



Supplemental
Scenarios
Volume 1

ARTILLERY DUEL

MODELS NEEDED:

Each Side:

- May have 3 war machines, but they must be Stone Throwers, Cannons or Mortars
- 150 points of troops that may include unit champions

Dawn has broken over the battlefield; the heat of the sun burns through the morning mist. The long steep valley has afforded you and your troops with excellent placement for your teams of artillery. From this vantage point your war machines will be able to crush anything in the valley below. As the fog

rolls away you get a glimpse of the opposing hilltops and realize that this may not be as easy as it first seemed. The enemy seems to have read your mind...



BATTLEFIELD

Use two tables, 24" x 24" each, and set them about 4' to 8' apart. Place steep hills on one side of each of the two tables, up to 8" in. Scatter trees, hedges and other scenery about the remainder of the tables.

OBJECTIVES

The player who destroys the most war machines in 10 turns is the winner. If there is a tie, play additional turns until the tie is

broken.

DEPLOYMENT

Each side starts with three war machines, each positioned on the hills of their respective table. Once the war machines are set up, each player secretly divides their troops into a defender and attacker group. When ready, defenders are placed

on guard within 6" of their war machines while the attackers are placed up to 6" in from the southern board edge of their opponent's table.

WHO GOES FIRST?

Roll a die; the high roll may decide to go first or second.



SPECIAL RULES

This scenario uses the special rules detailed below:

Siege Engines

The attacking war machines have been magically reinforced to be able to fire at extreme distances.

Players may guess a range between 12" and 144" when firing. Due to the fact that these engines of destruction have magical dweomers already placed on them, any other enchantments will fail. No Dwarf runes may be used.

PART OF A LARGER BATTLE

This is an easy skirmish to work into your next game of Warhammer. The victor may take one extra war machine (up to 100 points in value) in the next battle. However, the loser counts all war machines as rare units.

ATTACK AT THE INN

MODELS NEEDED:

Attacking Forces:

- 1 Minotaur
- 12 Beastmen
- 1 Beastman Champion

Defending Forces:

- 1 Mounted Knight
- 3 Handgunners
- 3 Archers
- 6 Free Company

There is nothing quite as restful as an afternoon at the Inn of the Lonely Hart with a group of friends laughing and enjoying themselves over a few pints of ale. However, on this particular day there was little laughter. The howling of the harsh wind and the banging of the shutters sent shivers down the patrons' spines. A fetid odor became mixed with the familiar smells of the alehouse, and a new sound fought to be heard amongst the din. All

able men within grabbed their weapons, headed into the street, locked the door behind them, and steeled themselves for the worst...



BATTLEFIELD

Using a space of about 24" x 24", place the inn of the Lonely Hart along the southern edge. If you have one, place a road running alongside the inn from east to west and maybe a hedge or two. All about the northern half of the table, place some tree clumps, bushes, and rocky areas to represent the wilds.

OBJECTIVES

The Attackers need to set fire to the inn for a victory, or they can just slaughter all the Defenders and then set fire to the inn! Either way it has to be done before the end of turn 8.

The Defenders have to rout the enemy or hold off the attack for 8 turns, at which point the local militia will have gathered enough strength in numbers to be able to

push back the attackers' raid with ease.

DEPLOYMENT

Place the Defenders anywhere within 6" of the inn.

Place all of the Attackers anywhere up to 6" in from the northern table edge.

WHO GOES FIRST?

The Attackers go first as they emerge from the wilds to burn the inn down!



SPECIAL RULES

Burning the Inn

To set fire to the inn, an Attacker must be unengaged and touching the inn. During the close combat phase you may begin to tally up fire points. Each attacker that spends a close combat phase in contact with the inn generates one fire point on the D6 roll of a 4+. The inn can only handle 4 fire points before becoming completely ravaged by flames. So the more attackers you have touching the inn, the better!

Last Inn for Miles

As the Inn of the Lonely Hart is the only inn around for miles, the defenders will not let it go down in flames without a fight! The defenders ignore any and all Rout Tests for the duration of this game.

USING ALTERNATE ARMIES

Although this scenario was written for an inn of the Empire, it is easy to imagine this type of thing happening elsewhere. Think about how Dwarfs would defend an alehouse or High Elves would thwart an attack on a waystop. As for the attackers... well, there are plenty of evil creatures in the Warhammer world and almost all of them could be used in this scenario!



To make up your own forces simply use 200 points for the attackers and 150 points for the defenders. Try and stay away from war machines, oddball units with lots of special rules, and high level characters. Remember, this is simply a small raiding force versus a ramshackle group of defenders!

PART OF A LARGER BATTLE

Here are some ways you can have this small game affect a much larger battle:

Defenders Win

The attacking player's main force loses 100 points worth of core troops as their raiding party never returned and was destroyed.



Attackers Win

The defending player's main force suffers a -1 Leadership modifier due to the loss of the beloved Inn. Once 150 points worth of attackers are slain in the ensuing battle however, bloody revenge has been delivered and the -1 Leadership modifier is no longer in effect.

CHAOS RAMPAGE

MODELS NEEDED:

- Two to four Greater Daemons
- One Empire Great Cannon and crew
- Eight Empire Soldiers (Core troops) for every Greater Daemon participating in the skirmish (recommended are Spearmen, Halberdiers, and/or Handgunners)

The town of Stilheim has become a nexus of foul energies. The poor people of this place know something is amiss but are unsure how to fend off the bad omens. The hexes of goat's blood smeared across the thresholds of their homes have done little to ease their mounting terror. Fresh milk curdles within minutes. Reflections in household mirrors do not show true, and young babes are born misshapen and twisted.

Unbeknownst to the frightened townsfolk, the catacombs beneath their town have become dens of evil. Cultists allying themselves with the forces of Chaos are in turmoil. Driven insane by their debased rituals, these evil men have become divided in purpose. Each of the four Chaos Powers vies for control over its worshippers and the town above. With a newfound allegiance to a patron deity, four cultists have become hosts to Greater Daemons. Stilheim is about to become a battleground...



BATTLEFIELD

In a 36" x 36" space, set up a small town that has at least ten small buildings in it. These will be used as objectives for the Greater Daemon players to fight over. A tower in the center of town holds the Empire Great Cannon.

OBJECTIVES

The assembled Greater Daemons are trying to out-class each other in a no-holds-barred

competition. These representatives of the four Chaos gods seek power through destruction and the consumption of souls. Each player controls one Greater Daemon. The first Greater Daemon to devour 12 souls or the Greater Daemon who has consumed the most souls at the end of 10 turns wins.

DEPLOYMENT

Each player rolls a D6. The highest scoring player deploys his Greater Daemon first on any table edge. In descending die roll order, each remaining player then deploys his model on one of the unoccupied table edges. Ties are rolled off. Once all the Greater Daemons have been deployed, players take turns (starting with the highest roll again) deploying the town watch, one model at a time. The town watch may not be placed any closer than 8" to a Greater Daemon. The cannon and crew are placed in the tower.

WHO GOES FIRST?

Roll a D6. The highest scoring player goes first. Play then moves clockwise around the table.

SPECIAL RULES

Town Defenders

- In each player's turn, he may control any Defenders more than 12" away from his Greater Daemon model. Any Defender armed with missile weapons can fire on the other players' Greater Daemons if they are within 12". Other Defenders will charge the Greater Daemons if within range. Any other Defender models more than 12" away from the player's Greater Daemon model may be moved as normal.
- On a roll of 4+ on a D6, you may shoot the Great Cannon at one of your opponents' Greater Daemons.
- Defenders are not immune to *Terror* and *Fear*. Don't forget to make these

Psychology tests when necessary.

Greater Daemons

- No weapons or magic.
- Greater Daemons will automatically kill Defenders and swallow their souls (one soul consumed) if they score a wounding hit (no Armor Saves or Injury Rolls).
- No Flying. (Buildings are too tall to be navigated by a huge winged beast.)

Attacking Buildings

Your Greater Daemons may attack buildings in base contact in hopes of finding victims inside. Buildings are hit automatically and have Toughness of 6 and 3 Wounds. Once the final wound is caused, roll 2D6 and consult the following table:

- | | |
|-------------|---|
| 2 | A screaming maiden in a bath. Fear tastes better! She counts as two souls. |
| 3-4 | Holy smoke! The Greater Daemon feel around and grabs hold of something. Not thinking, he puts a Priest of Sigmar in his mouth and takes 1 Wound. |
| 5-7 | A brave Townsman with a handgun. He gets a shot off before the Greater Daemon angrily squashes him against the wall. The Greater Daemon takes a S4 hit but gains one soul. |
| 8-10 | Hamburger time! Somebody left a cow in the stable. No soul, but the Greater Daemon regains 1 lost Wound. |
| 11 | Don't grab that beam! The Greater Daemon takes D6 S6 hits as the building collapses. |
| 12 | A small coven of Cultists eagerly expects the Greater Daemon's visit. They open their arms to his embrace... and then he pops them into his mouth! The Greater Daemon gains D6 souls. |



USING ALTERNATE ARMIES

After you play through this scenario with Greater Daemons of Chaos, try some of these ideas:

- Giants rampaging an Orc village.
- Dragons attacking an Elf city.
- Ogres running amok after a battle.
- Kroxigors or Stegadons loose in the Skink

barrios.

PART OF A LARGER BATTLE

The Greater Daemon who consumed the most souls has garnered enough of the town's energy to exert some control over its populace. The young and able-bodied are added to the ranks of the winning Greater Daemon's army. Add 100 points of Marauders of Chaos to your army for "free." These troops may be added to an existing unit or may form a new unit. If the troops are used to create a new unit, it does not count toward the minimum number of Core units (if playing with a Mortal General) or toward the maximum number of Special units (if playing with a Daemonic General).

COLLAPSE THE TUNNELS

Deeper and deeper the Dwarfs have delved underground, forever searching out veins of precious metals. Many hardships have taught the Dwarfs that the further down they dig, the more danger they are in. Skaven, Night Goblins, and some of

MODELS NEEDED:

Dwarfs

- Must take 10 Miners and a Miner Champion
- May choose up to 50 pts. of Warriors or Ironbreakers
- May take a Dwarf Thane with up to 25 pts. of equipment

Skaven

- Must take an Assassin
- 3 Gutter Runner tunneling teams (of three each)
- Undetermined number of 20 pt groupings of any mix of Core troops. No heroes or magic, but Champions are allowed

the even more foul creatures lurk in the dark below. This scenario depicts a raid in force upon one of the mining spurs in the great Dwarf under-realm.



BATTLEFIELD

The gaming board should be 24" x 24" representing a Dwarf mineshaft and Guard Room. There are a few obstacles (pillars, minecarts, etc.) as befits a working mine! There are 6 Skaven entry points, as marked on the map.

OBJECTIVES

The Dwarf objective is to have a Miner collapse every Skaven Tunnel, preventing

it from being used.

The Skaven objective is to end the game with as many open tunnels as possible.

To determine who won, add up the number of tunnels still open or closed. If there are more opened than closed, it is a Skaven victory. More collapsed tunnels than

open ones is a Dwarf win. Equal closings and openings results in a tie.

The game always lasts at least three full turns, but after which, it will end if: all the existing holes are sealed, the Dwarfs are entirely wiped out, or the end of the 10th turn.



DEPLOYMENT

The Dwarf Warriors and Ironbreakers may start anywhere in the Guard room. The Miners may start anywhere else on the table - but not within 5” of each other.

The Skaven will enter onto the board depending on which tunnel they open up. This is found

under Special Rules.

WHO GOES FIRST?

The Skaven get to take the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Skaven Entering Rules

Each Skaven turn roll a D6 and consult the following chart to see what happens:

- 1** Stuck in the tunnel - no Skaven reinforcements this turn.

- 2-5** Invaders from below - roll to see where they come on board using the following chart. If the entry point says “tunnel” the first time it is used the Skaven player must select one of his Gutter Runner tunneling teams, otherwise it’s any 20 point group.
- 6** Cunning Plan! 20 points of invaders can be brought on through an entrance of the Skaven player’s choice.

*The first time the Skaven player rolls a 6 they may also include an Assassin with their troops.

As noted on the map, there are 6 different entrances for the Skaven. Roll a D6 to see where the vermin spring out from:

- 1** The well in the Guard room isn’t fit for drinking anymore.
- 2** Up from the darkness of the mineshaft!
- 3** The northern doorway is breached!
- 4** The tunnel in the northern end of the mineshaft!
- 5** The tunnel in the Guard room!
- 6** The tile is loose! The Skaven come in from a tunnel below.

As the Skaven burst through the tunnel they are considered to be at half movement rates the turn they come on board, measuring any distances from the tunnel edge. Skaven may still charge the turn they come in, but only at half rate!

Skaven Reinforcements are not allowed to reenter from a tunnel that has been collapsed. If the Skaven player rolls an entry point that is sealed, they will have to do without reinforcements for that round.



Collapsing a Tunnel

Only Dwarf Miners are allowed to collapse Skaven entrances. You may only attempt to “plug” a hole after Skaven have issued from it at least once. A Dwarf Miner who is in contact with the tunnel, but not in base-to-base with an enemy is allowed to attempt to collapse the entry point. Hits are automatic, but the entrance is considered

Toughness 6 with 2 wounds. Critical hits (6s to wound) will still count against the vermin holes! Once two wounds are sustained, place a blocked marker over this entrance, which can no longer be used by the Skaven.

USING ALTERNATE ARMIES

This battle is pretty specific, but you could try switching in forces of Chaos Dwarfs, Night Goblins, or even Undead. When replacing the Dwarfs use about 150 pts.

PART OF A LARGER BATTLE

Dwarfs Win

By sealing off the onrushing horde of vermin, the Dwarfs buy themselves more time to prepare a defense, as well as saving many Miners! In a larger battle, the Dwarfs get to choose whether to go first or second, and can have a free unit of Miners!

Skaven Win

For every tunnel that is still open at the end of the game, the Skaven player may take an extra hundred points of any core troops! We shall bury them with our overwhelming numbers!

COME INTO MY PARLOR

MODELS NEEDED:

Supply Search Party:

- 125 points worth of Core troops on foot

No heroes, but a single champion is allowed

Eight Legged Side:

- 4 or 5 Gigantic Spiders, of which some may randomly have the Trap Door Special rule (see deployment for determination)

Travel in the Old World is treacherous, and not just because of bandits and highway robbers. Seldom-used trails quite often become the lairs of hideous monsters. In this case an army is on the march, and has sent a supply party out to gather water, food, and other necessities. The group follows an old path and unknowingly runs into the midst of a colony of Giant Spiders that have crept out of the deeper forest. Surrounded and desperate, can the search party escape, or

will they be hung up to dry...



BATTLEFIELD

Using a space of about 24" x 24", arrange hills, rock spires, and plenty of trees and undergrowth scattered about the table. A rough road cuts through this foliage. This scenario requires a fairly large amount of terrain.

OBJECTIVES

The search party are trying to escape back to their camp and will score victory points equal to the points value of each model

that leaves the table in any direction.

The Giant Spiders are trying to gain a meal and will score victory points equal to the points value of each enemy model that is taken out of action.

A difference of between 0-10 points is a tie, 11-50 is a victory, and over 50 is a massacre! The scenario continues until the last survivor escapes or is pulled down and eaten.

DEPLOYMENT

The scouting party must set up in the middle of the table at least 10” from any board edge.

The set up for the Giant Spiders is determined randomly, by rolling a d6 on the chart below:

- 1 Giant Spider on the northern table edge
- 2 Giant Spider on the western table edge
- 3 Giant Spider on the southern table edge
- 4 Giant Spider on the eastern table edge
- 5 Giant Spider anywhere (not within 6” of an enemy)
- 6 Trap Door Spider with hidden set up AND roll again

WHO GOES FIRST?

The remnants of the search party go first.



SPECIAL RULES

Movement

The area is particularly rough and overgrown. All search party movement NOT on the paths will suffer an -1" penalty. The Giant Spiders are not affected.

Web Spinning

Any turn that a Giant Spider is not engaged in combat it is allowed to move and spin a web during its shooting phase. Up to 4" of thick, ropey web strands may be spun in any direction starting from the spider model itself. Non-spider models cannot move through this substance, but must cut their way through. The webs may be attacked in hand-to-hand combat only, where it is hit automatically and has a toughness of 4 and 1 wound. If it is wounded, removed the 4" strand of web.

Giant Spiders

These monsters are found in dark and loathsome spots throughout the Warhammer world.

	M	WS	BS	S	T	W	I	A	LD
Giant Spider	5	3	0	5	4	3	4	2	7

Giant Spiders have the following special rules: Cause Fear; Poisoned Attacks; Chitinous Hide (4+ armor save), may climbing any terrain at no movement penalty (even vertically).



Trap Door Spiders

Some particularly bloated and cunning Spiders have learned the art of making crafty tunnels and pitfalls underneath well-traveled areas. If a model steps on the hidden “trapdoor” it will fall into a pit (taking an automatic S4 hit). If the model survives it must immediately fight a round of combat against the charging Spider that springs

out of a side tunnel. If the Spider is slain, the model that fell in the pit may move at half its rate next move (representing the effort of crawling out of the shallow hole). If the Spider slays its victim, it will remain there for the rest of the game feeding on it unless attacked or fired upon, in which case it can be moved as normal.

Trap Door Hidden Set up

Upon rolling a 6, the Spider player may mark off on the map exactly where his trapdoor will be. Keep this a secret from your opponent! The trapdoor is considered to be 2” by 2” square and can be placed anywhere within 10” of any board edge. Trapdoors may be on the path, or they may be anywhere else the Spider player chooses.

USING ALTERNATE ARMIES

There are a number of armies that this scenario would be particularly fitting for:

- A party of Dwarf Rangers looking for food stumbling upon the Spider colony.
- Wood Elves traveling to a deep part of the forest get ambushed along the way.
- Dark Elves find danger crossing the bleak hills of Naggaroth.



PART OF A LARGER BATTLE

To fit this scenario into a larger battle, try having the outcome affect the points used in the next game.

If Supply party wins they may, in their next game, multiply the number of survivors by two and take that many extra points. This

represents returning troops, extra supplies, and the forewarning to steer clear of that area.

If the Supply party loses, then the exact opposite will happen - they will lose double the number of points that the Spiders took out of action. This represents the bloated arachnids ambushing further troops in the wild!

DARK ELF RAID

MODELS NEEDED:

Dark Elf Raiders:

- 9 Dark Elf Corsairs and 1 Dark Elf Reaver

It was dusk when they struck. Those pale-skinned demons appeared from nowhere, slicing through the thick fog like a keen edged knife. The fishermen were bringing in their last catch of the evening. Those poor souls didn't stand a chance; they were the first to be snared in the wickedly barbed nets. Then the screaming women, who fought to reach their loved ones. They were

Defenders:

- The Defending force is split into 3 roughly equal groups for a total of 150 points.
- These groups must consist of Core troops on foot, however 40 of the 150 points may be spent on Special troops on foot if you wish.

in time...

BATTLEFIELD

Using a 24" x 24" space, set up a small coastal village. You will need 10 small fishing huts. Split the board into four 12" x 12" quarters. Place one building in the center of the board and then take turns placing 3 buildings in each table quarter except for the southwest quarter of the table. Now take turns putting a single villager counter or model next to each hut.

OBJECTIVES

The Dark Elves are attempting to set up a perimeter, find villagers, kidnap as many as possible, and get out before local forces become too strong. The game ends when either all the Dark Elves have been slain or routed, or there are no more villagers left on the table.

taken too.

Those who could fight gathered together what weapons they could: fishing spears, gaffs and bare fists, but the elven invaders were too strong, too skilled in the arts of warfare and fear. If only the men from the nearby town could get here



7+ Villagers
captured:
Victory

5-6 Villagers
captured:
Draw

1-4 Villagers
captured: Loss

The Defending player is trying to stop the evil Dark Elves from performing this dastardly act!

