



THE GRUDGE OF DRONG

By Nigel Stillman, adapted for Warmaster by Steve Hambrook

Those Warmaster players who are also veterans of Warhammer will remember when GW released several narrative based campaigns for Warhammer, 4th edition. This was the first of these campaigns from way back in 1996. We thought what a great idea it would be to adapt it for Warmaster. If this proves popular amongst readers we will waste no time in adapting the other campaigns too.

THE CAMPAIGN

In this campaign, there are three preliminary battles which then lead up to an all-out, death-or-glory final conflict. The first

three battles are relatively small actions with up to 1,500 points per side. The final battle involves massed armies of 3,000 points or more.

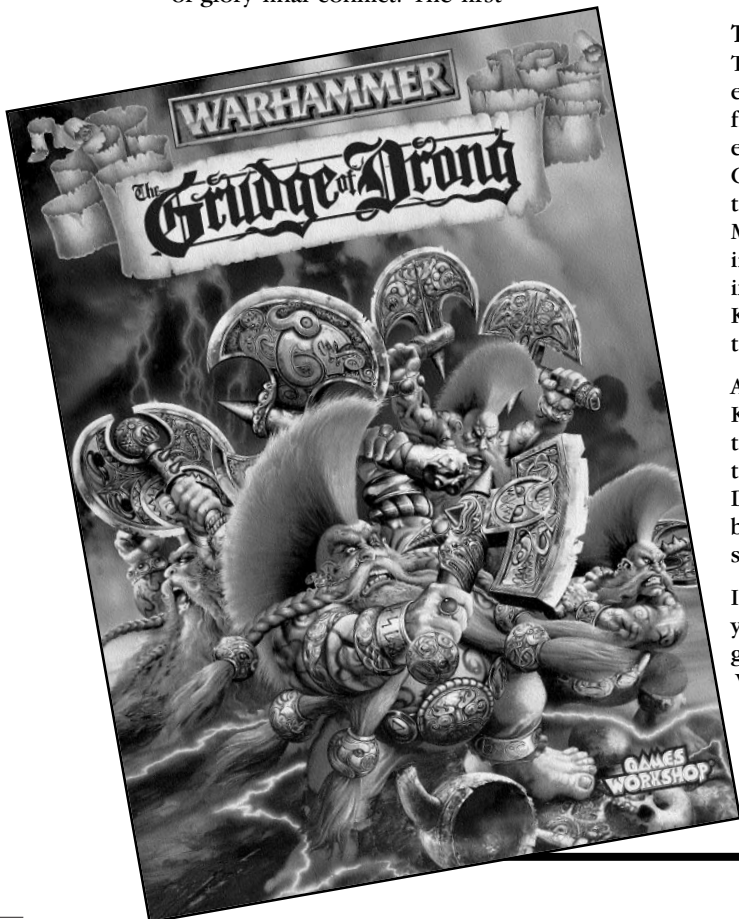
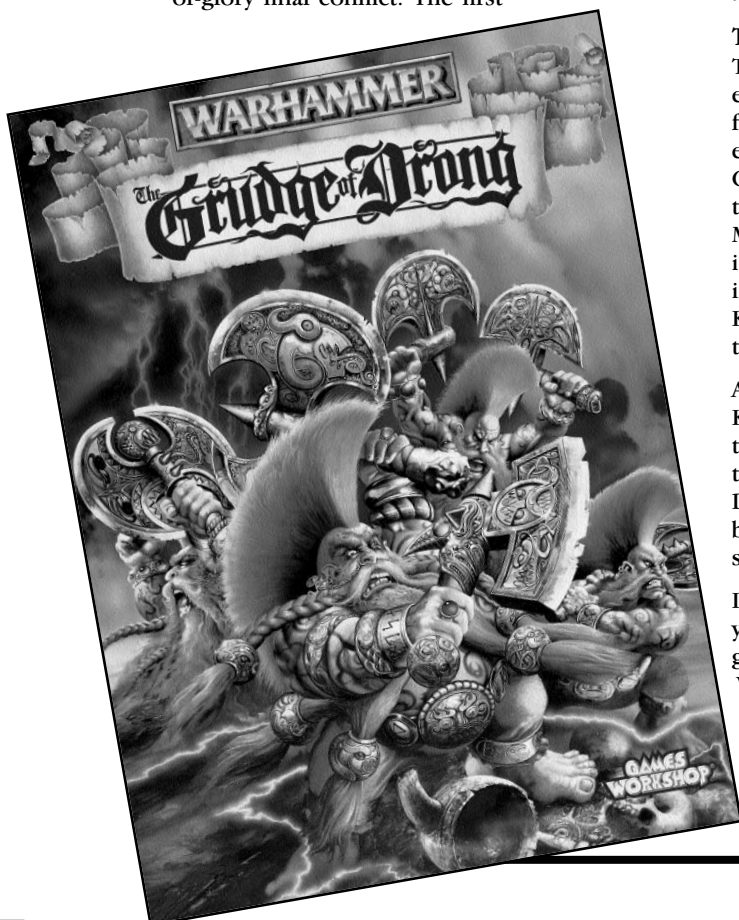
The campaign you are going to fight is set in a particular time and place, and involves two of the great races or kingdoms of the Old World. The events leading up to each battle, the motives of the leaders and the story behind the campaign are all described. There are also hints on transporting this campaign to another time or place, and fighting it using different armies.

THE FOUR BATTLES

The campaign is designed so that the results of each of the three preliminary games affect the final battle in some important way. For example, if the Dwarfs win the Battle of Grudge Pass then they are assumed to retain the services of Master Engineer Krudd Mad-Mattock and may therefore field war machines in the Battle of Krag Bryn. On the other hand, if the Dwarfs lose the battle they also lose Krudd and can bring only a single war machine to the final battle.

All of the battles leading up to the Battle of Krag Bryn affect the Dwarf player's choice of troops, characters, runes or war machines for the concluding game. Thus, the better the Dwarf player does in the initial games the better chance he has during the final showdown.

If you look at the Battle Scrolls for each game you'll see that the rewards for winning the game are described under the heading of Victory Gains. The Victory Gain is literally the advantage gained by winning the game.





THE FOUNDING OF TOL ELDROTH

Far back in the time of Caledor II, during the Fourth Age of Ulthuan, the High Elf Lord Eldroth set sail from Lothorn with a great following, bound for the shores of the Old World. There they discovered a fine natural harbour on the coast, overlooked by a range of high mountains. Eldroth and his folk founded a trading colony which they called Tol Eldroth.

Soon Elf adventurers had explored far among the mountain peaks which loomed upon the horizon. They brought back tales of precious metals and gems hidden in the rocks. They also encountered the Dwarfs.

BRONN'S STRONGHOLD

Many centuries before the Elves landed on these shores, the Dwarf adventurer, Bronn the Bold, and his clan had migrated along the mountain tracks until they reached the peaks overlooking the coastal plain. Bronn's prospectors discovered the gems and gold locked within the mountains and so Bronn and his expedition established a mining settlement. This new colony soon attracted miners, merchants and settlers from other clans and grew rapidly into a mighty stronghold which was ruled over by Bronn and later his descendants. The stronghold became known as Krag Bryn, which means 'Gleaming Mountain' in the Dwarf tongue.

THE COMING OF THRUND

Hearing of the wealth of Krag Bryn, the Dwarf Lord Thrund the Angry gathered a great throng of adventurers, outcasts and restless clans eager for new lands to claim. Thrund held a long-standing ancestral grudge against Bronn, the exact nature of which had long become obscure. Whatever its origin, the grudge itself was still remembered by all of his clan. Thrund resolved to find Krag Bryn and seize the throne for himself.

In the mighty battle that followed, Thrund was defeated by Bronn and mortally wounded. Before he gasped his last, he made his heirs swear an oath to uphold the grudge, which was now drenched with fresh clan blood. True to their pledge, but lacking the force to take Krag Bryn, these 'Thrundlings' built their own stronghold, overlooking the only pass through the mountains and so barring the trade route from the Dwarf Empire to Krag Bryn. They named this fortress Kazad Thrund in honour of their illustrious ancestor. From here they levied a tax on all merchants travelling through the pass. It was for this reason that the pass soon became known far and wide as Grudge Pass.

THE LAST OF THE BRONNLINGS

The centuries passed. When Eldroth's kindred landed on the coastal plain below the towering peaks, the rivalry between Bronnlings and Thrundlings was already old. Endless feuds had taken their toll on the Bronnlings and only one Dwarf of the true lineage of Bronn

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remained. Elven emissaries sent to the court of Krag Bryn were astonished to be welcomed by a Dwarf Queen! She was Helgar, the last living descendant of Bronn the Bold.

The coming of the Elves was an unexpected boon for Krag Bryn. A new trade route to the fabulous Elf empire of the west was suddenly opened up for them. The miners could forget the treacherous pass of Kazad Thrund. Now they could sell gold, silver and gems to the Elves, who paid much more than canny Dwarfs, and without so much hard bargaining besides.

Queen Helgar immediately made a trading pact with the Elves and her popularity with the Dwarfs of Krag Bryn soared. In truth, she badly needed such prestige, since there were none of her own clan left to support her claim to the throne, yet kinsfolk of Thrund were already numerous among the miners. Furthermore, few Dwarfs liked being told what to do by a beardless queen – even if she could drink ale like a Trollslayer and her lineage was as long as her (very long) plaits.

THE WRATH OF DRONG

Meanwhile, in Kazad Thrund, power was in the sturdy hands of Drong the Hard, of the bloodline of Thrund. He looked upon the arrival of the Elves with outrage and disgust. As the treasures of Krag Bryn were loaded onto sleek Elven ships bound for destinations unknown, trade through the pass of Kazad

Thrund dwindled to virtually nothing. Drong was becoming poor and his clan was growing angry. The grudge was written down and the axes were sharpened. Drong sought to exploit this growing discontent to raise his fortunes. To this end, he cunningly invented a spurious ancestral claim to the throne of Krag Bryn.

He claimed that his ancestor Thrund had been the rightful lord of Krag Bryn. He had been ousted in a coup and slain most treacherously, rather than in a fair and honourable fight. Drong's words circulated at a time when distrust of the Elves was spreading throughout the Dwarf realms. The false rumour had the desired effect and soon adventurers with axes to grind flocked to Kazad Thrund.

DRONG PREPARES FOR WAR

Soon Drong felt that the time was right to challenge Helgar's claim to her throne, with force if necessary. His following was strong, hers was weak. As for her allies, the Elves, what match would they be for good honest Dwarfs! So reckoned Drong, as he made his war-plans. He sent his kinsmen into the mining outposts of Krag Bryn to stir up discontent.

Thus began the Tale of the Grudge of Drong, as it is known in the sagas. This war between Elf and Dwarf colonies, savage in its ferocity, was a foretaste of what was to come in the long and terrible War of the Beard which broke out soon after.

Eldroth was resplendent in his war panoply, as befitted a lord of one of the noble kindreds of Ulthuan. Beside him rode Fendar, Tethan and Ardatb, and several more fine nobles besides. They were the representatives of the kindreds of Tol Eldroth, on their way to the court of Queen Helgar to seal the pact. All were attired to impress the queen and her people with Elven splendour. The Dwarfs would understand that the Elves were an ancient race and a force to be reckoned with. Eldroth was discussing matters of diplomacy and protocol with his companions.

"It is said, Ardatb, that you have much knowledge of Dwarfs," Eldroth said. "How should we negotiate with this queen?"

Ardatb, an Elf of few words, thought awhile before replying, "Respect and reverence for ancestors is all amongst Dwarfs. The Queen's pride in her ancient lineage is the key to our negotiations. It is only her desire to cling to the birthright of her ancestors that prompts her to tolerate us here at all!"

"Is this more important to her than the wealth of Ulthuan, which flows from us into

her treasury in return for metals and gems?" asked Fendar.

"That is useful to her, perhaps, but there is not much that the Dwarfs need from us. They are expert craftsmen, not savages," Ardatb answered.

Tethan spoke: "You would call Dwarf work "art", would you, Ardatb?" Everyone smiled, as indeed did Ardatb as he offered an explanation.

"True, their work is grotesque to our eyes, and who in his right mind would give a Dwarf ring to a lady of Lothorn? But let us not deceive ourselves: this Queen does not trade with us just because she likes the silks of Saphery or the wines of Chrace."

"Indeed, it is said that she swills that disgusting brew they all have a passion for by the very barrel!" joked Eldroth. "So what is it that she really wants from us, Ardatb?" the Elf Lord continued.

"She has no warriors and so she seeks to use us to defend her from her arch rival, Drong"

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replied Ardatb with the shrewd insight of a seasoned warrior and veteran of many past encounters with Dwarfs. "She plans to fight for her throne, down to the last Elf if need be!"

"Do I sense that you disapprove of my policy, Ardatb?" Eldroth asked.

"Not at all, lord. It suits us well to support her. Remember the old proverb: "Divide and rule". We will prevail over the Dwarfs because we are united, whereas they are riven with ancient grudges and clan feuds," Ardatb replied.

"Alas, Ardatb, you are old fashioned. Perhaps you have been in the colonies too long. Have you not heard of the kinstrife in Ulthuan? It seems we, too, are united no more."

While Ardatb was considering his reply, the debate was put aside as the party approached the great gates of Krag Bryn. Even the Elves marvelled at the massive stone masonry. The immense gates opened before them, operated by some hidden device of the Dwarfs. The party rode down the great paved roadway, through arches and between colossal seated statues depicting Helgar's grim-visaged ancestors, and on into the great hall itself. The dim light was bare by the flickering torches. At the far end of the audience chamber Queen Helgar sat upon her enormous throne. On the wall behind her hung a wide tapestry depicting King Bronn slaying his arch-enemy Tol Eldroth with his immense axe.

"Welcome, lord of Tol Eldroth," Helgar greeted them.

The Elves dismounted and were seated on carved Dwarf chairs. They listened politely as the lord of Drong, in a tone of lineage and ancestral pride, read the accomplishments of the Bronnling. A great runic inscription on a book of sagas. Flagon and mead were brought. Eldroth did not note the wisdom of the queen, offering them this noble beverage instead of the Dwarf ale.

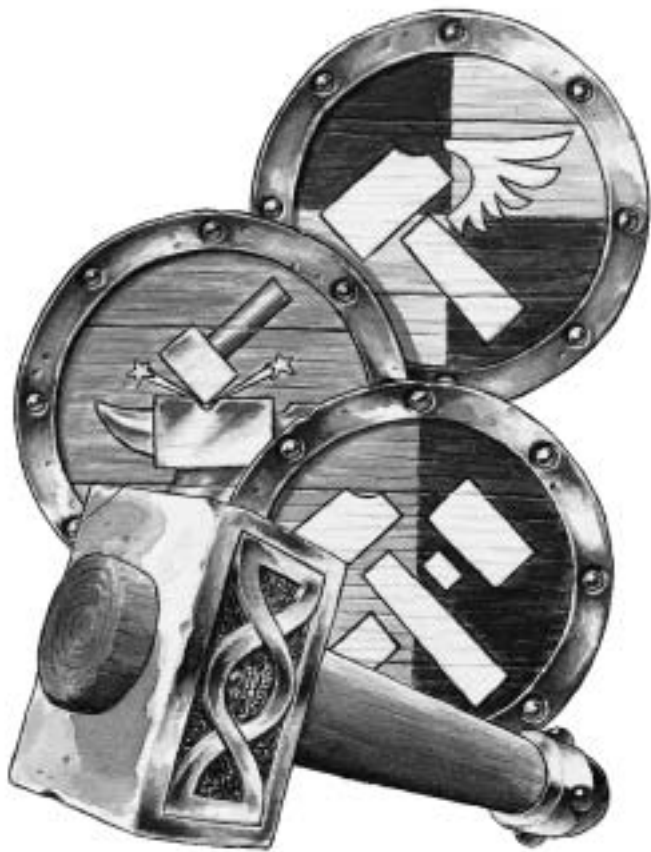
Then Helgar herself spoke. She pointed out to Eldroth, in haughty tones, that his folk had arrived upon her shore uninvited. However, she was prepared to overlook this in return for Eldroth's recognition of her as High Queen.

Eldroth's keen mind appreciated the symbolism and the politics. Despite her protest, the queen recognised that Eldroth's colony was now firmly established and there was nothing she could do about it.

By acknowledging Helgar as High Queen, he would be symbolically recognising her authority. In this way Dwarf pride would be satisfied. He would also be recognising Helgar as legitimate heir to the throne of Krag Bryn, over and above the rival claim of Drong. This was sure to bring the wrath of Drong down upon his own people. A further implication was that the queen could call upon the warriors of Tol Eldroth to support her as if they were her own troops. Eldroth had not seen many warriors on the walls of the stronghold, and there were few guards in the great hall.

Eldroth took counsel with his retinue. It was soon agreed. Elven trade goods would arrive in Krag Bryn as 'gifts' from the Phoenix King himself, much to the benefit of Helgar's prestige. Treasures from the Dwarf mines would pour through Tol Eldroth as 'subsidies' to the queen's loyal allies.

The deal was done.



Grudge of Drong

SCENARIO I - THE BATTLE OF GRUDGE PASS

TROUBLE AT THE MINES

The rumour of Drong's claim to the throne of Krag Bryn spread to that stronghold itself and took root among many disgruntled miners of Thrund's clan. By this time, most of the Dwarfs in the mining outposts were either Thrundlings or Dwarf settlers of a variety of clans, who owed no great loyalty to Helgar. Indeed, most tended to favour Drong. They muttered to themselves as they picked away at the rock, working to make the queen rich.

