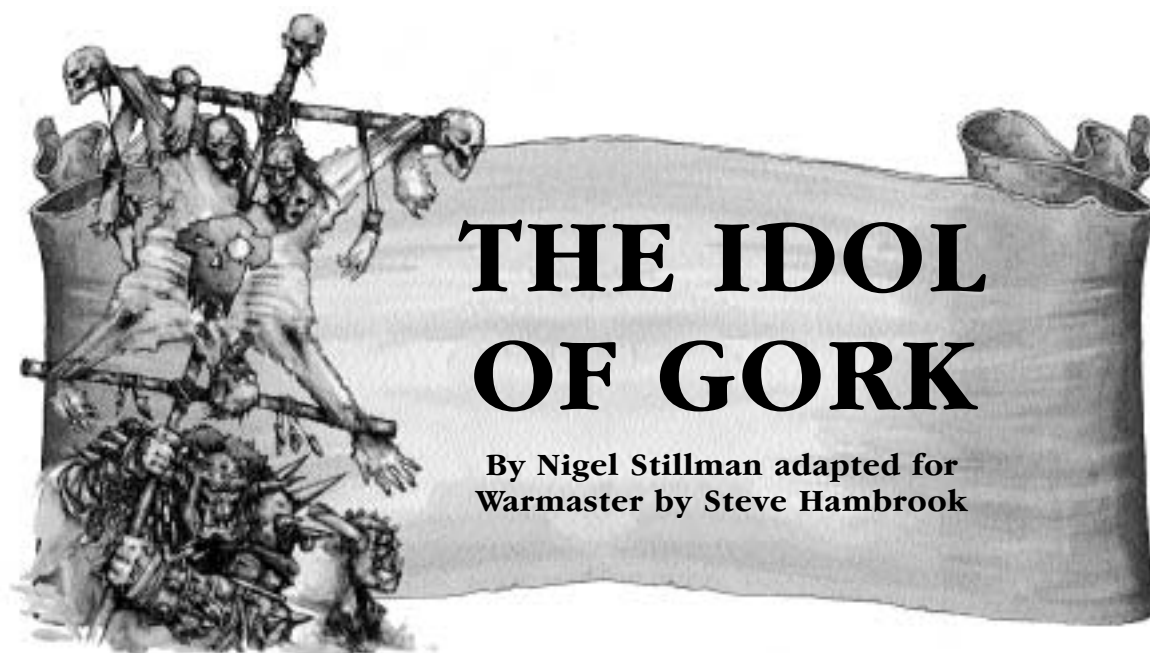




By Nigel Stillman adapted for
Warmaster by Steve Hambrook

Those Warmaster players who are also veterans of Warhammer will remember when GW released several narrative based campaigns for Warhammer 4th edition. This was one of these campaigns from way back in 1997. We thought what a great idea it would be to adapt it for Warmaster and so here is the Idol of Gork, the story of an ambitious border prince and his battle with the Orc Warlord, Grotfang.

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.

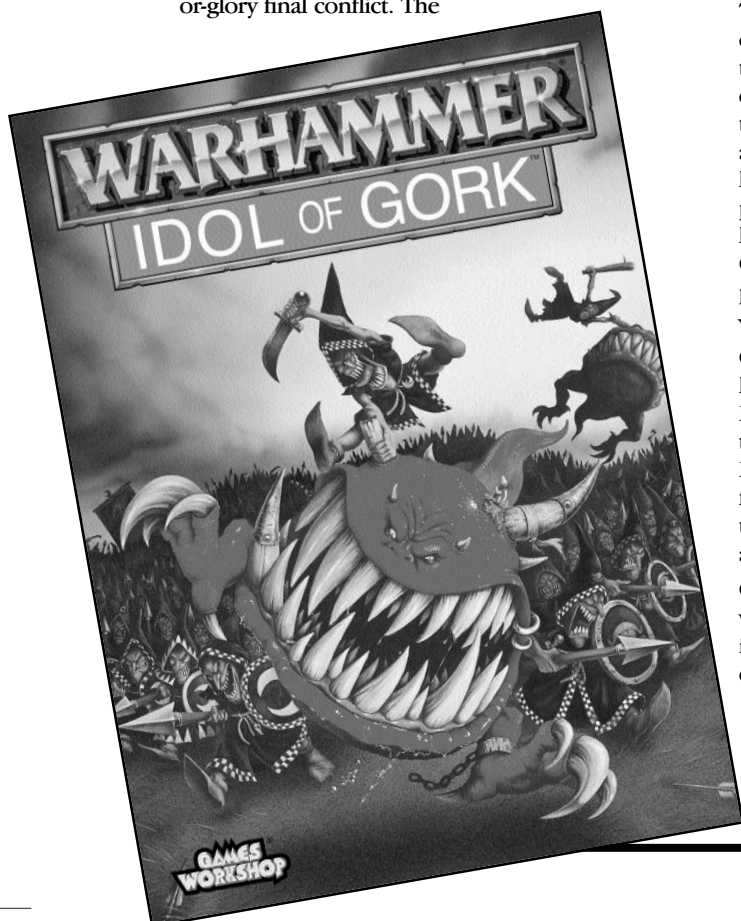
THE FOUR BATTLES

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 Goblins win the Da Snatch then they are assumed to have found the arcane Crown of Command and Grotfang, the leader of the Iron Claw tribe, may use this potent item in the final battle. On the other hand, if the Goblins lose the battle then Grotfang is denied the use of this incredibly powerful item in the final battle.

WAR OVER THE MOUNTAINS

Once, during one of those rare moments in human history when the Counts of the Empire were not busy fighting each other for their lives and their lands, the lords of the Empire cast envious eyes upon the green and fertile valleys that laid to the south beyond the Black Mountains between Black Fire Pass and Blood River.

Over the years that followed, many attempts were made to colonise this region and claim it for the glory and people of the Empire. The discovery of rich veins of gold in Blind River and the abundance of precious gems in the foothills of the Worlds Edge Mountains led many people to brave the dangerous journey southwards in search of fame, fortune and prosperity.

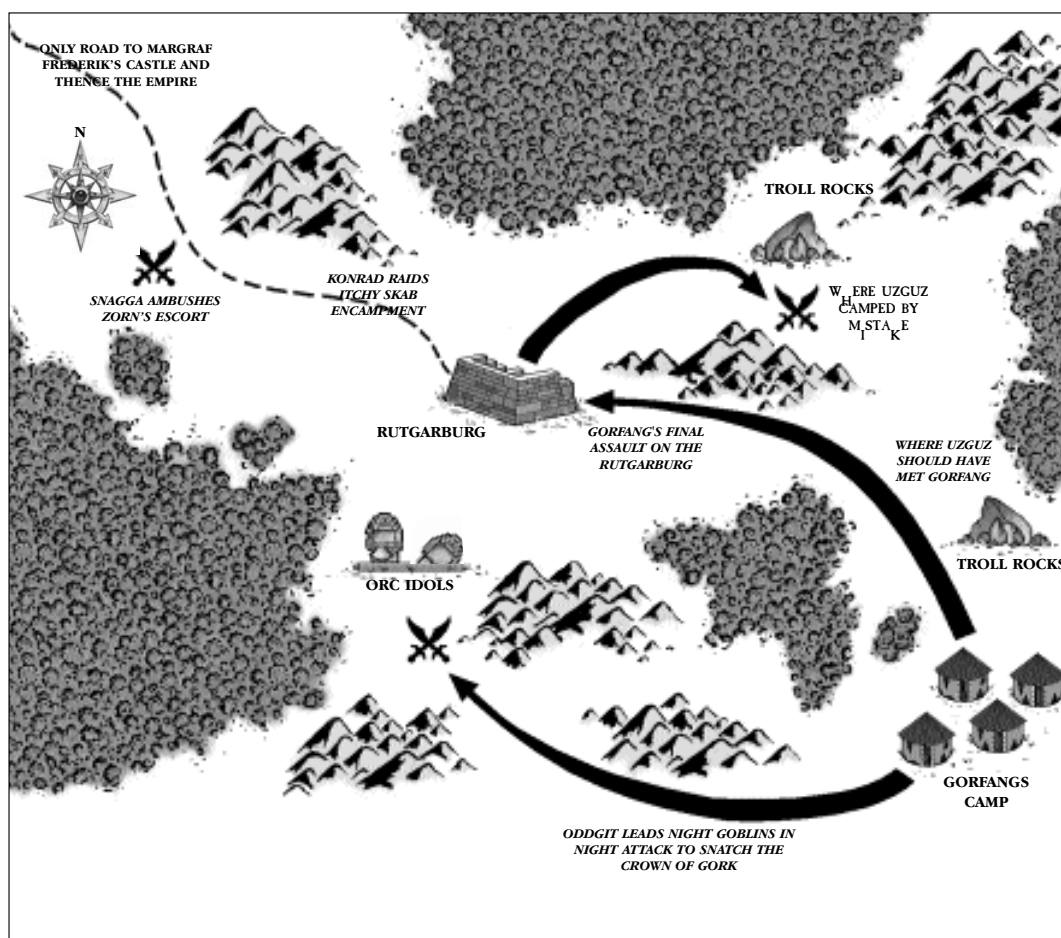


Others, those who lived a more simple and humble life, were tempted to leave the Empire with the dream of a new life tilling the fertile valleys in the lee of the Black Mountains. The leaders of these would-be colonisers honoured themselves with the title of the Border Princes. And as time went on, they styled themselves as the lords of the realm that laid beyond the borders of the Empire and the domain of the Emperor.

Rutgar was the younger son of Count Wilhelm of Wissenland, one of the dukedoms of the Empire. From an early age, Rutgar had known that it was his elder brother who would succeed their father and rule in Wissenland. This did not trouble him. After all, as a true-born noble of the Empire he had been raised to believe in right and order. He was not one to stir up rebellion through jealousy, even if he felt such feelings, which he did not. Instead, Rutgar had made up his mind to be his brother's right-hand man upon his inheritance. Meantime, he would practise the art of war and achieve outstanding prowess through honourable deeds and bring honour to his noble lineage.

Rutgar's nobility and righteousness must have been recognised by the god Sigmar because one day an incredible opportunity was offered to him. One, that if he took it, would guarantee his place in the annals of the bravest and the most noble in the Empire. Out of the blue, an envoy arrived at the court of Wissenland. As soon as he had heard the man's tidings – which had come across the mountains from the distant and dangerous realms of the Border Princes – the old Count summoned Rutgar into his presence and told him of the great events which had occurred.

An old comrade of the Count, Margraf Frederik, had been waging war against the Orcs, and had at last proved victorious. He'd conquered a vast tract of land and was now seeking mighty warriors of proven ability to help him secure it. The implication was plain for all to see: here was a golden opportunity for Rutgar to carve out a domain for himself and his father's people and become one of the Border Princes in his own right.



Idol of Gork

Rutgar was adventurous and brave, and wasted no time in worrying whether he should dare seize the opportunity which Fate, or the great god Sigmar, had so graciously bestowed. The young noble knew that he had to seize the moment, whether heaven-sent or not. Upon hearing Rutgar's decision to accept the challenge, the delighted old Count allowed his younger son to pick for himself a retinue to accompany him on the arduous overland journey to his new domain.

As it turned out, the young nobleman found no shortage of willing and able volunteers among the soldiers and ordinary people of Wissenland. Several regiments were soon raised for his retinue, as well as some master stonemasons who were to build a castle for

Rutgar. In addition, he attracted to his banner many poor citizens, merchants and peasants ready to take on the task of trying to turn barren wasteland into fields and build prosperous towns in Rutgar's distant new domain.

