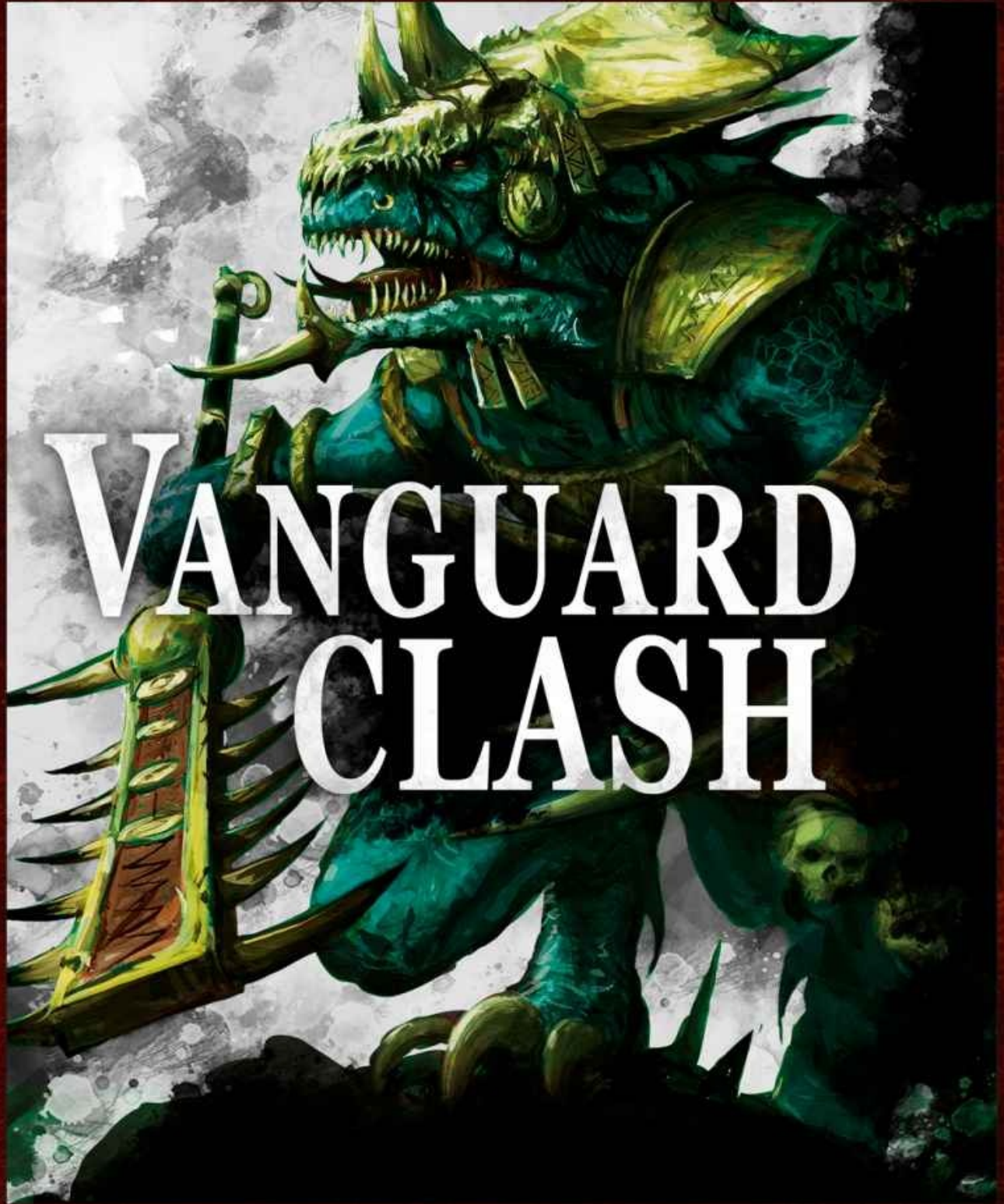


# WARHAMMER<sup>®</sup> BATTLE





# WARHAMMER: VANGUARD CLASH

If she had been a fraction slower, the axe would have buried itself in her face. As it was, Eldaria Goldmane ducked low in her saddle just in time for the spinning throwing axe to pass harmlessly over her head. A heartbeat later, Eldaria nocked an arrow to her bow and loosed it in a single, fluid motion. The white-fletched shaft lodged itself so deep into the barbarian's throat that the arrow's bloody tip could be seen protruding from the back of his neck. The fur-clad marauder gargled helplessly before sliding from his snorting warhorse and crashing ignominiously into the mud.