Why should this hard-won wealth, they grumbled, go to a ruler of the wrong clan and worse, be given away to the decadent Elves? Surely it should be traded only with good honest Dwarfs!



One day Krudd Mad-Mattock, Master Engineer and kinsman to Drong, called an extraordinary meeting of the Engineers and Miners Guild. Everybody at the mining settlements downed tools to indulge in a marathon drinking and grudging session.

Soon the ravines that led to Krag Bryn resounded with revolutionary slogans: "Down with Queen Helgar!", "Dwarf gold for the Dwarfs!" and "Drong for King!" A motley throng of drunken and disgruntled Dwarf rebels was marching on the Queen's stronghold. At their head was their hastily-appointed leader, none other than Krudd himself.

Helgar was brought advanced warning of the trouble by a few loyal Dwarfs, who had been fortunate to escape being pick-axed by the rebels. The queen had no warriors she could send to put down the revolt, so in desperation she sent a messenger to plead with Tol Eldroth for aid.

ELVES IN THE NICK OF TIME

Eldroth responded quickly, dispatching a task force of his fastest troops under the command of Fendar, an experienced captain. The Elves moved faster than the rabble of drunken Dwarf rebels and so it was that they intercepted them as the Dwarfs marched down Grudge Pass towards Krag Bryn.

Fendar spread his troops across the pass to bar the way of the rebels. Taking out his sword, he gouged a line in the dust between the two forces, a bowshot forward of his own troops, who were deploying into a battle line.

As the rebels approached the line, Fendar warned them sternly not to cross it or they would provoke war with the Elves.

"Out of the way, Elf, this is Dwarf business!" the arrogant and indignant Krudd spat back as he strode purposefully onwards.

"Then you shall die!" said Fendar plainly and rode back to his troops.

"Bite my axe, beardless Elf!" Krudd shouted after him, as his men let out a loud, drunken raucous cheer and surged over the line. Silently, the Elves drew their bows and took aim, waiting for the signal from Fendar. And so the Battle of Grudge Pass began.

FIGHTING THE BATTLE

The Battle of Grudge Pass is the first in a series of encounters between Elf and Dwarf forces that will lead to the Battle of Krag Bryn. The outcome of this battle decides the fate of

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Krudd Mad-Mattock, and whether or not the mines of Krag Bryn fall into the hands of Helgar's arch rival, Drong.

THE BATTLEFIELD

The setting for this battle straddles Grudge Pass. This runs along a barren, rocky valley flanked on either side by hills, mountains and crags. The pass is wide and there are stone huts built by Dwarf miners and prospectors scattered here and there along the route. Most of these are abandoned ruins since the miners worked their way further up the mountain valleys in search of richer veins of ore, abandoning their hazardous disused mine shafts. There are no forests and virtually no trees, as these were all felled long ago for pit props.

Set up the battlefield as shown on the Battlefield map. Alternatively, you might prefer to generate the scenery randomly, or agree with your opponent on a variation of the battlefield to suit the scenery which you have available.

THE ARMIES

THE DWARFS

The rebel Dwarf force consists of 1,500 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Dwarfs may not field any war machines, artillery or take a Runesmith.

THE ELVES

The High Elf force consists of 1,500 points chosen from the army list in the Warmaster rulebook. The only restrictions are that the Elves may not field any artillery or take any flyers (including flyers as monstrous mounts) and they may not take any wizards.

DEPLOYING FOR BATTLE

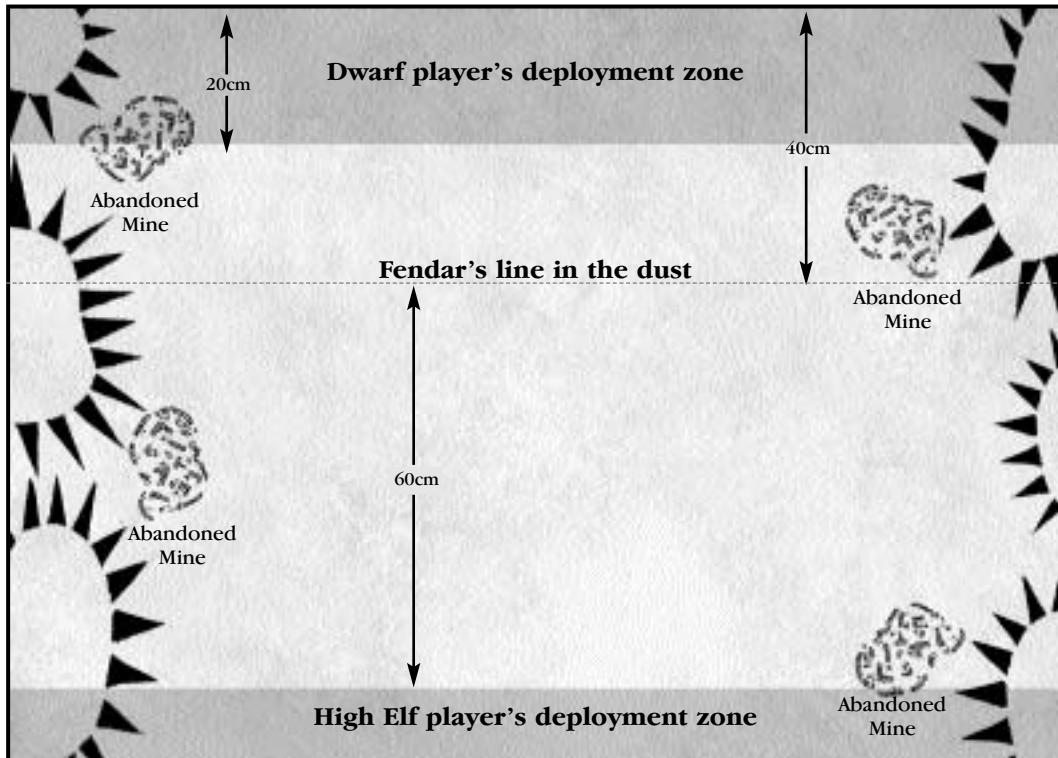
The 'line in the dust' made by Fendar runs across the battlefield, 40cm away from the Dwarf Player's table edge. Temporarily mark this line with a row of dice while the armies are deployed. The Dwarf army deploys within 20cm of the Dwarf player's table edge. All units deploy facing the Elf player's table edge.

The Elves deploy 60cm back from the line in the dust.

Starting with the player who rolls the highest score on a D6, each side takes it in turns to deploy a single unit or brigade. Characters are placed once all of the units are in position.

A LINE IN THE DUST

The Elves cannot shoot or attack unless the Dwarfs cross the line in the dust, or the Dwarfs start the battle by shooting at the Elves or attacking them in any way. The Elves will not cross the line themselves unless hostilities have already begun, but may move up to it. The Dwarfs automatically provoke war by advancing across the line, either by moving while the Elves are still deploying or by



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advancing recklessly under the influence of alcohol.

As soon as a single stand of Dwarfs crosses that line, the battle starts and the Elves are free to let loose with everything they have got. If the Dwarfs shoot at the Elves before crossing the line, that will start the war as well. Once the line has been crossed, all Dwarfs are fair game, no matter what side of the line they are currently on.

In the unlikely event that the Dwarfs manage to hold back from crossing the line, the Elves may move or manoeuvre over the rest of the battlefield during their turn. For their part, the Dwarfs might as well cross the line in the dust to deny the cunning Elves this advantage.

SPECIAL RULES

ABANDONED MINE SHAFTS

There are four abandoned mine shafts on the edges of the pass. These can be represented by a ring of small pebbles about 40cm in diameter.

These are considered impassable terrain for all intents and purposes and any stands that move into them for any reason are automatically destroyed.

DRUNKEN DWARFS

All of the rebel Dwarfs are totally drunk. This actually makes them brave to the point of utter recklessness. Consequently, they cannot be driven back by shooting although they may still be *confused*. Another effect of the drunkenness is that the Dwarf units shamle forwards as undisciplined mobs, stopping occasionally to throw up. To represent this Dwarf units blunder on a roll of 11 or 12.

THE BATTLE

WHO HAS THE FIRST TURN

The Dwarf army has the first turn.

HOW LONG DOES THE BATTLE LAST

The Battle of Grudge Pass lasted from mid-afternoon to sunset. To represent this, the battle lasts for six game turns, each turn representing about an hour of daylight in the original battle. Each player will therefore complete six turns.

VICTORY OR DEFEAT

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up Victory points as described in the Warmaster rulebook. In the event of a draw on Victory points, this is counted as an Elf Victory instead, because unless the rebels actually win, the rebellion is crushed.

The rebellion is a major test of Dwarf solidarity. If any Dwarf unit retreats off the table of its

own accord (that includes being under the influence of alcohol), the rest of the rebels think that they have lost their faith in the rebellion. The unit is therefore treated exactly as if it had fled when it comes to counting up Victory points.

VICTORY GAINS

THE DWARFS

If Krudd wins the battle, he can take over the mines and put them to work in the service of his kinsman, Drong. This will allow Drong to build up a contingent of war machines ready for the Battle of Krag Bryn. The mines will supply the metal for their construction and coal for the steam engines. Victory permits you to include war machines and artillery in your army in the final battle.

THE ELVES

If the Elves win the battle, the rebel Miners will either be slain, or scattered and fleeing for their lives. Krudd will be dead, or he will end up as a fugitive hiding in a cave. The mines will remain under the control of Queen Helgar, but there will be no one there to do any work. Drong will not get his hands on the metal or coal he needs to make war machines, nor have access to Krudd's expertise as an engineer. The Dwarf player will therefore be restricted to just one choice of war machine or artillery in his army in the final battle.

Every Dwarf stronghold possesses its own unique book of Grudges, whose pages record every slight ever suffered by the Dwarfs of that stronghold.

Within Karaz-a-Karak, the capital of the Dwarf Empire and seat of the High King, lies Dammaz Kron, the Great Book of Grudges itself. That its creation dates back to the time of the Dwarfs' first ancestors speaks volumes about how deeply grudge-bearing is ingrained into the Dwarf psyche.

To the Dwarfs, personal and familial honour is all-important. To have one's honour slighted, or to suffer any loss of face, is a fate which all Dwarfs dread and feel an instinctive righteous desire to defend against.

The Great Book of Grudges exists as a repository of every offense ever levelled at the Dwarven race. Unfortunately, it is all too easy to offend a Dwarf, and without the Book, they would soon lose track of all but the most heinous crimes against them. Tragically, most of the entries in the Book are never stricken from its pages. Many have learned to their cost that it is easy to offend a Dwarf, but almost impossible to make reparations toward him.

SCENARIO 2 - THE AMBUSH

THE SAGA OF DRONG AND HELGAR

Despite the rebellion at the mines, Helgar held on to the throne of Krag Bryn, so Drong decided to change his tactics drastically. He sent messengers to the queen with presents and offers of friendship and reconciliation. Helgar was won over with jewels of exquisite Dwarf workmanship obtained at great expense from Karak Izril. She summoned Drong to a feast to resolve their differences and proclaim peace.

This was a magnificent occasion, at which the best Dwarf ale flowed in vast quantities. When Drong saw Queen Helgar wielding her tankard like a true Dwarf, he was well and truly smitten. He began to think that he had been wrong about her after all. Perhaps the two rival clans should unite! As Drong pondered this thought, surrounded by a thousand Dwarfs from both factions singing and drinking, he began to see in his mind a son and heir who would one day rightfully sit upon the throne of Krag Bryn.



With this thought in his befuddled head, he proposed to the queen that they be married. Her Majesty, having made good use of her tankard and quite taken with Drong's impressive beard to boot, accepted.

The entire throng rejoiced and toasted the couple with yet more ale. Even in the dawn of a new day, with the effects of the Dwarf ale hammering as if on anvils in their heads, Drong and Helgar continued to see the advantage of their decision. The queen would no longer be the last of her clan and her heirs would still hold the throne. The ancient grudges could be struck off the book, which would be handy as that would make room for some new ones!

When they heard the news, Eldroth and all of the Elf-folk breathed a sigh of relief. The queen's crown seemed secure and a new trade route had opened through the pass of Kazad Thrund. This allowed them to trade directly with the Dwarf Empire. Drong lifted the tax on trade through the pass and went to live in Krag Bryn, which was a much finer stronghold than Kazad Thrund. Everyone seemed very happy. Tol Eldroth continued to prosper under the queen's protection. Drong forgot about the grudge against the Elves... for the moment.

THE GRUDGE-BRINGER

Elsewhere, though, the storm clouds were gathering. Everywhere war was looming between Elves and Dwarfs. Minor conflicts had already started to break out. Tension was rife. It seemed as though Elves and Dwarfs were waiting for any excuse to set about each other once more.

One day a Dwarf Runesmith turned up in Krag Bryn. His name was Grung and he came from beyond the mountains. His kinsmen had been attacked and driven out by Elves. He bore a grudge. This stranger was summoned to attend the feasts of Drong, who enjoyed hearing news from elsewhere and showing off his new-found wealth. As the evening progressed, however, Grung became very drunk and began telling his story at length. It was a tale that cast spite against the Elves while extolling Dwarfish pride and valour.

"Is it fitting," he asked all those assembled around him at Drong's feast, "for a Dwarf such as Drong to make Elves rich?" Drong was shamed and his Dwarf pride was hurt. Soon Drong and the stranger were plotting a grudge-war against the Elven colony. Queen Helgar listened to these proceedings and began to fret about her own shaky hold on her throne. Worse still, Grung was not showing her the respect due to a Dwarf of noble lineage. Were not her plaits equal to any beard? She sat silently, smouldering with suppressed outrage, continually twirling one of her prodigious plaits in a white-knuckled hand. Later, in



Queen Helga of Krag Bryn

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private, she made her own plans and dispatched secret messages to Eldroth.

The next day Grung was riding out on the Dwarf High Road not far from Krag Bryn, no doubt intending some mischief or other. Somewhere along the route, however, he was ambushed by Elves, acting on the orders of Eldroth himself.

FIGHTING THE BATTLE

Ambush on the Dwarf Road is the second clash between Elf and Dwarf forces on the road to the Battle of Krag Bryn. Each of these encounters will influence that final battle in some way. The outcome of this battle decides the fate of Grung and whether the Dwarf army will be able to include a Runesmith in the final battle.

THE BATTLEFIELD

The ambush takes place in a wild and rugged area of mountain wilderness between Krag Bryn and Kazad Thrund. Grung and his retinue are travelling along the ancient Dwarf High Road.

Set up the battlefield as shown on the Battlefield map. Alternatively, you can generate your own version of the battlefield by agreeing on a variation of the battlefield to suit the scenery which you have available.

The Dwarf High Road runs parallel to the long sides of the table. It runs right through the Dwarf player's half of the table and joins one of the shorter table edges to the other. The road can be marked with a line of dice, a strip of cloth or by sprinkling sand. The road should be no further than 20cm from the Dwarf player's table edge, and a single infantry stand wide (see page 111 of the Warmaster rulebook

The Dwarf High Road is a means of getting to Krag Bryn which avoids Grudge Pass. It is used by some merchants to avoid the tolls exacted by Drong. It is a very treacherous track which is only open in summer when the snow and ice melt. For the greater part of the way, the track runs along the stark edge of the precipitous Chasm of Doom.

The route is totally unsuitable for wagons and horses and all travellers have to carry their merchandise on their backs. In winter, snow and avalanches make the road extremely deadly. In the spring thaw, the frozen bodies of Dwarfs, often centuries old, have sometimes been revealed, along with their artifacts. What or who Grung was looking for here, we shall probably never know. Maybe he was going to Karaz-a-Karak on some obscure errand for Drong? Or perhaps seeking something to help further Drong's ambitions.

for rules for roads). If you are generating terrain for the battle randomly, note that the road is a fixed feature of the battlefield which should be placed first. No features should block the road or prevent movement along it. Ensure that there are some terrain features to screen the Elf force lying in ambush from the Dwarf column. These features should not be impassable to movement, so that the Elves can go over or through them to attack, or use them for *defended* status.

THE ARMIES

THE DWARFS

The Runesmith's retinue consists of 1,200 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Dwarfs may not field any war machines or artillery. In addition, the General in the army list is replaced by the Runesmith who counts as the army General.

THE ELVES

The High Elf ambushers consist of 1,500 points chosen from the army list in the Warmaster rulebook. The only restrictions are that the Elves may not field any artillery, chariots or Dragons. In addition, the General in the army list is replaced by a Wizard who counts as the army General.

DEPLOYING FOR BATTLE

The whole of the Dwarf force is deployed first and the Elf force is then deployed afterwards. The Dwarf army is deployed along the road, no further than 20cm from the Dwarf player's table edge (see Special Rules opposite) and no closer than 60cm to the side edges.

All Dwarf units are deployed facing to the Dwarf player's right, to represent the fact that they are travelling along the road when they are unexpectedly ambushed. The Dwarf army is thus deployed in a marching column, presenting its flank to the ambushers.

The Runesmith is placed in the middle of the Dwarf column, no closer than 80cm to either side edge of the table. This is because the Elves do not attack until the Runesmith himself is right in front of them. If he is too close to the side edge of the table it makes it easier for him to escape by moving as fast as he can off the side edge. By placing him in the middle, there will be plenty of time for the Elf player to delay him. If the Runesmith does manage to voluntarily leave the table via a side edge, it does not mean that he gets away or that he wins the battle. Instead, the battle continues until sunset and if the Dwarf army is defeated, it is assumed that the Elves catch up with Grung later and finish him off! (See Victory Points opposite.)