Within the month, at the head of a great following, Rutgar set out to cross through Black Fire Pass and then on into the region known as the Border Princes. Here he would meet his benefactor Frederik, who would endow him with his new realm.

Rutgar allowed himself to take one last look at the place he had called home since his birth, raised a loyal salute to his proud father, then turned his horse towards the path that would lead to his new life.

In a shallow hollow between two wind-scoured hills, deep in the heart of the land named the Border Princes, a wretched tent of mangy Troll-hide barely kept out the gale-driven dust. Within, perched on an iron stool long since bent and smoothed to the shape of his nether regions, the once-mighty Orc Warboss of the Iron Claw tribe, Grotfang Skab, skulked and brooded on the fate of his people. With a dull rustle, the tattered door flap slapped open and his trusted benchman, the peculiar Goblin shaman Oddgit, entered to disturb his gloomy cogitations.

"What d'yer want, Oddgit, can't yer see I'm finkin'?" scowled Grotfang, poking at something stringy caught between two rotten teeth with a sharp, grime-rimmed talon.

"Listen, boss," replied the shaman with an ingratiating grin. "I bin finkin' myself, an' I reckons I got a cunning plan."

"Just wot I wuz needin', anuvver cunning plan." Grotfang grumbled sarcastically, with a distinct lack of enthusiasm.

"Yeh, yeh, but lissen, dis is da one, boss, dis is it! I saw it in da bones – an' ya know dey neuvver lies!" Oddgit made an arcane sign with his fingers, as if to ward off an evil influence. He was an experienced shaman, and knew well the dangerous and arbitrary nature of the gifts the bones bestowed.

"If da bones sez it, I spose you better tell me den," Grotfang said, bis interest now mildly aroused. There was something spooky about those bones, that was for sure, and no Orc chieftain could afford to ignore their messages, no matter how daft and irrelevant they sometimes seemed at the time.

"Yeh boss, you got it, sure fang. Fink back, back into the dim past. Do ya remember when da 'uman gitz with da glitzy armour, an' cannons and stuff blasted yer stronghold, an' wiped out yer Gobbos down to da very last Gobbo, an' smashed up yer..."

"Get on wiv it!" yelled Grotfang, as he gripped the shaman by the scruff of his grotty, flea-ridden rags, shaking him so hard that several different species of beetle fell from hidden crannies and scuttled into dark corners of the tent.

"Okay, okay boss, don' hit me boss, I was just remindin' yer, boss, dat dey neuvver found da fangy wot is hid down dere. It must still be dere!"

"Wot fangy?" Grotfang panted, depositing the choking shaman back down on the ground without too much of a thump.

"Yeh, yeh, lissen to dis. It's da Crown of Gork boss, da awesome Crown of Gork wot wuz buried under da great stone tribal idols since dem times immem... immumi... umminem... since flippin' ages ago!"

"Neuvver 'eard of it, yer scumbag!" Grotfang quipped. "Yer better not be windin' me up or I'll 'ave yer nadz fer knucklebones!"

"Would I do a fang like dat, boss, I mean, would I!" the shaman spluttered with a smile a crocodile would have been proud of, as he hastened to soothe the warboss before he did something typically violent. "Nar, lissen, da awesome Crown of Gork is a relic wot dem ol' shamanz put under da Idol just in case it wuz needed fer savin' da tribe. If yer go an' get it, yer can use all dat wild an' crazy magic wot's stored up in it to stick it to dem 'umanz and make da tribe dead powerful once more!"

The gold piece finally dropped into the cavernous void of Grotfang's brain. Batting the shaman aside and ignoring the subsequent yelp, he rubbed his craggy jaw with a gnarled and craggy hand.

"Y'know, I just bet dat if I could get me mitts on dat Crown, I could use all dat wild an' crazy magic wot's stored up in it to stick it to dem 'umanz and make da tribe dead powerful once more! Dat's it!" He grabbed the cowering shaman by the throat and raised him to eyeball height.

"Right, I wants it! I needz it! I gotz to 'av it!" bellowed Grotfang. "NOW!"

The sun shone down and the crowds lined the streets, waving their farewells as the column slowly disappeared from sight.

RUTGAR OF WISSENLAND

Our story concerns one such adventurer, Rutgar, younger son of Count Wilhelm of Wissenland, and his struggles to carve out a realm of his own in a land swarming with Orcs. This tale comes down to us from two diverse sources, both of which portray Rutgar's efforts entirely from a human perspective. The first of these is the brief description of events to be found in the histories of Albrecht the Unreliable, a sage whose primary interest was the history of the Bright College of Magic, and whose works were written with the sole intent of ingratiating himself with his patron Radabald Redbrow, the master of the Bright College of Magic at that time. The second source of Rutgar's adventure is the much longer and infinitely duller twenty-eight volume 'A Historie of Ye Empire' by the Venerable Ludwig, from which many details of this campaign are drawn. Ludwig lived some hundred years after the events he describes, but took painstaking trouble to assemble the earlier accounts of travellers, and it is probable that he had access to Rutgar's own personal diaries and journals as well as other important documents that were subsequently destroyed in the Altdorf Fools Day fire of '41.

GROTFANG OF THE IRON CLAW

As to Rutgar's great foe, Grotfang Warboss of the Iron Claw tribe of Orcs, we not only have Imperial material about him but also a mighty Orc war-chant to help us understand his deeds and motives.

We know that Grotfang had already fought a long and bloody war against Margraf Frederik, whose forces had finally driven the Orcs away from their stronghold around the Idol of Gork. The Orcs retreated, probably to gather their forces for a counter attack, and in the meantime Rutgar arrived to assume control of the territories recently vacated by the Orcs.

A DISPUTED LAND

Rutgar discovered the old Orc stronghold which had previously been overthrown and burned out by Margraf Frederik.

Recognising it as an ideal defensive position in an otherwise open and vulnerable plain, he set about re-fortifying the ruins for his own use. Doubtless he was observed by the Orcs, who had maintained a close watch over the site of their former capital since their defeat. In fact, little known to the humans who laboured to build their new settlement amongst the ruins of the Idol of Gork, their

presence was destined to bring the wrath of the Iron Claw down upon them.

Thus was sown the seeds of a short but bloody war between the settlers and the Iron Claw, a war that saw little mercy shown on either side and which seriously weakened both Men and Orcs.

In truth it is hard to say which side won. Today, the Border Princes is still a disputed land of brigands and roving warbands, as dangerous and inhospitable as it was in the days of Rutgar and Grotfang.



*Idol of Gork***SCENARIO 1 - 'DA SNATCH'****THE IDOL**

Rutgar and his retinue marched for many days across a barren wasteland fit only for Orcs and Goblins. Indeed, until very recently it had only been inhabited by Orcs and Goblins. These were the lands captured from the Orcs by Margraf Frederik and given to Rutgar to hold on his behalf. Rutgar's task now was to set his followers to work to build a castle, while he and his troops defended it against the Orcs. When the settlement was properly fortified, his people could set about turning the wilderness into a prosperous cultivated land.

Eventually, Rutgar's column of soldiers, settlers and wagons came to a halt on a spur of low hills. His scouts had relayed the message back that it looked like a suitable place to build a castle. There were some natural rocky crags at the very edge of the scarp which could be quarried for stone. On one of the crags, the workmen found the abandoned ruins of an Orc stronghold, blackened and scorched by fire, and all around were scattered the debris of battle. Rutgar himself inspected the site.

"This is where Frederik besieged the Orc warlord in his stronghold and vanquished him," Rutgar announced to his soldiers. "Sigmar has led us here, so it is here that we shall build our stronghold."

In the days and weeks that followed, the foundations of the castle were laid upon the very crag where the Orc stronghold had been. The site was the best natural defensive position for miles around. The most impressive feature was an incredibly old tower. It had been there long before the Orcs had arrived to build their fortress and had been incorporated into their own building as a watchtower. Although it had been ruined by Frederik's cannons, Rutgar gave orders that the ancient tower should be restored and form the keep of his new castle. At the base of the outcrop, below the rapidly-growing fortress, Rutgar's civilian followers were building their hovels and starting to till new fields.

One afternoon, as the work continued, Rutgar rode out to an isolated hill where some workmen were trying to uproot a grotesque Orc monolith using ropes and a team of oxen. "It will make a good stone for the castle," shouted down the foreman.

Suddenly there was a terrible, blood-curdling yell. The ropes snapped and with a groaning crash, the idol toppled over. It fell on top of the workmen who vanished from sight as the colossal image of Gork embedded itself into the ground. Everyone nearby had a look of terror on their faces and men began making

the sign of holy Sigmar. Had they just been witness to an evil portent sent by the twisted Orc deity?

Rutgar took control of the scene and ordered the idols to be left alone for the time being. He set Manfred von Bock, a reliable captain, and a picked band of troops to guard the idols and keep watch for anything strange or suspicious. It rankled with Rutgar's profound faith in Sigmar that these vile Orc idols should remain there to taunt him and his people. When he returned to the camp, he despatched a messenger to Altdorf to consult with the Colleges of Magic and the arch-priests of the temples of Sigmar and Ulric. He would not disturb the idols until he knew it was safe to do so, but he was determined that this land would be made pure.

DA SNATCH

Skulking unseen among the gnarled and stunted trees of a nearby wood, Goblin wolf riders spied on the vain attempts of Rutgar's men to shift the idols. Staying only long enough to assess the situation, they hurried back to Grotfang's hidden camp with their report. Grotfang and Oddgit were horror-stricken that the Crown of Gork would be found before they could get to it.

Grotfang consulted with his trusty shaman. "Round up da Gobbo's fer a raid, Oddgit. I wants ya ter snatch da Crown of Gork from under da noses of dem stinkin 'uman gitz."

Oddgit felt a sudden sick feeling down where his food usually went. "Why me, er, I meenz, okay boss!"

Grotfang grinned. "I knowz I can count on you, Oddgit. Fetch me da crown an den we can get dem 'umans out of da tribal landz. It's wot Mork and Gork wants! Now get ta work!"



Oddgit, Goblin Shaman.

Oddgit scurried off to round up as many of his fellow Gobbos as he could find. Trust the Warboss to send them on the impossible missions. On the other hand, maybe the Warboss knew that Gobbos had a much better chance than Orcs of sneaking right up to the enemy's camp and snatching the Crown of Gork from under the sacred idols. Oddgit's feverish shaman brain began to form a cunning plan. What could be better than a night attack using the Night Goblins! They could see in the dark better than men. Oddgit began to believe that the Warboss was indeed being inspired by Mork and Gork.

FIGHTING THE BATTLE

Da Snatch is the first in a series of clashes between Grotfang's Orcs and Goblins and Rutgar's Empire forces that will eventually climax in a huge final battle. The outcome of this battle will decide whether Grotfang gets hold of the Crown of Gork.

THE BATTLEFIELD

The battlefield is dominated by the hill on which stand the twin idols of Gork and Mork. The Idol of Gork has now fallen over, which will make it far easier to dig up the Crown of Gork buried beneath it.

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

The hill where the idols stand is a fixed terrain feature which must be placed first. It should be positioned in the middle of the battlefield, no further than 40cm from either side's deployment zone.