Risking a quick glance around her, Eldaria could see the rest of her Reaver knights dispatching the last of the horsemen. Judging by the riderless Ellyrion steed nuzzling a lifeless Elven body nearby, they had not done so without loss. Yet it seemed that their victory over the enemy outriders had earned them a brief reprieve. Eldaria called for her fellow knights to form up as she surveyed the battle to discern where their presence would be needed most. A plan began to formulate in her mind as her gaze settled upon another company of Reavers ploughing through a pack of mutated hounds. The bestial howls of the warped canines turned to fearful yelps as the glittering spears of the Elven knights punched through their tortured flesh, even as the hooves of their steeds trampled them to bloody pulp.

Behind the dying hounds, a formidable host of two dozen heavily-armoured brutes advanced upon the reavers as they slaughtered their quarry, though it appeared that the Ellyrions were not yet aware of the danger. Such a number of Chaos warriors would have been intimidating even if she had Tyrion and the full might of his warhost at her back, but they were still some leagues behind. With a nudge of her heel, Eldaria sent her steed galloping towards her comrades, her Reavers following swiftly behind.



'Fly, my kin,' Eldaria called as she drew within earshot. 'The enemy are upon you!' Harkening to her warning, the Elven knights sped away from the charging warriors just in time, loosing arrows as they withdrew. Eldaria was in no doubt that her Reavers were no match for the towering Chaos warriors before her, and wheeled them swiftly away before their foe could react. Yet she knew that her meagre force could not achieve victory over that of their enemy whilst the black-armoured killers remained unchallenged. Though none of the Elven advance guard could engage the Chaos warriors at close quarters with any hope of success, she knew that they still had one distinct advantage – speed.

As if reading Eldaria's thoughts, the majestic eagle, Bilgarim, swept down from the skies to smash apart a brutal-looking enemy chariot and snatch up its hapless crew with his talons.

With a few beats of his mighty pinions, Bilgarim took to the air once more and released their flailing forms from his grasp. After a brief moment of freefall, the screams of the chariot crewmen were cut short as their bodies broke apart with a grisly squelch on the ground below. With the chariot's destruction, the Elves had now eliminated the fastest-moving elements of the Chaos host, and had the freedom of the battlefield to make the most of their advantage.

Thus far, the arrows of the Elves had only felled two of the heavily-armoured warriors stoically advancing towards the spear company that held the Elven battleline. Moments later, another of the Chaos brutes collapsed, a shaft protruding from his helm's eye socket. Eldaria immediately recognised the ashen cloaks of Nagarythi shadow warriors. They had taken up position in the copse of trees to her left and had begun to send forth a hail of silverwood arrows. She led her knights in a wide arc to come upon the Chaos warriors from behind, noticing with fierce pride that her fellow Reavers had regrouped and were sweeping around the right flank to surround their foes with a keen, predatory instinct. Eldaria's Reavers continued to assail the Chaos warriors at range until they had emptied their quivers. Their rearward position ensured that their arrows met with much greater success by virtue of circumnavigating the huge tower shields that protected their targets to the front. Only half of the Elves' deadly adversaries now remained, and even their indomitable courage was starting to wane.

The time to strike was at hand. Standing up in her stirrups, Eldaria drew her elegant ithilmar longsword and raised it high for all of her fellow Elves to see. Whispering a silent prayer to Asuryan, she swept her blade down to signal the charge. As one, both companies of Reaver knights charged, hitting the Chaos warriors from the flank and rear, even as the spear company advanced to engage them directly.



