



THE GRUDGE OF DRONG

By Nigel Stillman, adapted for Warmaster by Steve Hambrook

Those Warmaster players who are also veterans of Warhammer will remember when GW released several narrative based campaigns for Warhammer, 4th edition. This was the first of these campaigns from way back in 1996. We thought what a great idea it would be to adapt it for Warmaster. If this proves popular amongst readers we will waste no time in adapting the other campaigns too.

THE CAMPAIGN

In this campaign, there are three preliminary battles which then lead up to an all-out, death-or-glory final conflict. The first

three battles are relatively small actions with up to 1,500 points per side. The final battle involves massed armies of 3,000 points or more.

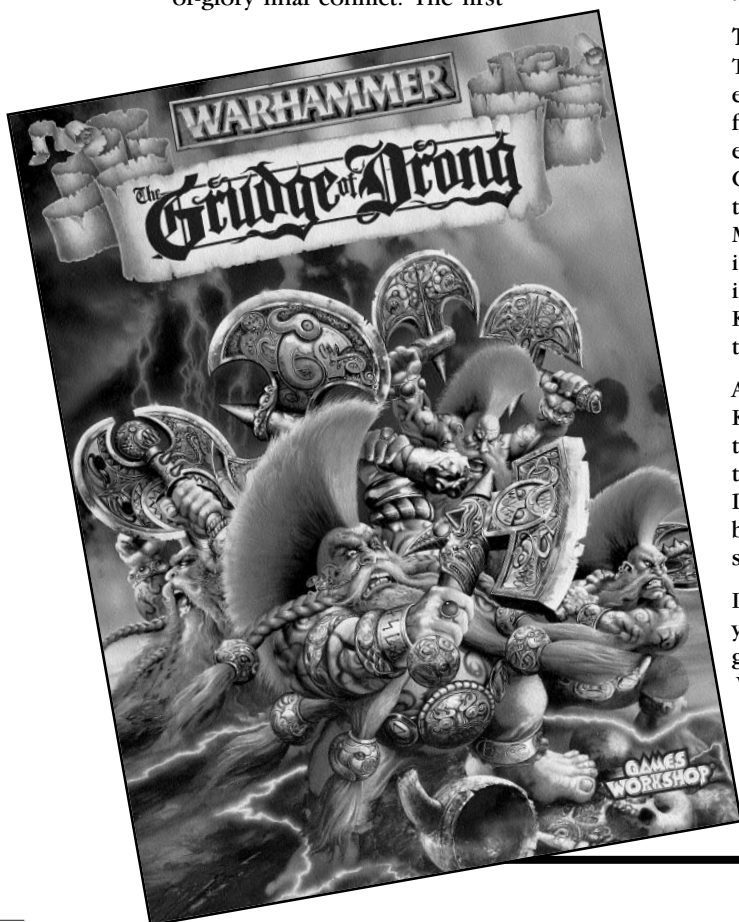
The campaign you are going to fight is set in a particular time and place, and involves two of the great races or kingdoms of the Old World. The events leading up to each battle, the motives of the leaders and the story behind the campaign are all described. There are also hints on transporting this campaign to another time or place, and fighting it using different armies.

THE FOUR BATTLES

The campaign is designed so that the results of each of the three preliminary games affect the final battle in some important way. For example, if the Dwarfs win the Battle of Grudge Pass then they are assumed to retain the services of Master Engineer Krudd Mad-Mattock and may therefore field war machines in the Battle of Krag Bryn. On the other hand, if the Dwarfs lose the battle they also lose Krudd and can bring only a single war machine to the final battle.

All of the battles leading up to the Battle of Krag Bryn affect the Dwarf player's choice of troops, characters, runes or war machines for the concluding game. Thus, the better the Dwarf player does in the initial games the better chance he has during the final showdown.

If you look at the Battle Scrolls for each game you'll see that the rewards for winning the game are described under the heading of Victory Gains. The Victory Gain is literally the advantage gained by winning the game.





THE FOUNDING OF TOL ELDROTH

Far back in the time of Caledor II, during the Fourth Age of Ulthuan, the High Elf Lord Eldroth set sail from Lothorn with a great following, bound for the shores of the Old World. There they discovered a fine natural harbour on the coast, overlooked by a range of high mountains. Eldroth and his folk founded a trading colony which they called Tol Eldroth.

Soon Elf adventurers had explored far among the mountain peaks which loomed upon the horizon. They brought back tales of precious metals and gems hidden in the rocks. They also encountered the Dwarfs.

BRONN'S STRONGHOLD

Many centuries before the Elves landed on these shores, the Dwarf adventurer, Bronn the Bold, and his clan had migrated along the mountain tracks until they reached the peaks overlooking the coastal plain. Bronn's prospectors discovered the gems and gold locked within the mountains and so Bronn and his expedition established a mining settlement. This new colony soon attracted miners, merchants and settlers from other clans and grew rapidly into a mighty stronghold which was ruled over by Bronn and later his descendants. The stronghold became known as Krag Bryn, which means 'Gleaming Mountain' in the Dwarf tongue.

THE COMING OF THRUND

Hearing of the wealth of Krag Bryn, the Dwarf Lord Thrund the Angry gathered a great throng of adventurers, outcasts and restless clans eager for new lands to claim. Thrund held a long-standing ancestral grudge against Bronn, the exact nature of which had long become obscure. Whatever its origin, the grudge itself was still remembered by all of his clan. Thrund resolved to find Krag Bryn and seize the throne for himself.

In the mighty battle that followed, Thrund was defeated by Bronn and mortally wounded. Before he gasped his last, he made his heirs swear an oath to uphold the grudge, which was now drenched with fresh clan blood. True to their pledge, but lacking the force to take Krag Bryn, these 'Thrundlings' built their own stronghold, overlooking the only pass through the mountains and so barring the trade route from the Dwarf Empire to Krag Bryn. They named this fortress Kazad Thrund in honour of their illustrious ancestor. From here they levied a tax on all merchants travelling through the pass. It was for this reason that the pass soon became known far and wide as Grudge Pass.

THE LAST OF THE BRONNLINGS

The centuries passed. When Eldroth's kindred landed on the coastal plain below the towering peaks, the rivalry between Bronnlings and Thrundlings was already old. Endless feuds had taken their toll on the Bronnlings and only one Dwarf of the true lineage of Bronn

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remained. Elven emissaries sent to the court of Krag Bryn were astonished to be welcomed by a Dwarf Queen! She was Helgar, the last living descendant of Bronn the Bold.

The coming of the Elves was an unexpected boon for Krag Bryn. A new trade route to the fabulous Elf empire of the west was suddenly opened up for them. The miners could forget the treacherous pass of Kazad Thrund. Now they could sell gold, silver and gems to the Elves, who paid much more than canny Dwarfs, and without so much hard bargaining besides.

Queen Helgar immediately made a trading pact with the Elves and her popularity with the Dwarfs of Krag Bryn soared. In truth, she badly needed such prestige, since there were none of her own clan left to support her claim to the throne, yet kinsfolk of Thrund were already numerous among the miners. Furthermore, few Dwarfs liked being told what to do by a beardless queen – even if she could drink ale like a Trollslayer and her lineage was as long as her (very long) plaits.

THE WRATH OF DRONG

Meanwhile, in Kazad Thrund, power was in the sturdy hands of Drong the Hard, of the bloodline of Thrund. He looked upon the arrival of the Elves with outrage and disgust. As the treasures of Krag Bryn were loaded onto sleek Elven ships bound for destinations unknown, trade through the pass of Kazad

Thrund dwindled to virtually nothing. Drong was becoming poor and his clan was growing angry. The grudge was written down and the axes were sharpened. Drong sought to exploit this growing discontent to raise his fortunes. To this end, he cunningly invented a spurious ancestral claim to the throne of Krag Bryn.

