

Thistlewood

A Warhammer Adventure by Joe Dever

Introduction

This scenario is designed as a Warhammer mass battle adventure for 2, 4 or 6 players plus one umpire. The ideal playing area is eight by four feet in size (an average table-tennis table) but this can be reduced so long as the relative positions of troops and scenery remains the same. *Dungeon Floorplans* should be used when fighting occurs within buildings. It is recommended that an area away from the main table is used to resolve this sort of action. When figures enter buildings on the table, transfer them to the floorplans and resolve searches and encounters there. Each player can position any or all of his army up to 12 inches away

from his baseline at the start of the game, anywhere along its entire length. If reserves are being held back for use later, the player must inform the umpire at the start of the game exactly which game move and area of the table he wants them to enter. They may only enter on the player's baseline.

Scenario. Foro Malas, an accomplished thief of a foreign guild, has successfully stolen the legendary golden chalice of Landemar, reputedly the most securely guarded treasure of King Amias' rich kingdom. The King has mobilised his army to hunt and capture the thief and to restore the holy relic to the cathedral altar before the news of its disappear-

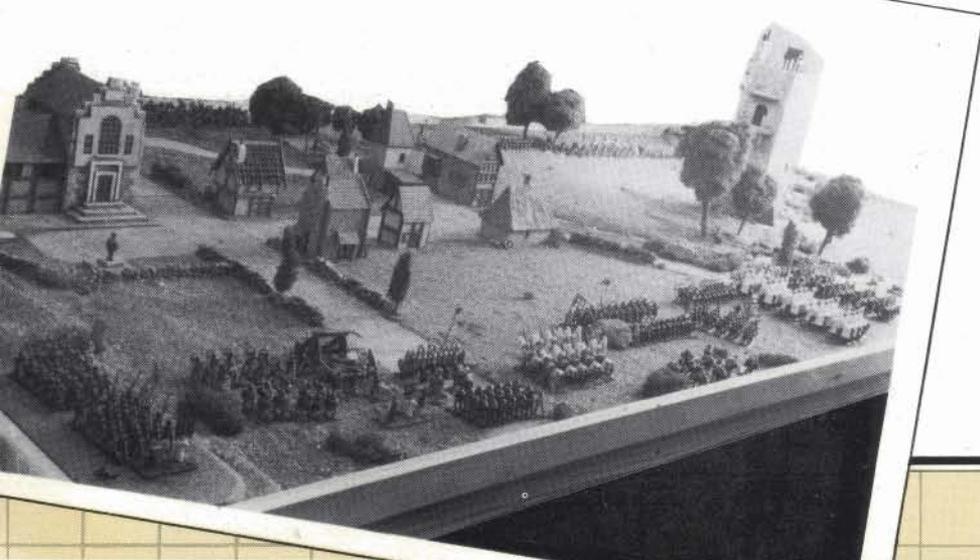
ance becomes widespread. From snatches of information the King has deduced that the thief is in hiding in the small northern village of Thistlewood.

Lord Vassago, evil necromancer and ruler of the King's neighbouring Northlands, has learnt of the theft and is anxious to intercept the thief on his flight from the King. He has also discovered that Foro Malas is in hiding in Thistlewood and that the King is less than one day away, but Vassago is determined to capture the chalice despite the risk of a costly battle. The relic is reputed to have great magical properties; should it fall into the hands of Vassago the security of the entire kingdom would be jeopardised as he would be able to command great power and influence over its populace.

Victory objective. The objective of the game for both players is to locate the chalice and return it to their baseline. The first player to do so is the winner.

Army Lists. The figures shown in brackets after the character or unit denote the recommended number of figures used in the game. Dependent on how many figures are available to you, choose one of the recommended game sizes (Skirmish Level, Engagement Level, Mass Battle Level) and field the troop totals shown by the respective number eg: if you decide to play Thistlewood as an Engagement Level action, then the number of figures needed for play are those shown as the middle total in parenthesis. Obviously, for the purpose of game balance it's essential that both players decide on the same level of action.

King Amias' Army prepares for battle.



King's Army

Background.

The lawful good feudality of Amias' kingdom is characterised by its rigid class structure and strong code of chivalry. Honour is more important than



Left: King Amias.
Below: Loyal Dwarves.
Below Right: Galen's heavy cavalry charge through and scatter a line of vile Rune orcs, as a wyvern swoops in for the kill in the distance.

