

## **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.

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## **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**.

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### **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 Ghouls.

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.

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## **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>
<b>Tentacle</b>	12	5	-	6*	5	6	5	*	-
<b>Body</b>	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.

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## 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.

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