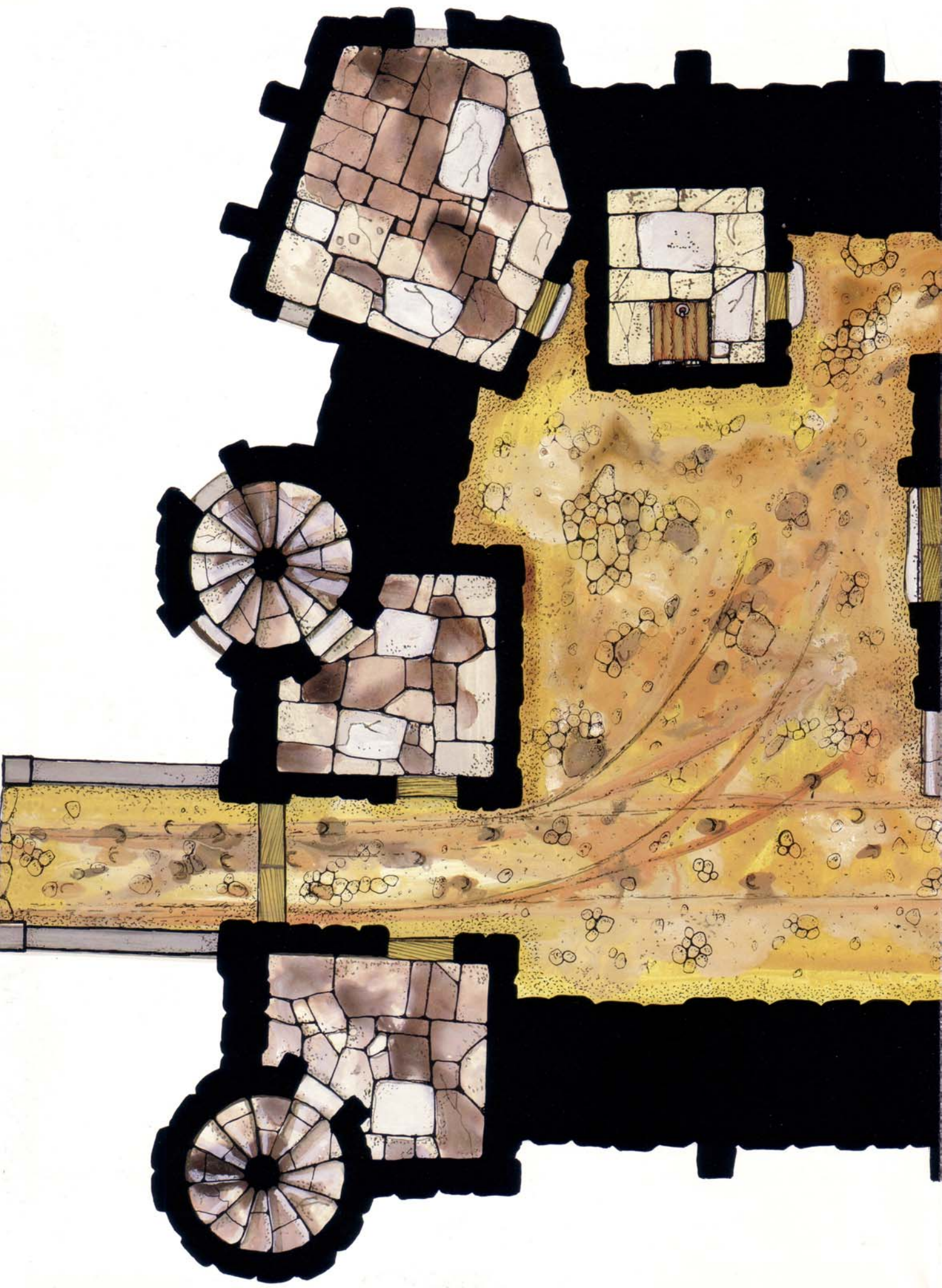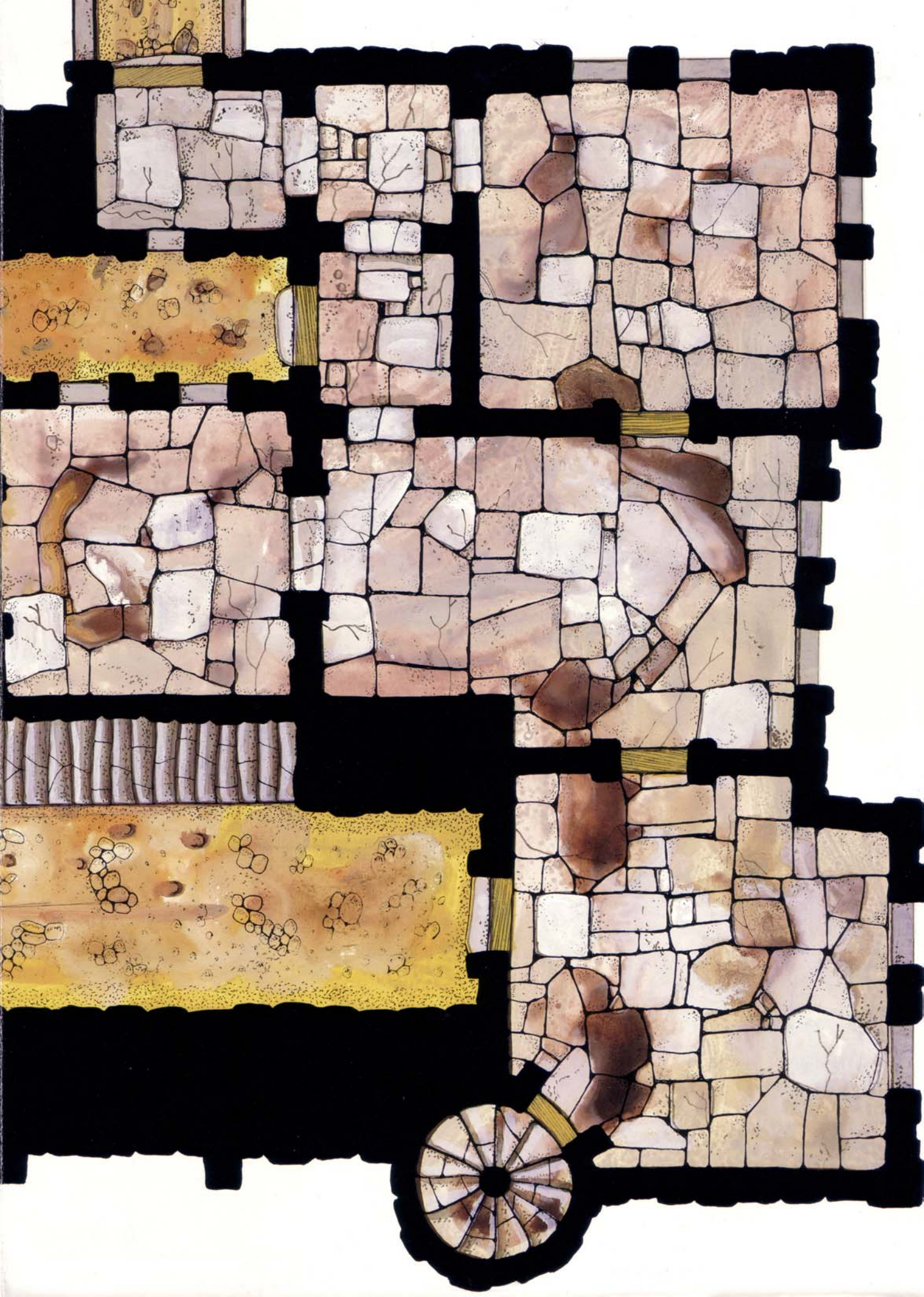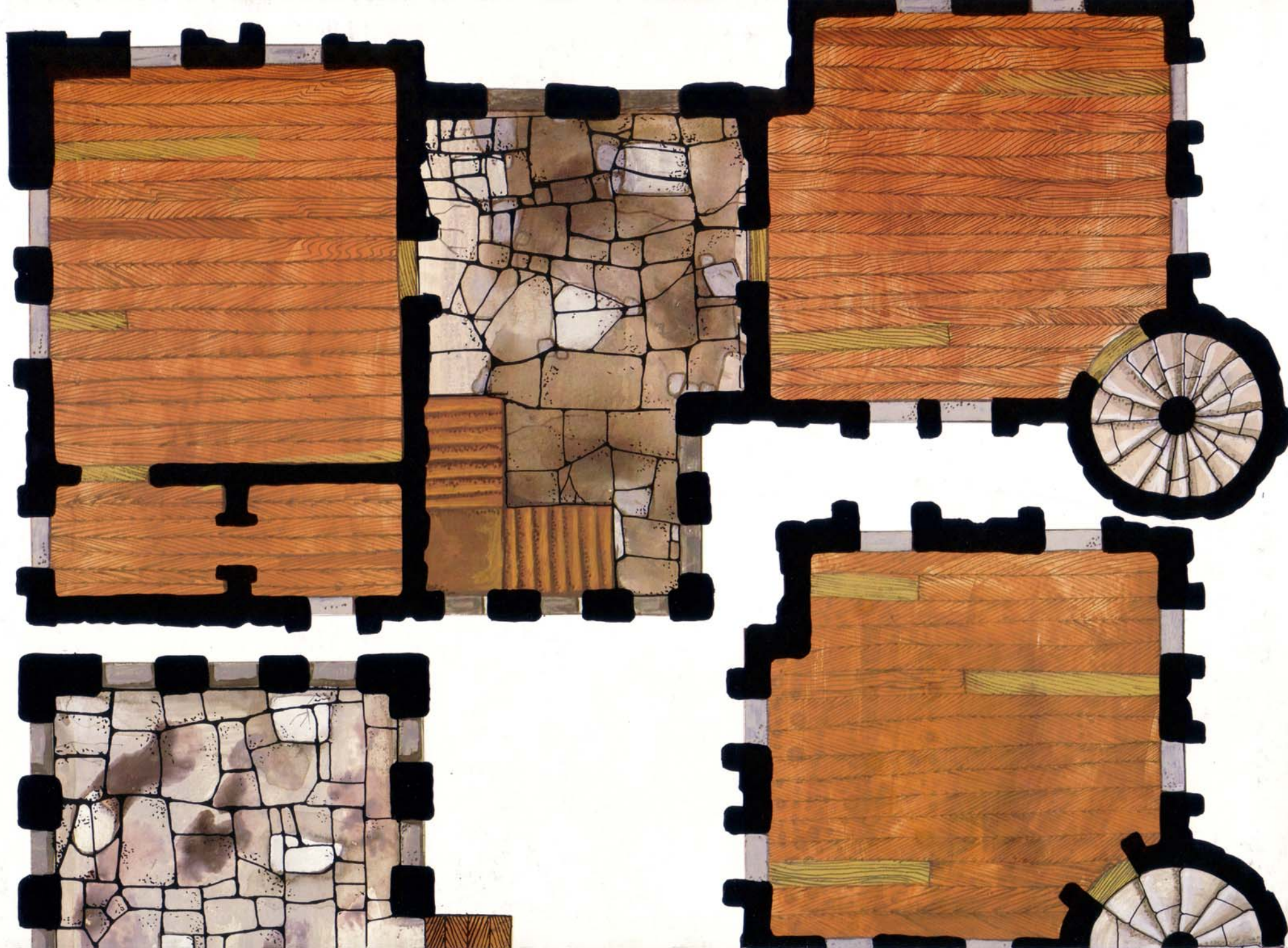
Richard Greevant - Clan's Laird

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8

Richard Greevant begins the game without armour and armed with *broken bottles*.