The Elf force lying in ambush is deployed no

closer than 40cm to the Dwarf army and no closer than 20cm to the side edges. The Elf force may not be deployed within sight of any Dwarf models.

SPECIAL RULES

THE CHASM OF DOOM

The Dwarf player's table edge represents a sheer drop into the Chasm of Doom, so there is no escape off the table in that direction for anyone travelling along the road. Any force ambushed while moving along the road will therefore be caught with their backs to the deadly chasm.

Any troops which go off the table via the Dwarf player's table edge, whether voluntarily or not, fall down the Chasm of Doom and are lost. Troops are not foolish enough to pursue a fleeing enemy over the edge and so will halt on the table edge instead.

THE BATTLE

WHO HAS THE FIRST TURN

The Elf army is lying in ambush and benefits from the element of surprise. To represent this, the Elf player has the first turn of the game.

HOW LONG DOES THE BATTLE LAST

The ambush on the Dwarf High Road lasted from midday until sunset. The battle will last for five game turns, each turn representing about an hour of daylight. Each player will therefore complete five turns

If the Elves achieve their sudden death victory condition in any turn before sunset, the battle

ends in a decisive Elf victory at the end of that turn.

VICTORY OR DEFEAT

VICTORY POINTS

If the battle continues until sunset, determine who has won in the usual fashion, by counting up Victory points as described in the Warmaster rulebook. If the Elves win on points, it is assumed that the Runesmith and his retinue ultimately come to a bad end or leave the realm. If Grung escapes via the side edge on the Dwarf player's right, the Dwarfs can claim 300 Victory points and, so long as the Dwarfs can win, Grung is assumed to survive. In the event of a draw on Victory points, this is counted as a Dwarf victory instead, because the ambush has failed and Grung survived.

VICTORY GAINS

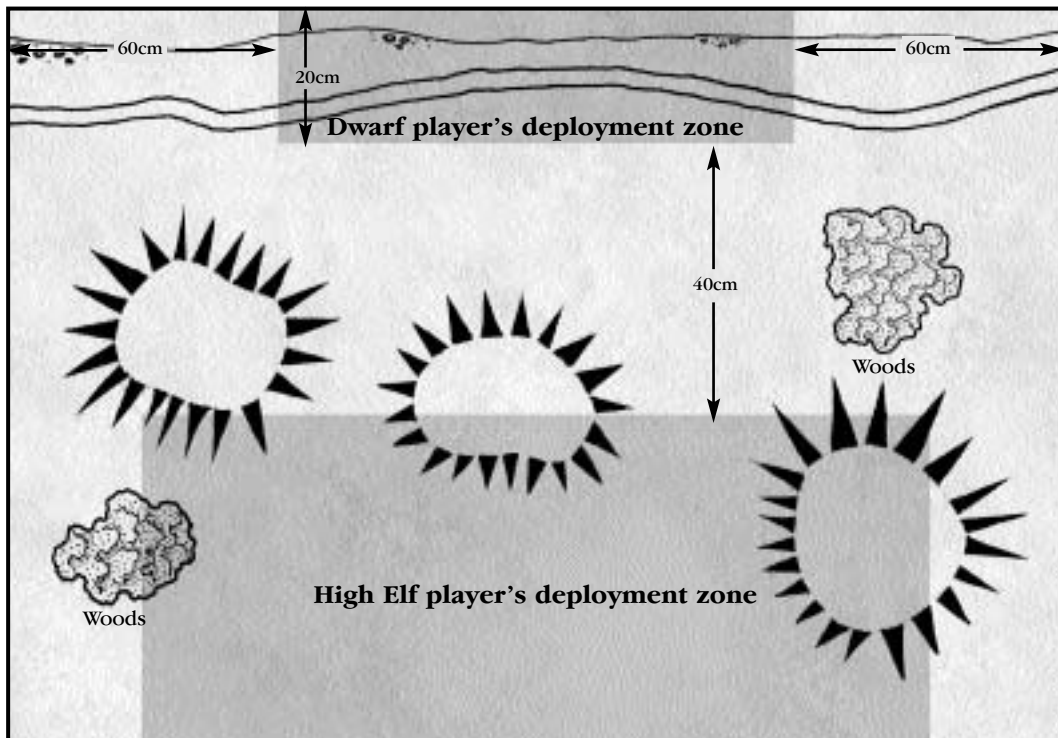
THE DWARFS

If the Dwarfs win the battle, Grung the Runesmith will join Drong's army. The Dwarf player will thus be able to choose Grung for the final battle.

THE ELVES

If the Elves win the battle, Grung will either have been slain or plunged to his doom down the chasm, or gone into hiding. Either way, he will never be seen again! The Dwarf player will not be able to include a Runesmith in the final battle, since they are a rare breed and Grung was the only one in either of the strongholds.

THE FEUD OF



*Grudge of Drong***SCENARIO 3 - THE BREWERY BASH****DRONG AND HELGAR**

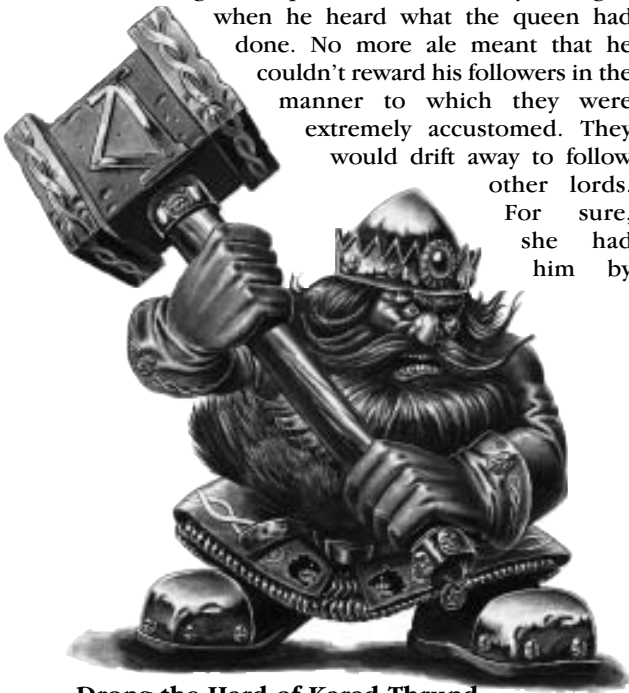
When Drong heard about the ambush of his favourite drinking companion, he confronted the queen in a rage, as he suspected that she had betrayed him to the Elves. Drong and Helgar had a thunderous row, like only a Dwarf married couple can do. Ale was spilt – this was a very serious matter indeed. Drong narrowly escaped having his beard shorn by Helgar's axe and stormed off in a grudge-huff to return to his own stronghold. Most of the warriors in Krag Bryn drained their tankards, grabbed their axes and hurried after him.

THE HOSTAGE BREWMASTER

Queen Helgar acted promptly to try and forestall any attack that Drong might have been planning. It seemed certain that he would now renew the feud and try to overthrow her. Helgar immediately sent her guards to arrest Drong's Brewmaster, Largs, whom her husband had brought from Kazad Thrund. This rotund Dwarf had set up a brewery outside Krag Bryn, near the mines and all their thirsty employees. Largs had been too drunk to make a brisk getaway from the queen's domain with the rest of Drong's retinue, and was captured easily. The Brewmaster was thrown into a big copper vat, which fortunately for him happened to be empty at the time, and the lid was locked shut. Helgar sent a cruel message to her estranged husband: "If you dare to attack me, it's no more ale for you!"

Drong was quite understandably enraged when he heard what the queen had done. No more ale meant that he couldn't reward his followers in the manner to which they were extremely accustomed. They would drift away to follow other lords.

For sure, she had him by



Drong the Hard of Karad Thrund

the beard! After several terrifying sober nights, Drong's mind was clear enough to hatch a cunning plan.

THE BATTLE FOR THE BREWERY

Drong dispatched a hand-picked force of desperate and thirsty Dwarfs into the realm of Krag Bryn. These raiders were led by Skag the Stealthy. Their mission – to rescue the Brewmaster, or die in the attempt. Their chances of success were better than they imagined, since Queen Helgar had precious few warriors left, save from a personal bodyguard of Trollslayers of the sort who are attracted to lost causes. Helgar happened to gain advance warning of the task force approach from spies sent by Eldroth to keep watch over the mountain passes. Unfortunately, none of the queen's bodyguard were willing to raise an axe against fellow Dwarfs. Once again Helgar had to send a plea for aid to Eldroth.

Eldroth immediately dispatched Ardath the Vengeful, a determined Elf who could be relied on to defy ten thousand Dwarfs on his own if necessary, along with a force of hardened warriors, to deny the vital ale resources to the enemy. When Skag and his force reached the brewery, they found Ardath's Elves waiting for them.

FIGHTING THE BATTLE

The Brewery Bash is the third clash between Elf and Dwarf forces leading to the final Battle of Krag Bryn. Each of these encounters will influence the result of that battle. The outcome of this scenario decides whether Drong regains his master brewer so that his troops can be given the ale ration to which they are accustomed. If not, many of them will desert thus greatly reducing the Dwarf army in the final battle.

THE BATTLEFIELD

The most important feature on the battlefield is the brewery. It consists of three sturdy Dwarf buildings built of stone, one of these is the brewhouse which holds the vat where the Brewmaster is imprisoned. There is also a storehouse containing barrels of ale. The brewhouse is located beside the path leading from Krag Bryn to the mines. The surrounding area consists of mountain scenery with hills, boulders and clumps of trees.

Set up the battlefield as shown on the Battlefield map. Alternately, you can agree on a variation of the battlefield to suit the scenery which you have available.

Grudge of Drong

Mark a line across the width of the table from one side edge to another using dice. This line should divide the table exactly into two equal halves. These are the Dwarf player's half and the Elf player's half. The brewery buildings should be placed astride the half-way line, or with an edge resting on the line. The brewhouse itself, though, should be placed slightly further back from the line, but no closer than 30cm to the edge.

If you are generating your own scenery, note that the brewery is a fixed feature of the battlefield and it should be placed before any other terrain, as described above.

The area between the buildings should be clear of any other terrain features except for the brewery's walls. These should be placed so they link buildings or make an enclosure around them. There should be clear gateways or gaps through the walls, allowing access to the buildings facing the Dwarf and Elf table edges. These should be wide enough for at least two infantry stands to pass through abreast.

Both the Beer Hall and the Ale House may contain up to two units of infantry. Simply place the units either on top of the buildings or adjacent to them. Units within these buildings count as Fortified.

THE ARMIES

THE DWARFS

The Dwarf army consists of 1,800 points, chosen from the army list in the Warmaster

rulebook. The only restrictions are that the Dwarfs may only take a single war machine or artillery choice and they may not choose a Runesmith.

THE ELVES

The Elven army consists of 1,500 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Elves may not take any flyers (including flyers as monstrous mounts).

DEPLOYING FOR BATTLE

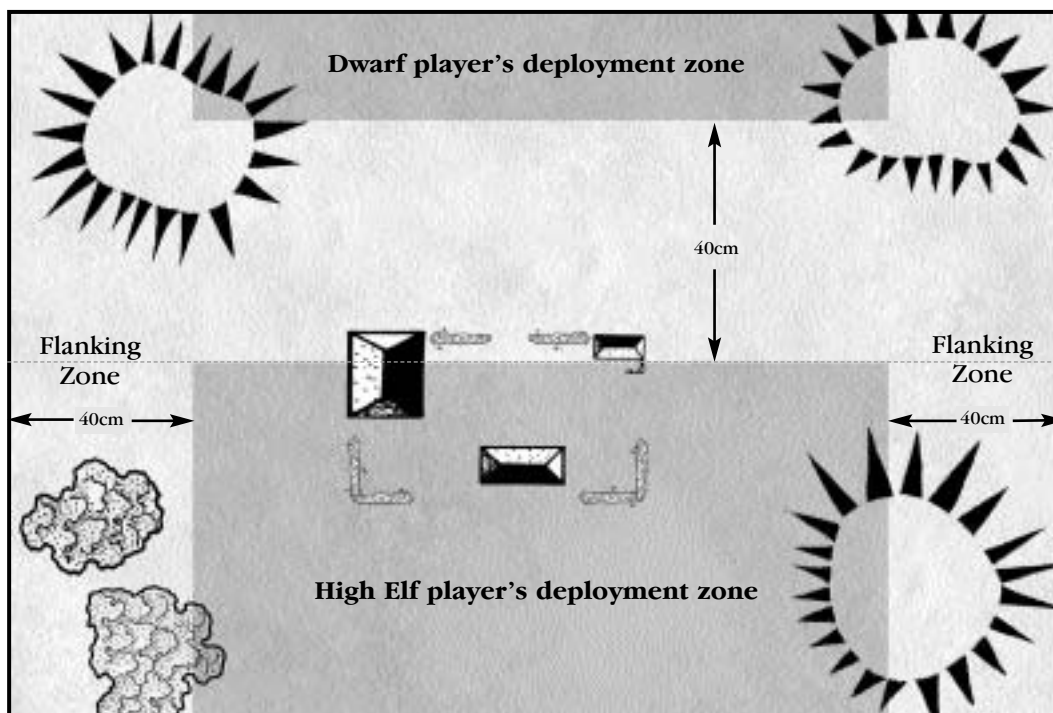
Skag the Stealthy led his army towards the brewery very early in the morning, under a veil of mist hanging in the mountain valleys. When they were almost there, the mist cleared revealing the Dwarfs to the Elf defenders waiting among the buildings. The mist enabled Skag's force to approach as close as 40cm to the buildings and their Elf defenders before the battle commenced.

When the battlefield is set up, the Elf force is deployed first and the Dwarf force is deployed afterwards.

The Elf army is deployed within the Elf half of the table, up to the line dividing the table in half, but no closer than 40cm to the side edges.

The Dwarf army is deployed no closer than 40cm to the brewery area.

Skag is renowned for his cunning. To represent this the Dwarf player may deploy up to four Dwarf units in the flank zone along either short table edge. The unit may be placed within



Grudge of Drong

20cm of the table edge, but not within 30cm of any Elf troops. These units may be placed after all other troops of both sides have deployed.

THE BATTLE

WHO HAS THE FIRST TURN

The first turn of the game goes to the Elf player. As the mist lifted from over the battlefield, the keen eyes of the Elves saw the Dwarfs before the Dwarfs realised how near they had come to their destination. The Elves reacted immediately to defend the brewhouse.

HOW LONG DOES THE BATTLE LAST

The Battle of the Brewery lasted from morning until sunset. The battle will last for six game turns, each game turn representing about an hour of daylight in the original battle. Each player will therefore complete six turns.

RESCUING THE BREWMASTER

The Dwarf objective in this battle is to rescue the Brewmaster, either by breaking into the brewhouse and freeing him (which secures a sudden death victory for the Dwarfs) or by capturing the brewery (which happens if the Dwarfs win on Victory points).

As soon as a Dwarf unit reaches the brewhouse (ie, stands move up to and touch the brewhouse), the Dwarf player rolls one dice for each Dwarf stand (this may be any Dwarf unit except for Gyrocopter). This represents the efforts of the Dwarfs to break into the brewhouse, overpower the guards inside, unseal the vat and drag out the drunken Largs. If a 6 is rolled, this has happened and the Dwarfs achieve their sudden death victory. The Dwarf player rolls in the Movement phase of any of his subsequent turns in which a Dwarf unit is in contact with the brewhouse, even if the unit is in close combat, but not if it is fleeing.

Note that the Brewmaster cannot be harmed in any way by either side due to a secret runic talisman that he wears, or more possibly as a result of his beer laden breath which makes it impossible to get near him!

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY

CONDITION

If the Brewmaster is rescued in any turn before sunset, the battle ends in a sudden death victory for the Dwarfs at the end of that turn.

VICTORY POINTS

If the battle continues until sunset, determine who has won by counting up Victory points as described in the Warmaster rulebook. If the Dwarfs win, they ultimately rescue the Brewmaster. In the event of a draw on Victory points, this is counted as an Elf victory.

VICTORY GAINS

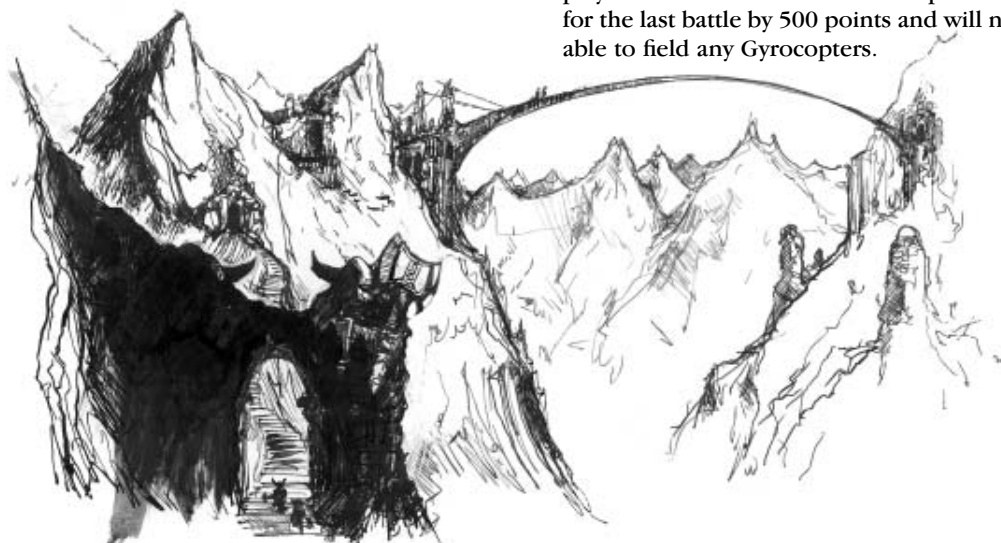
THE DWARFS

If the Dwarf side wins the battle, the Brewmaster will be escorted safely to Kazad Thrund. Here he will brew gallons and gallons of Dwarf ale to supply Drong's army. This will enable Drong to keep his troops in high spirits and eager for battle.