DEPLOYMENT

The Defending player places his first group of models within 2" of the center building. This first group will be the one out of the three that cost the least amount of points.

The Attackers set up anywhere in their deployment zone. (See map)

WHO GOES FIRST?

The Dark Elves move swiftly and take the first turn.

SPECIAL RULES

Defender Reinforcements - As time passes, more and more defenders will come to fend off the attack. On Turn 4 the defender may bring in his Group Two models. Then on Turn 7, Group Three appears. All reinforcements move in from the northeastern corner edge of the table.

Capturing Villagers - To kidnap a villager, an unengaged attacking model simply has to move over a villager counter during their movement phase. That's it! This does not further effect the Dark Elf's movement in any way. (They are really good at this kind of thing!) You may only carry one villager at a time.



If a Dark Elf is forced to fight in close combat while in possession of a villager, all of his attacks are at -1 to hit. If the Dark Elf is wounded for whatever reason, the villager will Break Free.

Breaking Free - When a villager Breaks Free, they will run for safety! At the start of each Defending player's turn move each villager 2D6 inches toward the north or east table edge, whichever is closest. Please note that you do not roll to move villagers that have yet to be kidnapped from their building! The counters next to the buildings are merely there to keep track of which house has been raided so far. Only roll to move villagers that have Broken Free!

Taking Villagers back to the Boat - Once a Dark Elf with a villager moves off any table edge within the Dark Elf deployment zone, the villager is gone. However the Dark Elf can return for more at the start of the player's next turn!

Rout Tests - The Dark Elves are determined to get the job done so don't begin taking Rout tests until they are at 50% of their starting numbers. The Defenders however, can ignore the Rout test completely!

USING ALTERNATE ARMIES

There are a number of different armies that this scenario would be particularly fitting for:

- Orcs and Goblins raiding a Dwarf or Elven outpost.
- A Chaos warband attacking an Empire village.
- Skaven infiltrate a Bretonnian town for unthinkable purposes.
- An civil war where both players use Empire, Skaven or Chaos forces!

PART OF A LARGER BATTLE

To fit this scenario into a larger battle, try having the outcome affect the points used in the next game.

If Raiders are successful, have the Defenders lose 50 points of their main force as they have been stationed back home to keep further attacks from happening!



If the Raiders are thwarted, they will be down 50 points, and must set up first during the big battle. News of their arrival has alerted the Defenders and they are quite ready for them!

This scenario also works as a great set up for the scenario [Slave Train](#).

DESTROY THE HERDSTONE

MODELS NEEDED:

Beastmen Forces:

- 1 Beastlord
- 1 Minotaur
- 5 Bestigor
- 8 Gor

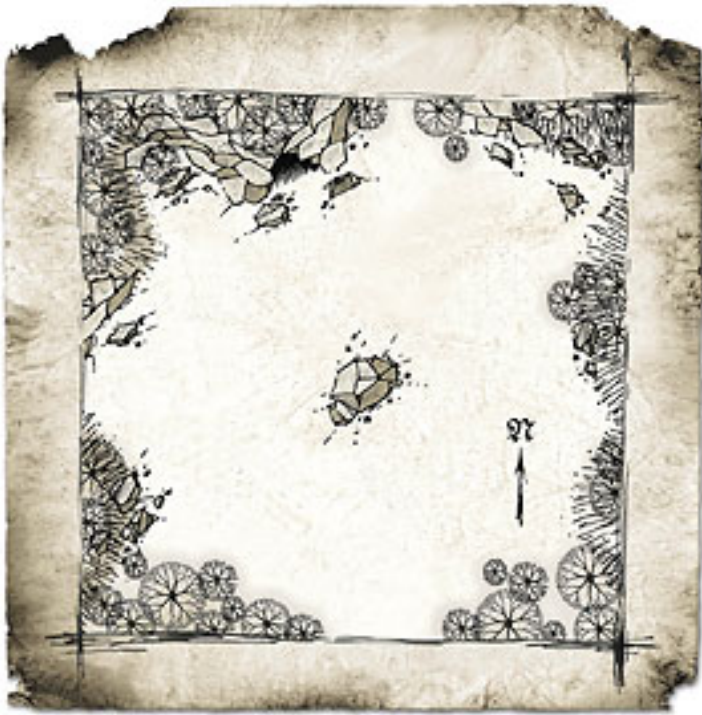
Empire Forces:

- 1 Warrior Priest
- 1 Knight of any Order
- 9 Free Company Fighters
- 7 Archers

Horned devils from the dark forests that surround an Empire village have been plaguing the people with numerous assaults. After many tense months and mounting numbers of missing townsfolk, the village elder sent a messenger to the Temple of Sigmar in Altdorf to beg for help.

Weeks later, during the early hours of the morning, the canter of horses was heard outside the elder's manse. Shouting up to the window, a Warrior Priest bellowed his arrival and announced that he and his troops would not

return until the abominations of Chaos had been cleansed from the forest and their unholy works were cast down!



BATTLEFIELD

A table or area of 24" x 24" is ideal. Standing in the exact center of the table is the Herdstone. All of the edges of the playing field are strewn with impassable hills and large boulders except for a 12" area in the center of the southern edge. Players may place trees, undergrowth and other suitable foliage along all four board edges. On the northern edge of the table there should be a cave amidst the boulder as depicted on the map.

OBJECTIVES

The Empire player must destroy the Beastmen's Herdstone (see special rules)! Once the Herdstone is destroyed, the Warrior Priest and any surviving soldiers

must make it back off of the same table edge they entered on.

The Beastmen have a much simpler goal: Kill the Warrior Priest and all of his men before they smash their idol of unholy worship! If the Herdstone is destroyed and all of the Empire forces are destroyed before they make it off of the table, the game is a draw.

DEPLOYMENT

The Empire player places his band of righteous warriors along the southern table edge at the entrance to the herdstone's glade. The Beastman player places all of his models, except for the Minotaur, 2" apart along the northern edge of the playing area.

WHO GOES FIRST?

The Empire player storms onto the field to get the first turn.



SPECIAL RULES

This scenario uses the special rules detailed below:

Destroying the Herdstone

To destroy this mighty artifact of ancient evil, the Warrior Priest must engage the Herdstone in hand-to-hand combat by charging it in his movement phase. The Warrior Priest wields a holy warhammer imbued with the righteous power of Sigmar. This enchanted weapon can reduce an unholy altar like the Herdstone into mere piles of rubble with a few powerful blows.

The first turn the Warrior Priest is in combat with the Herdstone he may not strike any blows as he draws upon the power of Sigmar to imbue his hammer with holy might. On the following turn, the Warrior Priest may begin his holy task as the

power of the dark gods wilts in the face of his righteous anger. The Warrior Priest will automatically hit the herdstone with no roll required. He may only make one attack against it per turn and if he rolls a 6 on a D6, the Herdstone is destroyed. During each successive turn that the Warrior Priest attacks the Herdstone, it becomes easier to annihilate as the power of Chaos deserts its rocky form. On his second attack, the Herdstone is destroyed on a 5+. On the third it is destroyed on a 4+ and so on.



If the Warrior Priest is attacked while trying to destroy the Herdstone, he may choose to defend himself rather than destroying the evil icon. If he does this he may use his full complement of attacks and abilities to destroy any minions of evil who would dare interrupt his holy mission. He may then pick up where he left off destroying the Herdstone in following turns and he may defend himself and continue the destruction of the Herdstone in this back and forth manner as often as he wishes. He cannot defend himself and attempt to destroy the Herdstone in the same turn .

Waking the Minotaur

Each turn after the first there is a very good chance that the screams and noise of combat will awaken the Beastmen's bloodthirsty ally which resides within the cave. The Minotaur will enter the fray from the mouth of the cave with a deafening bellow on a 6 on a d6 roll at the start of the second turn. He will come charging out of the cave on a 5+ on the third turn, a 4+ on the fourth and so on. The Minotaur will charge the Empire model closest to the mouth of the cave when he appears.

USING ALTERNATE ARMIES

This scenario can also be played with a variety of other armies by substituting Wood Elves, Bretonnians and High Elves as the attackers and Chaos Marauders, Daemons, Chaos Warriors or Dark Elves as the defenders. All that's necessary is to change the terminology and heroes to fit the armies involved. Other ideas for similar scenarios include:

- Dark Elf Shades destroying a Lizardmen Spawning Pool with a Kroxigor guardian.
- Dwarf Rangers, Miners, or Ironbreakers invading a Skaven Breeding Pit to eliminate the Brood Mother.
- Orc Boarboyz and Warriors attacking a piece of Chaos Dwarf machinery in the midst of a fort.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. If the Beastmen successfully defend their herdstone from the Empire attack, they may utilize a magical banner of 50 points or less in one of their regiments in the ensuing battle as they make an example of the Warrior Priest who dared to attack them.



If the Empire is victorious in their mission, all Bestigor and Minotaur regiments in the Beastman army cost an additional 25% in the next battle as their morale is broken from the loss of their holy icon.

ESCAPE FROM LUSTRIA

MODELS NEEDED:

Lizardmen Forces

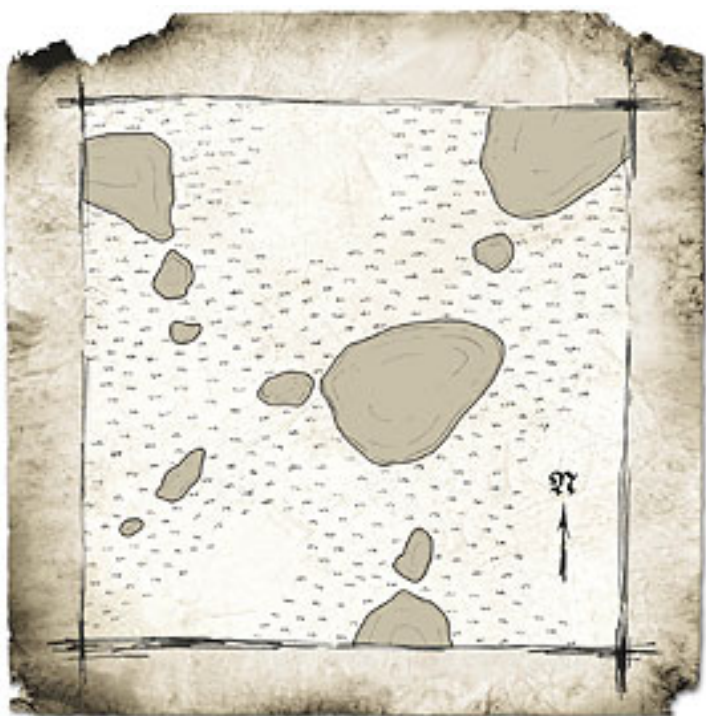
- 1 Kroxigor
- 10 Skinks with javelins & shields, including a champion
- 5 Chameleon Skinks

Thieves (Empire)

- 5 Swordsmen
- 5 Archers
- 5 Pistoliers, one is a Marksman.

A small treasure-hunting party has penetrated deep into the jungles of Lustria in search of treasure. Amongst a collection of overgrown ruins, the thieves have found a number of golden artifacts. On the return trip several members of the group have disappeared and the sounds of some large beasts are drawing ever closer. The party must make a short cut across the swamp to escape. The theft

did not go undetected, groups of Skinks lies in wait, and something much larger is following them.



BATTLEFIELD

Use a special table of 24" x 24" or mark off an area this size on a larger surface. Set up swamp and jungle terrain across the table.

OBJECTIVES

The Thieves get 2 victory points for each infantry model they get off the northern table edge and 1 victory point for each cavalry model. They will also win if they

cause the Lizardmen to rout.

The Lizardmen get 1 victory point for each infantry model they kill, and 2 victory points for each cavalry model.

The player with the most victory points once all models have been killed or have left the table is the winner.



DEPLOYMENT

The Thieves start up to 6" in from the southern board edge. The Chameleon Skinks are deployed on the northern table edge.

WHO GOES FIRST?

The Thieves get to go first.

SPECIAL RULES

This scenario uses the special rules detailed below:

Swamps

The entire area is covered in swampy fens. The Thieves are at half movement. The Skinks and Kroxigor are not affected; they are well used to such watery conditions.



Pursuit

The pursuing Skinks and Kroxigor will appear on the southern table edge at random intervals. At the beginning of the Lizardman's second turn, roll for each pursuing model. On a roll of 4+ (on a D6) the pursuer may enter from the southern table edge. At the start of the Lizardman third turn the roll required is a 3+, fourth turn is a 2+, and at the

start of the the fifth turn any remaining pursuers come on automatically.

Rout Tests

The Thieves will not rout, as they are basically retreating already. The Lizardmen are trying to recover ancient artifacts, so they will not start making Rout tests until they have lost 50% of their force.

USING ALTERNATE ARMIES

The Escape from Lustria scenario is intended to be fought by a small number of infantry and cavalry models (up to 170 points) against a small delaying force and a larger pursuing force. Alternate armies for the Thieves include Dogs of War, High Elves, Dark Elves, Chaos Warriors, and those untrustworthy Bretonnians.



PART OF A LARGER BATTLE

If the Lizardmen are successful they will return the sacred artifacts to their Slann Mage-Priest. In the next game they may have a Plaque of Dominion for no cost.

If the Thieves win, they escape and melt down the gold and use this wealth to hire a unit of Dogs of War for half cost (up to 300 points value).

GATE CRASHERS

Norin shoved the small periscope through the tiny hole he'd made with his gloved finger. At first, he couldn't see much of anything except for a big white blur, his eyes being accustomed to the candlelight from his fellow Miners' helms. His fellow Dwarfs had reinforced the dirt ceiling so that a sudden sinkhole wouldn't

MODELS NEEDED:

Attacking Force - Dwarfs:

- Eight Miners
- One Hero (up to 100 points, including magic items and equipment)

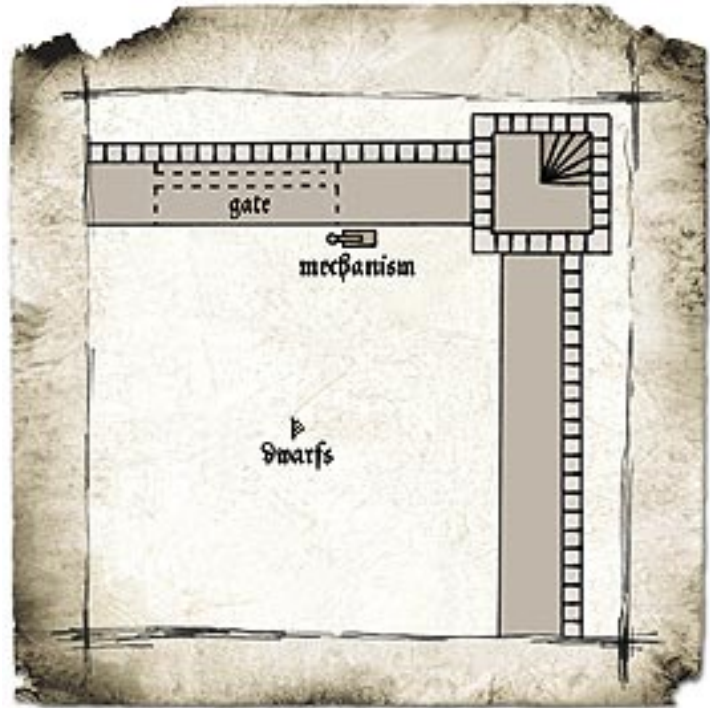
Defending Force - Bretonnians:

- Eight Men-at-Arms with either halberds or spears and shields
- Eight Squires with bows (must be on foot)
- One Paladin (up to 100 points, including magic items and equipment, must be on foot)

give away their position.

"All right lads," Norin whispered, trying to suppress his mirth over the fact that the humans had no idea that his Dwarfs were right below them. "We had ourselves a first-rate dig. We're only a short jog from the gate. Those filthy Bretonnians won't know what hit 'em!"

Norin pulled his periscope back into the tunnel and brushed the dirt out of his bushy eyebrows. Putting on his best "business" face, he signaled the charge...



BATT

The

battle takes place inside the castle in a courtyard where the Miners have emerged. The gate mechanism must be placed on the Bretonnian side of the battlefield. The entire playable surface area measures 24" x 24".

OBJECTIVES

The Dwarfs must reach the gate mechanism and destroy it to win.

The Bretonnians must stop them!

The game last 8 turns, at which time overwhelming Bretonnian reinforcements arrive to stop the Dwarfs.

DEPLOYMENT

The Dwarfs pop up in the courtyard having tunneled under the wall. See *Special Rules* for the Dwarf deployment. The Bretonnians are caught unaware, and only four Men-at-Arms may start on the table; they must be at least 8" away from the Dwarfs.

WHO GOES FIRST?

The Dwarfs take the first turn.

SPECIAL RULES

The Gate Mechanism

The gate mechanism that the Dwarfs must destroy has a Toughness of 5 and 2 Wounds. It can be hit automatically by a Dwarf in base contact. The Dwarfs can allocate their attacks to this apparatus even if they are engaged in combat. The Gate must come down! Destroying this device will open the castle gates and allow the entire Dwarf army to swarm inside.

Dig Dug

The Dwarf Miners have dug under the castle wall and emerge in the courtyard

D6" from the center of the table. Use the scatter dice to find the exact location for each of the nine invaders.

Bretonnian Reinforcements

During every Bretonnian movement phase, three additional Defenders can enter the battlefield through the door at the opposite end. The Bretonnian player decides which of his models (from those still available) will enter on any given turn. Recycling Core troops is allowed, but once all models listed have been deployed, reinforcements stop coming until Bretonnian casualties occur.

USING ALTERNATE ARMIES

You may select up to 200 points of troops from any army, e.g., Skaven, Goblins, and Ghouls/Zombies.



PART OF A LARGER BATTLE

You can apply the results of the battle to your next Siege game! If the Dwarfs win, the gate of the Bretonnian castle will suddenly open on the same turn that the Dwarfs destroyed the Gate Mechanism in the Skirmish game.

If the Bretonnians are the victors, not only does their gate remain closed (until the Dwarfs break in the old fashioned way), but the Bretonnian player may send a 250-point force (no cavalry) back through the Dwarf tunnel. These troops are free and do not count against the Bretonnian player's point allowance for the Siege game. This force may be deployed at the start of Turn 3 and may move as normal from the Dwarf player's table edge.

GUARD 'THE MAGNIFICENT'

MODELS NEEDED:

Empire Forces

- 7 Halberdiers/Spearmen (with light armor & shield)
- 1 Champion (with sword, light armor & shield)
- 2 Handgunners
- 1 Engineer with a repeater pistol
- 1 Steam Tank

Orc Forces

- 2 Wolf Rider Boss with light armor, shield & spear
- 3 Wolf boyz with bows
- 3 Wolf boyz with spears & shields

"Damn this infernal contraption!", yelled Meissen, frustration oozing from every pore. "We were supposed to be in Nuln two days ago!"