THE ARMIES

THE EMPIRE

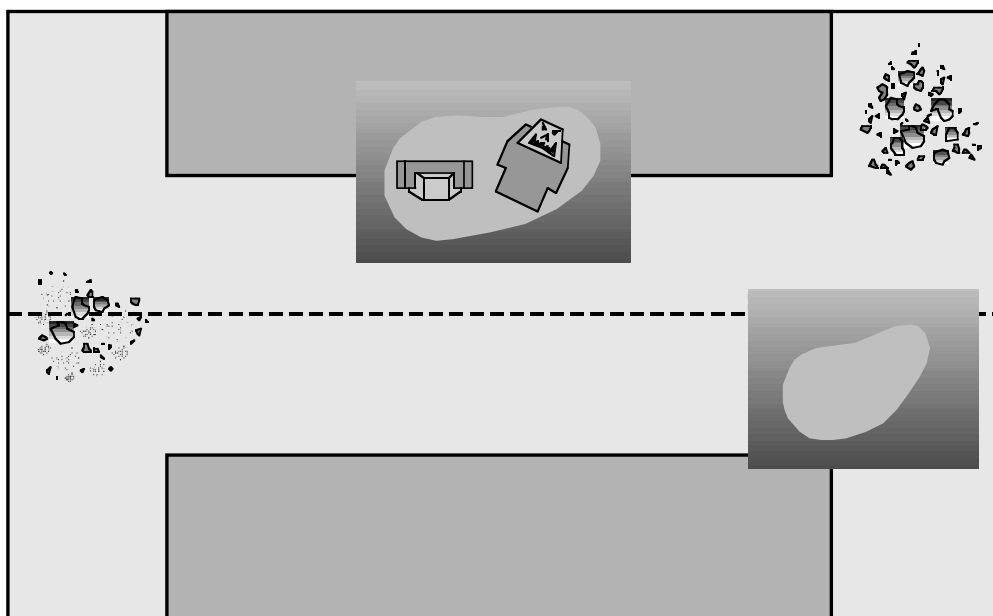
The Empire force consists of 1,000 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Empire force may not field any war machines, artillery, war altars, wizards or Knights. In addition, the Empire army may not purchase magic items of 50 points or over. The Empire army is led by Captain Manfred von Bock who is a Hero but counts as the General in this battle.

THE ORCS & GOBLINS

The Orc & Goblin force consists of 1,000 points chosen from the army list in the Warmaster rulebook (alternatively, the Orc & Goblin player may use the Gobbo army list from Warmag 12). The only restrictions are that the Orc & Goblins may not field any Orcs (this includes Black Orcs, Boar Boyz, Boar Chariots, Rock Lobbers, Orc characters and Wyverns). In addition, the Orc & Goblin army may not purchase magic items of 50 points or over. The Goblin force is led by the Goblin Shaman, Oddgit, who counts as the army General. He is spectacular for a Goblin Shaman in that he has a whopping 8 Command (he is still restricted to 20 cm command range though).

DEPLOYING FOR BATTLE

The Empire force is guarding the idols and is therefore deployed first, before any of the Goblins. The Empire force is deployed no further than 20cm from the Empire player's edge. The only exception to this is that one Empire unit may be deployed directly in front of the idols' hill, as long as this is not within the Goblin player's half of the table.



Idol of Gork

THE BATTLE

WHO HAS THE FIRST TURN

The Goblin army is attacking at night, so it has the element of surprise. The Goblin player therefore has the first turn of the game.

HOW LONG DOES THE BATTLE LAST

Da Snatch is a Goblin night raid to snatch the Crown of Gork. Unlike a usual battle which ends at sunset, this battle begins at midnight and lasts until sunrise. To represent this, the game lasts for five game turns, each game turn representing an hour in the original battle. Each player will therefore complete five turns unless the battle ends earlier in a 'sudden death' victory.

As soon as dawn comes, the Goblins will break off from the battle and head for home to avoid the glare of the sun. Rutgar's men must thus try to keep the Goblins away from the idols until sunrise in order to win.

SPECIAL RULES

DARKNESS

The sneaky Goblin raiders have chosen to attack at night. This makes it difficult to shoot at them in the gloom. To represent this, all missile troops in the Empire force suffer from a -1 to hit modifier for shooting in the dark. The Night Goblins are unaffected by this rule being that they are underground dwellers and have fantastic night vision.

EERIE NOISES

The idols of Gork and Mork make eerie noises all night long. This unsettles the Empire soldiers. No Empire troops may be deployed on the idols' hill at the start of the battle. Any Empire troops intending to move onto or over the hill suffer a -1 Command penalty.

VICTORY OR DEFEAT

VICTORY POINTS

If the battle continues until sunrise, decide who has won by counting up victory points as described in the Warmaster rulebook. In the event that both sides have the same number of victory points, this is counted as an Empire victory, because unless the Goblins actually win the battle, they are unlikely to get hold of the Crown of Gork. If a Goblin unit is touching the fallen idol at the end of battle the Orc & Goblin player gains +300 Victory points.

VICTORY GAINS

GOBLINS

If the Goblin player wins the game, it means that Oddgit has got the chance he needs to dig up the Crown of Gork from the hole where the Idol of Gork fell over. The warlord will therefore have it for the final battle.

EMPIRE

If the Empire army win, Grotfang will not get the Crown of Gork. This will make it far harder for him to control his tribe in the final battle to recapture his lost stronghold.

Dieter licked his lips nervously and leaned closer to the campfire for comfort. A few feet away, Manfred von Bock sat calm and composed, seemingly oblivious to the massive stone idols which cast stark shadows across the pair of them. Storm clouds had been gathering for the past few hours, and although no rain had fallen, the clouds obscured the light of the moon, leaving only the guttering camp fire to illuminate the dark.

Edgy, Dieter decided to stretch his legs, if only for something to do. Just sitting staring at the idols was beginning to grate on the soldier's nerves. Despite himself, he couldn't shake the feeling of being watched, and when distant forks of lightning briefly pierced the darkness, he could almost swear the grotesque carved faces of the idols were leering at him, their eyes alight with malice. Mentally cursing his superstition, Dieter tried to take his mind off the idols.

"Do you think this area will make good farmland, Sir?"

Manfred tilted his head slightly to acknowledge his subordinate, the firelight illuminating the slight smile that played across his face.

"They bother you, don't they?"

"Well, er... I suppose it's just that I can't seem to get the picture of those dead workmen out of my mind, Sir. You don't suppose, I mean - you don't think those things did it on purpose do you?"

Manfred seemed to contemplate this last thought very seriously before finally coming to a decision. Raising himself from the hard packed earth, he wandered over to the nearer of the two idols, the one that had fallen that morning, and gently laid his hand against its rough, weather-beaten surface. It was cool to the touch and

strangely moist, despite the fact that no rain had fallen in nearly a week. Numerous insects and spiders crawled across the face of the idol, losing themselves in the cracks of the stone, heedless of any malevolent force the idol might contain.

"They seem harmless enough to me," said Manfred quietly. "Maybe there is more to them than meets the eye, but if that's so then I think we've seen the most of what they can do." Stepping back into the warm circle of the campfire, Manfred lowered himself back down to the ground and yawned sleepily.

"Accident or not, it matters little. When Rutgar gives the word, we'll tear them down and obliterate their blasphemy once and for all. You never know..." Manfred added with a wicked grin, "...we might even use the stone to build the latrines!"

Dieter laughed and rejoined his Captain by the campfire, feeling much more at ease. Manfred was right, of course. They were just crude statues. Why, come the clear light of day, he would wonder whatever possessed him to take such fright over two lumps of inanimate stone. Stretching out, Dieter opened a wineskin and offered some to Manfred. It was all utterly absurd. After all, what could possibly go wrong?

Some distance away at the edge of the woods, evil red eyes regarded the pair of soldiers intently, before disappearing back into the undergrowth. A few moments later, a long drawn-out howl shattered the calm.

And then it began to rain.

SCENARIO 2 - 'THE AMBUSH'

MISSION TO ALTDORF

Rutgar's messengers arrived in Altdorf, unaware of the outcome of the Goblin attempt to snatch the mysterious Crown of Gork. There they set about finding wizards among the various colleges of magic. Their task was to persuade at least one wizard, maybe more, to return with them to Rutgar's domain to solve the problem of the sinister Orc idols.

Rutgar wanted his lands purified of all lingering taint of the Orcs. The idols were obviously potent with Orc magic and were dangerous things to leave where they were to menace his people. Rutgar had rightly concluded that they would act as a magnet for Orcs and Goblins, drawing the tribes towards them with their strange and unnatural powers. The best way to keep the Orcs from returning to their lost lands was to uproot the idols and break them up. Before that could be done, however, the noble realised that in order to counteract the power of the idols, he would have to enlist the aid of a wizard skilled enough to negate their dark power.

Eventually, after much searching, they found a wizard crazy enough to accompany them back to Rutgar. His name was Zorn, and for certain reasons which he would not reveal to them he was keen to set off for the distant land as soon as possible. He gathered together his own retinue of bodyguards and mercenaries and set off over the mountains to the Border Princes. The party rested there for a few days at Frederik's castle where they gathered cannons and further supplies for Rutgar. Then they set off for the last and most hazardous stretch of the route through the wilderness.

GROTFANG GETZ SNEEKY

Some of Grotfang's boyz were deep inside Rutgar's territory, which was once Orc tribal land. Their task was to scout for ways of getting up to Rutgar's camp undetected. They had been successful up till now and had remained hidden from the infrequent human scouts. In fact, they had penetrated as far as the only track linking Rutgar's camp to Frederik's castle – and beyond that was the road to the Empire.

Taking up a vantage point on a ridge of hills, they spied a column of dust. It was Zorn and his escort heading for Rutgar's camp. Snagga, leader of the warband, was eager for battle. Grotfang would reward him well for intercepting and wiping out his enemy's reinforcements.

FIGHTING THE BATTLE

The Ambush is the second in a series of encounters between Grotfang's Orcs &

Goblins, and Rutgar's Empire forces. Each of these clashes will influence that climactic battle in some important way. The outcome of this particular battle will determine whether Rutgar receives reinforcements from the Empire, including a valuable wizard, or whether he will have to defend his new settlement with only his regular forces.

THE BATTLEFIELD

The main features of the battlefield are a road from the Empire running directly across the table and a long ridge that runs parallel with it, behind which the Orcs are poised ready to ambush the Wizard's convoy.

Set up the battlefield as shown on the map on the next page. Alternatively, you can generate the scenery randomly using the Terrain Generator in Appendix III, or agree on a variation of the battlefield to suit the pieces of scenery which you have available.

The road from the Empire is placed first. This runs from one side edge, across the width of the table, and exits on the opposite side. It runs no further than 20cm from the Empire player's table edge. The road can be represented by a line of dice, strips of cloth, or by scattering a trail of flock or sand. The road should be wide enough for two units abreast.

The ridge where the Orcs lurk is placed next. This is represented by several low hills placed no closer than 20cm to the Orc player's table edge. The Orc army will therefore be screened from view from the road at the start of the game.

THE ARMIES

THE EMPIRE

The Empire force consists of 1,500 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Empire may not field a Steamtank or war altar. Also, the Empire army MUST include the wizard, Zorn, a battery of cannons and a Helblaster. In addition, the Empire army may not purchase magic items of 50 points or over.

THE ORCS & GOBLINS

The Orc & Goblin force consists of 1,500 points chosen from the army list in the Warmaster rulebook. The only restrictions are that the Orcs & Goblins may not field any Rock Lobbaz, Trolls or a Giant. In addition, the Orcs & Goblin army may not purchase magic items of 50 points or over.

