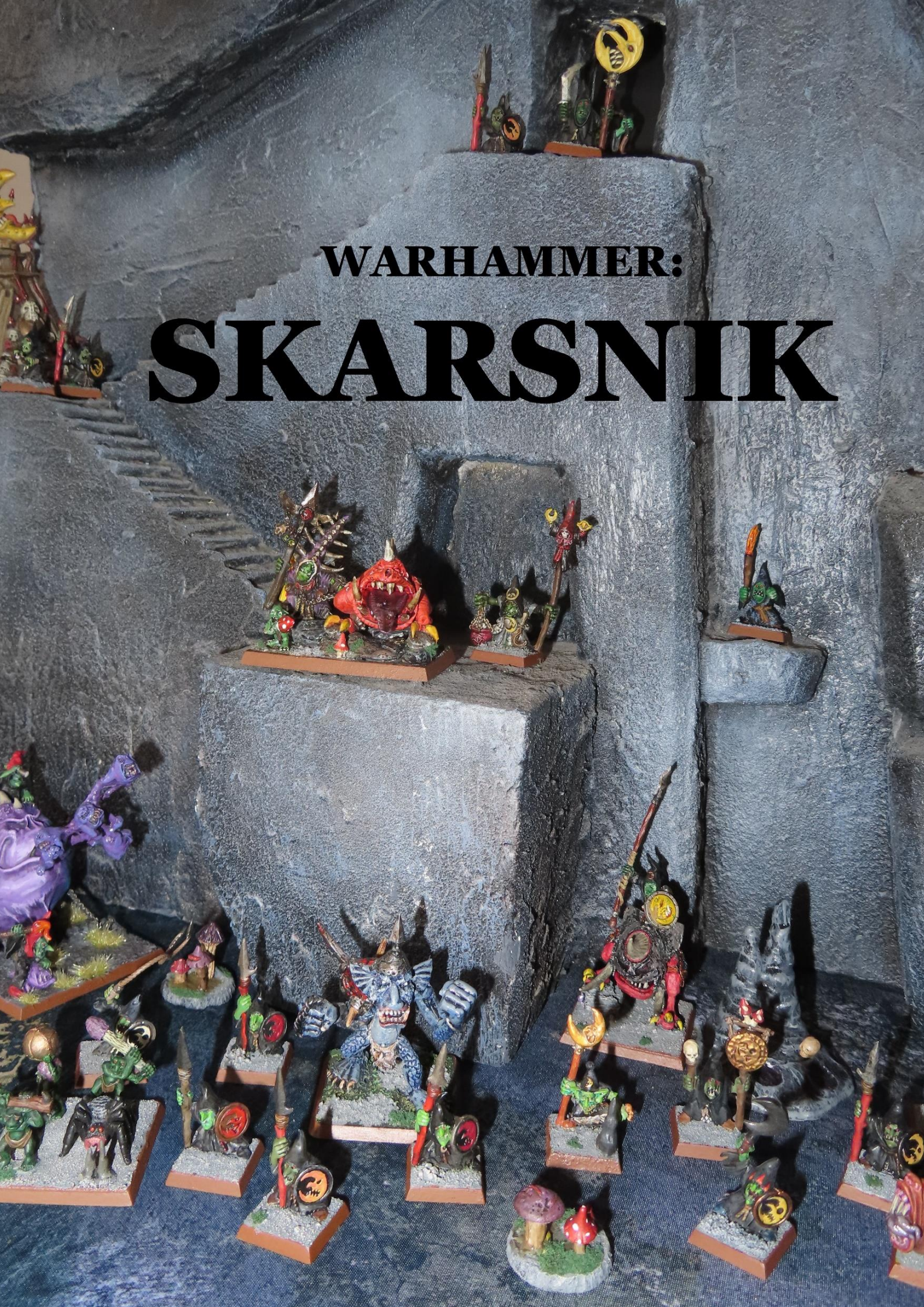


WARHAMMER: SKARSNIK



WARHAMMER: SKARSNIK

A Totally Unofficial End Times Expansion for Warhammer Fantasy 8th Edition

Version 1.0

Why Skarsnik?

In his own novel, Skarsnik was declared the chosen one... but when the End Times rules came out, there was nothing for Skarsnik! And of course, there wasn't anything or (or at least not very much) for some armies like the Ogres or the Chaos Dwarfs. For that very reason, I wrote this expansion.

Acknowledgements

*Kevin Coleman for inspiration (and for the concept of Giant Trolls and Skargobbos)
The unknown author ("Jabber") of the unofficial "War in the Moot" for the Burrowing Squigs
"The Tempus Fugitives" for improvements for the Wrath of Thunder (in the unofficial "The Gauntlet of Ind")*

This is an unofficial expansion and in no way endorsed by Games Workshop.

- Thomas Baader

NEW ARMIES AND UNITS

*

THE ARMY OF THE EIGHT PEAKS

Skarsnik is no ordinary Goblin king, and his army is no ordinary Greenskin army. All around the ruined Dwarf Hold of Karak Eight Peaks, all the other Orc and Goblin chieftains acknowledge him as their overlord. As a result, Skarsnik has lots of different kinds of Greenskins at his disposal, but his army's backbone are still the Night Goblins of the Eight Peaks.

As Skarsnik grew older, he became more cunning. And as he became more cunning, the Army of the Eight Peaks became more dangerous. And now, as the End Times are at hand, this army is more dangerous than ever.



THE ARMY OF THE EIGHT PEAKS

OG = Warhammer: Orcs & Goblins
MA = Warhammer: Monstrous Arcanum
FW = Forge World PDF
SK = Warhammer: Skarsnik
GR = Warhammer: Grom Revised Version

LORDS

Skarsnik, Chosen One of Gork (or More Likely Mork) (SK) or Skarsnik, Warlord of the Eight Peaks (OG)
Duffskull (SK)
Drilla Gitsmash (SK)
Night Goblin Warboss (OG)
Night Goblin Great Shaman (OG)
0-1 Goblin Great Shaman (OG)
0-1 Orc War Boss (OG)

HEROES

Gitilla da Hunter (OG)
Snagla Grobspit (OG)
Night Goblin Big Boss (OG)
Night Goblin Shaman (OG)
0-2 Black Orc Big Boss (OG)
0-2 Orc Big Boss (OG)
0-2 Goblin Big Boss (OG)
0-2 Goblin Shaman (OG)

CORE

2+ Night Goblins (OG)
Goblins (OG)
Night Goblin Squig Herd (OG)

SPECIAL

0-1 Orcs (OG)
Forest Goblin Spider Riders (OG)
Goblin Wolf Riders (OG)
Goblin Wolf Chariot (OG)
Goblin Spear Chukka (OG)
Night Goblin Squig Hoppers (OG)
Snotlings (OG)
Trolls (OG)
Squig Gobba (FW or GR)

RARE

0-1 Black Orcs (OG)
Mad Cap Mushroom Brewing Squad (SK)
Goblin Rock Lobber (OG)
Doom Diver Catapult (OG)
Snotling Pump Waggon (OG)
Mangler Squigs (OG)
Stone Trolls (OG)
Giant (OG)
Arachnarok Spider (OG)
Giant Stone Troll (OG, see special rules opposite)
Colossal Squig¹ (MA)

¹ Colossal Squigs have the *Immune to Psychology* special rule (this cannot be found in *Warhammer: Monstrous Arcanum* or in any of Forge World's official errata, but was nevertheless confirmed by Forge World employees).

THE ARMY OF THE EIGHT PEAKS' SPECIAL RULES:

Gobbos in Command!: Orc characters (any kind of Orc) cannot be the army's general.

Burrowing Squigs

One (1) Night Squig Herd may be upgraded to a Burrowing Squig Herd for the cost of +5 points per Squig model. This unit is not deployed with the rest of your army, instead roll a D6 at the beginning of your turns (including the first one). On 4+ the Burrowing Squig Herd has arrived and may be placed in contact with an enemy unit and counts a charging. On a result of 2-3 the Squigs have not arrived yet (roll again next turn), but on a roll of 1 the opposing player may place the Burrowing Squig Herd in contact with one of your units. Resolve one round of combat as normal (with your opponent playing the Burrowing Squig Herd), then move the unit 1" away and continue as normal.

Skargobbos and Sneaky Gobbos

One (1) Night Goblin core unit may be upgraded to Skargobbos. Skargobbos have Weapon Skill and Leadership +1 at a cost of +1 per model. For another +1 per model, the unit may get Light Armour. The unit of Skargobbos may carry a Magic Standard worth up to 50 points. In addition, one (1) Night Goblin core unit may be upgraded to Sneaky Gobbos (*Skirmishers*) at a cost of +1 per model.

Night Goblin War Machines

As an option, you may upgrade (or downgrade?) at no point cost Goblin Spear Chukkas to Night Goblin Spear Chukkas, Goblin Rock Lobbers to Night Goblin Rock Lobbers and/or Doom Diver Catapults to Night Goblin Catapults. In each case, the crew's Initiative is increased by 1, their Leadership is decreased by 1 and they get the *Hatred (Dwarfs)* special rule.