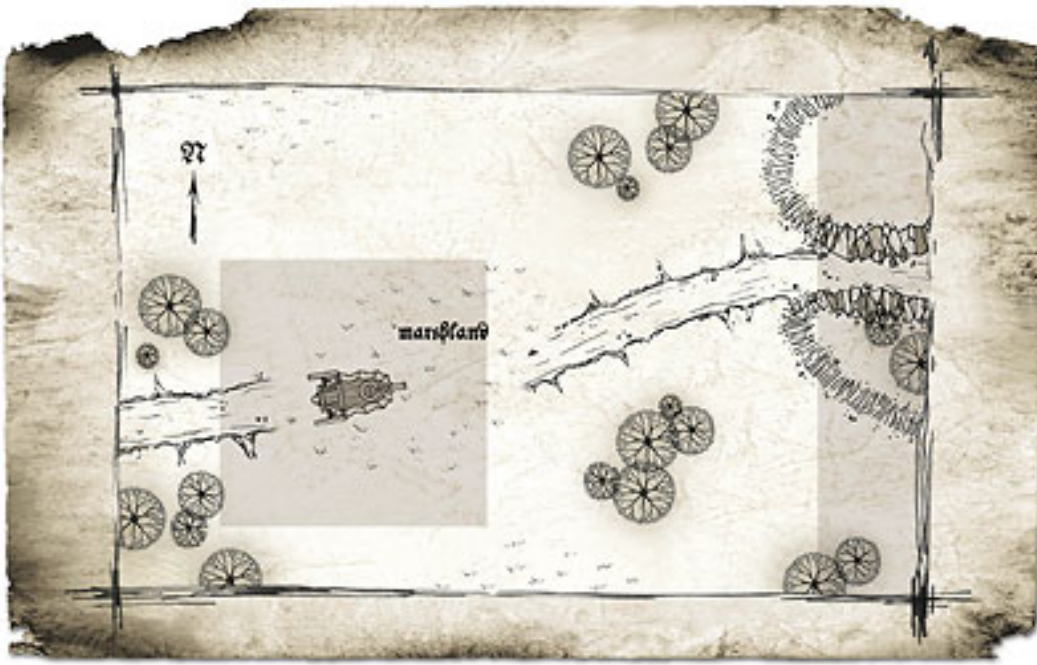
The Captain aimed a kick at the armored hull only to slip and fall backwards into the mud, his colorful language lost in the groans of his men. As they gave one last exacerbated heave, the Tank lurched forward and then halted, venting a huge cloud of steam, to the muffled curses of the Engineer inside.

Just then a pair of riders galloped up to the mud drenched Captain... "Orc raiders are on our heels... you must hurry!" With a panicked look over their shoulders, they sped off in the direction of Nuln.

"Bring back reinforcements!", yelled Meissen after them, before turning to look at the disabled Steam Tank and silently cursing several known, lesser known and then fictitious gods over his run of luck.

"We can't just leave this here..." exclaimed the slightly singed, sweaty Engineer from the steam-filled Tank's top hatch. The Captain looked up at him, annoyance dancing across his eyes, "Then we must defend it." Turning on his heel, Meissen stalked away from the Tank calling to his men to make ready.

BATTLEFIELD



Mark out an area on your table to about 36" x 24". Mark out a road running across the board from east to west, and place two hills on either side of the road at the eastern end of the table. Then add a scattering of terrain on the table like

woods, hedges and trees.

OBJECTIVES

A large Orc raiding force is marching on Nuln. The army's vanguard is sweeping through the stragglers of an Empire army trying to reach Nuln to reinforce it. This is when they encounter the great Empire Steam Tank 'The Magnificent' held up in marshy ground and stuck solid.



The Empire player must hold back the Orc vanguard for 10 turns in the hope that the Riders get back to Nuln and bring word of their plight. The Orc player is interested in plundering the Tank and must attempt to break the defender's back (reducing them to less than 25% of their starting strength) before the end of the last turn.

DEPLOYMENT

The Empire player sets up first, placing the Steam Tank to the side of the road as shown on the map. He may set up 6" of barricades around the Tank and then deploy his defenders within 8" inches of the machine. The Orc player then sets up

6" in from the eastern table edge.

WHO GOES FIRST?

The Orc player gets the first turn.



SPECIAL RULES

This scenario uses the special rules detailed below:

A Wave of Green

Any Wolfboyz that are removed as casualties may re-enter the table from the Eastern board edge at the beginning of the Orc player's turn.

Pillbox

The Imperial Engineer starts the game inside the Steam Tank. The mighty machine may be broken down and stuck in the mud, but the turret mounted steam cannon still works. This gun may be fired once per turn, but the Engineer must aim the gun by poking his head through the top hatch. This means he can be shot with a -2 'to hit' modifier.

USING ALTERNATE ARMIES

This scenario could be easily adapted to incorporate a large variety of armies, below are a few examples:

- Lizardmen attempt to defend a horde of Old One treasures against Lustrian explorers.
- A Dwarf cannon crew is besieged by Skaven.
- Bretonnian Grail Knights defend their chapel against Wood Elves.



PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. If the Empire holds back the enemy, then in the next battle the Empire player can field an Imperial Engineer with 25 points of magic items, at no additional points cost (he is very grateful for saving his

'Magnificent' Tank).

If the Orc player break the defenders, they capture the Steam Tank and after much lever pullin', pipe leashin' and snot krumpin', they manage to figure out how to fire the Steam Cannon. In the next battle the Orcs haul the broken down machine onto the field and use the Steam Cannon against the Empire troops for free as an immobile firing platform.

HERE THERE BE DRAGONS

MODELS NEEDED:

The Dragon

• The foul beast is large and powerful - but not the most mighty of its kind. Use these stats:

M	WS	BS	S	T	W	I	A	Ld
6	6	0	6	6	6	3	5	8

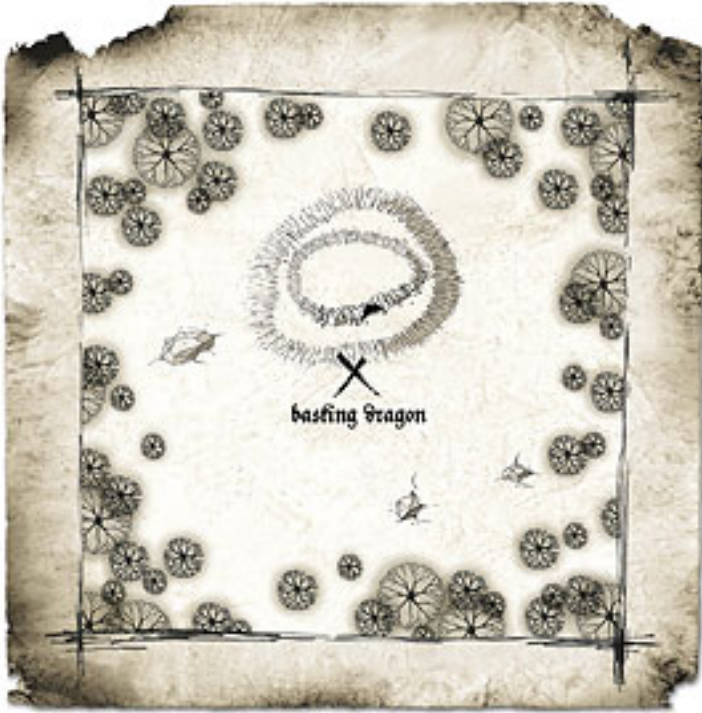
Rules Fly, Terror, Large Target, Breathe Fire (strength 4 using flame template), Scaly Skin (3+ save)

The Empire

The Warhammer world is for the most part, a wild and untamed place. Even the so called civilized and cultivated lands are bordered by vast tracts of wilderness. It is most likely the Dragon came from out of these uncharted lands - perhaps from a lofty lair high up in the World's Edge Mountains. Regardless, the beast has settled in the dark forests of

- Up to 125 points of any troops, but no war machines, and only half of the models may be mounted
- A Grand Master with up to 25 points of additional equipment and/or magic

the Empire, where it terrorizes nearby towns and all who travel that way. Ridding the land of such menace won't be easy...



BATTLEFIELD

The Dragon has made his abode on a small hill top clearing in the middle of the woods. To represent his lair use a 24" x 24" playing area. The prominent feature is a multi-level hill with a gaping cave mouth. This hill is centrally located, on the top half of the table about 10" in from the northern board edge. The surrounding edges are still forest, so place as many trees as you can within 6" of all board edges.

The rest of the terrain contains a few scrubby trees, rock piles, and the odd bitten-in-half skeleton of a few of the Dragon's previous victims.

OBJECTIVES

The Dragon's Objective is to drive off the attacking party, and protect its new lair.

The Empire's Objective is to slay the Dragon.

The game will last until one side is entirely wiped out or the Empire fail a Rout test.

DEPLOYMENT



Luck is with the Attacking side as the Dragon (basically a lazy creature) has just eaten its share of villagers and is settling down to bask in the hot sun. It is placed at the bottom of the hill in the center of the gaming space.

The Attackers have left the road and approached through the woods with great stealth. To represent this they may be set up within 4" of any board edge except the north.

WHO GOES FIRST?

Roll a D6, on a result of 1 someone steps on a dry branch and the Dragon goes first, on a 2-6 the Empire has the first move.

SPECIAL RULES

This scenario uses the special rules detailed below:

Inspired Troops

All the troops were hand-picked by the Templar Grand Master. They are well led, brave, and have been lectured long on the terror of the Dragon. So long as the Grand Master is alive, all the models on the tabletop may use his Leadership for any Terror tests. In addition, the Empire side will NOT have to make any Rout tests until they have lost 75% of their total number.

Soaking Wet

A quick stop at the nearby stream has ensured that the Empire troops are drenched knowing their wet clothes and additional wet rags will aid them. For the first 4 turns all the Dragon's breathe weapons will suffer a -2 strength modifier. By the start of the 5th turn, however, the water will have evaporated and the

Dragon will be extra hot, so revert to normal.



Mighty Creatures

Dragons are amongst the most ancient and mighty of all creatures in Warhammer. Even a small one is not to be taken lightly. This being the case, all the Dragon's rolls on the Injury Chart are considered to be +2. This means a roll of 1 (normally a Knocked Down) will become a 3 (Stunned). Also, Mighty Creatures are not

susceptible to Critical Hits from anyone under strength 5.

Designers' Notes

This scenario is tough, and swings heavily towards the Dragon. We don't think that's a bad thing, as those beasts are famous for a reason! That's why the rewards for winning with the attacking force are higher than the Dragon winning. Mostly it was a great chance to paint up any number of the awesome Citadel Miniature Dragons that have been made throughout the years.

USING ALTERNATE ARMIES

This battle can be fought by any Warhammer armies in totally different terrain, here are some examples:

- Out in the Wastelands the forces of Chaos try to prove themselves to their dark gods. Rival bands strive to slay the Dragon first!
- High up in the mountains, a party of Dwarfs (with Slayers in the mix) attempt to reclaim their treasure.
- A Bretonnian Knight and his faithful retinue ride forward to save the maiden (donated by the local villagers) that is meant to placate the beast.

Just make sure to replace the Grand Master with a hero of about 185 points.



PART OF A LARGER BATTLE

Dragon Raiders Win

By slaying the Dragon the survivors are awarded with the praise of the villagers, fame, & wealth. This causes recruits to flock to your banner. In your next Warhammer battle add either 150 extra points of Core Troops, or take 75 points of extra magic items (plundered from the Dragon's Horde).

Dragon Wins

The area becomes more inhospitable than ever. Food production is down as the villagers are demoralized (or already eaten by the Dragon). The bravest of the soldiers have already gone off to try their luck, and so recruitment is off. The player that lost to the Dragon (Your opponent) must take 75 points less in the next game.

HORSE THIEVES

MODELS NEEDED:

Attacking Forces:

- 10 Dark Elf Shades armed with hand weapons, repeater crossbows and light armor

Defending Forces:

- 5 Ellyrian Reavers armed with Bows and Spears
- 20 Horse models (or tokens to represent horses)

The Malekith's armies are gathering for a new assault on Ulthuan and smoke from the forges of the Druchii darken the skies. Raiding parties of Dark Elf Shades are on the hunt once again across the plains of Ellyrion in search of the finest mounts in the Old World. Will the evil Dark Elves obtain the mounts they desire or will the Ellyrian Reavers be able to protect their charges from a hideous life in the

stables of the Witch King?



BATTLEFIELD

A 24" x 24" area is ideal for this type of game. The terrain represent the plains of Ellyrion and as such will be somewhat bare but you will need to add a few terrain features for the scouts to spring forth from. We suggest a few small stands of trees, some tall grass, rocks, or even a small pond.

OBJECTIVES

You will need 20 Elven horse miniatures without riders or 20 tokens to represent horses on the tabletop. Players alternate placing horses anywhere they wish on the battlefield.

The game lasts for 10 turns. The Dark Elves will win the game if they control/have captured 5 or more horses by the end of Turn 10 or if they wipe out all of the Ellyrian Reavers. The High Elves will win if they drive off the Shades, destroy their forces or prevent them from capturing a sufficient number of horses by the end of the game. Rules for capturing horses can be found in the Special Rules section below.



DEPLOYMENT

Place one Ellyrian Reaver in the center of the table. One after another, use a scatter die to deploy each of the 4 remaining High Elves 2D6" from the center of the board. This represents the random movement of the group amongst the horses.

The Dark Elf Shades start out the game in hiding as detailed below in the Special Rules section.

WHO GOES FIRST?

The Dark Elf Shades use their uncanny stealth to gain the surprise and get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:



Camouflage

Dark Elf Shades are masters of stealth and deception. Not even the rolling plains of Ellyrion can prevent them from infiltrating among the herd and they have used clever camouflage techniques and guerilla methods to creep up on the horses right under the noses of their shepherds. During the first turn of the game, up to 3 Shades may

reveal themselves from camouflage 4" away from 3 randomly determined terrain features. On the second and subsequent turns, 2 more Shades may enter the battle from a randomly determined table edge. This continues until all 10 Shades have been deployed.

Roundup!

Although each Dark Elf Shade has a lasso which enables them to capture the Elven steeds, they also have the capability and skill to wrangle them under control by hand if need be. Any Shade may capture a horse by ending their movement next to the model. A horse may also be captured by lassoing during the shooting phase. A lasso has a range of 6" and normal modifiers to shooting apply. After being captured, move the Shade and horse together as one model at the movement rate of the Dark Elf. A Shade may lead a horse off of the table

(preventing it from being freed) but may not return. If a Shade with a captured horse is *Stunned* or goes *Out of Action* the horse will flee 3D6" inches in a random direction but will stop if it reaches a board edge.



USING ALTERNATE ARMIES

This scenario is a classic battle described in the Warhammer Armies: Dark Elves book. However, it could just as easily be played with other armies such as:

- Goblin Wolf Riders attacking a flock of sheep which is protected by Empire Pistoliers or

Handgunners.

- Lizardmen Chameleon Skinks attacking a Dark Elf Cold One pen.
- Hobgoblin Wolf Riders assaulting a Halfling village.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. If the Dark Elf Shades are successful in their raid, the loss of so many steeds is a heavy blow to the High Elf army. In the following battle, the points cost of Ellyrian Reavers is doubled.

If the High Elves manage to hold out against the Dark Elf assault, the resulting punishment of the Shades by the furious Witch King will result in them becoming a 0-1 choice in the following battle.

HUNT THE HATCHLING

MODELS NEEDED:

Dark Elf Forces:

- 1 Beastmaster
- 2 Beastmaster Apprentices armed with 2 Poisoned Hand Weapons
- 5 Dark Elves with Hand Weapons, Light Armor & Reaper Crossbows

Or For Multi-Player Games:

- 150 Points of models and One Hero for each Player

Hydra Forces:

- 1 War Hydra
- 4 Hydra Hatchlings (+1 extra for each additional player beyond 2)

Hydras have long been trained for battle by Dark Elf Beastmasters and the best way to bend these titanic monsters to one's will is to begin training them while they are still very young. It is that time of the year when the hatchlings are at the right age to be taken from their mother. The only problem is that their mother doesn't quite agree!



BATTLEFIELD

Set up a playing area of about 24" x 24". The entire area is the interior of a cave, and the Hydras' nest is 2" from one of the walls. In the center of the opposite wall, there is a 8" opening where the hunters enter.

OBJECTIVES

The first player to carry two Hatchlings off the table wins.

DEPLOYMENT

The Hydras begin in their nest of piled rocks and bones.

The Hunters set up in the cave opening farthest from the nest. For a multi-player game, the Hydra nest will be in the center of the cave, and there will be multiple entrances on each of the cave walls.

WHO GOES FIRST?

Those who dare to hunt the Hatchlings get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Mother Hydra

The mother Hydra moves D3" in a random direction until it has line of sight to an enemy model, when it will charge directly to protect its brood.

Hydra Hatchlings

M	WS	BS	S	T	W	I	A	LD
4	3	0	3	4	3	1	3	5

Breathe Fire

Young Hydras breathe fire much like their larger counterparts, but needless to say, not with as much ensuing destruction. In the shooting phase, a Hydra Hatchling may turn in any direction and breathe fire at a single model up to 5". This shot automatically hits and causes an S3 hit.



Pick up Chicks

Any hunter can carry a Hydra Hatchling after it has been knocked down, however, the hunter's movement is reduced to half. When a Hatchling is *Out of Action*, it counts as down. Once a Hatchling is knocked down, it may not get back up for the remainder of the game. Keep it on its side until a dark elf comes to claim it to carry it

off the table.

Poison

The Beastmaster and his apprentices use a special poison when hunting beasts for their collections. When a Beastmaster wounds a Hydra Hatchling, the Hatchling must pass a Toughness test. Non-Dark Elf players may nominate ONE model to have this ability.

Scaly Skin

Hatchlings have scaly skin which gives them a 5+ armor save.

Young and Wild

To move a Hatchling, it must pass a Leadership test AND have line of sight of an enemy model.

- If it passes, it will move 4" towards the nearest enemy model it has line of sight to, regardless of which way it is currently facing.
- If it fails, or does not have line of sight of an enemy model, the Hydra must move D6" in a random direction.
- If a model ends up in base to base contact with an enemy model due to its movement, it counts as charging for that turn.

Beastmaster

Beastmasters and Apprentice Beastmasters are so use to battling Hydras that they can often see an attack before it is coming (regardless of which head is striking). When in combat against Hydras and Hydra Hatchlings, Beastmasters have a 4+

Ward save as they dodge the incoming hit and any breath attacks. They are also immune to the Terror caused by Hydras. Non-Dark Elf players may nominate ONE model to have these abilities.



USING ALTERNATE ARMIES

While only Dark Elves regularly make use of the dreaded trained Hydras for battle, there are many desperate adventurers that can sell off such a valuable item. Imagine a party of greedy Dwarfs trying to barter the Hatchlings for gems or perhaps some Dogs of War mercenaries trying to gather enough money to buy their way back home.

PART OF A LARGER BATTLE

Here are some ways you can continue this small game and have it affect a much larger battle:

Dark Elf winner may add a free Hydra to their army!

Non-Dark Elf winner may add a free unit (up to 200 points) to their army. This represents the sudden influx of wealth from selling the highly coveted Hatchlings.

INN TROUBLE

The surly group of Dwarfs from Rhadul's Rangers sit rather uncomfortably at the now sopping-wet bar top. The ruckus they have been raised in the past hour, comparing scars and talking about how many heads they've taken, has had the barkeep and his wife on edge. At least the coin was good.