He claimed that his ancestor Thrund had been the rightful lord of Krag Bryn. He had been ousted in a coup and slain most treacherously, rather than in a fair and honourable fight. Drong's words circulated at a time when distrust of the Elves was spreading throughout the Dwarf realms. The false rumour had the desired effect and soon adventurers with axes to grind flocked to Kazad Thrund.

DRONG PREPARES FOR WAR

Soon Drong felt that the time was right to challenge Helgar's claim to her throne, with force if necessary. His following was strong, hers was weak. As for her allies, the Elves, what match would they be for good honest Dwarfs! So reckoned Drong, as he made his war-plans. He sent his kinsmen into the mining outposts of Krag Bryn to stir up discontent.

Thus began the Tale of the Grudge of Drong, as it is known in the sagas. This war between Elf and Dwarf colonies, savage in its ferocity, was a foretaste of what was to come in the long and terrible War of the Beard which broke out soon after.

Eldroth was resplendent in his war panoply, as befitted a lord of one of the noble kindreds of Ulthuan. Beside him rode Fendar, Tethan and Ardatb, and several more fine nobles besides. They were the representatives of the kindreds of Tol Eldroth, on their way to the court of Queen Helgar to seal the pact. All were attired to impress the queen and her people with Elven splendour. The Dwarfs would understand that the Elves were an ancient race and a force to be reckoned with. Eldroth was discussing matters of diplomacy and protocol with his companions.

"It is said, Ardatb, that you have much knowledge of Dwarfs," Eldroth said. "How should we negotiate with this queen?"

Ardatb, an Elf of few words, thought awhile before replying, "Respect and reverence for ancestors is all amongst Dwarfs. The Queen's pride in her ancient lineage is the key to our negotiations. It is only her desire to cling to the birthright of her ancestors that prompts her to tolerate us here at all!"

"Is this more important to her than the wealth of Ulthuan, which flows from us into

her treasury in return for metals and gems?" asked Fendar.

"That is useful to her, perhaps, but there is not much that the Dwarfs need from us. They are expert craftsmen, not savages," Ardatb answered.

Tethan spoke: "You would call Dwarf work "art", would you, Ardatb?" Everyone smiled, as indeed did Ardatb as he offered an explanation.

"True, their work is grotesque to our eyes, and who in his right mind would give a Dwarf ring to a lady of Lothorn? But let us not deceive ourselves: this Queen does not trade with us just because she likes the silks of Saphery or the wines of Chrace."

"Indeed, it is said that she swills that disgusting brew they all have a passion for by the very barrel!" joked Eldroth. "So what is it that she really wants from us, Ardatb?" the Elf Lord continued.

"She has no warriors and so she seeks to use us to defend her from her arch rival, Drong"

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replied Ardatb with the shrewd insight of a seasoned warrior and veteran of many past encounters with Dwarfs. "She plans to fight for her throne, down to the last Elf if need be!"

"Do I sense that you disapprove of my policy, Ardatb?" Eldroth asked.

"Not at all, lord. It suits us well to support her. Remember the old proverb: "Divide and rule". We will prevail over the Dwarfs because we are united, whereas they are riven with ancient grudges and clan feuds," Ardatb replied.

"Alas, Ardatb, you are old fashioned. Perhaps you have been in the colonies too long. Have you not heard of the kinstrife in Ulthuan? It seems we, too, are united no more."

While Ardatb was considering his reply, the debate was put aside as the party approached the great gates of Krag Bryn. Even the Elves marvelled at the massive stone masonry. The immense gates opened before them, operated by some bidden device of the Dwarfs. The party rode down the great paved roadway, through arches and between colossal seated statues depicting Helgar's grim-visaged ancestors, and on into the great hall itself. The dim light was bare by the flickering torches. At the audience chamber Queen Helgar sat upon an enormous throne. On the wall behind her hung a wide tapestry depicting King Bronn slaying his arch-enemy Tol Eldroth with his immense axe.

"Welcome, lord of Tol Eldroth," Helgar greeted them.

The Elves dismounted and were seated on carved Dwarf chairs. They listened politely as the lord of Drong, in a tone of respectful lineage and ancestral pride, read the accomplishments of the Bronnling. The scroll was read from a great runic book of sagas. Flagon and mead were brought. Eldroth did not note the wisdom of the queen, offering them this noble beverage instead of the Dwarf ale.

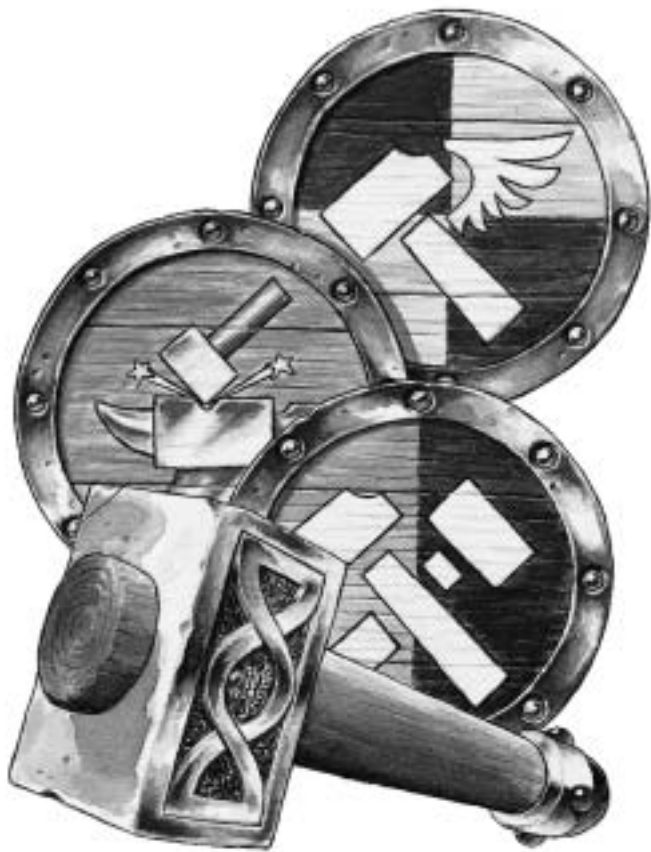
Then Helgar herself spoke. She pointed out to Eldroth, in haughty tones, that his folk had arrived uninvited upon her shores. However, she was prepared to overlook this in return for Eldroth's recognition of her as High Queen.

Eldroth's keen mind appreciated the symbolism and the politics. Despite her protest, the queen recognised that Eldroth's colony was now firmly established and there was nothing she could do about it.

By acknowledging Helgar as High Queen, he would be symbolically recognising her authority. In this way Dwarf pride would be satisfied. He would also be recognising Helgar as legitimate heir to the throne of Krag Bryn, over and above the rival claim of Drong. This was sure to bring the wrath of Drong down upon his own people. A further implication was that the queen could call upon the warriors of Tol Eldroth to support her as if they were her own troops. Eldroth had not seen many warriors on the walls of the stronghold, and there were few guards in the great hall.

Eldroth took counsel with his retinue. It was soon agreed. Elven trade goods would arrive in Krag Bryn as 'gifts' from the Phoenix King himself, much to the benefit of Helgar's prestige. Treasures from the Dwarf mines would pour through Tol Eldroth as 'subsidies' to the queen's loyal allies.

The deal was done.



Grudge of Drong

SCENARIO I - THE BATTLE OF GRUDGE PASS

TROUBLE AT THE MINES

The rumour of Drong's claim to the throne of Krag Bryn spread to that stronghold itself and took root among many disgruntled miners of Thrund's clan. By this time, most of the Dwarfs in the mining outposts were either Thrundlings or Dwarf settlers of a variety of clans, who owed no great loyalty to Helgar. Indeed, most tended to favour Drong. They muttered to themselves as they picked away at the rock, working to make the queen rich.

Why should this hard-won wealth, they grumbled, go to a ruler of the wrong clan and worse, be given away to the decadent Elves? Surely it should be traded only with good honest Dwarfs!



