

EDGE OF THE ABYSS



A Campaign Supplement Book for

KINGS OF WAR

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INTRODUCTION

For centuries it has remained still, but now The Abyss is growing. The denizens of this terrible place have finally unlocked its awful secrets and now it spreads like an open wound across the face of Mantica. Whatever gets in its way – woods, armies, farmlands, mountains, even entire cities – are swallowed into its chaotic depths, where they feed the fires of its cruel inhabitants.

The evil races of Mantica are thriving on the terrible energies being released from this hellish chasm. Necromancers are able to raise legions of the undead. Orc raiding parties are riding across the plains, slaying any that get in their path. The Empire of Dust is trying to raise a great fleet to sail across the Infant Sea. Goblins swarm across the land, like a green plague. While the Abyssal Dwarfs sense an opportunity to wipe out their dwarven kin. It is a time of fear and darkness.

Yet, there is hope. Sensing this awful affront to Nature, the Green Lady has sent her many messengers throughout the land. On wing, claw, paw and hoof they have travelled the length and

breadth of Mantica to carry a simple message: “Unite!” In ancient Dwarven Halls to the lush forests of Elves and majestic cities of Basilea, the rallying cry has been heard. Now the ground shakes as the armies of Good march to war, united under the banner of the Green Lady. Whatever the costs, the sickening spread of the Abyss must be stopped!

Edge of the Abyss is a global campaign that will see the map of Mantica change, depending upon whether good or evil triumphs on the battlefield. Throughout the next few weeks we will be collecting the results from battles around the world, which means YOU can decide the fate of Mantica. Log your battle results using the Beasts of War Warconsole and we'll use your games to decide the future narrative of the game. Plus, along the way, you can earn special Achievements and potentially win prizes too!



THE EDGE OF THE ABYSS

Charles leaned on the battlements and looked out over the horizon. Dusk was starting to fall across Mantica. As the sun set in the Forest of Galahir, the Mountains of Abercarr and the Ardovikian Plains, the world was plunged into darkness. Occasionally lights from homes or castles peaked through the gloom but for most, once night fell, they were swallowed by the infinite black.

However, for Charles and the other members of The Brotherhood, once the sun dipped behind the horizon, a new, more ominous source lit the sky: The Abyss. The cracked and barren lands surrounding this sickening wound on the world had an unnatural orange glow. At night The Abyss became a lurid red scar that stretched into the distance. Charles shuddered at

the thought of the terrible denizens of the Abyss toiling away within its depth. With an effort Charles tore his gaze away from the chasm as he heard someone approaching.

“All quiet again, sir,” came the voice of the knight. “We were thinking of heading to the watchtower for a game of bones, if you’d like to join us.”

Charles quickly rounded on the knight and slapped him across the face. The noise of the blow sounded out across the desolate fort.

“Do you think the Abyssals are taking time off?”

“I... I... don’t... well,” stuttered the knight.

“Get back to your duties and tell the other guards that they’ll be expected to double their watch tonight.”

“Of course, sir.” The knight backed off, struggling not to raise his hand to the stinging cheek. Charles sighed as he watched him disappear back into the watchtower. He cursed himself for losing his temper. It wasn’t the knight’s fault. Something wasn’t sitting right with Charles. The Abyss had been quiet for too long. Yes, they had been required to deal with the occasional skirmish with Lower Abyssals, but it was nothing like the numbers they were used to fighting off. Even the Ratkin onslaughts had eased off. Charles shuddered at the thought that it was normally the rats that left first when they sensed danger.

Still, perhaps he should enjoy the momentary calm. He tried to remember the last time he had seen his family. Would his children even remember his face? He had



been on these walls too long. A watchful sentinel against the Abyss... but at what price? Would it really hurt to leave his post for just a few days?

Charles was stirred from his thoughts by a flash of light from the direction of the Abyss. It was not uncommon for dark magic to erupt from its depths before evaporating into nothing. He was pained to admit that occasionally there was a kind of hideous beauty to it. A spectacular light show that only those close to the chasm would ever see.