DEPLOYING FOR BATTLE

Due to the nature of this scenario, the Empire force must always set up first for this battle. They are deployed along the road, no further than 20cm from the Empire player's table edge and no closer than 60cm to the side

Idol of Gork

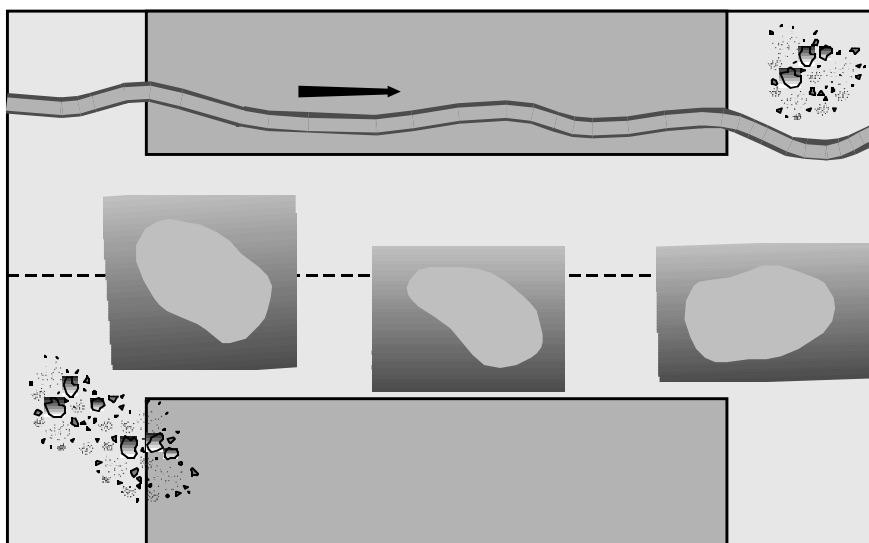
edges. Its units are deployed in a marching column heading towards the Empire player's left-hand table edge.

Zorn the wizard is placed in the middle of the column, no closer than 80cm to either side edge of the table. This is because the Orcs do not attack until the middle of the convoy is right in front of them.

If the wizard does manage to voluntarily leave the table via a side edge, it does not mean that he gets away or wins the battle. Instead, the battle continues until sunset and if the

Empire army is defeated, it is assumed that the Orcs catch up with Zorn later and finish him off. Alternately, if the Empire army wins, Zorn survives to fight another day.

The Orc force which is lying in ambush awaiting the arrival of the column is deployed no closer than 40cm to the Empire army and no nearer than 20cm to the side edges. It is partially screened from the Empire troops by the intervening ridge of low hills.



THE BATTLE

WHO HAS THE FIRST TURN?

Because they are hidden behind the ridge, the ambushing Orcs have the element of surprise, so the Orc player has the first turn of the game.

HOW LONG DOES THE BATTLE LAST

The Ambush lasted from mid-afternoon to sunset. To represent this, the game lasts for five game turns, each representing about an hour of daylight in the original battle. Each player will therefore complete four turns unless the battle ends earlier in a sudden death victory for the Orcs by them wiping out the Empire column. The Empire force must therefore either hold out against the Orcs or repel them during this time to win.

SPECIAL RULES

Unlimbering the Artillery: The Empire artillery pieces begin the game being dragged by the Empire troops and are neither loaded nor battle ready. The Empire gunners must spend their entire first turn unlimbering the guns and making them ready to fire in their next turn. As a result, the Empire artillery may not be issued orders, move nor fire in the Empire player's first turn.

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 book. In the event that both sides end up with the same number of victory points, this is counted as an Empire Victory because, unless the Orcs actually win the battle, the reinforcements will get through to Rutgar and the road to the Empire will remain open for more to arrive later.

VICTORY GAINS

ORCS & GOBLINS

If the Orcs & Goblins player wins the game, Rutgar will not be reinforced by Zorn or his escort of troops. In addition, the route to the Empire will have been cut, so Rutgar cannot receive any further Empire reinforcements. The Empire player will therefore not be able to use a wizard in the final battle, nor will he be able to include artillery.

EMPIRE

If the Empire army win the game they may have Zorn and the artillery for the final battle.

SCENARIO 3 - 'THE BATTLE OF TROLL ROCKS'

From a safe vantage point, Grotfang surveyed the scene of Rutgar's encampment. He observed the workmen quarrying stone and loading it onto wagons. In the distance, on top of the very hill where his stronghold once stood, the humans were now building their own fortress. Grotfang knew he must attack soon, before the humans finished building their castle. If he delayed any longer, he would never get his tribal lands back. Some time later, back in his own camp, Grotfang summoned his new adviser, the Orc shaman Dreg, who had recently risen to pre-eminence in the eyes of the warlord.

"Da 'umanz iz buildin' a fortress on my flippin' hill!" Grotfang snarled angrily. "Dat meenz we gotta sort 'em out now before dey putz cannons an' fings on it."

"Dis iz true, boss," Dreg agreed.

"Yer, it iz. I said so, did'n I? But we needz more boyz. We gotta get over tribes ter come in wiv us an I wants yer to organize it, know wot I mean?"

"I fink so," said Dreg dubiously. "But yer'll have ter promise 'em somefink."

"Wot?"

"Dumno," said Dreg, looking at the sky as if in search of some divine inspiration.

"Wot if da 'umanz has got gold hid in dat fort wot dey is buildin'?" suggested the warlord in a flash of inspiration.

"Yer! Dat's why dey is buildin' it in da first place, innit, wink wink? I follows yer finkin', boss, we can get some over warbosses ter come in wiv us if we promises dem some of da gold! Brill plan, boss! But..."

"But wot?" said Grotfang.

"Wot if dere really ain't no gold an' da over bosses gets miffed?"

"Don't matter," replied the warboss. "Jus' tell 'em dat we fink dere iz gold. Wouldn't ya jump at da chance ter bash da 'umanz fer da prospeck of some treshur, Dreg?"

"Course I wud!" the shaman declared, now convinced of the sense of the plan.

"Right den, Dreg, get out there and find yer shaman mates in da Broken Toof, da Crooked Claw, da Itchy Skab and da over tribes wot iz roamin' about round here and give 'em an offer dey can't refuse!"

GROTFANG SEEKS REINFORCEMENTS

Grotfang sent his trusted Shaman Dreg to enlist the help of the Itchy Skab Orcs. Scurrying to their encampment, Dreg came across an old friend, the Shaman Nazgob. The pair caught up on local stories and rather too much fungus brew, then Dreg raised the prospect of a pact between Grotfang's Iron Claws and the Itchy Skab tribe, who were led at the time by the warlord Uzguz. The shaman slipped in a mention of a huge hoard of gold which the humans had stashed in the castle that they were building. Tempted by the thought of the treasure, Nazgob agreed to persuade Uzguz and the tribe to migrate southwards to join forces with Grotfang. A rendezvous was agreed at a place called Troll Rocks.

ENCOUNTER AT TROLL ROCKS

Some days later, a rider charged into Rutgar's camp at full speed to report that a band of Orcs had been spotted massing near a big cluster of boulders out in the hills. The stones were already familiar to Rutgar, as they marked the boundary of his new domain. Something had to be done straight away to deter the Orcs from invading his lands.

Rutgar ordered his trusted henchman, Konrad, to set out immediately with a strike force of cavalry, to attack and rout the Orcs.

Konrad was a renowned Orc hunter who had fought Orcs before when posted out in distant Kislev. Rutgar believed that these were undoubtedly the very same tribe that Frederik had warned him would try to recapture their lands and he was not about to let that happen.

Actually it was Uzguz and his Itchy Scabs who had set up a ramshackle encampment beneath the Troll Rocks. Due to an unfortunate problem with mutually unintelligible Orc dialects and the inherent brain-rotting problems of performing too much Orc shamanic magic, the shaman Nazgob had misinterpreted Dreg's instructions and led the tribe to completely the wrong place. The Iron Claw were at that moment encamped miles away, wondering when the Itchy Skab tribe would appear! Meanwhile, Uzguz had been waiting for several days and was beginning to get anxious. It occurred to him that the sneaky Iron Claw might have changed their minds, or something worse, when Konrad's men suddenly appeared on the scene.

FIGHTING THE BATTLE

The Battle of Troll Rocks is the third in a series of encounters between Orcs & Goblins and Rutgar's forces. The outcome of this battle will determine whether Grotfang can increase the size of his army for the final

Idol of Gork

encounter by gathering another tribe to his standard – or whether his Orcs must fight on alone.

THE BATTLEFIELD

The dominant feature of the battlefield is a cluster of huge boulders, rumoured to be the lair of Mountain Trolls. Meanwhile, the Itchy Skab tribe have built a temporary encampment in the shadow of these rocks.

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

The fixed features of this battlefield are a cluster of big boulders, the Troll Rocks, which count as very difficult ground, and the Orc encampment. The latter is made up of four Orc huts grouped together, sheltering behind the Troll Rocks. The rocks are placed in the middle of the table no further than 40cm from the Orc player's table edge. The Orc huts are placed by the Orc player anywhere between the rocks and the Orc player's edge but no hut may be placed more than 10cm away from the rocks. The huts should be arranged to look like an encampment and can be as cramped and squalid as the Orc player thinks appropriate.

THE ARMIES

THE EMPIRE

The Empire force consists of 1,000 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Empire may not field any war machines, artillery, Knights, a wizard or war altar. In addition, the Empire army may not purchase magic items of 50 points or over.

THE ORCS & GOBLINS

The Orc & Goblin force consists of 1,000 points chosen from the army list in the Warmaster rulebook. The only restrictions are that the Orc & Goblins may not field any Chariots, Wolf Boyz or a Giant. In addition, the Orc & Goblin army may not purchase magic items of 50 points or over.

DEPLOYING FOR BATTLE

The entire Orc force is deployed first. It is deployed no further than 20cm from the Orc player's table edge. This represents the Orcs hastily mustering around their huts when they realise that they are about to be attacked.

The Empire force has the element of surprise so it should be deployed after the Orc force. It is deployed no further than 20cm from the Empire player's table edge.

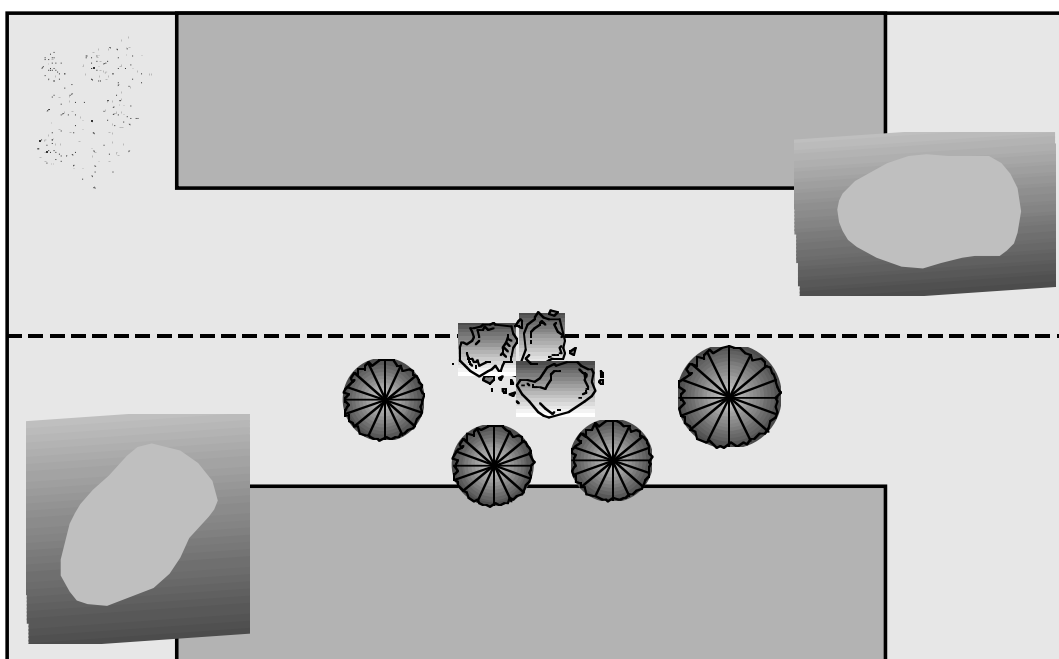
THE BATTLE

WHO HAS THE FIRST TURN?