All figures in the photographs are from the collections of Gary Chalk, Joe Dever and Gary Keep.



any other value and the conduct of noble and common soldier alike is judged by the church and its holy order of fighting clerics – The Knights of the White Lord. Although relatively stable and civilised in comparison to neighbouring states, the kingdom is large and fragmented, with many areas dominated by Barons aligned against each other, all resisting the King's attempts to bring about strong central government. Through the unifying influence of the church, the King had hoped to subdue the Barons and achieve his ambition of 'One King, One Land'. The chalice symbolises the power and dominance of the church. Its theft and possible acquisition by the enemy will undermine the King's efforts to unite his

land. Chaos will prevail as the Barons fight for power, and in the midst of this Civil War, Vassago and his dark minions will await their opportunity to invade and conquer. Because of the need for secrecy and swift action, only a small but elite fraction of the army have been mobilised in time to march north to Thistlewood. All are loyal and sworn to silence about the nature of their mission.

Thistlewood. This sleepy little northern border town owes its allegiance to Baron Galen, a loyal and courageous noble. The mayor of Thistlewood is a wizard by the name of Polias, who resides in a tower to the east of the town. Although magic is treated with suspicion and contempt in the kingdom, old Polias is respected and loved by the townsfolk as his arcane skills have on many occasions defended them from bandit raids and plague. The population number roughly sixty of which 65% are women and children.

Special Notes. King Amias, Baron Galen and Bishop Milendon are all immune to the effects of *Fear* and *Terror*. The King possesses an enchanted blade that gives +2 to strength and counts full effect against Undead, Gods and Demon types. Baron Galen suffered a serious head wound several years ago that sometimes affects him in combat. When involved in base-to-base combat throw % dice and consult the following chart prior to making a throw to hit:

1-10	Double Vision	-6 to weaponskill
11-17	Nausea	-4 to weaponskill
18-25	Dizziness	-2 to weaponskill
26-76	No Effect	
77-84	Weakness of Arms	-1 to strength
85-90	Weakness of Legs	½ Move for 1d6
91-95	Enraged	+1 to strength
96-00	Berserk!!!	+2 to strength

If Galen goes berserk, he will attack friend and foe alike for 1d6 rounds, during which time he is controlled by the umpire. When the effect wears off he will collapse unconscious for 1d6 rounds.



King's Army List

Character/Unit	No of Figures	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
King Amias	(1- 1- 1)	3	10	6	3	C	4	10	2
Baron Galen	(1- 1- 1)	3	8	4	2	B	2	8	2
Imperial Guard	(3- 5-10)	3	6	4	2	B	2	6	1
Royal Centaurs	(3- 5-10)	8	3	4	3	C	2	3	2
Kings Pikes Regt	(10-15-20)	3	4	3	2	B	1	3	1
Kings Sword Regt	(10-15-20)	3	4	3	2	B	1	3	1
Kings Mace Regt	(10-15-20)	3	4	3	2	B	1	3	1
Loyal Half-Elves	(10-15-20)	4½	4	5	2	B	1	6	1
Loyal Dwarves	(10-15-20)	3½	4	3	2	C	1	2	1
Galens Cavalry	(10-20-30)	8	4	4	2	B	1	3	1

Bishop Milendon (1- 1- 1) 4 6 4 3 C 4 14 3
 Mastery Level: 4
 Constitution: 23
 Spells: Level 1: *Cure light injury, blessing x 2, flight, gift of tongues, aura of mighty resistance.*
 Level 2: *Telepathy, aura of steadfastness x 2, hold door, mystic mist.*
 Level 3: *Aura of invisibility, banish undead, invisibility, inspiration.*
 Level 4: *Wall shaker.*

Talismans: *Silver Crucifix, Golden Horn of Power, Mace of the White Lord (= +2 to hit, +2 to kill.)*

NB: No more than 20% of total army should be armed with missile weapons.

Lord Vassago's Army

Background.