The heavy oaken door to the tavern swung open with a bang as the half drunk

MODELS NEEDED:

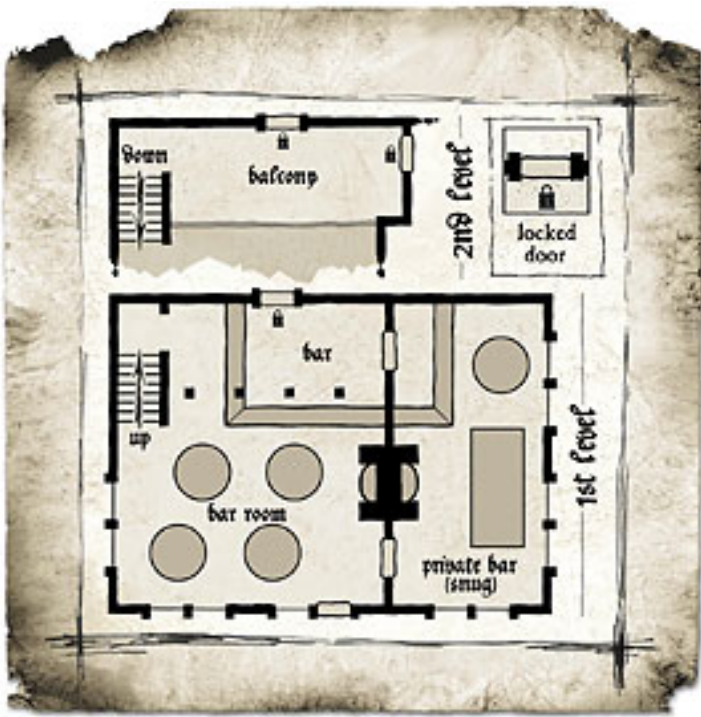
Each Side:

- 125 points per side of Core and Special troops
- gang must consist of 5-10 models
- Unit champions are allowed, but no Lords or Heroes
- No fliers, artillery or monsters
- Unmounted cavalry at half cost (round up)

forms of another of the mercenary company's chief staff walked in. These boys had the look of trouble about them. These men were Middenheimers. The wet wolf pelts that adorned them turned even the rough noses of the Dwarfs at the bar. "Oy! Yer stinkin' furz are makin'

er' beer sour..." Yelled one red-faced Dwarf.

The barkeep and his wife exchanged a look and quickly made their way to the cellar; things were about to get messy.



BATTLEFIELD

Use a special table of 24" x 24" or mark off such an area on a larger surface. Set up "tavern" terrain as per the map to the right.

OBJECTIVES

The goal of both sides is the same; destroy the rival band of mercenaries. Failing that, then you can, at least, run them out of town.

Since things are fairly even (see special rules) the side with the most models standing after 10 turns wins! If there is a tie then fight until the tie is broken. The victors get to stay and "socialize" while the losers turn tail and run.

DEPLOYMENT

Roll a d6 to determine who gets to the Inn first. The initial band of mercenaries

settles in at the bar and has a few drinks before being interrupted by their rivals. The second group of soldiers of fortune sets up just inside the door.



WHO GOES FIRST?

The libations imbibed by the first group of mercenaries has raised their bravado. The soldiers that start in the bar go first!

SPECIAL RULES

This scenario uses the special rules detailed

below:

Close Quarters

Due to the limited space, tables, and weary travelers, it is a bit difficult to wield certain weapons in combat. Pikes are nearly impossible to use, and suffer a -2 penalty 'to hit' their opponents, while spears and all weapons that require two hands suffer a -1 penalty.

Liquid Courage

Before the battle erupts, roll a d6 for each of the troops at the bar. On a 6 they are under the influence of alcohol and suffer -1 "to hit" penalty but can't be stunned. A roll of Stunned on the Injury table counts as a Knocked Down result (for intoxicated models only).



Optional Special Rules

Weaponless

The mercenary band that arrived first is at an even greater disadvantage. The landlord of this particular inn confiscates guest's weapons for the duration of their stay. These weapons have been placed in a caged area under the stairs. Uh, oh... While weaponless, these warriors get -1 to the Injuries they inflict and can't cause a Critical.

I'll use Anything

Since they only have their fists to fight with, the weaponless mercenaries are desperate. Distribute a dozen tokens around the bar (take turns placing pennies) to represent items that might be useful in combat. If unengaged in combat, any soldier can choose to replace their weapon with what is found, roll a d6:

- 1 Something useless (loaf of bread)
- 2-3 A sturdy club. (table leg)
- 4 Barrel toss. One +3 STR, 6" throw.
- 5 A pistol with 2 shots. (hidden by guest)
- 6 A Great Weapon! (mounted on wall)

USING ALTERNATE ARMIES

If you don't have a lot of different models to support a mixed mercenary band, then use what you have. This brawl is almost as much fun when fought between Empire core troops from rival city-states.

Almost any race that frequents this sort of establishment can be used. Dwarfs spend almost as much time "socializing" as they do killin' and minin'. A Chaos warband or a Goblin raiding party could storm the inn looking to cause trouble. Other less likely races could be tracking down these Dogs of War looking for a stolen magic item they picked up in earlier pillaging.



PART OF A LARGER BATTLE

This is obviously a good start to a battle between two rival Dogs of War armies. The side that wins will be without any unit champions that are killed in the brawl. The side that loses will be without the unit champions it lost plus 100 points to represent scouts out looking for the missing

officers.

LABYRINTH

MODELS NEEDED:

Invaders:

- Vespero's Vendetta (Vespero and 7 warriors)

Bretonnian Militia:

- 10 Men-at-arms with light armor and shields
- 10 Bowmen
- 5 warhounds (see stats below)
- "The Duke", a Hero with heavy armor and a great weapon

Vespero looked over his shoulder. The rest of his cutthroats were legging it hard after him. The Duke's magnificent palace was large indeed, but they had found the battle plans the Duke was to use in the coming conflict.

Unfortunately, there were some in Vespero's group that weren't as stealthy as he had originally thought. With a misplaced movement, one of his men knocked over a vase-bearing pedistal.

They had been found out! The watch at the gates had lit their signal fires and in the distance, barking dogs could be heard.

"Quick, into the gardens... we can hide 'til morning.", shouted Vespero through ragged breaths.

Hours passed and the shouts had long since stopped. In the early morning light,

the band looked around and found themselves in a tall hedge maze. Suddenly, a laugh pierced the morning mist... the Duke! "Good luck getting out Vespero. I'll have you stretched on the rack by sunset."



BATTLEFIELD

You will need a 24" x 24" table for this scenario, or mark off that area on a larger table. Within that area, set up a series of walls and hedges in a maze-like pattern. One way to do this is for each player to take turns laying down one wall at a time until all the walls and hedges are used or both players agree that there is enough terrain on the board.

OBJECTIVES

Vespero's Vendetta must fight their way out of the maze with the stolen plans. If Vespero escapes the maze, the Vendetta win.

The Duke's troops must catch the whole band in order to claim a victory.

If Vespero is captured, but some of his men escape, then the scenario ends in a draw.

DEPLOYMENT

The invaders set up in a 6" x 6" square at the center of the table. The Bretonnian player places 2 models at each of the exits.

WHO GOES FIRST?

The Duke and his Bretonnians get the first turn.



SPECIAL RULES

This scenario uses the special rules detailed below:

Impenetrable Walls

The bush walls, ivy and thorny holly is incredibly thick and even towers over a man on horseback.

Models may not attack other models over or through a row of hedges. Even arrows or bullets are lost among the dense branches and leaves.

Trouble at Every Turn

Every time Vespero's band turns a corner, roll 2D6 and consult the following table. Place new models at least 4" away unless noted otherwise.

- 2 **I have you now!** The Duke, armed and ready, enters the battle.
- 3-4 **Surprise attack!** 4 Men-at-arms charge the brigands.
- Shhhh! Someone's coming.** A rustle in the hedges
- 5-6 alert the Vendetta. They may not move this turn except to fight back in combat.
- 7-8 **Whiz, snap!** The Vendetta are attacked by 3 bowmen firing from the next corner in the maze.
- Bow wow...** Place 2 Men-at-arms and 3 warhounds
- 9-10 at any entrance to the maze. They may move normally.

11 A weak spot! You may make a hole in the hedge anywhere along your movement phase; room enough for two models to pass through side-by-side. If this allows the group to escape, go straight to *Escape?!*

12 Roll twice on this chart.

Warhounds

Use the following statistics for the warhounds:

	M	WS	BS	S	T	W	I	A	Ld
Warhound	6	4	0	4	3	1	4	1	5

Escape?!

When Vespero moves through an exit to the maze, roll a die:

- 1-4) Vespero and the remnants of his band escape! The Vendetta win!
- 5-6) Wrong Turn! The remaining Vendetta set up in the 6" x 6" area in the middle again. Try to escape again. Hurry, it is getting light!



USING ALTERNATE ARMIES

Here are a few other ideas you can try with the Labyrinth scenario.

- Dark Elves make landfall off the coast of Tor Yvresse at night and use a series of caverns and tunnels to make their way to an ancient maze inside the city's walls.
- Instead of a group of invaders, both players control a group of warriors that have stumbled upon a maze in the dreaded Chaos Wastes; the center of which is rumored to be filled with piles of gold and jewels. Little do these treasure seekers know, a Minotaur has been tasked with guarding the riches. Both players control their warriors while a third player controls the

rampaging Minotaur!

For both of the ideas, try to keep to these following guidelines:

- 100 points of troops including 1 Champion.
- Troops may come from the Core and Special choices.
- No Magic Items, Wizards, Fliers, War machines, Calvary or Monsters.
- The invading party must consist of at least 4 models.

PART OF A LARGER BATTLE

If Vespero escapes, his employer's battle plans will change drastically to take advantage of the new information. In the coming battle, after both sides have deployed, the invading player may move D6 units anywhere else in his deployment area and also receive Vespero's Vendetta for free!

If Vespero is captured by the Duke, the Duke's enemies are caught unaware by a lightning attack. The Duke forces the enemy to set up all their units first, and the Duke gets the first turn.

LIGHTNING'S CHILDREN

"Storm's kickin' up," said Drokki Thorinson, declaring the obvious to his nearly frostbitten compatriots. "And it looks to me like it's going to be a mean one." The rest of his snow-covered retinue grunted their agreement in near unison, followed by rounds of coughing and cursing. Not one of the Dwarfs wanted to be caught this high up in the Worlds Edge Mountains during such a fierce blizzard.

MODELS NEEDED:

Dragon Ogres:

- Three Dragon Ogres (no additional equipment - they just woke up!)

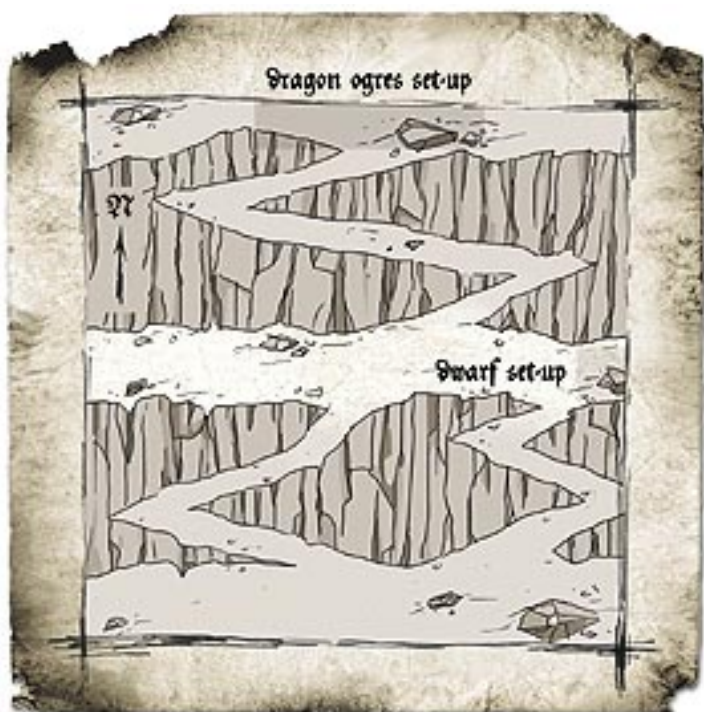
Dwarfs:

- One Warrior Champion (Heavy Armor and Great Weapon)
- Ten Warriors (Light Armor and Great Weapons)
- Five Thunderers
- Token or model for treasure chest

of some angry beast!

With a flash that nearly blinded the grumpy travelers, lightning smashed into a nearby peak sending small bits of rock and great plumes of snow high up into the air to cover the Dwarfs. Barely a minute after the members of the retinue had regained their footing and brushed the ice from their beards, the rolling crash of thunder was heard. Strangely, the thunder sounded less like a great god's rolling drumbeat and more like the echoing roar

"Stay close, men. I sense some troubles ahead." With another flare of white light, Drokki distinctly saw multiple hulking shapes standing in silhouette upon a craggy cliff. "Stand firm and guard the chests. I smell the stench of Chaos!" It seemed that the storm wouldn't be the only thing standing in their way to Karak Kadrin...



BATTLEFIELD

The battle takes place on a 24" x 24" table covered with rocky terrain to represent mountainous cliff faces. A mountain pass travels from east to west across the table. Snow-covered terrain would be best but is not required.

OBJECTIVES

The Dwarfs must get their precious chest of gold from one edge of the mountain pass to the other. Accomplishing this task gives victory to them.

The Dragon Ogres are extremely hungry from the long hibernation and view the Dwarf retinue as a tasty snack before they begin their pillaging elsewhere. They win by killing all of the Dwarfs.

DEPLOYMENT

The Dragon Ogres appear on a cliff. Deploy the three Chaos creatures above the trail in the middle of the northern table edge. The Dwarfs start on the trail within 6" of the eastern table edge.

WHO GOES FIRST?

The Dwarfs get the first turn.

SPECIAL RULES

Slippery!

Due to the slick ice and snow drifts that cling to the sides of the pass, quick movements could prove fatal! If a Dwarf attempts to run, roll a D6. On a roll of a 4+, the model falls off the cliff and is lost. Note: models actually charging do not need to make this test.

Blizzard

Due to the flurry of snow, all Missile fire is made at -1 to hit. Thus, Thunderers are -2 to hit at long range and -1 to hit at short range due to the inclement weather.

Lightning Strikes

Each turn, roll a D6. On a roll of a 5-6, a bolt of lightning has struck the table. Roll scatter and artillery dice to determine where the bolt actually hits (bolts scatter from the center of the table). The model closest to the bolt gets zapped! A hit on a Dwarf kills him outright. However, a hit on a Dragon Ogre does no damage and causes him to be subject to *Frenzy*.

Heavy Chest

The chest is so full of gold that it takes at least two Dwarfs to move it. The Dwarfs carrying the chest can't charge unless they drop the chest and obviously can't run while dragging it. The gold is too precious to risk anyway.

Dwarf Gold Lust

Dwarfs will never run away from some hard-earned gold but will run away with it! Drokki and his men are not affected by *Fear* or *Terror* in this scenario and will not leave the board before the gold does.



USING ALTERNATE ARMIES

Although this scenario was written with Dwarfs and Dragon Ogres in mind, it is easy to imagine this type of situation happening elsewhere, with other combatants. Here are a few more ideas:

- Four Trolls attack a small band from a Dogs of War army returning to base camp with a new chest for the Paymaster.
- Four Kroxigors ambush a Dark Elven retinue returning home after plundering Slann treasures.
- Four Rat Ogres charge a band of undead warriors bringing unholy treasures back to their Necromancer.

PART OF A LARGER BATTLE

Here are some ways that this small game can affect a much larger battle:

Attackers Win

If the monsters win, they will feed heartily on the bodies of the slain. Their appetites momentarily sated, they happily join the controlling player's army for "free" (and do not count against the number of Rare or Special choices) in hopes of more carnage and subsequent feasting.

Defenders Win

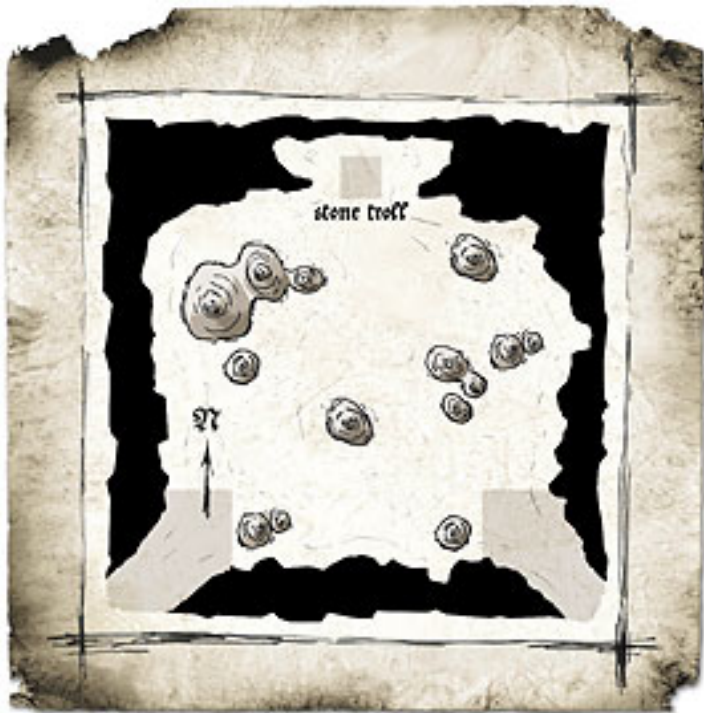
If the treasure bearers win, they are able to hire more troops, buy more weapons, or afford more supplies. The controlling player may add 200 points of "free" troops to his army. These troops may be added to an existing unit or form a new unit. If a new unit is formed, it does not count against the maximum number of Rare or Special choices, nor does it count toward the minimum number of Core choices (as appropriate).

LURE OF TREASURE

MODELS NEEDED:

- Each player chooses up to 75 pts of forces from their respective army list. Only models on 20x20 mm or 25x25 mm bases may be used. No heroes are allowed but unit champions are permitted. One musician must be included by each player
- 1 Stone Troll

Two rival treasure excavation teams have been sent to recover a lost artifact believed to rest in the horde of an especially large and savage Stone Troll. Rumor has it that the Troll is easily distracted and it is possible that the artifact might be acquired without direct confrontation with the beast. That may be the only hope your adventurers have to retrieve the artifact and escape from the Troll's lair unscathed!



BATTLEFIELD

The playing area should be 24" x 24". The interior of the cave should have two 8" wide entrances leading from each corner on the southern board edge and a 6" wide alcove in the middle of the northern board edge. The remainder of the cave will undoubtedly contain a few random boulders, stalagmites, piles of bones and other such objects thought to be found in a Troll's lair. Each player should take turns placing these until all players are satisfied with the terrain.

OBJECTIVES

This is a multiplayer game requiring 3 players; one to control each party and one to guide the actions of the Stone Troll. Each player should try and distract the Stone Troll by utilizing their musician to charm the beast into complacency long enough for another member of their team to sneak up and retrieve the artifact which rests in the alcove along the northern board edge. The first player to retrieve the artifact and escape off the table edge through their deployment tunnel wins the scenario. Of course, the team without the artifact and the Stone Troll are not going to make it easy on you. The Troll player wins if he forces both teams to rout off of the table or smashes all of the treasure hunters into paste.

DEPLOYMENT

Each treasure excavation team rolls a D6 to see who sets up first. The winning player then sets up their force at the entrance along the southern edge of their choice up to 6" in from the corner as shown on the map. The Stone Troll sets up in front of the alcove, no more than 6" away from the northern board edge.

WHO GOES FIRST?

The treasure hunting teams roll a D6 to see who gets the first turn. The Stone Troll, being a mere dimwitted monstrosity, always goes last.



SPECIAL RULES

This scenario uses the special rules detailed below:

Distract the Troll

If the Stone Troll fails his *Stupidity* test, he will move at half rate toward the closest musician rather than the closest enemy model. All other rules for *Stupidity* still apply. If the test is passed, the Troll player may rampage among the thieves at will and choose to move and fight as he wishes.

Run For It Lads!

If any model ends their movement in the alcove at the back of the cave, the artifact may be picked up and the mad dash to the exit begins! If the model carrying the artifact is taken *out of action*, the artifact is dropped at their feet and remains there until scooped up by another model ending their movement next to it. Once the artifact has been moved from the alcove, the Stone Troll flies into a mighty rage at the sight of his precious artifact being taken by thieves and no longer responds to the music. He no longer has to take a *Stupidity* check but he must charge the model holding the artifact if he can, ignoring all others until the thief is taken *out of action*. If the Troll ends his movement next to the artifact, he will not attempt to pick it up but will stand guard over it until it is picked up again or he is lured away by the soothing rhythms of the musicians.



