



# WARMASTER BATTLE FOR TOR ALESSI

In the final days of the War of the Beard, the High Elves found themselves in a rout, not able to stand long against the Dwarfs who were single-mindedly bent on vengeance. They gave the High Elves no quarter and blood ran wherever the two met.

The Dwarfs' slow but steady advance across the Old World eventually was stalled at the walls of Tor Alessi. Here the soaring Elven spires and masterly-crafted walls stood fast against the Dwarf war machines.

It was the combined skills of the Dwarf Engineers and Miners that eventually breached the walls, and with the arrival of their king, Gotrek Starbreaker, all knew this would be the last battle - the High Elves would concede defeat, or die on their axes.

## Mega-Battle

The defending force (High Elves) is divided by the General into as many separate parts as there are players, with no part more than one unit larger than any other. Each player is allotted one character and, if further characters are included, they must be allotted between the other players as evenly as possible. The General controls only the General stand and his own portion of the army, he cannot control other characters as well. Each player can deploy his forces where he wishes within the defender's deployment zone. Roll dice to decide the order in which the players deploy. The defending General can advise

and cajole his subordinates appropriately but they can deploy as they wish.

Meanwhile the attacking (Dwarf) General makes a list of their forces to represent the order in which their armies are marching along their respective roads. The units and characters at the top of the list are marching at the head of the column, those at the back are marching at its rear. None of these forces are placed on the table at the start of the game but will

arrive in the first or second turn.

The Dwarf side takes the first turn. The General rolls a dice and deploys his own stand plus that many units/characters from his column into the deployment area starting with those at the head of the column. The Dwarf side then takes a turn as normal.

The remainder of the Dwarf at the start of their second turn.

Throughout the battle the High Elf players each roll dice for their own troops but can agree to let other characters give their troops commands should they wish to do so. Otherwise the game plays as normal.

No bonus victory points are allocated in this battle. Its interesting aspect is that it is a multi-player battle rather than having any particular objective.

**Victory conditions:** Which ever side concedes defeat loses or is reduced to six stands first.

