



# WARHAMMER®

## DEATH — MATCH —

There are some opponents – be they intense rivals, ancient enemies or much-detested adversaries – that inspire troops to fight like never before. Whether seeking revenge for horrific deeds, inspired by a long and bitter history of concentrated hatred, or simply burning with a white-hot rage, it is possible for such maddened warriors to accomplish heroic (if bloody) feats. When two armies that loathe each other face off on the battlefield, there will be no quarter asked, or given – only slaughter. The General that can best direct such butchery is likely to emerge victorious.

### THE ARMIES

Each player chooses an army from a Warhammer army book, to an equal points value agreed before the game.

### THE BATTLEFIELD

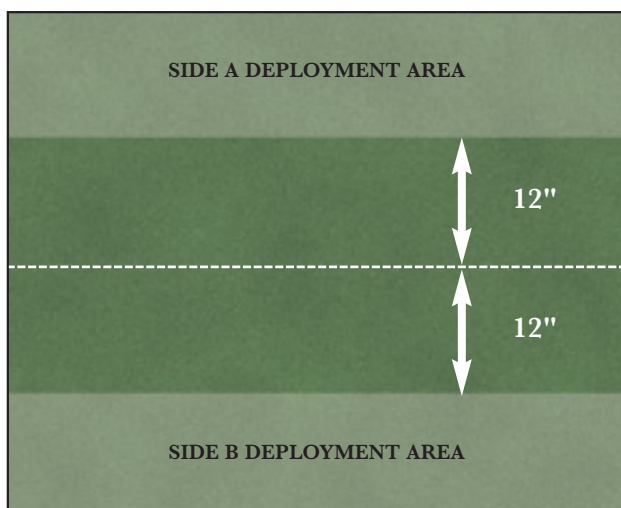
Set up terrain as described in the Warhammer rulebook.

### DEPLOYMENT

Roll off to see which player chooses the half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turns to place units on the table, using the alternating units method of deployment described in the Warhammer rulebook.

Units may be placed anywhere in their half of the table that is more than 12" away from the centre line.





## FIRST TURN

Roll off after deployment to see which player receives the first turn. The player who finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last for eight game turns or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

The player that has scored the most victory points (as described in the Warhammer rulebook) is the winner.

A player will gain an additional 100 points for slaying the enemy's General (so 200 victory points plus the model's points cost) and an additional 100 points for slaying the enemy's Battle Standard Bearer (so 200 victory points plus the model's cost). This reflects the sheer satisfaction of striking down the most dominant symbols of the hated foe!

## SPECIAL RULES

**Grudge Match:** As both armies have a serious grudge against the other, all models on both sides gain the Frenzy and Hatred special rules. The Hatred special rule is directed against all models on the opponent's side. If a model already had the Hatred special rule, then such is its fury that it gains a further +1 on its To Hit rolls during the first round of combat.

**To the Death:** This scenario reflects the most bitter of grudge battles, one in which the combatants will often choose to fight to the death instead of fleeing. To represent this, each player gains three To the Death tokens (use coins, spare models or simply track the number on a scrap of paper) to use during the game. After calculating combat results, but before the loser takes a Break test, a player can instead choose to use one of his To the Death tokens. When using a To the Death token the Break test is automatically passed (with no need to roll) just as if the unit had rolled an Insane Courage result. Once a token has been used, it is gone forever. Note, you cannot use a To the Death token on a re-roll (such as from an Battle Standard Bearer) – it's on the initial test or not at all.

## DESIGNER'S NOTES

The premise for this scenario is brutally simple – a good old-fashioned slugfest. It's definitely something of a nod to earlier days of Warhammer when many of my pick-up battles were often fought 'to the death', that is, until every single enemy model had been wiped off the tabletop. When such a game went well, the action came down to the last few models standing – wounded heroes or half-depleted regiments still battering each other to the very last. However, there was a down side to such play-to-the-bitter-end battles, which was that they could get tedious if a player began running his last few units around in a wild goose chase.

This scenario aims to set up more of the 'last man standing' fighting part and less of the chasing about. It does this by increasing the offensive capabilities (Frenzy, Hatred), which certainly turns the battle into something of a slaughterhouse (there will be mounds of casualties). The scenario also increases the number of game turns from six to eight, which assures that there will be plenty of time to lock horns and grind down the enemy. As the game is decided on victory points, it is literally kill or be killed. But beware, before you surmise that the Death Match scenario is a simple charge 'em affair, it would be wise to consider the scenario's special rules. Frenzy is a double-edged sword, it can boost your hitting strength, but also allow units to be drawn out of position. Even more importantly, the To the Death special rule allows you to automatically pass three Break tests during the game – something that is unbelievably useful. Use these to stall your opponent's unstoppable units, to desperately hold on for another round, or to set up an anvil and hammer combination where one unit pins a foe in place and another moves to charge a vulnerable side or rear. It can make cheap troops Unbreakable (for a turn) or blunt even the most brutal charges your foe can launch. But remember, the game lasts 8 turns and you have only three opportunities to use the To the Death special rule. Hold out too long and you'll waste your best chances, while wagering that you'll pass that all-important Break test through dice rolls alone means risking everything. Meanwhile your troops will dwindle in the meat grinder of combat. Don't forget that bonus for taking out the enemy's General and Battle Standard Bearer – in a close game that can mean the difference between victory and defeat.