Giant Stone Troll

Giant Stone Trolls follow all the rules as per ordinary Giants as described in *Warhammer: Orcs & Goblins*, with the following changes: Giant Stone Trolls have Leadership 8 and the Regeneration and Stupidity special rules. Additionally, any unit of Trolls (of any type) within 6" of a Giant Stone Troll (of any type) may use the Giant Stone Troll's Leadership value instead of their own. Giant Stone Trolls have the *Scaly Skin (4+)* and *Magic Resistance (2)* special rules.

The Big Red'Un

One (1) Colossal Squig may be upgraded to the Big Red'Un, the biggest Squig ever seen in the World Edge Mountains, for +30 points. The Colossal Squig gains +1 Wounds and the *Largest of Monsters* special rule which enables it to *Thunderstomp* everything but other models with this special rule.

THE ARMY OF THE EIGHT PEAKS' MAGIC ITEMS

All units in the Army of the Eight peaks that have the option to take Magic Items may choose them from the *Warhammer* rulebook and/or from *Warhammer: Orcs & Goblins*. In addition, Night Goblin characters may also choose Magic items from the following list:

Robbed from Ratties

variable

Magic Weapon. Choose a Magic Weapon from the Magic Items list (Tools of Supremacy) in *Warhammer: Skaven* (page 107). Increase the weapon's point cost by 5. *NOTE: Only one (1) Skaven weapon may be used in your army.*

Fungus Buster Brew

50 points

One use only

Enchanted Item. At the beginning of your first turn, the character and the unit he is with (this must be a Night Goblin unit) drinks the brew. Roll a D6. On a roll of 1, remove D6 models from that unit. On a 2+ the character and the whole unit gain the *Frenzy* special rule for the entire game (subject to the usual rules for losing *Frenzy*).

Mad Cap Mushrooms

30 points

One use only

Enchanted Item. If the character is with a unit of Night Goblins when their Fanatics are released he may give them each a Madcap Mushroom before they go whirling off. If they hit a unit on the turn they are released they may reroll the number of hits caused.

SKARSNIK, CHOSEN ONE OF GORK (OR MORE LIKELY MORK)

It is confusing. It really is. When Skarsnik had a vision years ago, both Gork and Mork claimed that he was his chosen one (they had even fought over this). But then came Wurrzag and told all the Greenskins that Grimgor was Gork's champion and Skarsnik was Mork's champion. And suddenly, Grom the Paunch came back, out of nowhere, claiming that *he* was the Incarnate of Mork! And wasn't Grimgor considered now the Incarnate of Beasts? Really, it is confusing...

But Skarsnik is never confused for long. He knew he had to prove himself as he always had done. So he ordered a little more combat training for Gobbla (that old Squig had really become lazy these days), told Duffskul to put more magic on his Prodder, and made more and more devious plans. Whatever the future would bring, Skarsnik was ready!

Skarsnik, Chosen One of Gork (or More Likely Mork)

450 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|----------------------------|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|---|
| Skarsnik and Gobbla | 4 | 5 | 3 | 6 | 5 | 6 | 5 | 8 | 8 | <i>Infantry (Special Character; Night Goblin)</i> |

Skarsnik, Chosen One of Gork (or More Likely Mork) can be included in an Orcs & Goblins army or an Army of the Eight Peaks. His points cost count towards your Lords allowance. You may not take both Skarsnik, Warlord of the Eight Peaks, and Skarsnik, Chosen One of Gork (or More Likely Mork) in the same army.

Skarsnik, Chosen One of Gork (or More Likely Mork), and Gobbla are described with a single combined characteristics profile. Both Skarsnik and Gobbla are treated as a single model for all rules purposes. Skarsnik and Gobbla have a combined armour save of 5+.

Equipment: Heavy armour

SPECIAL RULES:

Fear Elves, Hatred (Dwarfs), Killing Blow

"Youse got a lot more biffing to do": Gork and Mork are not known for watching over their champions very closely. But sometimes they do. Skarsnik and Gobbla have a 6+ ward save.

Sneaky Schemes and More Sneaky Schemes: At the start of the game, before deployment, roll a D6 for each enemy unit. On a roll of 6, that unit has been delayed by a Wild Squig strike or some other happening. Affected units do not deploy as normal, but instead enter play as reinforcements in the Movement phase of their first turn. After that, but still before deployment, you may choose one or two friendly Night Goblin units. These units get the *Ambushers* special rule. This also includes any number of Night Goblins characters that are deployed within these units. Furthermore, you gain one additional Treachery card at the start of each Triumph and Treachery game (also before deployment).

Tricksy Traps: Any friendly Night Goblin unit that chooses to flee as a charge reaction and subsequently rallies at the beginning of its next turn may reform as normal, but is then also free to move during the Remaining Moves sub-phase. The unit is also free to shoot as normal (but it always counts as having moved).

MAGIC ITEMS:

Skarsnik's Prodder: Magic Weapon. The Prodder contains a Bound Spell (power level 5). This spell is a magic missile with a range of 24". It causes D3+1 Strength 6 hits with no armour saves allowed. The number of hits is increased to D6+2 if Skarsnik is within 12" of a Night Goblin Horde.

DUFFSKUL

Looking like an old, ragged, always drunken Goblin, maybe even crazier than all the other Greenskins, Duffskul is Skarsnik's right-hand man and his most powerful shaman. Surprisingly loyal for a Night Goblin, Duffskul supported Skarsnik's rise to power from the beginning to current events for one simple reason: he recognized Skarsnik as the chosen one. It was also Duffskul who gave him his true name and his prodger.

Duffskul

250 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|----------|---|----|----|---|---|---|---|---|----|--|
| Duffskul | 4 | 2 | 3 | 3 | 4 | 3 | 3 | 1 | 7 | Infantry (Special Character; Night Goblin) |

Duffskul can be included in an Orcs & Goblins army or an Army of the Eight Peaks. His points cost count towards your Lords allowance.

Equipment: Hand weapon, Magic Mushrooms

MAGIC:

Duffskul is a Level 4 Wizard who can use spells of da Little Waaagh! and da Big Waagh! He can freely mix his spells from both Orcs & Goblins disciplines, just be sure to announce which spell table is being used before rolling.

OPTIONS:

Riding the Idol!

650 points

In a grand army (only), Duffskul may take a Rogue Idol of Gork (or possibly Mork) as a mount. If this option is chosen, use the following profile instead of the profile above:

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|--|---|----|----|---|---|----|---|---|----|---|
| Duffskul and his Great Rogue Idol of Gork (or possibly Mork) | 8 | 4 | 3 | 9 | 8 | 10 | 2 | 6 | 10 | Monster (Special Character; Night Goblin) |

Duffskul and his Great Rogue Idol of Gork (or possibly Mork) are described with a single combined characteristics profile. Both Duffskul and the Idol are treated as a single model for all rules purposes. They have a combined armour save of 2+. In addition to Duffskul's magic and normal special rules, Duffskul riding the Idol has also the following special rules: Large Target, Stubborn, Terror, Killing Blow, Impact Hits (2D6), Largest of Monsters (see Warhammer: Storm of Magic or Warhammer: Monstrous Arcanum), Colossal Beast (see Warhammer: Monstrous Arcanum), Ward Save 6+. Take note that Duffskul and the Idol do not have the Da Big Un special rule that other Rogue Idols in Warhammer: Monstrous Arcanum have.

SPECIAL RULES:

Hatred (Dwarfs)

Slightly Mad: Duffskul can never be your army's general. He has also the *Immune to Psychology* special rule.

MAGIC ITEMS

Fungus Buster Brew: See page 4. This item can still be chosen by another Night Goblin character. Duffskul does not have this Magic Item if he chose the *Riding the Idol* option.

DRILLA GITSMASH, SELF-PROCLAIMED KING OF THE DARK LANDS' BLACK ORCS

Drilla Gitsmash is the name of a mighty Black Orc War Boss from the Dark Land who at the onset of the End Times made a journey to Skarsnik's warcamp in the World Edge Mountains. Having heard of the Night Goblin's meteoric rise, he fully intended to slay him and claim his vast Waaagh! for the Black Orcs. After just a few raids, and despite his initial plan for conquest, Drilla realised he was in the presence of greatness. Skarsnik rewarded him with a prime, frontline position within the Waaagh!, and Drilla and his boyz soon established themselves as being among its fiercest warriors.

Drilla Gitsmash, Self-Proclaimed King of the Dark Lands' Black Orcs

190 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|------------------------|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|--|
| Drilla Gitsmash | 4 | 7 | 3 | 5 | 5 | 3 | 4 | 5 | 9 | <i>Infantry (Special Character; Black Orc)</i> |

Drilla Gitsmash can be included in an Orcs & Goblins army or an Army of the Eight Peaks. His points cost count towards your Lords allowance.