The Empire army has the element of surprise, so the Empire player has the first turn of the battle.

HOW LONG DOES THE BATTLE LAST?

The Battle of Troll Rocks lasted from mid-day to sunset. To represent this, the game lasts for five game turns, each game turn representing about an hour of daylight in the original battle. Each player will therefore complete five turns – unless the battle ends earlier in a sudden death victory for the Empire.





SPECIAL RULES

Burning down the Huts: Any missile troops in the Empire army are assumed to be equipped with fire arrows, coated in pitch. They have prepared these to set light to the wretched Orc huts. Not only are they intent on driving away the Orcs but they want to purify the rancid encampment of any pestilence and vermin that might be lurking in the huts. The Empire troops set fire to the huts by shooting these burning arrows at them. Because they are quite big, each hut may be targeted even if enemy troops are closer to the missile troops - shooting at the huts benefits from a +1 modifier to hit. Each hut has 4 Hits and no armour save but the only way to destroy them is with fire arrows – they cannot be charged or engaged in close combat! Therefore all four hits have to be inflicted in a single round of shooting for a hut to be burned down. Huts (quite obviously!) do not suffer from drive backs.

VICTORY OR DEFEAT

SUDDEN DEATH

VICTORY CONDITION

If the Empire troops succeed in burning down all of the Orc huts, the tribe will abandon their camp and migrate somewhere else. They will be seething with rage, but Orcs being Orcs they will vent this on someone else (probably the Iron Claw), rather than having another go at the army that has just beaten them. If there is a point

when all the huts are on fire, the game ends in a sudden death victory for the Empire side at the end of that turn.

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up Victory points as described in the Warmaster rulebook. If the Empire wins, it is assumed that the Itchy Skab tribe have been driven off and their camp destroyed. If the Orcs win, it means that the Empire force was repulsed and the Orcs stay put.

When all the Victory points have been counted, a draw is considered to be an Orc victory because unless the Empire force actually win the battle, the Itchy Skab tribe will not migrate out of the area, and will be all the more eager to join forces with the Iron Claw to get back at the humans.

VICTORY GAINS

ORCS & GOBLINS

If the Orcs & Goblin player wins the game, it will mean that Uzguz and his tribe can later join forces with Grotfang for the final battle. The Orc player will therefore benefit from an extra 750 points in the final battle.

EMPIRE

If the Empire army win the game, the Itchy Skab Orcs will migrate elsewhere and will not join forces with Grotfang.

*Idol of Gork***SCENARIO 4 - 'THE BATTLE FOR RUTGARBURG'****ORCS, HUNDREDS OF 'EM!**

It was a day when the destinies of many hung in the balance. Grotfang and his army were about to make their final assault on Rutgar's encampment. The noble's retinue was occupying the site of Grotfang's old stronghold, from which the Orc lord had been ousted by Margraf Frederik. But now, the Warboss had sworn, it would be his once more.

The settlers had named their new home Rutgarburg, in honour of their commander. High on the most prominent hill, Rutgar's men had started to build a new castle. They had not had time to progress beyond the foundations, so the castle consisted of little more than incomplete stretches of stone wall and the restored Orc watchtower. Rutgar intended to use this as a strong point in his defensive line in the battle which he knew must come. Grotfang had cunningly decided to attack before the castle was completed, knowing that any delay could make the human forces far harder to root out and kill. This was his last chance of recapturing his old tribal lands. He knew that he must not fail.

Everyone in the Rutgarburg was hard at work, either labouring on the castle buildings or training with weapons. Suddenly the watchman, using the old Orc keep as a look-out tower, blew loudly on an immense horn. The effect was instantaneous and rapid. As his people struggled into armour and cavalrymen

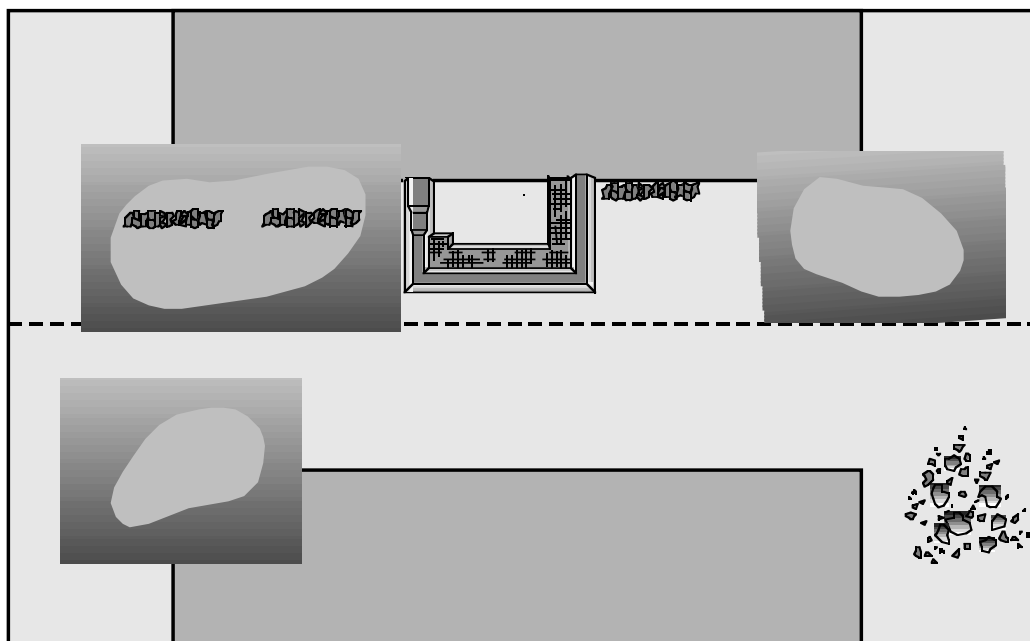
called for their horses, Rutgar scrambled up the ladders inside the keep to take a look for himself. There was no doubt about it: today would be the day. A huge horde of enemy troops were approaching fast across the plain. Quickly, Rutgar set about mustering his men as the Orc tide surged relentlessly onward, bearing down on Rutgarburg.

CHARGE, YOU GITZ!

Grotfang raised his notched blade and began the traditional war chant of his tribe: "Iron Claw! Iron Claw! Iron Claw! Waaagh!" The chant was taken up enthusiastically by the entire horde, their cracked voices ululating in a manic bloodlust. Leathery hands battered the blades of rough-hewn weapons against metal-rimmed shields in the vaguest approximation of a rhythm. Soon the din was making the mob's shamans feel dizzy, their minds began whirling with wild incantations. Their fingertips crackled with unstable Orcy energy and thunder began to rumble overhead to match the pounding of the soldiers' feet.

Close by, the ancient idols of Gork and Mork, one flat on its face, the other peering down at the battlefield from their sacred hill, creaked and groaned to accompany the eerie dirge of the shaman. The Orc gods were with their crazed followers today.

The Iron Claw tribe was back, and the land was theirs for the taking.





Grotfang, Orc Warboss.

FIGHTING THE BATTLE

The Battle of Rutgarburg is the final battle in a series of encounters between Orcs & Goblins and Empire forces. Each of the earlier battles will have influenced this final conflict in some important way. The outcome of this battle decides whether Rutgar can hold on to his new domain or whether Grotfang throws out the invaders and regains his tribal lands.

THE BATTLEFIELD

The main feature of the battlefield is Rutgar's half finished castle, centred on the restored keep. These half-finished fortifications surmount the low hill on which the Orc stronghold once stood.

Set up the battlefield as shown on the map which you'll find on the previous page. Alternatively, you can agree on a variation of the battlefield to suit the scenery which you have available.

Rutgar's keep is a fixed feature of the battlefield. It is placed mid-way between the sides of the table and at least 20cm from the Empire player's edge, but within his own half of the table. It can either be placed on one low hill if you wish or between two. The keep counts as an individual tower and troops placed in it are Fortified. Three 20cm sections of stone wall are placed next to the tower, and may be placed on the hills. The wall is unfinished with large gaps in it, so no two wall sections may be placed so that they join up. Troops sheltering behind the wall count as defended.

The battlefield can be made more interesting by placing a few hovels or tents behind Rutgar's keep and within the Empire player's deployment zone. These can represent Rutgar's camp and the settlement, which his retinue are building around the site chosen for his castle.

THE ARMIES

THE EMPIRE

The Empire force consists of 3,000 points, chosen from the army list in the Warmaster rulebook. If the Empire lost the 'The Ambush' (scenario 2) then they may not take any wizards and the only artillery they may take is a single Helblaster. In addition, the Empire army may not purchase magic items of 50 points or over.

THE ORCS & GOBLINS

The Orc & Goblin force consists of 2,500 points chosen from the army list in the Warmaster rulebook. If the Orc & Goblins won 'The Battle of the Troll Rocks' (scenario 3) they may include a further 750 points as the Itchy Skab tribe decide to throw their lot in with Grotfang. If the Orc & Goblins won 'Da Snatch' (scenario 1), then Grotfang may take the Crown of Gork for free. In addition, the Orc & Goblin army may not purchase magic items of 50 points or over.

DEPLOYING FOR BATTLE

Rutgar's army should be deployed no further than 20cm from the Empire player's edge of the table, although its troops can be deployed



Rutgar, Empire General.

Idol of Gork

within the walled enclosure just in front of this deployment zone (see the map). The Orc & Goblin army should be deployed no further than 20cm from the Orc player's edge of the table.

When the Orc & Goblin army thunders down on Rutgarburg, Rutgar's men are spread out attending to various tasks. The watchman sounds the alarm and everyone rushes to fetch their weapons and horses ready to repel the attack. As Rutgar hurries to muster his battle-line, the Orcs surge onwards. That is, unless Grotfang is having just as much trouble getting his own troops in order, in which case Rutgar's men will be in position all the sooner.

To represent this, each side should take turns at deploying a single unit, one after the other, starting with the Orc & Goblin player, until every unit is on the field. Characters are then placed last.

Once one army has been completely deployed, the opposing army continues to deploy one unit at a time, and when it is his turn to deploy, the player who has already completed his deployment can move any one

unit one move towards the enemy. In this way, the smaller army can start advancing into battle while the larger opposing army is still positioning its troops.

THE BATTLE

WHO HAS THE FIRST TURN?

The Orc & Goblin army has the first turn, to represent their sudden appearance surging down across the plain and the disorderly scramble of Rutgar's troops to equip themselves to meet the enemy.

HOW LONG DOES THE BATTLE LAST?