One day Krudd Mad-Mattock, Master Engineer and kinsman to Drong, called an extraordinary meeting of the Engineers and Miners Guild. Everybody at the mining settlements downed tools to indulge in a marathon drinking and grudging session.

Soon the ravines that led to Krag Bryn resounded with revolutionary slogans: "Down with Queen Helgar!", "Dwarf gold for the Dwarfs!" and "Drong for King!" A motley throng of drunken and disgruntled Dwarf rebels was marching on the Queen's stronghold. At their head was their hastily-appointed leader, none other than Krudd himself.

Helgar was brought advanced warning of the trouble by a few loyal Dwarfs, who had been fortunate to escape being pick-axed by the rebels. The queen had no warriors she could send to put down the revolt, so in desperation she sent a messenger to plead with Tol Eldroth for aid.

ELVES IN THE NICK OF TIME

Eldroth responded quickly, dispatching a task force of his fastest troops under the command of Fendar, an experienced captain. The Elves moved faster than the rabble of drunken Dwarf rebels and so it was that they intercepted them as the Dwarfs marched down Grudge Pass towards Krag Bryn.

Fendar spread his troops across the pass to bar the way of the rebels. Taking out his sword, he gouged a line in the dust between the two forces, a bowshot forward of his own troops, who were deploying into a battle line.

As the rebels approached the line, Fendar warned them sternly not to cross it or they would provoke war with the Elves.

"Out of the way, Elf, this is Dwarf business!" the arrogant and indignant Krudd spat back as he strode purposefully onwards.

"Then you shall die!" said Fendar plainly and rode back to his troops.

"Bite my axe, beardless Elf!" Krudd shouted after him, as his men let out a loud, drunken raucous cheer and surged over the line. Silently, the Elves drew their bows and took aim, waiting for the signal from Fendar. And so the Battle of Grudge Pass began.

FIGHTING THE BATTLE

The Battle of Grudge Pass is the first in a series of encounters between Elf and Dwarf forces that will lead to the Battle of Krag Bryn. The outcome of this battle decides the fate of

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Krudd Mad-Mattock, and whether or not the mines of Krag Bryn fall into the hands of Helgar's arch rival, Drong.

THE BATTLEFIELD

The setting for this battle straddles Grudge Pass. This runs along a barren, rocky valley flanked on either side by hills, mountains and crags. The pass is wide and there are stone huts built by Dwarf miners and prospectors scattered here and there along the route. Most of these are abandoned ruins since the miners worked their way further up the mountain valleys in search of richer veins of ore, abandoning their hazardous disused mine shafts. There are no forests and virtually no trees, as these were all felled long ago for pit props.

Set up the battlefield as shown on the Battlefield map. Alternatively, you might prefer to generate the scenery randomly, or agree with your opponent on a variation of the battlefield to suit the scenery which you have available.

THE ARMIES

THE DWARFS

The rebel Dwarf force consists of 1,500 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Dwarfs may not field any war machines, artillery or take a Runesmith.

THE ELVES

The High Elf force consists of 1,500 points chosen from the army list in the Warmaster rulebook. The only restrictions are that the Elves may not field any artillery or take any flyers (including flyers as monstrous mounts) and they may not take any wizards.

DEPLOYING FOR BATTLE

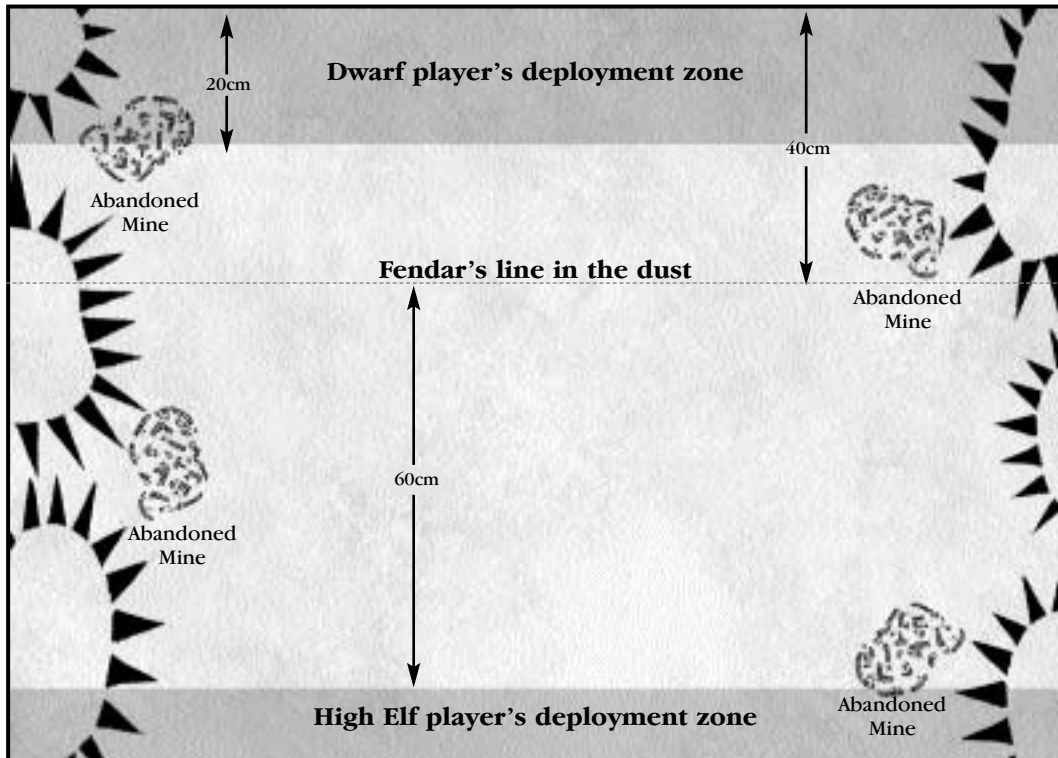
The 'line in the dust' made by Fendar runs across the battlefield, 40cm away from the Dwarf Player's table edge. Temporarily mark this line with a row of dice while the armies are deployed. The Dwarf army deploys within 20cm of the Dwarf player's table edge. All units deploy facing the Elf player's table edge.

The Elves deploy 60cm back from the line in the dust.

Starting with the player who rolls the highest score on a D6, each side takes it in turns to deploy a single unit or brigade. Characters are placed once all of the units are in position.

A LINE IN THE DUST

The Elves cannot shoot or attack unless the Dwarfs cross the line in the dust, or the Dwarfs start the battle by shooting at the Elves or attacking them in any way. The Elves will not cross the line themselves unless hostilities have already begun, but may move up to it. The Dwarfs automatically provoke war by advancing across the line, either by moving while the Elves are still deploying or by



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advancing recklessly under the influence of alcohol.

As soon as a single stand of Dwarfs crosses that line, the battle starts and the Elves are free to let loose with everything they have got. If the Dwarfs shoot at the Elves before crossing the line, that will start the war as well. Once the line has been crossed, all Dwarfs are fair game, no matter what side of the line they are currently on.

In the unlikely event that the Dwarfs manage to hold back from crossing the line, the Elves may move or manoeuvre over the rest of the battlefield during their turn. For their part, the Dwarfs might as well cross the line in the dust to deny the cunning Elves this advantage.

SPECIAL RULES

ABANDONED MINE SHAFTS

There are four abandoned mine shafts on the edges of the pass. These can be represented by a ring of small pebbles about 40cm in diameter.

These are considered impassable terrain for all intents and purposes and any stands that move into them for any reason are automatically destroyed.

DRUNKEN DWARFS

All of the rebel Dwarfs are totally drunk. This actually makes them brave to the point of utter recklessness. Consequently, they cannot be driven back by shooting although they may still be *confused*. Another effect of the drunkenness is that the Dwarf units shamble forwards as undisciplined mobs, stopping occasionally to throw up. To represent this Dwarf units blunder on a roll of 11 or 12.

