

OFFICIAL
RULES

WARHAMMER STANDING WATCH

In this article, Jervis Johnson presents official rules and a new scenario to accompany the latest Warhammer scenery piece – Deathknell Watch.



Beyond the outskirts of Altdorf, high upon the Howling Hills, sits the lonely tower of Deathknell Watch.

Legend tells that this skull-wrought tower has stood for hundreds, possibly thousands, of years, casting its grim shadow across travellers braving the dangerous passage of the Altdorf-Harstadt road. At night, the wailing winds force their way through the cracks in the tower's ancient masonry, some trick of construction transforming their high-pitched wail to a sonorous and powerful booming that can be heard in every corner of the state. In recent years, a small garrison from the College of Engineers have taken to using the tower as a signal post by day. But nothing can compel them to man its walls at night, when the howling winds rise...

Deathknell Watch towers are found all across the Empire, and sometimes even further afield. The original architects of the towers built them over even more ancient Wyrding Wells and used them to imbue the towers with a series of powerful magical defences. Furthermore, almost all Deathknell Watches are placed in sight of each other, so that they form an unbroken chain of watchtowers.

They are now maintained by the Colleges of Engineers. Sharp-eyed sentries scour the surrounding countryside, and if they spot anything untoward, they use the Bronze Sentinel atop the tower to signal a warning to the next tower in the chain. A Bronze Sentinel is a mechanical device created by the College of Engineers that takes the form of a giant metal skeleton. The arms of the Bronze Sentinel glow with arcane multi-coloured energy, and as they move they carve sparking symbols in the air. This allows the sentries manning the Deathknell Watch to send signals to one another by changing the angle of the arms of the Bronze Sentinel.

A Deathknell Watch constitutes a formidable bulwark against an enemy attack. Troops occupying the tower can use the Bronze Sentinel to reveal the location of hidden enemy troops, direct the fire of nearby war machines and guide reinforcements to the battlefield. Far more deadly, though, is the ancient Wyrding Well found in the cellar. Occupants of the tower can sip from the well – if they dare – while any wizard standing on the roof of the tower can unleash the mystical energies against any enemy nearby.

DEATHKNELL WATCH

Type

Deathknell Watch is a building.

Special Rules

Bronze Sentinel: The side occupying Deathknell Watch may re-roll scatter dice rolls (just the scatter dice, not any D6 or artillery dice rolled along with it), and may also re-roll the dice to see if Ambushers arrive. In addition, Scouts may not deploy within 24" of Deathknell Watch if it is garrisoned by an enemy unit.

Wyrding Well: Every Deathknell Watch is built over a Wyrding Well. The rules for the Wyrding Well can be found on page 124 of the Warhammer rulebook. The Wyrding Well may only be used by units occupying Deathknell Watch. If Deathknell Watch is destroyed, then any unit can use the Wyrding Well using the standard rules in the Warhammer rulebook.

Deathknell Spell: A Wizard occupying Deathknell Watch may use the *Deathknell* spell in addition to any other spells they can use. The *Deathknell* spell does not have a lore attribute. If a miscast is rolled when the spell is cast, and then a double is rolled on the miscast table, ignore the result on the miscast table. Instead Deathknell Watch is destroyed and replaced with a Wyrding Well (simply remove the top part of the tower). Any units within Deathknell Watch when it is destroyed by a miscast are killed, with no saving throws of any kind allowed.

Watchtower: Deathknell Watch makes an excellent objective in the Watchtower scenario. If you decide to use it as such and it is destroyed, then the side with a unit closest to the Wyrding Well at the end of the game wins the battle. If both sides are equally close, then the battle ends in a draw.

The Semaphorius

Each Deathknell Watch includes a massive book known as a Semaphorius, which contains hundreds of illustrations of the signals that can be used by the Bronze Sentinel. The book is named after the engineer who created the first Bronze Sentinel. Sadly he never lived to see his creation being put to use; believing the prototype to be safely earthed, he touched one of its arms and was vaporised by the deadly charge it had built up. It is said that you can still see the scorch marks burnt deep into the stone of the Deathknell Tower where Semaph was standing when he met his untimely demise...

DEATHKNELL Cast on 7+

The Wizard draws on the power of the Deathknell Watch. A beam of eldritch energy bursts forth from the eye sockets of the skulls on the side of the tower, engulfing a nearby foe.

Deathknell is a magic missile with a range of 12" that causes 2D6 Strength 4 hits.