USING ALTERNATE ARMIES

This scenario can easily be played with only two players (one as the Stone Troll and one as the adventurers) or even more players and multiple beasts on a larger table. You could also use any number of monsters or hideous beasts that you have in your miniatures collection. If you use

anything tougher than a Stone Troll, it might be a good idea to increase the size of the party or give them a magic item or a Hero to even up the odds a bit.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. Should one of the excavation teams actually escape intact with the artifact then the player who makes it off with the artifact may take an additional 50 point magic item in their next battle for free.

NEVER LEAVE A MAN BEHIND

MODELS NEEDED:

Attacking Forces:

- 125 points of any troops
- Only half the number of models may be mounted
- No heroes or wizards, although Champions may be selected
- The Attacker must supply a wounded hero and six troops

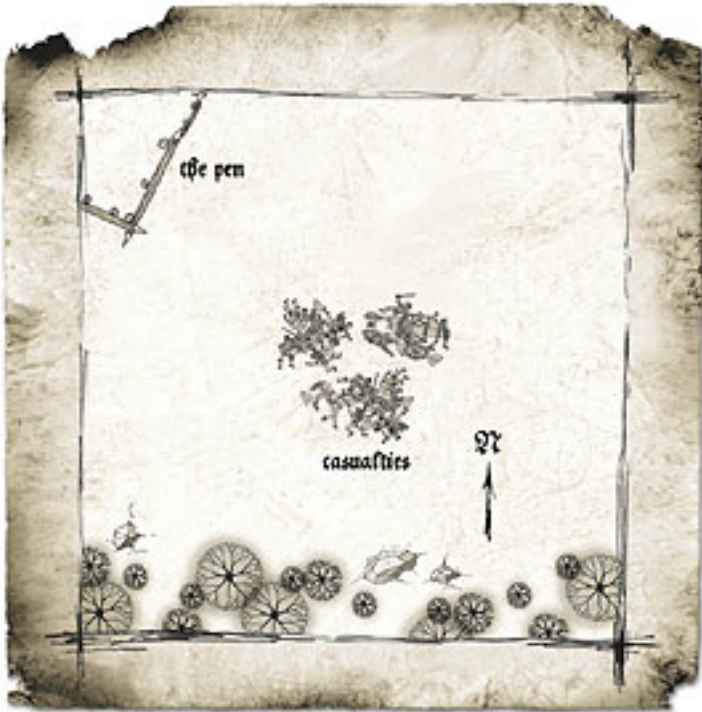
In the whirling destruction of combat it is all too easy to lose your comrades and your regiment. This scenario tells the story of a retreating army forced to leave a great and honored Captain and several members of his bodyguard lying wounded on the battlefield.

A smattering of loyal troops don't flee, however, and risk the dangers of returning to the battlefield to rescue

Defending Forces:

- 100 points of any troops (only foot troops)
- After turn two you may bring in reinforcements of up to 50 points of any troop type available each turn onto the southern edge

their brothers-in-arms. The majority of the enemy are out chasing their fleeing foe, but some still remain to guard the prisoners and tend their wounded.



BATTLEFIELD

Mark out an area on your table of 36" x 36" and designate one side of the area as the northern edge.

In the northwest corner is a hastily constructed confinement pen for prisoners. The southern half of the board is more heavily covered in terrain, and the northern half is fairly free. We suggest you use a few trees, rocky outcroppings, and other small terrain features on this battlefield. The last reaches of battle also took place

here, so in the middle of the field place 3 casualty piles.

See the map for more set up details.

OBJECTIVES

The Attacker's objective is to free their comrades, particularly their famous Captain. Once the captives are freed, they must be hustled off board to safety towards the northern board edge.

The Defenders side must drive off their foes, keep their prisoners, and search for more enemy wounded to throw into confinement!



Victory points are awarded as follows:

Attackers get 1 point each for each slain enemy model, 3 points for getting a wounded comrade to Safety (see Special Rules), and 10 points for getting the wounded Captain to Safety.

Defenders get 1 point each for each slain enemy model, 3 points for each prisoner still alive and ending the game on the table, and 10 points for stopping the rescue of the wounded Captain.

The Game will last 10 turns, after which the threat of the enemies main force returning has grown too great and the Attackers decide descretion is the better part of valor.

A Difference of between 1-5 victory points is a tie, 6-12 a victory, and 13 or more can be considered a decisive thrashing!

DEPLOYMENT

Attackers

Begin the game set up in the dense terrain of the southern end of the board, up to 8" in from table edge.

Defenders

Are scattered around the battlefield, place half your available forces up to 8" around the casualty mounds. The other half are guarding or resting up to 8" around the prisoner enclosure.

WHO GOES FIRST?

The Attacker may go first in this scenario.



SPECIAL RULES

This scenario uses the special rules detailed below:

Prisoners

They are in a sorry state, and are weak from untreated wounds and the battle. Some are unable to walk and must be carried or helped by their fellows. The Prisoners cannot march move or attack and take no actual part of the fighting.

Get the Prisoners to safety

The Attacker must get their comrades to safety off the northern board edge to safety. However, the Prisoners need to be freed from their prison and then cajoled or carried off. They must be escorted by at least three models or they will mill around in a confused and very sorry looking group.

Hastily Constructed Prison

The prisoners have been herded into a hastily constructed prison, more of an enclosure than an attempt at a serious jail. The walls and gate are made out of pickets and wicker so the Attacker can cut his way in to get to the prisoners. The walls are Toughness 4 and the Attacker must cause 2 wounds of damage to cut a 1" gap into it, while the gate is Toughness 4 with 1 wound to breakdown.



USING ALTERNATE ARMIES

This scenario is can be fought by any Warhammer army, here are a few examples.

- A force of Empire/Tilean explorers are trying to recover their Captain from a Lizardman Temple.
- A Dwarf mining force trying to save their leader from the hideous torturings of the raiding Night

Goblins.

- A Beastman Tribe refusing to let an Orc Horde have the honor of eating their previous Chieften.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a Warhammer battle. Should the Attackers be successful in their attempt to get the Captain off the board they have an extra hero for free in their next battle.

If they fail then the army has one less Hero to lead them against the Defender's army. This represents the loss of not only the Hero, but the men who braved the enemy to rescue him and desertions from those who have lost heart.

OI! YER FUR'S IN ME BEER

Deep in the earth, Dwarf strongholds lie, maintaining a solid defense against the threat of Skaven incursions which seek to undermine their very roots. The beer hall of a Dwarf Keep is one of the centers of activity and communication for the Dwarfs within. Here strategies are discussed, plans formulated and vast quantities of fine beer like Bugman's XXXXXX are consumed.

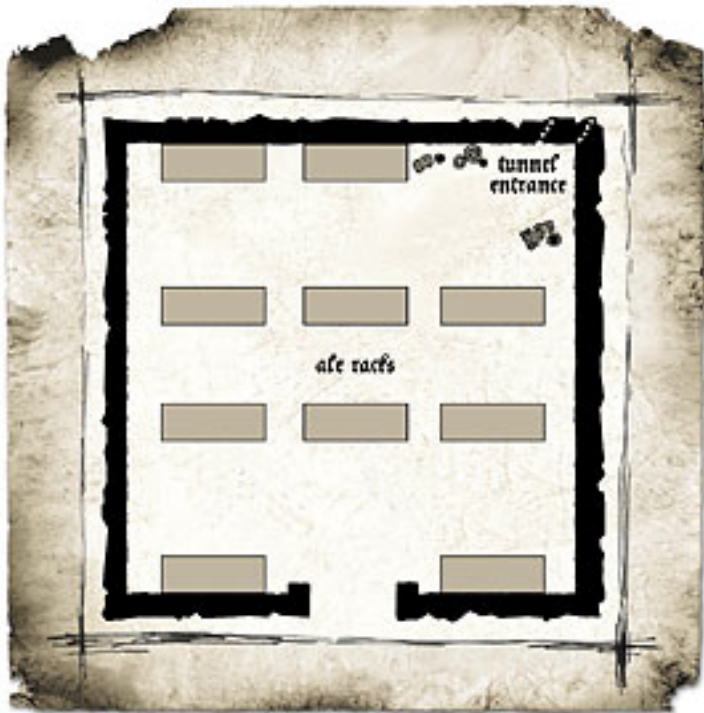
MODELS NEEDED:

Skaven Forces

- 4 Skaven Gutter Runners with poisoned throwing stars

Dwarf Forces

- 1 Beer Warden (Hammerer Champion)
- 4 Bartenders (Dwarf Warriors with hand weapons)



BATTLEFIELD

Use a special table of 24" x 24" or mark off an area this size on a larger surface. Set up bar terrain (tables, benches, a bar, etc.) as depicted on the map. The six racks of ale should be placed in two rows across the center of the room.

OBJECTIVES

To claim victory, the Skaven forces must corrupt at least three racks of beer within five turns or slay the Dwarf defenders.

The Dwarfs will win the scenario if they prevent the Skaven from meeting their objective or if they slay all of the invading vermin.

DEPLOYMENT

The Gutter Runners are set up within 4" of the tunnel they have built in the northeast corner of the room.

The Beer Warden and Bartenders may be set up anywhere within the room as long as they are 10" or more from the Skaven tunnel.

WHO GOES FIRST?

As they are attacking, the Skaven go first in this scenario.



SPECIAL RULES

This scenario uses the special rules detailed below:

Extra Stout

Due to their long sampling of Grudgemaster Stout over the course of the evening and their inherent toughness, the Dwarfs do not suffer from *Critical Hits*.

All Alone

Due to the desperate situation, all models ignore the *All Alone* rules in this scenario.

Rout Tests

Combatants do not have to take Rout tests in this scenario.

Corrupting Ale

Corrupting the ale on a rack requires a Skaven to be in contact with it and do nothing else for one complete game turn.

Cleaning up

The bar staff are not expecting company so late in the night and are wandering about cleaning up. Until the alarm is sounds, the bartenders move D6-3" per turn. Roll separately for each Dwarf to determine how far he moves. If the distance is a negative number, then the Skaven player is allowed to move the Dwarf model. For example, a roll of 1 gives a move of -2", so the attacker moves the bartender 2" in any direction.

After moving each Dwarf, roll the Scatter dice and turn the model to face the direction indicated.

Spotting Something Strange

To determine the distance a Dwarf can see clearly through the smoky haze (and their intoxication) roll 2D6” for each model at the end of the Dwarf’s turn. If there is a Gutter Runner in that distance and in line of site (a 90 degree arc), you may roll a further d6 and consult the spotting chart below:

- A Gutter Runner in the open (not within 2” of any obstacle) will be spotted on a 2+
- A Gutter Runner in partial cover (within 2” of an obstacle) will be spotted on a 4+.
- A Gutter Runner in cover or hiding will be spotted on a 6+ (curses to shadows & intuition!)



Sounding the Alarm

The alarm is sounded when:

- A Dwarf spots a Gutter Runner
- A Dwarf is attacked

What happens when the Alarm sounds

When the alarm sounds, the Dwarfs become aware of all the Gutter Runners in the room. The bar staff may then move freely.

USING ALTERNATE ARMIES

While Dwarfs vs. Skaven is a classic match-up, you could just as easily replace the Dwarfs with Empire or Bretonnians, and the Skaven could be replaced with Dark Elves, Lizardmen or Dogs of War. Just remember to give the Defenders a grizzled veteran as a barkeep!

PART OF A LARGER BATTLE

This is a great scenario for Dwarf and Skaven players to link to a campaign of skirmish games with Gates of Iron and Collapse the Tunnels.

If the Dwarfs win this scenario each Special or Rare unit in their army automatically passes their first Leadership test. In addition, the opposing Skaven army may not take any Gutter Runners or Assassins.

If the Skaven win, the Dwarfs are demoralized and each unit suffers a -1 penalty to the first Leadership test it has to take. Also, one regiment at random in the Dwarf army has its Toughness reduced to 3 for the duration of the battle due to ale-poisoning.

PITCH BLACK

MODELS NEEDED:

Attacking Forces:

- 2 Lesser Daemons (any type really as long as it isn't on a cavalry or 40mm base!)
- 1 Cultist model

Defending Forces:

- 10 Town Watchmen - armed with a single hand weapon and a lantern. (Use the basic stat line for an Empire Swordsman)

Johann Gruber was sick of being picked on by the townsfolk. Years and years of abuse had been heaped upon him, leading to a life of misery and loneliness. Finally something snapped in Johann's mind and a soft whisper in his head told him of great power that could be his...

Five years later, Johann is ready to exact his vengeance upon the people of this crummy town. After years of study and countless sacrifices to his physical form, he has finally summoned a creature of raw chaos and forced it to do his bidding. Tonight Johann and his Daemoniac servant will begin to reap a bloody swathe of terror the town will not soon forget.



BATTLEFIELD

Using a space of about 36" x 36", set up a spidery network of city streets and buildings; the more terrain the better. Use plenty of buildings, houses, ruins, statues, or trees (for a park area) to blanket the board in scenery.

OBJECTIVES

The defending player must find and kill the cultist. This is no easy task with a

bloodthirsty Daemon running around!

The attacking player has to kill as many of the 10 watchmen as possible and then get out of the town by leaving any table edge before the night ends.

The game lasts 15 turns.

DEPLOYMENT

Watchman

Divide the table into nine equal 1' squares, kind of like a big tic-tac-toe board. Next, both players take turns placing a single watchman into each section. Do this for 6 of the watchmen. The other four are placed into the center square of the table.

Cultist and Daemon

Once all the watchmen are set up, place the cultist and Daemon anywhere you wish.

WHO GOES FIRST?

The cultist player strikes first as the watchmen really have no clue that he is even in town!



SPECIAL RULES

Watchmen Movement

At the start of each Defender's turn roll a d6. This is how many "aware" watchmen you can move 4 " in any direction you please. The remainder must move randomly as they patrol the streets. Roll a scatter dice and move them 4 " in the direction indicated. You will have to use some common sense here. If you roll the scatter dice in the direction of a wall, it would make sense to roll again as the watchman is not just going to walk through the wall!

Lanterns and Spotting Strange Things in the Night

Each watchman has a lantern that illuminates a 4" area around the model. A Daemon, body, or Cultist is considered spotted if they come within the ring of a watchman's light.

Calling For Help

If at any point in either player's turn a Daemon, a body, or the cultist comes within the light of a lantern, the watchman will spot the object and call for help.

If this happens during the attacking player's turn, all watchmen within 12 " of the spotter will automatically move as the defender wishes (they may run or charge as you please) during HIS own next movement phase. The defender may still roll a D6 to see how many "aware" watchmen move in addition to the models within 12 " of the spotter.

If this happens during the defender's turn all watchmen within 12 " of the spotter that have not moved yet will automatically move as the defender wishes (they may run or charge as you please) and the spotter himself may charge the Daemon.

These watchmen do not count towards the previously rolled d6 amount of "aware" watchmen.

These effects last for one defender movement phase only. You have to continually spot your prey in order to track it and kill it. So simply spotting the creature once is not enough, keep at it!

Terror in the Dark

The exception to the *Calling For Help* rules is if the Daemon begins its movement from outside a ring of lantern light and charges a watchman. The single watchman is taken unawares in the dark and may not call for help unless he either survives the attack or is only stunned. He will then call for help and the above rules will be in effect. When the Daemon attacks in this manner, go straight to a wounding roll. There is no need to hit.



The Cultist

As a lowly cultist digging into matters better left unknown, he is shriveled and no match for anyone in close combat. His energies are spent trying to keep his unleashed magics in check and making sure he himself is well hidden. If the cultist is spotted and charged, he will be overwhelmed and captured instantly. So there is no need for a full stat line. All that is necessary is a Movement Value, which is 4.

Daemon Instability

The cultist must stay within 18 " of his Daemons or else they will simply disappear from play. Check for this at the end of the attacking player's turn. Note: The cultist player may never check this "safe" range except at end of the turn. He must make his best guess when moving the models, and not let them get too far away.

The Daemons

The summoned Daemons are not as powerful as full fledged Daemons aligned to

one of the greater powers, but they are still deadly none the less. Their strength lies in stealth and their attacks ignore saving throws.

	M	WS	BS	S	T	W	I	A	LD
Daemon	6	4	0	4	3	2	5	2	10

Dead Watchmen

Each Watchman that is killed must be left on the board. The Daemons work with speed and have no time to dispose of the bodies.

Summoning more Daemons

Each Cultist magic phase you can attempt to summon another Daemon. To do so roll a D6 and add +1 for each watchmen killed thus far. If the total is 7 or higher, place another Daemon anywhere within 6 " of the cultist. Once you successfully summon a Daemon, the +1 bonus to the summoning roll for each previously slain watchman is lost, and a new tally begins.

Rout Test

Ignore the routing rules for this game; both sides will fight to the death if need be.

USING ALTERNATE ARMIES

Changing the forces could be tricky, but not impossible. Perhaps a Dark Elf has raised an assassin creature and sneaks into a High Elf coastal town to test it out. Just use your imagination and keep the basic structure of the scenario intact and you can't go too far wrong!



PART OF A LARGER BATTLE

This scenario works well when both players swap sides at the end of the game, play again, and compare results. See if you can kill more watchmen than your friend in less turns!

Here are some ways you can continue this small game and have it effect a much larger battle:

Defenders win

The attacking player must take a level away from one of his wizards. This can mean that the player is left with a level "zero" wizard... which is almost useless!

Attackers win

The defending player must set up his army first and is at the mercy of his opponent when it comes to who goes first or second! This is to represent the unsettling nature of the attacks and the effect it has had on the town's readiness.

RETRIEVE THE RELIC

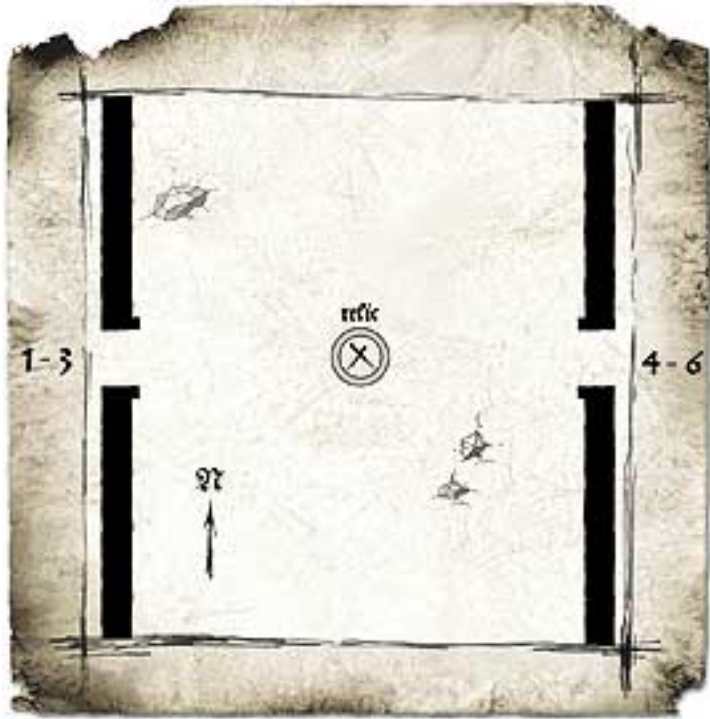
MODELS NEEDED:

2 Groups of Relic Hunters:

- 200 points of core troops.
- No magic items or wizards may be taken.
- 1 Hero on foot must be chosen from this points total.

For many long and harsh months the group has searched for the Relic. Bandits and disease have claimed the lives of several members of the group. Morale is low. But a new hope has risen. Rumors of an ancient site in the nearby wilderness have reached the group of hunters. However, rumors spread fast

and a rival group is moving to find the ancient ruins as well...



BATTLEFIELD

Using a 24" x 24" space, set up an area to represent the ruined nave of an ancient church or holy site with two exits in the center of the east and west table edges.

Place a model or counter in the exact center of the church to represent the Relic itself.