He will also brew high-octane gyrocopter fuel, without which any gyrocopters Drong may have will be grounded and out of action.

THE ELVES

If the Elves win the battle, the Brewmaster remains locked in the vat indefinitely. Drong's army has to go without ale. Soon his troops become disheartened and mutinous. Drong will find it hard to persuade them to fight, let alone recruit more to join them. Disgruntled warriors will begin deserting Drong's cause and his army will dwindle in size. The Dwarf player will have to reduce his total points value for the last battle by 500 points and will not be able to field any Gyrocopters.



SCENARIO 4 - THE BATTLE OF KRAG BRYN

DRONG GATHERS HIS ARMY

In Kazad Thrud, the sound of hammers striking anvils resounded throughout the mountains as Drong prepared a mighty throng for war. With or without his Engineers, Runesmith or Brewmaster, the grim-faced Drong was determined to lead out his army to conquer Krag Bryn and drive the Elves back into the sea.

Drong's enormous horde marched along Grudge Pass and beyond Krag Bryn, heading for the Elf colony. Using this strategy, Drong knew he could drive a wedge between Tol Eldroth and Krag Bryn. Drong was a shrewd and experienced commander. He knew that the Elves, rather than Queen Helgar's tiny retinue, were the main enemy. He decided to destroy the Elves first and turn against the fortress of Krag Bryn later. The queen would then either surrender or, failing that, he would have all the time in the world to besiege her stronghold and take it for his own.

Drong planned to deploy his army with secure flanks resting against the mountain torrent of Krag Bryn on one side and the steep mountain crags on the other. This was where he could expect to meet the Elf army marching up from the coast. It was a good place in which to win a battle.

ELDROTH'S COUNCIL OF WAR

The Elf Lord Eldroth was constantly informed of events in the neighbouring Dwarf strongholds. He had placed emissaries and spies at the queen's court as a precaution, knowing that one day he would need the information that they would gain. Even before Drong's army marched out, Eldroth knew that his arch-enemy had gathered his forces for a final onslaught, and so he called a council of war in Tol Eldroth.

When the nobles were assembled, Eldroth addressed them:

"We are now living in dark times! Throughout the Old World, the Dwarfs have turned against us and there is war. Queen Helgar is our only friend and that is because she has no other choice. The fate of her throne is linked to ours. If she falls, sooner or later we will be driven into the sea by the enemy. I therefore recommend to the council that we arm ourselves and march out to fight Drong and his army without delay."

Anarion the trader rose to speak:

"I speak for the merchants and traders. Eldroth is right! Even if we manage to defend ourselves here it will be to no avail if Queen Helgar loses

her throne. Then Drong will have the mines. He will ask extortionate prices or, worse still, he will not trade with us at all. If that happens, this colony might as well pack up its belongings and go home."

Then Fendar, a renowned warrior, gave his opinion:

"I say we should fight and win a great victory. This will show the Dwarfs that we are here to stay. It will give heart to all those other colonies of our kinsfolk which are at present suffering the wrath of the Dwarfs. If they see that they cannot beat us, then perhaps they will forget all this grudge nonsense. If Queen Helgar keeps her throne it will show the hot-heads that it is better to be friends with us!"

Lastly Ardath, a hardened veteran and refugee from the Dwarf conflict raging to the north, stood and spoke:

"Friends and kinsfolk. The queen does not matter. She may be on our side now, but never forget that she is a Dwarf and will betray us in the end! We must seize our chance to crush the Thrundlings once and for all. Waste no more words! Let us draw our swords and slay the foe this day!"

The council unanimously voted for war. The decision was immediately vindicated, for a messenger arrived bearing the news of Drong's advance. Eldroth gathered all the Elf warriors he could muster, including several shiploads of Elves who had recently sailed in from Ulthuan to help fight for Tol Eldroth. Sure of the justness of their cause, the army marched out to meet the Dwarfs.

FIGHTING THE BATTLE

Krag Bryn is the final episode in the Grudge of Drong campaign. The outcome of this conflict will be influenced by the results of all of the previous battles. This battle decides the fate of Drong, it determines who rules Krag Bryn and ultimately seals the fate of the Elves of Tol Eldroth.

THE BATTLEFIELD

Cunningly, Drong has decided to march with the raging torrent of Krag Bryn upon his left flank. So whether the Elves meet him in the mountains or on the plain, the stream will run along one flank of the battlefield. On the far side of the torrent is the stronghold of Krag Bryn itself. Any forces coming from here to join the battle must cross the torrent. In this way, Drong has tried to protect the flank of his army from a surprise attack by Queen Helgar emerging from the gates of Krag Bryn.

Grudge of Drong

Set up the battlefield as shown on the map. Alternatively, you can generate your own version of the battlefield. Whether you are generating your own scenery or not, you must first mark out a flanking zone on the Dwarf player's left, separated from the rest of the battlefield by a stream. The stream should be no further than 20cm from the nearest side edge, give or take a few cm to allow for the curviness of any terrain pieces. This terrain feature is the raging torrent of Krag Bryn and marks the border of Helgar's realm.

Now mark an imaginary line, using dice, across the width of the table from one side to the other. This marks the centre of the table and divides it into two equal halves. The raging torrent of Krag Bryn is bridged in many places by Dwarf stone bridges. One of these crosses the stream close to this middle line. This feature is placed at the same time as the stream and again is a fixed feature of the battlefield. Place the bridge more or less on the centre line dividing the table in half. The bridge can, if you prefer, be replaced by a ford.

DEPLOYING FOR BATTLE

Queen Helgar's bodyguard of Slayers is deployed first, before either the Elf or Dwarf army. The monarch has led them out of her stronghold and deployed them on her side of the river. From here she intends to observe the battle and join in on the winning side. The unit is placed in the middle of the flanking zone, ready to cross the bridge. At the start of the game, neither player has control of this unit.

Now the High Elf and Dwarf armies are deployed. Each army is deployed no closer than 40cm to the centre line dividing the table into

two halves. Each side deploys a single unit or brigade at a time, one after the other, starting with whichever player rolls the highest score on a D6. Characters are placed only after all of the units have been deployed.

THE BATTLE

WHO HAS THE FIRST TURN

Both players roll one dice. The player scoring highest has the first turn.

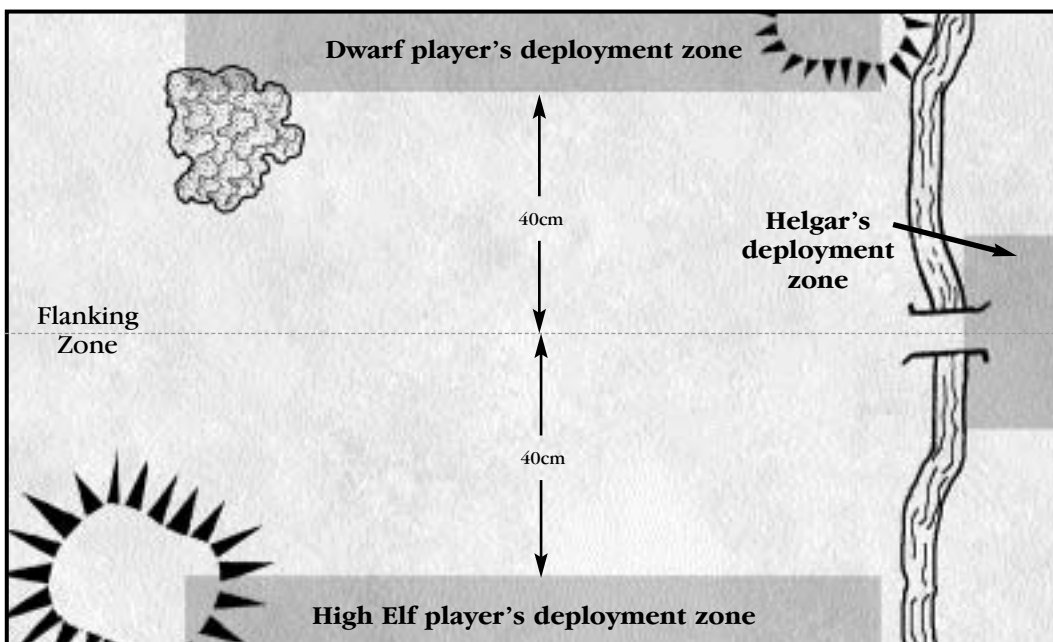
HOW LONG DOES THE BATTLE LAST

The Battle of Krag Bryn lasted from mid-morning to sunset. Thus it lasts for eight game turns, each turn representing approximately an hour of daylight in the original battle. Each player will therefore complete eight turns.

THE ARMIES

THE DWARFS

The army of Kazak Thrund consists of 3,000 points commanded by Drong the Hard. It can be larger than this if both players agree to a higher points value; any points bonus or penalty resulting from victory or defeat in a previous battle will still apply. If the Dwarfs lost the Battle of Grudge Pass then they may only take a single choice of war machine or artillery from their army list. If the Dwarfs lost the Brewery Bash, the total points value of the Dwarf army will be 500 points less than the Elf army, due to desertion resulting from the lack of beer rations and they will not be able to field any Gyrocopters due to a lack of fuel. If the Dwarfs lost the Ambush on the Dwarf Road then they may not choose Runesmiths from their army list. The army is chosen from the Dwarf army list in the Warmaster rulebook.



THE ELVES

The High Elf army consists of 3,000 points commanded by Eldroth, Lord of Tol Eldroth. The army can be larger if both players agree to play a higher points value; however, any points bonus or penalty resulting from victory or defeat in a previous battle will still apply.

The High Elf army is chosen from the army list in the Warmaster rulebook. The only restriction is that they cannot take any Dragons as monsters or mounts.

SPECIAL RULES**WHO WILL HELGAR SUPPORT?**

Although Queen Helgar has led her bodyguard out to the battlefield, she cannot make up her mind whether to join one side or the other – indeed, whether to join in the battle at all. As for her followers, they are divided among themselves about raising their axes against fellow Dwarfs. Some bear grudges against Drong, others bear grudges against Elves. Who knows: they might even end up fighting among themselves.

Helgar's Dwarf pride tells her that she should not fight for Elves against fellow Dwarfs. What a terrible grudge this would bring down upon her! It would be remembered forever, and then some. Even the king of Karaz-a-Karak would write it down in his great Book of Grudges! Perhaps if she was seen to be neutral, she would redeem herself in the eyes of Drong and all the disgruntled Dwarfs, and so save her throne after all!

If she followed this course of action, and the Elves won, she could make an excuse about holding her bodyguard back as a reserve. Even better, if the Dwarfs won, she could say exactly the same thing! She could fool both sides into thinking that she would have joined in to help them, without ever doing anything.

The river marks the border of Helgar's realm. If any player sends troops across the river or attacks Helgar's bodyguard, she will immediately join the other side and fall under the control of the opposing player.

Otherwise, Helgar will either join the Dwarf side or remain neutral. She helps her allies, the Elves, by not joining in to help the Dwarfs. If she is overcome with a surge of Dwarf pride and loyalty on seeing her husband in his war panoply and wielding his mighty hammer, she will join in on his side against the Elves. If this happens, the Elves will suddenly find themselves out-flanked.

This is decided in the following manner. At the start of each turn, both players roll a dice. If the result is a double, Helgar joins the battle on the Dwarf side and falls under the control of the

Dwarf player. On any other score, her bodyguard stay out of the battle, supporting the Elves by staying neutral.

Helgar's force is only tiny and consists of 800pts chosen from the Dwarf army list from the Warmaster rulebook. The Dwarf player decides the composition of this army and may only choose from the following regiments: Warriors, Handgunners, Rangers, Troll Slayers and may only be led by Heroes (one of which is Helgar herself). If this army joins one of the player's armies add the extra units to their existing army thereby increasing their Break point.

VICTORY OR DEFEAT

Determine who has won in the usual way, by counting up Victory points as described in the Warmaster rulebook. Each side is fighting for a decisive victory, so there is no sudden death victory condition in this battle. It is fought to the bitter end.

If the Dwarfs win this final battle, Krag Bryn will fall under the control of Drong either as conqueror or because of a renewed pact between him and Queen Helgar. The army of Tol Eldroth will be lying strewn upon the bloody field and the doom of the Elven colony will be sealed. Within a year, the city will fall to the siege machines of Drong and the last of the Elves will sail away to the west.

If the Elves win, the power of the Thrundlings will have been broken and Drong's claim to the throne of Krag Bryn will count for nothing. Either Queen Helgar will have met her doom fighting or fleeing beside Drong, or she will continue to rule under the protection of the Elves. The Elf colony will continue to thrive and prosper as one of the last enclaves of High Elves in the Old World. Everywhere Elves will take heart from Eldroth's example and counter-attack the Dwarfs.

**Elf Lord Eldroth**

BATTLES OF LEGEND

THE BATTLE OF EAST GATE

A historical scenario originally by Nigel Stillman and battle report

by Rick Priestley, Mike Bolton & Steve Hambrook.

Welcome once again to the fourth instalment in our ongoing series of recreating famous Warhammer World battles into playable Warmaster scenarios. With the release of the Dwarf Hammerers, Forest Goblins and Forest Goblin Spider Riders what better than to play The Battle of East Gate? Once more we'll remind you that the rules for the special characters published are for use with the scenario below, but can be used in other games if you wish. Bear in mind that they are in no way official, so don't turn up to any tournaments with them!



THE BATTLE OF EAST GATE I.C. 2498

Karak Eight Peaks was once the most powerful of all the holds in the southern part of the Worlds Edge Mountains. Its vast halls, cavernous mines and untold splendours were the envy of the Dwarf realms. Only the newer and larger hold of Karaz-a-Karak was richer and more renowned. Even so, Karak Eight Peaks was accorded the most respect, for it was the older of the two strongholds. The people of this ancient hold were descended from some of the earliest settlers, even from the Ancestor Gods and their sons. When Karak Eight Peaks fell it was a sorrowful day for the Dwarfs. Many inhabitants died defending their hold, but a sortie fled to seek sanctuary in the north.

As the years passed the Dwarfs watched as their once powerful realm became the lair of Night Goblins and Skaven. The descendants of Lunn, the last king of Karak Eight Peaks, made what plans they could to reclaim their lost realm, but it was not until many hundreds of years later that they were able to make any serious attempt to retake the hold. After several terrible defeats, and many further generations of preparation, the Dwarf Lord Belegar led a partially successful expedition to reclaim his inheritance. He drove the Night Goblins from the ruins on the surface, and reoccupied the old citadel.

Before the Goblins could regather their strength, the Dwarfs refortified and strengthened the citadel to make it virtually impregnable.

Belegar hoped to use the citadel as a base from which to launch expeditions into the surrounding mountains, and underground into the ancient subterranean halls. Although the Dwarfs have managed to reach some of the old mines and recover many valuable treasures, they have never succeeded in expanding their control beyond the citadel. The surrounding mountains and the depths below remain in the hands of their enemies. The Dwarfs live in a state of perpetual siege, threatened from all sides by hostile Goblins and from below by the Skaven.

In an attempt to break this deadlock, King Belegar sent word back to his kinsmen in Karaz-a-Karak to raise reinforcements and come to his aid. The king's oldest relative, Lord Duregar, immediately set about gathering an army to march south. Duregar's forces were somewhat hurriedly assembled, and included a band of Slayers as well as the Runesmith, Hurgar the Black. The army moved south along the western edge of the Worlds Edge Mountains. The army was soon confronted by foes, and fought a large Orc army at the Battle of the Jaws at the western end of Mad Dog Pass. After vanquishing the Orcs, Duregar moved eastwards through the pass and then continued south towards Death Pass and the East Gate of Karak Eight Peaks.

The East Gate of Karak Eight Peaks lay several miles inside Death Pass, through a broad sided valley paved with ancient stones and studded with the ruined tombs of Dwarf ancestors. The Dwarfs advanced in battle formation fully expecting attack from the steep mountain slopes, which towered ominously above the old Dwarf road. The East Gate had been built thousands of years before at a place where a long ridge ran down into the valley, causing it to narrow to a hundred yards or less. Here the Dwarfs of antiquity had built their gate once a vast and impregnable fortress but now little more than a pile of stone through which the road still

Battles of Legend

led. In front of the gate and connected to it by a high causeway was a tall grey watchtower whose summit commanded the approach down the valley. Although partially ruined, the watchtower had been rebuilt and fortified by Night Goblins. As the Dwarfs marched towards the gate, they saw that the watchtower was held against them.

As the Dwarfs marched onwards Orcs and Goblins emerged from the rocks along the valley slopes and closed in on either side. Behind them a group of Orcs moved up to block the Dwarfs' escape. Duregar's army was surrounded by foes on all sides. Stones from a rock lobster perched on top of the watchtower began to fall amongst the Dwarfs' densely packed ranks. The Dwarfs pushed forward quickly, pinning their hopes on breaking through the East Gate and reaching the citadel beyond.

The Dwarfs advanced. The Night Goblins in front were easily driven away, but just as soon as a gap appeared and the Dwarfs caught sight of the gate more Night Goblins charged in to hold them. Night Goblin archers rained arrows down from the watchtower. Black-fletched arrows hit Dwarf and Night Goblin alike, but the archers carried on shooting regardless, ignoring the hurt done to their fellows.

