

DENIZENS OF THE DEEP

The path tightened to a point where the Dwarf Ironbreakers could proceed only in a single-file line. Drokki Ironbeard couldn't imagine how a manling could possibly traverse these tunnels. He pondered this as he cracked his fully armored head against a low section of the ceiling for the third time today. The metallic ring of his helm made him feel as though his head were trapped between a mighty anvil and a descending hammer. He gritted his teeth against the pain in his ears and continued on.

"Today" was a relative term here in the Deep. Drokki knew it wasn't yesterday or tomorrow simply because he knew it was "today." He felt it in his bones. He, like all Dwarfs, intuitively knew what time it was, just as the members of his race know how deeply they have traveled into the roots of the world. Other races that care about the passage of time on the surface would be lost here - lost in eternal night.

Drokki held his slow-burning guano torch higher as his companions took a hard turn to the right and emerged into a tunnel that was slightly less cramped than the one they had been traveling through moments before. He strained his eyes, looking past the light of the torch and into the inky black. Drokki cursed an unoriginal Dwarfen curse through his clenched jaws and stopped in his tracks. He heard his companion's iron-shod boots fall silent behind him. He could have sworn he saw beady red eyes.

That's when he heard the worst sound imaginable. There was a feral chuckle, followed by the sloshing sound of liquid trapped in a metal container. Drokki's mouth opened to yell a warning, to tell his companions to retreat, but it was too late. A squeaking valve was opened, and liquid fire the color of precious emeralds filled the tunnel. The last things Drokki saw before his eyes burst and his face ran like molten metal were the furred forms of two celebrating ratmen bathed in the hellish green light.

The Denizens of the Deep is a map-based campaign based on the rules in Chapter 2 of **The General's Compendium (TGC)**. This campaign is set underground, and included here are special rules that detail the mysterious, frightening, and often dangerous realm beneath the Warhammer world. Also included are special downloadable map tiles that add a new dimension to the map-based campaign rules from **TGC**. As the players' banners explore the underground caverns and expand their realms, more tiles are added to the map to represent newly discovered areas and formerly unexplored territories. Players will require a copy of **TGC** and the Warhammer in a Flash rules found in **White Dwarf 288** (pp. 48-51) to play this campaign. Unless noted otherwise below, all of the map-based campaign rules in **TGC** apply to the Denizens of the Deep campaign.

WHY A MAP-BASED CAMPAIGN SET BENEATH THE WARHAMMER WORLD?

We know you've thought about it. We know it's crossed your mind. What does the Skaven Under-Empire look like? How expansive was the ancient Dwarf empire before it fell into enemy hands? How would I fight battles far beneath the sun-drenched lands of the Warhammer world? Well, it's about time you found out! The Denizens of the Deep offers you a brand-new campaign setting to explore at your leisure. Whether you plumb the dark and labyrinthine tunnels with a small warband or fight massive battles in caverns so vast that the ceilings are lost in darkness, it's all here. Navigating dense rock formations and avoiding bottomless pitfalls are the least of an army's worries. The Deep is where the true monsters lurk, biding their time in the all-consuming darkness and sating their hunger on those hapless interlopers that stumble too near. This campaign is for all of you who fondly remember your dungeon-delving careers of yesteryear or just want to invigorate your games of Warhammer with something different and new.

THE STORY THUS FAR...

Man knows little of what horrors stalk the darkened paths far below his feet. It is a strange and magnificent place more perilous than he could ever imagine. In this place of dripping stone and black pits, of great stalking beasts and evil-hearted monsters, there are wonders, riches, and terrors that mortal man has yet to discover. The Deep is not a place to enter lightly.

However, the realms of daylight and those of eternal darkness are about to meet, and only evil can rise from such a union. The Lord of the End Times is plotting his ascension. However, he needs allies, and he has found them in abundance. A pact has been formed, sealed in greed, terror, and corruption. The ratmen have accepted dread Archaon and his gifts. Throt, master of flesh, bone, and warpstone, performs his insane experiments and returns Archaon's favors in kind. Horrors yet unseen, led by the Dark Gods' chosen one, will walk the Warhammer world, and the earth will tremble and split.

Summon your wisest generals. Equip your troops with the finest steel and send them ever further into deepest tunnels of the earth. They must plumb its depths and shed cleansing light on its secrets, or the world above may never be the same again.

MAP RULES

The Tile-Based Map

To reflect the unknowable nature and untracked leagues of tunnels, caverns, and vaults beneath the Warhammer world, parts of the map will not appear on the table until the players' banners have explored the area. To achieve this effect, the map

has been sliced into sections or tiles. As the banners explore, these tiles will be drawn at random and placed on the board. This way, the players do not know what horrors lurk around the next bend. Cavern networks do, by their very nature, contain an element of vertical and horizontal movement. While a map-based campaign with these elements would be very exciting, making a three-dimensional map would prove impractical. Therefore, players must imagine their war hosts marching up and down steady inclines and navigating sheer drops. The process of setting up your own Denizens of the Deep map is detailed in full below.

The Map Grid. To get started, find an area for the map (spare gaming table or other "low-traffic" area) and draw out a grid of 4" squares on a piece of paper or rigid cardboard. The grid should have 20 such squares arranged in 4 rows and 5 columns. The downloadable map sections will fit neatly into the resulting grid. Number and letter the x and y axes of the grid to help you keep track of banner movement when players write their orders. Players who want a longer, more involved campaign can draw a larger grid if they like. However, with such a grid, it may take many turns before your banners see combat.

The Tiles. Each tile has a certain number of map sections contained within it, each delineated by a dashed line. Every tile connects to adjacent tiles via tunnels along the edge of the tiles. Tunnels are not map sections themselves and simply indicate the paths that banners take from map section to map section. Banners never occupy tunnels, only map sections. Some tiles, however, may contain dead ends. Dead ends do not link to adjacent tiles unless a player decides to **Tunnel** (see link below). Some tiles contain special map sections, indicated by a title and/or special feature contained in a map section. Examples include the Underway and the Fungal Forest.

Placing Tiles. Before the 1st turn of the campaign, each player chooses one tile with nothing but Unremarkable map sections within it. One player then shuffles the "deck" of tiles and places it face down on the tabletop. Each player then places his chosen tile and nominates one Unremarkable map section in the tile to be his HQ. Now a second tile is drawn at random from the "deck" of map tiles. Players take it in turns (dice off to decide who places a tile first) to place a tile in a grid square on the edge of the grid, but adjacent to the tile containing their HQs. Each player draws his own tiles at random but may decide the tile's orientation as he places it.

An additional phase has been added to the Campaign Turn sequence (see p. 30 TGC). The Tile Placement Phase occurs between the Write Orders and Execute Orders Phases. Placement of new tiles occurs only when a player writes orders for one or more of his banners to move into a grid square with no tile present. You can't place a tile for the heck of it! Again, each player draws a

tile at random when one of his banners is given orders to Move into an unexplored area but may decide the tile's orientation as he places it. Tiles must be placed in a grid square. Don't allow the map to sprawl off the grid. Banners may move normally from one tile to another if both tiles are already present.

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TUNNELING

There is one other way to travel the Deep, but it is an arduous ordeal that can sap any army of its men and resources. The method of tunneling depends on the army, but the best tunnelers of the Deep are the Dwarfs followed closely by the Skaven. Dwarfs are naturally inclined to this method of travel and know how to avoid dangerous pockets of gas and unstable conditions. The Dwarfs' achievements are monumental, but their process is slow and tedious. On the other hand, the Skaven care little for safety. They throw their slaves and bizarre machines into the task of tunneling with reckless abandon. Dying in a cave in is just one of the many deaths a Skaven slave expects (and probably one of the least horrible). Many other races make use of their own troops or peasants, while those forces with limited scruples capture slaves from other races to accomplish their nefarious goals. Rules for tunneling are detailed below.