Another ball of fire spewed into the sky. Followed by another and another. Charles watched in amazement as the magic warped and changed colour in front of his eyes. More and more followed, bathing the night sky in a cornucopia of colour. Something tickled at the back of his mind but Charles kept watching, captivated by the spectacle. He was about to call his fellow knights but the sound became trapped in his throat.

A large, orange flame rose from the terrible chasm. As Charles watched, huge wings of fire spread from the mass, which slowly began taking shape. From the heart of the fire, a head formed into the ghastly visage of a giant Abyssal Fiend, which roared into the sky in defiance; flames spitting from its cavernous mouth. The thing kept growing, enveloping the sky around it and washing the world in a vivid orange hue. The bellow echoed around Charles, shaking the battlements and sending loose stones crumbling downwards. The gigantic monster kept growing and Charles imagined it was going to swallow the moon. He wanted to cry out, to warn his comrades but he knew his voice would be lost in the roars from this terror. He needed to move but his legs were locked with fear.

But then, just as quickly as the flaming beast had emerged, it was swallowed back into the chasm from whence it came. The world fell into silence. Charles was suddenly aware that he wasn't alone on the fort. He looked around to see the other members of the watch had gathered near him. Their

faces were ashen with fear and their hands trembled against their weapons. They were all looking towards Charles, clearly hoping he could explain away what just happened and put their minds at rest. The truth was, he couldn't. In all his time on the edges of The Abyss he had never seen anything like this.

"Fellow knights, what we have just seen..." before Charles could continue, he was disturbed by the thumping of drums. At first it must have been just one, but soon the air was thick with the booming of war drums. The Abyss had finally awoken.

The knights began scrambling to their positions, ready to hold off whatever horrors were about to be unleashed... but nothing came. Instead the drums continued their ceaseless pounding until Charles detected another noise. Between the rhythmic pounding of the drums, he noticed a low rumble that slowly grew so loud it drowned out the drums. Some of the men covered their ears, while others just looked towards The Abyss in abject terror.

In the distance, a fresh fissure had splintered off from the existing scar of the Abyss. It tore through the neighbouring lands, rock and barren trees tumbling into its orange mass. Another opened nearer to Charles and he watched in horror as the fort of La Dustox crumbled into nothing. He imagined he heard the screams of the soldiers within, as they prepared for a life of torture by the inhabitants of that foul place. It seemed as though the ground heaved and buckled like an animal in the throes of agony, as more ghastly wounds opened like sores on its skin. With every rumble, huge chunks of earth would crumble away into the endless depths of the Abyss.

Charles steadied himself to issue the command he had always feared: "Abandon your posts!" he screamed. But he had left the order too late. He felt the fort lurch beneath him and sail upwards like a boat caught on the high tide. To his left one of towers soared skywards before tumbling away into the open maw of the Abyssal



chasm. The other soldiers were clambering over each other, desperate to escape their fate but it was futile. One by one, they were engulfed into the fiery pits.

He knew his time and the time of The Brotherhood had come. Raising his head and staring out at the destruction before him, Charles gripped the parapet. His watch would not end. Even as the solid ground of the fort crumbled beneath him, he kept gazing outwards into the black heart of The Abyss. His watch would not end.

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Deep within the Forest of Galahir, the Green Lady rested. Although she didn't sleep, she would often let her mind drift. It would travel out into the woods, touching the minds of animals, plants and trees. Occasionally she would stay awhile within her host. She might become a tree and feel the sensation of the wind rustling through her leaves or a rabbit scurrying through its warren.

Recently she had spent more and more time on the astral plain, away from her body, which would be wrapped in the comforting embrace of a willow tree. She was aware that, occasionally, her followers would group around her to check that she was ok. 'Let them come,' she thought. Her mind soared

through the forest once more, settling on one soul before flitting to another. She was like a bee, speeding between one flower and the next. She drank her fill of the sweet nectar before moving on.

She touched upon the aura of a majestic oak and paused. Within the tree she could feel her leaves stretching towards the sun to grasp the last glimpses of light on the horizon. She travelled to the very tips of the branches and felt the day's heat evaporating into the twilight, before she retreated down to the tree's roots. The warm soil comforted her and the darkness enveloped her. Down here she was far away from the tribulations of the Men and their petty squabbles. Down here there was no threat from invading Orcs or Abyssal Dwarfs that wanted to plunder her lands. Down here was darkness. Would it be so wrong to retire into such a place? To finally calm her conflicting thoughts.