OBJECTIVES

Both players are trying to get to the Relic first and claim it as their own! Whichever side's Hero can escape with the Relic wins the game.

DEPLOYMENT

Dice off for table edge choice (either northern or southern table edge) and first model placement. Players then alternate placing models within 6" of their table edge. The Hero model must be placed first.

WHO GOES FIRST?

The player with the Hero worth the lowest amount of points goes first.



SPECIAL RULES

Grabbing the Relic - Only a player's Hero may attempt to grab the Relic from its resting place. If one player's Hero dies, the game ends and the other player wins. To grab the Relic, a model must not be engaged in close combat and in base contact with the Relic. But it's not that easy, there are other forces at work...

Spectral Guardian - The Relic is guarded by a magical sentry that will inflict a Strength 4 hit (no armor save!) against the model in contact with the Relic unless the model passes an immediate Leadership test.

Trapped! - Once the relic hunters enter the ruins the massive doors that provided entry slam shut! The relic hunters must now find another exit. The player that grabs the Relic first rolls a D6. On a 1-3 a door in the west side opens while a 4-6 opens the door in the east wall. To win, the Hero holding the Relic must exit through which ever door has opened.

Routing - After searching for this Relic for so long, neither side is ready to retreat without a fight. Do not take Rout tests until a player is at 50% of his starting force.

PART OF A LARGER BATTLE

Possessing the Relic has a great effect on an army's morale. It can be used as a free magical standard that is given to any Core choice that is allowed a standard bearer. Count it as adding D3 to combat resolution.

Alternately, you could make up your own use for the Relic as befits your army. Just try and keep the magical effects of the Relic sane and balanced! Do this before the game and make sure you both agree to it.

ROOTS RUN DEEP

MODELS NEEDED:

Attacking Force:

- One Treeman

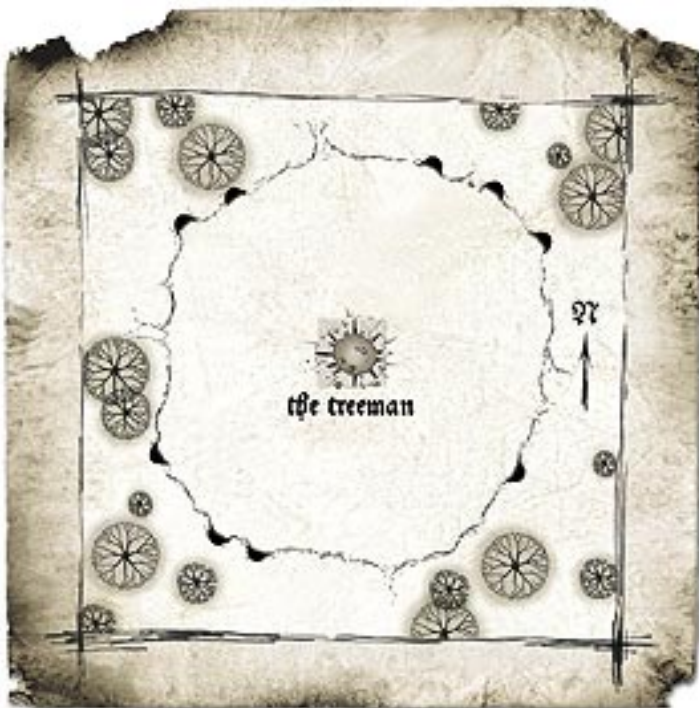
Defending Forces:

- As many Halfling models as you can muster (it is a festival after all!)
- One Halfling Hot Pot

Although there were nine small forms dragging behind the animated tree, the uprooted Treeman could still slowly plod forward. It could have been a comical sight, with the lanterns swinging to and fro in the creature's gnarled branches, were it not for the fact that moments earlier the monster had sent three of the

party-goers flying across the grassy lawn. Most of the Halflings had since run for their Halfling holes and the safety within.

But not the older Halflings. A few of the elders found it all immensely entertaining and slapped their knees or rolled with laughter while they took a good pull from their pipes. Their faded memories returned to the day that their village was first settled and the deal they made with that ancient tree...



BATTLEFIELD

The battle takes place within a 24" x 24" area. The center of the board is a grassy area with a huge hole in it (where the Treeman uprooted himself). Scattered around the courtyard are barrels, boxes, and other debris from the busy life of the town. Closer to the edge of the table are a few buildings, trees, and Halfling holes.

OBJECTIVES

The Treeman has only one objective: to get free of the Moot village. To escape, he must bat aside all of the Halflings who are trying to capture him. To win the game, the Treeman player must get his model off the board before the 8-turn game ends. Stopping the Treeman from escaping either by waylaying it or by knocking it out (reducing it to 0 wounds) is a victory for the Halfling player.

As stated above, this skirmish lasts for 8 turns.

DEPLOYMENT

The Treeman starts the game in the center of the table.

The Halfling villagers and Hot Pot must be set up at least 3" from the Treeman.

WHO GOES FIRST?

Being totally shocked by the animation of their favorite tree, the Halflings are unable to react quickly. The Treeman gets the first turn.

SPECIAL RULES

The Power of Wood

All of the Treeman's hits that wound a Halfling automatically "kill." He is just that strong!

They're All Over Me

Being very large and Halflings being quite puny, the Treeman can actually move through the villagers in his attempt to escape. However, the Treeman's movement is reduced by 1/2" for every Halfling in base-to-base contact at the start of his movement phase and an additional 1/2" for every Halfling that he touches in his advance toward the board edge. Halflings touching the Treeman and the ones he wades through are dragged along with him as he moves. Obviously, the more Halflings you have, the quicker the Treeman will become bogged down with hangers-on (Note: a maximum of 12 Halflings can be put in base-to-base with the

Treeman).

Treeman Shrug

If there are eight or more Halflings in contact with the Treeman at the beginning of any combat phase, the Treeman can use his special Shrug attack. Swarmed by little annoyances, the Treeman flails his arms and legs in attempt to shake off these pests. The Treeman gets to attack every model in contact. All Halflings in base-to-base contact are pushed back 2", and wounding hits "kill."

Hot Pot

The caterers for the party have quickly jury-rigged a Halfling Hot Pot (see the Dogs of War list in the *Warhammer Annual 2002*), which they will fire at the Treeman regardless of who is in the vicinity. That soup is hot!

USING ALTERNATE ARMIES

This scenario could be easily adapted to incorporate a large variety of armies. Below are a few examples:

- Kroxigor escaping from its Dark Elf Captors
- Goblins tormenting a Giant
- Ogres on the rampage through a Chaos camp
- Skaven Slaves trying to recapture an escaped Rat Ogre.

PART OF A LARGER BATTLE

Although this scenario is fairly unique, it can be used as a springboard into a larger battle. Maybe Wood Elves return to lay siege to the Town to take revenge on their tormented kindred. The Town's defenses could have been damaged by the Treeman's rampage, making the gate or walls weaker than normal.

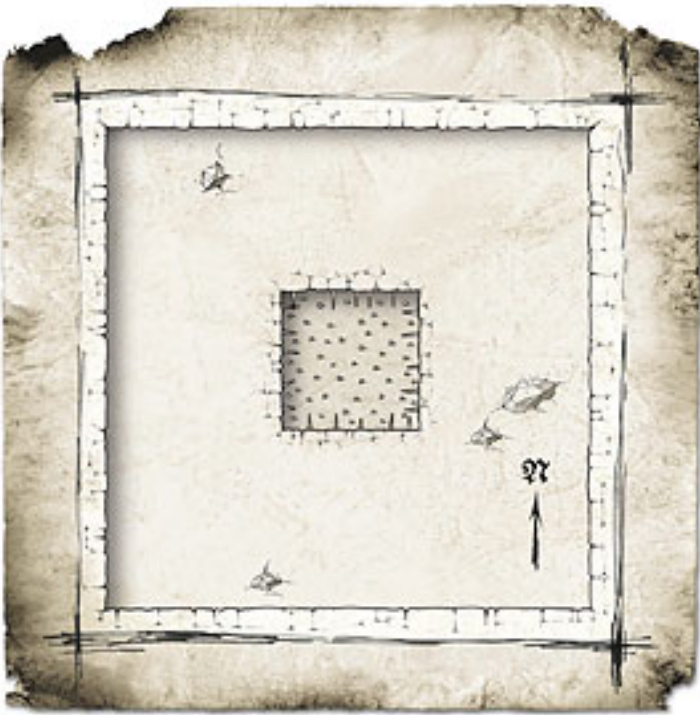
SHOVE 'EM IN!

MODELS NEEDED:

Each Side:

- 100 points of Core or Special Dogs of War troops, selected from a single unit type
- Party must consist of 2-10 individuals
- 1 Unit champion must be included (regimental leader)

The battered and demoralized troops of a slain mercenary general have been captured by rival forces. Their only hope of freedom is to fight each other in a strangely orchestrated match within the perilous confines of the gladiatorial fighting pits. This game is designed for three or more players of a particularly bloodthirsty bent.



BATTLEFIELD

The playing area should be 24" x 24". In the center of the walled arena lies a pit, 6" square, containing a wicked assortment of stakes and spikes. The remainder of the table has a sparse, even scattering of rubble and other debris.

OBJECTIVES

The rules of the match dictate each player has the task of taking out-of-action the regimental leader of the player to their left,

while keeping their own regimental leader safe from the player on their right. The winner will be the last player remaining with a regimental leader in play. In the merciless depths of the fighting pits only the strongest may prove themselves worthy and win their freedom.

DEPLOYMENT

Each player rolls to determine which player will set up first. The highest rolling player then sets up their force no further than 8” from the table edge of their choice. The next highest rolling player then sets up no more than 8” from either corner along the opposite board edge, and the last player sets up in the final remaining corner creating a triangular set-up for deployment. If there are four players, simply set up each player in the center of a table edge.

WHO GOES FIRST?

Players roll to see who takes the first turn and then the player to the left goes second and so on.



SPECIAL RULES

This scenario uses the special rules detailed below:

Routing

This is a bloody fight to the death with no hope of escape. Therefore the standard routing rules are not used. The only way that any force may be removed, other than by killing them to the man, is by taking their regimental leader out of action, in which case the slain leader’s force is removed from the battle at the beginning of that player’s following turn. Having no possible hope for victory, the remainder of the force is mercilessly picked off from the stands, or slinks cowardly away, regardless they take no further part in the battle.

The Pit

The pit in the center of the arena is a deadly obstacle that should be treated with extreme caution. Models that are Stunned or Knocked Down within 2” of the pit will be knocked into the pit on the D6 roll of a 4+. Models that fall (or are

thrown) into the pit are taken Out of Action. Models may be hoisted up and carried to the pit as long as they were Stunned at the beginning of the active player's turn, within 4" of the pit, and there are no other combatants in base to base contact with the carrier. Move the carrying model in contact with the prone model and on a roll of 4+ the model can be carried to the pit and thrown in.



Power Struggle

As the mercenaries battle to survive they will try to wrestle their opponents towards the pit.

If a model is facing the pit and hits their opponent but doesn't cause a wound, then the combat will move 1" closer to the gaping pit.

If a model is facing away from the pit and hits their opponent but doesn't cause a wound, the combat will spin so that the attacking model will now face the pit.

USING ALTERNATE ARMIES

Just because this scenario was designed for Dogs of War units doesn't mean that you couldn't substitute any other force for the mercenaries. Just make sure you have an appropriate regimental leader (no Lords or Heroes), and that force selection (as far as Core and/or Special troops) is discussed with your opponents beforehand.

PART OF A LARGER BATTLE

The winning player may add the type of Dogs of War unit they used to their roster at half points cost (that unit type must be already allowed by the player's army).

SILENCE THE WATCHTOWER

MODELS NEEDED:

Defending Forces:

- 100 points of any troops (no monsters or war machines)
- No Heroes or Wizards, but Champions are allowed

Attacking Forces:

- 200 points of any troop, must be at least 50% Core
- Up to one Hero and one Champion may be selected

In the Old World, allies and enemies shift with the changing of the winds. Watchtowers guard the lands in all directions for none can know from where the next threat shall come. A lone watchtower stands atop a hill which your army needs to pass for your own nefarious reasons. A small force can get close before launching the attack - can you silence the guards and sentries before the alarm is given?



BATTLEFIELD

Using a space of about 24" x 24", set a hill in the approximate center. The watchtower is set upon the center of the hill. Additional trees, walls and hedges are scattered about the table but none within 12" of the tower.

OBJECTIVES

Defenders

Although not a heavily fortified position, the watchtower is there to keep an eye out

for marauding forces. The watchtower is not designed to hold off an opposing army. It is, however, intended to give the rest of the realm a warning signal. This warning signal comes in the form of a beacon fire lit atop the tower. The Defender must last 6 turns, as that is how long it will take for the beacon to burn hot enough to produce a clear signal. At the end of the 6th and final turn, if there

is a single active Defender (knocked down doesn't count) at the top of the tower than the Defender wins.

Attackers

The Attackers must break into the watchtower and silence the guardians before any signal can go up! At the end of the 6th and final turn, the Attacker must be in sole possession of the tower top to claim victory.

DEPLOYMENT

The early morning attack comes as a surprise and catches the Defender off guard! A lone watchman stands atop the tower. One model may be placed anywhere within 3" of the tower. The remaining Defenders are rushing back towards their watchtower and must be placed at least 6" from the tower on the southern side.

The Attackers set up along the northern table edge.

WHO GOES FIRST?

It's a surprise attack, so the Attacking forces go first.



SPECIAL RULES

This scenario uses the special rules detailed below:

Tower Door

The tower was more intended to survey the land and sound the alert on enemy attacks than to stop them. The door is locked and barred, but may be

attacked (in hand-to-hand only) and has a Toughness value of 4 and 1 Wound.

Note - the door may only be attacked by one combatant who is not already engaged with a foe.

Attacking Inside the Tower

When the door is destroyed, the Attacker is considered to be 8" down from the top of the tower. Any attacker at the broken door can announce a charge in any subsequent turn. The watchman at the top of the tower is aware of the door being destroyed and will move to defend the doorway into the top. Attackers can stand one abreast on the stairs and attack any Defenders on the stairs or at the top of the watchtower. The watchman at the top gets the defended obstacle bonus.

Stalwart Defender

Defenders are immune to Rout Tests.

USING ALTERNATE ARMIES

Silence the Watchtower is a classic wargame scenario and can be played with a large variety of armies.

- Dark Elf invaders attempt to sneak up on a High Elf city.
- An Empire army tries to cross Axe Bite Pass into Bretonnia.
- The Skaven attempt to infiltrate a Tilean city.



PART OF A LARGER BATTLE

This particular Skirmish Scenario fits perfectly into a larger campaign. Here are some ways you can continue this small game and have it affect a much larger battle:

If the Defenders win they have managed to alert their army of the opposing force. The Attackers must set up for the battle first, and the Defenders get the first turn.

If the Attackers win they catch enemy army unawares. The Attackers set up second, but get the first turn.

SQUIG HUNTERS

MODELS NEEDED:

Each side may deploy:

- Two Teams of Squig Hunters with the following models
- Night Goblin Boss with Squig hunting tool and net
- 6 Night Goblin Squig Hunters with Squig hunting tools
- 3 Night Goblins with Squig Nets
- 3 Night Goblins with Short Bows and hand weapon
- And as many Squigs as you can find

In deepest and darkest caverns beneath the mountains live creatures which the Night Goblins call Squigs - weird Beasties, part fungus and part flesh, but mostly teeth and claws.

Night Goblins make excellent use of these dangerous creatures by herding them into battle and as a food source. To this end, teams of Squig Hunters descend the depths in search of mini-monsters and compete with each other to capture the most vicious Squigs.



BATTLEFIELD

A 36" x 36" table or area is needed to play. In the very center of the table, place a small cluster of rocks that will serve as a marker for where the center of the table lies. The rest of the board should be filled with plenty of cavernous items like rock clusters, stalagmites, and shallow pools. The more stuff your hunters have to search through, the more fun the game!

OBJECTIVES

The object of each Squig hunting team is to be the first group to snag 5 tasty squigs in 15 turns without getting their arms bitten off or heads caved in by the opposing team! If neither side achieves this, then the team with the most Squigs will emerge victorious.

DEPLOYMENT

Mark off two 6" squares in opposite corners of the board. Both players roll a die; the high scorer may choose which box to set up in and then places all his models in this area. The other player then sets up his models. Finally, each player may place one Squig anywhere on the table as long as it is not within 12" of a Goblin model.

As there are plenty of models on the board that are not under either player's control, it's best to deal with them on their own special turn. We'll call it the "Critter Turn". During the Critter Turn, move and fight with every Squig on the board. Both players can move models to help speed things up. The Turn Sequence will now go as follows:

1. Critter Turn

2. Player 1's Turn

3. Player 2's Turn

WHO GOES FIRST?

Roll a D6, the player with the highest score can choose to go first or second.



SPECIAL RULES

This scenario uses the special rules detailed below:

Moving Squigs

Squigs move and fight as described in the Warhammer Armies: Orcs & Goblin book p. 18 - 19.

Knocking a Squig out

Once you find a Squig and charge into it with a Squig Hunter, he'll have to knock it out so it can be netted up and taken out of the cavern. To knock a Squig out, simply charge any eligible squig and hit it in close combat. There is no need to make a wound roll, just a hit is needed. Squig Hunters are especially good at this activity so count them as Weapon Skill 9 when fighting Squigs (no joke, they're that good!). Once a Squig is subdued, any Goblin may drag it along by keeping it in base contact with the model as it moves. If a model is taken out of action while carrying a Squig, leave the Squig in place.

At the start of the Critter Turn roll a D6 for each knocked out Squig. On the roll of a 1, it wakes up and immediately bounces off 2D6" in a random direction as normal. If a Squig Hunter was carrying it and the Squig wasn't netted at the time, it's tough luck, the Squig is gone now!



Netting a Squig

Netting a Squig is a simple matter of moving a Night Goblin with a Net into base contact with a knocked out Squig and spending a single close combat attack to wrap it up. This happens automatically, so there is no need to roll. There can be no enemy models in base contact while you are netting a Squig. Any Goblin may

transport this newly netted critter as you would a knocked out Squig, but there is

no chance of it getting free.

Getting a Squig out of the cave

If a netted Squig or knocked out Squig is brought back within your deployment zone, it is immediately handed off to an awaiting Night Goblin and taken away. Chalk up a Squig point for your team!

Finding more Squigs

If your Squig Hunter's movement ends within 12" of the center of the table, you can test to see if you manage to prod, scare, or dig up a Squig immediately. Roll a D6 if you roll a 4+ on the D6, a Squig turns up! Using the center of the table as a starting point, roll a scatter dice and place the Squig 2D6" away. If a "HIT" is rolled for scatter, place the Squig anywhere you please.

USING ALTERNATE ARMIES

Squig Hunters can be modified and played by a large variety of armies, below are a few examples.

- Dark Elf Scouts rounding up Cold Ones, as Lizardmen attempt to do the same thing.
- Empire Huntsmen tracking down rare creatures for the Imperial Zoo.
- Khemri Skeletons hunting down Giant Scorpions for their Liche Priest potions.



PART OF A LARGER BATTLE

If you're going to play a Warhammer game involving your Orc and Goblin army, play this skirmish scenario and another of your opponents choosing. After playing this scenario, if you win the Squig Hunt, take a free unit (or bulk up an existing unit) of Squig Hunters consisting of 5

Squigs and 2 Night Goblins for your Orc and Goblin army. Then play the scenario your opponent selected before starting your Warhammer battle.

STAND OFF

MODELS NEEDED:

Both Sides:

- One Hero armed with sword, light armor, shield, and up to 25 points worth of Magic Items
- 200 points of “Elite Infantry” (these may be Core, Special, or Rare infantry troops, as appropriate for the army in question, e.g., Empire Greatswords, High Elf Phoenix Guard, and Dwarf Longbeards); any number of Champion models may be selected.

