

A BARREL OF DRAUGHTS

The famed Brewmaster General, Jakkob Bugmansson, seeks to reclaim a cargo of his legendary tippie, Bugman’s XXXXXX. Below, you will find the rules for using Jakkob Bugmansson in Warcry, plus a new challenge battle to play through.

JAKKOB BUGMANSSON IN WARCRY

You’ll find Jakkob Bugmansson’s fighter card included with this issue of *White Dwarf*. Jakkob Bugmansson has no points value and no faction runemark, meaning he can only be used in this challenge battle. In addition to

Jakkob Bugmansson’s fighter card, you can find a list of abilities Jakkob Bugmansson has access to below, as well as rules for the artefact of power he bears: Ol’ Trustworthy.



ABILITIES	
JAKKOB BUGMANSSON	[Double] Shot of Duardin Courage: Pick a visible friendly fighter within 3" of Jakkob Bugmansson. Until the end of the battle round, count each critical hit scored from attack actions that target that fighter as a hit instead.
JAKKOB BUGMANSSON	[Triple] The Medicinal Compound: Jakkob Bugmansson can use this ability only if he is more than 1" away from all enemy fighters. Pick a visible friendly fighter within 3" of Jakkob Bugmansson. Remove a number of damage points allocated to that fighter equal to double the value of this ability.
JAKKOB BUGMANSSON	[Quad] ‘Get Your Grubby Hands Off!’: Jakkob Bugmansson can use this ability only if he is within 3" of an objective. Jakkob Bugmansson makes a bonus attack action. If an enemy fighter is taken down by that bonus attack action, he can make 1 additional bonus attack action.
ARTEFACT OF POWER	
Ol’ Trustworthy: <i>This master-crafted axe is emblazoned with many ancient duardin runes and is said to be an heirloom of the Bugman family that has been handed down from father to son for many generations. In battle, its rune of cleaving and rune of fury glow white-hot as this weapon cuts through any foe who threatens Jakkob Bugmansson or his breweries.</i> When Jakkob Bugmansson makes an attack action, before making the hit roll, you can choose to either awaken the ‘rune of cleaving’ or the ‘rune of fury’. If you choose to awaken the rune of cleaving, add 5 to the Strength characteristic of that attack action. If you choose to awaken the rune of fury, add 3 to the Attacks characteristic of that attack action. The rune of cleaving and the rune of fury can each be awakened once per battle.	



XXXXXX MARKS THE SPOT



A week ago, a Kharadron Frigate making a risky detour across the skies of the Bloodwind Spoil was forced to drop its load after being set upon by a winged beast. Rumors hold that the jettisoned cargo was several prized barrels of a long-forgotten blend of Bugman's XXXXXX, and now the famed Brewmaster General, Jakkob Bugmansson, has hired your warband as bodyguards as he sets out to recover these ancient casks.

You are promised a handsome pay for your services, but as you close in on the prize, you spy a group of opportunistic raiders in the distance, no doubt seeking the prize for themselves. At the same time, from the skies above can be heard the cries of the winged beast as it prowls the valley for prey. This will not be an easy task ...

SET-UP

Prerequisite: 1 dominated territory

Stake: None

THE WARBANDS

The Challenger and the Adversary each muster a warband as described in the core rules (*Core Book*, pg 36), with the following amendments:

1. The Challenger must muster an Order warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The Challenger warband also includes Jakkob Bugmansson (see page 74). This fighter does not cost any points and does not have a faction runemark. Jakkob Bugmansson can only use the abilities on page 74.
3. All adversaries must have the same faction runemark.
4. The combined points value of the fighters in the Challenger warband cannot exceed 1,250.
5. The combined points value of the adversaries in the Adversary warband cannot exceed 1,500.

BATTLEPLAN

Terrain: Draw 3 terrain cards; the Adversary picks 1 of them to be in play.

Deployment: Frontal Assault

Victory: Starting with the Adversary, the players alternate placing objectives until they have placed 3 objectives each. Each objective can be placed anywhere on the battlefield more than 4" from the battlefield edge and more than 8" away from any other objectives.

The battle ends after 6 battle rounds. When the battle ends, the player who controls the most objectives is the winner.

Twist: Draw a twist card as normal.

SPECIAL RULES

Everything or Nothing: Each time a player gains control of an objective, they gain 1 additional wild dice that can be used from the start of the next battle round.

The Winged Beast Returns: At the start of each combat phase, the Adversary rolls a dice and adds the number of the current battle round to the roll. If the score is 5 or more, the winged beast has returned, hungry for prey. The Adversary sets up 1 monster with the **Fly** runemark (✈) anywhere on the battlefield floor.

The monster is treated as a chaotic beast for the rest of the battle (even if it has a different faction runemark) and is subject to the rules for chaotic beasts (*Core Book*, pg 48). Once the winged beast has returned, the Adversary does not make any further rolls at the start of the combat phase.

THE SPOILS

If the Challenger wins the battle, they receive the following spoils:

Payment Due: The Challenger receives D6+3 glory points. After rolling the dice, the Challenger can choose to haggle over their payment. If they do so, they must re-roll the D6. The Challenger must accept the second roll.

Casks of Bugman's XXXXXX: The Challenger receives 1 **Bugman's XXXXXX** lesser artefact (*Tome of Champions 2020*, pg 89) for each objective they controlled at the end of the battle.