Jervis Johnson Presents...
BATTLEFIELD CHALLENGES

WARHAMMER

DEATHKNELL WATCH



Not all invasions are made to capture and hold territory. More common is a raid, where the intention is to capture as much loot as possible and carry it back to the invaders' territory. Deathknehl Watches have been used for centuries to warn of just such an enemy raid, and then to slow down the raiders long enough for a defensive force to respond. For their part, the raiders will attempt to either capture or bypass the Deathknehl Watch, grab as much loot as they can and then escape with it – the more loot they can get away with, the better!

THE ARMIES

Each player picks an army from a Warhammer Armies book to an equal points total.

THE BATTLEFIELD

Divide the table into six equal-sized sections (if you're using a Realm of Battle, the gameboards are ideal for this). Note that this battle is fought down the length of the table.

Randomly select one narrow table edge, and set up a Deathknehl Watch in such a way that it covers the intersection of the four sections closest to that edge. Set up any remaining terrain in a mutually agreeable manner.

DEPLOYMENT

Both players roll off. The player that wins the roll-off is the raider, and the loser is the defender. The defender may deploy one Core infantry unit of up to 20 models in

Designer's Note: This scenario is designed to be played with Deathknehl Watch and a Realm of Battle Gameboard. If you don't have Deathknehl Watch in your collection, you can still play the scenario by substituting a suitable model from your collection.

Raider's
Table Edge



Deathknell Watch. They may also deploy one character in the tower as well.

All other units in both armies enter play as reinforcements. Both sides' reinforcements must move onto the battlefield on their side's first turn. Scouts may not deploy using their special rules.

Loot Counters

After the defender has deployed, six loot counters must be set up. Any suitable object can be used to represent the loot counters (a small coin is ideal – and rather appropriate).

The players take it in turns to place the counters, starting with the defender. One counter must be placed in each of the six table segments. In addition the counters may not be placed within 6" of a table edge, Deathknell Watch, or another loot counter. See the special rules below to find out how to pick up and move loot counters.

FIRST TURN

After deployment, the raider has the first turn.

GAME LENGTH

Roll a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then roll the D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

The side with the most victory points wins the battle. Note that victory points are **only** scored for the criteria listed below, and not for enemy units that are dead or which have fled the table, captured standards and so on.

Raiders Victory Points

- For each loot counter the raider escapes from the table with: **100 victory points**.
- For each loot counter held by a raiding unit that is still on the table at the end of the battle: **50 victory points**.
- For destroying the unit(s) used to garrison of Deathknell Watch by the end of the battle: **100 victory points**.

Defenders Victory Points

- For each loot counter held by a raiding unit that is still on the table at the end of the battle: **100 victory points**.
- For each loot counter that is not controlled by either side at the end of the battle: **25 victory points**.
- If the garrison of the Deathknell Watch survives until the end of the battle: **50 victory points**.

SPECIAL RULES

Escaping: Raiding units can escape by voluntarily exiting the table on the edge they entered from. Units that escape are removed from play and cannot return.

The Garrison: The garrison may not voluntarily leave the tower. If they are forced out, this rule no longer applies.

Loot: Any unit can pick up and carry a loot counter by moving over it during its move. Place the counter with the unit. Units can carry any number of loot counters. Characters that leave a unit can take some, none or all of the loot carried by the unit with them when they go.

Units drop any loot if they flee, pursue or charge – simply leave the counter on the table and move the unit away from it. By the same token, units may not pick up loot while fleeing, pursuing or charging. If a unit ends a move on top of a counter it can't pick up, then move the counter by the shortest possible distance to a free space more than 1" away from any unit.

Designer's Note: In this scenario the army roster and tactics you use will be rather different to those you use in a normal battle so you need to keep two things in mind: loot and Deathknell Watch itself.

The key to this scenario is to grab loot counters and then keep hold of them. One of the most straightforward ways of grabbing objectives is to include flyers and cavalry in your army. However, although units like these can grab loot easily enough, they may struggle to keep it. Because of this you should make sure that you have some capable combat units for any flyers and cavalry to hide behind, should the need arise. The raider must do their utmost to get any loot off the table, and because of this fast-moving units are even more useful for them than they are for the defenders.

The raiding player will also need to decide if he is going to capture Deathknell Watch, or bypass it and concentrate simply on the loot. There are advantages to each strategy, but you should pick one and stick to your plan come hell or high water. While on this subject, the defender needs to think carefully about the garrison in the tower. Putting too powerful a unit in the tower can tie up a major asset that may have proved more useful as a mobile unit. On the other hand, a weak garrison is just asking for the tower to be captured, which will cost you victory points and maybe the game.