“I said that the conditions would be met... and now you want what? Over my dead body,” Don Lindo shouted. From the look in his enemy’s eyes, the Don realized his mistake - his dead body was precisely what the Border Prince had in mind. The two Captains drew swords and paired off, their respective bodyguards making a wide circle around the two combatants. The practiced stances of two master warriors entranced the soldiers, and none of them moved to intervene - at least at first. The temporary truce that the commanders had negotiated was breaking down. Everyone had hoped to

get out of the situation alive - so much for that!



BATTLEFIELD

The skirmish takes place in a 24" x 24" area containing an overturned table and a grassy hillside. The area represents the negotiating area and surrounding vicinity.

OBJECTIVES

Talks of peace between two infamous Captains have broken down, and a duel to the death is imminent. Two armies are camped very close, and tensions are very

high. The side that causes the other force to Rout from the negotiating area is the winner.

DEPLOYMENT

Place the Captains in the center of the field and 1" apart. Each surrounding group of bodyguards should be deployed in a rough semi-circle around their Captain on their half of the table. The bodyguards must start the game at least 6" away from the fighting Captains and no closer than 2" to any of the enemy bodyguards.

WHO GOES FIRST?

Each player rolls a D6. The higher scoring player gets to choose whether to go first or second.

SPECIAL RULES

Lose Your Nerve

At the beginning of the game, open conflict has not yet erupted. Honor dictates that the negotiating table is neutral ground where diplomats are safe from harm. Neither side wishes to be the first to violate this sacred rule of battle.

At the beginning of your turn, roll a D6 for each of your bodyguards. Keep track of the number of 5's and 6's that you roll. When the number of 5's and 6's is greater than the number of bodyguards you have, make a Leadership test for every bodyguard. If even one of them fails, your troops lose their nerve, break the truce, and charge their opponents.

Disgraced

The force that broke the truce is at a -2 Leadership for the Rout test, because this dishonorable act affects its morale.

Don't Make Any Sudden Movements

Before conflict breaks out, players can move their bodyguards only 2" per Movement phase and cannot come within 1" of an enemy model. The Captains must stay face-to-face within 2" of each other.



USING ALTERNATE ARMIES

Here are a few more ideas you can try once you've played through the Stand Off scenario:

- At an after-battle feast, two Orc bosses argue over who took the most heads.
- Dwarves from different holds enter into an engineering dispute deep in the mines.
- Skaven Chieftains bicker over the spoils of an enemy town.

Obviously, different cultures will have different rules of war that will need to be decided before the conflict is taken up.

PART OF A LARGER BATTLE

The army that broke the truce automatically gets a -1 to all Leadership rolls in the coming battle. Also, the side that wins the skirmish and causes its opponents to Rout gets a +1 to all Leadership rolls. Thus, if they win, the oath breakers can redeem themselves by winning the skirmish that they caused, or if they lose, they will bolster the morale of their enemies.

SWORDFIGHT

MODELS NEEDED:

Each Side:

- May choose up to 150 points of troops but must choose at least 5 different troop choices. This is to represent the ragtag group that is pulled to attempt this task
- No heroes, war machines, wizards and flyers may be selected, but you may take up to two champions

Both armies are near exhaustion, having just fought for three straight days. Both sides have withdrawn for the moment, leaving the many dead strewn behind. Amongst the fallen however, lies the body of a heroic and warlike captain who was finally pulled down and slain by the enemy's superior numbers. However, his fabled magic sword was not recovered and it has become general war camp

rumor that the mighty weapon lies out in the battlefield somewhere . . .



BATTLEFIELD

Using a space of about 24" x 24", arrange a few trees and boulders, but not more than five total pieces. There should be six scattered piles (about 3" x 3") to represent the fallen and the carnage that has been wrought. These should be arranged on the gaming board as shown on the map to the right.

OBJECTIVES

Both armies fear and respect the massive damage that was done over the previous three days by the magic sword, and both sides fear it falling into enemy hands. Each side is attempting to search for, find, and carry the powerful item off the board, while preventing their enemies from doing the same.

The game will last until one side leaves the table with the sword, or one side routs off the table.

DEPLOYMENT

Each side rolls a die with the high roll choosing which table side to deploy on. The loser will set up on the opposite. Deployment can be up to 6" in from the table edge.

WHO GOES FIRST?

Roll a die; the high roller gets to decide to go first or second.



SPECIAL RULES

This scenario uses the special rules detailed below:

Searching for the Sword

Each pile of debris can be searched by any model in base contact with it and not engaged in combat. Roll a D6 and on a roll of 6 the sword has been found. If the sword has not been found before the last pile of debris has been searched, it will always be found in that pile (it's always the last place you look for it).

The Power of the Sword

Both armies were right to look for such a powerful magic weapon! In Combat the sword confers +1 to hit, +1 Attack, and a +1 Strength to its user.

Retrieving the Sword

If the model with the sword is slain, any unopposed model in base-to-base contact may retrieve the mighty weapon and wield it against his enemies.

Routing

If one side loses over 25% of its total force it must take a Rout test as normal. If the test is failed, that side will automatically lose and flee the battlefield. If the side that flees had the Magic Sword they are assumed to drop it in their haste to flee. The remaining player is assumed to win the game and find the weapon!



USING ALTERNATE ARMIES

This battle can be fought by any Warhammer armies, and here are some examples:

- A grudge match between the High Elves and the Dark Elves over a long lost artifact.
- A powerful and evil relic of the past has been recovered by a Vampire Count's force, but the

Empire is trying to stop them in their tracks.

- A force of Dwarfs goes to retrieve an ancient rune-encrusted weapon before the Night Goblins can use it against them!

PART OF A LARGER BATTLE

This is an easy skirmish to work into your next game of Warhammer. Whichever side ends up with the Magic Sword may keep the weapon free of any points cost. The Magic Sword must be kept by one of the models that participated in this scenario, and not trade it to another model in the army. If the model with the Magic Sword is not already a Champion, you may upgrade the model to Champion for free. Note, most Champions are not allowed to be equipped with magic weapons, but in this case that rule may be superseded. The player may continue to use the Magic Sword until that Champion is slain, at which point the sword is lost forever.

TAKE THE HIGH GROUND

MODELS NEEDED:

Each side may deploy:

- Up to 150 points of infantry and/or cavalry
- Up to one Hero and one Champion (must be included in the above points limit)

In war, the high ground gives great advantages. Hills are an excellent place to position war machines and archers, allowing them to shoot over their own troops and target the enemy.

From these elevated positions, commanders are provided with a superior view of the battlefield to direct troops and issue orders. Additionally, it is an easier area to defend and an ideal place for a fortification. Finally, it is not only a position that you need to occupy but it is also a place you must deny to your enemy.



BATTLEFIELD

Mark out an area on your table to about 36" x 36". Place a hill in the center of the space. On top of the hill, place an area of trees, hedges and low walls as shown in the map to the right.

OBJECTIVES

The objective of the scenario is to be in possession of the hill in the very last turn. The player with the most models

remaining at the end of turn 6 is the winner. In the case of a tie, the player with the most points worth of troops on the hill is the winner.

DEPLOYMENT

Both sides roll a D6, the winner decides which side (north or south) to deploy on. The loser then deploys on the opposite side. Both forces may deploy up to 6" in from the table edge.

WHO GOES FIRST?



Roll a D6; the player with the highest score can choose to go first or second.

SPECIAL RULES

This scenario uses the special rules detailed below:

Very Difficult Terrain

The hillside is made up of loose rock and treacherous undergrowth. The hillside counts as very difficult terrain. Cavalry may not ride up the hillside but must dismount to climb the sides.

Dismount

Cavalry may dismount at the beginning of any turn. This causes no movement penalty, but you may not march move the same turn you dismount. Dismounted models move at the same base rate as the infantry of their respective army.

USING ALTERNATE ARMIES

Take the High Ground is a classic scenario and can be played with a large variety of armies; below are a few examples.

- High Elf Ellyrion Reavers attempt to take the high ground against Dark Elf Scouts.
- Empire Huntsmen move up the hill against a group of Dwarf Thunderers.
- Lizardmen Skinks attempt to take a plateau against Skaven Gutter Runners.

PART OF A LARGER BATTLE

This scenario can be used as the precursor to a larger Warhammer battle. Should

one side be successful they have the high ground for the next battle. To represent this the winning side gets two extra hills. The loser is forced to set up in the lowlands and gets no hills to set up on.

THE CHASE

MODELS NEEDED:

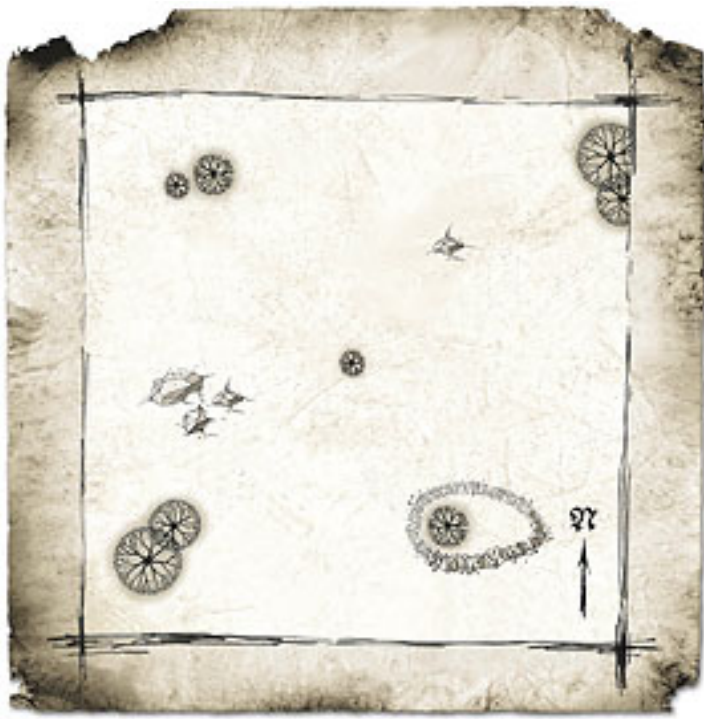
Pursuer's Forces

- 200 points of troops
- No war machines, chariots, or monsters
- 1 Hero or champion may be included
- A maximum of half the models chosen may be mounted

Fleeing Forces

- 125 points of troops
- No Heroes, war machines, or chariots
- 1 champion may be included
- A maximum of half the models chosen may be mounted

Battle has raged for days, and the seesaw action has seen the tides of war ebb and flow. Something had to give, and finally a small break turned into a gaping hole, and now a full-scale rout is ensuing. This scenario represents the scene just after all discipline has broken down and units have broken and scattered to the four winds while the victors give chase, hacking down as many as they can.



BATTLEFIELD

This scenario requires an area 24" x 24". The terrain is open, with only a few trees, rocky outcroppings, and hills to block line of sight. Players should take turns placing these on the table, but NOT within 6" of each other.

OBJECTIVES

The Pursuing forces must capture or slay as many of the fleeing troops as possible - the enemy must pay a high toll for their transgressions! The Pursuers win if they destroy more than 50% of the Fleeing forces.

The Fleeing side must try to escape off the northern table edge with as many troops as possible. They win if 50% or more of their models make it off the northern table edge.



As the sun is rapidly setting, the Pursuing forces have 8 turns to wipeout as many of the Fleeing force as possible. After 8 turns any Fleeing models not engaged in combat but still on the board are considered to have made it off the battlefield, slinking away under the cover of darkness.

DEPLOYMENT

The Fleeing side sets up all their models first. Up to half the Fleeing models may be placed within 3" of the center of the table. This group may not include any cavalry models. The remainder of the force starts anywhere on the southern table edge.

The Pursuing side sets up all their models last. Two models are deployed anywhere on the northern table edge. The remainder are deployed evenly along the other three edges. Models that start on the southern edge actually start just off the table edge and enter in the Pursuer's first turn. They may march or charge on the first turn, if they are within range. No Pursuing model may be deployed within 8" of a Fleeing model.

WHO GOES FIRST?

The Fleeing troops get the first move.

SPECIAL RULES

This scenario uses the special rules detailed below:

Rout Tests

Once the Fleeing troops have lost a quarter (25%) of their number, they will have to make a Rout test at the start of each turn. If that test is failed the Fleeing troops do not automatically lose - but instead move each model 2D6" with the following conditions:

- If in combat - move 2D6" directly away, receiving one automatic hit from their opponent (as per breaking from combat under the *All Alone* heading).
- If not in combat, but within 2" of an enemy model (that is on its feet) move 2D6" directly away from the nearest enemy model.
- Otherwise move 2D6" towards the northern table edge, avoiding coming within 2" of any enemy model if at all possible.

Once routing, the Fleeing force will follow the above rules for movement and may not charge into combat.

It is still important for the Pursuing force to hunt or shoot down any of the Fleeing force before they get off table and regroup. If the Pursuing force loses a

quarter (25%) of their number, they must make a Rout test as normal. Failure results in all the remaining Fleeing forces escaping off the northern table edge.



the losing side

USING ALTERNATE ARMIES

Here are just a few ideas on how to use this scenario:

- A broken raiding party fleeing from pursuing Lizardmen
- A mercenary Dogs of War army fleeing from

PART OF A LARGER BATTLE

This is a great scenario to plan after a large battle! The winning army becomes the pursuer, hunting down those cowardly enough to avoid a warrior's defeat. Both forces should be chosen from the models that managed to survive the large battle.

THE TRAP IS SPRUNG

MODELS NEEDED:

Vampire Hunting Warband:

- Wilhelm and Johan (Pg. 119 Warhammer Annual)
- 3 Empire Free Company with bows
- 3 Empire Free Company with crossbows
- 6 Empire Free Company with extra hand weapon

It has been months since the infamous Von Carstein couple had moved their hunting grounds to a misty town on the outskirts of dread Sylvania. The terrified townsfolk have sent messengers out in search of aid and none have returned.

Weeks pass and more bodies are found completely drained of blood. Finally, as terror gripped the town, Wilhelm and Johan, acclaimed

The Hunted:

- [Vlad and Isabella Von Carstein](#) (Also found on pg. 61 of the Warhammer Annual)

Vampire Hunters and Champions of Sigmar, are spotted in town. Using a decoy to attract the fiends, the patient hunters and their retainers settle down and wait for their prey. It's not long before the trap is sprung

and the hunters become the hunted!



BATTLEFIELD

Using a 24" x 24" space, set up a small town square with a statue in the center. There should be a crossroads that meets in the center of the town and exits at four points of the table. These four points are important to gameplay. Scatter some buildings and ruins all over the table as well. See the map to the right for full set up details.

OBJECTIVES

The Vampire Hunters must slay BOTH Vlad and Isabella to claim victory.

The Vampire player needs to have at least one of the Vampires escape to win the game.

DEPLOYMENT

First, set up Vlad and Isabella in the center of town within 1" of the statue or fountain in the town square.

After the Vampires have been set up, place all the Empire Free Company models in hiding about the board. Be sure that none of the hiding models are within 6" of

either Vlad or Isabella. Wilhelm and Johan set up at the southernmost Vampire exit point.

Finally roll a D6 and consult the map to see which table edge point the Vampires must escape from.

WHO GOES FIRST?

The Vampires smell the trap and quickly make their move to escape! They get to go first.



SPECIAL RULES

'Till Death Do Us Part

Should one of the Vampires be slain before exiting the map, the remaining Vampire will then have no choice but to kill every enemy model on the table before being allowed to escape.

Vengeance must be had!

The Mist

Due to a heavy mist that has rolled in from the South, all shooting ranges are halved.

Escaping

When both Vampires have made it off the appointed "escape" table edge point, the player must roll a D6 to see if they have made good their escape. If one Vampire has already made it off the table, and the other Vampire is slain, go straight to rolling on the table below and ignore the "'Till Death Do Us Part" rule above.

1-2: Escape! - Vlad and Isabella disappear into the mist and escape to ponder just

how they managed to fall into this trap so easily...

3-6: Damn this Mist! - Vlad and Isabella have become turned around and find themselves in a new section of the misty town. Remove all the Empire player's models from the board. Place the Vampires (if they are both still alive that is!) at any random exit point on the board. They must now escape via the opposite table edge exit point. Next, place 12 fresh Empire Free Company models in hiding as before.

The Vampire player then starts a new turn sequence with Wilhelm and Johan (if they are both still alive that is!) coming into play one full turn later right behind the point where the Vampires entered.



USING ALTERNATE ARMIES

There are a few armies that this scenario would be fitting for with a little work:

- Dwarves hunting down Skaven assassins in the dank depths of the mountains.
- A Bretonnian party tracking a group of Chaos Warriors through a ruined Empire town.
- Another type of Vampire being hunted by a rival Vampire's thug

PART OF A LARGER BATTLE

To fit this scenario into a larger battle, try having the outcome affect the points used in the next 2000 point Vampire Counts vs. Empire game.

If Vlad and/or Isabella escape, woe unto the unprepared Empire player! The Vampire Counts player may add the surviving vampire(s) to their army for free, but may not take any other vampires (The Carsteins will tolerate no upstarts!) Or the Vampire Counts player may take usual his general.

If the Vampires are slain, the Empire player enlists the help of Wilhelm and Johan for free to represent the uprising of the town to rid the countryside of bloodsuckers! In addition, the Vampire Counts player may not take a Vampire Lord in the upcoming battle.

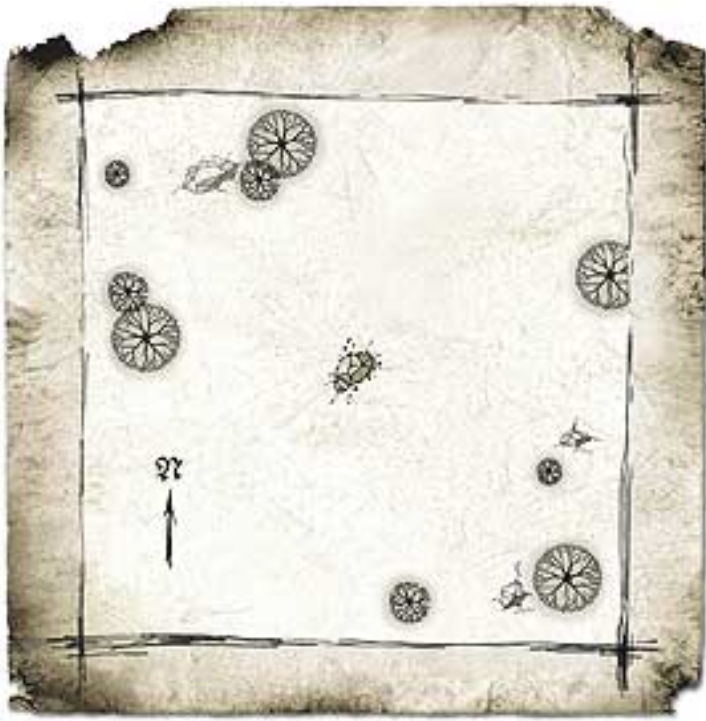
UTTER CHAOS

MODELS NEEDED:

Both Sides:

- Each player chooses up to 200 points of a mix of Chaos Warriors and Marauders.
- Mutations may also be chosen from the Special Rules section below.
- Up to one Hero may be chosen to lead the warband, but no more than 30 points may be spent on gifts/magical items.

The deranged minions of Chaos have gathered in the desolate wastes to test their strength and gain the favor of their insidious patrons in a savage display of martial prowess. The lone surviving warband of a bloody melee able to claim an ancient artifact from it's resting place will prove themselves worthy to receive sinister rewards from their dark masters.



BATTLEFIELD

The playing area should be about 36" x 36" this should probably be increased to 48" x 48" if more than two players are participating. In the center of the table should rest the mystic artifact on an altar of some sort. The remainder of the battlefield should be a sparse, even scattering of rock spires, dead trees and other assorted elements that might make up a desolate wasteland.

