

# SLAYER!

## MODELS NEEDED:

### Monster Forces:

- 1 Giant (205 pts)

### Dwarf Forces:

- 6 Dwarf Slayers (66 pts)

*With their outlandish hair and tattoos, Dwarf Slayers are some of the most characterful warriors in the entire Warhammer world.*

*Everyone knows that during major battles of the Dwarfs these angst-ridden killing machines search out the enemy's most fearsome monsters for combat, but what do Slayers do in the meantime? When not drowning their sorrows in pints of Bugman's XXXXXX, Slayers are out seeking hulking foes for either brutal destruction or a hero's*

*doom! This scenario represents just such an opportunity as a small band of Slayers converges on a large monster out in the wilds.*

## BATTLEFIELD

Use a special table at least 24" x 24". As monsters tend to stay out of civilized areas, most battles will take place in the mountains or in dark forests. You can suitably modify the board to represent these areas of the Old World.

## OBJECTIVES

The Dwarf Slayers must defeat the monster or find death in battle. Anything less will not do! Any Dwarf Slayers killed in battle can rest knowing their Slayer Oath has been fulfilled!

If all of the Dwarf Slayers still on the board are knocked unconscious and are that way at the start of the Giant's turn, then the Giant wins!

If the monster is killed, then the surviving Dwarf Slayers lament their good luck and battle prowess by drowning their sorrows in mugs of Bugman's ale.

## DEPLOYMENT

The Giant begins in the center of the board.

The Dwarfs are placed randomly. Roll 2D6 and the scatter die. Take the result and place the Slayer model that many inches away from the monster.

## WHO GOES FIRST?

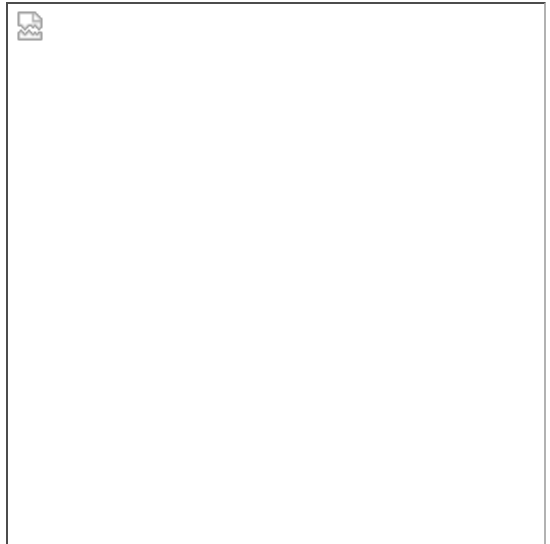
The Giant gets the chance to move and strike a blow!

## SPECIAL RULES

This scenario uses the special rules detailed below:

### Giant Attacks

When encountering scattered foes, the Giant will attack a little bit differently than he would against an organized unit. To represent this, roll the Giant's attack on the chart below:



**D6 Result**

- 1-2** Swing with club: D3 models within 4" are automatically hit at Strength 5. The Giant player can pick who is hit.
- 3-4** Thump with club: 1 model in base-to-base contact of the Giant's choice is automatically hit at Strength 7. Add +3 to the injury roll.
- 5** Pick up and throw: 1 model within 4" (Giant's choice) is picked up and thrown at a random model within 6" of the Giant. Roll to hit using the Giant's ballistic skill (BS). If the enemy model is struck, both receive a S4 hit and count as knocked down in addition to any other Injury Chart Roll. If the throw misses, then the model that is thrown lands 6" away from the Giant and suffers the injury as stated before.
- 6** Stuff in pants: 1 random model within 4" is automatically grabbed and stuffed into the Giant's pants. The model counts as Out of Action. Eeeyow.

**Yelling Helps!**

This game is more fun if the players controlling the Dwarf Slayers yell suitable oaths and slurs against the monster, while the players controlling the monster make the suitable monster reactions to the Slayers!

**USING ALTERNATE ARMIES**

If you'd like to take on other monsters, use the following formula to figure out how many Slayers you will need:

- Take 1 Dwarf Slayer for every 40 points spent on the monsters of your choice (multiple opponents dynamically affect the game!)
- Round up in favor of the Slayers (so 219 points of monsters would equal 6 Dwarf Slayers).

**PART OF A LARGER BATTLE**

The Slayer scenario can be used as a pre-battle before a full-fledged Warhammer game. For example, you could use it to have the Dwarf Slayers track down a group of Rat Ogres. Whatever models survive the battle can show up in the following battle. This can be used in just about any game versus monstrous mounts (Dragons, Manticores, Griffons), Giants, Trolls, Minotaurs or other suitably large creature that would attract the attention of a Dwarf Slayer. Also you could decide that if the Slayers successfully kill the Giant in this scenario, any survivors are automatically upgraded to "Giant Slayers" in the next battle without having to spend the points cost for the upgrade.

**BACK TO THE SYNOPSIS**

---

[Home](#) | [About Games Workshop](#) | [Job Announcements](#) | [Contact Us](#) | [Introduction Tour](#)  
[GW Worldwide](#) | [Help](#) | [Shopping and Online Store](#) | [Investor Relations](#) | [Site Map](#)  
[Privacy Policy](#) | [Terms of Use](#)  
[Copyright](#) Games Workshop Ltd 2000-2006