Equipment: A huge array of weapons, Plate armour (Amour Roll 4+), Shield

OPTIONS:

Ironback Boar

30 points

Enchanted Item. A bizarre mechanical contraption created by Chaos Dwarf engineers, an Ironback Boar weighs even more than its living cousins and is just as evil-tempered. Drilla counts as being mounted on a War Boar that has the *Impact Hits (D3)* special rule.

SPECIAL RULES:

Armed to da Deef, Choppas, Immune to Psychology, Quell Animosity, Waaagh!

Drillaz Killaz: Drilla Gitsmash is always accompanied into battle by his personal body guards, the Drillaz Killaz (though Drilla is not obliged to deploy with that unit). That means if Drilla is taken, you must include a unit of Black Orcs in the army, chosen at additional cost from the Special Units section (for an Orcs & Goblins army) or the Rare Units section (for an Army of the Eight Peaks). This unit must be upgraded to Drillaz Killaz (the cost of the upgrade is included in Drilla's points value). You may choose other units of normal Black Orcs in addition to these in an Orcs & Goblins army, but not in an Army of the Eight Peaks.

Drillaz Killaz are a unit of Black Orcs with plate armour (Armour Roll 4+) instead of heavy armour. Every Black Orc character who deploys with that unit at the start of the game wears plate armour instead of heavy armour too.

GORFANG ROTGUT, TROLL-EATER AND KING OF THE BLACK CRAG

Gorfang Rotgut is the chieftain of the Red Fang Tribe and the current ruler of Black Crag, the former ancient Dwarf hold known originally as Karak Drazh. He is also known for the "uneasy alliance" he has with Skarsnik.

Gorfang is an immensely strong Orc. He lost an eye at the Battle of the Jaws, and wears an iron patch to cover the wound. Many of his battles have been fought against Dwarfs, including the siege of Barak Varr and the attack on Karak Azul. As a result of his long struggles, Gorfang has acquired an unreasoning hatred of the Dwarf race.

Gorfang continued to grow in size to a point where all of his warriors are certain that he is the largest Orc alive. Some older folks remember him to be much smaller, but... was that really the same guy?

Gorfang Rotgut, Troll-Eater and King of the Black Crag

290 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|----------------|---|----|----|---|---|---|---|---|----|-----------------------------------|
| Gorfang Rotgut | 4 | 6 | 1 | 5 | 5 | 4 | 4 | 4 | 9 | Infantry (Special Character; Orc) |

Gorfang Rotgut can be included in an Orcs & Goblins army. His points cost count towards your Lords allowance. You may not take both Gorfang Rotgut, Chieftain of the Black Crag, and Gorfang Rotgut, Troll-Eater and King of the Black Crag, in the same army.

SPECIAL RULES:

Hatred (Dwarfs and Chaos Dwarfs), Size Matters, Waaagh!

Biggest Orc, Biggest Choppas: Gorfang gains +2 Strength in the first round and +1 Strength in the second round of each combat. This Strength bonus is in addition to any other bonuses he might gain.

Only a Flesh Wound: If an attack with the *Multiple Wounds* special rule successfully wounds Gorfang, halve the number of wounds inflicted (round fractions up).

Stomp: Although he doesn't count as *Monstrous Infantry*, Gorfang nonetheless has the *Stomp* rule.

MAGIC ITEMS:

The Red Fang: Magic Weapon. The Red Fang gives the wielder +1 Attack. In addition, the bearer gains +1 To Hit for all his attacks in close combat.

Evil Sun Armour (Enlarged Version): Magic Armour. Gorfang wearing this Armour has a 3+ armour save. Enemies suffer a -1 To Hit penalty when attempting to strike Gorfang in close combat.



MAD CAP MUSHROOM BREWING SQUAD

A Mad Cap Mushroom Brewing Squad consists of a large vat, lots of mad cap mushrooms, some special ingredients (every brewer has his own secret formula), and crew. The working crew is three Night Goblins, but invariably a few Snotlings are lurking around (often unwittingly as some of the secret ingredients!).

Mad Cap Mushroom Brewing Squad

225 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|-------------------|---|----|----|---|---|---|---|---|----|-------------|
| Pot | - | - | - | - | 7 | 3 | - | - | - | War Machine |
| Night Goblin Crew | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | - |

A Mad Cap Mushroom Brewing Squad can be included in an Army of the Eight Peaks. Its points cost count towards your Rare allowance.

Unit Size: 1 Pot

Crew: 3 Night Goblin Crew

Equipment (Night Goblin crew): Hand weapon

SPECIAL RULES:

Fear Elves, Hatred (Dwarfs)

Intoxicating: The mushrooms can be used to make beer or soup – in any case, it is intoxicating. All kinds of friendly Night Goblins (this includes characters, herders, handlers, war machine crews etc.) within 16" of the Brewing Squad gain +1 Leadership. The Brewing Squad itself does not get this bonus.

"Let's Drink it": Should an enemy unit come to within 8" of the Brewing Squad, the unit stops immediately (fliers land). You can now decide that the crew drink its wares. If they don't, the game continues as normal. If they opt to drink, all remaining crew members becomes Fanatics which are now released (following the normal rules for Night Goblin Fanatic). As the brew isn't quite done, roll a D6-1 to determine the Strength of the Fanatics and their hits (roll once for all Fanatics that are created at that moment). Treat results of 0 as Strength 1. The Brewing Squad is removed, but your opponent will not get victory points for it until all of the newly created Fanatics are removed too. Note: The crew may opt to drink every time when an enemy approaches within 8" – so if you decide not to do it at the first opportunity, you can still to it later.

Mad Cap Mushroom Brew: After deployment is finished add D6+1 Fanatics for free. Secretly assign them to your Night Goblin units as you like, but the limit of three Fanatics per unit still applies.

SKA BLOODTAIL

Ska Bloodtail of Clan Mors is Queek Headtaker's right hand (right paw) – a Skaven of little intelligence, but strong and large, even bigger than Queek himself. By Skaven standards, he is unusually loyal and fearless, with his loyalty for the Headtaker being by far his most defining feature, although he isn't always treated by Queek in a way that makes it look like as if Queek would appreciate it. Ska is exactly that sort of lackey that every Skaven wants, but sorely lacks.

Ska Bloodtail

75 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|---------------|---|----|----|---|---|---|---|---|----|------------------------------|
| Ska Bloodtail | 5 | 5 | 4 | 5 | 4 | 2 | 6 | 3 | 7 | Infantry (Special Character) |

Ska Bloodtail can be included in a Skaven army if Queek Headtaker is also included. His points cost count towards your Heroes allowance.

Equipment: Hand weapon, Gromril armour (Armour Roll 4+), Shield

OPTIONS:

Rune Axe – 10 points: Sometimes Ska wields this axe, taken from a Dwarf Thane, in battle (not always because he doesn't trust the beard-thing weapon entirely). The Rune Axe is a great weapon with the *Magic Attacks* special rule.

SPECIAL RULES:

Scurry Away!, Strength in Numbers, Verminous Valour

Protecting his Warlord: If Ska and Queek are part of the same unit, Queek is allowed to take a special kind of "Look Out Sir". If successful, the hits that were meant for Queek are taken by Ska. If there are five or more regular models within that unit, you have to decide if Queek takes a normal "Look Out Sir" or the special one provided by Ska – you cannot take both.

GREAT PACKMASTER GROTOOSE

The hulking Packmaster Grotoose is gruff, to the point, and a deadly fighter. Along with his beast packs, this brilliant and heavily muscled mutator was sold to Clan Mors by Clan Moulder long ago.

Great Packmaster Grotoose

165 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|----------|---|----|----|---|---|---|---|---|----|------------------------------|
| Grotoose | 6 | 5 | 3 | 4 | 4 | 3 | 6 | 3 | 6 | Infantry (Special Character) |

Great Packmaster Grotoose can be included in a Skaven army. His points cost count towards your Lords allowance.

Equipment: Hand weapon, Light armour, Whip

SPECIAL RULES:

Scurry Away!, Strength in Numbers, Verminous Valour, Killing Blow

Explosive Rat: Grotoose is always accompanied by a single well-trained Giant Rat rigged with explosives. This is treated as a missile weapon which can only be used one time with the following profile:

| | Range | Strength | Special Rules |
|---------------|-------|----------|--|
| Explosive Rat | 12" | 6 | <i>Ignore Cover, Quick to Fire, Multiple Wounds (W3), Sniper</i> |

Since the Rat must be physically able to reach the target, you cannot use this "missile weapon" against an enemy unit behind Impassable Terrain, even if there is a line of sight.

Great Packmaster: Grotoose counts as a Packmaster for the purposes of leading Giant Rats or Rat Ogres. In addition, before the game begins, choose one of your Hell Pit Abomination, Giant Rats or Rat Ogres units. This unit (except for their Packmasters) gains the *Hatred* special rule.

DWARF THUNDERBARGE

The Thunderbarges are a class of lighter-than-air-warships. They haven't quite been perfected yet, but that doesn't stop a few intrepid Dwarf engineers from building one and taking to the skies.