1. Determine the starting point of your tunnel (a map section occupied by one of your banners) and the tunnel exit (target map section). The target map section can be occupied by enemy forces and can even be an enemy HQ map section.
2. Decide on a route for your tunnel to take. Using a piece of string, plot the path of your tunnel from the starting point to its ending point. Bend the string to describe the tunnel's route. Tunnels **may not** pass through chasms or rivers. Use a pen to mark the end point on the string for ease of measuring.
3. Straighten the string, measure its length in inches, and then place it back on the map. Every inch (round up) translates directly into how long, in Campaign Turns, it will take for the banner to **Tunnel** to its destination. Therefore, a tunnel that is

5 1/2" in length will take 6 Campaign Turns to dig.

4. Banners must be given **Tunnel** orders to make progress on the tunnel. Mark the progress your banner has made on the string itself. Progress on a tunnel will halt if the tunneling banner is ordered to move away or is brought to battle. Banners may return to tunneling in subsequent turns. Banners occupy the starting map section as they **Tunnel** and may move into the target map section, if given a "**Tunnel and Move**" order, on the turn the tunnel is completed.

5. There are always hazards involved with tunneling. Each turn, the controlling player must make a **Tunneling Hazard Test** for each tunneling banner. To make the test, roll a D6. On a roll of a 1, the banner fails the test and is **Scattered** as a result of a tunnel collapse or some other calamity. No progress is made on the tunnel that turn. Other banners may resume digging, continuing from the point where the **Scattered** banner left off, but may suffer the same setbacks as the previous banner. Dwarf and Skaven players may reroll failed **Tunneling Hazard Tests**.

So, returning to the previous example, the tunneling player rolls a 1 during his 6th campaign turn spent tunneling. Disaster! The tunnel has collapsed and **Scattered** the banner. The controlling player decides he wants to continue tunneling with another banner and moves it into the map section containing the starting point of the tunnel. In his next turn, he gives the banner a "**Tunnel and Move**" order. He passes his **Tunneling Hazard Test**, completes the final inch of the tunnel, and moves his banner into his enemy's HQ map section!

Once a tunnel has been successfully excavated, banners may traverse the passage just as they would any other tunnel.

Ambush! If, on the turn a tunnel is completed, the map section containing the tunnel's end point is occupied by an enemy banner, play the Ambush scenario (see p. 209 of the Warhammer rulebook) instead of a Pitched Battle or special scenario. Apply the following rules changes to the Ambush scenario.

- Build the armies to an equal points size. The Defender does not have 50% more points than the Attacker. **Fortification**, support, and other campaign bonuses can still apply, however.

- The Defender sets up his army first in the Deployment Zone shown on the map on p. 209 of the Warhammer rulebook. All units must face toward the same table edge - either Attacker's Deployment Zone 1 or 2 (see the map). The Defending player does not have to deploy his Scouts until the Attacker (Ambusher) has set up his army.

The Attacker (Ambusher) then deploys his army. The entire army

must be set facing the rear of the defending army, in either Zone 1 or Zone 2, but not both.

- The Defender then deploys his Scouts, and the Attacker then deploys his Scouts.

SPECIAL RULES FOR UNDERGROUND

The following rules apply to fighting battles deep beneath the surface world, that is, all games in this campaign. This section details rules for becoming lost, using defended obstacles in battle, banner sizes, and special army-specific rules detailing how differing armies function in this twilight realm.

Banner Sizes. While some caverns are massive and stretch on for many leagues, most caves and tunnels are extremely small and claustrophobic. Some passages are so tight that even a Snotling would be hard pressed to wriggle its way through. The standard banner size for the Denizens of the Deep campaign is 500 points in unnamed map sections. Use the Warhammer in a Flash rules from **White Dwarf 288** for all 500-point battles. Because of the size and grandeur of special map sections and HQ map sections, 2,000-point armies may be brought to bear on the foe. Of course, banners do not magically increase and decrease in size as they move from normal map sections to special ones. Troops move throughout each underground realm and are reassigned from banner to banner each turn. Larger forces are able to deploy in HQ and special map sections, and troops will tend to congregate there. Thus, the fighting forces are larger when in these sections.

Bonuses and Penalties to Banner Size. Bonuses and Penalties to banner size indicated in **TGC** should be adjusted to percentages for battles involving 500-point banners. Thus, support or **Fortification** increases a 500-point banner's size by 50 points instead of by 200. (For clarification of this idea, see the first bullet point under **Options for the Border Prince Campaign** on p. 61 of **TGC**.)

Lost in the Deep. When a banner attempts to move into an area affected by the **Lost in the Deep** rules, the controlling player must make a **Lost in the Deep Test** by rolling a D6. A result of a 1 or 2 indicates that the banner's Scouts and officers have become confused and must pause to regain their sense of direction. The banner acts as though it had been given **Hold** orders instead. The banner may attempt to **Move** again in the next Campaign Turn. With results of 3-6, the banner may **Move** as normal.

If a banner is brought to battle while it is **Lost in the Deep**, it will not be able to bring its full numbers to bear, because some members of the banner have become

separated from the rest of the force. To determine how many, roll a D6, multiply the result by 10, and add 40 to the resulting product [(D6 x 10) + 40]. The result is the total points value of troops that have become lost. Subtract this number from the banner's size and build an army list to the smaller points value. When the banner is no longer **Lost in the Deep**, it returns to its normal points size.

Defended Obstacles Table. When a banner is defending a **Fortified** map section in battle, generate and place terrain as normal. After all terrain features have been placed and Deployment Zones have been chosen but before any troops are placed, the Defending player may remove any one piece of terrain from anywhere on the board. Usually, this piece will be a terrain feature that benefits his opponent. In addition, the Defending player may roll once on the Defended Obstacles Table to generate an additional terrain feature, which he may place anywhere on the table.

Defended Obstacles Table (D6)

1. A large hill.
2. A wall, fence, or earthworks 6-12" in length.
3. A hill with an impassable slope.
4. A building or ruin no larger than two stories and with a footprint no larger than 8" x 8".*
5. A large hill with fences or artillery emplacements atop it.
6. A watchtower with a footprint of no larger than 12" x 12". Walls may be part of this watchtower if they are inside the 12" x 12" footprint restriction.*

* Buildings (and ruins) are most likely to be of Dwarf design but may have been constructed by other races as well.

Eternal Night. The eyes of some races are not accustomed to the inky darkness of the tunnels and caverns below the earth. Even with a strong light source, the effective range of missile weapons is reduced by 50%. **Eternal Night** applies to all armies except Dwarfs, Skaven, and Night Goblins.

Does It Ever End? The twisting tunnels and caves of this twilight realm are frightening. The walls and ceilings bear down on surface-dwellers like a dank tomb. Up-worlders suffer from -1 Ld for the duration of the campaign. **Does It Ever End?** applies to all armies except Dwarfs, Skaven, Night Goblins, and Dark Elves. Any model from any army that is **Immune to Psychology** will not suffer the effects of **Does It Ever End?**

Dismount. The sheer drops and unstable footing of certain sections of the Deep are just too much for most mounts to navigate. Mounts may NOT be ridden in any map sections other than HQ sections and special map sections. **Dismount** applies to all armies.

Broken Axle. War machines, while unliving (the majority at least), suffer much the same fate as steeds. Even if war machines are taken apart for transport, the resulting pieces are too large to navigate the twists and turns of a cavern network. War machines and Chariots may NOT be used in any map sections other than HQ sections and special map sections. **Broken Axle** applies to all armies.

