

## SCENARIO 8: UNDERMINE

This scenario is an encounter between besieging sappers, who are attempting to undermine the fortress walls, and shock troops of the besieged side who have broken into the sappers' tunnel by means of a countermine.



Both forces consist of a maximum of 300 points worth of troops chosen from the list below.



- One hero-level character (not a Wizard) represents the leader of the force. He may be equipped in any way permitted by the army list but may not carry magic items or be mounted on a steed, monster, flying beast, Chariot, or war machine. He must be a model normally mounted on a 20- or 25-mm base.
- The remainder of the force consists of Core and/or Special infantry choices. None of these models may have more than 1 Wound. All of these troops must be models normally mounted on 20- or 25-mm bases.

## BATTLEFIELD

The setting for this battle is the mine underneath a wall section that has been subjected to the besieger's undermining activity. Only a very restricted battlefield of 3' x 3' is needed for this battle. Both players may place up to eight pieces of terrain on their own half of the battlefield. The scenery must be rocks, boulders, or small steep hills that should be set up at least 4" apart from each other. The pieces represent Impassable Terrain, and the mining teams must go around them.

## OBJECTIVES



The besieged force's objective is to defeat the enemy sappers and capture the mine so that it can be blocked. The besieger's vanguard must beat back the countermining attack and complete their mining operation.

The scenario lasts 4 turns. At the end of the last turn, calculate Victory Points in the following way. Count up the points value of troops remaining in play. The side with the most points of troops still alive in the tunnels wins. If the besiegers win, the mining continues, and the wall collapses. If the besieged side wins, the mining is stopped, and the wall remains intact.

## DEPLOYMENT

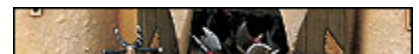
The besiegers are deployed first on their half of the table, anywhere in the tunnels. The besieged side is deployed second on its side of the table, anywhere in the tunnels, but not within 12" of the enemy.

## WHO GOES FIRST?

The besieged side has the 1st turn, since it has taken the miners by surprise.

## SPECIAL RULES

**Skirmish.** This battle is a Skirmish game. All the rules on pp. 242-246 of



the Warhammer rulebook apply.

**Determination.** As so much is on the line in this battle, neither side needs to take All Alone or Rout Tests.

**Darkness.** Troops are -1 to hit in hand-to-hand combat due to the extreme darkness of the tunnels. Note that Vampire Count, Tomb King, Dark Elf, Skaven, Dwarf, Chaos Dwarf, and Daemon armies are not affected, as these forces are accustomed to fighting in the dark.



**No Missile Weapons.** No missile weapons are allowed in this scenario, because it would be too dangerous to use them in the small, dark tunnels.

**Movement and Charging.** As the troops are fighting in cramped tunnels full of loose rubble and slick mud, their movement will be slow. Consult the following chart to find out how fast your troops can move.

**Dwarfs, Skaven, and Night Goblins 8"**  
**Chaos Dwarfs 7"**  
**All others 6"**

Models that can move into contact with their enemies in the Movement Phase are considered to have charged, and all the normal rules apply. No formal charge declarations need to be made, and no line of sight is required. Note that these underground movement distances are never doubled as in a normal charge or march move.



If the besiegers are victorious, then in the Final Assault, one wall section will take D6 (D6 + 1 for Dwarfs and Skaven, who excel at undermining) S10 hits, each doing D6 damage. Resolve damage by consulting the Wall Damage Chart. The besieging player may choose the wall section but may not undermine the wall section that contains the gate. Determine the damage before deploying any troops.

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