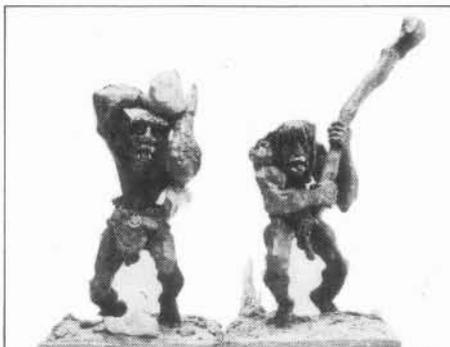
The area over which Lord Vassago claims sovereignty is a bleak, inhospitable wasteland sparsely populated by feuding tribes of orcs and goblins. To the dwellers of the rich southlands, the inhabitants of the north are but legend with which to frighten wayward children.



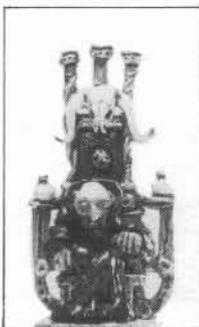
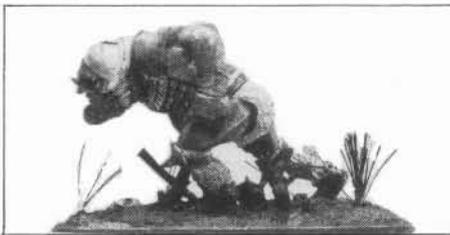
Right: Trolls.
Left: Vassago's personal standard.
Below: N'aarsh.

The tribes of the goblin races are the scattered remnants of a destroyed army that once threatened the Kingdom thirty years ago, when an evil wizard called Vassago attempted to invade and contaminate the rich farmlands of the south. His defeat was ignominious and total, his army was destroyed and his arcane powers faded. Bitter and humiliated by defeat, he swore revenge on the King.

Through the practice of vile and unspeakable ritual his skills slowly returned until exactly one year ago, the Ceremony of Utter Degradation deep within his Temple of Death brought an end to his life and a beginning to his existence as a lich undead. Since that fateful night, Lord Vassago has amassed a powerful bodyguard of undead and begun his reclamation of the Northlands. Several Orc tribes, fearful of his terrible



power, have been enslaved to his dark cause. A patrol of Vile Rune orcs, the largest tribe under Vassago's control, captured two humans in hiding near the border of the Kingdom. Before their deaths under torture they revealed their part in the plot to steal the chalice, the whereabouts of their accomplice Foro Malas, and the close proximity of the King's Army. To kill the King and capture the famed chalice of Landemar would indeed be a most fitting revenge for Vassago.



Special Notes. N'aarsh is an armed undead champion Spectre. He controls the skeletons and must be within 12" to operate them. He uses a poisoned two-handed weapon which causes *paralysis*, as does his touch. Ugrash-Ka is the hill giant leader of the Vile Rune tribe of orcs and is subject to *Frenzy*. A bitter feud exists between Ugrash-Ka and the trolls. Unless they remain at least 24" apart they will attack each other, even if it means breaking off combat with the enemy to do so! The Vile Rune Orcs will not attack a unit unless they outnumber it by at least 1½ : 1. They will attack elves in preference to other troop types. The Black Sun Goblins are subject to *Terror* if within 24" of wyverns, who inhabit the same mountain region as the goblins where they are their main source of food and recreation. The Black Uruk orcs are an elite fighting orc tribe who will attack dwarves in preference to other troop types. The Pack Wolves are semi-intelligent – an independent unit under Vassago's control. They will attack horses in preference to other troop types.

Lord Vassago controls his personal bodyguard, the ghouls. They can operate up to 48" away from him. Vassago has the ability to *raise dead* (2nd Level Necromancy Spell) within the boundary of the Church graveyard.

Left: Ugrash-Ka. Below left: Wizard Polias.
Below: Black Uruks.

Vassago's Army List

Character/Unit	No of Figures	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
N'aarsh	(1- 1- 1)	3½	8	5	2	E	3	9	2
Ugrash-Ka	(1- 1- 1)	6	3	3	4	D	4	3	2
Wyvern	(1- 1- 2)	4	5	-	5	E	5	2	2
Trolls	(2- 3- 5)	6	3	-	4	B	3	1	3
Black Uruks	(5-10-20)	4	4	3	2	B	1	3	1
Vile Rune Orcs	(30-40-50)	3	3	3	2	B	1	2	1
Black Sun Goblins	(30-40-50)	3	3	2	2	B	1	2	1
Skeletons	(10-20-25)	4½	2	2	1	B	1	2	1
Ghouls	(5-10-15)	4	2	-	2	C	1	1	2
Pack Wolves	(10-20-30)	9	3	-	2	B	1	2	1