Dwarf Thunderbarge

600 points

Dwarf Thunderbarges can be included in a Dwarf army. Their points cost count towards your Rare allowance. The rules for a Thunderbarge can be found on page 425 of the Warhammer rulebook.

Additional rules:

- *The crew is considered to have hand weapons and heavy armour.*
- *A Thunderbarge has also the Ancestral Grudge special rule.*
- *Instead of automatically failing all characteristic tests (save for Toughness and Leadership tests) like other War Machines do, Thunderbarges only fail characteristic tests on a roll of 6. Exception: Leadership tests are always done using the normal procedure.*
- *At the start of any Close Combat Phase, the player whose unit(s) are attacking a Thunderbarge must put together an assault party, as it is a War Machine. However, because of the sheer size of a Thunderbarge, the opposing player may choose up to nine models instead of only six.*

MALAKAI MAKAISSON, THE INFAMOUS SLAYER-ENGINEER

Every Dwarf knows the story of Malakai Makaiison, the infamous master engineer who took the Slayer oath after being expelled from the engineers guild when both his iron clad and his airship were destroyed on their maiden voyages, taking their crews with them. This, however, didn't stop Malakai from making new inventions. He built a second, much better airship, constructed the axe-throwing Goblin-Hewer and built all kinds of spectacular weapons. Malakai Makaiison is a genius and a madman at the same time, they say, and everyone who hires his services must be a truly courageous leader.

Malakai Makaiison, the Infamous Slayer-Engineer

90 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|-------------------|---|----|----|---|---|---|---|---|----|------------------------------|
| Malakai Makaiison | 3 | 5 | 5 | 4 | 4 | 2 | 3 | 3 | 10 | Infantry (Special Character) |

Malakai Makaiison, the infamous Slayer Engineer, can be included in a Dwarf army. His points cost count towards your Heroes allowance.

Equipment: Great weapon, Repeating Dwarf handgun (same as a normal Dwarf handgun with Multiple Shots x3)

SPECIAL RULES:

Ancestral Grudge, Artillery Master, Deathblow, Entrenchment, Slayer, Slayer Cult, 'Stand back Sir!', Relentless, Resolute, Unbreakable

OPTIONS (ONLY ONE OPTION MAY BE TAKEN):

Rocket Launcher and Bombs

50 points

In addition to his Repeating Dwarf handgun, Malakkai has a portable Rocket Launcher:

| | | | |
|-----------------|-------|----------|--|
| | Range | Strength | Special |
| Rocket Launcher | 36" | 5 | Armour Piercing, Move or Fire, Multiple Wounds (W3). Slow to Fire |

The Rocket Launcher is using the same procedure as a cannon, but uses the profile above. It may not fire a Grapeshot, however.

Malakai also has a lot of bombs he may throw instead. These bombs are thrown weapons as per the Warhammer rules with a maximum range of 6". If an enemy unit is hit, it suffers D3+1 Strength 4 hits with the *Armour Piercing* and *Flaming Attacks* special rules.

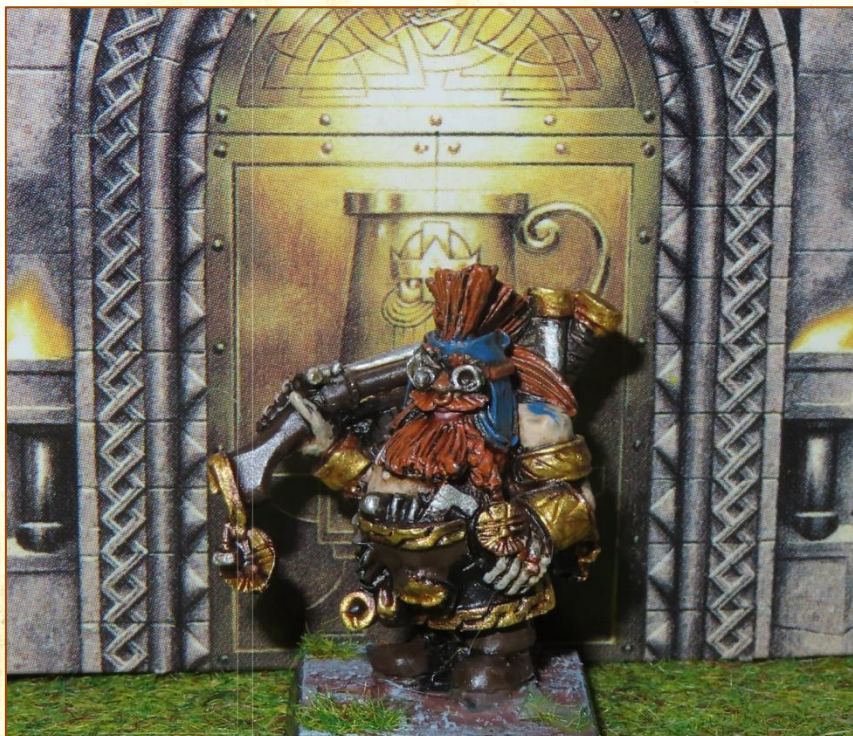
The Spirit of Grungni

750 points

The Spirit of Grungni is an airship inventend and constructed by Malakai Makaisson (although during the recent years, other Dwarf Engineers constructed airships as well).

The Spirit of Grungni is a Dwarf Thunderbarge (see page 12) with the following rule changes:

- The Spirit of Grungni (but not the crew) has +1 Toughness.
- The Spirit of Grungni has a hangar deck containing a Gyrocopter (the Gyrocopter is included in the points cost for this option). That Gyrocopter has already left the hangar deck before the start of the battle and will not return there during the game. It is deployed within 8" of the Spirit of Grungni. That Gyrocopter is not worth any victory points if it is destroyed.
- The Spirit of Grungni can carry up to a single friendly unit of infantry (and/or infantry characters) totalling no more than 15 models. Malakai must start the game on board the Spirit of Grungni, other infantry models may also start the game there. Those models may leave the Spirit of Grungni and may re-enter it, other friendly units may do so as well, but only one infantry unit (along with infantry characters) may be on board at the same time. Moving into and out of the Spirit of Grungni is done in the same way as moving into and out of a buidling and this can be done even if the Spirit of Grungni moved that turn. The unit inside may be tartgeted by shooting attacks, exactly as per units garrisoning a building. The unit may be targeted seperately by shooting attacks and is considered to be in hard cover. Up to five models on board the airship may use any shooting attacks they possess. The Spirit of Grungni cannot be stormed like a building. Instead, when the airship is charged (as per the rules for charging war machines), the models from the unit being transported may join the crew in close combat. The total number of models fighting on behalf of the Spirit of Grungni may not exceed ten, and you must always use all remaining crew members that you have. Your opponent must allocate his attacks to the crew and other models. If the Spirit of Grungni is destroyed, every model on board suffers one wound with no armour save allowed. Suvivors are then placed next to where the Spirit of Grungni stood.
- One of the five Organ Guns may use Malakai's Ballistic Skill if he's on board.



The Goblin-Hewer**50 points**

See the box below.

Malakai Makai'sion's Goblin-Hewer

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|-----------------------|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|--------------------|
| Goblin-Hewer | - | - | - | - | 7 | 4 | - | - | - | <i>War Machine</i> |
| Slayer Crewman | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 10 | - |

Unit Size: 1 Goblin-Hewer**Crew:** Malakai Makai'sion and 2 Slayer Crewmen**Equipment (Slayer Crewmen):** Great Weapon**SPECIAL RULES:****Ancestral Grudge, Deathblow, Slayer****Firing the Goblin-Hewer:**

| | Range | Strength | Special Rules |
|--------------|-------|----------|---|
| Goblin-Hewer | 48" | 4 | <i>Armour Piercing, Spinning Axe Blades (see below)</i> |

For the Spinning Axe Blades, roll To Hit as normal, using the crew's (which normally means Malakai's) Ballistic Skill. Then roll a D3 for a every rank the target has, this is the total number of To Wound rolls you should make. If the Goblin-Hewer is in the flank arc of a unit, count the target's files instead. Casualties are allocated just like normal shooting. If firing at a single model or Skirmishers, or other targets that don't use ranks, it inflicts D3 hits.

Mixed Crew: The crew consists of Makai Malakai'sion and two Crewmen (this is an exception to the rule that characters may not join War Machines). Malakai Makai'sion may not leave the crew and is always the last one to be eliminated.

FIELD TEMPLE OF HASHUT

With evil magic and diabolical machinery, the Daemonsmiths of the Dawi Zharr are able to build a small sanctuary devoted to Hashut in very short amount of time. These buildings are often shaped out of a rock or a mountain face. Field Temples of Hashut contain a fraction of the very essence of the Father of Darkness himself which makes them very dangerous places for everyone who is not a Chaos Dwarf.

Field Temple of Hashut

150 points

Unit Size: 1 Temple

One (1) Field Temple of Hashut can be included in a Chaos Dwarf army if at least two Daemonsmiths are also present. Its points cost count towards your Rare allowance.

