

THE BATTLE OF MITTLLENBERG

Scenario by Charles Lewis

Mittlenberg has been a major way station on the trade route to Dwarf realms within the Worlds Edge Mountains since shortly after the rise of the Empire. Situated at a crossroads, it also occupies a strategic position for armies entering or leaving the Empire. During a small Chaos incursion, a Chaos army, allied with a vast Orc & Goblin horde (anticipating a fantastic opportunity to loot and pillage) marched down from the north at the base of the mountains straight for Mittlenberg. The Empire was ready, however, and the Elector Count of Averland gathered his army and marched with all haste to Mittlenberg. Word was also received that a Dwarf army was coming from a nearby hold in the mountains.

Due to unseasonably heavy rains, all forces were delayed, and instead of a siege, the combined Empire and Dwarf army was forced to fight a field battle against the combined might of one Chaos and two Orc armies. The battle raged for two days before the Empire and her Dwarf allies were able to claim victory over the combined might of Chaos and greenskins. Mittlenberg though, was utterly devastated during the fighting and never fully recovered. By the time the harsh winter set in Mittlenberg was abandoned.

THE SCENARIO

This battle was fought between the combined armies of the Empire and Dwarfs against the combined might of one Chaos and two Orc armies. You can easily fight the battle using any combination of armies and players. The major features of the battlefield are two roads going across the table with the town of Mittlenberg at the crossroads. This is also a multi-day battle that will challenge players to secure good positions during the first day of fighting while at the same time trying to preserve the integrity of their forces.

Before the battle starts, both players need to determine their order of march, either on a piece of paper or by arranging their units in march order away from the table. The order of march must be laid out in single file with

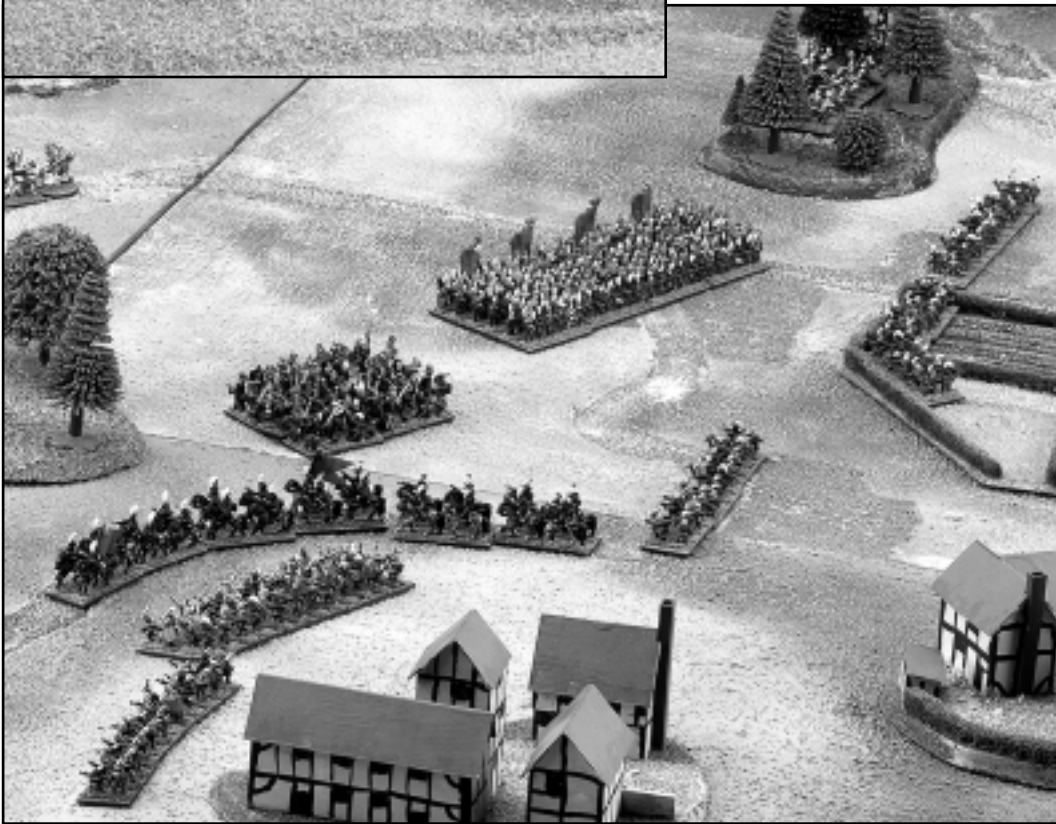
one unit behind the first, etc. (characters do not need to be arranged within the order of march). The first three units must include at least one cavalry unit if any are available and may not contain any artillery or machines. When additional units are added to the battle, players will work their way down the list until all troops have been deployed.

Roll off to determine who deploys first with the highest scoring player choosing. Each player may deploy just his General and D6 units within 20cm of his table edge. At the beginning of player's movement phase each turn, starting with turn 2, players will receive an additional D6 units plus a character. Reinforcing units are placed at the appropriate table edge and may move as normal once deployed.



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Empire forces take up positions north of Mittlenberg and await the impending attack from the Chaos and Orc hordes.



If no one has been forced to withdraw by the end of turn six roll a dice. On a score of 5+, a seventh turn is played. At the end of turn seven, roll again. On a score of 6+, an eighth turn is played. Otherwise, Day 1 ends after six turns. Once the day has ended, all units within Initiative range of their enemies make

an immediate Evade move (even units that may not normally Evade) as the armies pull back and regroup. Players should roll to determine the order of movement if necessary. All units may then make one free move so long as they do not move closer than 30cm to any enemy unit. Again, roll to determine movement order if necessary. Next, roll to recover any stands lost during the day. Roll a dice for each stand removed as a casualty. On a 5+, the stand is recovered if another stand of the same unit is already on the table. On a 6+, the stand is recovered if the entire unit had been destroyed at the end of the day. Any characters lost will also



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be recovered on a roll of 5+. Any one-use magic items used during the first day will be available for the second on a roll of 5+. A Staff of Spellbinding that was used during the first day may maintain the effect by forgoing the 'recharge' roll. If a roll is made, the current target is freed even if the roll fails. Finally, any unit suffering from the -1 Command penalty due to a blunder is freed from the effects (though they could suffer the result again during the second day).

The second day of battle begins with a roll to determine who goes first and is played until

one side or the other is forced to withdraw.

Note: While any size army is fine for this scenario, it is most enjoyable with at least 2,000 points per side. More, of course, is better. One of the advantages of this scenario is that it easily accommodates any number of players and points. As long as one side does not have more than a 10% advantage in points everyone should have fun (example: Empire 2,000pts & Dwarfs 2,000pts Vs Chaos 2,000pts, Orcs 1,000pts & Orcs 1,000pts.)

BATTLEFIELD MAP