The Battle of Rutgarburg lasted from mid-morning to sunset. To represent this, the game lasts for eight game turns, each game turn representing about an hour of daylight in the original battle. Each player will therefore complete eight turns unless the battle ends earlier in a sudden death victory for the Empire.

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 Empire Victory. Unless Grotfang wins the battle, Rutgar's men will tenaciously hang on to their ground. The Iron Claws however, will probably overthrow their warlord and migrate somewhere less stressful.

VICTORY GAINS

ORC & GOBLINS

If the Iron Claw tribe win the battle, Rutgar's troops – if there are any left – will be unable to prevent Orcs resettling in their old tribal lands. The humans will have no option but to retreat, fighting desperate rearguard actions against rampaging Orcs & Goblins. Grotfang will recapture his stronghold and refortify it. New idols of Gork and Mork will be raised as a victory monument and Grotfang's renown will spread far and wide.

EMPIRE

If Rutgar wins, it means the end of the Iron Claw tribe. Whatever remnant of the tribe survives will either break up or migrate to somewhere less dangerous. If Grotfang survives his defeat, he will have lost face before his followers and will inevitably be deposed. The tribe will abandon its claim to the lands Rutgar has taken and Rutgar's hold on his new domain will be secure – or at least until another Orc Warlord turns up.



March and Counter-March

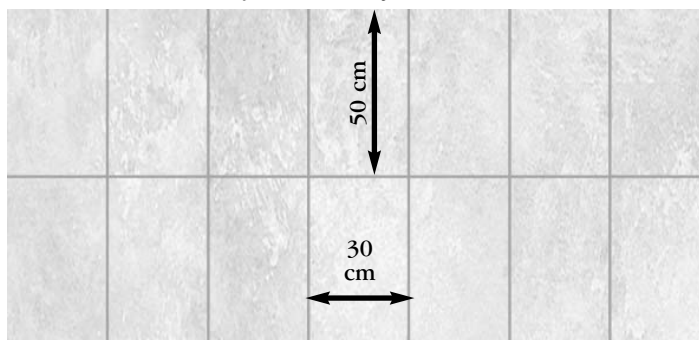
By Karl Hiesterman

General von Gottlieb's plight is a familiar one. Although a Commander's job on the day of the battle is what a Warmaster game deals with, often a large amount of manoeuvring occurs in the days and weeks before the battle. The following is a method for generating interesting and varied terrain for Warmaster battles. It seeks to simulate in an abstract manner the manoeuvre that takes place before the battle as the two generals try to force their opponent to fight in the ground of their choosing. Players play a quick card game that allows them to manipulate the terrain on the board and the starting locations of both players' forces.

The gaming table is divided into sectors in which terrain and units will be placed. First split the table in half between

the two sides. The sectors on each player's side of the board will be "their" sectors. Now each side of the board is split into sectors 30cms wide. This can be easily marked with small dice placed on the board. The sector lines have no bearing on the Warmaster game itself, and will be removed before the game begins. See the example below of a 1m by 2m gaming table split into sectors.

Player 1's side of the board



Player 2's side of the board

The army's encampment was damp and grey in the morning fog as the General and his staff made their final inspection. The men had awakened before dawn and were already in their formations, waiting for the fog to burn off and at long last reveal the enemy they had pursued these many weeks. Rarely were troops this eager to engage the foe, but today the General could feel it. It wasn't a hatred of the enemy, per se, or bloodlust that drove them. They just wanted to get this over with and go home.

General von Gottlieb agreed with his men; He was pleased to finally bring the Orc horde to battle. The Baron had fought off Greenskin raiders before, but this time it was different. These were more organized, more focused, and led by a crafty warrior called Gorbag. Gorbag had first led his band on a systematic plunder of the towns and villages surrounding the hills to the south. Once the Empire troops had arrived, the Orcs did not disperse and run as before but instead led von Gottlieb's army on a merry chase through the countryside, pillaging as it went.

The General was wary in his pursuit, for his scouts reported that the invading horde was larger than his own army. Careful choice of the terrain on his part would assure victory, and he knew the local area well. Several sites would suit his plans perfectly, but the Orcs were refusing to cooperate. Just as it seemed he had them where he wanted them, the horde would slip away. Then the rains began, slowing his progress further.

This time, however, he had them. The Greenskins had fled along a tributary of the Reik with few inhabitants and, more importantly, no fordable crossings for miles. Hemmed in by his armies and low on supplies, Gorbag was forced to deploy his forces and fight or break up and flee through the countryside. With the river at his back, Gorbag accepted the General's unspoken invitation to finish it once and for all...

March and Counter-March

First determine who is the attacker and who is the defender. Each side rolls a dice and adds their Army's Aggression number. The general with the higher total is the attacker, the other is the defender.

Now we will place three pieces of terrain on the board. The terrain type(s) are chosen by the Defender, and they are deployed in any sector, one at a time, alternating between the defender and the attacker, beginning with the defender. If the defender wishes to deploy a river, this will count as two terrain pieces, and must be placed on the board by the defender.

Now we create the deck of cards that will be played with. This deck consists of three cards of each terrain type, plus three more cards of the terrain listed on the defender's army list, and all the other non-terrain cards. Shuffle the deck thoroughly.

Each player then secretly rolls a d6 and adds their Delay modifier. This is their Delay number, the number of delays that must be played against them in order to force them to fight the battle. Once a player has received as many Delays as their Delay number, the card game stops immediately and the battle is played as the terrain and commands are at that moment.

Now, each player must designate their Commands and place these Commands in their own sectors to represent where the units in their Commands will set up. Each Command consists of a character and at least one unit. You must predetermine which character will have which units in his Command, and record these secretly. There are no other limits to the number of units in a Command. Note however that all the units in a Command will have to deploy in the same sector and will still have to conform to the 80cm No-Man's land for setup, so things can get a little cramped.

Beginning with the defender, each player places one character, representing that character's Command, in any of the sectors on their side of the board. You may have more than one Command in one sector. When the battle begins, the units in a character's Command must deploy in the same sector.

Now deal out three cards to each side. Play begins with the defender drawing a card, and playing a card. Each player must draw a card and play a card, and only one card, on their turn.

Terrain and Commands will be moved around or repositioned on the board due to card play. When placing, moving or repositioning terrain, the terrain must be of the type listed on the card. Most of the cards are self-explanatory, but below are a few more specific rules:

- When repositioning terrain, the terrain must stay in the same sector, but can be moved within that sector and/or turned. The terrain piece must stay in its sector, however; it may not be replaced with a different piece of the same type.
- When moving commands or terrain they must be moved to an adjacent sector, but not diagonally. Terrain moved from one sector to another must be in the same relative position and facing in the new sector as it had in the old. Commands may only be moved to a sector on their side of the board but may not be moved to a sector on the enemy's side of the board.
- Rivers may not be moved, repositioned, or removed until a Bridge or Ford has been placed on the river. Placed rivers may not be in more than 2/3rds of the sectors on the board. Just before the battle begins, a D3 worth of Fords are placed on the river, in addition to whatever Ford/Bridges were placed during setup. These are placed by the attacking side.

A battle occurs when:

- Both sides agree to fight.
- One side has as many Delay points as their Delay number.
- The last card has been drawn from the deck, after the drawing player plays one last card.

When a battle begins, it takes place wherever the terrain and commands are at that time. Roll for random turn length as per usual in Warmaster.

GENERAL TERRAIN CHART

Army	Terrain	Aggression	Delay Mod.
High Elves	Forest	-1	+1
Dwarves	Hill	-1	0
Empire	Village	0	0
Chaos	Hill	+1	-1
Orc & Goblin	Farm	0	0
Undead	Ruins (Village)	0	+1

March and Counter-March

FOREST <i>Place, Move, or Reposition a Forest</i>	HILL <i>Place, Move, or Reposition a Hill</i>
VILLAGE <i>Place, Move, or Reposition a Village</i>	FARM <i>Place, Move, or Reposition a Farm. A Farm consists of one Building and three or four Hedges</i>
RAIN <i>Place a swamp in one sector. Each player receives one Delay for each Artillery unit or Machine in their army</i>	PLAINS <i>May remove any piece of terrain</i>
OUTMANOEUVERED <i>Shift all the terrain on the board one sector to the left or right. The two new sectors are clear of terrain. Commands remain in their sectors</i>	RIVERS <i>Place a river. Once placed a river may not be removed or moved until a Bridge or Ford is played</i>
FORD <i>Allows rivers to be removed or moved. Two fords are placed on the river. Your opponent may decide to remove or add 1 Delay from either you or him</i>	BRIDGE <i>Allows rivers to be removed or moved. One Bridge is placed on the river. Your opponent may decide to remove or add 1 Delay from either you or him</i>

March and Counter-March

RE-SUPPLIED <i>You no longer receive Delays for being Low on Supplies</i>	LOOT THE COUNTRYSIDE <i>You no longer receive Delays for being Low on Supplies, and may remove 1 Delay from your total</i>
FOREST <i>Place, Move, or Reposition a Forest</i>	FOREST <i>Place, Move, or Reposition a Forest</i>
FOREST <i>Place, Move, or Reposition a Forest</i>	CHANGE DEPLOYMENT <i>You may move one of your Commands to an adjacent sector, or one of your enemy's Commands. Your opponent may decide to remove or add 1 Delay from either you or him</i>
FORCE MARCH <i>Play 2 Delays on your opponent</i>	REARGUARD AMBUSH <i>Remove 1 Delay from your Total</i>
DIVIDED <i>May move one of your opponent's Commands one sector. Play one Delay on your opponent</i>	SUPPLIES LOW <i>Receive 1 Delay each turn until re-supplied</i>

March and Counter-March

CHANGE DEPLOYMENT <i>You may move one of your Commands to an adjacent sector, or one of your enemy's Commands. Your opponent may decide to remove or add 1 Delay from either you or him</i>	FORCE MARCH <i>Play 2 Delays on your opponent</i>
REARGUARD AMBUSH <i>Remove 1 Delay from your Total</i>	DIVIDED <i>May move one of your opponent's Commands one sector. Play one Delay on your opponent</i>
SUPPLIES LOW <i>Receive 1 Delay each turn until re-supplied</i>	RE-SUPPLIED <i>You no longer receive Delays for being Low on Supplies</i>
LOOT THE COUNTRYSIDE <i>You no longer receive Delays for being Low on Supplies, and may remove 1 Delay from your total</i>	SUPPLIES LOW <i>Receive 1 Delay each turn until re-supplied</i>
SUPPLIES LOW <i>Receive 1 Delay each turn until re-supplied</i>	CHANGE DEPLOYMENT <i>You may move one of your Commands to an adjacent sector, or one of your enemy's Commands. Your opponent may decide to remove or add 1 Delay from either you or him</i>

March and Counter-March

FOREST <i>Place, Move, or Reposition a Forest</i>	HILL <i>Place, Move, or Reposition a Hill</i>
HILL <i>Place, Move, or Reposition a Hill</i>	HILL <i>Place, Move, or Reposition a Hill</i>
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FARM <i>Place, Move, or Reposition a Farm. A Farm consists of one Building and three or four Hedges</i>	VILLAGE <i>Place, Move, or Reposition a Village</i>

March and Counter-March

VILLAGE <i>Place, Move, or Reposition a Village</i>	VILLAGE <i>Place, Move, or Reposition a Village</i>
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FARM <i>Place, Move, or Reposition a Farm. A Farm consists of one Building and three or four Hedges</i>	PLAINS <i>May remove any piece of terrain</i>
RAIN <i>Place a swamp in one sector. Each player receives one Delay for each Artillery unit or Machine in their army</i>	OUTMANEUVERED <i>Shift all the terrain on the board one sector to the left or right. The two new sectors are clear of terrain. Commands remain in their sectors</i>

