

AGAINST THE OGRES PART III: RAID THE RAIDERS

Long before the sickening scent of burned flesh filled Thane Durnik's nostrils, the belching and bellowing betrayed the Ogre camp's location. Soon, Durnik and his surly band would descend upon these crude invaders and wipe them out entirely. All they waited for was the signal from the Rangers...

Overview

This scenario pits a 500-point Dwarf warband against an Ogre Kingdoms warband of equal size. A large Dwarf scouting party has discovered the advanced camp of a much larger Ogre force. Before the final battle between the Dwarfs and the Ogres can commence, you must resolve this encounter.

Armies

Both armies are chosen from the Warhammer army lists following the rules below:

Attackers - Dwarf Army

- Five hundred (500) points of Dwarfs following the Warband rules outlined in **White Dwarf 296, 297, 298**, and [found online here](#).

Defenders - Ogre Kingdoms Army

- Five hundred (500) points of models following the Ogre Kingdoms Warband rules outlined in **White Dwarf 301** and [found online here](#).

If the Ogre Kingdoms player won the previous scenario, [The Hunter and the Hunted](#), the Dwarfs get 50 fewer points worth of troops.

Battlefield

This scenario takes place in an Ogre Kingdoms camp. The temporary camp is currently occupied by a small force of Ogres in advance of the main Ogre Kingdoms army. Set up a 4'x4' table or mark off a 48"x48" area on a larger board. Take turns adding four or six small patches of forest along the table border but keep the middle of the table free of vegetation or other obstacles. Take turns adding three Ogre Huts, a campfire, and a totem to the Camp Deployment Zone (see the map).

Deployment

1. If the Dwarfs won the previous scenario, [The Hunter and the Hunted](#), they get to decide who deploys first. Otherwise, have each players roll a D6. The player with the higher score may choose whether to start deploying first or second.



2. Taking turns, each player deploys one unit at a time in their Deployment Zone (12" from their own table edge).
3. Champions are deployed with their units. All other characters are deployed after all other units, all at the same time.
4. Units with special deployment rules such as **Scouts**, **Underground Advance**, and the like, may be deployed (or, where applicable, held in reserve) per their usual rules.

Who Goes First?

If the Dwarfs won the previous scenario, [The Hunter and the Hunted](#), they get to decide who goes first. Otherwise, both players roll a D6. The player who scores highest may choose whether to go first or second (reroll ties).

Length of Game

The game lasts 6 turns.

Special Rules

Bones of the Dead. There is evidence in and around the Ogre campfire of a recently consumed Dwarf Ranger. If a Dwarf unit comes within 3" of the campfire, it will find this evidence and the unit will be consumed with burning rage. The first unit to discover the remains of their fallen comrade will be filled with **Hatred**. Also, discovering the fate of one of the missing Dwarf Rangers is worth an additional 50 Victory Points (VP's) for the Dwarfs. If the Ogres keep the Dwarfs from discovering the source of their latest meal, it is worth 50 VP's for them.

Victory Conditions

Per the rules on p. 198 of the Warhammer rulebook, calculate VP's for enemy units and models that have been destroyed, are fleeing, have fled off the table, or have been reduced below half strength. No VP's are scored for board quarters, slain Commanders, or captured standards.

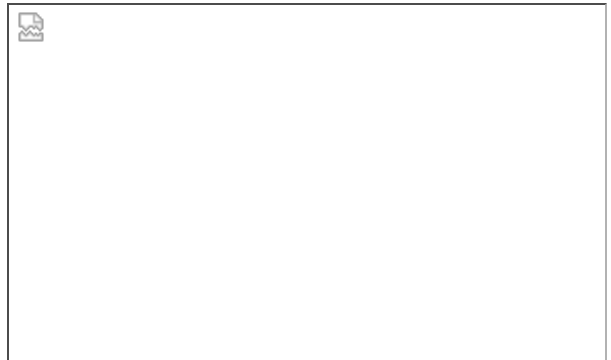
If the difference between VP totals is less than 50 points at the end of the game, then the result is a draw. Otherwise, the side that earns the highest number Victory Points wins the scenario along with an advantage in the next scenario.

Part of a Larger Battle

The results of this scenario will have a significant effect on the final [Against the Ogres](#) scenario.

If the Dwarfs win the scenario above, the path to the main Ogre Kingdoms camp has been cleared. The Dwarfs can bring their entire force to bear and can catch the enemy flat-footed. To represent this advantage, the Dwarfs can bring an additional 100 points to the battle and the Ogre Kingdoms Deployment Zone is reduced to a mere 6" from the Ogre's table edge.

If the Ogres win the scenario, they repel the Dwarf scout force and harass the main Dwarf army all the way to the next battle. These tactics manage to kill many enemy warriors, so reduce the size of the Dwarf army by 100 points in the final battle. Also, no Dwarf units can use any of their special deployment rules (**Scouts**, **Underground Advance**).



If the result is a draw, then no advantages or disadvantages are given to either side in the final battle between the Dwarfs and the Ogre invaders.

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