Aerial Assault. Because of the cramped conditions of much of the Deep, flying creatures (and flying war machines) are at a disadvantage. They must crawl about like some terrestrial beast. Only when they find a massive vault or cavern may they take flight again. Flyers may NOT be used in any map section other than HQ sections and special map sections. **Aerial Assault** applies to all armies, but not Bat Swarms or Fell Bats.

ARMY-SPECIFIC RULES

Unless noted otherwise below, none of the army-specific rules listed on pp. 40-41 of **TGC** are in effect for this campaign. Underground, almost all armies are at a disadvantage and do not behave as they do on the surface. Only the army-specific rules listed below are in effect for the Denizens of the Deep campaign.

Dwarfs. Dwarfs are especially well suited to navigating uneven terrain and have no trouble finding safe passage through dangerous or unstable areas of the Deep. Dwarf banners may move into Stalagmite Forest map sections without making a **Difficult Terrain Test**.

Night Goblins. Night Goblin armies may use their army-specific rules described on p. 41 (Orcs & Goblins) of **TGC** and thus may **Forced March**. Also, Night Goblin players may use the **Night Goblin Horde** variant army list from **Warhammer Armies: Orcs & Goblins**, with the following changes:

Core Units

Night Goblins, 0-1 Snotling Swarms.

One unit of Night Goblins may carry a magic banner worth up to 50 points.

Special Units

Squig Herds, Stone Trolls, (Night) Goblin Rock Lobbers, (Night) Goblin Spear Chukkas.

Rare Units

Giants, (Night) Goblin Doom Diver Catapults, 0-1 Spider Swarms, 0-1 Night Goblin Spider Riders (cannot have light armor).

*Spider Swarms cost 50 points per base and have a unit size of 1-6 bases. Their characteristics are: M4, WS3, BS0, S2, T2, W5, I1, A5, Ld10. Spider Swarms make **Poisoned Attacks** and are **Unbreakable**.*

*Treat Night Goblin Spider Riders as Wolf Riders (use the same points cost and number restrictions per unit) with the following changes. Night Goblin Spider Riders' Movement is 7, and they treat obstacles (such as walls) and difficult or impassable "dry" terrain (such as stands of fungi - see **Fungi Forests** section) as open ground. Night Goblin Spider Riders may not cross chasms. "Wet" terrain such as rivers or lakes is difficult or impassable as normal. Spiders make **Poisoned Attacks**. Night Goblin Spider Riders are **Fast Cavalry** and are mounted on cavalry bases. Night Goblin Spider Riders are not affected by the **Dismount** rule.*

Night Goblin Warbosses and Great Shamans may ride Spiders (+18 points). Night Goblin Big Bosses and Shamans may also ride Spiders (+12 points).

Skaven. Skaven use their army-specific rule described on p. 41 of **TGC**, although their ability should be renamed **Furtive Maneuvering** instead of **Move Underground**.

Vampire Counts. Cave-dwelling creatures are everywhere in the Deep. As such, Bat Swarms and Fell Bats answer the summons of their masters much more readily than they do on the surface. Up to two Bat Swarms may be included in a Vampire Counts army, and Fell Bats become Core troops! The **Aerial Assault** rule does not apply to Fell Bats and Bat Swarms as these creatures are accustomed to flying underground.

MAP SECTIONS

There are seven different types of map sections in the Deep. The last type, special map sections, involve a large number of types of special tiles. The following rules replace or alter the rules found on pp. 38-39 of **TGC**.

Unremarkable. While they're not really "Unremarkable" (since even a simple cavern is a strange and wondrous place), these map sections don't have any outstanding natural or artificial embellishments to speak of. Banners can move into Unremarkable

map sections without penalty. Unremarkable map sections may contain small streams and pools, stalagmites, small rock formations, and not much else. These terrain features do not affect banner movement. Special map sections should be considered Unremarkable in terms of banner movement unless specified otherwise in their description.

Whenever a battle is fought in an Unremarkable map section, roll on the Living Caverns terrain generator for scenery. Battles in Unremarkable map sections are fought with the Warhammer in a Flash rules (see **WD 288**).

Bridges. Bridges constitute small map sections unto themselves and allow armies to cross rivers and chasms without making a **Difficult Terrain Test** (see p. 31 **TGC**). If **Razed** (see p. 30 **TGC**), bridges are useless, and a **Difficult Terrain Test** must be made as normal to cross the river or chasm. When bridge map sections are **Razed**, make sure to position any occupying banner in the map section such that it's clear which side of the river or chasm the banner is on, as a **Difficult Terrain Test** will be required to cross the river into map sections on the opposite side. **Razed** bridges may be **Recovered** (i.e., the bridge will be rebuilt by your troops) just like any other map section. As bridges tend to be areas of high tactical significance, most players will make an effort to defend them well (or destroy them).

Whenever a battle is fought in a bridge map section, roll on the Living Caverns terrain generator for scenery, but ignore rolls that call for River, Lake, Stream, or Chasm. The map section illustration dictates which type of terrain piece will be needed. Thus, if the bridge spans a river, make sure to place a river on the table. Battles in bridge map sections are fought with the Warhammer in a Flash rules (see **WD 288**).

Riverbanks. In the Denizens of the Deep campaign setting, rivers tend to appear suddenly from beneath rocky ledges, meander or rush for miles or only a few feet, only to disappear again into the very rock from which the rivers sprung. All in all, underground rivers and riverbanks are unpredictable. Sailing on these rivers is a task wrought with peril, as sudden rapids, whirlpools, and hidden drops into fathomless pits are frequent. Crossing a river (i.e., moving an army from one bank to its opposite bank) necessitates a **Difficult Terrain Test** due to fast-moving currents or other hidden dangers.

Whenever a battle is fought in a Riverbank map section, roll on the Living Caverns terrain generator for scenery, but ignore rolls that call for River, Lake, Stream or Chasm. Make sure to place a river on the table, however.

Battles in Riverbank map sections are always fought with the Warhammer in a Flash rules (see **WD 288**).

Stalagmite Forests. You must make a **Difficult Terrain Test** for each of your banners attempting to enter a map section that contains stalagmite or basalt columns. The rock formations create all sorts of uneven ground or are just too dense to navigate easily. Note that no test is required when a banner exits a Stalagmite Forest map section (unless the banner is leaving one Stalagmite Forest map section and entering another).

Whenever a battle is fought in a Stalagmite Forest map section, roll on the Living Caverns terrain generator for scenery. Use more rock formations (stalagmites or basalt columns) than you normally would when generating terrain for battles in these areas. Battles in stalagmite forest map sections are fought with the Warhammer in a Flash rules (see **WD 288**).

Serpentine Tunnels. Serpentine Tunnels are extremely dangerous areas where very narrow passages corkscrew, descend to terrifying depths without warning, or become labyrinthine and confusing. You must make a **Lost in the Deep Test** (see **Special Rules for Underground**) for each of your banners attempting to enter a map section that contains Serpentine Tunnels.

Whenever a battle is fought in a Serpentine Tunnels map section, roll on the Living Caverns terrain generator for scenery. Use more impassable terrain features (naturally occurring rock walls) than you normally would when generating terrain for battles in these areas. Battles in Serpentine Tunnels map sections are fought with the Warhammer in a Flash rules (see **WD 288**) and the Rock Labyrinth scenario (see link below).

Rock Labyrinth - A Warhammer Scenario

Overview

Two armies meet in a confusing section of Serpentine Tunnels, an area of the Deep that twists, turns, and doubles back on itself so frequently that it often leaves intruders confounded and hopelessly lost. Maneuvering and shooting in Serpentine Tunnels is difficult, and ambushers may lurk around every corner.