March and Counter-March

PLAINS <i>May remove any piece of terrain</i>	PLAINS <i>May remove any piece of terrain</i>
BRIDGE <i>Allows rivers to be removed or moved. One Bridge is placed on the river. Your opponent may decide to remove or add 1 Delay from either you or him</i>	BRIDGE <i>Allows rivers to be removed or moved. One Bridge is placed on the river. Your opponent may decide to remove or add 1 Delay from either you or him</i>
FORD <i>Allows rivers to be removed or moved. Two fords are placed on the river. Your opponent may decide to remove or add 1 Delay from either you or him</i>	FORD <i>Allows rivers to be removed or moved. Two fords are placed on the river. Your opponent may decide to remove or add 1 Delay from either you or him</i>
SUPPLIES LOW <i>Receive 1 Delay each turn until re-supplied</i>	RIVERS <i>Place a river. Once placed a river may not be removed or moved until a Bridge or Ford is played</i>
OUTMANEUVERED <i>Shift all the terrain on the board one sector to the left or right. The two new sectors are clear of terrain. Commands remain in their sectors</i>	LOOT THE COUNTRYSIDE <i>You no longer receive Delays for being Low on Supplies, and may remove 1 Delay from your total</i>



Battle Report by Mike Headden

OVERVIEW

Having worked out a list and converted some figures naturally I wanted to get the army into action. What follows is a report of a game we played that I feel gives an idea of how the army plays. The game was quite small, at 1250 points, but fun none the less. The 1250 point total was chosen

for no better reason than it allowed me to get everything I had converted and painted into action!

ARMY COMPOSITION

The two armies were as follows:

As I've said the Army of Albion was chosen by the simple method of:

"What've I got – I'll 'ave it".

ALBION ARMY

<i>Characters</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>
King	General	+2	–	–	9	1	155	1	Orb of Majesty
Hero	Hero	+1	–	–	8	1	90	1	Sword of Might
Druid	Wizard	+1	–	–	7	1	95	1	Scroll of Dispelling

<i>Unit</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>
Youths	Infantry	2/1	3	0	0	3	35	-	
Warband	Infantry	3	3	5	0	3	60	-	
Warband	Infantry	3	3	5	0	3	60	-	
Ogre Mercenaries	Infantry	4	4	5	0	3	105	-	
Cavalry	Cavalry	3	3	5	0	3	90	-	
Cavalry	Cavalry	3	3	5	0	3	90	-	
Chariot	Chariot	3	3	5	0	3	105	-	Sword of Cleaving
Chariot	Chariot	3	3	5	0	3	105	-	Sword of Destruction
Wolfhounds	Cavalry	3	3	0	0	3	40	-	
Giants of Albion	Mon	8	8	5	0	1	150	-	
Giants Eagles	Mon	2	3	6	0	3	70	-	
BREAKPOINT: 6								Total: 1.250	

The High Elf army was chosen not knowing what they'd be facing – beyond the less than informative, “I've got a new army list I'd like to try out, would you pick a High Elf Army and play against it?” Though the High Elf figures being used were mine the army was not what I'd normally take by a long shot. No flyers, comparatively few cavalry, no monstrous mount! The HE player had decided on a three-brigade army, two foot brigades and a mounted one. Each initially deployed as one missile unit in line backed by three melee units in column. Given the small table we would be using (3' x 4') and the comparatively dense terrain I thought I might find myself fixed in place by the infantry and then run down by the cavalry. Indeed, later on, the High Elf player confirmed that his plan was to use their superior Command values to grab terrain they could use to launch a single co-ordinated and devastating attack while shielding the infantry from the cavalry and/or monsters in my army.

The battlefield. The space available at the time meant that we were restricted to a 3' x 4' (90 cm x 120 cm) playing area.

Normally we play games on a 4' x 4' or 6' x 4' table and initially we worried that the 3' width would be too narrow to give a good game. In the event we played 3 games in the course of the afternoon and had fun with each. Terrain was fairly dense and included a few non-standard terrain types. The woods and village had trees or houses laid loose on top of a felt “base” and the various bits could be shuffled round (or removed completely) to allow units to occupy them. Three items were considered immovable – an elven waystone, a gallows and a stone circle – and troops had to be positioned round them, possibly resulting in units winding up in irregular formation. The gullies were judged to be passable only by infantry who counted as defended if shot at by troops not lining the edge of the feature but gave a -1 to Command troops in the gully. We agreed that the area of broken ground between the small hills could only be entered by infantry, who counted as defended to both shooting and melee. The infantry would again be -1 to Command but as with the gullies line-of-sight was not affected.

HIGH ELVES ARMY									
<i>Characters</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>
General	General	2	0	0	10	1	185	1	Orb of Majesty
Wizard	Wizard	0	0	0	8	1	95	1	Rod of Repetition
<i>Unit</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>
Archers	Infantry	3/1	3	6	0	3	75	-	
Archers	Infantry	3/1	3	6	0	3	75	-	
Spearmen	Infantry	3	3	5	0	3	60	-	
Spearmen	Infantry	3	3	5	0	3	60	-	
Spearmen	Infantry	3	3	5	0	3	60	-	
Spearmen	Infantry	3	3	5	0	3	60	-	
Spearmen	Infantry	3	3	5	0	3	60	-	
Spearmen	Infantry	3	3	5	0	3	60	-	
Reavers	Cavalry	3/1	3	6	0	3	100	-	
Silver Helms	Cavalry	3	3	4	0	3	140	-	Banner of Steadfastness
Silver Helms	Cavalry	3	3	4	0	3	110	-	
Silver Helms	Cavalry	3	3	4	0	3	110	-	
BREAKPOINT: 6								Total: 1.250	

Armies of Albion

THE BATTLE

Turn One

The Army of Albion won the roll to see who would go first. The Hero used his first command to send the Wolf Hounds forward but failed an attempt to push them forward a second time. The Druid managed even less, failing to get the Giants moving at all even the roll on the chart resulted in him doing nothing. Just as I was resigned to my army standing still while the High Elves raced about my general (King Cunobelin of the Black Bull tribe) sent the four infantry units forward... not once, not twice but three times! With the infantry racing ahead to the hill at the edge of the area of broken ground I decided not to push my luck and tried to send the cavalry and chariots up in support. Two orders soon had them up next to the stone circle ready to intercept any threat to the infantry's flank. Flushed with success I ordered the Eagles up alongside the cavalry but the birdbrains refused to move. With the Characters repositioned ready for next turn and with no shooting possible the Druid decided to try summoning a Fen Beast but, not surprisingly since he needed a 6, he failed.

The High Elves started their turn with the General successfully pushing his rightmost brigade of infantry up on to the big hill to their front. Needing a 10 or less he confidently ordered the second brigade forward to a position on the left of the first – and rolled a double six. Deciding that it was too early in the game to use the Orb of Majesty the High Elves brought their first

turn to a close. They opted not to move their characters and nothing was in shooting range so the turn was over.

Turn Two

Once I'd got over the shock of making more successful command rolls than the High Elves I tried to work out how to capitalise on this.

I started by getting the Hero to order the Wolfhounds forward towards the infantry units on the hill. Succeeding in a second order I threw caution to the winds and charged the Archers. Throwing unarmoured cavalry uphill into defended archers was probably stupid in retrospect but time would tell.

Next the Druid ordered the Eagles forward, first into a position to see the High Elf spearmen on the hill and then charging into their flank.

An effort to get the Giants to join in failed dismally and once again he stood around doing nothing.

The General started by pushing the infantry brigade forward across the broken ground, bringing the Youths in range of the High Elf cavalry then moved the cavalry up in support. A second order to the cavalry saw one unit charging the elven archers while the other unit and the chariots manoeuvred into position for an attack but the General failed both the third order and the re-roll from the Orb of Majesty.

The general moved forward to better control the infantry and cavalry, the hero joined the Eagles and the Druid remained in command range of the now isolated Giants and once again failed to summon a fen-beast.

The Youths shot at the Reaver Knights and scored a single hit which confused the Reaver unit. Since the Reavers were confused anyway the Silver Helms behind opted not to make way.

Looking at the battlefield I realised how suicidal the charge by the Wolfhounds was.



The battlefield before the bloodbath!

The elves needed only slightly better than average luck to take out a stand before they made contact and even if they survived the dogs needed 5's or better to hit. The Eagles were in a slightly better position as they had hit the spearmen in the flank and made contact with the rear corner of the archers. The high elves started the combat badly; with three shooting attacks needing 3+ to hit they failed to inflict a single hit. In the melee, one stand of Eagles and the Hero joined the Wolfhounds in attacking the archers while the other eagles attacked the spears. The elves lost the combat and were pushed back. A couple of rounds of combat followed and at the end of the combat the Hounds had fallen back a full 18cms with only a single stand remaining (and that with only one hit left) while the Eagles, falling back a round later, managed to go only 3cms. The Eagles had lead charmed lives and still had all three stands left. The Elves had had the archers and a spear unit destroyed, a second spear unit had lost a stand and the final spear unit in the brigade had become confused while making way. Things were definitely not going the High Elves way.

The lone cavalry unit destroyed a stand of archers but lost a stand in return, with four casualties to the archers five the cavalry won the fight and the infantry were pushed back. Even though the archers were now confused I decided to pull the cavalry back rather than risk losing another stand.

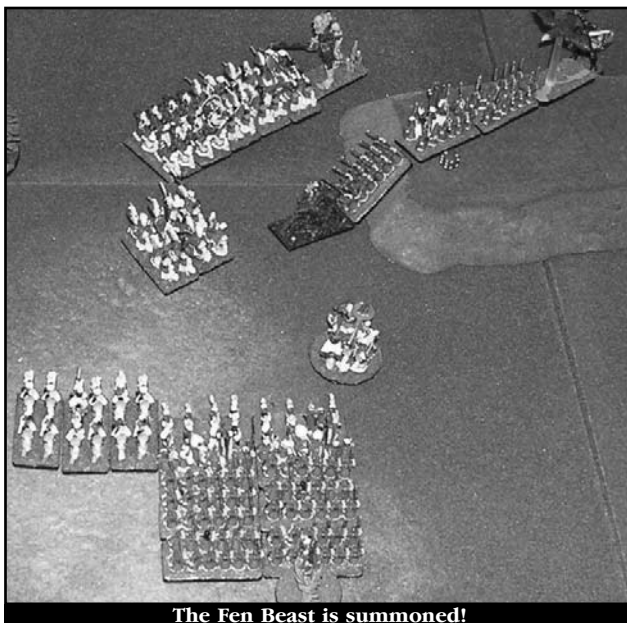
So far this had been a spectacularly successful turn for the Army of Albion and I was feeling very pleased with myself – always a big mistake!

The turn High Elf started with the spear unit that was not confused charging the Eagles on initiative. Then the High Elf turn looked to be going disastrously with the General rolling an 11 for his first order to the Silver Helms. Unfortunately, from my point of view, the re-roll from the Orb of Majesty got them moving. Suddenly they were all over the place, manoeuvring around the confused Reavers and crashing into my cavalry.

Fortunately for me he returned to usual form when moving a unit of Spearmen forward to try to flank the cavalry and chariots and they stopped on the edge of the big hill.