Things looked bleak for the Dwarfs. Over half of their army had been destroyed during the initial rush towards the gate. The Goblin horde seemed hardly diminished. With typical Dwarf stubbornness Duregar led his troops up onto a small mound, the remains of an ancient Dwarf tomb, to make his last stand. As the Dwarfs steeled themselves for the inevitable assault, there was a loud explosion and the gateway burst apart in a cloud of dust. As the dust cleared Duregar saw Dwarfs pouring through the gateway towards them. The confused Night Goblins scattered leaving piles of dead in their wake. It was King Belegar and the Dwarfs of Karak Eight Peaks. They had advanced eastwards from the other side of the gate and destroyed the unsuspecting Night Goblin rear-guard before blowing the gates with gunpowder.

The Night Goblins and Orcs were thrown into disorder. The Night Goblin warlord, an evil and twisted creature called Skarsnik, watched from his vantage point above the valley and saw his army begin to waver. For the Dwarfs it was a much-needed respite. Their two forces met across a sea of blood and green bodies. Forming into a huge and solidly packed square, the combined Dwarf army began to move steadily back towards the gateway. Before they were halfway there

the Orcs and Goblins regrouped, their confidence restored by seeing how few Dwarfs were left. Stones from the rock lobster smashed into the Dwarf column and arrows fell amongst their ranks.

Many Dwarfs stumbled to the ground dead with Goblin arrows embedded in them, but more still made it to the gate. Smashing through the few Night Goblins that remained to oppose them, Lord Duregar and King Belegar headed west. The Night Goblins continued to harass the Dwarf column all the way to the citadel, but thanks to their heavy armour there were few more casualties. As night fell Skarsnik was master of the battlefield, but Duregar and Belegar had escaped his net.

The Battle of East Gate went down in the Dwarf annals as a great and heroic adventure against overwhelming odds. The Dwarfs could never have won the battle, but they came about as close as it was possible to get. Perhaps it was foolish of Duregar to fall so easily into Skarsnik's trap, but when it came to the crunch the Dwarfs' heroism and determination saved the day. The Dwarfs were unlucky to find themselves facing one of the most cunning Night Goblins of all time. Ordinarily, the natural disorganisation of the Orcs and Goblins would have enabled Duregar to move his army before the greenskins could muster much resistance. However, with Skarsnik's iron grip over the mountains, and his extensive network of spies and watchtowers, the Dwarfs found their every footstep shadowed and their every move blocked.

The Dwarfs lost many warriors in their attempt to reinforce Karak Eight Peaks. On balance, the new troops more than made up for the losses incurred, and any immediate threat to the citadel was removed. Over the following years the Dwarfs were able to mount several successful expeditions into the mountains where they recovered a number of great treasures and discovered some of the old tombs of the kings. However, they were still unable to expand their territory any more. Karak Eight Peaks remains a realm controlled by Skarsnik and the Skaven, while the Dwarfs are nothing but a tiny enclave of adventurers holding out in a hostile land.



Battles of Legend

FORCES

The Orc & Goblin army consists of 4,000 points chosen from the Orc & Goblin army selector. The Orc and Goblin army must be divided into four separate forces (North Force/South Force/Eastern Force/Western Force) each consisting of 1,000 pts.

Skarsnik is the Goblin General and is free with this scenario.

The Dwarf army consists of 4,000 points from the Dwarf Selector. The Dwarf army must be divided into two separate forces (Lord Duregar's Army & King Belegar's Army) each consisting of 2,000 pts.

The Characters King Belegar and Lord Duregar come free with this scenario and each must accompany the respective armies noted above.

THE BATTLEFIELD

The action takes place along the old Dwarf road which runs east to west along a steep-sided gulley. The north and south edges represent the gulley sides. These are too steep for the Dwarfs to move into and effectively block movement, although some of the Goblin forces are hidden among the rocky slopes at the start of the battle. The eastern edge is the way the Dwarfs have come and the western edge leads off towards the citadel.

The most important terrain feature is the long ridge running from the north edge about halfway across the valley. On top of this ridge runs the old Dwarf wall which then continues to the southern edge and incorporates the gateway itself.

To represent the wall we used the splendid Forge World castle set. For the watchtower a single tower sufficed. The remaining features were simple. The old tomb was nothing more than a round circular hill.

Both the walls of the East Gate and the watch tower count as *fortified* positions.

SET UP

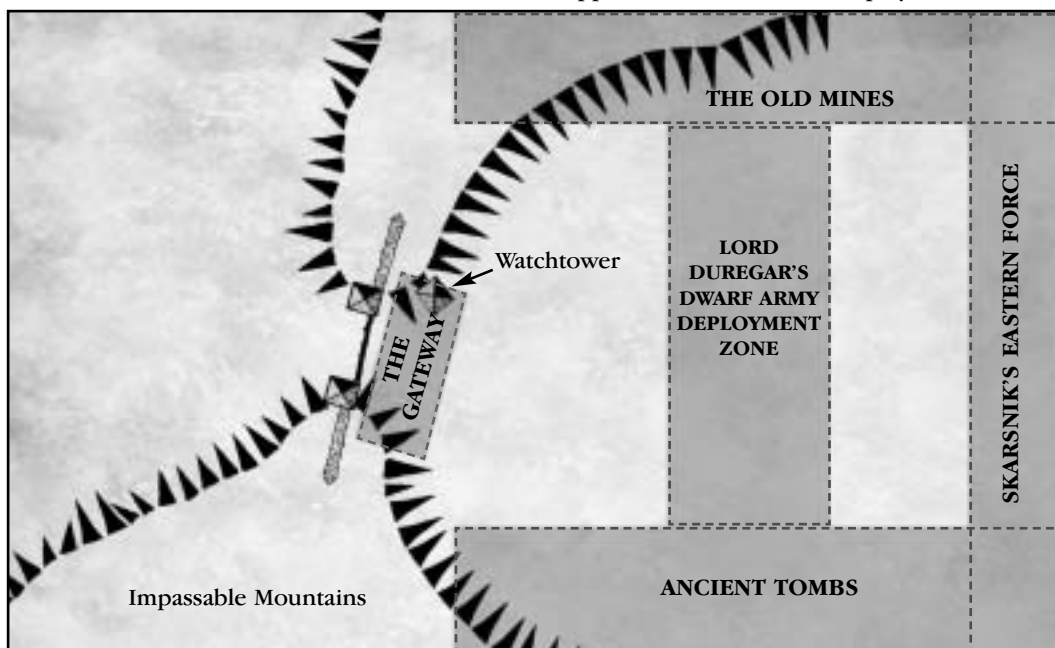
Goblin Deployment

The Orc & Goblin army is divided into four forces. During the actual battle Warlord Skarsnik's plan was to lure the advancing Dwarf army into the narrowest part of the valley and then attack from all sides at once.

At the start of the game the Western Force is positioned at the East Gate to block the Dwarfs' progress. These troops are deployed in the East Gate deployment zone within 20cm of the wall.

The Eastern Force shadows the Dwarf army as it moves along the valley and comes in from the east to prevent the Dwarfs retreating back the way they have come. This force is deployed in the Eastern deployment zone in the Orc's first turn, within 20cm of the table edge. The Orcs may not move that turn other than to deploy, but may otherwise fight normally and may shoot.

The North Force comes in from the northern slopes of the valley where it has been hiding amongst the rocks. This contingent only begins to move once the Dwarfs are in position. As this is a matter requiring coordination and good leadership it is by no means certain when the contingent will appear. The Orc & Goblin player must roll a



SPECIAL CHARACTERS

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points</i>	<i>Min/Max</i>	<i>Special</i>
Skarsnik	General	+3	-	-	9	1	-	1	*1
King Belegar	General	+2	-	-	10	1	-	1	*2
Lord Duregar	Hero	+2	-	-	8	1	-	1	*3

Special Rules

- 1. Magic Prodder.** Skarsnik has a magic prodder which gives him 3 missile attacks at 20cm range with no saves for armour (note that Skarsnik does not have to be attached to a unit to use this ability).
- 2. Stalwart.** King Belegar has lived in a permanent state of siege within the stone walls of Karak Eight Peak's citadel for a long time and is afraid of nothing. Any unit joined by Belegar is immune to *terror* and cannot be driven back by shooting.
- 3. Wise.** Duregar is so respected amongst Dwarfkind that they obey his wise orders without question. The first order issued by Duregar each turn is automatically successful – there is no need to make a roll.

D6 at the start of each turn, requiring a score of a 5+ in the first turn for the northern force to arrive, a 4+ in the second turn and so on.

This force is deployed within 20cm of the table edge within the Old Mines Deployment zone. Troops may not be deployed within 10cm of Dwarf units.

The South Force comes in from the south of the valley where it has been hiding amongst the many Dwarf tombs that litter the rocky slopes. This contingent only begins to move when the Dwarfs are in position. The Orc & Goblin player must roll a D6 at the start of each turn, requiring a score of a 5+ in the first turn for the northern force to arrive, a 4+ in the second turn and so on.

This force is deployed within 20cm of the table edge within the Dwarf Tombs Deployment zone. Troops may not be deployed within 10cm of Dwarf units.

Dwarf Deployment

The Dwarf forces are divided into two: the main force under Lord Duregar and the force from Karak Eight Peaks led by King Belegar. Duregar's army is deployed first in its deployment zone. The Dwarf army takes the first turn. Belegar's force begins the game off the table to the west. The Dwarf player must roll a D6 at the beginning of each turn, starting with the second, to see if this force will arrive. On the score of a 6 the force arrives (on the third turn a 5+ is required, on the fourth a 4+, etc). When Belegar's force arrives, the Dwarf player must roll again to

determine where on the battlefield this force turns up:

D6 score	Dwarfs Appear
1-4	The Gateway (west)
5	Old Mines (north)
6	Ancient Tombs (south)

The Gateway: The Dwarfs pour onto the battlefield after quietly disposing of the Night Goblin rear-guard and blasting through the East Gate or wall with gunpowder. The Dwarfs deploy within the East Gate Deployment Zone. They may not deploy within 10cm of enemy troops. Any troops that cannot be deployed within the zone are instead deployed on the western side of the gate and may move through in subsequent turns. The gateway (and surrounding rubble) is assumed to be wide enough to let through a two stand-wide column at normal move rates. The Dwarfs may not move in the turn in which they deploy, but may shoot.

Old Mines: The Dwarfs have secretly moved through old mine workings which remain unexplored by the Night Goblins. The mine comes out at an old entrance in the northern slopes. The Dwarfs have emerged from the mine and sneaked up on the Night Goblins from the north. Deploy the army within the Old Mines Deployment Zone. Troops are not deployed within 10cm of enemy units unless this is unavoidable, in which case they may be deployed closer, but not touching. The Dwarfs may not move in the turn in which they deploy, but may shoot.

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Ancient Tombs: The Dwarfs have secretly opened up an underground tunnel, which leads into the ancient tombs in the southern slopes. The tunnel comes out amongst the tombs, and the Dwarfs have managed to infiltrate the southern valley slopes without the Night Goblins spotting them. Deploy the army up to 20cm into the table along the southern edge. Troops are not deployed within 10cm of enemy units unless this is unavoidable, in which case they may be deployed closer, but not touching. The Dwarfs may not move in the turn in which they deploy, but may shoot.

If the Dwarfs fail to arrive on the second turn then the Dwarf player may roll again at the start of each of his subsequent turns requiring a 5+ on the third, a 4+ on the fourth and so on until they arrive. If the Dwarf force arrives either in the Old Mines or the Dwarf Tombs before the opposing Orc & Goblin force has been deployed it is assumed that they have ambushed them en route. The Orc & Goblin force is destroyed and can be considered as casualties for the purposes of victory.

GAME LENGTH

The game lasts for eight turns.

VICTORY CONDITIONS

The the standard Warmaster victory conditions apply as per page 63 of the rulebook.

THERES ORCS IN THEM THAR HILLS!

It was a trap! But at least I knew it was a trap. Lord Duregar's force was about to enter the valley of death and no matter how good his combat skills the result was going to depend upon the arrival of King Belegar and his sortie from the Citadel.

With that in mind I formulated a plan that I hoped would exploit the weakness in the Orc & Goblin army. I loaded Duregar's force with missile troops in the hope that I could shoot away stands from units and make the Orc & Goblin army even more difficult to command. I would use a screen of Troll Slayers to delay the Orcs closing in around me. They would also be useful for getting in the way of my cannons and thereby help target the Orc units I really wanted to hurt. I formed the force into a hollow box with cannons front and rear, Warriors to the north and south, and Flame Cannons supported by Rangers as a second (and final) line in the centre of the square. Everything would depend upon moving rapidly down the valley to reduce the distance Belegar would have to travel and praying that he would arrive 'in the nick of time'.

As for Belegar's force, I had to move rapidly. The core elements were two brigades armed to the teeth and carrying more banners and magic items than you could shake a stick at.

The Dwarf Army of Duregar

• <i>Lord Duregar</i> – Hero	Free
• Hero with <i>Sword of Might</i>	90 pts
• Runesmith with <i>Scroll of Dispelling</i>	110 pts
• 4 units of Handgunners	360 pts
• 2 units of Rangers	220 pts
• 4 units of Troll Slayers	320 pts
• 4 units of Warriors	440 pts
• 4 batteries of Cannons	360 pts
• 2 Flame Cannons	100 pts

The Dwarf Army of Belegar

• <i>King Belegar</i> – General	Free
• Hero with <i>Sword of Cleaving</i>	90 pts
• Runesmith with <i>Staff of Spellbinding</i>	120 pts
• 2 units of Handgunners	180 pts
• 3 units of Rangers	400 pts
(One with <i>Banner of Fortune</i> , One with <i>Banner of Shielding</i>)	
• 1 unit of Troll Slayers	80 pts
• 7 units of Warriors	880 pts
(one with <i>Banner of Fortitude</i> , One with <i>Battle Banner</i> , one with <i>Sword of destruction</i>)	
• 2 Flame Cannons	100 pts
• 2 Gyrocopters	150 pts

Total – 4,000 pts

The Army of Skarsnik of The Eight Peaks

Western Force

• <i>Skarsnik</i> - General	Free
• Orc Hero with <i>Sword of Fate</i>	90 pts
• Orc Hero in Chariot with <i>Sword of Destruction</i>	100 pts
• 2 Goblin Shaman one with <i>Ring of magic</i>	90 pts
• Orc Shaman	80 pts
• 4 units of Trolls	440 pts
• 2 units of Ogres	210 pts
• 3 units of Goblins	90 pts
• 2 units of Chariots	160 pts
• 1 unit of Boar Riders	110 pts

Eastern Force

• Orc Hero on Boar with <i>Sword of Cleaving</i>	90 pts
• Goblin Shaman with <i>Wand of Power</i>	40 pts
• 3 units of Boar Riders	330 pts
• 3 units of Wolf Riders	180 pts
• 5 units of Orc Warriors	300 pts
• 2 units of Goblins	60 pts

Northern Force

• Orc Hero	80 pts
• 1 Giant	150 pts
• 3 units of Boar Riders	450 pts
(<i>Battle Banner, Banner of Shielding and Banner of Fortune</i>)	
• 3 Rock Lobbers	225 pts

Southern Force

• Orc Hero on Wyvern with <i>Sword of Might</i>	170 pts
• Goblin Shaman	30 pts
• 4 units of Goblins	120 pts
• 4 units of Orc Warriors	240 pts
• 1 Giant	150 pts

Total – 3,985 pts

One consisted of four Warriors with another of three Warriors and a Ranger unit. The plan was to use these two 'crack' brigades as hammers and smash into the Orcs as rapidly as possible. Belegar's Leadership of 10 would allow at least one of these brigades to move astonishingly quickly. The Orcs would be caught between Belegar's hammer and Duregar's anvil. Victory would go to the righteous!

RIGHT LADS 'BOUT DEM STUNTIES...

Four thousand points is an awful lot of greenies. Not that we didn't have an awful lot of greenies on hand – more than enough – but not so many that I was free to choose an army without one eye on the models we had available. A mere six Boar Boy units for example. A paltry four units of Trolls out of a potential twelve. And just imagine how many Goblins you can squeeze into 4000 points (I

make it 114 units... but you'd have only the General to command them!).

On the other hand four thousand points is only twice two thousand and I do have a regular 2,000 point army list. Step one therefore is double this. As Skarsnik comes free in this scenario I don't need my regular General either – so I have some extra points to bulk out my army. I spent this in debonair fashion upon one extra unit each of Orcs, Boar Riders, Goblins, Rock Lobbers, and Wolf Riders (borrowing the Boar Riders from a passing Mark Bedford to bring my total to seven). Another Orc Hero and Goblin Shaman joined the characters. Thus far the army looked big – forty one units – it had five Orc Heroes, an Orc Shaman, and four Goblin Shamans plus Skarsnik so there shouldn't be too many problems with Command.