SPECIAL RULES:

Fortified House of Worship: At the start of a game, before the armies are deployed, you place the Temple in your deployment zone. A Field Temple of Hashut is a two floor building and counts as Arcane Architecture (*Warhammer* rulebook pages 126-131). If your scenario has rules that allow buildings to be destroyed, the Temple has Toughness 9 and 6 wounds. Only attacks with strength 6 or higher can wound it.

Power of Hashut: Every Chaos Dwarf Wizard inside a Field Temple of Hashut has the *Loremaster (Lore of Hashut)* special rule and gains +1 to cast Lore of Hashut spells.

Hashut's Runes of Protection: Every Chaos Dwarf or Bull Centaur model inside a Field Temple of Hashut as well as the Temple itself has a 5+ ward save. Models who are neither Chaos Dwarfs nor Bull Centaurs suffer a strength 5 attack with the *Magic Attacks* and *Flaming Attacks* special rules at the beginning of each Magic Phase they are inside the Temple.



SHAR'TOR THE EXECUTIONER, WARRIOR-PRIEST OF HASHUT

Being the biggest Bull Centaur that ever lived, it was Shar'tor's destiny to become the most malevolent warrior-priest of Hashut.

Shar'tor the Executioner, Warrior-Priest of Hashut

485 points

| | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|--------------------------|---|----|----|---|---|---|---|---|----|-----------------------------|
| Shar'tor the Executioner | 7 | 6 | 2 | 6 | 6 | 7 | 4 | 5 | 10 | Monster (Special Character) |

Shar'tor the Executioner can be included in a Chaos Dwarf army. His points cost count towards your Lords allowance.

Equipment: Blackshard armour

SPECIAL RULES:

Contempt, Large Target, Scaly Skin (5+), Terror

Prayers of Malice: At the beginning of each game turn, pick a friendly unit within 12". This unit gains a 6+ ward save for the entire game turn.

MAGIC ITEMS:

Darktide Ax: *The terrifying Darktide Axe is a cruel weapon, steeped in untold years of slaughter which burn vile runes of malice and hatred.*

Magic Weapon. The wielder of this weapon adds +2 to his Strength in close combat. If he hits with at least three of his attacks, he immediately gains an additional attack.

Mask of the Executioner: *The Mask of the Executioner marks Shar'tor as Hashut's favoured headsmen.*

Enchanted Item. At the beginning of the Movement Phase, Shar'tor can use the power of the mask if he is not in close combat. He may not charge this turn. Roll 2w6". All units of friendly Bull Centaurs within that range may re-roll their charge distances during the current Movement Phase. In addition, each enemy model within that range suffers a wound on a roll of 4+.



THE GATHERING OF GIANTS

(*Warhammer: Skarsnik's Very Special Bonus Army List*)

Giants are known to be loners, and most of the time, they are – wandering the lands and taking whatever they like. But in the World Edge Mountains during the End Times, people claim to have witnessed large gatherings of Giants preparing for war. And wherever such an army goes, destruction is soon to follow...



THE GATHERING OF GIANTS

SM = Warhammer: Storm of Magic
MA = Warhammer: Monstrous Arcanum
SB = Warhammer: Scrolls of Binding

LORDS

Bonegrinder Giant Chieftain (SM, see special rules opposite)

HEROES

Giant Chieftain (SM, see special rules opposite)

CORE

Giants (SM, see special rules opposite)

SPECIAL

Curs'd Ettin (MA)
0-1 Thundertusk (SB²)

RARE

Bonegrinder Giant (SM)

THE GATHERING OF GIANTS ARMY'S SPECIAL RULES:

Giant and Bonegrinder Giant Chieftains

The Chieftains follow all the rules as per ordinary Giants and Bonegrinder Giants as described in *Warhammer: Storm of Magic*, with the following changes: Their Troop Type is changed to *Monster (Character)*, their cost is increased by +25 and +35, respectively. They gain +1 Weapon Skill and are allowed to take up to 50 points (Giant Chieftain) and 100 points (Bonegrinder Giant Chieftain) of Magic Items and Nasty Traits & Habits. For details, see the following page.

Giants (plural)

A unit of Giants from the Core section consists of 1-4 models. This means that they are monsters that can form a (very small) rank and file unit. Characters from the Gathering of Giants army list (only) are allowed to join them, following the normal rules for character joining (and leaving) units. A unit of Giants is considered to be steadfast if it has more ranks than its enemy, with the ranks having to be two or more models wide for the Giants unit to be treated as being steadfast.

² The rules for the Thundertusk without riders can also be found in White Dwarf (UK) 382 and White Dwarf (US) 381, respectively.

NASTY TRAITS & HABITS

Bonegrinder Chieftains and Giant Chieftains are able to spend points on a single Nasty Trait/Habit. The points spent on a Nasty Trait/Habit add to the cost of the Magic Items chosen for the Chieftain and are limited by the maximum amount of points the character can spend on magic items. No Nasty Trait/Habit may be taken more than once in an army.

Crusher Giant

25 points

If this character falls over, do not roll a scatter die to determine in which direction the Giant falls. Instead, choose the direction as you like.

Former Imperial Giant

10 points

The character has light armour and gains +1 Weapon Skill.

Former Slave Giant

30 points

In close combat, the character may re-roll failed To Wound rolls against units taken from *Warhammer: Ogre Kingdoms* (but not against other Giants). He does not take a Panic test if a friendly unit is destroyed, breaks or flees through him (he simply doesn't care).

Largest Giant

60 points

(Bonegrinder Giant Chieftain only)

This character has +1 Toughness and the *Colossal Beast* special rule (see *Warhammer: Monstrous Arcanum*).

Rock Thrower Giant

40 points

This character may make a shooting attack each turn as if he were a stone thrower, but there is no minimum range. He can use this ability even if he moved earlier this turn, but cannot do so if he marched. A misfire will do a single Wound on the character.

Thick-Skulled Giant

10 points

This character has a 6+ ward save and the *Stupidity* Special rule.

Two-Headed Giant

40 points

(Giant Chieftain only)

The character gains +1 Wounds and +1 Initiative. If this Giant rolls a "Eadbutt" result for his Special Attacks, he inflicts two Wounds instead of one.

Wandering Giant

25 points

The character has +1 Movement and the *Ambusher* special rule.

Weird Giant

35 or 70 points

The character is a Level 1 (for 35 points) or a Level 2 (for 70 points) Wizard. He uses spells of the Lore of Beasts.

GIANT TREASURES

Characters may choose their Magic Items from the Enchanted Items section of the *Warhammer* rulebook and/or from the following list (only):

The Mighty, Mighty Club of Ancients

30 points

Magic Weapon. The character's attacks all gain +1 strength.

Ygar's Collection of Axes

15 points

Magic Weapon. Throwing axes. These axes have the *Armour Piercing* special rule.

Furs of Neverending Stink

30 points

Magic Armour. Light armour. Enemies suffer a -1 to hit penalty when attempting to strike the character in close combat.

Roggok's Helm**20 points**

Magic Armour. The wearer counts his armour save as being one point higher than normal. In addition, Roggok's Helm grants the wearer a 6+ ward save, which is improved to 5+ against shooting attacks.

The Giant's Brother's Skull**10 points**

Talisman. The Giant's Brother's Skull grants the character a 6+ ward save.

Lucky Halfling's Foot**30 points**

Talisman. The bearer re-rolls failed characteristic tests, armour saves, ward saves and Dangerous Terrain tests.

Talisman of Sacrifice**10 points**

Talisman. The character with this item benefits from the "Look Out Sir" special rule as long as there are two rank and file models of the same troop type remaining in the unit.

The Goose that lays Golden Eggs**35 points**

Enchanted Item. The character with this magic item counts as the army's battle standard bearer for alle purposes. In addition, at the start of each enemy turn, choose one enemy unit that is within 24" of that character. The chosen unit has the *Stupidity* special rule for the remainder of the turn and does the *Stupidity* test with Leadership -1.

BATTLE SCROLLS

For the general rules concerning Battlescrolls, see *Warhammer: Thanquol* or *Warhammer: Archaon*.

THE SECOND CLAWPACK OF CLAN MORS

And there came more and more... the masses of Clan Mors, supported by deadly war machines of Clan Skyre and merciless beasts of Clan Moulder, were without end. They were ready to attack (if necessary) and they were ready to run (if necessary). And again, all bore the symbols and the distinctive red of Clan Mors.

RACE: Skaven

FORMATION

The Second Clawpack of Clan Mors consists of the following units:

- o Ska Bloodtail OR 1 Chieftain
- o Great Packmaster Grotoose
- o 1 unit of Clanrats
- o 1 unit of Rat Ogres
- o 1-2 units of Wolf Rats (see *Warhammer: Monstrous Arcanum*)
- o 1 Warp Lightning Cannon

RESTRICTIONS

None.

SPECIAL RULES

Core Formation

If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.