THE BATTLE

WHO HAS THE FIRST TURN

The Dwarf army has the first turn.

HOW LONG DOES THE BATTLE LAST

The Battle of Grudge Pass lasted from mid-afternoon to sunset. To represent this, the battle lasts for six game turns, each turn representing about an hour of daylight in the original battle. Each player will therefore complete six turns.

VICTORY OR DEFEAT

VICTORY POINTS

If the battle continues until sunset, decide who has won by counting up Victory points as described in the Warmaster rulebook. In the event of a draw on Victory points, this is counted as an Elf Victory instead, because unless the rebels actually win, the rebellion is crushed.

The rebellion is a major test of Dwarf solidarity. If any Dwarf unit retreats off the table of its

own accord (that includes being under the influence of alcohol), the rest of the rebels think that they have lost their faith in the rebellion. The unit is therefore treated exactly as if it had fled when it comes to counting up Victory points.

VICTORY GAINS

THE DWARFS

If Krudd wins the battle, he can take over the mines and put them to work in the service of his kinsman, Drong. This will allow Drong to build up a contingent of war machines ready for the Battle of Krag Bryn. The mines will supply the metal for their construction and coal for the steam engines. Victory permits you to include war machines and artillery in your army in the final battle.

THE ELVES

If the Elves win the battle, the rebel Miners will either be slain, or scattered and fleeing for their lives. Krudd will be dead, or he will end up as a fugitive hiding in a cave. The mines will remain under the control of Queen Helgar, but there will be no one there to do any work. Drong will not get his hands on the metal or coal he needs to make war machines, nor have access to Krudd's expertise as an engineer. The Dwarf player will therefore be restricted to just one choice of war machine or artillery in his army in the final battle.

Every Dwarf stronghold possesses its own unique book of Grudges, whose pages record every slight ever suffered by the Dwarfs of that stronghold.

Within Karaz-a-Karak, the capital of the Dwarf Empire and seat of the High King, lies Dammaz Kron, the Great Book of Grudges itself. That its creation dates back to the time of the Dwarfs' first ancestors speaks volumes about how deeply grudge-bearing is ingrained into the Dwarf psyche.

To the Dwarfs, personal and familial honour is all-important. To have one's honour slighted, or to suffer any loss of face, is a fate which all Dwarfs dread and feel an instinctive righteous desire to defend against.

The Great Book of Grudges exists as a repository of every offense ever levelled at the Dwarven race. Unfortunately, it is all too easy to offend a Dwarf, and without the Book, they would soon lose track of all but the most heinous crimes against them. Tragically, most of the entries in the Book are never stricken from its pages. Many have learned to their cost that it is easy to offend a Dwarf, but almost impossible to make reparations toward him.

SCENARIO 2 - THE AMBUSH

THE SAGA OF DRONG AND HELGAR

Despite the rebellion at the mines, Helgar held on to the throne of Krag Bryn, so Drong decided to change his tactics drastically. He sent messengers to the queen with presents and offers of friendship and reconciliation. Helgar was won over with jewels of exquisite Dwarf workmanship obtained at great expense from Karak Izril. She summoned Drong to a feast to resolve their differences and proclaim peace.

This was a magnificent occasion, at which the best Dwarf ale flowed in vast quantities. When Drong saw Queen Helgar wielding her tankard like a true Dwarf, he was well and truly smitten. He began to think that he had been wrong about her after all. Perhaps the two rival clans should unite! As Drong pondered this thought, surrounded by a thousand Dwarfs from both factions singing and drinking, he began to see in his mind a son and heir who would one day rightfully sit upon the throne of Krag Bryn.



With this thought in his befuddled head, he proposed to the queen that they be married. Her Majesty, having made good use of her tankard and quite taken with Drong's impressive beard to boot, accepted.

The entire throng rejoiced and toasted the couple with yet more ale. Even in the dawn of a new day, with the effects of the Dwarf ale hammering as if on anvils in their heads, Drong and Helgar continued to see the advantage of their decision. The queen would no longer be the last of her clan and her heirs would still hold the throne. The ancient grudges could be struck off the book, which would be handy as that would make room for some new ones!

When they heard the news, Eldroth and all of the Elf-folk breathed a sigh of relief. The queen's crown seemed secure and a new trade route had opened through the pass of Kazad Thrund. This allowed them to trade directly with the Dwarf Empire. Drong lifted the tax on trade through the pass and went to live in Krag Bryn, which was a much finer stronghold than Kazad Thrund. Everyone seemed very happy. Tol Eldroth continued to prosper under the queen's protection. Drong forgot about the grudge against the Elves... for the moment.

THE GRUDGE-BRINGER

Elsewhere, though, the storm clouds were gathering. Everywhere war was looming between Elves and Dwarfs. Minor conflicts had already started to break out. Tension was rife. It seemed as though Elves and Dwarfs were waiting for any excuse to set about each other once more.

One day a Dwarf Runesmith turned up in Krag Bryn. His name was Grung and he came from beyond the mountains. His kinsmen had been attacked and driven out by Elves. He bore a grudge. This stranger was summoned to attend the feasts of Drong, who enjoyed hearing news from elsewhere and showing off his new-found wealth. As the evening progressed, however, Grung became very drunk and began telling his story at length. It was a tale that cast spite against the Elves while extolling Dwarfish pride and valour.

"Is it fitting," he asked all those assembled around him at Drong's feast, "for a Dwarf such as Drong to make Elves rich?" Drong was shamed and his Dwarf pride was hurt. Soon Drong and the stranger were plotting a grudge-war against the Elven colony. Queen Helgar listened to these proceedings and began to fret about her own shaky hold on her throne. Worse still, Grung was not showing her the respect due to a Dwarf of noble lineage. Were not her plaits equal to any beard? She sat silently, smouldering with suppressed outrage, continually twirling one of her prodigious plaits in a white-knuckled hand. Later, in



Queen Helga of Krag Bryn

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private, she made her own plans and dispatched secret messages to Eldroth.

The next day Grung was riding out on the Dwarf High Road not far from Krag Bryn, no doubt intending some mischief or other. Somewhere along the route, however, he was ambushed by Elves, acting on the orders of Eldroth himself.

FIGHTING THE BATTLE

Ambush on the Dwarf Road is the second clash between Elf and Dwarf forces on the road to the Battle of Krag Bryn. Each of these encounters will influence that final battle in some way. The outcome of this battle decides the fate of Grung and whether the Dwarf army will be able to include a Runesmith in the final battle.

THE BATTLEFIELD

The ambush takes place in a wild and rugged area of mountain wilderness between Krag Bryn and Kazad Thrund. Grung and his retinue are travelling along the ancient Dwarf High Road.

Set up the battlefield as shown on the Battlefield map. Alternatively, you can generate your own version of the battlefield by agreeing on a variation of the battlefield to suit the scenery which you have available.

The Dwarf High Road runs parallel to the long sides of the table. It runs right through the Dwarf player's half of the table and joins one of the shorter table edges to the other. The road can be marked with a line of dice, a strip of cloth or by sprinkling sand. The road should be no further than 20cm from the Dwarf player's table edge, and a single infantry stand wide (see page 111 of the Warmaster rulebook

The Dwarf High Road is a means of getting to Krag Bryn which avoids Grudge Pass. It is used by some merchants to avoid the tolls exacted by Drong. It is a very treacherous track which is only open in summer when the snow and ice melt. For the greater part of the way, the track runs along the stark edge of the precipitous Chasm of Doom.