A bloody melee soon broke out as the wave of Elves crashed into the black-armoured wall of Chaos warriors. The spears of the Reavers, finely-crafted tips powered by the swiftness of their steeds and the angle of their attack, took a heavy toll as they punched through exposed joints in the armour of their targets. Yet despite the momentum of their attack, the Elves were soon hard-pressed. Every Chaos warrior was a purebred killer, his strength and capacity for slaughter augmented beyond mortal ken by the unholy blessings of the Dark Gods. Against these relentless slayers, the Elves were little match. Within moments, a dozen brave Asur had been carved to bloody ruin, their elegant scale mail scant protection against the terrible power of the Chaos warriors.

In the thick of the fighting, Eldaria lanced her blade through the neck of one opponent and pressed onwards, only to find herself face to face with the dread champion that led the warriors. Blood dripping from his enormous axe, the champion sneered a contemptuous challenge. Eldaria knew that she faced certain death, but hoped that if she could just hold his attention for long enough, one of her kinsmen might yet be able to strike him down. Any

such thoughts fled from her as soon as the champion attacked. Eldaria barely evaded the first blow, and his second shattered her blade as she made a desperate parry. The third looked set to cut her clean in half. Eldaria closed her eyes and readied herself to meet her ancestors.

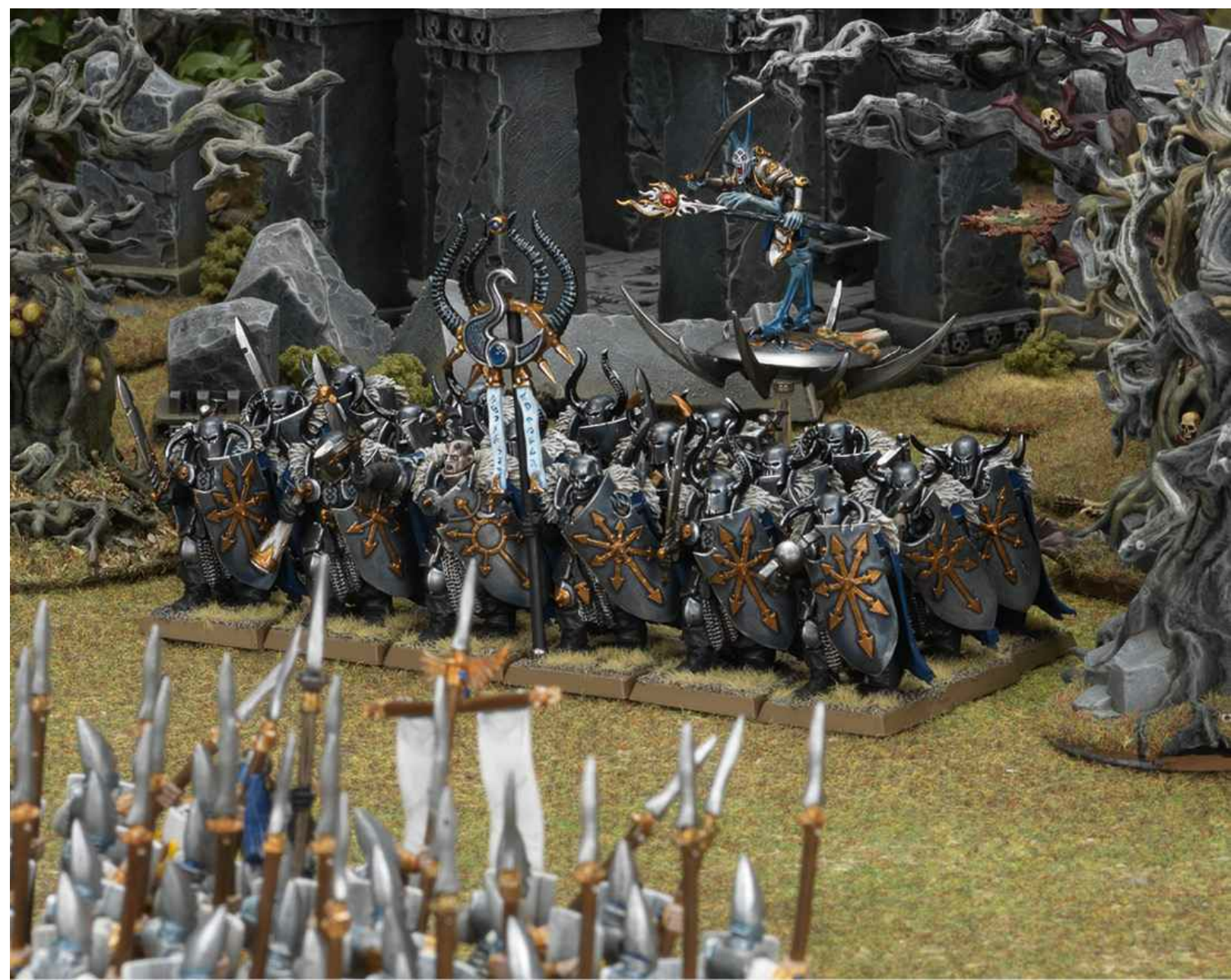
The blow never fell. As Eldaria opened her eyes, she beheld a legend. There was Tyrion, Defender of Ulthuan, his enchanted blade having blocked the killing blow a hair's breadth before it struck home. Sunfang, its runes blazing with white fire, swept across the neck of the Chaos champion before he could react to this unexpected turn of events, sending his head spinning through the air. All around Eldaria, Tyrion's elite Silver Helms were finishing off the last of the Chaos warriors. Victory belonged to the Asur.