Armies

Both armies are chosen from the appropriate Warhammer army lists and the Warhammer in a Flash guidelines to 500 pts. This size may be adjusted by support, **Fortification**, or other special campaign rules.

Battlefield

The table should be covered by naturally formed rock walls and stalagmites that turn the battlefield into a maze. All of the rock walls stretch from wall to ceiling and are thus Impassable Terrain. Rock structures should be set up at least 5" apart to

allow units to pass in between, but there should be no straight paths from one side of the table to the other.

Deployment

Players deploy per the rules for a Pitched Battle. See pp. 199-200 of the Warhammer rulebook. One unit in each army may be deployed as **Ambushers** (see **Special Rules**).

Who Goes First?

Both players roll a D6. The player who finished his deployment first (not including **Scouts** and **Ambushers**) may add +1 to his die roll. The higher-scoring player may choose to go first or second.

Length of Game

The scenario lasts 7 turns or until one player concedes.

Special Rules

Skirmishers. In addition to any **Skirmishers** normally allowed by the army lists, any two units (except war machines) in each player's army may adopt a **Skirmish** formation for the duration of the battle.

Ambushers. Players may hold a single Skirmishing unit (no characters; may include a unit champion) in reserve for an ambush later in the battle. The unit is not deployed at the start of the game. At the start of each player's 2nd turn, he places a marker (a die or small coin will do) anywhere on the battlefield to indicate where he would like the **Ambushers** to appear. The player then rolls the scatter and artillery dice at the start of his 3rd turn. If a hit is rolled, the marker remains in place. Otherwise, move the marker as indicated by the dice. The marker cannot fall on top of Impassable Terrain) if it does, move the marker to the closest point off the Impassable Terrain). The Ambushers emerge from their hiding places within 4" of the marker and may move, charge, shoot, and fight as normal.

Victory Conditions

Unless one player concedes, calculate Victory Points per the standard rules on p. 198 of the Warhammer rulebook to determine the winner.

HQ Map Sections. Map sections containing HQs follow the usual rules for Unremarkable map sections. However, banners that control HQ territories always count as being **Fortified** when fighting in the map section containing the HQ. In addition, the controlling player may roll three times on the Defended Obstacles Table (see **Special Rules for Underground**), instead of the usual one for fighting in a **Fortified** map section. Additional **Fortification** of HQ map sections has no effect. Simply mark your

HQ map section with an appropriate counter or impressive 3D model. The HQ counter pictured above can be downloaded [here](#).

Whenever a battle is fought in an HQ map section, roll on the Living Caverns terrain generator for scenery. Battles fought in HQ map sections are always fought with 2,000 points worth of troops in each army (which can be adjusted by support, **Fortification**, and other special campaign rules) and the normal rules for Pitched Battles found in the Warhammer rulebook.

Special Map Sections. Each campaign will have a few special map sections with a particular settlement, structure, or point of interest. These map sections could bestow advantages to the armies that control and/or attack them, such as adding additional troops, necessitating special tests, providing defensive positions, and the like. Unless noted otherwise, special map sections should be treated as Unremarkable map sections for purposes of movement.

Whenever a battle is fought in a special map section, scenery will be dictated by the description of the special map section or by the scenario that is played in the map section in question. Battles in special map sections are fought with 2,000 points of troops on each side (which can be adjusted by support, **Fortification**, and other special campaign rules) and the normal rules found in the Warhammer rulebook, unless otherwise noted in the description of the special map section.

The following special map sections appear on a handful of the tiles used in the Denizens of the Deep campaign setting. Some are one of a kind, while others may pop up multiple times throughout the course of the campaign. The following descriptions explain the special rules that apply to these map sections, the armies that control them, and any battles that are fought in them.

Ruined Section of the Underway. The Underway, or the Undgrin Ankor, as it is known in the Khazalid tongue, is the mighty Dwarf highway that was designed to link the northern strongholds with those of the south. As trade flourished, the Dwarfs expanded the route. A series of secondary routes were added to the main road, or "Umwan" in Khazalid. Sadly, all of this was destroyed in the Time of Woes, when earthquakes collapsed many sections of the Underway and blocked off communication between the strongholds and their occupants. Goblins, Skaven, and other creatures swarmed these thoroughfares and took over many Dwarf realms in the confusion.

The Dwarfs have stubbornly rebuilt much of the northern section of the Umwan and many of its tributary roads. Every 20' a massive oil torch burns, and gigantic pillars reach up 100' to the ceiling of the Underway. Still, many tributary routes are blocked

off or not easily accessible, and many have guards posted at their entrances continuously. Most of the sections are still ruined, and these routes are occupied by hordes of Skaven and Goblins who took advantage of the calamity that happened so long ago.

Campaign Rules

Control of a Ruined Section of the Underway. A map section containing a Ruined Section of the Underway can be controlled as normal. However, such is the condition of this area that the map section always counts as **Razed** when first encountered. The map section can be **Recovered** (what proud Dwarf wouldn't take the opportunity to reclaim a piece of their ancient glory?) per the rules on p. 36 of **TGC**.

In addition to the tumbledown condition of the map section, a realm that controls a map section containing a Ruined Section of the Underway may plunder its lost wealth to bolster its forces. The gold and treasures can be used to hire and equip more soldiers, and the magic items can be distributed to the realm's officers and heroes. As long as a realm controls a map section containing a Ruined Section of the Underway, each of its banners is 10% larger (50 points in 500-point games; 200 points in 2,000-point games) than the standard campaign banner size.

Control of additional Ruined Sections of the Underway yields a bonus of only 5% (25 points in 500-point games; 100 points in 2,000-point games). Thus, a player who controlled three Ruined Sections of the Underway would field a 600-point banner in a 500-point game (i.e., 500 + 50 for the first Ruined Section of the Underway + 25 for the second + 25 for the third = 600 points).

Also, movement in this map section is much faster than in other areas of the Deep. Banners of **ANY** army may make a **Forced March** as described in the Orc & Goblin army-specific rules on p. 41 of **TGC** as they leave the map section.

Battles. Battles fought in a map section containing a Ruined Section of the Underway are Pitched Battles. Roll on the Underway terrain generator for scenery. Use more impassable terrain features (naturally occurring rock walls) than you normally would when generating terrain for battles in these areas.

Razed. Map sections containing a Ruined Section of the Underway always count as **Razed** when first encountered but may be **Recovered**. Until the map section **Recovers**, this map section can be used as a potential exit point for Skaven banners that are making use of the **Furtive Maneuvering** rules (though a D6 roll is still required to exit successfully).

Scenario. Pitched Battle.

Underground Lake. It is a common misconception that the only large bodies of water in the Warhammer world are the glittering seas of the surface, where the tall ships of Men and Elves cut through the waves. Mighty fresh or salt water seas lie quiet and still in the inky darkness under the crust of the world. Some collect in mighty vaults and caverns so large that if a traveler stood upon one bank his eyes would be hard-pressed to see the other, even if he had sufficient light and a powerful telescope.

Horrifying monsters dwell in these dark pools. They attack and consume creatures that stray too close to the still surface of the water. Unknowable horrors cling to the dark depths as well. Mutated creatures with mighty grasping tentacles and suckers lay in wait for anything to come within reach. Even deep-dwelling Dragons are not safe from these ancient and terrible things.

Campaign Rules

Control of Underground Lakes. A map section containing an Underground Lake can be controlled as normal. Also, this lake contains surprisingly pure water. As long as the realm controls the Underground Lake, each banner in the realm is 10% larger (50 points in 500-point games; 200 points in 2,000-point games) than the standard campaign banner size due to the abundant source of cool, clean water,

Control of additional Underground Lakes yields a bonus of only 5% (25 points in 500-point games; 100 points in 2,000-point games). Thus, a player who controlled three Underground Lakes would field a 600-point banner in a 500-point game (i.e., 500 + 50 for the first Underground Lake + 25 for the second + 25 for the third = 600 points).