The route is totally unsuitable for wagons and horses and all travellers have to carry their merchandise on their backs. In winter, snow and avalanches make the road extremely deadly. In the spring thaw, the frozen bodies of Dwarfs, often centuries old, have sometimes been revealed, along with their artifacts. What or who Grung was looking for here, we shall probably never know. Maybe he was going to Karaz-a-Karak on some obscure errand for Drong? Or perhaps seeking something to help further Drong's ambitions.

for rules for roads). If you are generating terrain for the battle randomly, note that the road is a fixed feature of the battlefield which should be placed first. No features should block the road or prevent movement along it. Ensure that there are some terrain features to screen the Elf force lying in ambush from the Dwarf column. These features should not be impassable to movement, so that the Elves can go over or through them to attack, or use them for *defended* status.

THE ARMIES

THE DWARFS

The Runesmith's retinue consists of 1,200 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Dwarfs may not field any war machines or artillery. In addition, the General in the army list is replaced by the Runesmith who counts as the army General.

THE ELVES

The High Elf ambushers consist of 1,500 points chosen from the army list in the Warmaster rulebook. The only restrictions are that the Elves may not field any artillery, chariots or Dragons. In addition, the General in the army list is replaced by a Wizard who counts as the army General.

DEPLOYING FOR BATTLE

The whole of the Dwarf force is deployed first and the Elf force is then deployed afterwards. The Dwarf army is deployed along the road, no further than 20cm from the Dwarf player's table edge (see Special Rules opposite) and no closer than 60cm to the side edges.

All Dwarf units are deployed facing to the Dwarf player's right, to represent the fact that they are travelling along the road when they are unexpectedly ambushed. The Dwarf army is thus deployed in a marching column, presenting its flank to the ambushers.

The Runesmith is placed in the middle of the Dwarf column, no closer than 80cm to either side edge of the table. This is because the Elves do not attack until the Runesmith himself is right in front of them. If he is too close to the side edge of the table it makes it easier for him to escape by moving as fast as he can off the side edge. By placing him in the middle, there will be plenty of time for the Elf player to delay him. If the Runesmith does manage to voluntarily leave the table via a side edge, it does not mean that he gets away or that he wins the battle. Instead, the battle continues until sunset and if the Dwarf army is defeated, it is assumed that the Elves catch up with Grung later and finish him off! (See Victory Points opposite.)

The Elf force lying in ambush is deployed no

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closer than 40cm to the Dwarf army and no closer than 20cm to the side edges. The Elf force may not be deployed within sight of any Dwarf models.

SPECIAL RULES

THE CHASM OF DOOM

The Dwarf player's table edge represents a sheer drop into the Chasm of Doom, so there is no escape off the table in that direction for anyone travelling along the road. Any force ambushed while moving along the road will therefore be caught with their backs to the deadly chasm.

Any troops which go off the table via the Dwarf player's table edge, whether voluntarily or not, fall down the Chasm of Doom and are lost. Troops are not foolish enough to pursue a fleeing enemy over the edge and so will halt on the table edge instead.

THE BATTLE

WHO HAS THE FIRST TURN

The Elf army is lying in ambush and benefits from the element of surprise. To represent this, the Elf player has the first turn of the game.

HOW LONG DOES THE BATTLE LAST

The ambush on the Dwarf High Road lasted from midday until sunset. The battle will last for five game turns, each turn representing about an hour of daylight. Each player will therefore complete five turns

If the Elves achieve their sudden death victory condition in any turn before sunset, the battle

ends in a decisive Elf victory at the end of that turn.

VICTORY OR DEFEAT

VICTORY POINTS

If the battle continues until sunset, determine who has won in the usual fashion, by counting up Victory points as described in the Warmaster rulebook. If the Elves win on points, it is assumed that the Runesmith and his retinue ultimately come to a bad end or leave the realm. If Grung escapes via the side edge on the Dwarf player's right, the Dwarfs can claim 300 Victory points and, so long as the Dwarfs can win, Grung is assumed to survive. In the event of a draw on Victory points, this is counted as a Dwarf victory instead, because the ambush has failed and Grung survived.

VICTORY GAINS

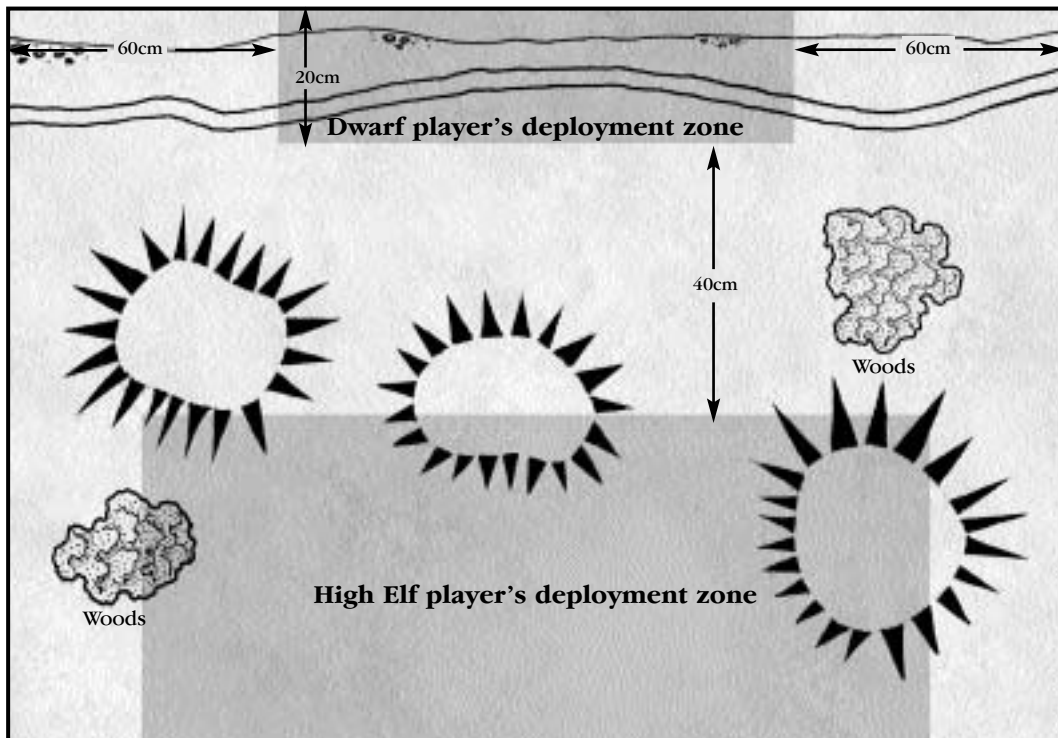
THE DWARFS

If the Dwarfs win the battle, Grung the Runesmith will join Drong's army. The Dwarf player will thus be able to choose Grung for the final battle.

THE ELVES

If the Elves win the battle, Grung will either have been slain or plunged to his doom down the chasm, or gone into hiding. Either way, he will never be seen again! The Dwarf player will not be able to include a Runesmith in the final battle, since they are a rare breed and Grung was the only one in either of the strongholds.

THE FEUD OF



*Grudge of Drong***SCENARIO 3 - THE BREWERY BASH****DRONG AND HELGAR**

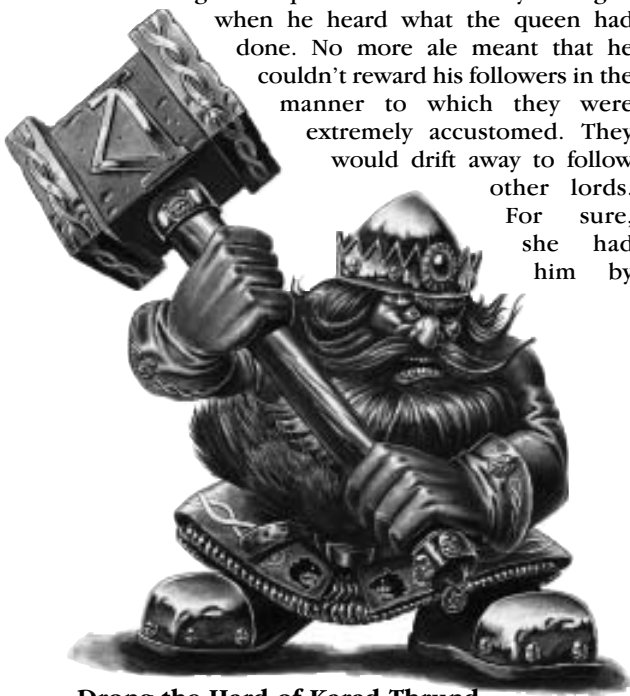
When Drong heard about the ambush of his favourite drinking companion, he confronted the queen in a rage, as he suspected that she had betrayed him to the Elves. Drong and Helgar had a thunderous row, like only a Dwarf married couple can do. Ale was spilt – this was a very serious matter indeed. Drong narrowly escaped having his beard shorn by Helgar's axe and stormed off in a grudge-huff to return to his own stronghold. Most of the warriors in Krag Bryn drained their tankards, grabbed their axes and hurried after him.