Battles of Legend



The Players – Rick Priestley and Mike Bolton

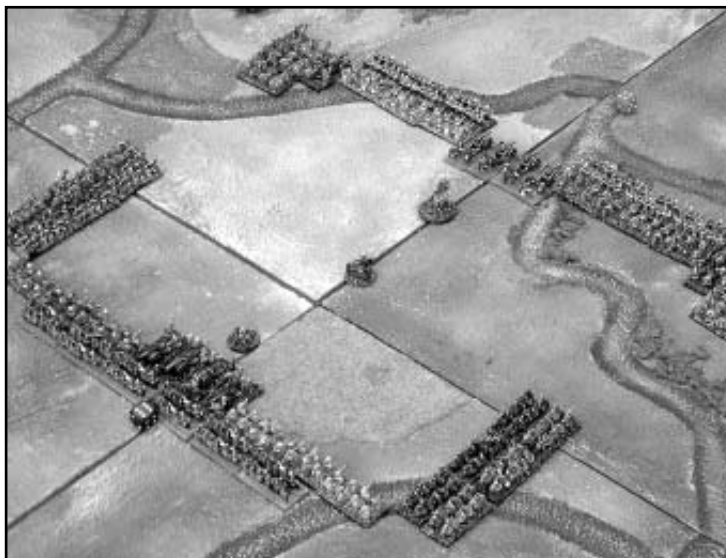
Prior to the battle I had to divide the army into four blocks of roughly 1,000 points – this ain't as easy as it sounds but elementary maths eventually prevailed and the result passed casual scrutiny at least. The scenario demanded that one block, including Skarsnik, be deployed by the gate and another block at the entrance to the valley right in front of 2,000 points of Dwarfs led by Duregar (gulp!).

With Skarsnik's superior Leadership of 9 I favoured him with the brigade of Trolls, Ogres, Chariots, and some assorted rabble to help with latrine duties. I knew that Dwarf reinforcement would probably arrive through the gate (in other words right behind Skarsnik) so my plan was to head for Duregar's army and try and crush it before

enemy reinforcements arrived. If the reinforcements turned up early in the game I knew I was pretty much doomed... so best not to worry about the possibility.

At the head of the valley I placed a sizeable chunk of cavalry together with six infantry units – a mix of Goblins and Orcs. These guys would try and move past Duregar's force and link up with the North/South blocks that would hopefully be pouring into the valley very soon. Wolf Boys can be good at pinning down and disrupting infantry if used in numbers (I had three units) and can be combined with Boar Boyz to infiltrate behind enemy formations in combat (either as a regular move or fall back) to catch retreating enemies. But mostly they were there to die by standing in front of the precious Boar Boys.

My north and south forces would arrive on a dice roll. The South force was mostly made up of infantry – Orcs and Goblins. The North force was favoured with a Giant, three Rock Lobbers and the balance of the Boar Boys. Although these didn't deploy at the start of the game, the plan was to bring both blocks on to support the troops at the head of the valley. The South force had some woods and a hill to contend with (hence mostly infantry). The North force could deploy onto high ground (good for Rock Lobbers) from where it could join up with either of the forces as they advanced from east and west.



Deployment – Lord Duregar's Defensive Square

In summary the Goblin Masterplan was to get there the fastest with the mostest and try to avoid the Dwarf reinforcements altogether.

Deployment

Because of the special scenario rules, Lord Duregar's Dwarf force was compelled to deploy first. Mike knew that he was going to be harried by enemies from all sides and so deployed Duregar's force in a hollow square. To the east were deployed two batteries of Cannon, flanked by two units of Handgunners each with a unit of Troll Slayers to their front. Each corner of

the eastern firing line was made up of a Flame Cannon and a unit of Rangers. Two units of Dwarf Warriors formed each of the north and south walls of the square. To the west were deployed two Batteries of Cannon, flanked by two units of Handgunners also with two units of Troll Slayers deployed immediately before them.

After seeing Duregar's army enter the valley from the eastern end the Orc & Goblin Western force deployed outside of the crumbling ruins of the eastern gate. This force comprised a brigade of four units of Trolls, a brigade of two units of Ogres and two units of Goblins, two units of Wolf Chariots, a unit of Boar Boyz and one unit of Goblins that occupied the watchtower. This force was accompanied by an Orc Hero, another Orc Hero on a chariot, an Orc Shaman, two Goblin Shaman and was commanded by Skarsnik himself.

Dwarf Turn 1

The Dwarfs took the initiative and it was Duregar's intention to march his troops down the valley as quickly as he could so that he could reach the east gate before any more greenies turned up. Unfortunately his men were obviously tired from their long march so far and only the northeast corner of the defensive square managed to wheel around to face the probable threat to the army's rear, whilst only the Troll Slayers facing west advanced. Not a good start considering that speed was of the essence.

Orc & Goblin Turn 1

The Eastern force that had been shadowing the Dwarfs as they advanced along the valley now came into view and deployed behind the Dwarf army. In the northeastern corner of the valley, five units of Orcs and two units of Goblins commanded by a Goblin Shaman were deployed behind some low hills. In the southeastern corner of the valley, shielded by a huge rocky outcrop and some dense foliage, three units of Boar Boyz, three units of Wolf Riders and two units of Goblins commanded by an Orc Hero were deployed.

Leaving a single unit of Goblins behind to occupy the watchtower, Skarsnik's Western



The battlefield after turn 1

force advanced, eager to get to grips with the Dwarfs. Even the massive brigade of Trolls managed to advance in an orderly fashion after some encouragement from Skarsnik.

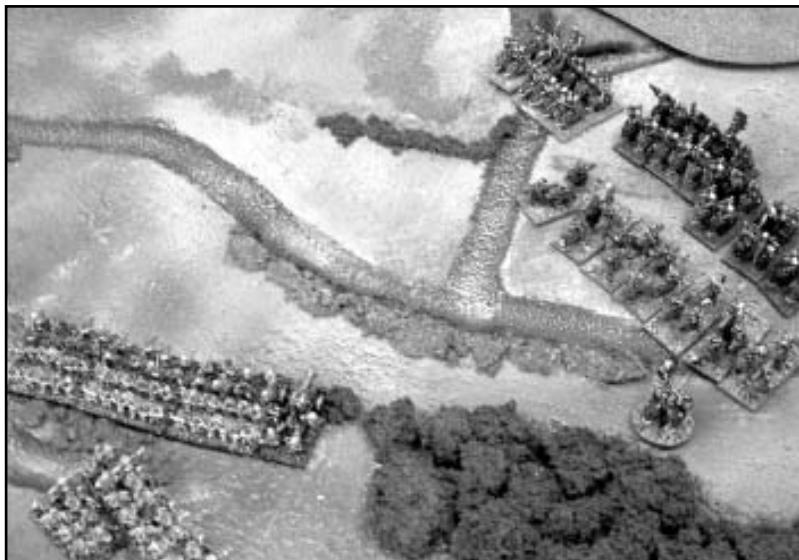
Dwarf Turn 2

Mike made his roll for the Dwarf reinforcements requiring a 6 but failed. Duregar could see that the trap he had anticipated was beginning to close and knew that he had to get his kinsmen moving quickly or they would be doomed. He designated the eastern firing line as a rearguard and this was split to cover the approach of the Orcs from the eastern end of the valley. A Flame Cannon, a unit of Handgunners, a unit of Troll Slayers and a unit of Rangers advanced to within range of the Orc infantry approaching from the north east and drove a couple of units back with cannon fire. A similar sized force was sent to hamper the advance of the Orcish cavalry from the southeast, but couldn't target the enemy due to the hilly ground and rocky outcroppings. There was less success to be had with the Dwarf units facing west as they all failed their orders and sat still. Not good thought Duregar with growing concern.

Orc & Goblin Turn 2

Rick rolled for his reinforcements to arrive and smugly grabbed a box of greenskins as he was successful with the arrival of the northern force. This force comprised of three units of Boar Boyz, a massive battery of three Rock

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Turn 2 – Dwarf fire drives back the Wolf Riders

Lobbers and a gangling Giant. These were deployed near the centre of the northern battlefield edge, between two large hills, with the Rock Lobbers deployed on the far hill to afford them a good line of sight for bombardment. This force was intended to join with Skarsnik's force that was advancing from the west.

The eastern Orc cavalry brigade advanced to within bowshot of the Dwarf rearguard but the Wolf Riders failed to score any hits. The Rock Lobbers on the hills to the north fired a volley at the advancing line of Dwarf Warriors from the west and drove them back.

Dwarf Turn 3

This turn Mike required a 5 for the arrival of



Turn 3 – The Orc and Goblin Southern force arrives

his reinforcements but alas again he failed. With no sign of Belegar's force and his own army barely making any progress down the valley Duregar knew that he was in trouble. There were greenskins massing to the north and it was only a matter of time before Orc forces would arrive to the south and totally surround the Dwarfs. Haste was needed and the Runesmith ordered the Troll Slayers westward with the intention of battering

a path through the greenskins and to safety. Duregar was well aware that he had to cover his southern flank and so ordered two units of Dwarf Warriors to march onto the barrows that bordered the southern slopes of the valley.

To the east the Dwarf Cannons roared their defiance destroying two stands of Wolf Riders and driving the remainder back through a waiting unit of Boar Boyz confusing them.

Orc & Goblin Turn 3

Rick rolled for the arrival of the Southern force and the grin said it all. The Southern force consisted of four units of Goblins, four units of Orcs, another Giant and a Goblin Shaman and it was led by an Orc Hero mounted on a Wyvern. These were deployed within Initiative

range of the Dwarf Warriors defending the barrows and within striking range of the Dwarf rearguard. All of Skarsnik's army had now arrived upon the field of battle and the greenskins had a numerical advantage of two to one against the Dwarfs. Charging using their Initiative, two units of Boar Boyz and a unit of Wolf Riders crashed into the Dwarf rearguard of a Flame Cannon, a unit of Handgunners with a unit of Troll Slayers in support. The Wolf Riders went in first, soaking up the hail of fire of the Dwarf's stand and shoot (losing two stands).

*The Battlefield after turn 3*

Meanwhile, to the north the Giant advanced whilst the Boar Boyz fought in vain to control their stubborn beasts and failed to move. The Rock Lobbers launched their heavy payload against the Troll Slayers but failed to have much of an effect against the crazed Dwarfs. To the west, Skarsnik's force was making quite remarkable progress with every unit obeying its orders with the discipline of Dwarfs (the Trolls even managed to move twice!).

In the only combat of the turn, the Boar Boyz hacked the Handgunners and Flame Cannon apart and advanced into the Troll Slayers wiping them out for the loss of a stand. The remaining Wolf Riders fell back to a safe distance whilst the Boar Boyz fell back (or forward!) to a position to threaten the Dwarf guns in the centre.

Dwarf Turn 4

Requiring a 4 this turn for his reinforcements Mike rolled a 3... You couldn't wipe the smirk from Rick's face with a barbed wire dishcloth! Things were starting to look desperate for Duregar – the entire Orc army was about to engulf his force like a ton of hot boar dung and Belegar was still nowhere to be seen! Of the rearguard to the east, a unit of Rangers marched onto

the barrow alongside the Warriors and unleashed a cloud of crossbow bolts against the advancing greenskins, driving back a unit and disrupting a brigade. The Dwarf rearguard battery wheeled around and spurted a hail of iron at the Boar Boyz that were threatening the Dwarf centre. After the smoke and dust had cleared a unit had been confused but no real damage had been done. 'Wet powder' grumbled the engineers. The last remaining Flame Cannon opened fire upon the advancing Orc infantry to the east but there must have been a fault and in a flash it exploded (there was more grumbling from the engineers).

*Turn 4 – Skarsnik's force smashes into the Dwarf's line*

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The western firing line advanced into range of the advancing greenskins from the east gate and opened fire, killing a stand of Trolls and driving a unit out of brigade formation.

Orc & Goblin Turn 4

Skarsnik knew that he had victory in his claw but had to press home his advantage before the Dwarfs were reinforced. On all fronts the greenskins were urged to attack the Dwarfs by their Orc bosses. In the east the Boar Boyz charged the Dwarf Cannons, whilst the Orc infantry moved into position to charge the Handgunners later. To the south two units of Goblins charged the Dwarfs holding the barrow along with a Giant, on their Initiative. The supporting Orc infantry brigade however failed to move. Perhaps they were simply astonished at the bravery of Gobbos assaulting defended Stunties! To the north-west, the Giant, the Boar Boyz and two units of Trolls charged the Troll Slayers. Whilst to the west, Skarsnik ordered his Chariots and a unit of Boar Boyz to charge the Dwarf Handgunners.

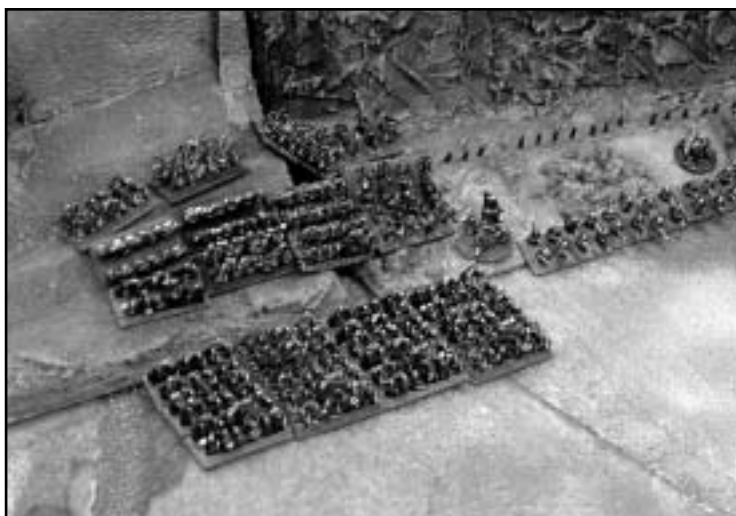
To the north and west the combat was vicious and entirely one sided. Both units of Troll Slayers were slaughtered but not before they managed to badly wound the Giant and take out a couple of stands of Boar Boyz in response. The Wolf Chariots braved the Handgunner's stand and shoot and destroyed them. They then charged down the Dwarf gun batteries for just the loss of a couple of stands. The unit of Boar Boyz that had taken part in the assault fell back to a position to threaten the Dwarfs massing on the barrow. In the east the Boar Boyz that had penetrated the crumbling Dwarf-square wiped out the Dwarf artillery with ease and then fell back, after losing a couple of stands to grapeshot. Things however, didn't go entirely to plan with the

combat on the barrow to the south. Despite all of the Warriors managing to miss in the first round of combat and a unit of Goblins having Waagh! cast upon them the Goblins were thrown back in disarray. The Rangers slaughtered a unit of Goblins almost in a single turn and forced the remnants, including the Giant, back down the hill. The Dwarf Warriors and Rangers then surrounded the Giant and Goblins and hacked them to death all for the loss of a single stand. The Dwarfs then reformed and fell back to the brow of the barrow, patiently awaiting the next attack.

Dwarf Turn 5

Duregar's force was hard pressed and with the destruction of much of the western firing line to attempt to advance into the heart of Skarsnik's army would be sheer folly. The Dwarfs had fought well in defended positions on the barrows to the south and so Duregar decided that it was here that would be a most fitting place for a stand. At this point, just as all seemed lost, Mike rolled his dice for the reinforcements. With a massive explosion the barricades and rubble around the ruins of the east gate were cleared and Dwarfs started to pour through. King Belegar had arrived at last! (Mike made some comment about them consuming too much Bugmans beer!). Seven units of hardy Dwarf Warriors, two Flame Cannons, two Guild Gyrocopters, two units of Handgunners, three units of Rangers, a unit of Troll Slayers all led by a Runesmith and King Belegar deployed at the east gate. The Goblins in the watchtower began to quail!

The arrival of Belegar gave the rest of the Dwarfs renewed vigour. The Troll Slayers to the west of Duregar's force charged the Wolf Chariots on Initiative in an attempt to break through to the relief force. A unit of Warriors on the barrow charged the unit of Boar Boyz threatening their rear after a couple of successful orders. The remaining Handgunners of the western firing line again drove back the Trolls whilst the Handgunners and Rangers that remained of the eastern firing line drove back a unit of Orcs and Boar Boyz. Belegar unleashed the full force of his firepower against the hapless Gobbos in the watchtower and after the smoke cleared, all the Goblins were still alive (another example of Mike's consistently bad dice rolling...).



Turn 5 – King Belegar's Dwarfs finally arrive

In the ensuing combats, both the Troll Slayers and Warriors were victorious with the chariots destroyed and the Boar Boyz stripped of a stand and pushed back.

Orc & Goblin Turn 5

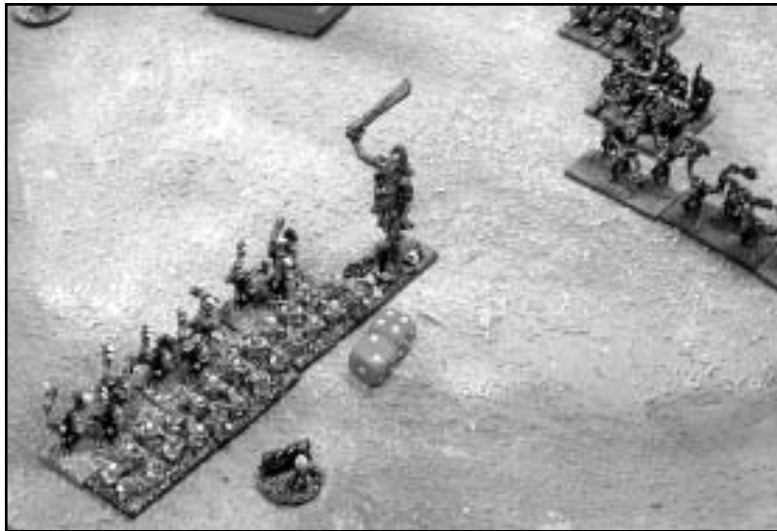
Now that Belegar had finally arrived Skarsnik had to destroy Duregar before he himself got trapped between the two Dwarf armies. From the north, with a deafening bellow the Giant and a unit of Trolls charged headlong down the slope into the Handgunners holding the Dwarf west flank. To the southeast a lone unit of Boar Boyz charged the Rangers holding the slopes of the barrows whilst a unit of Orcs and a unit of Goblins charged home against the Handgunners in the east. In the meantime the Orc forces in the west continued their inexorable advance under the inspired leadership of Skarsnik.