Water can be collected for shipment to the banners of the realm without rousing the Tentacled Horror (see below). The only time this monster rises from its watery lair is when a battle occurs in this map section.

Battles. Battles fought along the shores of this map section are not Pitched Battles - use the **It Came from Below** scenario instead.

Razed. Underground Lake map sections may be **Razed** by poisoning them with contaminants. If a map section containing an Underground Lake is **Razed**, it will no longer count toward the number of banners that a realm may field, and the realm may no longer take advantage of the +10% or +5% bonus to banner size. If an Underground Lake is **Razed**, it may not be **Recovered**. It takes many years for the conditions of the water to right themselves naturally, and this process cannot be sped up by outside forces.

If the Underground Lake is **Razed**, then the It Came from Below scenario is no longer played. Instead, play a Pitched Battle. Whatever horror dwelt in the dark waters has succumbed or moved on.

Scenario. It Came from Below.

It Came from Below - A Warhammer Scenario

Overview

For this battle, two armies meet in a cavern filled with a vast underground lake. This vault is so large that it has pebble-strewn shores so expansive that both enemy forces may muster an large number of troops and bring them to bear on their foe.

Still, the horrible nature of this battlefield is hidden below its placid waters. An ancient beast dwells in the submerged caves below the lake. It won't be long until it rises to feed.

Armies

Both armies are chosen from the appropriate Warhammer army lists to 2,000. This size may be adjusted by support, **Fortification**, or other special campaign rules.

Battlefield

Before any scenery is placed, nominate one of the short table edges to hold a 6" wide strip of water to represent the lake. Players then take turns placing D3+3 pieces of terrain by referring to the Living Caverns terrain generator table. Any occurrences of River, Lake, or Chasm should be ignored and rerolled.

Deployment

Players deploy per the rules for a Pitched Battle. See the Warhammer rulebook, pp. 199-200.

Who Goes First?

Both players roll a D6. The higher-scoring player may choose to go first or second.

Length of Game

The scenario lasts 6 turns.

Special Rules

Tentacles from Below. A horrible creature makes his lair in this dark lake. Sensing the vibrations of two armies massing for battle along its shores, the Tentacled Horror rises from the depths to feed its massive hunger.

The Tentacled Horror's body appears on Turn 2 with only two tentacles - the rest pop up within 6" of the body at a rate of one per player turn until they are all out. At the start of each player turn, roll a D6 for the monster. On a roll of 1, the monster does not move. On a 2, the beast attacks the nearest thing in the water or within 2D6" of the shore. On a 3-6 one player controls the Tentacled Horror for that turn. Flip a coin to decide who controls the beast! The Tentacled Horror moves and will potentially attack in both player turns.

	<u>M</u>	<u>WS</u>	<u>B</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
Tentacle	12	5	-	6*	5	6	5	*	-
Body	6	5	-	6	6	10	5	-	-

The Tentacled Horror acts as not one creature but eight separate ones (one body and seven tentacles). All tentacles must stay within 12" of the body. When a tentacle is reduced to 0 Wounds, remove it from play. When the body is reduced to 0 Wounds, remove all tentacles and the body from play. All parts of the Tentacled Horror count as **Large Targets** and are **Immune to Psychology** and **Unbreakable**.

* In combat, the Tentacled Horror lashes out with its tentacles separately and does D6 S6 hits against any unit or single target. The creature may combine multiple tentacles to perform a savage tear attack capable of crushing war machines. If two or more tentacles are in contact with the same war machine, the controlling player may attempt the tear attack against the war machine. Roll a D6 regardless of the number of tentacles making the attack. The tear attack hits on a D6 roll of 3+. If the attack hits, the Strength of the tear attack is equal to 7 plus the number of additional tentacles participating in the attack (up to a maximum of 10). Thus, if the creature attacks with two tentacles, the attack is resolved at S8 (i.e., S7 + 1 additional tentacle = S8). The attack does D3 Damage Points plus 1 Damage Point for each tentacle participating.

Due to its huge size, the Tentacled Horror can make attacks on creatures or war machines within 2D6" of the shore (roll each turn to determine the creature's range).

Victory Conditions

Calculate Victory Points per the standard rules on p. 198 of the Warhammer rulebook to determine the winner. If one side kills the Tentacled Horror, it earns a bonus 400 Victory Points.

Fungal Forest. There exist a variety of growing things in the darkened halls of the earth: edible toadstools, mushrooms, and fungi. Many deep-dwelling races, particularly the Night Goblins, farm these fungi. While the mushrooms provide nourishment when

prey is scarce, the greenskins gather a specific fungus for more malicious reasons. The Madcap Mushroom is a prized treat among Goblindkind and proves very useful when the Goblins go to war.

When conditions are ideal, whole forests of mushrooms can result, filling the local area with a riot of colorful fungi. Gigantic mushrooms of tree-like proportions are not unheard of, and entire cave systems can become overgrown with these slimy forests. Travelers should take special care when navigating these realms. Some of these sunless forests have a will and sentience all their own and take measures to see that those who cut or burn their kind are swiftly punished. Horrified survivors of such encounters speak of ropey tentacles that grapple or inject poisons and hallucinogens or massive bipedal mushrooms, much like the surface world's enigmatic Treemen, that pummel trespassers with fibrous fists.

Campaign Rules

Control of a Fungal Forest. To enter a Fungal Forest, all banners, except Night Goblin banners, must pass a **Difficult Terrain Test**. The terrain is so dense with massive growths of mushrooms and slimes that footing is treacherous at best and deadly at its worst.

Also, there are abundant foodstuffs at hand. As long as a realm controls the Fungal Forest, each of its banners is 10% larger (50 points in 500-point games; 200 points in 2,000-point games) than the standard campaign banner size due to the sudden influx of nourishing (if somewhat bizarre) provisions.

Control of additional Fungal Forests yields a bonus of only 5% (25 points in 500-point games; 100 points in 2,000-point games). Thus, a player who controlled three Fungal Forests would field a 600-point banner in a 500-point game (i.e., 500 + 50 for the first Fungal Forest + 25 for the second + 25 for the third = 600 points).

Battles. Battles fought in a map section containing a Fungal Forest are Pitched Battles between 500-point forces (which can be adjusted by support, fortification, and other campaign bonuses) per the Warhammer in a Flash rules (see **WD 288**). Roll on the Fungal Forest terrain generator for scenery.

Razed. If a map section containing a Fungal Forest is **Razed**, it will no longer count toward the number of banners that a realm may field. In addition, none of the special rules apply, and the map section is treated as Unremarkable. If a Fungal Forest is **Razed**, it may not be **Recovered**. When a Fungal Forest is **Razed**,

roll a D6. On the roll of a 1, the occupying banner is **Scattered** by sentient mushrooms that come to life and crush the foresters.

Scenario. Pitched Battle.

Night Goblin Cavern. This area of the Deep has become overrun by vicious greenskins. The surrounding caves and tunnels are filled with debris and offal. Pens of Cave Squigs fight and bicker, and the fearful squeals of Snotlings reverberate throughout the area.

It is dangerous to tarry in the lair of such malicious creatures. To be caught amid their numbers is to invite your own quick and brutal end. While a lone Night Goblin may flee from even the least skilled human warrior, thousands of these nasty creatures - along with their terrifying allies - can easily overrun an army of powerful and well equipped fighters. Give the Night Goblins the advantage of fighting on their home ground, and you are surely doomed.

