



## Deep underground.

The miners toil pulling gems from the very bedrock of the world. Most are mere trinkets. Shiny baubles to adorn sword pommels and helmets. A few are more precious and hold power; power to fuel the artefacts that can make a warrior great.

The rarest of gems hold great power and are much sought after. They are the reason the Dwarves delve so deeply. They are the reason for war.

## Scenario 1-Raid at the Blackshaft Mine

*There was no sound from the dead warriors. Dwalfin wished there was. A battle chant or wild cry would be better than this. The hill was crested by them. Skeleton warriors from an age long gone. Neither was there any point in raising a battle-chant of their own. The undead would not hear them nor care, nor be awed by the Dwarf voices.*

*There was only one thing to do. Wait, and hope that by waiting help would come.*

*Without warning the dead began to move down the slope, only the clanking of their rusted armour betraying their movement.*

*There would be no help this day! This would be the day of his death. Such a pity for a poor death Dwalfin thought, against an uncaring enemy who would feel no fear as he smashed them with his axe, feel no joy as they buried their blade in his flesh. Dwalfin roared his battle cry in any case.*

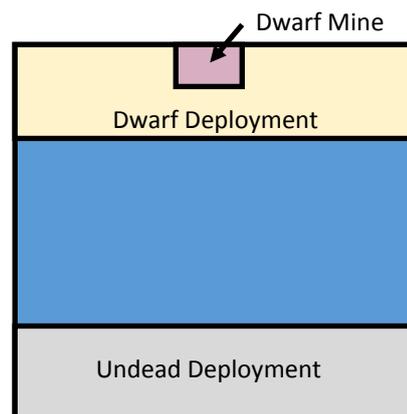
The Undead are risen and are attacking a small dwarven mine. This is an introductory scenario with each side commanding approximately 250pts worth of troops and characters.

The winner will be the army with the last remaining troops on the battlefield (a KILL scenario.)

The game takes place on a 4'x4' table, with a mine entrance in the middle of the Dwarven set up area. The mine is blocking terrain, but acts as an inspiring source to any Dwarf unit within 6" if it.

The remainder of the board should have a small number of interesting terrain pieces, perhaps a small building (Dwarf lodgings) and some difficult terrain (mine spoil heaps)

**The winner is able to take any surviving units to Scenario 2**



### Dwarf Force

2 Troops of Ironclad

1 troop of Shieldbreakers with 2-handed weapons (miners)

Lead Miner—character Inf

Sp Me Ra De Att Ne

4 4+ - 4+ 3 12/14

Pathfinder, Crushing Strength (1)  
Individual

### Undead Force

2 Troops of Skeletons

2 Troops of Ghouls

1 troop of Skeleton Archers

Necromancer

Surge (8) Banerchant (2)

## Scenario 2—Ambush at Griffon Pass

With the Undead raiding mines throughout this area of the mountains the Dwarves decide to take their riches and retreat to the Keep. Unfortunately, the Undead lie in wait.....

This is a modified loot scenario. The dwarves are attempting to escape the clutches of the Undead hordes with the treasures they have mined.

The board is a 4'x4' table with a road running from North to south. The undead have set up a roadblock and ambush the Dwarf forces as they try to escape. The road is considered open ground, but the remaining area should be generously populated by difficult terrain. A linear obstacle should be placed across the road 12' from the South table edge.

The Dwarfs must exit the table on the South edge to escape.

**The Dwarfs carry three loot counters worth 20pts of magical artefacts each in Scenario 6 plus a loot counter which is the powerful Gem.**

Units carrying a loot counter may not move at the double. A Unit may only carry one Loot counter and Loot counters may not be moved by individuals.