THE HOSTAGE BREWMASTER

Queen Helgar acted promptly to try and forestall any attack that Drong might have been planning. It seemed certain that he would now renew the feud and try to overthrow her. Helgar immediately sent her guards to arrest Drong's Brewmaster, Largs, whom her husband had brought from Kazad Thrund. This rotund Dwarf had set up a brewery outside Krag Bryn, near the mines and all their thirsty employees. Largs had been too drunk to make a brisk getaway from the queen's domain with the rest of Drong's retinue, and was captured easily. The Brewmaster was thrown into a big copper vat, which fortunately for him happened to be empty at the time, and the lid was locked shut. Helgar sent a cruel message to her estranged husband: "If you dare to attack me, it's no more ale for you!"

Drong was quite understandably enraged when he heard what the queen had done. No more ale meant that he couldn't reward his followers in the manner to which they were extremely accustomed. They would drift away to follow other lords.

For sure, she had him by

**Drong the Hard of Karad Thrund**

the beard! After several terrifying sober nights, Drong's mind was clear enough to hatch a cunning plan.

THE BATTLE FOR THE BREWERY

Drong dispatched a hand-picked force of desperate and thirsty Dwarfs into the realm of Krag Bryn. These raiders were led by Skag the Stealthy. Their mission – to rescue the Brewmaster, or die in the attempt. Their chances of success were better than they imagined, since Queen Helgar had precious few warriors left, save from a personal bodyguard of Trollslayers of the sort who are attracted to lost causes. Helgar happened to gain advance warning of the task force approach from spies sent by Eldroth to keep watch over the mountain passes. Unfortunately, none of the queen's bodyguard were willing to raise an axe against fellow Dwarfs. Once again Helgar had to send a plea for aid to Eldroth.

Eldroth immediately dispatched Ardath the Vengeful, a determined Elf who could be relied on to defy ten thousand Dwarfs on his own if necessary, along with a force of hardened warriors, to deny the vital ale resources to the enemy. When Skag and his force reached the brewery, they found Ardath's Elves waiting for them.

FIGHTING THE BATTLE

The Brewery Bash is the third clash between Elf and Dwarf forces leading to the final Battle of Krag Bryn. Each of these encounters will influence the result of that battle. The outcome of this scenario decides whether Drong regains his master brewer so that his troops can be given the ale ration to which they are accustomed. If not, many of them will desert thus greatly reducing the Dwarf army in the final battle.

THE BATTLEFIELD

The most important feature on the battlefield is the brewery. It consists of three sturdy Dwarf buildings built of stone, one of these is the brewhouse which holds the vat where the Brewmaster is imprisoned. There is also a storehouse containing barrels of ale. The brewhouse is located beside the path leading from Krag Bryn to the mines. The surrounding area consists of mountain scenery with hills, boulders and clumps of trees.

Set up the battlefield as shown on the Battlefield map. Alternately, you can agree on a variation of the battlefield to suit the scenery which you have available.

Grudge of Drong

Mark a line across the width of the table from one side edge to another using dice. This line should divide the table exactly into two equal halves. These are the Dwarf player's half and the Elf player's half. The brewery buildings should be placed astride the half-way line, or with an edge resting on the line. The brewhouse itself, though, should be placed slightly further back from the line, but no closer than 30cm to the edge.

If you are generating your own scenery, note that the brewery is a fixed feature of the battlefield and it should be placed before any other terrain, as described above.

The area between the buildings should be clear of any other terrain features except for the brewery's walls. These should be placed so they link buildings or make an enclosure around them. There should be clear gateways or gaps through the walls, allowing access to the buildings facing the Dwarf and Elf table edges. These should be wide enough for at least two infantry stands to pass through abreast.

Both the Beer Hall and the Ale House may contain up to two units of infantry. Simply place the units either on top of the buildings or adjacent to them. Units within these buildings count as Fortified.

THE ARMIES

THE DWARFS

The Dwarf army consists of 1,800 points, chosen from the army list in the Warmaster

rulebook. The only restrictions are that the Dwarfs may only take a single war machine or artillery choice and they may not choose a Runesmith.

THE ELVES

The Elven army consists of 1,500 points, chosen from the army list in the Warmaster rulebook. The only restrictions are that the Elves may not take any flyers (including flyers as monstrous mounts).

DEPLOYING FOR BATTLE

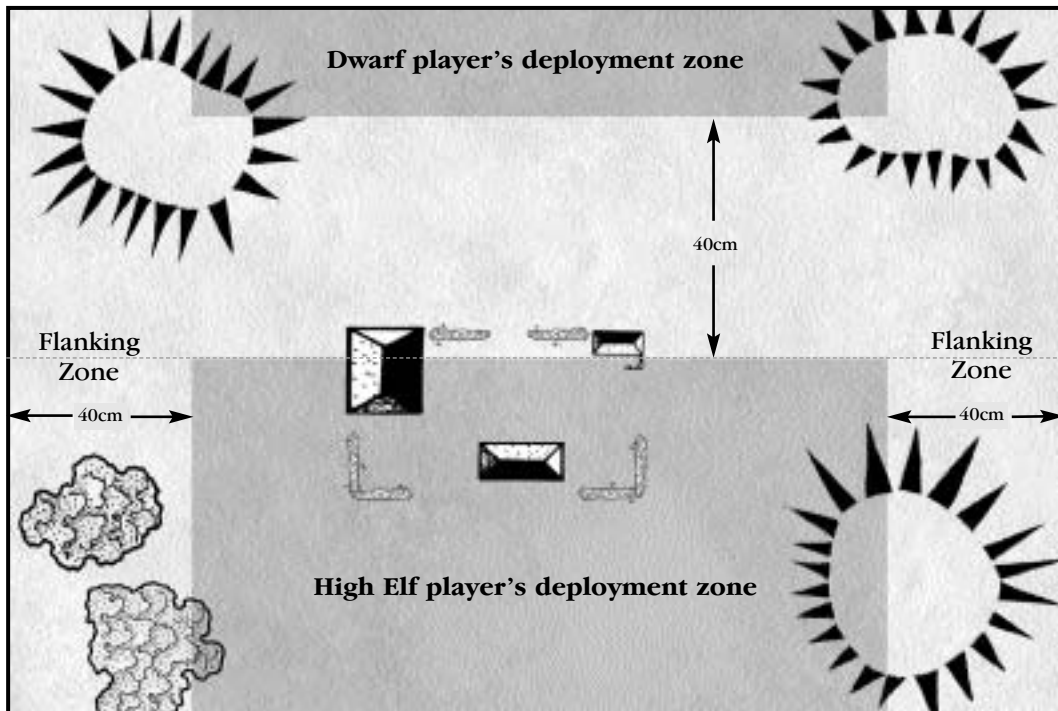
Skag the Stealthy led his army towards the brewery very early in the morning, under a veil of mist hanging in the mountain valleys. When they were almost there, the mist cleared revealing the Dwarfs to the Elf defenders waiting among the buildings. The mist enabled Skag's force to approach as close as 40cm to the buildings and their Elf defenders before the battle commenced.