Command Sheet

Commanders Brief

Today, the annual Games against the Clan Greevant are being held. Your clan and theirs are gathered at opposite ends of the games' pitch, just outside Winwood. An unwritten rule of the event is to lock away all weapons until the games are over. You are beginning to see the sense in this. The clans have fallen out over accusations of cheating; tempers have been lost and insults are flying. It seems certain a fight will ensue when you see figures emerging from the village and the Innkeeper rushing across the fields. Even from this distance you can recognise the distinctive tartan of the McArno's arch-enemies. The shouts of the Innkeeper confirms your fears - "The McEwmans! The She-dog! Beware, the McEwmans are coming!". A deepening sense of dread settles on your shoulders. The Greevants are menacingly brandishing broken bottles; the McEwmans have invaded and your arms are in the village, now beyond reach.

The profiles for the Clan McArno are as follows:

Kit McArno - Clan's Laird

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	4	2	8	8	8	8

Kit McArno begins the game without armour and armed with *broken bottles*.

McArno Clansmen - 12 warriors

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

The Clansmen begin the game without armour and armed with *broken bottles*. Three are also armed with cabers another three are armed with shots (see Special Rules). Caber and shot armed clansmen may operate independently, the remaining Clansmen should be organised into a single regiment.

A

B

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D

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F

BATTLE BANNERS OF McDEATH

- A McWrecker
- B McDeath
- C Keyler Malters
- D Goblins
- E McArno
- F Greevant

PRIVATE

NOTICE

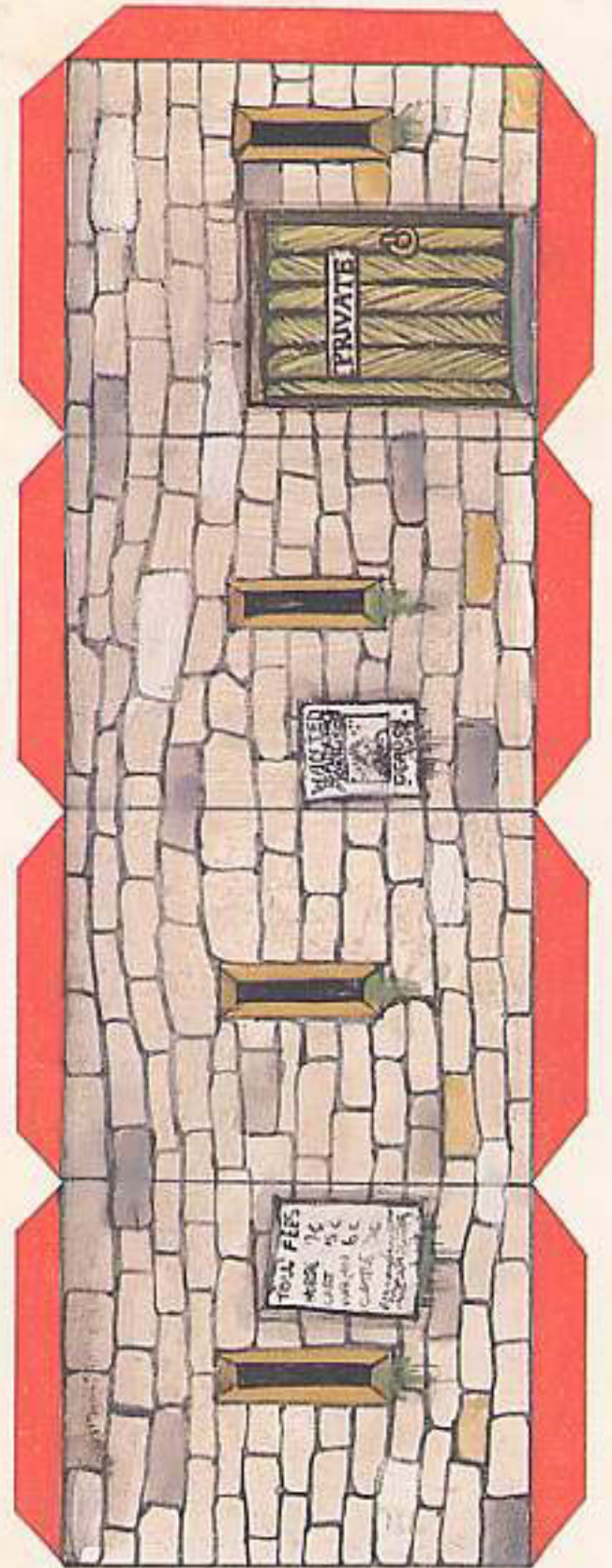TOLL FEE
HORSE
CART
WAGON
CATTLE

PRIVATE

KEEP OUT

TOLL FEES
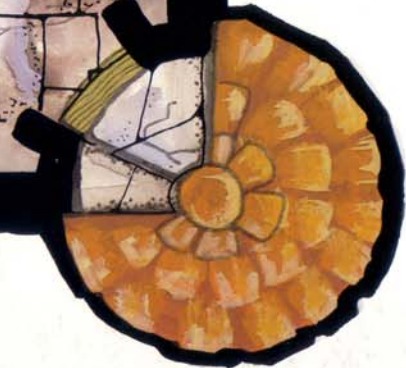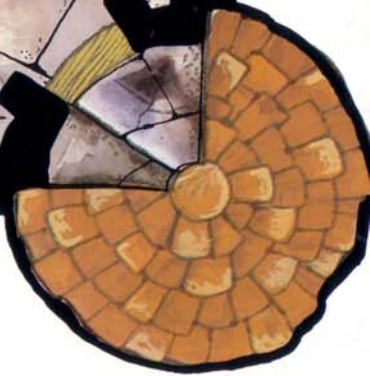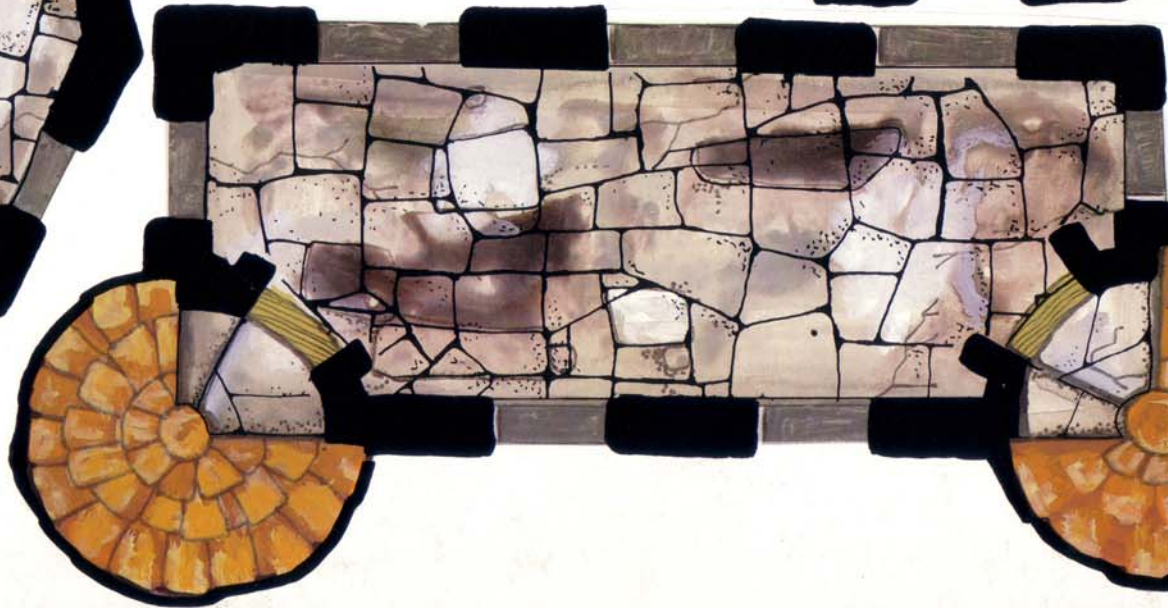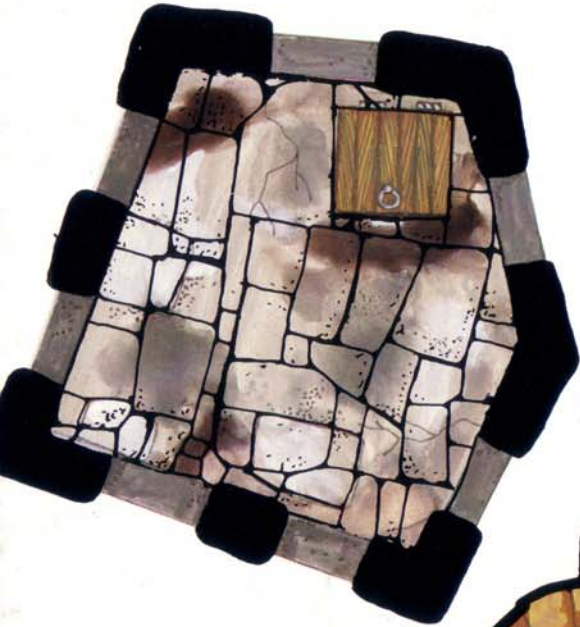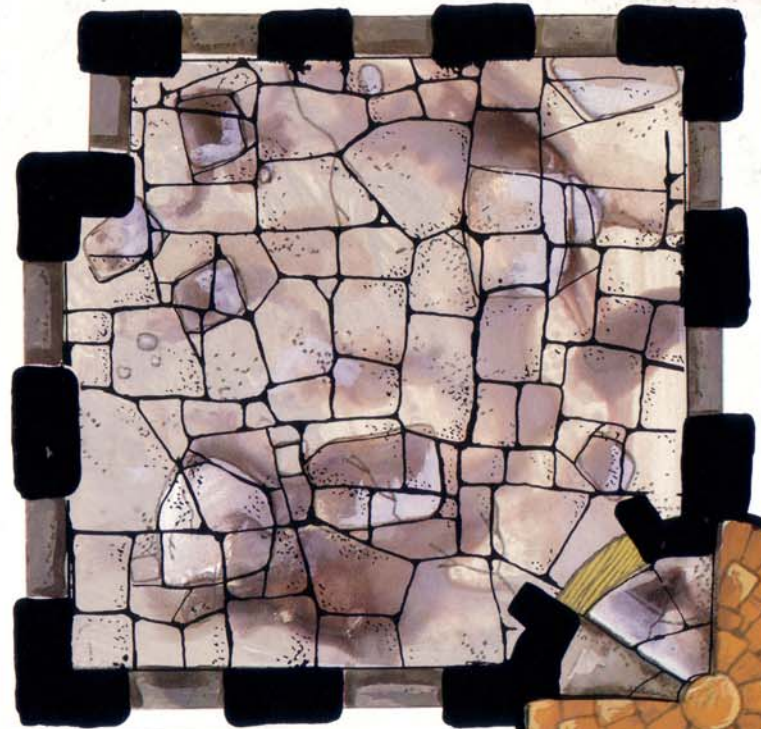