Once again the Rock Lobbers spoke but they failed to find any targets. The multitude of Orc and Goblin shaman cast spell after spell and all they got for their trouble was a Shaman getting himself *Spellbound* by the overworked Runemsmith! (It was at this point that Rick asked what Skarsnik's Prodder did – when told he said: 'Oh... that would have been useful earlier!').

Again the close combat went entirely the greenskin's way. The Giant and Trolls destroyed the Handgunners for the loss of a stand of Trolls. In the east the Orcs and Goblins were victorious over the Handgunners although the Orcs were reduced to a single stand and were no longer a viable fighting unit.

Dwarf Turn 6

Even with Belegar's belated arrival things were going disastrously for Duregar's force – there was a likelihood that they would be wiped out before Belegar could relieve them. Duregar instructed his officers to sound the retreat – all units would retire to the barrows to the south, make a stand amongst their revered ancestors and hope that Belegar would reach them in time. The last remaining stand of Troll Slayers on the barrow charged the single stand of Boar Boyz that was in range. Three units of Dwarf Warriors started to make their way south to join up with their brethren. Two



Turn 5 – Trolls and a giant overwhelm the Dwarf Handgunners

Gyrocopters sped ahead of Belegar's force to hover behind the Rock Lobbers on the northern slopes of the valley. Belegar's force was ordered forward and started to make progress down the valley towards their beleaguered kin. This time Belegar's Handgunners and Flame Cannons drove the Goblins from their safety of the *fortified* watchtower with a relentless barrage. The Gyrocopters unleashed a hail of fire upon the Rock Lobbers but failed to destroy any.

Orc & Goblin Turn 6

With the approach of the Dwarfs from Karak Eight Peaks the Orcs renewed their assaults against Duregar's force with barbaric ferocity. Two units of Orcs supported by Goblins charged the weakened Rangers that were holding the brow of the barrows to the south using their Initiative. Maintaining the pressure the Orcs advanced on every front, the Orc infantry from the east, the Ogres and Trolls from the west and the surviving Giant and Trolls from the north. Shooting from Goblins, Wolf Riders and the Rock Lobbers destroyed a coupler of stands of Warriors and confused a unit of Duregar's troops as they fell back to the barrow. Many spells were attempted but only a single *Waagh!* was successful on a unit of Orcs assaulting the barrow. In the ensuing bloody conflict the Orcs finally took the barrow and two units of Rangers, a unit of Warriors and a Dwarf Hero were destroyed for the loss of a unit of Orcs and a couple of stands.

Dwarf Turn 7

It was all or nothing now Duregar's Dwarfs had lost the vantage point on the barrows and all that remained, three units of Warriors (two having lost a stand apiece) the Runemsmith and Duregar were surrounded by superior

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numbers of greenskins. It was up to Belegar to save the day. Handgunners charged the Goblins that had been forced out of the watchtower by the east gate. In a bizarre transformation from the norm Mike's dice rolling took a turn for the spectacular as Belegar made three successful command checks



Turn 7 – Duregar's last Stand

and ordered a brigade of Warriors halfway across the battlefield straight into the Ogres and Trolls. Belegar's brave charge took the brigade of Ogres and Trolls in the rear and the subsequent combat was a massacre. Two units of Ogres and two units of Trolls were wiped out all for the loss of a couple of stands of Warriors. Similarly the Handgunners slaughtered the Goblins cowering beside the watchtower. For a fleeting moment it seemed as though Belegar could turn the tide and rescue Duregar...

Orc & Goblin Turn 7

Skarsnik was astonished at how quickly Belegar's Dwarfs had marched down the valley and how easily they had despatched his rearguard. Pointing his prodder at the pitiful few that remained of Duregar's expedition he gave the order to charge. Two units of Orcs, one unit of Boar Boyz, one unit of Trolls and three units of Goblins threw themselves at Duregar's beleaguered company. The rest of Skarsnik's army were drawn up to hold off Belegar's vengeful Dwarfs. The air crackled with green fire as the collected Orc and Goblin Shamans attempted to enhance the Orcs in the massive melee. The exhausted Runesmith managed to dispel much of the greenskin magic but a couple of *Waaaghs!* got through on the Boar Boyz and a unit of Orcs.

The final battle was both climactic and apocalyptic. Duregar's Dwarfs fought as valiantly and ferociously as lions but before the end of the day they all lay dead, their blood staining the battlefield. The sight of Duregar's head impaled upon Skarsnik's prodder was enough to encourage King Belegar to lead his Dwarfs back to the safety of the citadel. The expedition had failed and the Dwarfs of Karak Eight Peaks now live in a constant state of siege...

LORD BELEGAR IS UNWELL?

Belegar's troops could hear the din of battle as the outnumbered Duregar hacked his way through the greenskins. On the other hand, Dwarfs have a penchant for heroic arrivals and Bugmans Ale, but not necessarily in that order. It was no surprise therefore when Belegar was heard to slur, 'Oh, don't worry, we've got time for another pint!'

Three things conspired to ruin my day. Firstly Duregar, despite automatically issuing his first command each turn he could not get his force to move down the valley. Secondly, Belegar arrived extremely late leaving Duregar to fight 4,000 points of Orcs all on his own. Thirdly, I had atrocious luck with my dice rolls, and Rick didn't. In fact it was a complete mess from beginning to end. And yet... it could have been so different.

In retrospect I could have given Duregar all of the Warriors and less Handgunners and hoped he could have held on longer. I may have even not bothered to move down the valley, but attacked the Orc forces piecemeal before their reinforcements could arrive whilst I had a numerical advantage. Now that would have been an interesting idea. Hmm... next time perhaps?

Despite everything it was a close run thing. The Dwarfs will recall the heroic last stand on what has come to be known as Dureger's Knoll where a brave few held back a tidal wave of Orcs and Goblins. When Belegar did arrive, he struck the Ogres and Trolls like a steam hammer and destroyed four units in a single combat. That left relief just one turn away for the last three battered units of Warriors huddled around Duregar's banner and surrounded by a sea of Orcs and Goblins. If Duregar had managed to move just one more

turn down the valley, or Belegar had arrived one turn earlier then the plan would have worked... Honest!

MORE DWARF BEARD SCALPS...

Well things couldn't have gone better from the point of view of the reinforcements – my north and south forces turned up straight-away whilst the Dwarfs left it until it was just too late. For most of the game I was therefore facing 2,000 points of Dwarfs with 4,000 points of greenies – making it hard for Mike to sustain any kind of positive action. In keeping with the background story Duregar was forced into a defensive battle.

Because of the need to shelter my deployment from the Dwarf cannons the troops at the head of the valley had to be split right at the start leaving them hopelessly short on Command. As a result my infantry block didn't really get involved until quite late on once I'd moved a Hero over to give them a push. The cavalry that I'd hoped to move past the Dwarfs didn't have room to do so – instead they were forced into a fight as the only alternative was to stand around in front of the Dwarf Flame cannon, cannons and missile armed units. This worked out reasonably well – the Wolf Boys actually doing some good covering the Boar Boys approach and sowing confusion in the Dwarf ranks with shooting.

Take three Rock Lobbers into battle? Yup that's 9 attacks with range 60cm shooting 'blind' from the hills. I generally avoid Rock Lobbers for small games but the massed effect is staggering and certainly put the fear of Gork into the stunties.

What a difference a Command value of 9 makes. Wow! Just think it must be like this for other armies ALL THE TIME. And those Dwarfs have a Command value of 10 you tell me! Admittedly I had a good run of luck at the start of the game but putting the Trolls and Ogres under Skarsnik was definitely the right thing to do. Of course it all went pear-shaped when the Dwarf reinforcements fell onto my rear in the final turn... but by then it was all over bar the victory feast (Dwarf anyone?).

By the end of the game I had a lot of cavalry units reduced to a single stand – which I'd never have got away with against a more mobile

enemy. Lacking cavalry of their own really counts against Dwarfs when it comes to mopping up cavalry remnants – though things could have been very different if Duregar had Gyrocopters (fortunately for me these were with the reinforcements).

Leaving a sacrificial Goblin unit to guard the gate worked out well and could even have won me the game – delaying the Dwarfs just long enough to keep the reinforcements out of the battle. They might only be Goblins but that -1 Command penalty was worth the 30 points!

Put a Dwarf on a hill with a few of his mates to support him and he certainly takes some shifting. In the end I only managed it because I brought enough units into the fight to surround the Dwarf units and catch them on the retreat. I threw in every character I had – cast every spell I could – and focused all my efforts to crush Duregar in my final turn.

In summary – it was a tough game for Mike because his reinforcements didn't turn up until almost the last moment, allowing me to concentrate my entire army against his smaller force. Duregar was also dogged by poor Command rolls at the start of the game whilst Skarsnik could seemingly do no wrong – directing his brigades though the valley with apparent ease. Once Mike's full army made an appearance things started to change very rapidly and I wouldn't have given much for my chances if the Dwarf reinforcements had come on at the start. As it was I reckoned one more turn would have brought the greenies to their withdrawal level – but it was not to be...



Rick, overjoyed at finally winning a game!



Part III

Written and developed by Tristan Hoag & Lex Van Rooy.
Logo by Tristan Hoag.

ALL THINGS IN MODERATION

After a brief hiatus, we're back with part three of *The Art of Siege*. If you have been following the articles to date, you should have an understanding of how to design your forces and build a castle over which to fight. You should also have a Siege map ready to use. The previous article covered how to play the campaign turn by turn. The topic that we will address in this article is resources.

From reading the previous articles, it should be apparent that resources are a very important factor of a siege campaign. Unlike a pitched battle, a siege campaign is very much about trying to force your opponent to burn through his resources and to give up the fight. The defender must deal with trying to maintain a realistic defence of the castle with gradually dwindling supplies. The attacker begins with limited resources, and must scour the surrounding area for the resources necessary to maintain the siege.

The first part of this article addresses how resources are to be represented in this campaign, as well as how they can be used and to what purpose.

RESOURCES

Resources are represented by a single deck of cards from which both players draw. As there is insufficient room in this mag to print these cards, players can simply use an ordinary set of playing cards (hopefully, at some stage in the future there will be a downloadable copy of these cards available for from the Fanatic website).

The deck is divided into four types of resources; Stone (Clubs), Swords (Spades), Wood (Diamonds) and Food (Hearts). Within each resource, there are nine numbered cards (2-10) and four picture cards. The numbered cards are representative of a quantity of (that type of) resource, whilst the picture cards can be used either as a resource (of that type), or to bring

about certain special effects in the game. In addition, there are two cards in the deck (Jokers) that are not representative of any resource type. The use of one of these cards also has a special effect on the game. These effects are explained below.

Card Values: The total resource value of a card is defined in terms of the number of points it provides to the player who is holding it. If the card is numbered, simply multiply that value by ten to determine its resource value. Picture cards are treated as tens, providing a total of 100 points of resource value. Jokers have no resource value.

Stores: During play you can store a maximum of 5 resource cards per Store at any time. At the start of the game resources may not be put in Stores though (unless you want to cut the defender some slack, in which case you could randomly place up to 5 cards in it).

When fighting bigger Sieges (besieging towns and cities), Stores will start fully or partly stocked. Rules concerning this, and other advanced rules will be described in more depth in the 5th article.

Besieger's Baggage Train: The besieging army's baggage train initially provides the materials with which to set up camp and perimeter defences. The Baggage Train is bought from the points from the attacker's army. The points spent on the Baggage Train can never exceed 50% of the total points allocation for the attacker.

He may only spend these points on construction and not use these to help sustain his units! On the other hand, resources obtained through foraging can be used to create (additional) siege constructs. Note: Siege artillery can only be part of the Baggage Train and never be created on site!

Any siege equipment in the Baggage Train is considered disassembled. So even while its points are already paid for in your army list, it will need to be set up and/or constructed!

USING RESOURCES

Resources can be used in three ways:

1. During the Command Phase of the Siege day to supply building actions.
2. At the end of a siege week to maintain the fighting effectiveness of units.
3. For special actions.

Building Actions: As mentioned in the previous article, there is a building cost necessary to construct any of the items the attacker wants to add to his army during the siege. This cost is already met for items in the Baggage Train, but for additional constructs it must be met using the resource value of the object with the cards the attacker has available. This must be paid for in full on the turn in which the first build command for that item is made. Although the cost can be met using any number of cards, any resource value used in excess of the cost is lost.

Example: A player wishes to build a Siege Tower. He successfully commands a unit to begin work on it, and can either take the building cost from the points allocated to his Baggage Train or discard cards to meet the points cost of the piece. Let's assume the player has already spent all of his Baggage Train, so he needs to pay from his resource cards. Having a 3, an 8 and a 2 in his hand, he could use the 2 (counts as 20 resource points). The extra 10 points are lost. Once this price has been met, the player can continue to attempt the remaining commands required to finish the object.

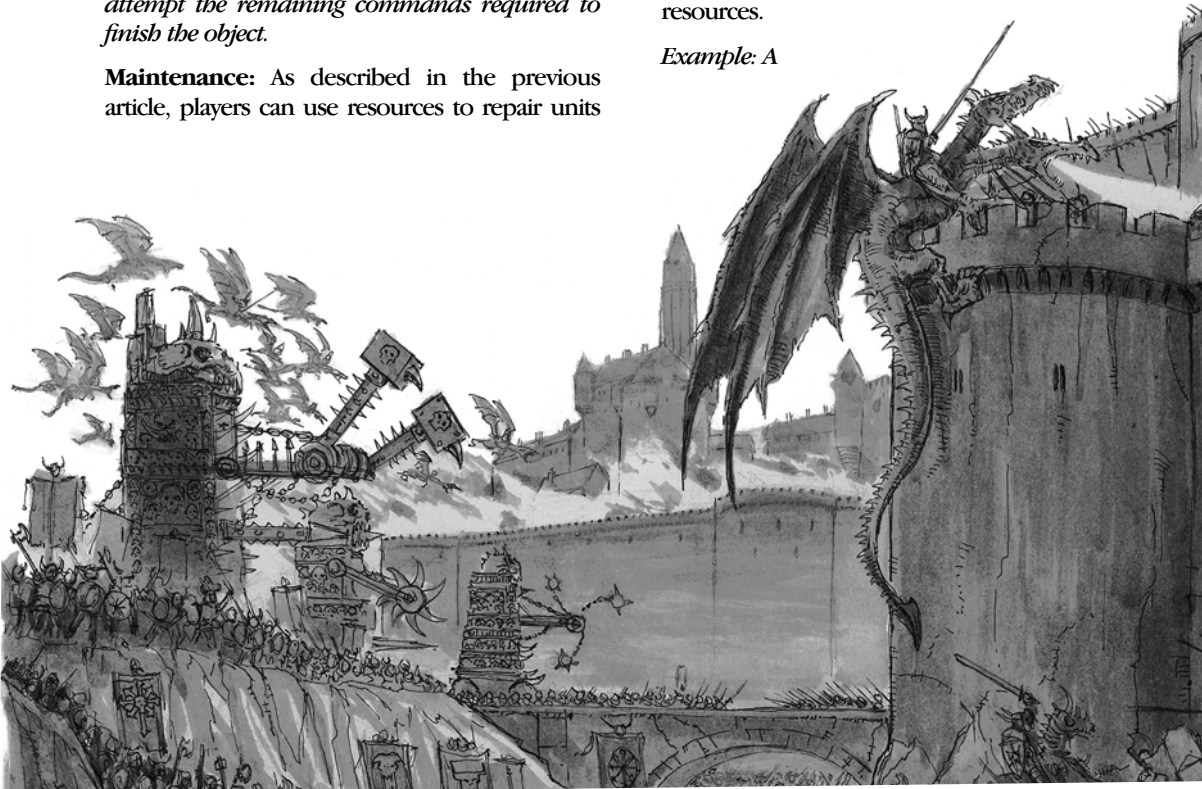
Maintenance: As described in the previous article, players can use resources to repair units

that have lost stands during the course of a Siege week. The cost to repair a unit is based upon the number of stands that were lost. If one stand has been lost from a three-stand unit, the cost is one third of the total cost of the unit, rounding up. Two stands lost would require two thirds of the unit's cost. For a two-stand unit, the cost to replace one stand is half the unit's cost. A unit that has lost all of its stands is destroyed and cannot be repaired. Skirmishing stands destroyed are lost, and cannot be repaired. Creatures that are badly hurt will cost half of their original cost to repair. These repair costs are paid during the Upkeep phase, at the end of a siege week, before drawing new resource cards. Each unit's repair cost must be met by one or more resource cards. No resource card can be applied to the repair of more than one unit.

Example: A player has a unit of Kroxigors that has lost two stands. The cost to repair the unit is 90 points ($135/3=45$, $45 \times 2=90$). The player is holding a 30, a 70 and a 100 point card. Playing the 100 point card or both the 30 and the 70 point cards can repair the Kroxigors. In either case, the extra ten points are lost.

Some of the defender's construction options, such as field hospitals, help to reduce the cost of repairing certain types of units. These items allow the use of single resource cards to repair more than one unit of a particular type. This can be a very useful way to make better use of your resources.

Example: A



The Art of Siege

defending player has a field hospital. He has two units of Saurus warriors that have lost a stand each. Each repair will require 20 points, and he has a 40 a 70 and two 90 point cards. Using the field hospital, he is able to repair both units using the single 40 point card. Note that this ability can only be employed once per siege week.