### Dwarf Forces

2 Troops Ironclad + Dwarf Throwing Mastiffs

1 Troop Ironwatch X-bows

1 Troop Shieldbreakers with 2-handed weapons (miners)

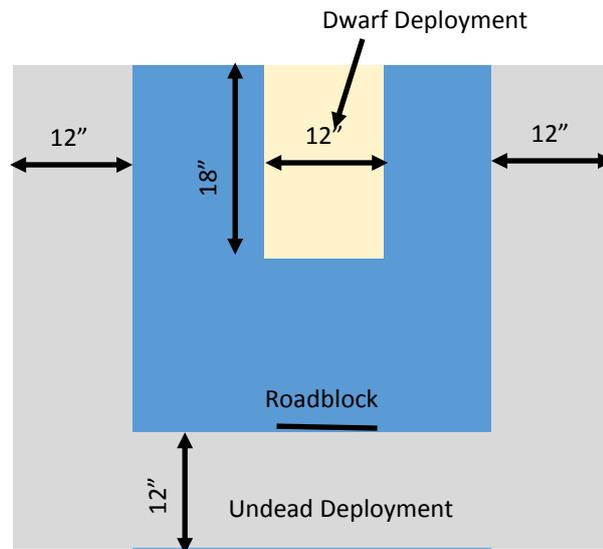
Army Standard Bearer—War Bow of Kaba

Any surviving Dwarves from Scenario 1 may be added to the troops above to form a regiment of that type.

*Necrash could feel the power of the gem calling to him from the middle of the Dwarven column. The fools had no idea what they carried. His master had ordered him to recover the gem and he would do so even though the power he could draw from the gem might make him the equal of the Lord.*

*The trap was set. His undead warriors waited the command of his mind. It would be quick and once the gem was recovered the bodies of the slain would join his ranks. Corpses, devoid of their will, destined to feel the eternal chill of the grave no matter how much warm blood they spilled.*

*Soon his master would take control of this land and Necrash knew that his own power would increase with each success his master had. Better to be a strong servant than a dead rival. He knew what happened to the dead.....*



If you wish to play the scenario with forces other than those listed here, then players should pick 500pt armies.

### Undead Forces

2 Troops Skeleton Warriors + Dogs

1 Troop Skeleton Archers

1 Regiment of Zombies

1 Regiment of Zombie Trolls

2 Necromancers (One with Inspiring Talisman and one with Fireball (3) )

Any surviving Undead from Scenario 1 may be added to the troops above to form a regiment of that type.

## Scenario 3—Circle of Power

*Alfraic thirsted. For the moment the longing was not so bad, but soon he knew it would become greater and greater. He did not mind. The pain of the thirst was worth the pleasure of the quenching.*

*Hunted, his kind were always hunted. The living were the source of both his pleasure and his greatest fear. Yes, fear! Even he knew what it was to be afraid. Not of death, he had already conquered death. His fear was of losing his existence. The living strove to take his existence away, every time he hunted them they hunted him back. He could not allow that.*

*He needed to increase his power, removing whatever small vulnerabilities he might have. The gem would do that. When fully crafted the gem will give it's magical bearer enhanced powers. However these powers come at a cost; a cost that would drain the very existence of the bearer. Better to control the one who controls the gem rather than succumb to the loss that its use will bring.*

*The vampire Lord was too wary to expose his existence unnecessarily, His minions would do his bidding. Now he needed a stronger minion.*

The undead have located the tomb of a long dead Liche King, who will have the power to wield the Soul-drinker. The tomb emanates power which in the ages past has been used by the local Orc tribe to fuel their Godspeakers. To release the Liche Priest. The Undead must drive the Orcs from their power circle.

In this scenario we find an Orc force in control of a stone circle, which the surrounding undead attack. The player who controls the stone circle at the end of the game wins.

The game is played on a 4'x4' table in the centre of which is placed the orc stone circle. The circle should be roughly 6" in diameter. The remainder of the table can be set up in any agreeable manner.

Any spellcaster who is within 6" of the circle may add 1 dice to the number of dice rolled for a spell. If the caster is within the circle, then they may add 2 dice.

The game lasts for 6 turns. A 7th turn will be played on the roll of a 4+ at the end of turn 6.

Any unit within 6" of the stone circle will count 1 point and any unit within the stone circle will count 2 points at the end of the game. The player with the highest points controls the circle and wins the game. If the scores are tied, play an additional turn and check scores again—repeat as necessary.

### Undead Army 1000pts

Horde of Zombies

Horde of Skeleton Warriors

Horde of Zombies

Regiment of Revenants

2 Troops of Skeleton Archers

Necromancer with Banechant (2)

Army Standard Bearer with Boomstick.