Campaign Rules

Control of a Night Goblin Cavern. The resident Night Goblins make control of this special map section frustrating for those who hold it. Most of the time, the greenskins can be held at bay. However, when battle lines are forming and war is imminent, the Goblins become as much of a nuisance as possible. Night Goblin banners can try to talk these roving bands into compliance, but other armies are harried constantly by repeated ambushes and small skirmishes.

Battles. Battles fought in a Night Goblin Cavern are Pitched Battles between 2,000-point forces. This size may be adjusted by support, **Fortification**, or other special campaign rules. Roll on the Living Caverns terrain generator for scenery.

Before banners fight a battle in a Night Goblin Cavern map section, each player should roll a D6, consult the chart below, and apply the results. Do not make this roll if the map section has been **Razed** (see below).

1-2 The banner encounters few of the local greenskins, although their presence can be easily noticed. The banner is not affected in any way.

3-5 The banner encounters a small band of Night Goblins. Night Goblin banners may recruit them and add 2D6x10 points of troops to their numbers for the upcoming battle only. Non-greenskin

banners suffer from ambushes and small skirmishes that precede the main battle and lose 2D6x10 points beforehand.

6 The banner encounters a large warband of Goblins, perhaps a small Waaagh! in the making. Night Goblin banners may recruit 2D6x25 points of troops for the upcoming battle only. All other banners lose 2D6x25 points of troops in the encounter.

Razed. When this map section has been **Razed**, the local greenskins make for more hospitable caves and tunnels and will neither help nor hinder banners in this map section. If and when the map section **Recovers**, the Night Goblins return, and you should make the roll in the Battles section as normal.

Scenario. Pitched Battle.

Skaven Warrens. Areas in the feral grip of the ratmen are filthy and disease-ridden. Whether a human settlement has found its way below ground due to some seismic calamity (or more sinister reasons) or an ancient Dwarf hold has succumbed to repeated Skaven invasions, the Children of the Horned Rat infest the remnants of other civilizations. Of course, the Skaven make their own adjustments and "improvements" to their vast Under-Empire, a task at which Clan Skryre is particularly adept.

Campaign Rules

Control of Skaven Warrens. A map section containing Skaven Warren can be controlled as normal. However, for all realms other than Skaven ones, the map section always counts as **Razed** and thus does not contribute to the number of banners a non-Skaven realm may field. The area is so tainted with Chaos energy, disease, and warpstone that it cannot be **Recovered** during the course of the campaign. Skaven, however, find the area completely hospitable. As such, they may count the map section as three map sections for purpose of how many banners their realm can control. In addition, when the Skaven control this map section, they may always count it as **Fortified** for battles taking place therein. Additional **Fortification** has no effect.

Battles. Battles fought in a map section containing Skaven Warrens are not Pitched Battles. Play the **Against the Vermintide** scenario instead. Roll on the Lost Dwarf Realm terrain generator for scenery.

Razed. Map sections containing Skaven Warrens always count as being **Razed** and may never be **Recovered**. Thus, Skaven Warrens may always be used as a potential exit point for Skaven banners that

are making use of the **Furtive Maneuvering** rules (though a D6 roll is still required to exit successfully).

Scenario. Against the Vermintide.

Against The Vermintide - A Warhammer Scenario

Overview

For this battle, two armies meet in a Skaven-infested region of the Deep that contains an entrance to their world-spanning Under-Empire. This battlefield is extremely dangerous, as this cluster of caverns is overrun by the corrupt ratmen. Only the most brave (or foolhardy) general would lead his army into such a pit of evil.

Armies

Both armies are chosen from the appropriate Warhammer army lists to 2,000 points. This size may be adjusted by support or other special campaign rules. Skaven armies who control the map section may always take advantage of the **Fortification** bonus. As the map section always counts as **Razed**, other armies can never gain a **Fortification** bonus there.

Battlefield

This battlefield should measure 4' x 6'. Much of the battlefield should be covered with ruined or partially collapsed buildings. Look to the color section in **Warhammer Armies: Skaven** for scenery ideas. Several scenery pieces should represent Impassable Terrain (e.g., large chunks of cavern roof and huge rock piles). Stalagmites, Scree, and/or a Stream (see Living Caverns terrain generator) can also be placed around the edges of the table if both players have these terrain pieces on hand.

At the exact center point of the table, place a piece of terrain representing the exit from the Skaven Under-Empire (see **Special Rules** below). This hole should be no larger than 4" in diameter.

Deployment

Players deploy per the rules for a Pitched Battle. See the Warhammer rulebook, pp. 199-200.

Who Goes First?

Unless the battle involves a Skaven army, both players roll a D6. The higher-scoring player may choose to go first or second.

Skaven players may choose whether to go first or second. If both armies are Skaven, dice off as normal.

Length of Game

The scenario lasts 6 turns or until one player concedes.

Special Rules

Exit from the Under-Empire. At the start of each player turn, roll a D6. On a result of 1, some creatures have emerged from the exit in the center of the board. Roll another D6 and consult the table below to determine what has emerged. The unit enters the board as though it is returning after pursuing a unit off the board (see p. 76 of the Warhammer rulebook).

1-2 A unit of 20 Clanrat Slaves.

3-4 A unit of 20 Clanrats.

5 A unit of 10 Night Runners.

6 A masterless Rat Ogre (suffers from **Stupidity**) or a Chaos Spawn with no Mark of Chaos. Roll an additional D6. On a 1-4, a Rat Ogre emerges; on a 5 or 6, a horrible warpstone-mutated monster throws itself from the pit.

All of these models, save the Chaos Spawn, may be controlled by a Skaven player as normal. (Dice off for each unit that emerges if both armies are Skaven armies.) If the battle does not involve a Skaven army, these units will move after both players' turns (thereby moving on a 3rd player turn). If the units are not controlled by a player, they will move their full movement distance directly toward the closest unit and will charge any unit within range. The Chaos Spawn cannot be controlled by any player and will move its full random movement distance directly toward the closest unit and will engage in combat if in range.

Victory Conditions

Calculate Victory Points per the standard rules on p. 198 of the Warhammer rulebook to determine the winner. Models that emerge from the Under-Empire bestow no Victory Points

to the side that destroyed them or caused them to Flee. However, troops destroyed or forced to Flee by Under-Empire models bestow Victory Points to the enemy as normal.

Unhallowed Sepulcher. Many areas in the Deep have become graveyards, either because of a need to bury the honored dead or because a mighty confrontation took place there and no effort was taken to inter the casualties of a long-forgotten war.

Regardless of the mourners' attempts to keep the fallen safe, there are those who seek to disturb the sleep of the dead. Treasure hunters, vengeance seekers, Ghouls, and of course those who practice the dark art of Necromancy haunt these charnel houses. Many times, rogue Necromancers (who seek to flee from persecutors on the surface) and Vampires happen upon these tombs and raise armies of Undead followers.

Note: This map section offers Vampire Counts players many conversion possibilities. Imagine shambling hordes of rotting Night Goblin Zombies or rank upon rank of dusty Dwarf Skeletons in rusting plate mail.

Campaign Rules

Control of an Unhallowed Sepulcher. A map section containing an Unhallowed Sepulcher can be controlled as normal. Even though this area may be strewn with riches, realms that control this map section are loath to pilfer any items from the dead. Such a theft could anger the spirits that reside in the massive tomb.

Battles. Battles fought in an Unhallowed Sepulcher are not Pitched Battles - use the Darkness Rising scenario instead. Also, before banners fight a battle in an Unhallowed Sepulcher map section, each player should roll a D6, consult the chart below, and apply the results.