Lord Vassago (1- 1- 1) 4½ 8 1 3 E 4 10 2

Mastery Level: 4

Constitution: 19

Spells: Level 1: *Raise recent dead, curse, detect hidden doors, flight, wind blast.*

Level 2: *Blood lust, cause severe wound, cursed repugnance, banish undead x 2.*

Level 3: *Create zombie, inspiration, invisibility, summon undead.*

Level 4: *Restore life, blast.*

Talismans: *Hell Knife, Darkstone, Sceptre of Power* (over orcs/goblins/trolls) Range – 12".

NB: No more than 25% of total army should be armed with missile weapons.

Umpire's Guide to Thistlewood

Thistlewood Church. The town priest is in the tower. He will throw holy water at anything entering the trapdoor, which is the only entrance. Holy water causes two wounds to undead. He will leave with the King's men but will fight to the death any of Vassago's army:

Priest Varlie
 Move WS BS STR Toughness Wnds Initiative Atks
 4 2 2 2 B 1 3 1

A concealed trapdoor under the altar leads to the church crypt. Gold plates, silk robes and a gold chalice (not the chalice of Landemar, all worth C250) have been hidden inside an altar cloth amongst a pile of books in the SW corner. The northern wall of the crypt has an ornate arched portal. This will *teleport* anyone passing through it to the tomb of Lord Pellion.

Tomb. Strength value 4 (two men) will move the tomb cover. Underneath is a drop of 4ft to a sarcophagus with Lord Pellion inside, former Baron of the area. The lid of the sarcophagus is 3ft above the floor, total height of the tomb being 7ft. In the western wall of the square tomb is an ornate arched portal which will *teleport* anyone passing through it to the crypt of the church. The sarcophagus can be easily opened to reveal the remains encased in armour. Beside the corpse is a valuable ornate sword. This is a cursed sword (-2 to hit and to kill) that was responsible for the Lord's death. It glows bright green when held and will attract *all* undead to itself when glowing (up to a range of 60"). All undead will ignore their controller's commands and head for the sword, attacking all who come in the way. The sword cannot be dropped until it draws blood, which will deactivate the curse for one day, and its abnormal weight halves the wielder's movement and makes use of a shield impossible. Attracted undead will try to impale the sword-holder upon the cursed blade to order to break the effects of the curse upon them. Undead cannot activate the curse. All peasants in the town are aware of the legend and curse of Lord Pellion's Sword.

Cottage No 1. Contains 6 peasants who will try to repel any of Vassago's troops, with improvised weapons. Average rating:

Peasants
 Move WS BS STR Toughness Wnds Initiative Atks
 5 2 1 2 B 1 1 1

Cottage No 2. Holds 8 peasants preparing to leave; each has an average of C5 in cash. They will accompany any King's men evacuating them, and will rout from any of Vassago's troops.

Cottage No 3. Thistlewood General Store. Ground floor contains hardware, clothing, food and provisions. All doors are barred and need strength 8 to break. A trapdoor behind the counter leads to a cellar where 1d4 x 4 women and children are hiding. The storekeeper will defend them to the death against Vassago's troops.

Mallin
 Move WS BS STR Toughness Wnds Initiative Atks
 5 3 3 2 B 1 4 1

Cottage No 4. Behind this dwelling is a small blacksmithy. Inside, above the fireplace, a large painting depicts the death of Lord Pellion. It shows a plate armoured knight being slain by skeleton warriors, whilst the ghostly outline of a demonic hand holds the blade of his sword preventing him from striking back at his attackers. The shield motif is identical to an embossed crest on the lid of the tomb. The two occupants of the cottage will surrender to either side without a fight. They will only explain the picture if asked directly about it. In a wardrobe upstairs hides their small son.

Cottage No 5. 12 peasants, armed with improvised weapons. The doors are bar-rackaded - strength value 8 to break down. They will aid the King's men and will fight any of Vassago's troops that attempt entry.

