

RULES OF ENGAGEMENT



JERVIS JOHNSON

Jervis Johnson has worked for Games Workshop for many years. He is currently the lead rules writer for Warhammer Age of Sigmar, but he has worked on just about every game in the Games Workshop catalogue at one time or another. It's rumoured that he recently completed work on his Magnum Opus. Turns out it was just a magnificent octopus ...

DID YOU KNOW?

Blood Bath at Orc's Drift was an expansion set for the second edition of Warhammer. It included a map and scenarios for playing through the campaign, which pitted men, elves and dwarfs against (if you hadn't guessed) Orcs. The set even included card buildings. The locals really hated the 'heavy rain' weather condition.

I recently came across a battleplan I had written in 2014, when we were developing the first edition of the Warhammer Age of Sigmar rules. At the time, I had just finished re-fighting a Warhammer campaign using one of the very first Warhammer campaign packs, which was called *Blood Bath at Orc's Drift*. The campaign had proved a lot of fun, and I was interested to see if the scenarios from *Blood Bath at Orc's Drift* would work with the Age of Sigmar rules I was working on. I am happy to say that they did.

I had not thought about *Blood Bath at Orc's Drift* or the Age of Sigmar battleplans I'd written based

on it since then, until a search through my bookshelves unearthed the battleplans I had written. Looking at them again, I was struck by how much they reminded me of the types of games I was talking about in my last Rules of Engagement article, regarding using narrative gaming techniques to fight solo battles (see *White Dwarf* 462 – Ed). 'Hmm,' I thought. 'I could just update one of these battleplans. It would act as a great example of the type of games I was talking about in my last Rules of Engagement article. And it would work as a great two-player battleplan, too!' So that is what I did.

On the following pages, you will find the latest version of a battleplan that first appeared in *Blood Bath at Orc's Drift* way back in 1985. You'll find that this makes for a great little Warhammer Age of Sigmar battle, fought either 'solo', with you taking command of both sides and carrying out the actions you think most appropriate for each side based on the story, or more traditionally as a two-player contest. It is also a great illustration of just how little has really changed about the fundamentals of the Warhammer hobby over the last thirty or so years.

THE BATTLE FOR CORE PASS

Can an embattled garrison survive the bloody onslaught of Skreet Verminkin's skaven warband?



Rules of Engagement – curated by the Age of Sigmar games developers – focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. This month, Jervis travels back in time to 1985 (Great Scott!) to recreate a classic battleplan.

The skaven warlord Skreet Verminkin is determined to capture the Phoenix Stone, a magical artefact that is rumoured to be hidden on a remote island near the Phoenicium.

In order to reach the secret hiding place of the Phoenix Stone, the skaven must travel through Gore Pass, a narrow and little-used ravine that cuts through the mountain range separating the two halves of the island. Gore Pass is watched over by a small garrison of warriors from the Phoenicium, based in an outpost at some ancient ruins that stand at the junction of three major in-roads. Also at the outpost is a skaven spy, captured a few hours earlier whilst trying to slip back into the mountains under cover of darkness.

THE ARMIES

One side takes command of the skaven invaders, and the other side takes command of the Phoenicium garrison. In addition to the two armies, there is a captured skaven spy who is not controlled directly by either player.

The Skaven Army & Objectives

You are the skaven champion known as Qretch Toothsnapper. You have been ordered to destroy the garrison at Gore Pass. This objective must be achieved with as few losses as possible, for this is only a preliminary action to a major battle. Your own personal objective is to kill the spy who is at present being held by the aelven garrison. The spy knows that you opted out from the battle of Fendal Plain last year, preferring to carry on looting the burning ruins of a nearby settlement. If word of this should get out, your life will be forfeit.

- 1 Clawlord (Qretch Toothsnapper)
- 1 Packmaster (Greel)
- 1 unit consisting of 2 Rat Ogors
- 1 unit consisting of 20 Clanrats

The Clanrats may be split up into smaller units if desired. If you do so, each unit is treated as a separate unit for the duration of the battle.

The Phoenicium Army & Objectives

You are Erath Stormbrow, commander of a small garrison on guard for any intruders that try to reach the hiding place of an ancient artefact called the Phoenix Stone. Also at the outpost is a filthy skaven spy. He has vital information and must be protected at all costs, detestable though such an idea may be. Last night, you sent a patrol through Gore Pass to see if they could find the spy's brethren. They should be returning soon.