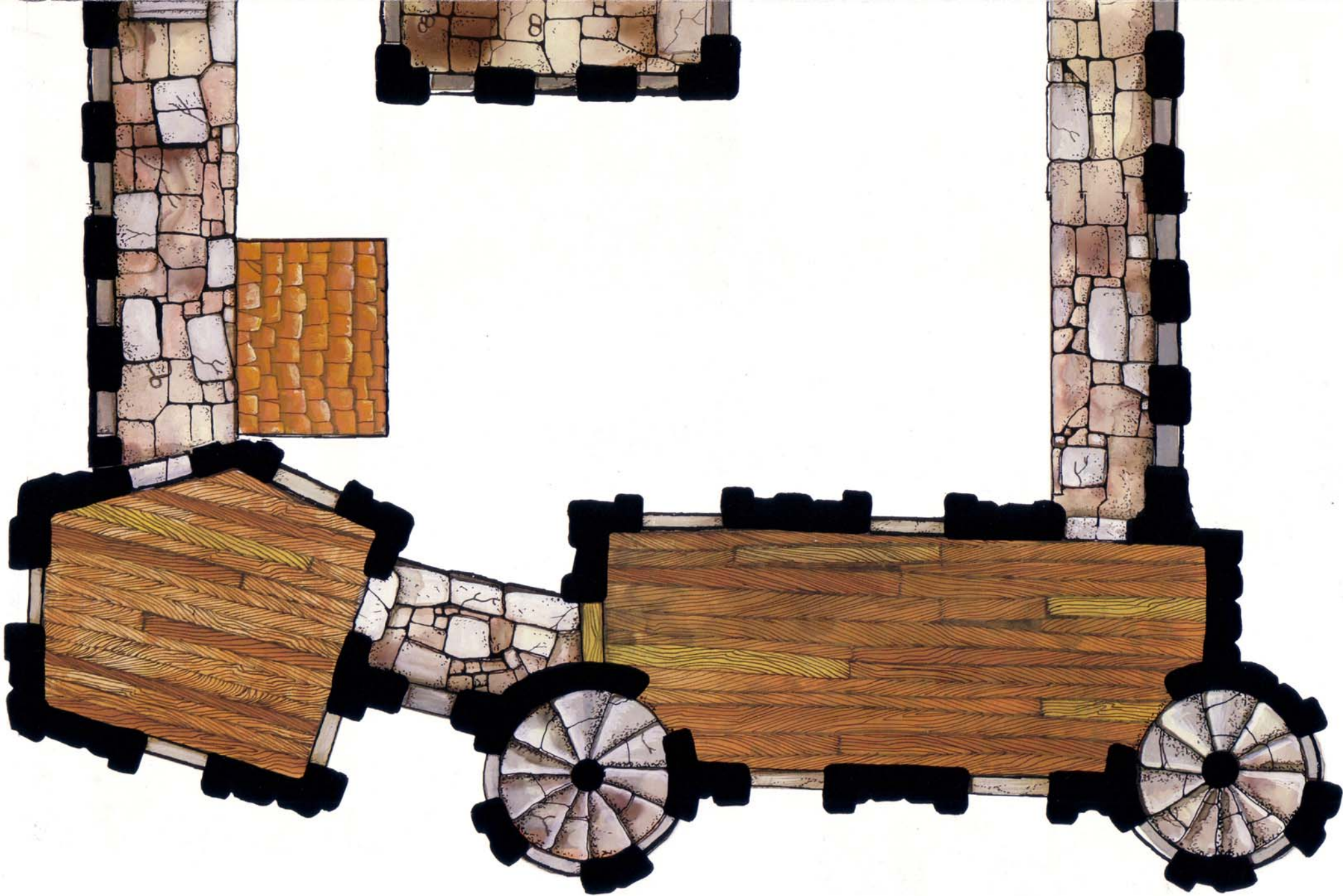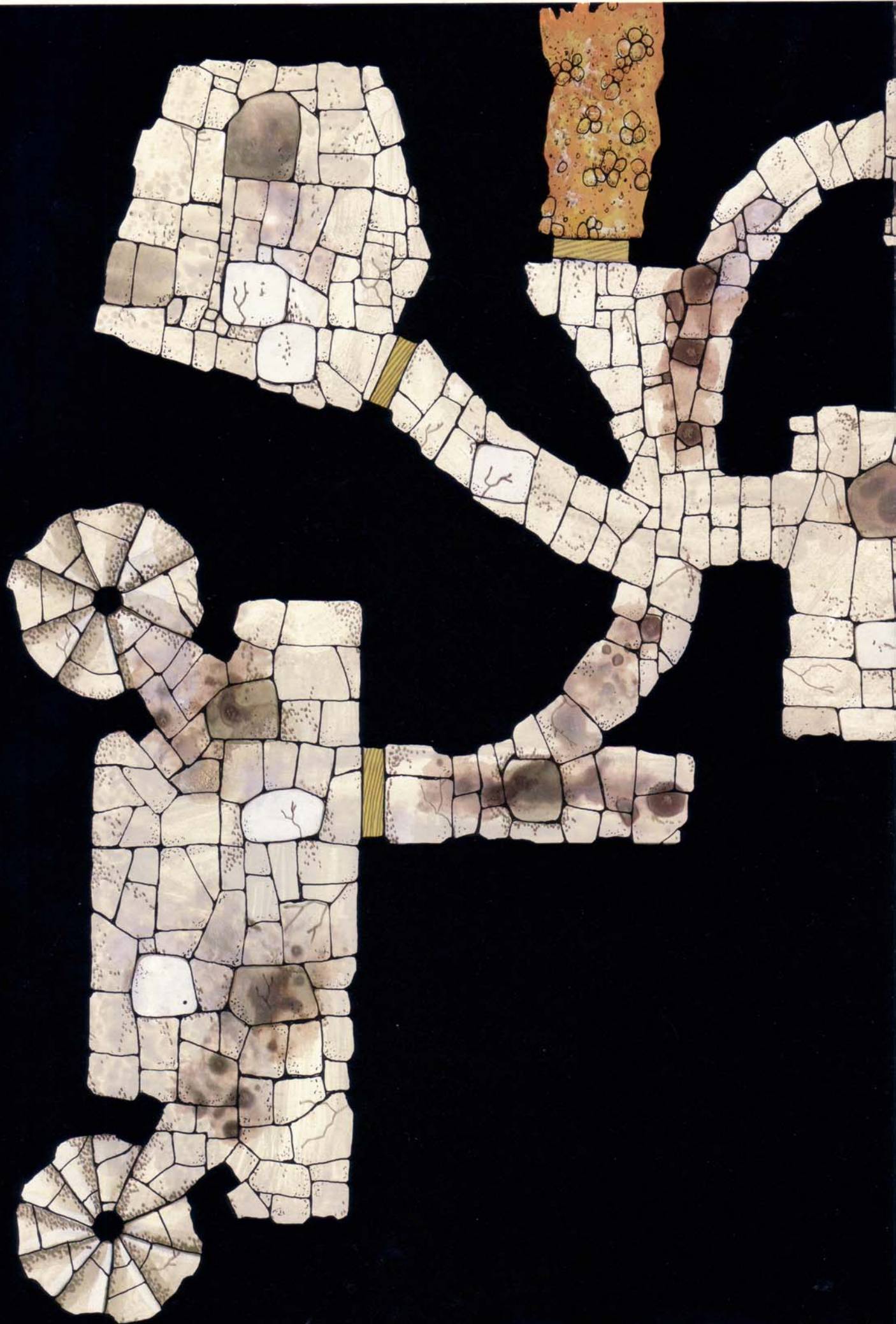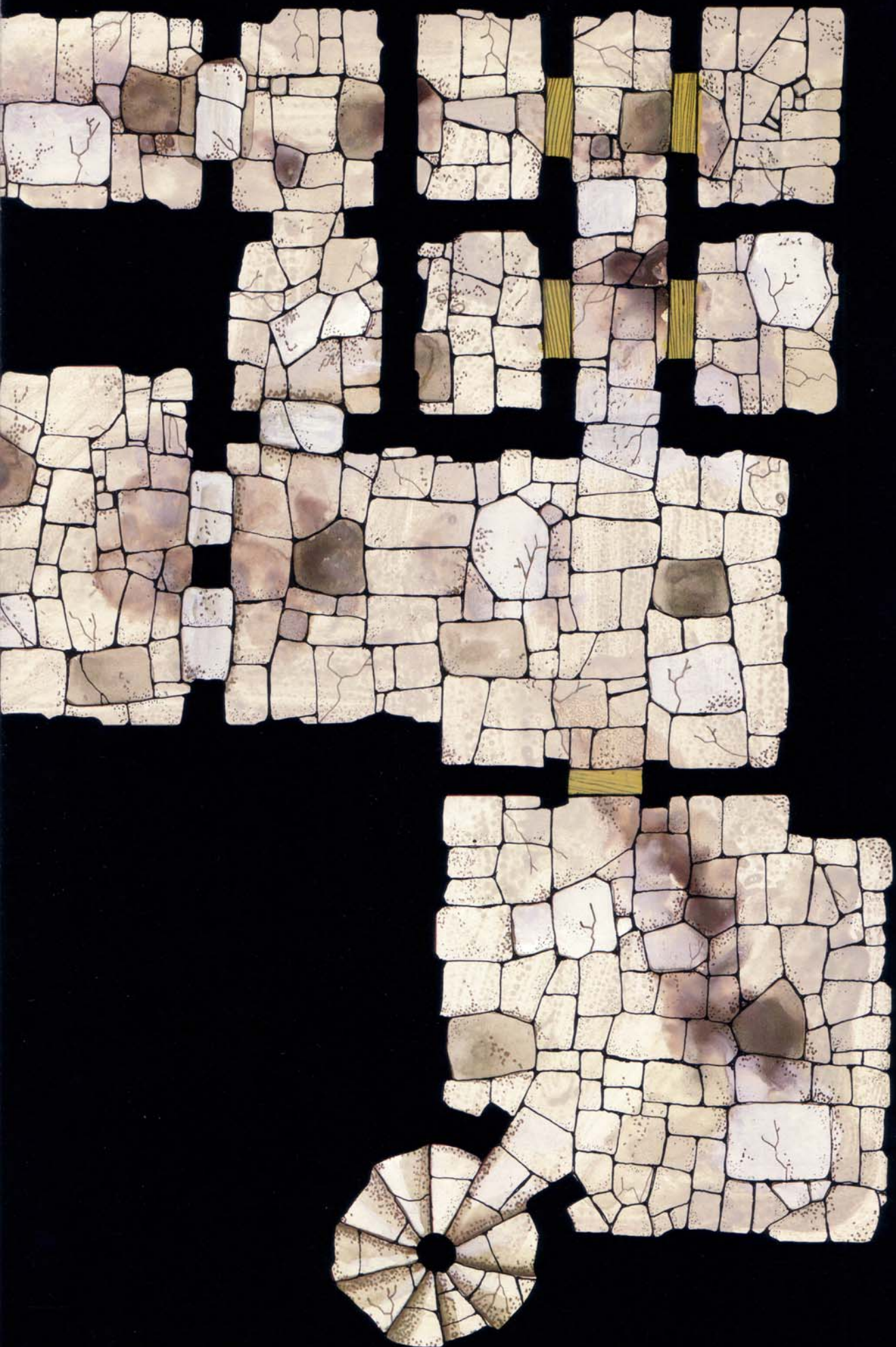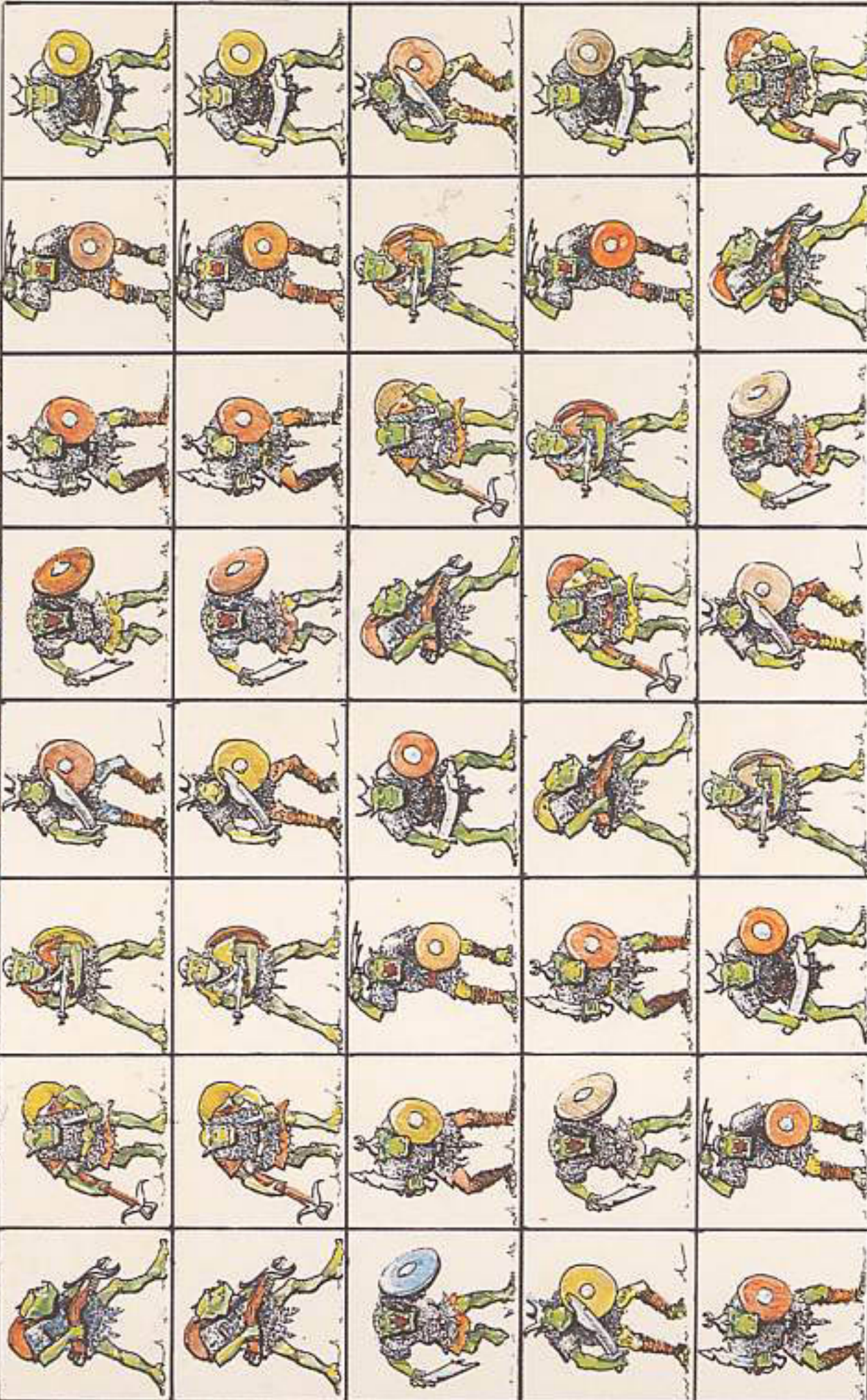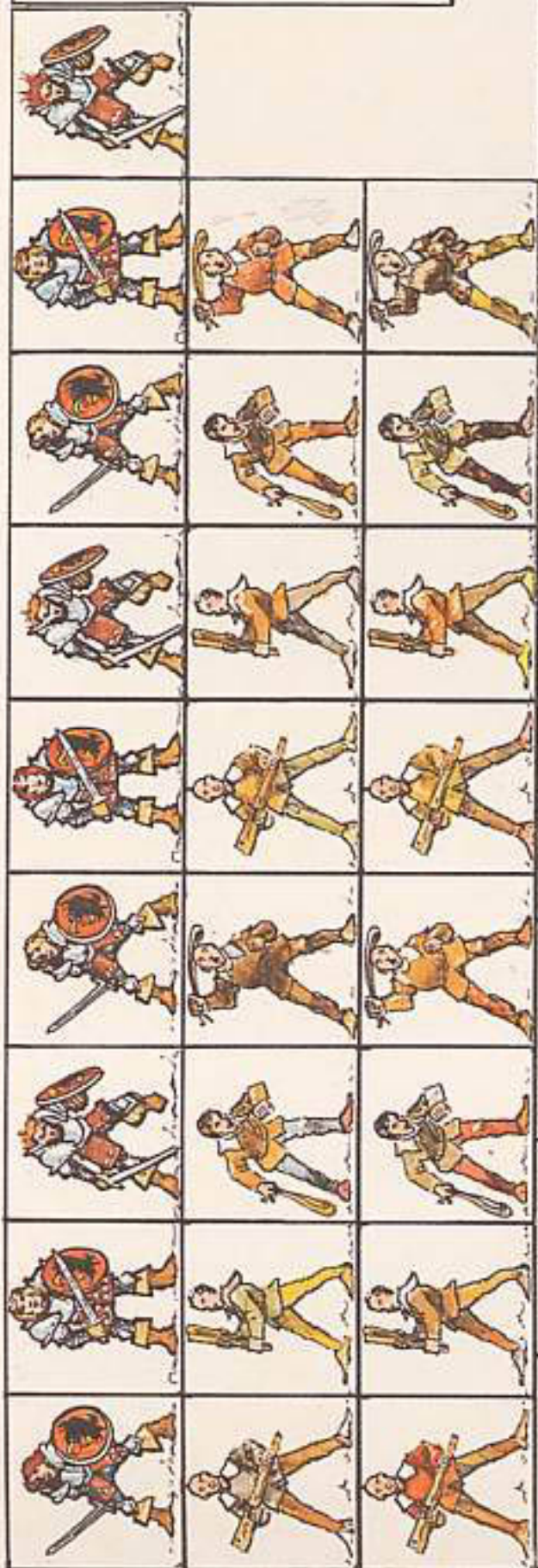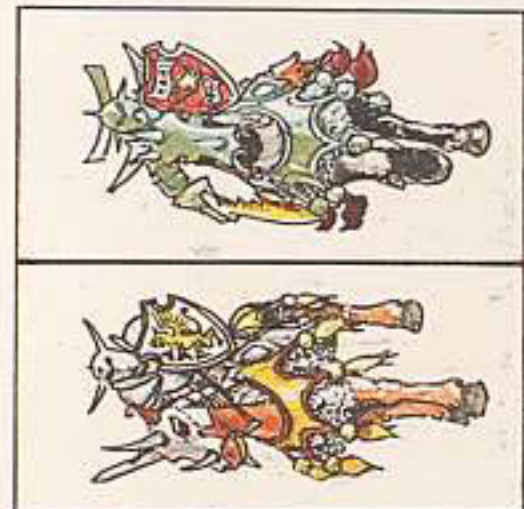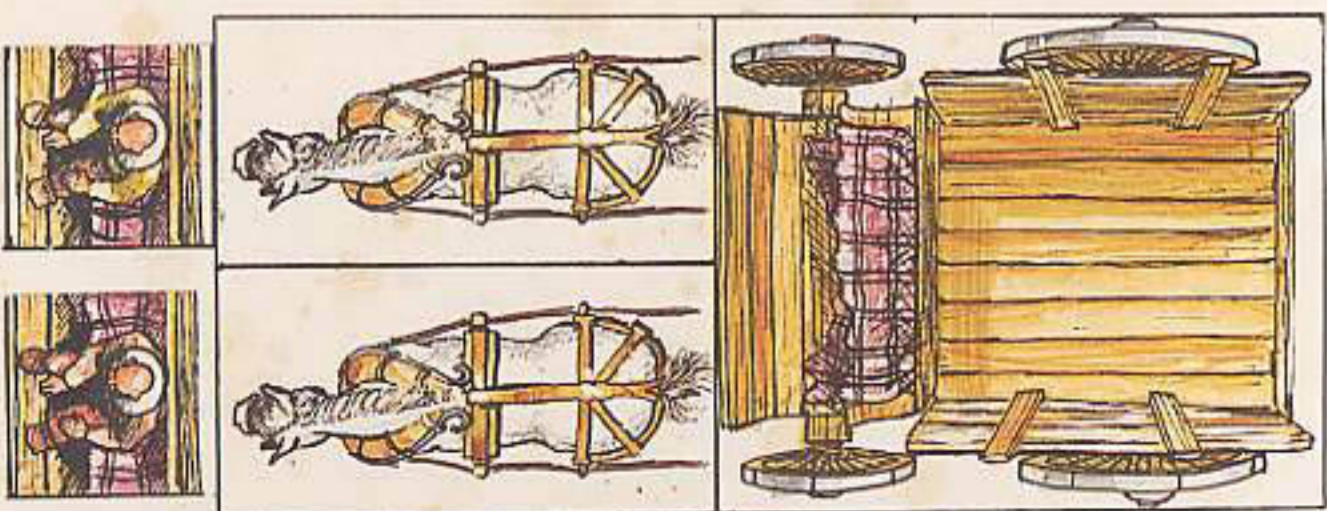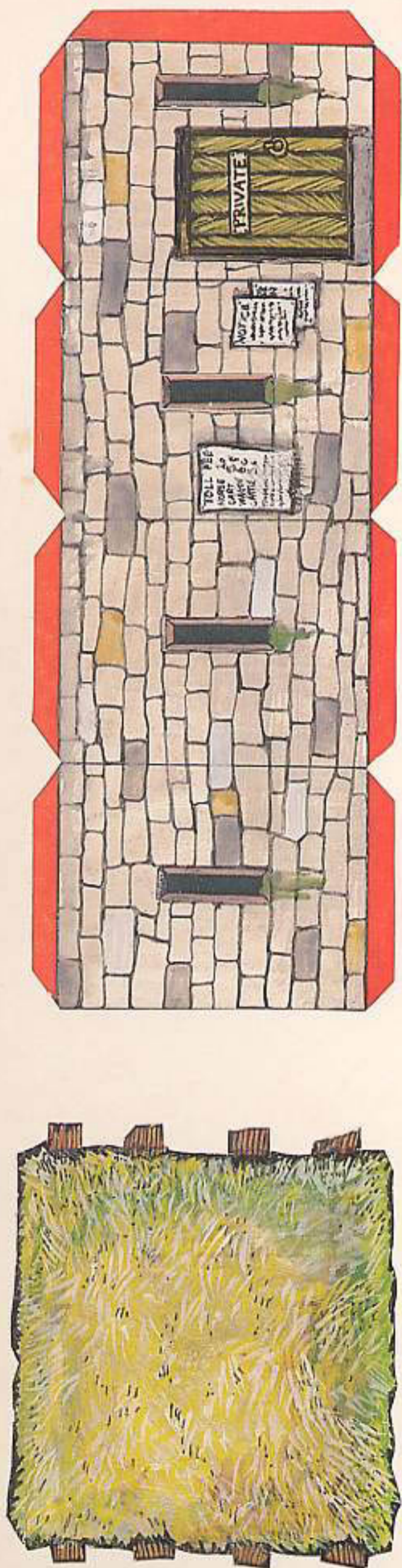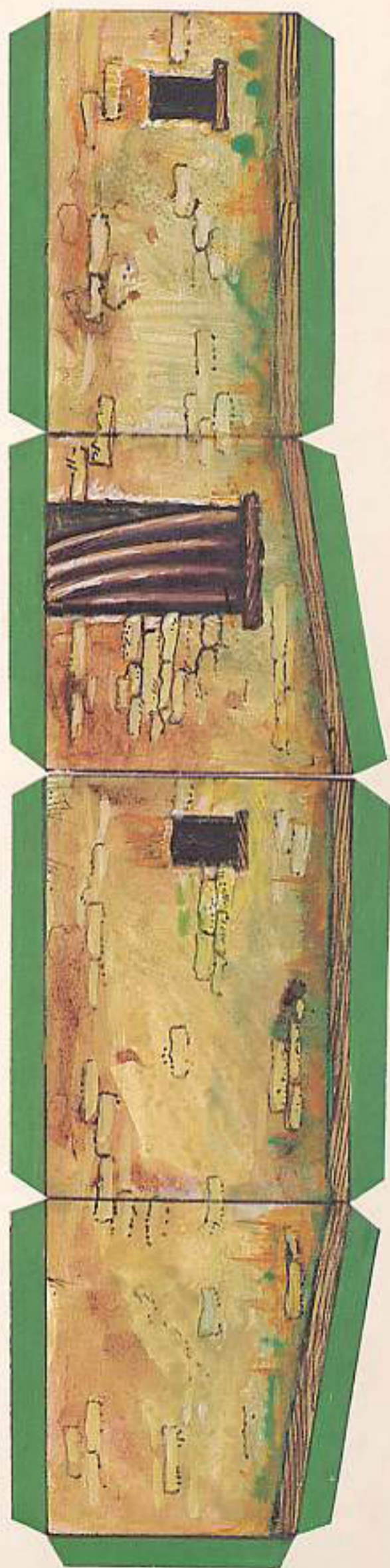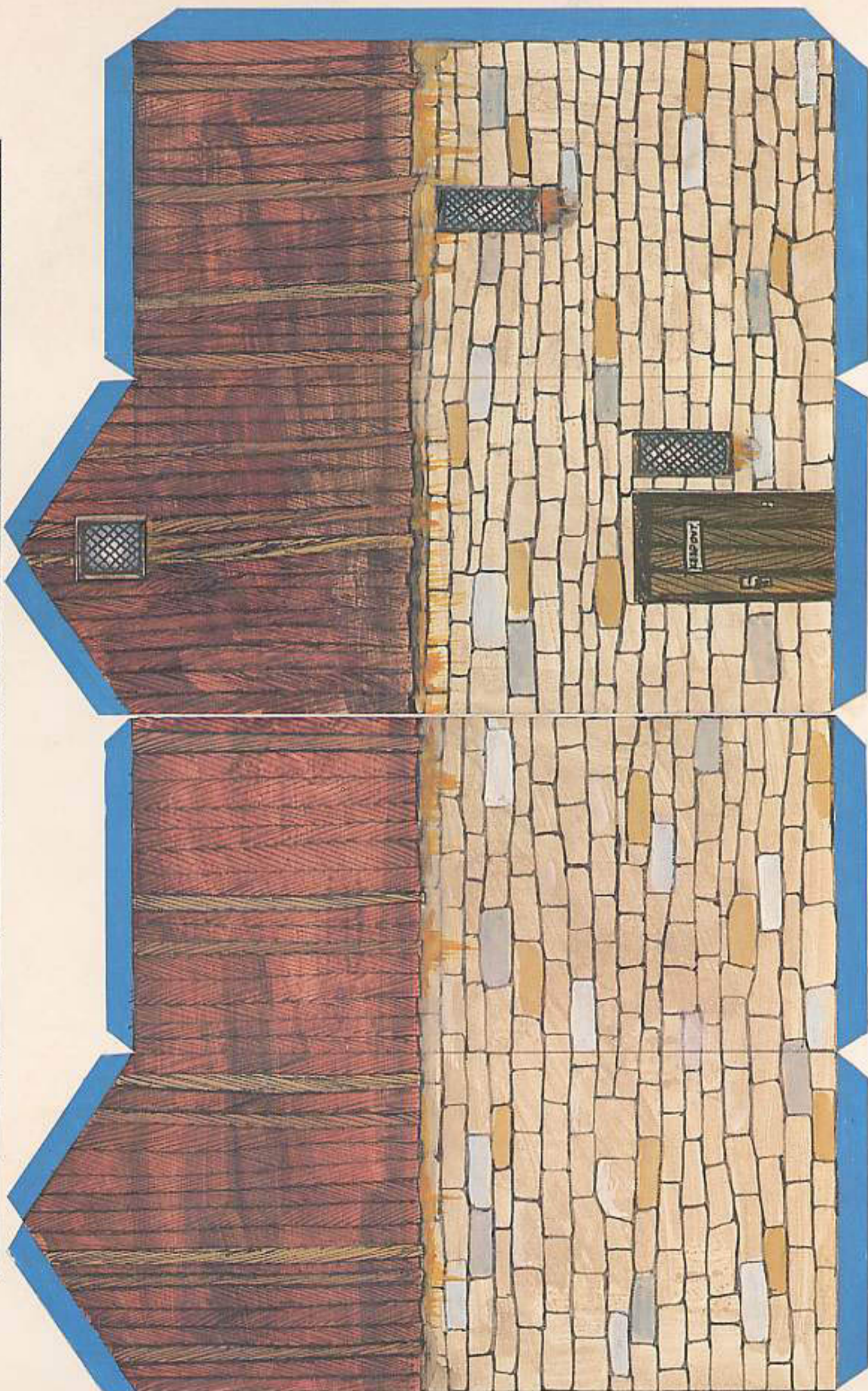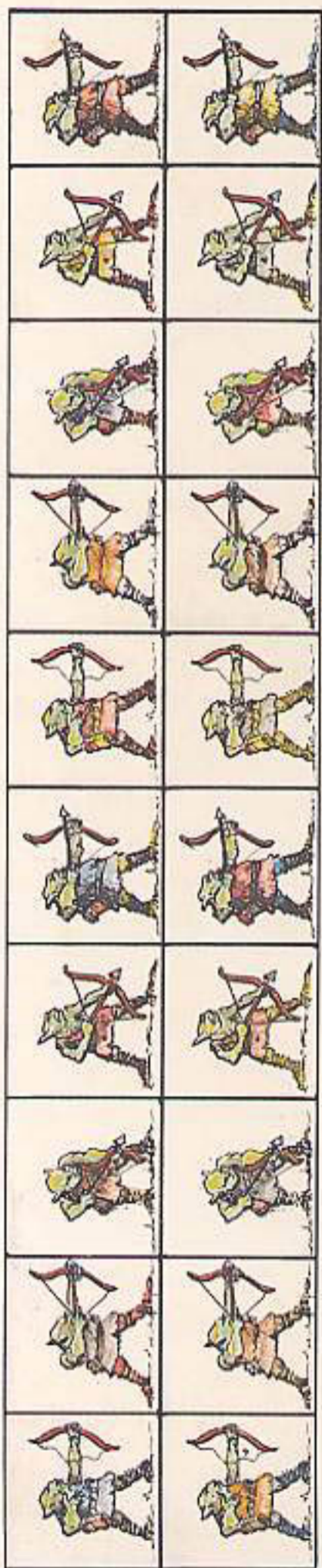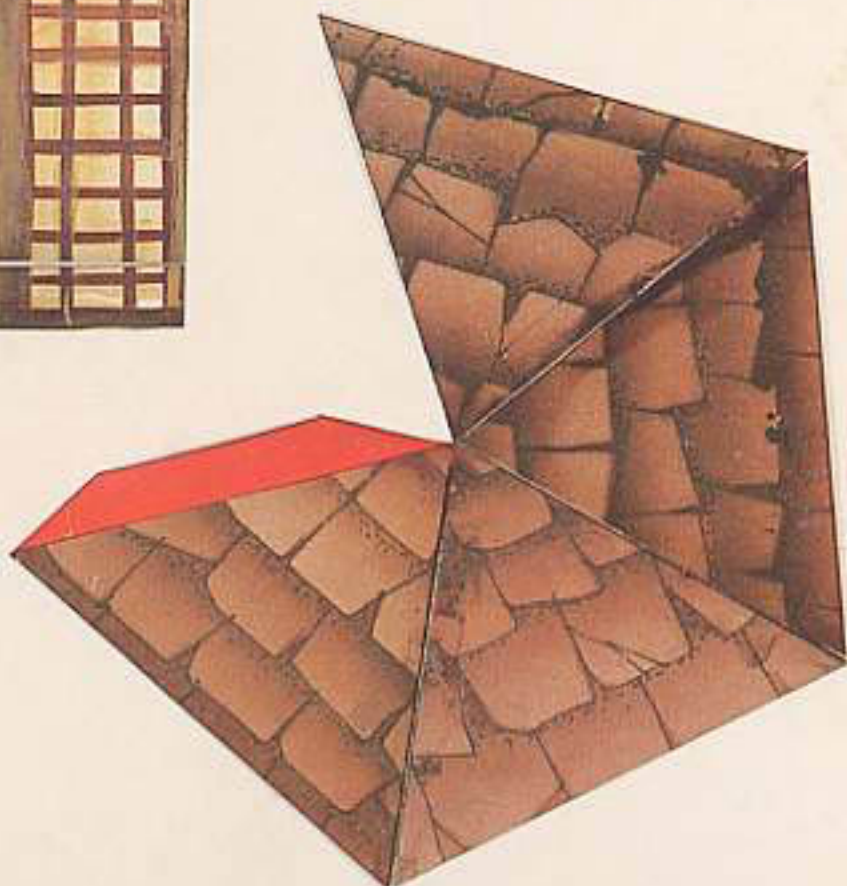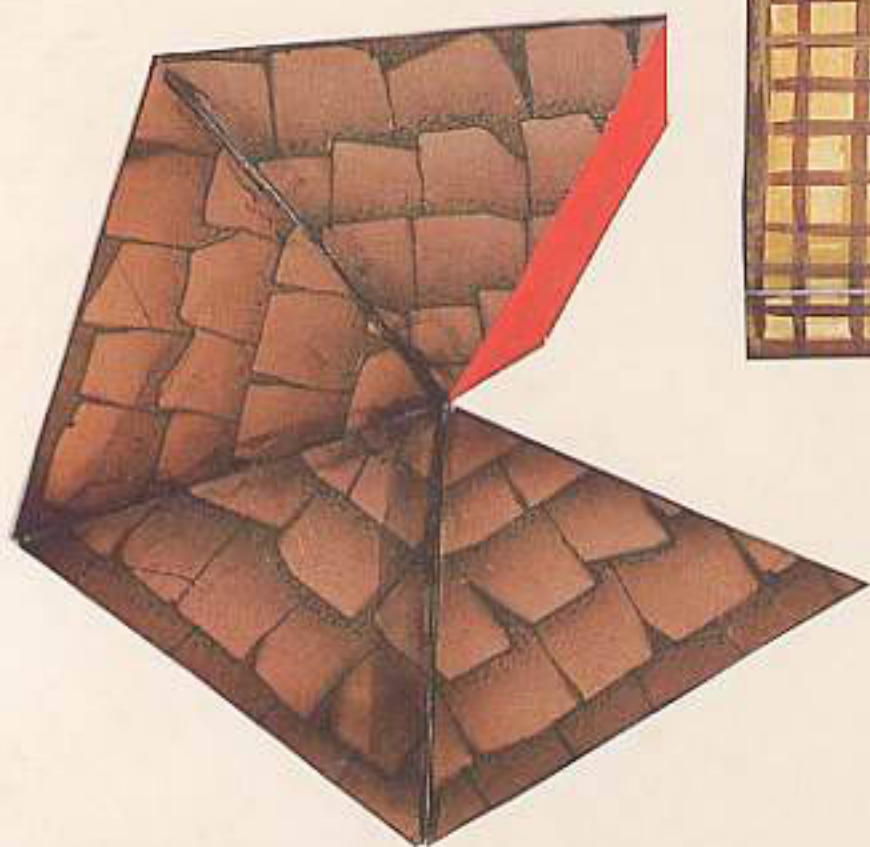