The maintenance of units is important. At the end of a siege week, units that have not been repaired or merged with other units, and remain at less than full strength (including badly hurt monsters) are considered to be unable to continue to fight in the campaign and are lost.

Special Effects: Picture cards offer players opportunities to engage in special missions or allow for special circumstances that will have some impact on the course of the siege campaign. Each card's effect and when it should be played is described below. Players have the option of using the card for its special effect OR for its resource value of 100 pts (note that a Joker has no resource value).

If the card is marked with 'Mission' it means that playing that card at any time during the combat phase of a Siege day allows you to play that specific mission.

Any of the effects and missions from the Resource deck can only ever be played once, after using the special effect of the card, after that it will only count for its resource value!

STONE

Jack

The besiegers have sent home for additional siege equipment to take down the bothersome walls. Their leaders have granted them the use of a special piece from the armoury.

Can be played: At the start of the Command Phase of any day.

Effect: A special piece of Siege equipment (a magic one with +1 Attack) of the attacker's choice is sent out. It will arrive at the siege at the start of

a siege day 2D6 days after being played.

Considerations: The *Ambush* mission (which is normally played against foraging troops) allows you to ambush the equipment in transport!

Queen

Infiltrators from the besieger's army have succeeded in poisoning some of the castle's wells. Death rears its ugly head.

Can be played: At the start of the Command Phase of any day.

Effect: Roll a D6 for each unit in the castle. If the result is greater than the Hits value of a stand, the unit loses one stand.

Considerations: If the castle has a field hospital then you can re-roll any failed roll.

King

Infiltrators from the besieger's army have managed to get into the castle's stores and sabotaged/destroyed them.

Can be played: At the start of Siege Week resolution.

Effect: For each Store in the castle, randomly draw one card and place it on the discard pile.

Considerations: None.

Ace

The promise of loot and riches has drawn additional troops into the area. The besiegers can boost their ranks.

Can be played: As part of Siege Week resolution.

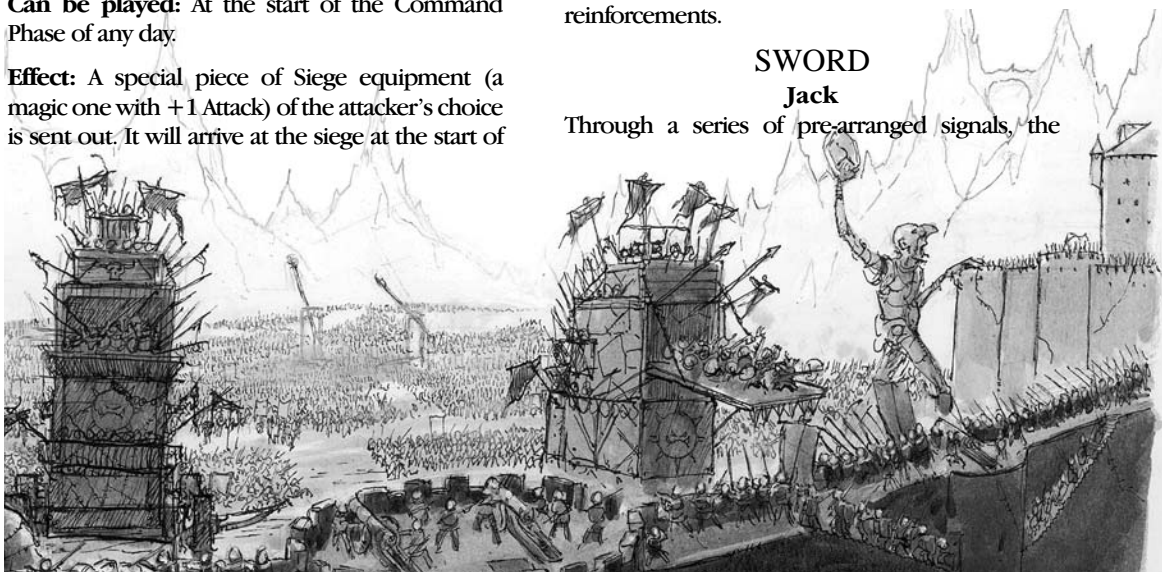
Effect: An additional 500 points of troops and/or characters can be deployed (min/max 1,000).

Considerations: Consider allowing the Good or Evil races to use each other's troops as reinforcements.

SWORD

Jack

Through a series of pre-arranged signals, the



Card	Attacker		Defender	
	Stone / Clubs	Sword / Spades	Wood / Diamonds	Food / Hearts
Jack	Extra Siege Equipment	Mission: Feint	Call For Help	Mission: Pantry Raid
Queen	Poison	Mission: Night attack	Plague	Mission: Raid
King	Sabotage	Mission: Traitor inside	Sabotage	Mission: Ambush
Ace	Reinforcements	Mission: Mine	Weather conditions	Mission: Blockade run

besiegers have managed to organise a coordinated attack against two different sectors, with a view to drawing the defenders away from one wall and managing a foothold on another.

Can be played: At any time when playing an *Over the Wall* mission on the castle.

Effect: Starting a second *Over the Wall* mission in another sector simultaneously to the first, forcing the defender to spread his attention on two attacks.

Considerations: As simultaneous play of these missions may be hard on the players' resources, an alternative way of playing this is starting a second *Over the Wall* mission but disallowing the Defender ANY troops that were involved in the first fight.

Queen

Under cover of night the besieger has set up a sneak attack against the walls. Who will know friend from foe in the dark!

Can be played: During scenario declaration in the Combat phase, after the defender's declaration.

Effect: Play an *Over the Wall* mission with the following changes:

1. Defenders can only have one unit on the wall in the sector attacked.
2. Attackers start at 60 cm distance from the Wall.
3. All missile fire is restricted to 15 cm.

Considerations: none

King

Through subterfuge the besieger has managed to get someone inside the castle to open the gates. Once it is open the besieger must strike fast to capitalise on the surprise.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Play the mission: *Enemy Within*

Considerations: none

Ace

The besieger's sappers have dug a mine under the

defender's wall, and are ready to spring it. The attacking troops have been put on stand-by and are ready to capitalise on the confusion when the wall tumbles down.

Can be played: During the Shooting phase.

Effect: The castle wall will be breached (as per the normal rules) at a location of the besieger's choice.

Considerations: none

FOOD



Jack

The defenders have identified several stockpiles of stores in the Besieger's camp. Instead of sallying out to destroy them, they have formulated a daring plan to capture them and take them back to the castle.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Play the mission *Pantry Raid*

Considerations: When this mission is played successfully, the defender can draw cards from the attacker's hand of resource cards. If the attacker does not have resource cards at hand, but still has unspent *Baggage Train* points, then draw the cards randomly from the *Siege* deck and add those to your hand, deleting their *Baggage Train* points from the attacker's resource tally.

Queen

Loyal forces to the defenders have gathered outside the enemy's camp. Their attack is aimed at causing as much mayhem as they can, with every man willing to lay down his life.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Defender can play the mission *Raid*.

Considerations: none

King

The loyal population in the countryside have organised a resistance. They aim at taking out several of the foraging parties that have been scouring their farms and villages.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Play the mission *Ambush*

Considerations: This mission will be more effective if the defenders successfully managed to play a *Breakout* mission before. If that is the case they will have additional forces at their disposal.

Ace

Aware of the defender's dwindling supplies, loyal forces outside the ring of besiegers have prepared several carts of supplies and are willing to risk their lives bringing it in.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Play the mission *Blockade Run*

Considerations: none



WOOD

Jack

The defenders have sent a message for help via spy or carrier pigeon. If successful, the defenders will be bolstered by a relief army.

Can be played: As part of Siege Week resolution.

Effect: Roll 3D6(=X), if the attacker rolls equal or higher on 1D6 then the appeal for help has been intercepted (or goes astray). If not, then the Mission: *Relief Force*, becomes available for the defender to play X days after playing the card.

Considerations: If the appeal for help is unsuccessful. The defender can re-use this card when he gets it in his hand again. This is the one exception to the normal rule.

Queen

The unsanitary, cramped conditions in the besieger's camp has caused a virulent outbreak of plague. Fortunately it has been diagnosed in time and can be contained in one sector of the camp.

Can be played: At the start of the Command Phase of any day.

Effect: Nominate the affected sector (besiegers choice). For each unit in that sector roll a D6. If the result is greater than the Hits value of a stand the

unit loses a stand. If a minimum of 50% of the units in the sector have been affected, the plague will carry into the next day as well.

Considerations: Any troop movement from the infected sector into an adjoining one (including that of the General) has the risk of spreading the plague further. Roll a D6, on 6+ the plague spreads.

These hits count towards the procedure described in 'finishing the Siege Day', in part II. In effect you could use a stand at the start of the day, recover it at the close of the day, only to lose it again on the next day if the plague does not subside.

King

With the greatest care some valiant volunteers have succeeded in sneaking out of the castle and have sabotaged the enemy's artillery.

Can be played: At the start of the Command Phase of any day.

Effect: For each piece of Siege artillery the attacker has roll 1D6-2. A positive result is the number of Siege days the piece is prohibited from being used for Bombardment. A negative result means that the saboteurs have failed.

Ace

Weather conditions are unseasonably bad. Rain and storm prohibit almost all activity and keep the troops huddling in what shelter they can find.

Can be played: At the start of the Command Phase of any day or as part of Siege Week resolution.

Effect: Prohibits any Bombardment and Missions, other than those that take place in the Countryside, for 2+D3 days.

Considerations: None



DRAWING RESOURCE CARDS

Each player determines his number of cards differently. The defender in the campaign starts with a quantity of resources available, but that quantity decreases gradually as stored materials are used up. The attacker is able to bring some resources with him, but will have to forage for the rest. This means that the defender will be at an advantage in the beginning but that will change as he needs to make increasingly more difficult choices to maintain his army while the attacker will enjoy a more consistent supply of resources.

Defender: The defender draws a starting hand of 10 cards at the beginning of the campaign. The size of this starting hand can be dependent upon the results of the Stragglers scenario (see the Missions section for details).

At the end of each siege week the defending player draws cards to replace those he has used during the week, bringing his hand back up to his total hand size. Note that cards that have been placed in Stores do not count towards this hand size.

Each Siege week the defender's hand must be permanently reduced by one card.

Attacker: Unlike the defender, the attacker does not draw to a particular hand size. Instead, his resources come as a result of sending units foraging. The defenders will have done their best to clear countryside of all resources before the attackers arrive, so this can be a more difficult proposition than it may initially seem.

FORAGING

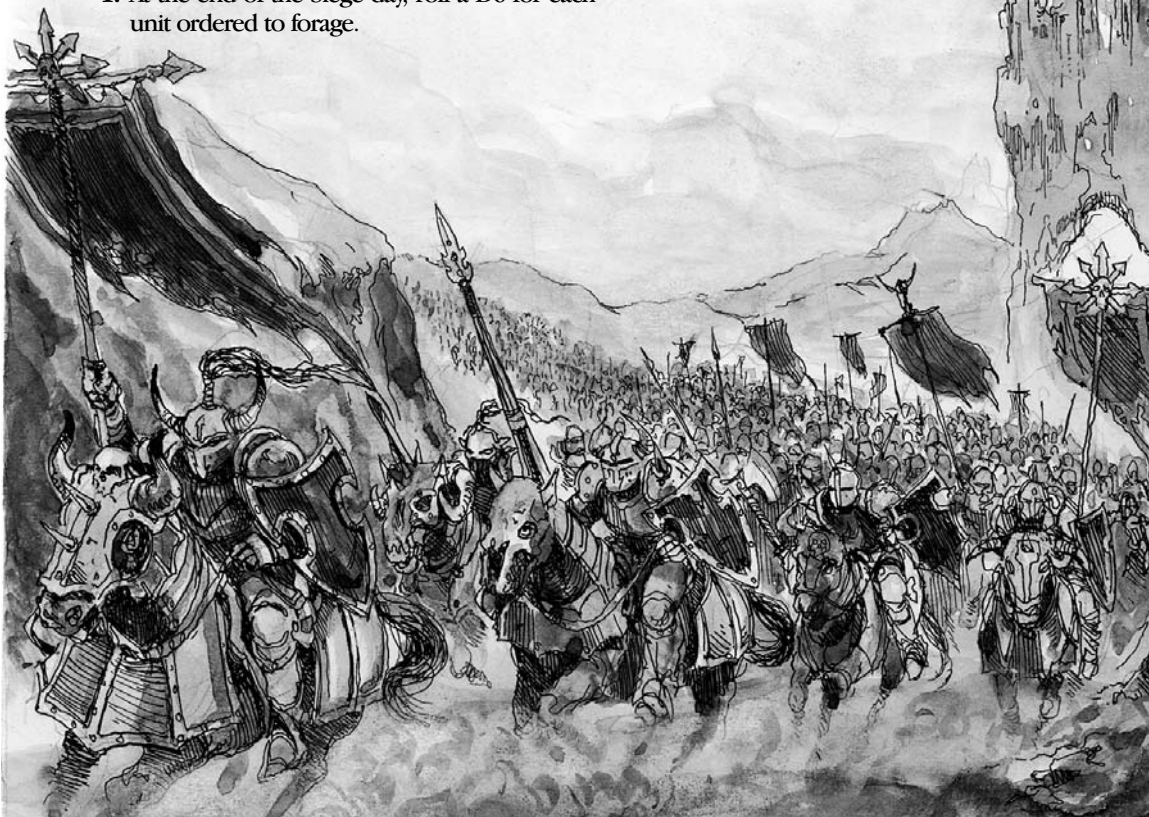
Foraging for resources is an action that can be taken by the attacker in a siege campaign to gain resources for his side. During the Command phase of the Siege day, the attacker order any units in his camp area to forage. If the order is successful, they are considered to have moved into the countryside part of the Siege map.

1. At the end of the Siege day, roll a D6 for each unit ordered to forage.

2. On a result of 5+ the unit has discovered a useful resource. The unit will automatically return to the camp at the beginning of the next siege day with the resources. This allows the Attacker to draw one resource card at the beginning of that turn.
3. If the result was less than 5, the unit hasn't found anything yet, and cannot return to camp unless ordered to do so in the next turn.
4. If the result was a 1, then the unit has encountered some trouble (from raiding parties, traps, etc.) and suffers D3 hits, worked out in the normal manner. These hits remain in effect until the unit returns to camp (thus a unit could conceivably suffer two hits on one siege day, then receive another two on the next day and lose a stand).

If the unit fails to find a resource and the attacker does not order the unit back into the camp on the next siege day, then the unit may continue to search. Roll as above with +1 to the roll for each full day spent searching for resources. Thus, on the second day, the unit will gain a +1 bonus, and on the third day a +2 bonus.

(Note that a natural roll of 1 will always indicate no resources found, and that the unit has suffered D3 attacks as described above.)



The Art of Siege

The countryside is only able to sustain a certain amount of foraging. To represent this, after the fourth siege week, the roll required to find a new resource changes from 5+ to 6+. In addition, because locals will have had more time to organise resistance, the chances of suffering attacks increases as well. This result will occur on a roll of 1 or 2. Once the attacker has successfully foraged 54 resources (one siege deck) from the countryside, they will be unable to find any more resources and must make do with what they have found so far.

ENDING THE CAMPAIGN

As the campaign progresses, players will find it increasingly more difficult to keep their forces on the field. Units will begin to disappear as their owners lack the resources to keep them in the fight.

1. If the attacking army loses half of its units, then the remaining forces will break.
2. The defenders are fighting to the last man; they will not break because of casualties.
3. If either side's General is lost during one of the actions, that side has lost (defenders will surrender without their leadership).
4. The attacker can win if any of the scenarios result in his army gaining control of the defender's keep.
5. The defender wins if he has surviving forces at the end of the 10th week of the Siege.



BRINGING IT TO THE NEXT LEVEL

The missions will be detailed in the next part of the series, after that you should be able to set up and have a go at a small siege campaign.

To set a good example we have prepared an Empire vs. Orc & Goblin siege, with the Empire forces defending a border fort against 3,000 pts of greenskins. A step-by-step battle report will be our next contribution as the 4th instalment of the Art of Siege. After that we will be back once more with the advanced rules. These will include things like:

1. Alternative siege equipment ('what's that knocking at the gate!')
2. Extended effects of bombardment ('remember Jericho')
3. Castles made of other materials ('a house made of straw, of wood or of stone')
4. Besieging towns & cities ('it is not the size of the thing that matters')
5. Army specific resource usages ('urhm, Boz, dem trollz just ate all da gobbos')

NOTES

Although the basic rule says that no Siege Artillery can be created on site, we would like to make the following suggestion:

If the besieging army has a Siege Engineer then additional Mangonels and Trebuchets can be constructed. As these will take the full commitment of the Engineer, only one can be made at any time, and the Engineer can only be used to command this construction.

The observant will have already seen various situations where it would be relatively easy to play a game of Mordheim or Warhammer to see if an action is successful, rather than leaving it to the fickle Goddess of the Dice. As this lies slightly outside the scope of the article we will not go into this in-depth. Suffice to say that mixing the systems this way can be highly entertaining and very fulfilling

Undead and Maintenance: Because of the relative ease in locating dead bodies on the site of a siege, it is easier for an Undead player to repair many of his basic units. To represent this, an Undead player can repair multiple units of Skeletons (not Skeleton Bowmen) with a single card.

Example: An Undead has three units of Skeletons missing one stand, and two more missing two stands. The cost to replace a single stand of Skeletons is 10 points ($30/3=10$), so a single 70 point resource card can be used to repair all five of these units.

This is an example of the race-specific Siege rules we will come to in the 5th article.