



# FROZEN DEATH

Rivers form natural barriers, blocking armies from crossing or forcing them to cross well protected fords or bridges. During the harshest of winters even the mightiest of rivers can freeze over, however, presenting a golden opportunity to any attacker. The defender must halt the foe in the midst of the treacherous crossing or they will be free to rampage at will.

## Talabheim Beseiged

*During the height of the Decade of Ice the River Talabec froze solid allowing a Beastmen invasion to cross the River Talabec and attack the city of Talabheim. Many city gates were nearly breached and only the timely intervention of the Ice Queen of Kislev and a large cohort of fur-clad Winged Lancers saved the city from certain destruction.*

## Frozen Blood

*The Blood River, the fast flowing barrier between the Border Princes and the Badlands froze fast, resulting in the Orc invasion of 2509. Although a coalition made up of various ambitious princes and bandit kings attempted to starve off the greenskins, the foe was too numerous and overwhelmed all opposition. Having crossed the river in vast numbers, the Orcs destroyed many watchtowers, castles and keeps before wandering back south to see what had become of their own territory.*

## THE ARMIES

One player is designated as the attacker and the other is the defender. This can be done by mutual agreement or by dicing off with the high roller choosing to be the attacker or defender. Each player chooses his force using the army list from a Warhammer Armies book with the Attacker gaining +10% more points than the defender. For example, if the defender had a 2000 point-army then the attacker would have a 2200-point army.

## THE BATTLEFIELD

This game is fought primarily fought on a frozen river with one side (the defender's) having a narrow strip of land representing the riverbank (see map below). The defender may place up to two islands (the Citadel Wood are ideal for this) anywhere not within 12" of the riverbank or each other. The defender can also place a single Watchtower anywhere on the riverbank – up to 20 models may garrison this building at the start of the game.

## DEPLOYMENT

The player who is the attacker must set up his entire army first, deploying his army within 12"

of his long table edge (see map below). The defender then sets up his entire army within 6" of his long table edge.

## FIRST TURN

The player who is the attacker receives the first turn of the game.

## GAME LENGTH

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

## VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143 of the Warhammer rulebook. Additionally, the player who is the attacker receives +100 points for each unit that is on, or has at least one model touching, the riverbank.

## SCENARIO SPECIAL RULES

### Frozen River

Although the water of the river has frozen fast, it can occasionally shift or break beneath the weight of those that dare to walk upon it. Additionally, who knows what predators (Ice

### Drive them Back!

*The banks of the river must be defended at all costs – not only does the attacker gain victory points for getting models on to the riverbanks, but every turn their units remain on the frozen river they are in danger of falling through the ice.*



### Safe Havens

*The islands form safe havens when crossing the river, where your valuable units can avoid the dangers of falling through the river. Unfortunately, as they're placed more than 12" apart, infantry units will have to brave the ice at some point.*





Trolls, Leviathans and so on) are hunting below the surface and waiting to break through the ice.

At the start of your turn roll a D6 for each of your units that is touching the frozen river. On a 2-6 all is well, however, on a roll of 1 something has gone wrong. Roll again on the chart.

#### **D6 Result**

**1 The Beast Emerges!** Travelling unseen beneath the ice a horrible beast bursts forth and savages the unit in question. The unit suffers an Artillery dice's worth of Strength 10 hits and on a roll of misfire the beast demolishes the entire unit.

**2-3 Crack.** With an ominous cracking sound the ice splits asunder and anyone near the crevice stands a chance of falling into the icy waters below. Each model in the unit must

take a *Dangerous Terrain* test. Models with a 4+ or better armour or *Scaly Skin* save will fail their test on a roll of 1 or 2.

**4-5 Thin Ice.** The regiment has come upon a thin patch in the ice flow. Each model in the unit must pass an Initiative test or sink to the bottom of the river (removed from play and treated as a casualty).

**6 Slippery Patch.** An especially slick are of the ice has been found. The unit in question moves D6" straight forward. If this move would take the unit into within 1" of friendly units or impassable terrain it stops immediately. The rest of the unit's turn is unaffected, so the unit can still declare a charge, move, etc., however, note that the unit does count as having moved for cases of shooting modifiers or move or shoot weapons.

#### **A Frozen River made Quick**

This scenario, inspired by barbarians storming across the frozen Rhine, doesn't have to be hard to put together. A light blue cloth or tablecloth can cover the tabletop if you're lucky enough to have one. If not, then some appropriately coloured paper will work fine (tape it down so it doesn't shift during play). Simply leave 6" of your regular gaming board showing to represent the far riverbank and place a few Citadel Woods or Hills to represent islands. A light dusting of Citadel Snow over island and river bank is a quick way to add some winter wonder (and most of the snow can be reclaimed by pouring it onto the paper and then funnelling it back into the pot.