Cottage No 6. In disarray, shows signs of a hasty evacuation. Trapdoor leads to a wine cellar containing a vicious dog that will attack anyone attempting to enter:

Mad Dog
 Move WS BS STR Toughness Wnds Initiative Atk
 9 2 - 2 B 1 3 2

Cottage No 7. Just inside the front door lies the cold and stiff body of a male villager, stabbed to death. Lying face down on the stairs is the body of a female villager, killed by a crossbow bolt. The furniture has not been disturbed and there are no signs that a search has been made. Upstairs behind a bed covers a frightened teenage girl. She saw the murder of her parents by a human stranger who entered their cottage at dawn demanding food and shelter. He had a foreign accent, darkly tanned skin, a small red velvet sack, a curved dagger and a light crossbow. The village alarm bell was sounded shortly after he entered the house, which panicked the stranger and a struggle ensued between him and the girl's father. She saw the stranger opening the trapdoor to the cellar, and close it after him. He did not take the small red velvet sack with him. Foro Malas is hiding in the cellar. He will fire his crossbow at anyone that enters:

Foro Malas
 Move WS BS STR Toughness Wnds Initiative Atk
 5 8 8 2 B 2 8 1

He has hidden the chalice in the fireplace of the ground floor. He will not reveal its location unless tortured or *charmed*.

Wizard's Tower. A ladder to a door on the west wall of the 1st floor is the entrance. There are four levels to the tower:

Ground Level. Large storage area with barrels, packing cases, sacks of food and provisions. Access is via a double trapdoor with a winch device on a beam above it.

1st Floor/Access Level. Large open entrance hall with ornate tapestries on all walls. An old man in blue robes lies dead at the foot of the stairs to the next level. In his right hand is some chalk with which he has scrawled the letters *MALAS* on the stone floor.

2nd Floor. Kitchen and dining area. The remains of two meals still lie on the large oak table. Stairs lead up to the next level.

3rd Floor. The living quarters of Wizard Polias, the owner. An ornate throne stands in the NE corner surrounded by the paraphernalia of one who practices the arcane arts. A large double bed occupies the SW corner next to a large bookcase of ancient tomes. A writing desk next to the fireplace on the north wall contains several documents. A thorough search of these papers will reveal a letter from Foro Malas confirming his intended visit to the tower. He claims to be an accomplished mage of a foreign land, on his way home after a successful tour of the Kingdom. Polias had discovered the thief after dinner the previous evening, when he had sneaked a glimpse into the red velvet sack. Foro Malas, murdered him and fled the tower at dawn.

Tower Roof. Open stone watchtower roof with a trapdoor leading to the 3rd Floor.

Village Well. Contains a +1 to hit broadsword wrapped in chamois leather in the well bucket. This has been hidden there by a villager before he fled.

Advice to Umpire

Read *all* sections of the scenario and familiarise yourself with the backgrounds of both sides. Each player must remain unaware of the village details and the search progress of their opponent. It is best that all information regarding spell use, questions relating to search and encounters inside buildings with non-player characters be given to the players as a written note or discussed in private. Maintaining suspense guarantees a very enjoyable game for everyone.

Buildings can be bought or scratch built from card or plastic, trees and hedges from lichen and twigs, and inexpensive stream sections, bridges, and walls are available from the *Bellona* range of wargame accessories.

If the figures recommended in the army lists are unavailable to you, total what troops you do have and make up two roughly equal sides based on the relative strengths of the troop types involved.

Figure Recommendations The King's Army

King Amias,	Any two of the Citadel
Baron Galen	boxed set <i>Goodly Knights of Law</i>
Imperial Guard	Citadel C38/3b
Royal Centaurs	Asgard FM21
Kings Pikes	Citadel C37/1e
Kings Swords	Citadel C37/1a, or <i>Chronicle</i> CF5
Kings Mace	Citadel C37/2a
Half-Elves	Ral Partha PO2/3d
Dwarves	Citadel CO6/1a-d
Galens Cavalry	Citadel C39/1d
Bishop Milendon	Citadel C03/1b

Vassago's Army

N'aarsh	Citadel CO1/4a-d
Ugrash-Ka	Ral Partha P11/1d
Wyvern	Citadel C30/1d
Trolls	Citadel C20/1a-d
Black Uruks	<i>Chronicle</i> CM9
Vile Rune Orcs	Citadel C15/C16 ranges
Black Sun Goblins	Citadel C13/1a-f
Skeletons	Citadel C17 Complete range
Ghoul	Citadel C18/1d
Pack Wolves	Ral Partha P15/4g
Lord Vassago	Citadel C18/1a, or <i>Chronicle</i> CM12