When the battlefield is set up, the Elf force is deployed first and the Dwarf force is deployed afterwards.

The Elf army is deployed within the Elf half of the table, up to the line dividing the table in half, but no closer than 40cm to the side edges.

The Dwarf army is deployed no closer than 40cm to the brewery area.

Skag is renowned for his cunning. To represent this the Dwarf player may deploy up to four Dwarf units in the flank zone along either short table edge. The unit may be placed within



Grudge of Drong

20cm of the table edge, but not within 30cm of any Elf troops. These units may be placed after all other troops of both sides have deployed.

THE BATTLE

WHO HAS THE FIRST TURN

The first turn of the game goes to the Elf player. As the mist lifted from over the battlefield, the keen eyes of the Elves saw the Dwarfs before the Dwarfs realised how near they had come to their destination. The Elves reacted immediately to defend the brewhouse.

HOW LONG DOES THE BATTLE LAST

The Battle of the Brewery lasted from morning until sunset. The battle will last for six game turns, each game turn representing about an hour of daylight in the original battle. Each player will therefore complete six turns.

RESCUING THE BREWMASER

The Dwarf objective in this battle is to rescue the Brewmaster, either by breaking into the brewhouse and freeing him (which secures a sudden death victory for the Dwarfs) or by capturing the brewery (which happens if the Dwarfs win on Victory points).

As soon as a Dwarf unit reaches the brewhouse (ie, stands move up to and touch the brewhouse), the Dwarf player rolls one dice for each Dwarf stand (this may be any Dwarf unit except for Gyrocopter). This represents the efforts of the Dwarfs to break into the brewhouse, overpower the guards inside, unseal the vat and drag out the drunken Largs. If a 6 is rolled, this has happened and the Dwarfs achieve their sudden death victory. The Dwarf player rolls in the Movement phase of any of his subsequent turns in which a Dwarf unit is in contact with the brewhouse, even if the unit is in close combat, but not if it is fleeing.

Note that the Brewmaster cannot be harmed in any way by either side due to a secret runic talisman that he wears, or more possibly as a result of his beer laden breath which makes it impossible to get near him!

VICTORY OR DEFEAT

SUDDEN DEATH VICTORY

CONDITION

If the Brewmaster is rescued in any turn before sunset, the battle ends in a sudden death victory for the Dwarfs at the end of that turn.

VICTORY POINTS

If the battle continues until sunset, determine who has won by counting up Victory points as described in the Warmaster rulebook. If the Dwarfs win, they ultimately rescue the Brewmaster. In the event of a draw on Victory points, this is counted as an Elf victory.

VICTORY GAINS

THE DWARFS

If the Dwarf side wins the battle, the Brewmaster will be escorted safely to Kazad Thrund. Here he will brew gallons and gallons of Dwarf ale to supply Drong's army. This will enable Drong to keep his troops in high spirits and eager for battle.

He will also brew high-octane gyrocopter fuel, without which any gyrocopters Drong may have will be grounded and out of action.

THE ELVES

If the Elves win the battle, the Brewmaster remains locked in the vat indefinitely. Drong's army has to go without ale. Soon his troops become disheartened and mutinous. Drong will find it hard to persuade them to fight, let alone recruit more to join them. Disgruntled warriors will begin deserting Drong's cause and his army will dwindle in size. The Dwarf player will have to reduce his total points value for the last battle by 500 points and will not be able to field any Gyrocopters.



SCENARIO 4 - THE BATTLE OF KRAG BRYN

DRONG GATHERS HIS ARMY

In Kazad Thrud, the sound of hammers striking anvils resounded throughout the mountains as Drong prepared a mighty throng for war. With or without his Engineers, Runesmith or Brewmaster, the grim-faced Drong was determined to lead out his army to conquer Krag Bryn and drive the Elves back into the sea.

Drong's enormous horde marched along Grudge Pass and beyond Krag Bryn, heading for the Elf colony. Using this strategy, Drong knew he could drive a wedge between Tol Eldroth and Krag Bryn. Drong was a shrewd and experienced commander. He knew that the Elves, rather than Queen Helgar's tiny retinue, were the main enemy. He decided to destroy the Elves first and turn against the fortress of Krag Bryn later. The queen would then either surrender or, failing that, he would have all the time in the world to besiege her stronghold and take it for his own.

Drong planned to deploy his army with secure flanks resting against the mountain torrent of Krag Bryn on one side and the steep mountain crags on the other. This was where he could expect to meet the Elf army marching up from the coast. It was a good place in which to win a battle.

ELDROTH'S COUNCIL OF WAR

The Elf Lord Eldroth was constantly informed of events in the neighbouring Dwarf strongholds. He had placed emissaries and spies at the queen's court as a precaution, knowing that one day he would need the information that they would gain. Even before Drong's army marched out, Eldroth knew that his arch-enemy had gathered his forces for a final onslaught, and so he called a council of war in Tol Eldroth.

When the nobles were assembled, Eldroth addressed them:

"We are now living in dark times! Throughout the Old World, the Dwarfs have turned against us and there is war. Queen Helgar is our only friend and that is because she has no other choice. The fate of her throne is linked to ours. If she falls, sooner or later we will be driven into the sea by the enemy. I therefore recommend to the council that we arm ourselves and march out to fight Drong and his army without delay."

Anarion the trader rose to speak:

"I speak for the merchants and traders. Eldroth is right! Even if we manage to defend ourselves here it will be to no avail if Queen Helgar loses

her throne. Then Drong will have the mines. He will ask extortionate prices or, worse still, he will not trade with us at all. If that happens, this colony might as well pack up its belongings and go home."

Then Fendar, a renowned warrior, gave his opinion:

"I say we should fight and win a great victory. This will show the Dwarfs that we are here to stay. It will give heart to all those other colonies of our kinsfolk which are at present suffering the wrath of the Dwarfs. If they see that they cannot beat us, then perhaps they will forget all this grudge nonsense. If Queen Helgar keeps her throne it will show the hot-heads that it is better to be friends with us!"

Lastly Ardath, a hardened veteran and refugee from the Dwarf conflict raging to the north, stood and spoke:

"Friends and kinsfolk. The queen does not matter. She may be on our side now, but never forget that she is a Dwarf and will betray us in the end! We must seize our chance to crush the Thrundlings once and for all. Waste no more words! Let us draw our swords and slay the foe this day!"

The council unanimously voted for war. The decision was immediately vindicated, for a messenger arrived bearing the news of Drong's advance. Eldroth gathered all the Elf warriors he could muster, including several shiploads of Elves who had recently sailed in from Ulthuan to help fight for Tol Eldroth. Sure of the justness of their cause, the army marched out to meet the Dwarfs.

FIGHTING THE BATTLE

Krag Bryn is the final episode in the Grudge of Drong campaign. The outcome of this conflict will be influenced by the results of all of the previous battles. This battle decides the fate of Drong, it determines who rules Krag Bryn and ultimately seals the fate of the Elves of Tol Eldroth.

THE BATTLEFIELD

Cunningly, Drong has decided to march with the raging torrent of Krag Bryn upon his left flank. So whether the Elves meet him in the mountains or on the plain, the stream will run along one flank of the battlefield. On the far side of the torrent is the stronghold of Krag Bryn itself. Any forces coming from here to join the battle must cross the torrent. In this way, Drong has tried to protect the flank of his army from a surprise attack by Queen Helgar emerging from the gates of Krag Bryn.

Grudge of Drong

Set up the battlefield as shown on the map. Alternatively, you can generate your own version of the battlefield. Whether you are generating your own scenery or not, you must first mark out a flanking zone on the Dwarf player's left, separated from the rest of the battlefield by a stream. The stream should be no further than 20cm from the nearest side edge, give or take a few cm to allow for the curviness of any terrain pieces. This terrain feature is the raging torrent of Krag Bryn and marks the border of Helgar's realm.

