

AGAINST THE GIANTS

WARHAMMER SCENARIO

OVERVIEW

Your small band of Ogres has been hired to hunt down a quartet of Giants that have recently ravaged an Empire village during a vicious storm. Luckily for you, most of the town militia was killed or consumed by the monstrosities, so the Humans have no choice but to hire your Ogre warband or have their town torn apart a second time. Four Giants is a lot to handle, but if a few of them can be subdued and forced to join your mercenary force, you will be an army to be feared.



For more insight into this scenario, check out the two [Play-test Battle Reports right here!](#)

ARMIES

- Ogre Forces -

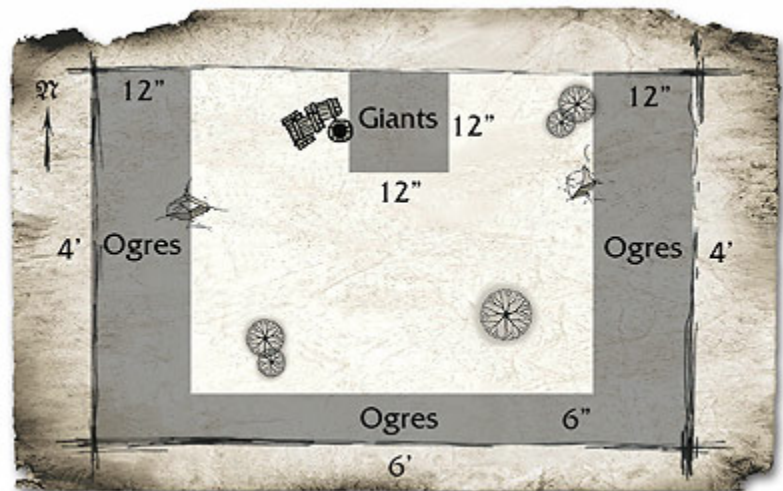
The Ogres get 1,000 points of troops from the Ogre Kingdoms (or any other if you don't have Ogres) army list. The only restriction is that this force can take no Giants.

- Giant Forces -

Five Giants under the Dogs of War rules.

BATTLEFIELD

This battle uses a 4' x 6' table. The scenario takes place at the Giants' camp in a box canyon. The north, east, and west board edges make up the sides of the canyon, with the only exit being to the south. The playable area should contain a few rocky areas and a few small patches of trees.



DEPLOYMENT

The Giants must deploy along the center of the northern board edge inside a 12" x 12" square.

The Ogres have a bit more leeway when it comes to deployment. The Ogre Kingdom general can place troops within 6" of the southern board edge, and/or within the first 12" of the eastern and western board edges.

WHO GOES FIRST?

Since the Giants have been caught by surprise, the Ogre player gets to go first.

LENGTH OF GAME



The game last 6 turns.

SPECIAL RULES

Me Powder's Damp. The Ogres have easily tracked the Giants to their lair despite the pounding rain. Unfortunately, the rain has had an adverse effect on both black powder weapons as well as visibility when using all missile weapons.



When attempting to fire a black powder weapon, roll a D6. On a result of 1-2, the weapon fails to fire. You will need to make this roll every time you try to fire for every weapon firing.

In addition to this risk of failure, the ranges of all missile weapons are reduced by half.

VICTORY CONDITIONS

Victory Points are earned for units destroyed and units reduced to half strength. The exception to this rule is that Giants who escape off of the southern board edge do not give points to the opposing player.

Additionally, the Giant player gets Victory Points equal to the Giant's full value for every behemoth who manages to make it off of the southern board edge (non-fleeing).

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BATTLE REPORT ONE • SCENARIO • BATTLE REPORT TWO

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