1-3 An unearthly quite covers this cavern. The banner stumbles upon no Undead creatures, although their presence can be felt. The banner is not affected in any way.

4-5 The banner encounters a small horde of Undead creatures. Vampire Counts banners may recruit and add

2D6x10 points of troops to their numbers for the upcoming battle only. Non-Vampire Counts banners suffer from horrifying ambushes and small skirmishes that precede the main battle and lose 2D6x10 points beforehand.

6 The banner encounters a large shuffling army of Undead that wanders without aim or purpose. Vampire Counts banners may recruit 2D6x25 points of troops for the upcoming battle only. All other banners lose 2D6x25 points of troops in the nerve-wracking encounter.

Razed. The vast number of tombs or open graves in the area makes a complete purge of the Undead that reside there all but impossible. All of the special rules for this map section apply even when the section has been **Razed**. However, when **Razed**, the Unhallowed Sepulcher will not count toward the number of banners that a realm can support.

Scenario. Darkness Rising.

Darkness Rising - A Warhammer Scenario

Overview

For this battle, two armies have converged on a massive underground graveyard. This place is cursed. Whatever had transpired here has left a large assembly of disquiet dead in its wake. As the combatants form up their ranks, a hollow scrape echoes across the massive chamber. The dead have risen...

Armies

Both armies are chosen from the appropriate Warhammer army lists to 2,000 points. This size may be adjusted by support, **Fortification**, or other special campaign rules.

Battlefield

Both players must agree on and choose **one** of the following options.

Tombs and Mausoleums. This mighty cavern is dotted by numerous crypts and tombs. Some are shattered by debris falling from the roof above, while others stand whole with heavy doors still shut. All are ancient and dust covered.

This battlefield should measure 4' x 6'. Set up the battlefield as illustrated on p. 51 of **TGC**, except that the barrows should be replaced with squat, stone tombs and mausoleums. In a pinch, this terrain can be represented by square pieces of paper or small boxes. If you'd like to model your own mausoleums, check out this page in the Warhammer Skirmish section of our web site (of course, those hewn from the living stone by Dwarf hands will look slightly different).
</games/warhammer/skirmish/terrain/mausoleum/mausoleum.htm>

Once the tombs have been placed, both players may take turns placing D3+3 pieces of terrain by referring to the Lost Dwarf Realms terrain generator table. Any occurrences of River, Lake, Stream, Chasm, or Ruin should be ignored and rerolled.

Open Graves. This cavern is the site of an ancient battle, but due to the lack of moisture, fungi never took root. Desiccated bodies and gleaming bones lie everywhere. Great mounds of corpses and shattered weapons are strewn about. An oppressive atmosphere of dust and hatred hangs in the still air.

This battlefield should measure 4' x 6'. Set up the battlefield as illustrated on p. 51 of **TGC**, except that the barrows should be replaced with piles of mummified or partially skeletonized bodies. If you'd like to model your own "dead piles," check out this page in the Warhammer Skirmish section of our web site.
</games/warhammer/skirmish/terrain/deadpiles/deadpiles.htm>

Once the open graves have been placed, both players may take turns placing D3+3 pieces of terrain by referring to the Living Caverns (Dead Caverns) terrain generator table. Any occurrences of River, Lake, Stream, Chasm, or Heap of Bones should be ignored and rerolled.

Deployment

Players deploy per the rules for a Pitched Battle. See the Warhammer rulebook, pp. 199-200.

Who Goes First?

Unless the battle involves a Vampire Counts army, both players roll a D6. The higher-scoring player may choose to go first or second.

Vampire Counts players may choose whether to go first or second. If both armies are Vampire Counts, dice off as normal.

Length of Game

The scenario lasts 6 turns or until one player concedes.

Special Rules

Special Rules are exactly the same as scenario **Battle in the Barrows** found on p. 51 of **TGC**.

Victory Conditions

Unless one player concedes, use the Victory Points chart on p. 198 of the Warhammer rulebook to determine the winner of the battle. Players receive no Victory Points for destroying Sepulcher Undead units or for Sepulcher Ghoul units fleeing or having fled off the board at the end of the game. However, players DO receive Victory Points for **enemy** units and characters that are destroyed or reduced to half strength by the Sepulcher Undead. Players also receive Victory Points for all enemy units and characters that are fleeing or have fled off the table at the end of the game - regardless of whether the Sepulcher Undead of the player's own army caused these enemies to flee.

TERRAIN GENERATOR TABLES

Living (or "Wet") Caverns

These are dark places almost untouched by the hands of Dwarfs or the other inhabitants who dwell here. They are still vibrant places (that continue to evolve and change given enough time and water) that creatures both mundane and monstrous sometimes call home.

Dead (or "dry") caverns are those that have ceased receiving a constant flow of water. These caverns are brittle, dry and almost always silent. You can create a dead cavern by replacing any roll of River, Stream, or Lake with a Chasm.

2D6 Result

2 A River or Lake

Choose either a section of river or area of open water

representing a lake. A river must be placed so that it flows from one table edge to another. The river may not extend over more than half the length of the table unless both opponents agree to include a longer river section. The river cannot be crossed anywhere along its length except at a ford or bridge and should always include at least one bridge or ford somewhere along its length. If the river extends over more than half the table length, it should include two crossing places (each player places one). A lake is impossible to cross.

3 A Stream

Choose a section of stream, which is difficult terrain and must flow from one board edge to another. The stream may have a single bridge or ford along its length if you wish.

4 Boulders

The area is strewn with boulders and debris from the ceiling high above. Boulders are difficult ground and provide hard cover.

5 Natural Rock Wall

A Natural Rock Wall is a thin sheet of solid rock that stretches from floor to ceiling. Natural Rock Walls can be as thin as 1" or as wide as 2". The Rock Wall may not extend over more than half the length of the table unless both opponents agree. A Natural Rock Wall is impassible terrain.

6 Stalagmites

These naturally forming rock outcroppings work as stands of trees for all intents and purposes. Stalagmites are difficult terrain and provide cover. Yes, Night Goblin Fanatics will bash themselves to death in a spray of stone splinters and squishy green bits!

7 A Low Hill

This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.

8 Chasm

A chasm is a deep, steep-sided gorge. It cannot be crossed anywhere along its length except at a bridge. A chasm must be placed so that it enters the battlefield from one table edge. The chasm can taper to an end in the battlefield if you wish. A chasm may not extend over more than half the length of the table unless both players agree to this set up, in which case, the chasm must be spanned by a bridge (one player places the chasm; the other places the bridge).

9 Scree

This area of loose rocks is difficult ground.

10 Heap of Bones

This vast heap of bones - either a skeleton of a singular massive monster or a pile of lesser creatures -acts as difficult ground.

11 Plateau

This is a low, flat-topped hill of bare rock. The sides of the plateau are either steep slopes or sheer cliffs and so will be difficult ground or impassable.

12 Ruin

This piece of terrain is basically an area surrounded by a ruined stone wall. The wall is an obstacle but should have gaps on all sides.

Lost Dwarf Realm

These areas were once part of the Dwarf empire but have since fallen into ruin due to neglect, war with invading armies, or the destructive Time of Woes, when many holds and much of the Underway were destroyed. Many Lost Dwarf Realms have been infested by Goblins, Trolls, Skaven, or worse.

2D6 Result

2 A River or Lake

Choose either a section of river or area of open water representing a lake. A river must be placed so that it flows from one table edge to another. The river may not extend over more than half the length of the table unless both opponents agree to include a longer river section. The river cannot be crossed anywhere along its length except at a ford or bridge and should always include at least one bridge or ford somewhere along its length. If the river extends over more than half the table length, it should include two crossing places (each player places one). A lake is impossible to cross.