The Might of Clan Mors

Every unit of this Formation may re-roll any failed Leadership tests during the first two game turns.

One of Grotoose's Best Creations

The Rat Ogres of this Formation have the *Regeneration* (5+) special rule.



THE DEFENDERS OF KARAK EIGHT PEAKS

When it became evident that the final fall of Karak Eight Peaks was close at hand, Belegar Ironhammer did what Dwarfs always do: fight on. In comparison to Skaven and Greenskins, the Dwarfs were few in numbers (as always), but this time Belegar had a force under his command that was largely made up of skilled veterans who were determined to hold the keep at all cost.

RACE: Dwarfs

FORMATION

The Defenders of Karak Eight Peaks consist of the following units:

- o Belegar Ironhammer
- o 1 unit of Hammerers
- o 1 unit of Quarrellers
- o 2 units of Miners
- o 1 Bolt Thrower
- o 1 Cannon
- o 1 Grudge Thrower
- o 1 Gyrocopter

RESTRICTIONS

The unit of Hammerers must have a standard bearer.

SPECIAL RULES

Core Formation

If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.

Masters of Subterranean Warfare

All units of this Formation always have the *Tunnel Fighters* special rule (see *Warhammer Nagash*). The two units of Miners are allowed add a +1 to their attempts to arrive as *Ambushers*. The Gyrocopter is allowed to re-roll any Dangerous Terrain tests caused by the *Low Ceilings* rule.

Protective Gear

The units of this Formation are only wounded by a 5+ when hit by Poisoned Wind Mortars and Poisoned Wind Globes.

Iron Brotherhood

The Hammerers unit of this Formation have +1 Strength during the first turn of each combat, whether they charged into combat this turn or not. They have gromril armour instead of heavy armour.

The standard bearer of the Hammerers unit in this formation has a runic standard with the *Rune of Sharpness* for no additional point cost: The effect of the *Rune of Sharpness* is that every model in this unit (including characters who joined) has the *Armour Piercing* special rule.



THE BLACK CRAG RAIDERS

The Red Fangs under their leader Gorfang Rotgut are known as the most powerful Orc tribe in the western region of the Death Pass. Together with other Greenskin tribes they subjugated, they dwell in the Black Crag and neighbouring areas, launching attacks against Dwarf strongholds whenever Gorfang Rotgut feels bored.

RACE: Orcs & Goblins

FORMATION

The Black Crag Raiders consist of the following units:

- o Gorfang Rotgut, Troll-Eater and King of the Black Crag
- o 1 Orc Great Shaman
- o 1 unit of Orc Boyz
- o 1 unit of Orc Boar Boyz
- o 2 Goblin Rock Lobbers
- o 1 unit of Snow Trolls (see special rules opposite)

RESTRICTIONS

The unit of Orc Boyz must be upgraded to Big 'Uns.

SPECIAL RULES

Core Formation

If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.

Inspired by the Troll-Eater

The Orc Boys Big 'Uns of this Formation may re-roll failed Animosity tests and failed Leadership tests if Gorfang Rotgut is with this unit and hasn't declined any challenges during this game.

Mad Zargakk

The Orc Great Shaman of this Formation represents Mad Zargakk, Gorfang's advisor and prophet. He has the *Immune to Psychology* special rule. Zargakk is known for strange rituals he undertakes before any battle. You must take one of the following options:
o *Maker of Idols*; after deployment is finished, place an Idol of Gork (or possibly Mork) within 12" of Zargakk.

The effects are the same as for an Idol placed by the Spell *Raise Great Idol* (see *Warhammer: Khaine*, page 16). In addition, every friendly unit from *Warhammer: Orcs & Goblins* within 12" of this Idol has the Scaly Skin (6+) special rule.

o *Enchanter of Rock Lobbers*; both Rock Lobbers of this Formation have the *Magic Attacks* and *Flaming Attacks* special rules. If Zargakk is within 12" of such a Rock Lobber, you may re-roll the artillery dice during the Shooting phase (this may result in you being allowed to re-roll both artillery dice if Zargakk is within 12" of both Rock Lobbers).

Snow Trolls

This unit is treated like a unit of normal Trolls that is upgraded to Snow Trolls for 10 points per model. Snow Trolls have the *Armour Piercing* and *Devastating Charge* special rules. They are unaffected by cold-based special rules like the Yhetees' *Aura of Frost* and the Thundertusk's *Numbing Chill*.



THE ORDER OF THE HATEFUL FLAME

Fire is, without a doubt, of utmost importance in Chaos Dwarf culture, but naturally special emphasis is given to its destructive aspects and not to warmth and homeliness. The members of the Order of the Hateful Flame consider themselves the most devoted servants of Hashut and are always eager to spread the Dark Father's gospel into the world: Where there are burning flames, there will be burning hatred too.

RACE: Chaos Dwarfs

FORMATION

The Order of the Hateful Flame consists of the following units:

- o 1 Sorcerer-Prophet
- o 1 Infernal Castellan
- o 1 unit of Chaos Dwarf Infernal Guard
- o 1 unit of K'daai Fireborn
- o 1 K'daai Destroyer
- o 1 unit of Fire Kobold Slaves (see special rules opposite)
- o 1 Magma Dragon (see special rules opposite)

RESTRICTIONS

The Sorcerer-Prophet must ride a Great Taurus or a Bale Taurus. He must use the Lore of Hashut or the Lore of Fire. The unit of Chaos Dwarf Infernal Guard must take the Banner of Eternal Flame.

SPECIAL RULES

Burning More and More

All K'daai of this Formation may re-roll the Toughness tests they must do because of the *Burning Bright* special rule

Resisting the Flames

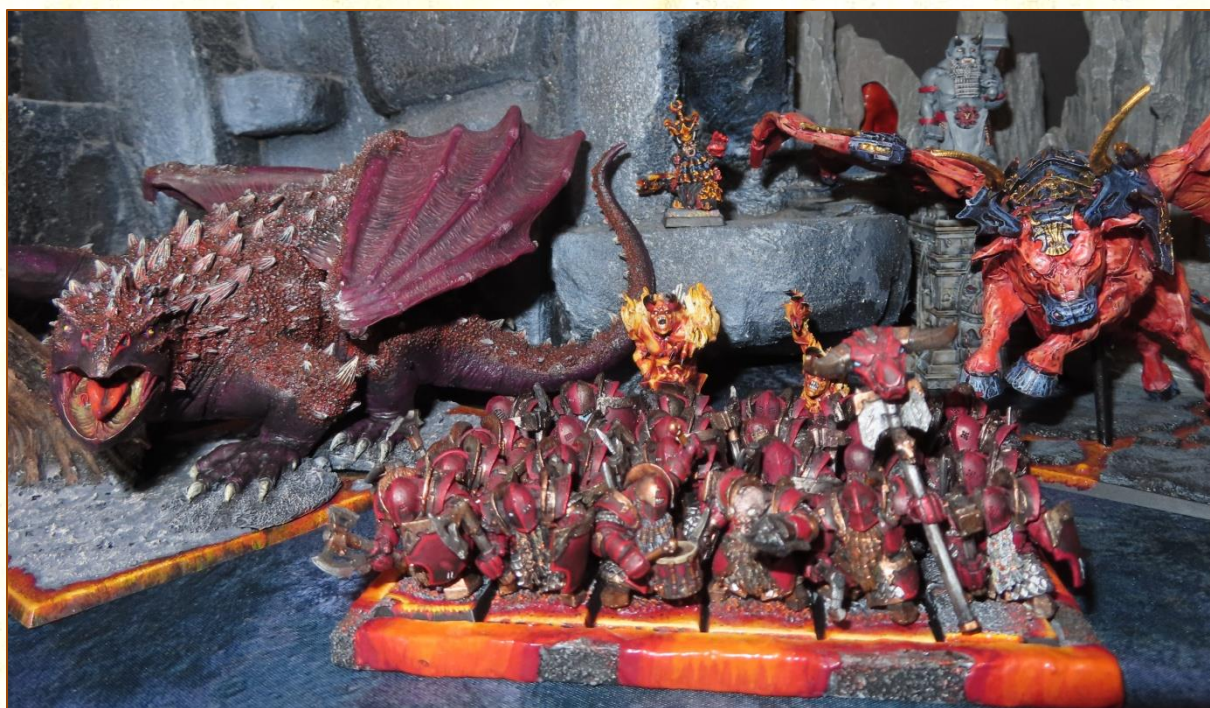
The models in all units of this Formation have a 6+ ward save against *Flaming Attacks*. If a model has already a ward save against *Flaming Attacks*, then that ward save is improved by 1 (to a maximum of 2+).

Fire Kobold Slaves

The rules for this unit are the same as the rules for Fire Kobolds that can be found in *Warhammer: Grom* (page 16 in the original edition, page 23 in the revised edition). The Banner of Slavery has the same effect on it as on a Hobgoblin unit.