'You have noble Bilgarim to thank,' said Tyrion, sensing Eldaria's incredulity. 'He flew hard to bring word of your encounter with the enemy vanguard.' Eldaria nodded, still yet to recover from the shock of the last few moments.

'Form up your Reavers,' Tyrion ordered, knowing that Eldaria would soon snap out of her reverie if given suitable instruction. 'We will need them in the battle to come. The main enemy host approaches and I would have you scouting ahead to warn of their movements.'

'Of course, my lord,' said Eldaria, her heart alive with excitement. The Chaos worshippers would not stand a chance.







The background of the cover is a textured, painterly illustration. The top half features a dark, rectangular block with a rough, torn edge, containing the main title in white serif font. Below this block, the background transitions into a vast, hazy landscape with a dark, silhouetted horizon line. The bottom section of the cover is a dark, textured band containing the word 'MISSION' in a white, distressed serif font.

**WARHAMMER  
BATTLE**

**VANGUARD  
CLASH**

**MISSION**

When armies are on the march, it is common for a vanguard force to forge a few hours ahead of the main column. The vanguard is tasked with scouting out the swiftest march routes for the army following in their wake, and screening their advance to ensure the way ahead is clear. Should they encounter the vanguard of an enemy host, a swift and brutal clash of blades will invariably follow as each side seeks to gain advantage in the larger battle to come.

To form the most effective vanguard, a general must ensure that he utilises experts in the ways of the pathfinder. By picking the most effective tools for the job, he can rely on the specialist experience of these regiments to reconnoitre and provide advance warning of enemy movements. Their combination of cunning and swiftness enables them to overcome even the most powerful enemy forward elements with speed over brawn. Victory in such a contest will grant the general a significant tactical advantage in the ensuing conflict, as his scouts will then have free reign to sow disruption amongst the enemy whilst shadowing their advance and drawing them to a battlefield of his choosing.



## THE ARMIES

Each player chooses his force from a Warhammer army book to an equal points value before the game. In this scenario, players can benefit from a number of advantages by selecting forces comprised of units that are best suited to fighting in the vanguard (see Outrider Elite below).

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**Designer's Note:** *Given that this scenario is intended to represent the vanguard forces of two much larger hosts clashing in battle, we find that it is best suited to smaller armies of, say, 500-750 points. Avoiding the battlefield from becoming overcrowded with too many models gives the faster moving units plenty of space to use their speed and manoeuvrability to the fullest effect, which is exactly how vanguard forces would prefer to fight. An added benefit is that such a small-scale game can easily be completed within half an hour or so, making it a perfect scenario to play as a precursor to a larger game.*



## Side A Deployment Zone

12"

12"

## Side B Deployment Zone

### THE BATTLEFIELD

Set up the battlefield as described on page 142 of the *Warhammer* rulebook or in a mutually agreeable manner.

## DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent deploys in the other half.

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

Players take it in turns to place units on the table, using the alternating unit method of deployment described on page 142 of the *Warhammer* rulebook.

## FIRST TURN

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



# GAME LENGTH

The battle lasts for 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.

## SCENARIO SPECIAL RULES

**Outrider Elite:** For the purposes of this scenario, if all of your unit selections fit into one or more of the following categories, your army will benefit from the Optimal Vanguard Force Special Rules listed below:

- **Vanguard Specialists:** Units with the Scouts or Vanguard special rule.
- **Skirmishers:** Infantry units with the Skirmishers special rule.
- **Light Infantry:** Infantry units with an armour save no better than 5+.
- **War Beasts:** Units with the War Beast troop type.
- **Flyers:** Units with the Fly special rule.
- **Swift Chariots:** Chariots with a Movement value of 8 or higher.

### Optimal Vanguard Force Special Rules

- All units have the Vanguard and Swiftstride special rules.
- All ranged weapons have the Quick to Fire special rule. If a unit is equipped with Move or Fire weapons, this rule removes the Move or Fire special rule from their weapons instead.
- All Cavalry and Chariot units have the Devastating Charge special rule on any turn in which they charge into the flank or rear of an enemy unit.

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## LINKING YOUR BATTLES

This scenario can be great fun to play as a quick precursor to a much larger battle to follow. If both players agree to linking your battles in this manner, the winner of the Vanguard Clash scenario benefits from the following special rules in the next game:

**Chosen Battleground:** *The tireless efforts of your vanguard have forced the enemy army to face you in a battlefield of your choosing.*

Do not roll on the Pitched Battle table (see page 141 of the *Warhammer* rulebook) to

discover which scenario from the rulebook will be played in the next game – the winning player can choose instead.

**In Ascendancy:** *Your victory over the enemy's vanguard force has ensured that the momentum is very much in your army's favour as the battle unfolds.*

The winning player wins any draws in the roll-off to see who goes first in the next game, and can choose to re-roll the result (though he must accept the second result).





The background of the cover is a textured, painterly illustration. The upper half features a dark, rectangular block with a rough, torn edge, set against a mottled brown and tan background. The lower half shows a dark, silhouetted landscape with a horizon line, set against a lighter, hazy sky. The overall style is reminiscent of classic fantasy book cover art.

# **WARHAMMER BATTLE VANGUARD CLASH**

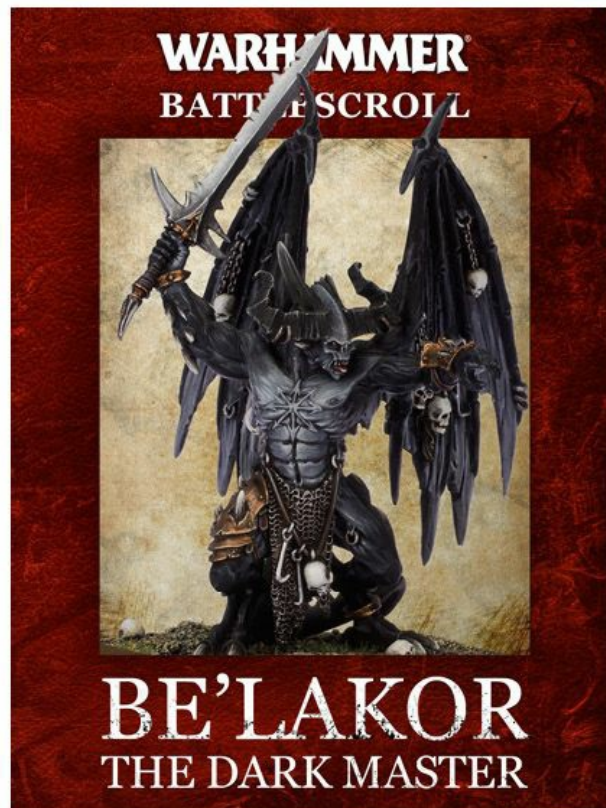
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**WARHAMMER  
BATTLE**

**VANGUARD  
CLASH**

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