This brought the High Elf moves to an end. Having been confused by the fire of the Youths, the Reavers got their revenge by scoring two hits on the Youths – being defended the Youths only had to suffer one drive back die but it too came up 6 causing them to become confused in their turn.

With the same number of attacks and better armour the elven spearmen ought to have had the edge over the Eagles but inflicted three hits and took five. The Eagles followed up killing the last of the elf unit just as it found its form. Three attacks, three hits, no saves – another dead stand of Eagles!



The Fen Beast is summoned!

The Silver Helms rolled over the cavalry and chariots. Caught on the defensive by better-armoured opponents two units of cavalry and a unit of chariots were wiped out. The last chariot unit was down to a single chariot but the only Silver Helm unit in contact with it had already lost one stand and was carrying two more so decided to fall back rather than risk losing another stand – after all a one stand chariot unit wasn't much of a threat.

Suddenly the Army of Albion had gone from a victorious, rampaging horde to a tattered remnant.

Armies of Albion

Most of the mounted troops were dead, the hounds, eagles and remaining chariots were reduced to a stand each – something had to be done.

Turn Three

Desperate times, desperate measures. The remaining stand of Eagles initiative charged the spearmen who had moved on to the hill last turn.

For two turns potentially the most powerful unit in my army had stood around staring at their toes but now an order from the Druid galvanised them into action. The giants lumbered obediently forward twice but failed a final order just a move away from contacting one of the deadly Silver Helm units in the flank. At last the roll on the “giant goes wild” chart came up something other than a one! I rolled a 5 and the Giants went charging into the flank of the Silver Helms after all.

Finally the general ordered the Ogre Mercenaries into the wood near the centre of the battlefield, intending to charge the Silver Helms from the front but the messenger must have got lost in the trees (or got eaten!) because once in the wood the Ogres remained where they were despite the general’s urging.

Once again the Armies of Albion turn ended on a failed order.

The hero re-joined the Eagles, the Druid moved up closer to the action and the General repositioned slightly to be in the best possible position to command whatever was left next turn – if there was a next turn.

The chances of a next turn for the Army of Albion looked distinctly more likely when the druid, at last summoned a Fen Beast. It was summoned into the combat between the elven spearmen and the lone stand of Eagles, taking the elves in the flank from the opposite side.

The Youths now turned their attention to the Silver Helms, as they were closer than the Reaver Knights this time. Their fire caused no lasting damage but did drive the target unit back 5cms, pushing them out of line with the other two Silver Helm units.

The charge by the Eagles had originally been a matter of desperation - caught in the flank the spearmen couldn’t inflict more than two hits maximum and couldn’t

pursue so the Eagles could possibly do some damage then run away – but with the Fen Beast adding its weight the fight was definitely winnable. The Fen Beast was attacking uphill so needed 5’s on its six dice but the Eagles were on the flat so got a further 6 attacks needing 4 or better. Once again the High Elves were unlucky taking six hits and inflicting only one on the Eagles in return. The last remaining stand had nowhere to go and was eliminated.



The Giant charge the Dragon Princes

The damaged stand of Eagles rallied back alongside the remaining stand of Wolfhounds while the Fen Beast advanced into the rear of the Silver Helms who already had a mob of enraged Giants attacking their flank. With only three attacks in reply to eighteen the Silver Helm’s resistance was brief. The Fen Beast had already advanced and so it fell back a little while the Giants charged the remaining stands of Dragon Princes. With two attacks to the Giant’s ten the High Elf player expected the Dragon Princes to go the way of their Silver Helm predecessors – especially since their 3+ save had gone with the loss of their first stand to the cavalry and chariots. Surprisingly, after losing a stand in the first round the Dragon Princes saved an amazing seven out of eight hits in the second round of combat tying the combat at one hit apiece. Both sides fell back, the Giant contacting but not quite lining up with the Fen Beast ready for next turn.

Both armies were now pretty much on the ropes. The High Elves were one unit from their break point and the Army of Albion only two. The High Elves had one unit reduced to a single stand and two down to two stands while the Army of Albion had three units down to a single stand.

The High Elves started by having the Wizard successfully order the last stand of Dragon Princes back out of harms way.

The general's orders were much more aggressive. The two-stand unit of Silver Helms, perhaps rashly, initiative charged the Giants while the foot and mounted archers moved forward to shoot at the Ogres. The two spearmen units near the centre charged the Youths in a column formation getting both units into contact but only with a stand each. The remaining unit was far from the general, down a stand and within 20cms of the Wolfhounds, though the latter were out of sight behind the brow of the hill, and so failed to move. In the shooting phase the archers scored four hits on the Ogre Mercenaries, despite the cover of the trees, but the Ogres saved three and were therefore not even driven back. The Wizard failed in his attempt to cast "Light of Battle".

The Silver Helms inflicted three hits on the Giants and took only two in return, winning the combat but the 1cm pushback lined the Giants up neatly with the Fen Beast. Unwilling to pursue when the enemy would get fourteen attacks to their eight they decided to fall back, hoping to get far enough away to hide behind the hill. Disaster! The Silver Helms rolled three 1's and stopped within both sight and initiative range of the Giants, Fen Beast and the Ogre Mercenaries.

The Spearmen were the only hope of retrieving the battle. In charging the Youths they took two hits from stand-and-shoot and saved neither. Not a promising start. They took a further three hits in hand to hand and saved one but only inflicted three in return on the defended Youths. Losing by one hit the Spearmen fell back a centimetre. Things did not look promising for the High Elves.

Turn Four

By now things looked grim for the High Elves. The Giants and Ogre Mercenaries initiative charged the Silver Helms, the Ogres catching them in the flank.

The Fen Beast was ordered forward by the Druid and joined the Giant in attacking the front of the Silver Helms.

The Youths shot at, but

failed to hit, the Spearmen. The Druid failed to cast "Mists of Albion" on the Giants.

The melee was brief and one sided. With thirty-three attacks to three the Army of Albion wiped the Silver Helms out several times over. Unable to make any difference to the final outcome the High Elf player decided it was not worth rolling those three dice.

With half of their army destroyed the surviving units of the High Elf army stole away into the mists and escaped.



After the Battle

The High Elves were undoubtedly unlucky in some crucial die rolls but equally much the player felt that he had allowed himself to be unsettled by the swift advance of much of the Army of Albion. The Dragon Mounts, which he normally decries as too expensive, ("I could have another unit of cavalry for that") would undoubtedly have been useful to counter the terror causing Giants and Fen Beast.

Despite the cramped battlefield – I'd normally play on at least a 4' x 4' table – and the comparatively small armies we had a lot of fun. In the event, the small size allowed us to fit in three games in that one afternoon. All were equally eventful, if not as successful for the Army of Albion.

So far I've only been able to play a smallish number of games and some of the units are still bare metal stuck to the base with blu-tak but even so the Army of Albion has been fun to play with and I look forward to using it every time it gets an outing.



The Fen Beast and the Giant set up a knockaround company...

THE BATTLE OF PONT A'LISS EMNS

By Tom Merrigan

This battle took place many years ago at the edge of the Grey Mountains near the town of Pont A'Liess Emns. A chance encounter between two armies of different purpose, drawn together by the threat of an ancient monster, resulted in one of the most infamous battles of Bretonnian history, and one that will be sorely remembered in the Book of Grudges.

The Bretonnian army had marched to the mouth of the dragon's lair on an errand of utmost importance - to rescue Louis Marquis II daughter from the clutches of a mighty Emperor Dragon. Similarly, the Dwarf force of Grunde Grunginon had come forth to defeat the dragon and reclaim treasure stolen from their ancestors.

On a plain at the foot of the Grey Mountains and at the entrance to the dragons lair the armies clashed. The Knights of Bretonnia demanding that they have the honour of facing the dragon first, and the Dwarves refusing to let anyone else near their gold. As the armies clashed, the Emperor Dragon awoke...

The battle was fought between the Dwarf Army of Grunde Grunginon and a Bretonnian force led by Louis Marquis II. It is a variation on the standard 'Pitched Battle' scenario and could just as easily be played between any two forces. The most important feature of the game is the dragon's lair and the Emperor Dragon that lurks within. Apart from the dragon's lair (the position of which is pre-determined) players should agree on scenery for the battlefield before starting.

Once the board is set up players should dice for edges and then roll again to see who sets up first. During set-up each player takes it in turn to place a unit, brigade or similar number of troops (players should decide beforehand between themselves). Once out of units a player should place all their characters onto the table.

The battle last for a random number of turns and players should roll to determine how long the game lasts as normal (see page 79 of the Warmaster rulebook). The player with the least number of units takes the first turn.

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
Emperor Dragon	Monster	8/4	8	4+	-	1	-	1 1	*

Emperor Dragons are intelligent and powerful creatures that have lived for countless centuries. Emperor Dragons can of course fly and they can also breathe flames. An emperor Dragon also causes terror in any opponent it should face in combat.

Because Emperor Dragons have a great many hits (8 in fact), which are difficult to inflict even during a lengthy combat engagement we must consider the possibility of hurting an Emperor Dragon and reducing its effectiveness in subsequent turns. Therefore, if an Emperor Dragon has accumulated 5-7 hits by the end of the Shooting or Combat phase, it is deemed to have been badly hurt. Once an Emperor Dragon is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).

The Battle of Pont A'Liess Emns

Moving The Emperor Dragon

The Emperor Dragon starts the game slumbering in his lair. During the game the noise of the battle raging outside will wake him from his slumber and he will rise to take to the field of battle. At the start of each players turn each player should roll 1D6 and consult the table below. If the dice roll equals or is greater than the score required the Emperor Dragon has awoken from his slumber.

Turn	1	2	3	4	5
6+					
D6 Roll Required	6+	5+	4+	3+	2+
2+					

When the Emperor Dragon awakens, place him at the entrance to the dragon's lair. If within Initiative distance of any unit during the Initiative phase of either players turn then the Emperor Dragon will charge that unit. This move is not made first and the player whose turn it is free to make initiative moves in any order they like.

If no unit is within Initiative distance the Emperor Dragon moves in the following manner. Either player may issue the Emperor Dragon an order during their own Command phase. As such it can potentially fight for each side in their own turn, assuming a character manages to give it an order. If the Emperor Dragon is not in Command rage it may home back as normal.

In combat, the person who the Emperor Dragon isn't attacking will control it. If engaged by both sides roll dice to see which player gets to control the Emperor Dragon.

As it can potentially switch sides from one turn to the next it is important that the

Emperor Dragon is always placed so that it is not touching any other stands at the start of a turn. If, for whatever reason, it happens to be touching another stand just move them apart before starting the next turn.

The Emperor Dragon doesn't count as belonging to either side. It costs no points and yields only the bonus victory points for killing it as described below. It does not add to an army's size or point value and makes no difference to the number of units that must be destroyed before an army withdraws. As it belongs to neither side it can be shot at as an enemy should a player wish to do so. An Emperor Dragon may however be ignored as the closest target and players are not compelled to shoot at it.

VICTORY POINTS BONUS

In this game the players are trying to drive off the enemy and gain control of the entrance to the dragon's lair. If they can manage to kill the Emperor Dragon in the process victory and control of the lair will almost be assured.

+300 points For killing the Emperor Dragon.

+100 points Friendly unbroken unit within 20cm of the entrance to the dragons lair and is closer to the entrance than any enemy unit.

Bonuses are given for 1000 points a side and should be increased proportionately if fighting bigger battles. Due to the natural toughness and fighting capability of the Emperor Dragon it is recommended that you only fight this battle with a minimum of 2000 points on each side.