Magma Dragon

The rules for the Magma Dragon can be found in *Warhammer: Monstrous Arcanum*³ (page 83). In addition, the Magma Dragon of this Formation has the special rule *Monster and Handlers*. This means that the unit has three Chaos Dwarf Handlers whose characteristics profile is identical to the one of the Hell Cannon's Chaos Dwarf Handlers. For movement, always use the Dragon's Movement Allowance (this includes the *Flying* special rule) – the Chaos Dwarfs are used to jump on the Dragon's back before it takes off. Add +20 to the Magma Dragon's point cost.



³ The Magma Dragon's breath weapon has the *Flaming Attacks* special rule (this cannot be found in *Warhammer: Monstrous Arcanum* or in any of Forge World's official errata, but was nevertheless confirmed by Forge World employees).

GOLGFAG'S BEST

During the End Times, Golgfag Maneater came back to the World Edge Mountains. He led the best military force he had ever assembled, and he knew he was in the right place now where mercenaries were badly needed. Dwarfs, Greenskins and Skaven had all hired him in the past and they would do so again – yes, he was sure they would, and he also knew that he would always join the side which pays best.

RACE: Ogre Kingdoms

FORMATION

Golfag's Best consist of the following units:

- o Golgfag Maneater
- o 1 unit of Maneaters (Golfag's Maneaters)
- o 1 unit of Ogres
- o 1 unit of Ironguts
- o 1 unit of Leadbelchers
- o 0-1 units of Gnoblar
- o 2 units of Sabretusk Packs
- o 1 unit of Mournfang Cavalry or 1 unit of Grimhorn Rhinox Riders

RESTRICTIONS

The unit of Maneaters must be upgraded to Golgfag's Maneaters and must take a Magic Standard.

SPECIAL RULES

Core Formation

If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.

True Professionals

When included in an alliance, all units in the army that includes this Formation are treated as trusted allies by all units on their side, and count all units on their side as trusted allies in return.

Greatest of All Ogre Mercenary Captains

Golfag has Weapon Skill and Leadership +1 and may re-roll one or two dice when rolling 2D6 for his *Easy Come, Easy Go* special rule.

Greatest of All Ogre Mercenaries

Golfag's Maneaters have Weapon Skill +1. They always have the *Stubborn* and *Vanguard* special rules from the *Been There, Done That* rule, but are allowed take a third special rule listed there in addition to those two.

Enthusiastic for the Battle

All units of this Formation have the *Immune to Psychology* special rule during the first game turn.



NEW SCENARIOS



THE BATTLE OF THE THOUSAND COLUMNS

This scenario depicts the most important battle at the beginning of Skarsnik's reign, the battle that would make him the dominating force of the Eight Peaks. Provoking a full-scale Skaven invasion of the Hall of a Thousand Pillars, Skarsnik's plan was to butcher the Ratkin mercilessly.

THE ARMIES

One player must take an army selected from *Warhammer: Skaven*, the other player must take an army selected from the Army of the Eight Peaks list (page 2). Each player chooses an army to an agreed points value, but the Army of the Eight Peaks player receives only 66% of the Skaven player's points.

This battle does not take place during the End Times, so the limit for Lords and Heroes choices is 25%.

Skaven Army

The Skaven army may not include any special character.

Army of the Eight Peaks

The Army of the Eight Peaks must include the following units if the models needed to represent them are available:

- Skarsnik, Warlord of the Eight Peaks
- Duffskul

It may not include an Orc War Boss, Drilla Gitsmash or Skarsnik, Chosen One of Gork (or more likely Mork).

FIRST TURN

The Army of the Eight Peaks takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

At the end of the battle, the side that controls the dais, the hall's strategically vital point, is the winner. The dais is controlled by the unit inside. If it is unoccupied, the battle is a draw.

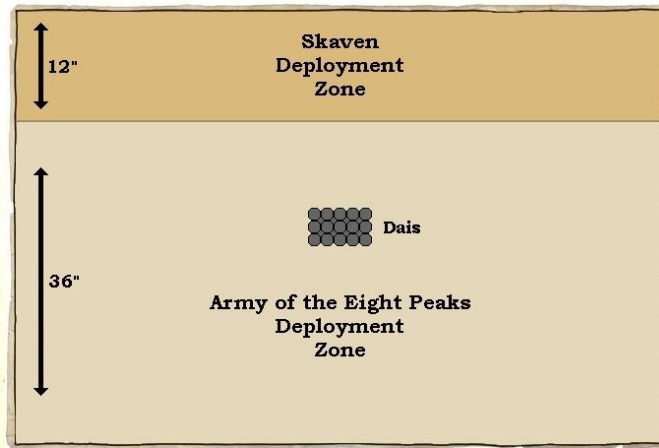
SCENARIO SPECIAL RULES

Gloom & Darkness (see *Warhammer: Nagash*)

The Stepped Dais of the Old Dwarf Kings: The dais is treated as a one-floored building that can only be occupied by a unit of no more than 20 models. *Monstrous infantry/cavalry/beasts* models as well as Skarsnik and Gobbla count each as three models for that calculation.

THE BATTLEFIELD

First, place the dais in the centre of the battlefield, as depicted on the map. Continue setting up the battlefield as described in the *Warhammer* rulebook or in a mutually agreeable manner. It's worth keeping in mind when setting up rest of terrain that the battle is being fought in an underground cavern – so terrain should be limited to Goblin tents, piles of rubles, groups of mushrooms (treat them as forests) and pillars. On the dais, there should be a throne, totem poles, banners, tents, spikes, fire bowls etc. (purely for aesthetic reasons).



DEPLOYMENT

The Skaven player deploys first, anywhere in their deployment zone.

The Army of the Eight Peaks player deploys second, anywhere on the table that is more than 12" from an enemy unit. He may place a unit (along with characters who joined the units) on the dais, even if that unit is less than 12" from an enemy unit.

THE BATTLE OF THE HALL OF CLAN SKALFDON

After abandoning the first line of defence, King Belegar of Karak Eight Peaks decided to make the next stand at the Hall of Clan Skalfdon. Belegar was confident that he would beat back Queek Headtaker and his Skaven there – but there were two things he didn't know...

The first thing was that Golgfag Maneater's Ogre mercenaries Belegar had hired planned to betray him.

The second thing was that Skarsnik had not only bribed Golgfag, but intended to show up himself with his Night Goblin hordes on the battlefield in order to hand Belegar and Queek a crushing defeat.

The ensuing underground battle was one of the most chaotic in the history of Karak Eight Peaks.

Designer's Note: Multi-player games – This scenario is a multi-player game involving four sides. If you have a copy of *Warhammer: Triumph & Treachery*, you may play the scenario using the rules from this expansion. Otherwise (or if you like it better), you will need to use the scenario special rules from the *Battle Royale* scenario, which can be found in the *Narrative Battles* section of the *Warhammer* rulebook.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Dwarfs*. A second player must take an army selected from *Warhammer: Skaven*. A third player must take an army selected from *Warhammer: Ogre Kingdoms*. A fourth player must take an army selected from from the Army of the Eight Peaks list (page 2).

Dwarf Army

The Dwarf Army must include the following units if the models needed to represent them are available:

- The Defenders of Karak Eight Peaks

Skaven Army

The Skaven army must include the following units if the models needed to represent them are available:

- Queek Headtaker
- Great Packmaster Grotoose
- Ska Bloodtail

Ogre Kingdoms Army

The Ogre Kingdoms army must include the following units if the models needed to represent them are available:

- Golgfag's Best

Army of the Eight Peaks

The Army of the Eight Peaks must include the following units if the models needed to represent them are available:

- Skarsnik, Chosen One of Mork
- Duffskul

FIRST TURN

The Dwarfs take the first turn, the Skaven take the second turn, the Ogre Kingdoms take the third turn, and the Army of the Eight Peaks takes the fourth turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

If you are using the rules in *Warhammer: Triumph & Treachery*, victory points are scored following the rules for Victory tokens. If you are using the rules from the *Battle Royale* scenario, use victory points to determine the winner, as described in the *Warhammer* rulebook. In both cases, additional victory points are scored at the end of the sixth game turn in the following matter:

The Dwarf player scores:

- 200 victory points if there is at least one Dwarf unit and no enemy unit within 6" of the Gate of Skalfdon (single characters do not count).
- 100 victory points if Belegar Ironhammer is on the battlefield.

- 100 victory points if at least two out of Queek Headtaker, Golgfag Maneater and Skarsnik, Chosen One of Mork, are not on the battlefield.

The Skaven player scores:

- 200 victory points if there is at least one Skaven unit and no Dwarf unit within 6" of the Gate of Skalfdon (single characters do not count)
- 100 victory points if the Skaven army controls the Hall of Skalfdon which is the case if the Skaven are the army with the most units in the central section of the map (between the two deployment zones; single characters do not count).
- 100 points if Belegar Ironhammer is not on the battlefield.