Now mark an imaginary line, using dice, across the width of the table from one side to the other. This marks the centre of the table and divides it into two equal halves. The raging torrent of Krag Bryn is bridged in many places by Dwarf stone bridges. One of these crosses the stream close to this middle line. This feature is placed at the same time as the stream and again is a fixed feature of the battlefield. Place the bridge more or less on the centre line dividing the table in half. The bridge can, if you prefer, be replaced by a ford.

DEPLOYING FOR BATTLE

Queen Helgar's bodyguard of Slayers is deployed first, before either the Elf or Dwarf army. The monarch has led them out of her stronghold and deployed them on her side of the river. From here she intends to observe the battle and join in on the winning side. The unit is placed in the middle of the flanking zone, ready to cross the bridge. At the start of the game, neither player has control of this unit.

Now the High Elf and Dwarf armies are deployed. Each army is deployed no closer than 40cm to the centre line dividing the table into

two halves. Each side deploys a single unit or brigade at a time, one after the other, starting with whichever player rolls the highest score on a D6. Characters are placed only after all of the units have been deployed.

THE BATTLE

WHO HAS THE FIRST TURN

Both players roll one dice. The player scoring highest has the first turn.

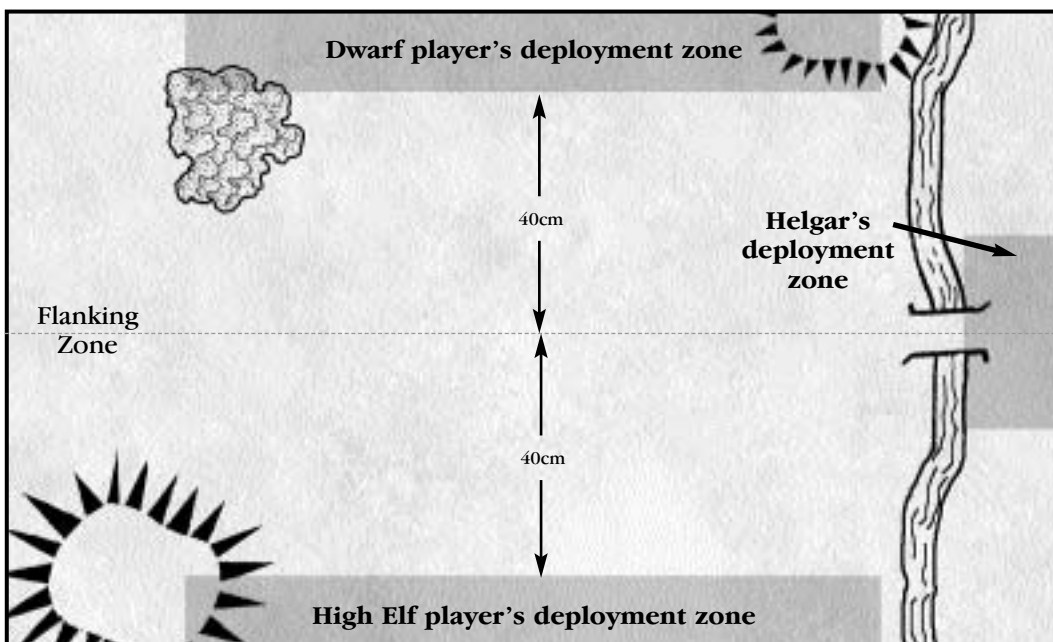
HOW LONG DOES THE BATTLE LAST

The Battle of Krag Bryn lasted from mid-morning to sunset. Thus it lasts for eight game turns, each turn representing approximately an hour of daylight in the original battle. Each player will therefore complete eight turns.

THE ARMIES

THE DWARFS

The army of Kazak Thrund consists of 3,000 points commanded by Drong the Hard. It can be larger than this if both players agree to a higher points value; any points bonus or penalty resulting from victory or defeat in a previous battle will still apply. If the Dwarfs lost the Battle of Grudge Pass then they may only take a single choice of war machine or artillery from their army list. If the Dwarfs lost the Brewery Bash, the total points value of the Dwarf army will be 500 points less than the Elf army, due to desertion resulting from the lack of beer rations and they will not be able to field any Gyrocopters due to a lack of fuel. If the Dwarfs lost the Ambush on the Dwarf Road then they may not choose Runesmiths from their army list. The army is chosen from the Dwarf army list in the Warmaster rulebook.



THE ELVES

The High Elf army consists of 3,000 points commanded by Eldroth, Lord of Tol Eldroth. The army can be larger if both players agree to play a higher points value; however, any points bonus or penalty resulting from victory or defeat in a previous battle will still apply.

The High Elf army is chosen from the army list in the Warmaster rulebook. The only restriction is that they cannot take any Dragons as monsters or mounts.

SPECIAL RULES**WHO WILL HELGAR SUPPORT?**

Although Queen Helgar has led her bodyguard out to the battlefield, she cannot make up her mind whether to join one side or the other – indeed, whether to join in the battle at all. As for her followers, they are divided among themselves about raising their axes against fellow Dwarfs. Some bear grudges against Drong, others bear grudges against Elves. Who knows: they might even end up fighting among themselves.

Helgar's Dwarf pride tells her that she should not fight for Elves against fellow Dwarfs. What a terrible grudge this would bring down upon her! It would be remembered forever, and then some. Even the king of Karaz-a-Karak would write it down in his great Book of Grudges! Perhaps if she was seen to be neutral, she would redeem herself in the eyes of Drong and all the disgruntled Dwarfs, and so save her throne after all!

If she followed this course of action, and the Elves won, she could make an excuse about holding her bodyguard back as a reserve. Even better, if the Dwarfs won, she could say exactly the same thing! She could fool both sides into thinking that she would have joined in to help them, without ever doing anything.

The river marks the border of Helgar's realm. If any player sends troops across the river or attacks Helgar's bodyguard, she will immediately join the other side and fall under the control of the opposing player.

Otherwise, Helgar will either join the Dwarf side or remain neutral. She helps her allies, the Elves, by not joining in to help the Dwarfs. If she is overcome with a surge of Dwarf pride and loyalty on seeing her husband in his war panoply and wielding his mighty hammer, she will join in on his side against the Elves. If this happens, the Elves will suddenly find themselves out-flanked.

This is decided in the following manner. At the start of each turn, both players roll a dice. If the result is a double, Helgar joins the battle on the Dwarf side and falls under the control of the

Dwarf player. On any other score, her bodyguard stay out of the battle, supporting the Elves by staying neutral.

Helgar's force is only tiny and consists of 800pts chosen from the Dwarf army list from the Warmaster rulebook. The Dwarf player decides the composition of this army and may only choose from the following regiments: Warriors, Handgunners, Rangers, Troll Slayers and may only be led by Heroes (one of which is Helgar herself). If this army joins one of the player's armies add the extra units to their existing army thereby increasing their Break point.

VICTORY OR DEFEAT

Determine who has won in the usual way, by counting up Victory points as described in the Warmaster rulebook. Each side is fighting for a decisive victory, so there is no sudden death victory condition in this battle. It is fought to the bitter end.

If the Dwarfs win this final battle, Krag Bryn will fall under the control of Drong either as conqueror or because of a renewed pact between him and Queen Helgar. The army of Tol Eldroth will be lying strewn upon the bloody field and the doom of the Elven colony will be sealed. Within a year, the city will fall to the siege machines of Drong and the last of the Elves will sail away to the west.

If the Elves win, the power of the Thrundlings will have been broken and Drong's claim to the throne of Krag Bryn will count for nothing. Either Queen Helgar will have met her doom fighting or fleeing beside Drong, or she will continue to rule under the protection of the Elves. The Elf colony will continue to thrive and prosper as one of the last enclaves of High Elves in the Old World. Everywhere Elves will take heart from Eldroth's example and counter-attack the Dwarfs.

**Elf Lord Eldroth**