3 A Stream

Choose a section of stream, which is difficult terrain and must flow from one board edge to another. The stream may have a single bridge or ford along its length if you wish.

4 Boulders

The area is strewn with boulders and debris from the ceiling high above. Boulders are difficult ground and provide hard cover.

5 Massive Pillars

Worked stone pillars stretch from the cavern floor to unimaginable heights that are lost in darkness. The pillars may be intact or broken. Broken pillars count as difficult ground. Both types provide hard cover.

6 Stalagmites

These naturally forming rock outcroppings work as stands of trees for all intents and purposes. Stalagmites are difficult terrain and provide cover. Yes, Night Goblin Fanatics will bash themselves to death in a spray of stone splinters and squishy green bits!

7 A Low Hill

This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.

8 Chasm

A chasm is a deep, steep-sided gorge. It cannot be crossed anywhere along its length except at a bridge. A chasm must be placed so that it enters the battlefield from one table edge. The chasm can taper to an end in the battlefield if you wish. A chasm may not extend over more than half the length of the table unless both players agree to this set up, in which case, the chasm must be spanned by a bridge (one player places the chasm; the other places the bridge).

9 Scree

This area of loose rocks is difficult ground.

10 Ruin

This piece of terrain is basically an area surrounded by a ruined stone wall. The wall is an obstacle but should have gaps on all sides.

11 Abandoned Mine

A disused Dwarf mine plunges into the depths. Rickety wooden ladders, pulley systems, carts, and other tools are scattered about. The mine may be entirely spent or may still have some precious stones or ores as part of the rough rock face. The area of tools and debris counts as difficult ground. The mine opening is impassable.

12 Ruined Road

This remnant of a disused and shattered Dwarf road is not a massive carved tunnel like Undgrin Ankor but instead either an exposed road of huge flagstones or smoothly carved from the living rock itself. As the road has fallen into disrepair, it is difficult ground.

The Underway

This shattered section of the Undgrin Ankor - the Underway - was carved from the living stone that the Dwarfs hold so dear. This place has been cast down and lies in ruin. Still, it is such a testament to Dwarfen craftsmanship that the Underway manages to quiet travelers with its stately magnificence. Unfortunately, many of these regions of the Deep have become the home of hideous monsters and fiendish deep-dwelling races.

2D6 Result

2 Raging Torrent

A Raging Torrent is a section of fast-flowing water, cascading between boulders and masonry. The torrent must enter from a table edge and leave via another. The Torrent can be crossed only at narrow points where troops can jump across or by a bridge (and is therefore impassable except at these points). There must be at least one bridge or crossing point (represented by a mass of boulders or stepping stones). If the torrent extends over more than half the table length, it must include two crossing places (each player places one).

3 Waterfall

This mighty wall of cold water descends from far above and collects in a large, cracked basin no more than 12" in diameter. The waterfall can flow down the side of the cavern, crashing from boulder to boulder, or from a central point in the cavern's ceiling. A waterfall provides hard cover.

Roll a D6. On a roll of a 1-2, a Stream may move away from the spot of impact of the waterfall. Follow the rules listed below for placing a Stream.

4 A Stream

Choose a section of stream, which is difficult terrain and must flow from one board edge to another. The stream may have a single bridge or ford along its length if you wish.

5 Boulders

The area is strewn with boulders and debris from the ceiling high above. Boulders are difficult ground and provide hard cover.

6 Massive Pillars

Worked stone pillars stretch from the cavern floor to unimaginable heights that are lost in darkness. The pillars may be intact or broken. Broken pillars count as difficult ground. Both types provide hard cover.

7 Stalagmites

These naturally forming rock outcroppings are made of limestone and have "grown" over the ancient Dwarf works. Stalagmites work as stands of trees for all intents and purposes. Stalagmites are difficult terrain and provide cover. Yes, Night Goblin Fanatics will bash themselves to death in a spray of stone splinters and squishy green bits!

8 Chasm

A chasm is a deep, steep-sided gorge. It cannot be crossed anywhere along its length except at a bridge. A chasm must be placed so that it enters the battlefield from one table edge. The chasm can taper to an end in the battlefield if you wish. A chasm may not extend over more than half the length of the table unless both players agree to this set up, in which case, the chasm must be spanned by a bridge (one player places the chasm; the other places the bridge).

9 Scree

This area of loose rocks is difficult ground.

10 Side Passage or Chamber

This area is either a narrow passage that branches off from the main hall or a smaller room adjacent to the main chamber. These rooms can be anything from access tunnels to drinking halls, guard rooms, tombs, forges, or weapon caches. Some have doors, while others may not. All are covered in thick dust, small stones, and other detritus. The walls around the area are impassable terrain.

12 Abandoned Mine

A disused Dwarf mine plunges into the depths. Rickety wooden ladders, pulley systems, carts, and other tools are scattered about. The mine may be entirely spent or may still have some precious stones or ores as part of the rough rock face. The area of tools and debris counts as difficult ground. The mine opening is impassable.

Fungal Forests

Due to conducive conditions or some sort of rogue magic, a group of caverns has become host to a huge infestation of fungi and slime. The entire area is a riot of strange colors and bizarre shapes. Breathing may become uncomfortable but not life threatening, and footing might be treacherous.

2D6 Result

2 A River or Lake

Choose either a section of river or area of open water representing a lake. A river must be placed so that it

flows from one table edge to another. The river may not extend over more than half the length of the table unless both opponents agree to include a longer river section. The river cannot be crossed anywhere along its length except at a ford or bridge and should always include at least one bridge or ford somewhere along its length. If the river extends over more than half the table length, it should include two crossing places (each player places one). A lake is impossible to cross.

3 A Stream

Choose a section of stream, which is difficult terrain and must flow from one board edge to another. The stream may have a single bridge or ford along its length if you wish.

4 Boulders

The area is strewn with boulders and debris from the ceiling high above. Boulders are difficult ground and provide hard cover.

5 Gigantic Toadstools

Huge mushrooms act as stands of trees for all intents and purposes. Gigantic toadstools are difficult terrain and provide cover.

6 Stalagmites

These naturally forming rock outcroppings work as stands of trees for all intents and purposes. Stalagmites are difficult terrain and provide cover. Yes, Night Goblin Fanatics will bash themselves to death in a spray of stone splinters and squishy green bits!

7 A Low Hill

This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.

8 Chasm

A chasm is a deep, steep-sided gorge. It cannot be crossed anywhere along its length except at a bridge. A chasm must be placed so that it enters the battlefield from one table edge. The chasm can taper to an end in the battlefield if you wish. A chasm may not extend over more than half the length of the table unless both players agree to this set up, in which case, the chasm must be spanned by a bridge (one player places the chasm; the other places the bridge).

9 Scree

This area of loose rocks is difficult ground.

10 Ruin

This piece of terrain is basically an area surrounded by a

ruined stone wall. The wall is an obstacle but should have gaps on all sides.

11 Heap of Bones

This vast heap of bones - either a skeleton of a singular massive monster or a pile of lesser creatures -acts as difficult ground.

12 Plateau

This is a low, flat-topped hill of bare rock. The sides of the plateau are either steep slopes or sheer cliffs and so will be difficult ground or impassable.

VICTORY CONDITIONS

The Denizens of the Deep campaign lasts for 20 turns. The realm that controls the most land at the end of the campaign has dominated that small section of the Deep. At the end of play, count up the number of map sections controlled by each player. All map sections are worth 1 Victory Point. Special Territories are worth 5. **Razed** map sections (even **Razed** Special Map Sections) don't count toward this total, except for Skaven Warrens, which earn Skaven realms 3 Victory Points and all other realms 0 Victory Points.