Vampire on Pegasus

### Orc Army 750pts

2 Regiments of Ax

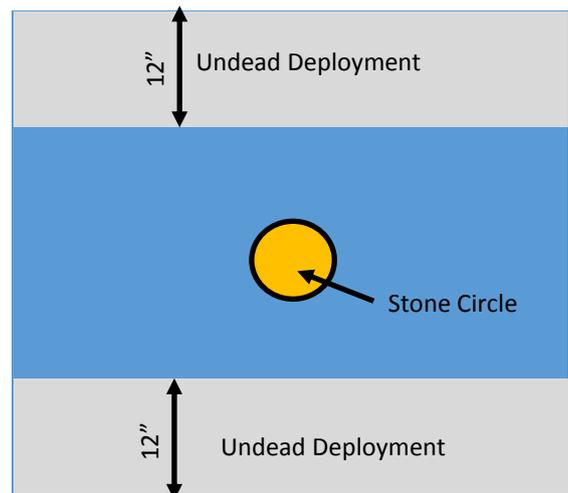
Troop of Morax

Troop of Skulks

Horde of Orclings

Godspeaker

Troll Bruiser



### Victory Bonus

If the undead win the scenario they will release the Liche King and have it available in each future scenario.

If the Orcs win, the vampire lord will have to wield the Soul Drinker in the subsequent battles, putting his existence at risk.

*Snorri Eaglesight had been tasked with tracking the Undead as they moved through the mountains. He and his regiment of Rangers had stuck to their task beyond the borders of the Dwarf realm into the land of the Humans. Now he watched as the Undead marshalled to attack the human settlement of Bluewater.*

*Normally Snorri would not have cared much for the fate of the longlegs, but, he thought with a sigh, 'enemy of my enemy is my friend.' He could not stand by and watch the humans, brave as they were, but clearly outmatched, succumb to the rusted spears and scythes of the skeletal hordes. He knew that each human warrior who fell would return as a corpse to attack his own people in time.*

*Despite the danger to his own warriors Snorri ordered them to ready their weapons and steel their nerve for the coming battle. By Valondir, the Dwarves would show them how to fight.*

## Scenario 4—Attack on Bluewater.

The undead are not rampaging for no purpose. They have obtained the Souldrinker gem and have a recipient who will be able to wield it without endangering the existence of the Vampire Lord, and now they require the knowledge and expertise to convert the raw power of the gem into its usable form. The Human wizard in this township has that knowledge. The undead must capture the wizard to convert the gem.

The undead will win the scenario if they 'kill' the wizard in close combat. In reality they will have captured him.

The Human/Dwarf player must prevent this happening.

Set Up—Play on a 4'x4' board. The Undead may set up 12" on to the North edge. The Humans may set up 12" on to the South Edge. From turn three, the dwarf player may enter from any position on the board edge, no closer than 10" from an Undead unit. Three pieces of impassable terrain should be set up in the Human deployment area to depict the settlement of Bluewater. Additionally the Human player may set up two 6" long barriers anywhere on the table. The remainder of the table should offer a small amount of interesting scenery.

Scenario Bonus—If the Dwarf regiment destroys an Undead regiment or Horde **and** survives the battle, then as repayment of the help they have given, the Dwarf army in scenario 6 will be reinforced by a Regiment of Human Pikes.

### Undead army 1000pts

Horde Zombies + undead dogs

Horde Skeleton Spears + undead dogs

Troop Wraiths

Troop Ghouls

Troop Zombie Trolls

Necromancer +Inspiring talisman, Banechant (2)

Vampire Lord on Pegasus

### Human Army 800pts

Pike Block regiment

Bowmen regiment

Knights troop

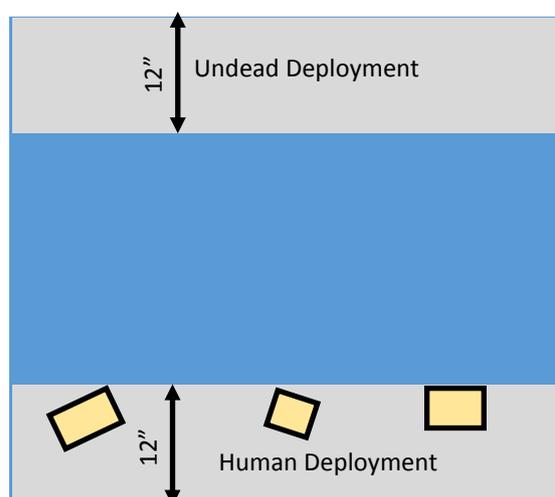
Arquebursier Toop

General +Horse + mace of Crushing

Wizard + banechant (2) + Myrddin's Amulet

Dwarf Ranger Regiment

Dwarf Ranger Captain



### Victory Bonus

If the Undead forces capture the wizard, then they may convert the power gem into the magical artefact Soul Drinker which can be used if the remaining scenarios.