OBJECTIVES

Each player is trying to claim their place as the rightful ruler of this particular region of the Chaos Wastes. In this case, victory is achieved by claiming the artifact in the center of the table. However, the time and strength required to retrieve the artifact from its resting place demands all other immediate threats be dispatched before proceeding with its recovery.

DEPLOYMENT

Each player sets up along one edge, at least 12" away from the artifact in the center of the table.

WHO GOES FIRST?

Players roll a D6 to determine who has the first turn and then proceed clockwise around the board.

SPECIAL RULES

This scenario uses the special rules detailed below:

Rout Tests - The fanatical Warriors of Chaos assign little value to their own lives or the lives of their brethren, pleasing their master is paramount in their minds. As a result, each warband will test for routing when they have suffered 50% casualties instead of the normal 25%.

Mutation	Cost
1 Tentacle Arm - One enemy in base-to-base contact is at -1A.	15 pts
2 Great Claw - Warrior strikes at +1S in hand-to-hand.	15 pts
3 Scaled Mace Arm - Warrior gets +1S in hand-to-hand.	10 pts
4 Snapping Maw Arm - Warrior gets additional attack at S3.	10 pts
5 Two Heads - Warrior gets +1 to his Initiative.	5 pts

Claiming the Prize - After all others have been routed or slain, the last warband remaining with a member of their warband in contact with the artifact is the victor.

The Meddling of Dark Gods - The evil Lords of Chaos have taken notice of their mortal pawns and have taken it upon themselves to help their faithful by using their powers to smite their enemies. Each player must roll 2D6 at the beginning of their turn and consult the table below to see the effect of the deity's interference with their warband.

- 2 Wrath of the Void** - Seething tendrils of pure shadow descend to claim a victim kicking and screaming back into the warp. One random member of your unlucky warband is immediately taken out of action.
- 3 Arcane Bolt** - A crackling bolt of pure energy strikes one member of your warband chosen by an opponent inflicting D6 S4 hits allowing no save.

- 4 Volcanic Geyser** - A jet of scalding steam erupts from the earth engulfing anything in the area in white-hot vapor. One random model in your warband is hit with a S4 attack. Any other models (friend or foe) within 6" are hit on a 4+.
- 5 Claws of the Dead** - The restless dead erupt from the ground clutching at the feet of your warband. Until the start of their next turn their movement characteristic is halved.
- 6 Parasitic Vapor** - The air is filled with a heavy fog that drains any who breathe it of their vitality. The members of your warband strike at -1S until the beginning of their next turn.
- 7 Overlooked** - Your warband's actions demand no special attention; nothing happens this turn.
- 8 Possessed!** - One unfortunate member of your warband succumbs to the lure of a powerful daemon. One randomly chosen model in the warband is replaced by a possessed model. The Possessed has a profile equal to the model replaced, except it adds +1 to each of its stats and all equipment is lost. At the beginning of the player's next turn all players roll a D6. The highest roll gains control of the Possessed at the beginning of their turn. This process is repeated until the Possessed is taken out of action.
- 9 Forceful Gale** - A powerful wind blows suddenly at the back of your warband, pushing them vigorously forward. All Members gain +1 to their Movement until the end of the turn.
- 10 Renewed Vigor** - All members of the warband that are knocked down or stunned immediately stand up and fight in regular initiative order.
- 11 Blinding Speed** - The members of your warband move in a flurry of cat-like quickness, raining blows down upon their foes. All members of the warband fight with a +1 to their Attacks characteristic.

- 12 Ferocious Might** - Your warband is instilled with the untamed fury of their patron god. Add +1S and +1 to the Injury roll for all their blows struck in hand-to-hand until the beginning of their next turn.



PART OF A LARGER BATTLE

When playing this scenario before a full Warhammer game, you can modify the points and make-up of the armies based on the outcome! For example:

The winning warband might gain the favor of their patron god allowing them to take additional wargear or bestow one of their Champions with a Daemonic Gift of some sort.

It will probably be best if you and your opponents decide before hand exactly what it is at stake and battle it out to determine the possible benefits/repercussions in future battles.

WAR MACHINES OF NAVAROWN

With a deafening roar, the well-placed salvo slammed into the already weakened wall. With shot after shot landing in the same spot, it would not be long before the wall fell. The enemy war machines were positioned on the ridgeline opposite the fortress. The long range of the attackers could not be matched by anything in the fortress, which meant more secretive methods must be employed. Surely the battering would wear down vast sections of the walls anytime now, so the defenders prepared a desperate sally.

MODELS NEEDED:

Attacking Forces:

- 3 war machines (must be cannons, stone throwers or mortars) w/ regular crew (no upgrades at all)
 - 50 points of any infantry (20 x 20 mm bases or 25 x 25 mm bases only)
- No Heroes but Champions are allowed

Defending Forces:

- 175 points of infantry or calvary may be chosen
- Up to one Hero and one Champion may be chosen from the points above

Sneaking out under the last cover of predawn darkness, a small party cautiously worked its way towards the hill from which the war machines would soon begin firing again.



BATTLEFIELD

Using a space of about 24" x 24", place a large, steep hill on the northwest Table Edge. There will also be clusters of trees, hedges, and rocky outcroppings on the hill and the flat area before the hill that will slow both Attackers and Defenders. The defending walls and fortress are considered to be off table to the south, so you don't have to place these on the table.

OBJECTIVES

The defenders need to destroy the attacker's war machines and prevent the breach of the castle walls. In order to coincide with the plan to storm the walls, the attackers need to breach the wall in the defender's castle within 6 turns. So if the walls are still standing by the end of turn 6, the defenders win!

DEPLOYMENT

Defenders

This is the group that is sallying forth to destroy the war machines! They may start anywhere along the Southern Table edge up to 6 inches in.

Attackers

Mark off a section 12" in and 12" across on the northwest quarter of the board. Within this section, war machines may be set up within 3" of the northern edge of the board, while the rest of the force can be placed anywhere within the marked off area.

WHO GOES FIRST?

The defenders go first as they have the element of surprise on their side.



SPECIAL RULES

Siege Engines

The attacking war machines have been reconfigured and set up to be able to fire at maximum (or even greater) distance. This has been done by using the higher ground, special ammunition, resetting the sighting apparatus, and gearing the angle of fire for long range. The Attacking player may guess a range of 36" to 96" when firing. However, due to the angle needed to fire at the fortress, the war machines may not fire at the incoming defenders without being repositioned. Repositioning takes two full turns. If the war machines have been repositioned to fire at the defenders, they may not attack the fortress.

The Defenders' Castle

The target of the attacks is located off the table. As the accuracy of the player

with the war machines is crucial to the outcome of this scenario, we have made up the following rule. The Defending player shall (while the Attacker is NOT looking of course!) measure a distant, clearly visible off table object that is somewhere between 36" and 96" away from the war machines, and nominate this as the target. This will represent and challenge the firing skills and accuracy of the attacking General. (Editor's note - even better if this can be a wall section or gatehouse from your actual castle - but the important thing is to pick a far away target! Sleeping Cats, door frames, and "the edge of that table over there" will do in a pinch).

Hitting the Walls Off the Table

The fortress walls will take 6 direct hits (center of the template for mortars and stone throwers) from the war machines before crumbling. Three off-center hits will amount to the damage of one direct hit. Keep track of how many direct hits and offcenter hits you have scored using a scrap of paper.



USING ALTERNATE ARMIES

The attackers in this scenario are limited to armies that have stone throwers, mortars, and cannons. The defenders can be any army in the Warhammer world. Here are some examples:

- Orcs attacking a Bretonnian Fortress
- Empire besieging a Vampire's Castle
- Dogs of War attacking a Skaven outpost
- Chaos Dwarfs vs. High Elves

PART OF A LARGER BATTLE

This particular Skirmish Scenario fits perfectly into a larger campaign. Here are some ways you can continue this small game and have it effect a much larger

battle:

Defenders win - The Attackers are not allowed any war machines in the upcoming battle.

Attackers win - The Defenders must sally forth to meet the opposing army. Defenders must set up first, and the attackers get first turn.

You can also continue this battle by playing another Skirmish Scenario like "Storm the Walls".

WARPSTONE RAID

MODELS NEEDED:

Attacking Forces: (Clan Deathrattle)

- 15 Skaven Night Runners with any equipment desired
- 1 Skaven Gutter Runner with up to 10 points of equipment

Defending Forces: (Clan Grottespew)

- 10 Skavenslaves with Hand Weapons
- 10 Skaven Clanrats and a Clawleader
- Up to 25 points may be spent in equipment or Magic Items

Clawleader Retch looked back and forth nervously to the darkened woods on his left and the high cliff face on his right. His Warpstone retrieval party had been incredibly successful in their hunt for the precious mineral. They were bringing back one of the largest lodes of raw Warpstone to the coffers of Clan Grottespew in recent memory. He had already lost a dozen of his

more worthless slaves to the mutating effects of warpstone exposure due to the size of their find and had been forced to camp for the night lest they lose too many more to transport the Warpstone at all. Unfortunately, their quest had taken them far out of their own territory and into the lands claimed by the furless weaklings of Clan Deathrattle. If they discovered that his Skaven were raiding the Warpstone fall on their territory, they were sure to be less than pleased about the

matter. Well, that was their own fault for not looking after the matters of their own backyard.

Gutter Runner Swift-kill twitched his tail in frustration. Those vile Grotblespew lackeys had taken the Warpstone fall from their territory! If he and his Night Runners could capture their leader and recover the Warpstone they would be praised by Warlord Cutspittle and the Horned Rat alike. It might even inspire the Warlord that it would be a good idea to eliminate their nearby rivals once-and-for-all.



BATTLEFIELD

An 18" x 36" area is ideal for this type of game. The defenders have camped on the northern edge of the table and the attackers enter from the south. The Warpstone lode is placed in the center of the battlefield in front of the cliffs on the defenders' edge of the table.

Three clumps of trees should be placed along the attackers' edge of the table as indicated by the map.

OBJECTIVES

There are six Warpstone tokens in the defender's find.

The objective for the attackers is to escape off of the east or west table edge with 3 or more Warpstone tokens without turning into gibbering mutants, and/or capture and escape with Clawleader Retch for interrogation. The game will end and the attackers will win at the finish of the turn that they accomplish either objective.

The objective for the defenders is to protect the Warpstone at all costs for at least 10 turns. If after 10 turns, the Night Runners haven't claimed victory, they will fall back to re-evaluate their strategy and the defenders will win.



DEPLOYMENT

The defenders of Clan Grottlispew must be deployed anywhere 4" to 8" from the Warpstone pile. Any closer and the mutating properties of the Warpstone might mutate them into a raging Chaos Spawn while they camp.

The attacking Night Runners of Clan Deathrattle are deployed among anywhere within the forest scenery on their side of the table.

WHO GOES FIRST?

The Night Runners go first as they are using their stealth to creep up on the Warpstone thieves.

SPECIAL RULES

This scenario uses the special rules detailed below:



Get the Warpstone!

The Grottlispew cache of Warpstone is particularly deadly as it was taken from a fresh fall and therefore its mutating properties are even more toxic and dangerous than normal. To capture a Warpstone token, a Skaven model must simply touch the token and announce that they are picking it up during their Movement phase. While carrying a Warpstone token

the defender's effective Weapon Skill is 1, their movement is reduced by 1", and they will drop the Warpstone on the spot if they are *stunned* or go *out of action* during combat. At the end of every player turn after a model has picked up a piece of Warpstone, starting with the first, roll 3D6 each for the Warpstone carrier and any models touching it. On a 13 that model is transformed by the Warpstone into a gibbering mess of flesh, bone, fur and goo due to the hideous radiation of the foul rock and is removed from the game. A model may only carry one piece of Warpstone at a time.

The Clawleader

Clawleader Retch is tough and experienced and is more than a bit hard to handle for an average Skaven. If the Clawleader is taken *out of action* it will take at least 2 Clan Deathrattle Skaven to carry him off the board for interrogation. Simply move the Clawleader model along with the capturing models to represent his being carried off the board. If either of the models carrying him is taken *out of action*, then he cannot be moved again until at least 2 Deathrattle Skaven are in contact to carry him.

USING ALTERNATE ARMIES

This scenario can be played with any number of armies or precious objects with just a bit of modification. Here are some other ideas to get you started:

- A Dogs of War caravan transporting golden plaques stolen from a Lizardmen temple.
- A Night Goblin squig hunting party crossing through Troll country.
- Chaos Marauders escaping with a sacred artifact from a Khemri treasure horde.
- Dark Elf Corsairs retrieving a powerful magic sword from the Blighted Isle are intercepted by Shadow Warriors.



PART OF A LARGER BATTLE

This scenario can be used as the precursor to a full-scale Warhammer battle. Should Clan Grottespew fend off the attack they may use their increased Warpstone wealth to take up to 200 points of free Clan Moulder creatures (Rat Ogres, Giant Rats or Rat Swarms) for a sneak attack on the enemy.

If the Clan Deathrattle Night Runners capture Clawleader Retch they may use the information extracted from him during a long and quite hideous interrogation session to set up all of the terrain on the battlefield in any way they wish in the next game against the forces of Clan Grottespew. If they escape with 3 Warpstone pieces they may use it to bring up to 100 points of free Clan Skryre troops or war machines to their next battle. If they achieve both objectives (quite a feat), they may reap both of these rewards for the next battle.

ZOMBIES ATE MY MILITIA

MODELS NEEDED:

The Necromancer's Forces:

- 1 level 1 Necromancer to represent Stefan Koenig
- 20 Zombies

The rogue wizard, Stefan Koenig, has been meddling in the Dark Arts of Necromancy while attending the Altdorf College of Magic. Being found out, he's been run out of town and now runs for his very life. Balthasar Gelt has sent out a militia consisting of a small, well-trained group of Swordsmen and Crossbowmen to hunt Koenig down and kill him for his crimes of practicing such revolting Forbidden Lore.

But Koenig, knowing he has little hope, and very

Balthasar Gelt's Militia:

- 6 Swordsmen with light armor, hand weapon and shield
- 6 Crossbowmen with light armor, crossbow and hand weapon

little control over his newfound powers, has fled through a local cemetery. Here he may be able to use his recently acquired dark knowledge to stall his pursuers and make good his escape!



BATTLEFIELD

Using a space of about 36" x 36", set up a graveyard that extends from the west side of the table to the east and takes up the majority of the tabletop. No gravestone may be more than 6" away from another. The deployment zones must be free of gravestones. The table may also contain a few trees. Arrange these as you see fit or check out the suggested setup on the map to the right.

OBJECTIVES

Koenig must leave by way of the opposite table edge to escape with his miserable life intact and win the game. The militia must take Koenig out to win.

DEPLOYMENT

Koenig starts 12" in from the southern table edge. The militia starts at the very edge of the same side.

WHO GOES FIRST?

The Necromancer has the first turn.



SPECIAL RULES

This scenario uses the special rules detailed below:

Crippled

The corrupting power of the Dark Arts affects its users in many ways. Already unhealthy before his descent into madness, Koenig's body is suffering from a debilitating rotting sickness. Koenig may only make a hobbling movement of 4" per turn - never marching, or running, although charging is allowed.

Gravestones

The crumbling gravestones in the cemetery may be used as soft cover by the Necromancer. Any shot is at -1 to hit while he is crouching behind one.

Summoning the Dead

Koenig has studied the Invocation of Nehek, but his mastery of this heinous spell is far from perfect. His spell functions differently than what is presented in the Warhammer Armies: Vampire Counts book. He has a Casting Value of 7+, but each use of the spell animates D6 Zombies. However, if he manages to roll a 1 to determine how many Zombies he has summoned, something has gone horribly wrong.



This Zombie has broken free from the magical bindings imposed upon it and now hungers after the flesh of its creator. Starting next turn, possession of the creature passes to player controlling the militia!

Zombies summoned by Koenig's spell appear in front of the gravestones closest to him, one per gravestone. Only 20 Zombies may be on the tabletop at any one time.

USING ALTERNATE ARMIES

Other races find the practice of Necromancy quite horrifying as well. Here are some examples:

- Koenig has been found skulking about in an ancient Dwarfen burial chamber, and the ancestors of the newly awakened Dwarf dead will have none of it!
- The Necromancer's unsavory activities have been discovered in a Bretonnian village's cemetery and the local Lord is none too pleased. He sends out a group of his best Men-at-arms and Bowmen to deal with the disgusting graverobber.



PART OF A LARGER BATTLE

It is very simple to have this scenario impact upon your next game of Warhammer. If Koenig escapes Gelt's wrath, the Necromancer may be added to a Vampire Counts army for no additional points cost. Being more confident with his skills, Koenig may also offer his new lord a unit of 20 Zombies for free. However, if Gelt's men catch up with Koenig and put him to the sword, the next time the Vampire Counts take to the battlefield they will be bringing one less Character.

ZOO BREAK

The sounds of destruction could be heard from blocks away. Somebody really messed up at the zoo. Apparently a whole horde of monsters have escaped and are now wrecking everything in sight! A small force of Town Watchmen have

MODELS NEEDED:

Empire Town Watchmen:

- 200 points of core troops. 75% of this must be on foot.
- A Wizard worth up to 100 points (in addition to the listed core points).

Monsters on the Loose:

- 240 points of Monsters chosen from any army book. (The High Elf book has plenty to choose from.)

gathered in the area where the monsters are currently rampaging. Some of the best hunters in the city have been recruited for the job as their expertise will certainly come in handy!



BATTLEFIELD

Using a 36" x 36" space, set up a small town setting that has at least 10 small buildings in it. These will be used as objectives for the Monster player.

OBJECTIVES

The player controlling the monsters must run around and crush, smash, and mutilate as many buildings and townspeople as possible before all the monsters are automatically rounded up at the end of Turn 8. At the end of the game, add up all the Destruction Points the monster player has garnered. Compare your Destruction Point total against the chart below to find out how successful you were during your destruction spree.

- 19+** Destruction Points: City in Flames! - Monster win.
- 14-18** Destruction Points: Minor Rampage! - Draw.

0-13 Destruction Points: Round 'Em Up! - Watchmen Win.

DEPLOYMENT

The Monster player sets up all his Monsters in a 6" x 6" area (see map) on the eastern edge of the board. Once the Monsters are set up, place the entire Empire force anywhere within 6" of the western board edge.

WHO GOES FIRST?

The Watchmen force moves first in this scenario.



SPECIAL RULES

Causing Destruction - Should a Monster be unengaged and in contact with a building, they may cause destruction in their Close Combat phase. During the Close Combat phase the Monster goes about destroying doors, people, windows, setting fire to roofs and the like. You get a Destruction Point for each attack the Monster has. Keep track of these points on a scrap of paper. Each building may be attacked only once during the game for Destruction Points.

Monsters may gang up and attack a building all at once. When doing this, add together the total number of attacks the Monsters have. This is how many Destruction Points you gain, but you can only earn up to a maximum of 5 points in this manner.

Monsters Running Free - All Monsters may run at any time, even if enemy models are within 8" of the monster.

Rout Tests - The Monster player may ignore Rout tests while the Watchmen begin taking tests at 75% casualties. If the Watchmen rout, the Monster player automatically wins.

USING ALTERNATE ARMIES

There are a few armies that this scenario would be fitting for... with a little work:

- Chaos Dwarfs quelling a rebellion of Chaos Monstrosities.
- Clan Moulder attempting to stop an outbreak of Rat Ogres.
- Orcs & Goblins rounding up a loose Wyvern or some crazed Trolls!

PART OF A LARGER BATTLE

To fit this scenario into a larger battle, try having the outcome affect your next Warhammer game!

If the Monsters destroyed the city, have the Watchmen player start off at -100 points.

If the Watchmen were successful, they get an additional 100 points!