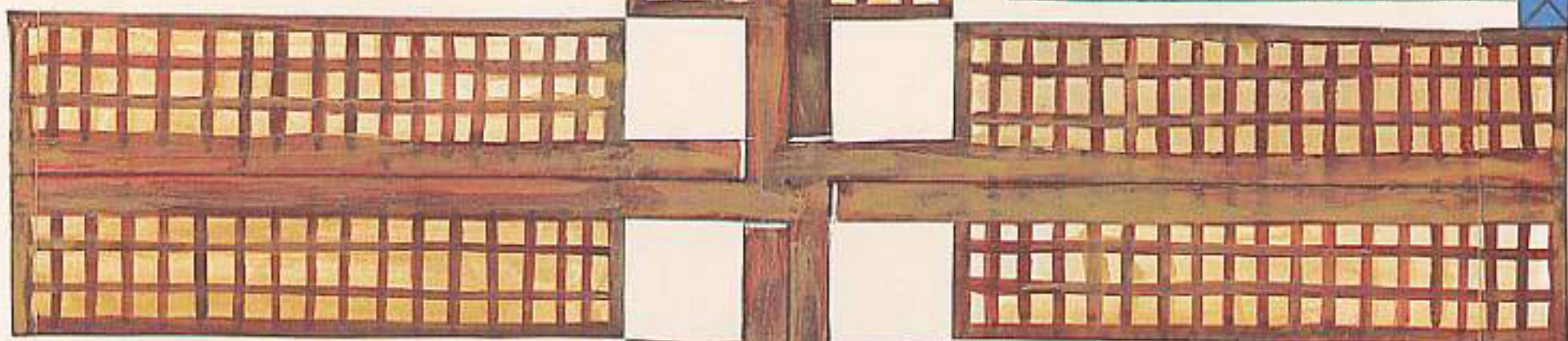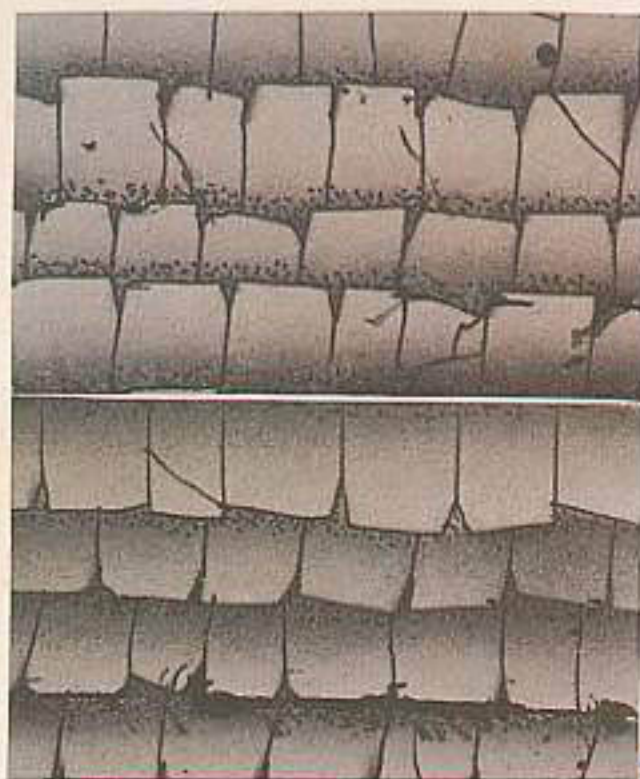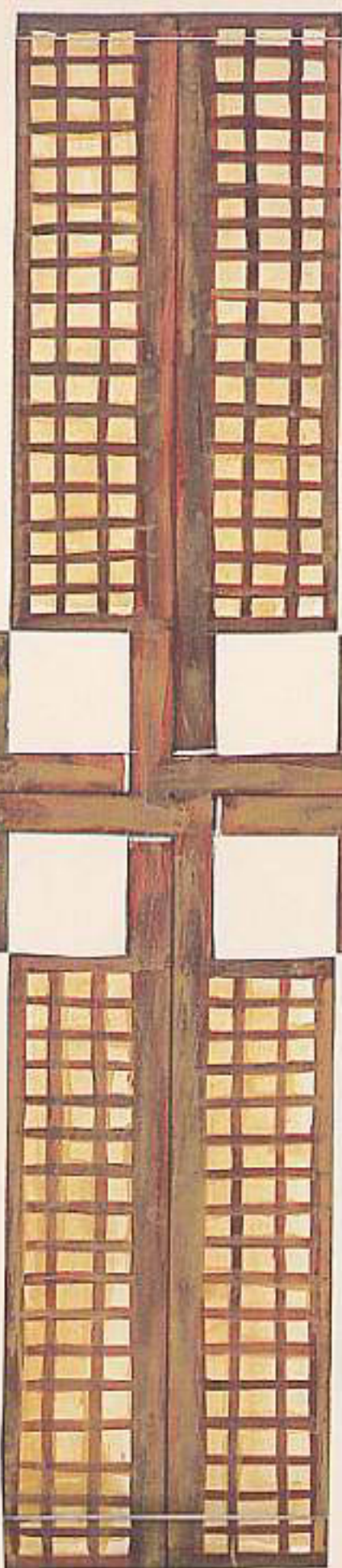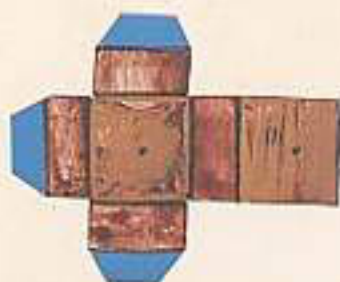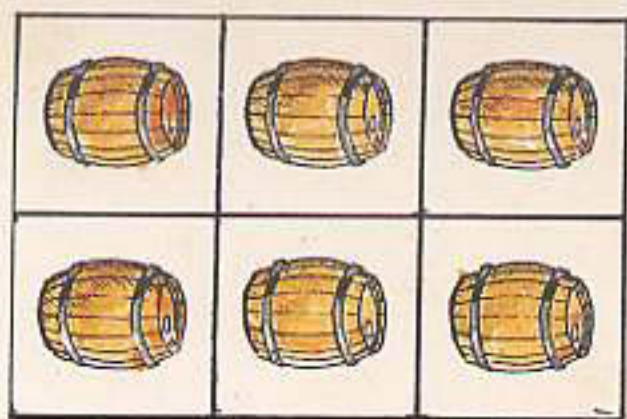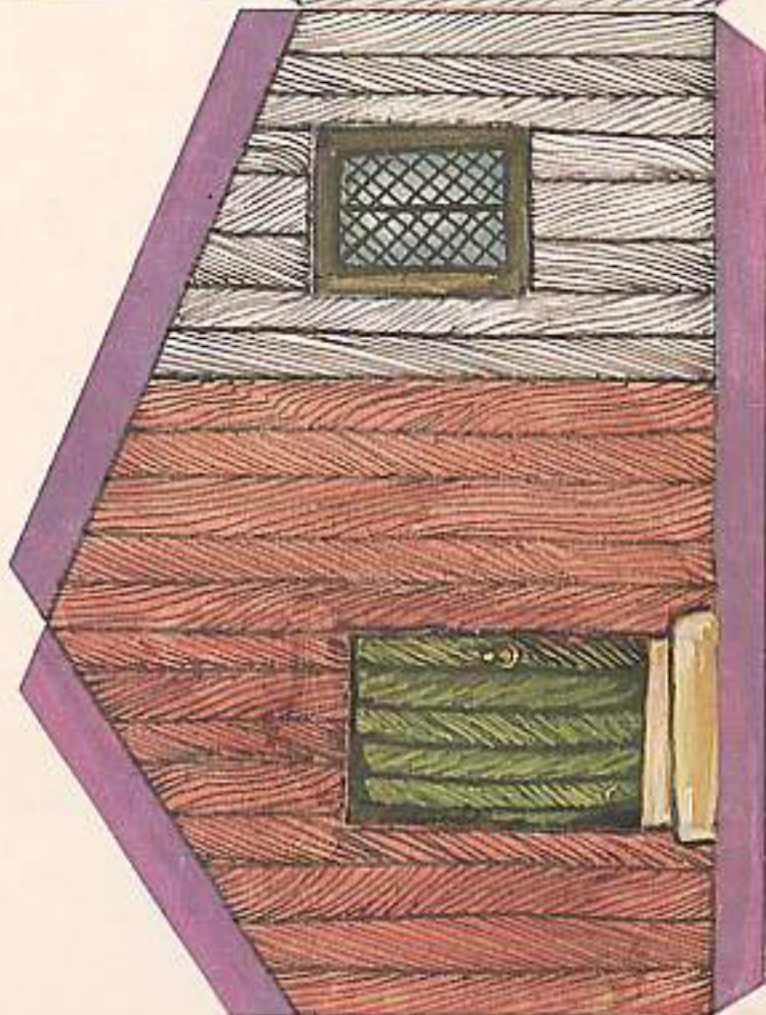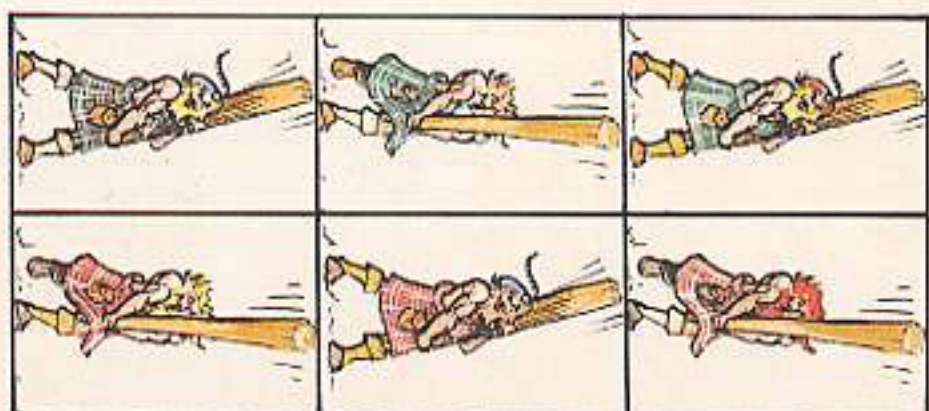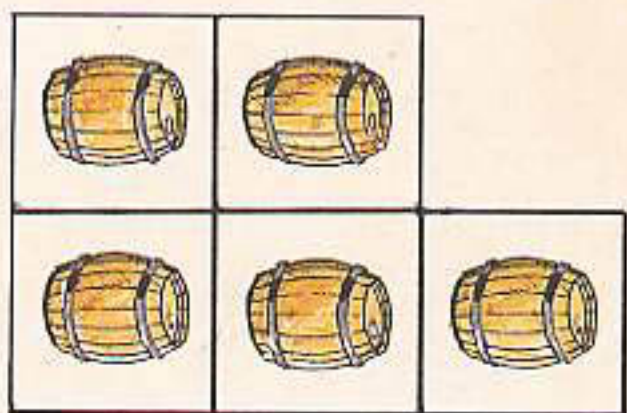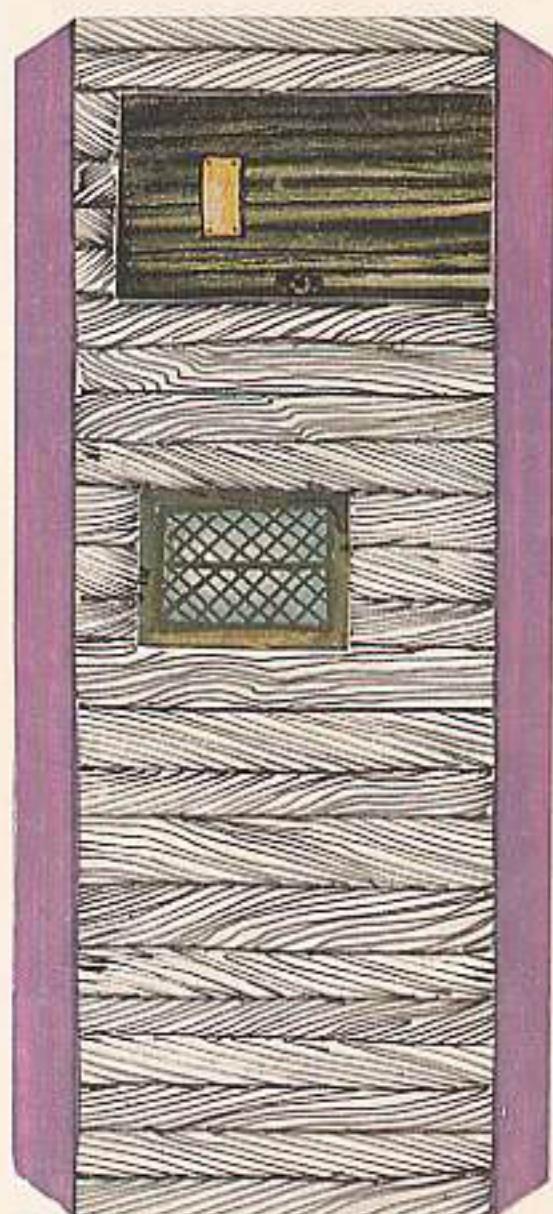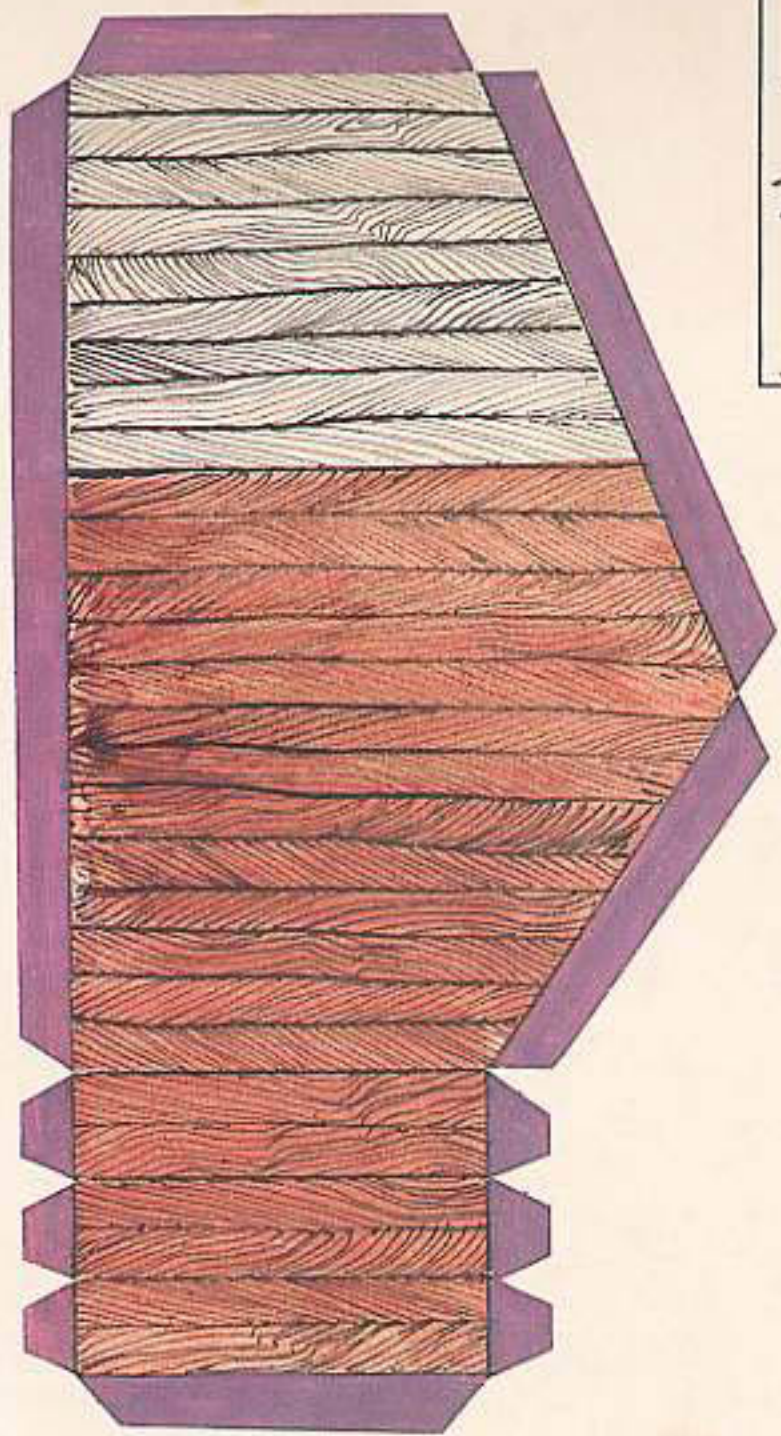
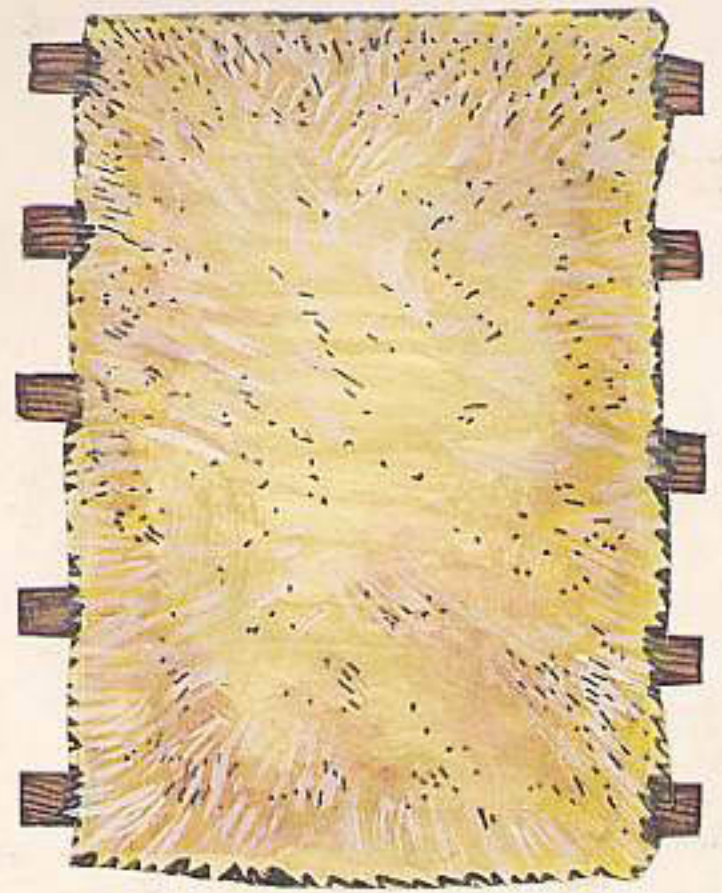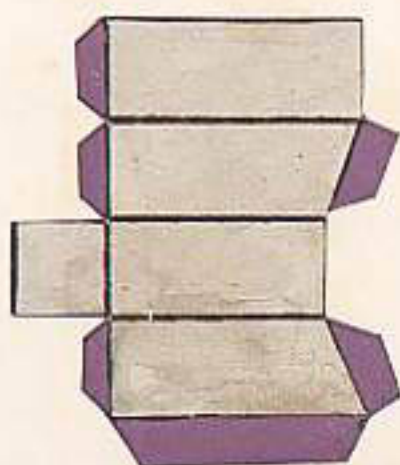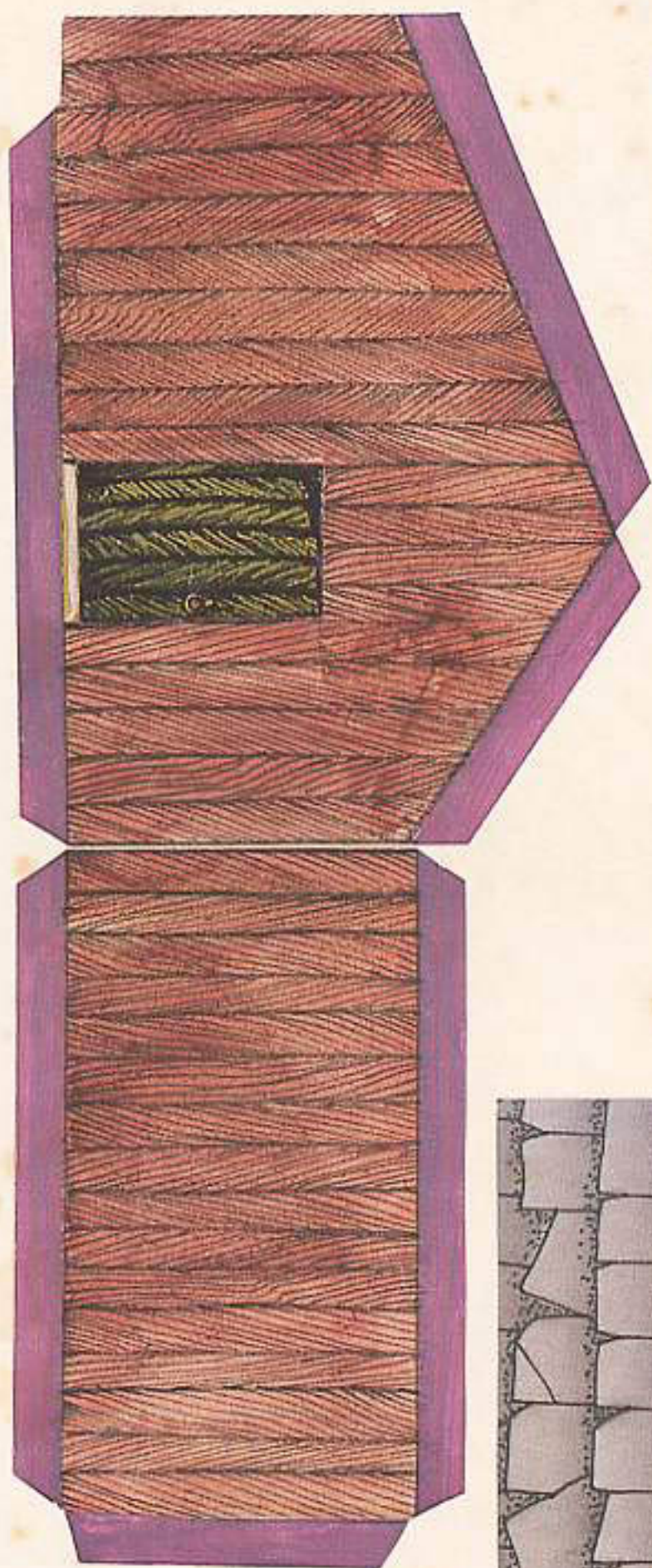# THE TRAGEDY OF McDEATH