If they fail to capture him it will take longer to track down and capture him, meaning the Soul Drinker can only be used in the final scenario.

# Scenario 5— The Power Revealed

The human Wizard has been forced to harness the power of the gem, which now has the name 'Souldrinker'.

The Souldrinker is a magical power enhancer which gives the bearer the power to cast two spells a turn. However each time the Souldrinker is used to allow the casting of a second spell in a turn the nerve of the caster is permanently reduced by 1.

*Now is the time to strike. The souldrinker was ready and the Liche King would use it to further the plans of the vampire Lord Alfraic. With the Souldrinker's power the domain of the Undead would be extended, enslaving the warmbloods as nothing more than farm animals while simultaneously eliminating the chance of reprisals.*

*The dwarves had gathered against him, but Alfraic knew that the Undead were unstoppable. They would smash through this pitiful force arrayed before him and move on to the heartland of the Dwarven fiefdom.*

The Undead must now force their way through the outlying defenders to allow them to lay siege to the Dwarven Hold. The dwarves are outnumbered but have considerable firepower with which to try to halt the Undead hordes.

The game should be played on a 6' long x 4' wide table, with the Undead starting within 12" of one of the long sides and trying to move off the other long side.

The Undead will score 1pt for every troop they move off the table, 2pts for every regiment, 3pts for every Horde and 4pts for every legion.

The dwarves will score 1 point for every Undead troop unit they destroy and 2pts for every regiment, horde or legion.

The Undead have 1500 pts worth of forces while the Dwarves have 1000pts.

The table should be set up with an interesting, but not too much, selection of scenery. One level 2 hill no more than 6" x 4" can be placed in the Dwarf deployment zone.

## Undead Army (1500pts)

Horde Zombies + undead dogs

Horde Skeleton Spears + undead dogs

Troop Wraiths

2 Troops Ghouls

Troop Zombie Trolls

Necromancer + Inspiring talisman, Banechant (2)

Vampire Lord on Pegasus (with Soul Drinker if the Liche King was not released)

Troop Soulreaver Cavalry

Troop Mummies

Liche King with Soul Drinker (if it was released from the circle of power)

## Dwarf Army (1000pts)

Horde Ironclad with Amulet of Thorns

Regiment of Shieldbreakers with Dwarven throwing mastiff

Troop of Ironwatch Rifles

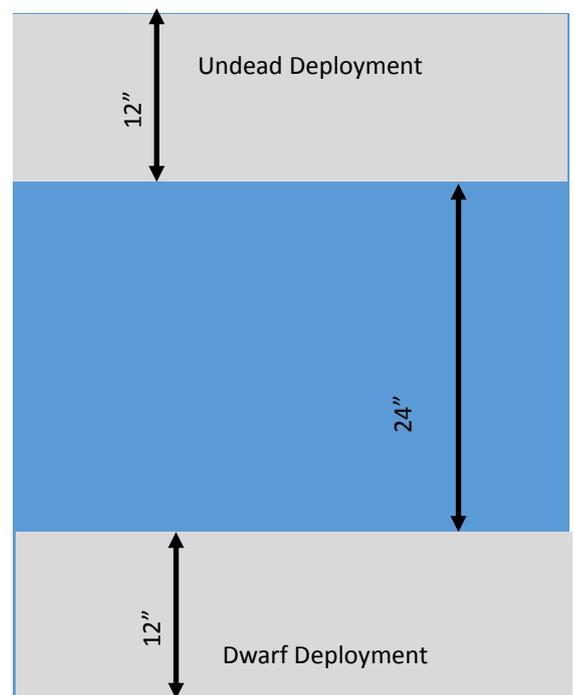
2 Troops of Ironwatch Crossbows

Iron belcher cannon

Ironbelcher organ gun

Warsmith with Amulet of Dragonkind

Army Standard bearer with warbow of Kabba



## Soul Drinker

Soul Drinker confers Brutal to any unit within 6". Additionally it allows the bearer souldrain spell to be cast each turn in addition to another spell.