- 1 Anointed on Frostheart Phoenix or Flamespyre Phoenix (Erath Stormbrow)
- 1 unit consisting of 10 Phoenix Guard
- 1 unit consisting of 5 Freeguild Outriders or Freeguild Pistoliers

Skweek Trembleclaw – Skaven Spy

Skweek Trembleclaw is a skaven Clanrat that has been skulking around the thick forests that cover the island, spying on the Phoenicium outposts and noting the locations of troops and garrisons. He was cornered and captured a day ago and is now being kept under lock and key. Even more unfortunately, Skweek happens to know that Qretch Toothsnapper avoided taking part in a recent battle – a fact that Qretch would prefer remained a secret. Skweek's only hope of survival is to escape from the tower and then get away before either Qretch or the garrison can recapture him!

Skweek is not controlled by either player, and his actions are determined by the 'On The Run' rules that follow.

- 1 Gutter Runner (Skweek Trembleclaw)



THE BATTLEFIELD

Set up the scenery as shown on the map. Replace any scenery you do not have in your collection with alternative models that you do have, or leave the area that they occupy as open ground.

The game is designed to be played on a table 6' by 4', with a Shattered Plaza roughly at the centre just over 24" from Gore Pass, and a Shattered Temple within 12" of the northern table edge and just over 18" to the north-east of the plaza. The woods shown on the map can be represented by Awakened Wyldwoods.

The eponymous Gore Pass is a ravine that emerges on the northern edge of the table. The entrance to Gore Pass is assumed to be in the position shown on the edge of the table. If you wish, you can mark the position of the rock walls on either side of it using suitable pieces of scenery from your collection.

SET-UP

Set up the garrison and sentries first. The garrison consists of Erath Stormbrow and 8 of the Phoenix Guard, who start within 1" of the Shattered Plaza. Two Phoenix Guard are on sentry duty. One must start within 2D6" of the Shattered Plaza, and the other must start within 2D6" of the Shattered Temple. The Freeguild Outriders or Pistoliers are

out on patrol and may arrive during the battle (see 'The Patrol' opposite).

The skaven army sets up after the garrison, within 6" of the northern edge of the battlefield and within 9" of Gore Pass.

Skweek starts the battle confined in the Shattered Plaza (see 'On The Run' below).

First Turn Surprise

The skaven take the first turn in the first battle round.

On The Run

Skweek Trembleclaw is not fully controlled by either player: instead, Skweek moves at the start of each turn as described below. Move Skweek before rolling the dice to determine who gets the first turn.

Skweek starts the battle confined in the Shattered Plaza. Roll a dice at the start of each battle round to see if Skweek manages to escape. On a roll of 1-3, he remains trapped, and you must roll again next turn. On a roll of 4+, he escapes; set up his model within 1" of the Shattered Plaza, and then make a move for him as described next. Thereafter, he moves at the start of each battle round.

THE BATTLE OF GORE PASS



When Skweek moves, he will always run if he can, and he always moves towards the northern table edge if he can. He will never voluntarily move within 3" of a model belonging to either army, moving round them instead. If he starts within 3" of another model, then he will retreat and attempt to get more than 3" from all models by the shortest route possible, and he will then start heading for the northern table edge once more. If Skweek cannot make a move that will get him more than 3" from all models, then he will remain stationary.

Skweek is treated as an enemy model by both armies. If attacked, he will fight back, attacking immediately after the unit that first attacks him in the combat phase.

Designer's Note: *If a third player is available, they can take command of Skweek. In this case, the restrictions on what he can do are lifted. Instead, the player in charge of him decides what Skweek will do (including charging the other players' models, if desired) and will be considered to have scored a minor victory if Skweek escapes.*

The Patrol

The garrison is at reduced strength at the start of play, as the unit of Freeguild Pistoliers or Outriders is out on night patrol. Unknown to the garrison, the patrol has been ambushed by a skaven war party. Roll a dice in the hero phase of the third Phoenicium turn to see if any members of the patrol have survived:

D6	Result
1	Wiped out! None of the patrol return.
2-5	Decimated. D3 models return.
6	Heroic Escape. All of the patrol make it back.



Set up any members of the patrol that return as a single unit, within 3" of the northern edge of the battlefield and within 24" of the eastern edge of the battlefield.

Escaping

Models from the garrison can escape by moving off the battlefield at any point on the southern edge. Skweek Trembleclaw can exit the battlefield anywhere on the northern table edge. Models that escape are removed from play and cannot return.

GLORIOUS VICTORY

At the end of the battle, each side scores victory points as listed below, and the side that scores highest wins a **minor victory**.

* Do not include models lost by the patrol before it returned to the battlefield.

Skaven Victory Points	
+3	Erath Stormbrow slain
+1	For each garrison model slain besides Erath Stormbrow*
+3	Skaven spy slain by skaven models
-3	Skaven spy escaped
+20	Shattered Plaza captured

Aelf Victory Points	
+5	Qretch slain
+1	For each Clanrat slain
+10	For each Rat Ogor slain
+1	Skaven spy slain by either side
-1	Skaven spy escaped
+3	For each garrison model that escapes