THE McDEATH MEGA DEAL	WORTH	DEAL PRICE
MD1 McDeaths Forces Mc Death, Lady McDeath, Banquo, Spot(Chaos Hound) and Mogro Neckbreak	£4.35	£3.85
MD2 Een McWreckers Forces Een McWrecker, Raybees, Markus Grimmock(Giant)	£5.05	£4.55
MD3 Ores 40 Assorted Different Ores. Enough ORCS to play the battles of DUNGAL HILL & RUNSIANE CASTLE.	£20.00	£18.00
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MD5 The Heroes of East Albion Sir John Quicksure, Dart Earl of Hark Ness, Sandra Prangle and 9 Knights of Hark Ness.	£9.00	£8.00
MD6 Donaldbane & the Clan McCoughlagen Donaldbane, Mergrey Calchoner and 15 Assorted Clansmen. Dokko Mc Coughlagan and 15 Assorted Clansmen.	£10.20 £9.60	£9.20 £8.50
MD7 The Clan McArno Kit McArno and 12 Assorted Clansmen.	£7.80	£7.00
MD8 The Clan McEwman Julia McEwman, Juggo Joriksonn and 20 Assorted Clansmen. Fergus McEwman and 20 Assorted Clansmen.	£13.20 £12.60	£11.80 £11.30
MD9 The Clan Greevant Richard Greevant and 12 Assorted Clansmen.	£7.80	£7.00
MD10 The Keyler Maltsters Brooben Keyler and 16 assorted Warriors.	£8.60	£7.20
MD11 Arka Zargul's Dwarf Miners. Arka Zargul and 9 Assorted Dwarfs.	£6.00	£5.40
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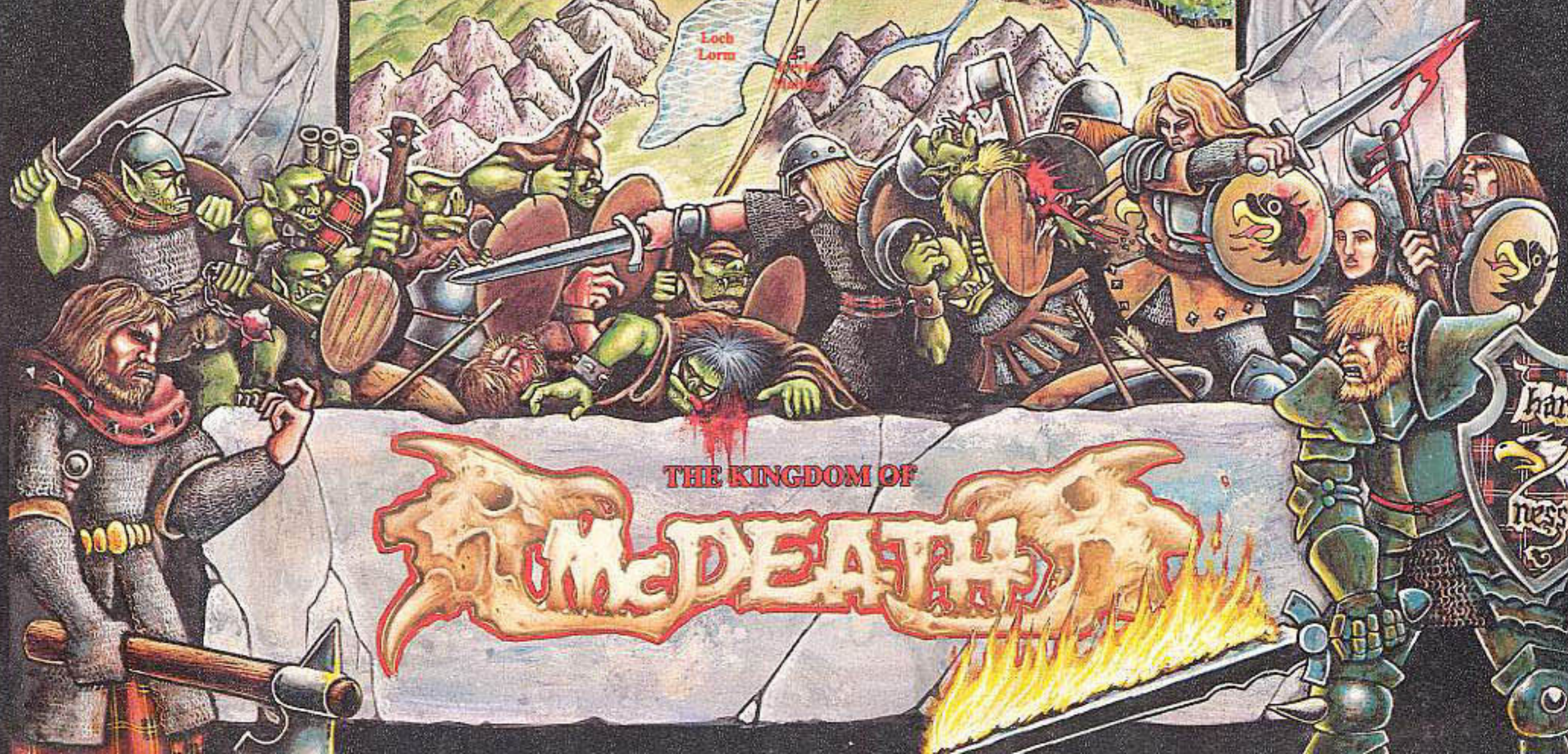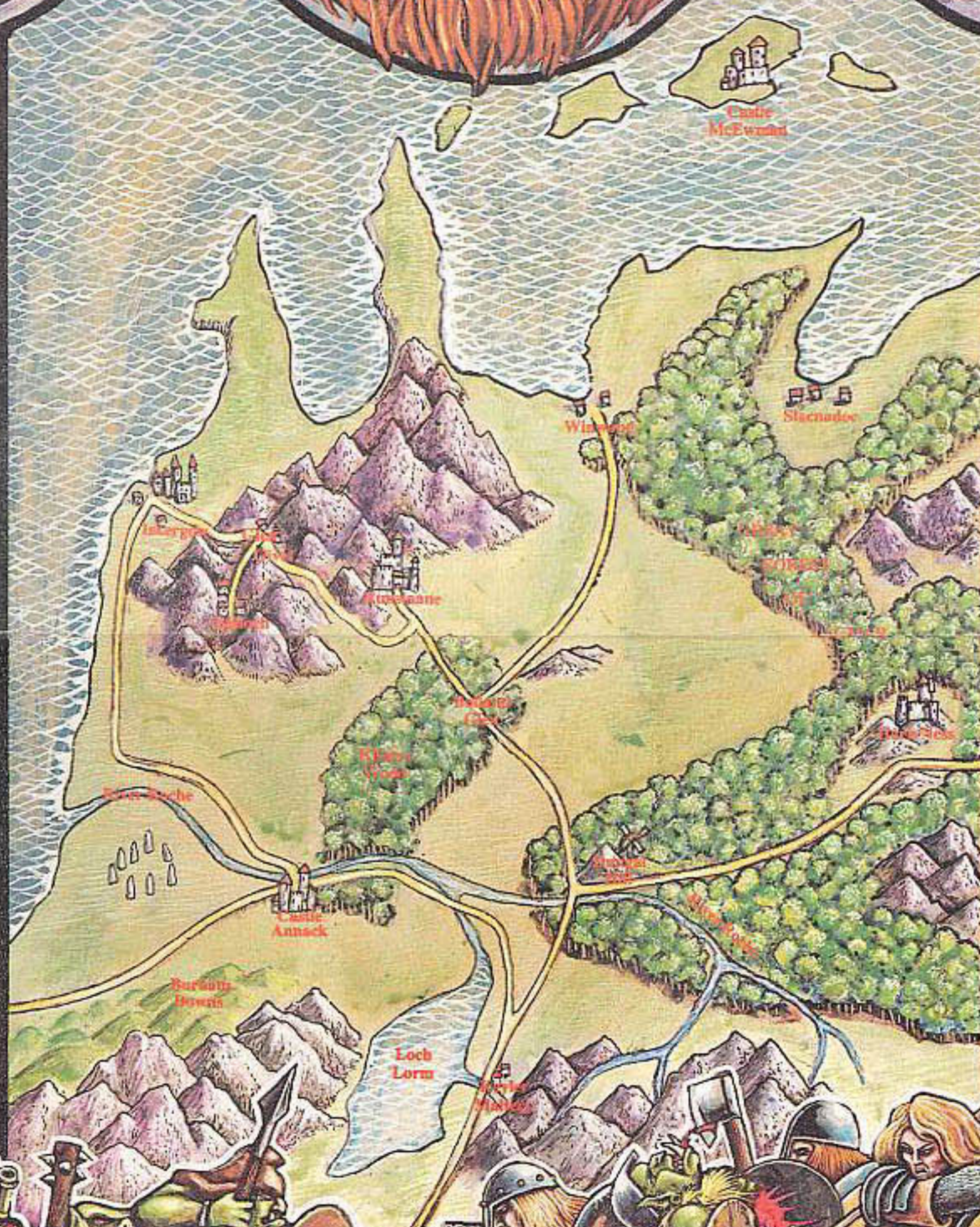
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GAME DATA:
NUMBER OF PLAYERS:
2 or more including games master
AGE: 12 to Adult.

MADE IN GREAT BRITAIN

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Chewton St, Hilltop,
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