However, each time souldrain is used, roll a dice, the bearer takes that many wounds—no nerve check required.

# Scenario 6— The Final Showdown

The keep of Karak An'Dwalef would soon be his. Alfraic smiled, his teeth showing pointed and white. Trapped within the halls would be the warmbloods; proud Dwarves would become his feast forevermore, their stronghold a safe haven from the forces which would seek to destroy him. The battlements would be little impediment to his forces. Nothing could stop him....nothing!

Kranul Blackchest looked out over the battlements, knowing his keep could withstand siege for months. But what good was months when faced against the ageless undead. He could wait for aid, buttoned up safely within his thick walls—but shades could penetrate the walls at will. No, waiting for the dead would only lead to death. There was only one way to keep his lands free of the foul taint—strike...cut the head from the snake....tear the un-beating heart from the chest of the vampire Lord which threatened his Kingdom. The Dwarves of Karak An'Dwalef would march forth and bring peace to the un-resting.

The final battle pits the stalwart defenders of Karak An'Dwalef against the mighty horde led by the Vampire Lord Alfraic with the victor gaining control of the Keep. (and winning the campaign)

The battle is played on a standard 6ft x 4ft table with the walls of Karak An'Dwalef placed along the dwarven table edge. The walls of Karak An'Dwalef can be placed within the dwarven set-up area, measuring 24" long and deep enough to allow artillery pieces and troops of infantry to be set up on them. Units placed on the walls are considered to be at height 4, are considered impassable to any but flying units which will be disordered when charging and confer cover against shooting attacks.

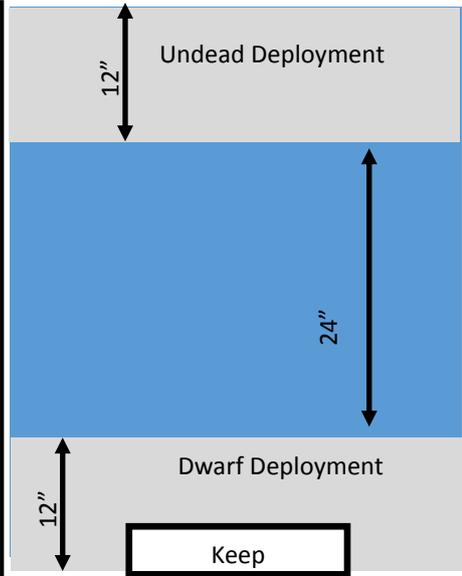
There should be one gateway 6" wide at the centre of the walls. The gate is treated as a unit with the following stats. (yes, a crushing strength etc. of at least 1 will be required to damage the gates)

Sp	Me	Ra	Att	De	Ne
0	4+	-	5	7+	-/16

The Undead win if they break down the gates.

The dwarves win if they destroy the Vampire Lord, Liche King **and** Necromancer units.

There is no turn limit!



## Undead Army (2000pts)

- Horde Zombies + undead dogs
- Regiment of Zombies
- Horde Skeleton Spears + undead dogs
- Regiment of Revenants (2 Handed Weapons)
- 2 Troops Wraiths
- 2 Troops Ghouls
- 2 Troops Skeleton Archers
- 1 Horde Zombie Trolls
- 1 Horde Wights
- Necromancer +Inspiring Talisman, Banechant (2)
- Vampire Lord on Pegasus
- Troop Mummies
- 1 Balefire Catapult
- Army Standard Bearer with Boomstick

## Additional Undead forces

- Liche King with Soul Drinker (if it was released from the stone circle )
- Troop Soulreaver Cavalry (if it survived from the previous battle)
- The undead may also have 20pts worth of magic items per loot counter they gained in scenario 2

## Dwarf Army

- Horde of Iron clad with mastif
- Regiment of Ironbreakers
- Regiment of Ironbreakers with 2 handed weapons
- Regiment of Berserkers
- 2 Steel Behemoths
- King with Wings of Honeymaze
- Army Standard Bearer
- 2 Troops of crossbows
- 2 troops of handgunners
- Two cannons
- Runepriest

## Additional Dwarf Forces

- Human Pike Block (if conditions in Scenario 4 were met.)
- Dwarf rangers regiment and Dwarf Ranger Captain (if they survived Scenario 4)
- The Dwarves may also have 20pts worth of magic items per loot counter they kept in scenario 2