The Ogre Kingdoms player scores:

- 200 victory points if the Ogre Kingdoms army destroyed at least two non-character units (each) from every other army.
- 100 victory points if Golgfag Maneater is on the battlefield.
- 100 points if there are at least four Ogre Kingdoms non-character units on the battlefield.

The Army of the Eight Peaks player scores:

- 200 victory points if there are more Army of the Eight Peaks units on the battlefield than Skaven unit and Dwarf units combined.
- 100 victory points if the Army of the Eight Peaks army controls the Hall of Skalfdon which is the case if the Army of the Eight Peaks is the army with the most units in the central section of the map (between the two deployment zones; single characters do not count).
- 100 points if Queek Headtaker is not on the battlefield.

SCENARIO SPECIAL RULES

Gloom & Darkness, Low Ceilings, Uncertain Footing (see *Warhammer: Nagash*), **Magic of the End Times** (optional; see *Warhammer: Khaine*)

Golfgag's Mercenary Army: At the beginning of the Ogre Kingdoms player's first turn, his army arrives to join in the fighting. Each unit moves on from the Gate of Skalfdon, following the rules for reinforcements. If there is no space for all the units to arrive, any remaining units stay as reinforcements, and can attempt to move on during the following turn.

Golfgag's Double Game: The Dwarfs consider the Ogres their loyal mercenaries, and are not aware of their treason. The Ogres are not eager to show their true colours too early.

- If you are using rules from *Warhammer: Triumph & Treachery*, the Dwarfs and Ogre Kingdoms players are not allowed to choose each other as the enemy player during the first game turn. After the first game turn, the Dwarfs player may only pick the Ogre Kingdoms player to be the enemy player if the Dwarf player already has been picked by the Ogre Kingdoms player to be the enemy player at some point during the game.
- If you are using the special scenario rules from the Battle Royale scenario, the Dwarfs and Ogre Kingdoms player are not allowed to conduct any hostile actions against each other during the first game turn. This includes charging, casting spells, shooting, dropping bombs etc. After the first game turn, the Dwarfs player may only conduct hostile actions against the Ogre Kingdoms player if the Ogre Kingdoms player already conducted hostile actions against the Dwarfs player at some point during the game.
- Because of Golfgag's betrayal, all Dwarf models have the *Hatred* special rule against all Ogre Kingdoms models (no need to roll on the *Ancestral Grudge* table).

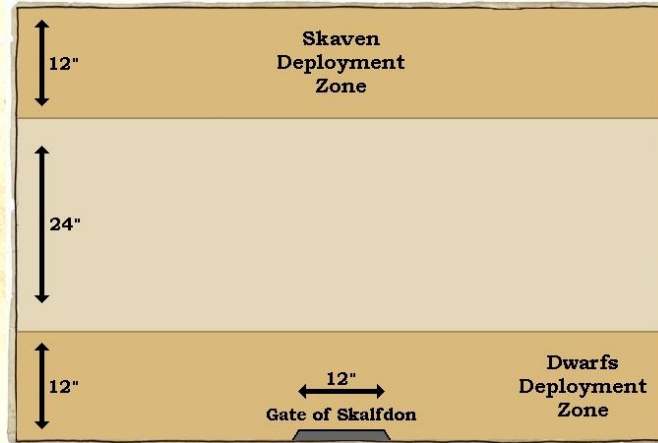
Enter Skarsnik: At the beginning of the Army of the Eight Peaks' player's second turn, his army arrives to join in the fighting (which means that his first player turn is skipped). The Army of the Eight Peaks player places three markers (about the size of a coin) for tunnelling machines anywhere on the battlefield. All his units deploy using the *Ambusher* special rule. The player of the Army of the Eight Peaks may decide to add the current game turn number to the *Ambusher* die rolls. Skarsnik and any unit he joins arrive automatically without the need for a die roll. At each of the three tunnelling machine markers, one of the army's ambushing units may poke up out of the floor. All other units arrive on the battlefield using the normal procedure for *Ambushers*, breaking through the walls.

When a unit arrives by breaking through the floor, roll a scatter dice and an artillery dice. If you roll a hit on the scatter dice, the marker stays in place. If you roll an arrow, move the marker the number of inches indicated by the artillery dice in the direction shown by the arrow. If the marker is moved off the tabletop, the unit is considered lost; treat it as casualty. If you roll misfire, the unit doesn't arrive this turn – roll again next turn. Once

the final position is established, place the unit so that it touches the marker. If the marker is under another unit or impassable terrain, place it next to the closest edge of the unit/terrain, facing in any direction. Burrowing Squigs arrive using their own deployment rules, but not before turn 2.

THE BATTLEFIELD

First, place the Gate of Skalfdon, as depicted on the map. Continue setting up the battlefield as described in the *Warhammer* rulebook or in a mutually agreeable manner. It's worth keeping in mind when setting up rest of terrain that the battle is being fought in an underground cavern. The Gate of Skalfdon should be 12" wide.



DEPLOYMENT

The Dwarf player deploys first, anywhere in their deployment zone, but not within 8" of the Gate of Skalfdon.

The Skaven player deploys second, anywhere in their deployment zone.

Any reserve forces (the Ogre Kingdoms army and the Army of the Eight Peaks) will arrive later in the battle (see the scenario special rules).

THE BATTLE OF THE GREAT VALE

When the Skaven of Clan Mors emerged into the sunlight of the Great Vale, they surfaced to a ghost town: all the tents and orc-shacks were abandoned, as were the remnants of the Dwarf city. The only thing special was huge new idol in the main square. Queek Headtaker expected to be ambushed, but nothing happened. The Skaven began to tear everything down, though they were not able to do any harm to the idol.

When the Night Goblin shaman Duffskul, who was hidden at the top of idol, began to do his foul magic, the stone giant suddely came to life. And then, legions of Greenskins came – down from the slopes from the mountains, from hidden caves, from the Grimgate...

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. Both armies should be grand armies (3000 points or more). One player must take an army selected from *Warhammer: Skaven*, the other player must take an army selected from the Army of the Eight Peaks list (page 2).

Skaven Army

The Skaven Army must include the following units if the models needed to represent them are available:

- Queek Headtaker
- Great Packmaster Grotoose
- Ska Bloodtail
- 1 Verminlord Deceiver representing Lurklox. When calculating the number of shots for the *Arcing Death* special rule of his *Doomstar* (Magic Weapon), always add D3 shots.
- 1 Grey Seer representing Kranskritt
- The First Clawpack of Clan Mors or the Second Clawpack of Clan Mors or both Clawpacks

Army of the Eight Peaks

The Army of the Eight Peaks must include the following units if the models needed to represent them are available:

- Skarsnik, Chosen One of Mork
- Duffskul. He must take the *Riding the Idol!* option.
- Drilla Gitsmash
- Snagla Grobspit
- 1 Orc Warboss mounted on a Wyvern
- 1 Colossal Squig that must be upgraded to *The Big Red'Un*

Two Night Goblin units must be given the *Ambusher* special rule as part of Skarsnik's *Sneaky Schemes and More Sneaky Schemes* special rule.

FIRST TURN

The Army of the Eight Peaks takes the first turn, the Skaven take the second turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

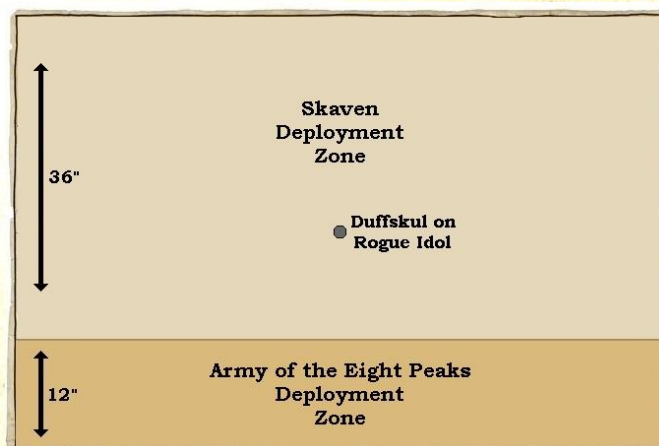
Magic of the End Times (optional; see *Warhammer: Khaine*)

Almost Endless Skaven Hordes: Any Skaven core unit that is completely destroyed or that flees the battlefield is replaced at its full starting strength. The replacement unit can enter play as reinforcements in the next Skaven turn. Skaven reinforcement can enter from any point of the table edge in the Skaven deployment zone.

Queek, Slayer of Monsters: Queek Headtaker may re-roll all his To Wound rolls against *Monsters*.

THE BATTLEFIELD

The terrain on the battlefield should be sparse to represent the main square of the old Dwarf surface city. Terrain should be limited to a few tents and huts with a particular "Orcish" look, (ruined) Dwarf buildings, piles of rubbles and rocks.



DEPLOYMENT

The Army of the Eight Peaks player puts Duffskul at the centre of the battlefield, as depicted on the map.

Then, the Skaven player deploys first, anywhere in their deployment zone.

The Army of the Eight Peaks player deploys second, anywhere in their deployment zone.