



WARMASTER AMBUSH

Before the first arrow was loosed or axe blade fell in anger the trade routes ran thick with gold and weapons. The commerce and exchange of goods kept the Dwarfs and Elves from letting either's peculiarities tarnish their honor and friendship.

It was this linchpin that Malekith's forces struck at in secret hopes of unraveling this bond between the Dwarfs and High Elves - eventually starting war that would further the Dark Elves' own malicious agenda.

This scenario recreates one of the many ambushes set by Malekith's forces, trapping the Dwarf caravans, slaughtering their guards, kidnapping their kin, and plundering any weapons and gold. Of which was the bigger insult to the Dwarfs, the death of their kin or the plundering of their gold, we will never know.

The defending (Dwarf) army has one wagon for every unit in the army. The wagons are placed in a row along the road no further than halfway across the table and no closer than 40cm to the pass edge. The rest of the Dwarf army is deployed either along the side of the road or behind the wagons. The entire Dwarf army is placed first. The attackers (Dark Elves or High Elves) are deployed afterwards on the hilltops along either or both long table edges. The attackers take the first turn.

Wagons can move 20cm once in the Command phase, heading in the direction leading away from the pass. They don't need to be given orders to do this. Alternatively, they may be given individual orders, in which case they can move once 20cm along roads in whatever direction you wish, or 10cm cross

country. A wagon can't be given two or more orders in a turn. Any that leave the table by any edge are counted as having been saved. Wagons cannot be driven back by missile fire.

An attacking (Dark Elf or High Elf) unit can attack and plunder a wagon by inflicting one or more hits in combat. Units engaged with enemy troops cannot attack wagons. Wagons have no armor and do not fight back. Plundered wagons are taken from the table and kept by the attacking player who earns points for them at the end of the game.

If a wagon is successfully plundered the victors can advance as they would if they had destroyed an enemy unit.

Special Rules

Attackers (Dark Elves or High Elves)

- No monstrous mounts.
- Neither army may take heavy cavalry (Silver Helms)

Defenders (Dark Elves or High Elves)

- The Dwarfs may not take any artillery.
- The Dwarfs may not have hundgunners (as black powder wasn't invented yet!).
- The Dwarfs may not take an Anvil of Doom.

Victory conditions

Attackers (Dark Elves or High Elves)

In order for the High Elves or the Dark Elves to claim victory they must either kill the enemy General, or destroy all of the supply wagons.

Defenders (Dwarfs)

In order for the Dwarfs to claim victory in this scenario, they must kill the enemy General, or have more intact supply wagons that make it off the opposite side of the board than are destroyed.

Any other results equals a draw.