Yet, there was something else. At the very edge of her consciousness she could feel a force stirring. It pushed against her mind. She could feel rock and earth being ripped apart. The ground shuddered and quaked before being swallowed into nothingness. She wanted to retreat into the safety of the roots but the force kept coming. Suddenly, a great fire enveloped her consciousness and her defenses gave way. The Green Lady howled a terrified ear-splitting scream and her mind snapped back to her mortal form.

She rose from the willow tree, panting and shaking. She had never felt anything so terrible, so evil, so... unnatural. A Naiad Centurion ran to her side with a look of panic on her face.

"My lady, what ails you?"

The Green Lady stared at the Naiad with a wild look in her eyes. She was still shaking as she reached out and clutched the Centurion's arm. The Naiad winced as the grip tightened.

"The Abyss," she hissed, "it grows!" The Centurion quickly grabbed her mistress as she slumped into unconsciousness.

MANTICA



BATTLE 1:

ON THE PRECIPICE

Location: The edges of
The Abyss

The very earth buckles and groans as The Abyss begins to grow. Like a greedy animal, it devours everything in its way. The Brotherhood - the stoic defenders against the horrors within - have already taken a beating. Some were lucky enough to escape before their outposts and fortresses were swallowed into the depths. Less fortunate souls tumbled into The Abyss; doomed to become the playthings of their cruel masters. The tireless watch of The Brotherhood is over and what remained has been scattered to the corners of Mantica.

Determined not to let The Abyss spread too quickly, the forces of Good have begun gathering in the lands around the chasm. They're prepared to do anything to stop the horrors of The Abyss swarming across Mantica. The forces of Evil, however, are emboldened by the horrible energies of The Abyss and have massed in great numbers to revel in its destructive powers.

1) Prepare Your Forces

You and your opponent pick armies using the process described in 'Picking a Force' on page 76 of the Kings of War hardback rulebook.



There is no points limit for this battle and players can choose the forces they want to use - however one force must be Good and the other must be Evil. Both players may use the new heroes and units described in this book.

2) Choose a Gaming Area

Depending upon the points limit you've decided with your opponent we recommend the following sizes:

Less than 1,500: play on a 4' x 4' area
More than 1,500: play on a 6' x 4' area

3) The Scenario

The Edge of the Abyss campaign focuses on the epic battles played out between the forces of Good and Evil, so the Scenario played is 1: Kill!, as described on page 85 of the Kings of War hardback rulebook.

4) Place Terrain

As this battle takes place around the edges of the Abyss, we recommend using volcanic-looking terrain. Terrain should be placed following the guidelines on page 84 of the Kings of War hardback rulebook.

Special Rules

The Fires of the Abyss

The ground surrounding the Abyss is hot to the touch, as the chasm itself boils and spits below the surface. For many the heat is almost too much to bear, but for some they revel in the high temperatures and it spurs them into combat.

In this battle the following armies have the Brutal Rule (this bonus is applied to all units that don't already have this rule):

Forces of the Abyss
Salamanders

Battle Results

If the forces of Good fail to stop the hordes marching from the Abyss, its growth will continue without restriction, potentially heading towards Basilea or splintering off in new directions. The Brotherhood has already been lost, but there is still a chance that the rest of Mantica can be spared.



5) Set-up

As normal, see page 84 of the Kings of War hardback rulebook.

6) Who Goes First?

The player using an Evil army goes first in this battle.

7) Duration

As normal, see page 84 of the Kings of War hardback rulebook.



BATTLE 2:

MARCH TO WAR!

Location: Rhyn Dufaris

For centuries the Abyssal Dwarfs have looked southwards from the towers of Tragar with envious gazes. The homelands of their weak kin, the Dwarfs, are full of magnificent treasures that should, by rights, belong to them!

Now drums can be heard throughout the city of Tragar as the Abyssal Dwarfs prepare for war. Spurred by the terrible energies spewing from the Abyss and aided by unlikely allies, goaded into combat by the thrill of spilling more blood, the Abyssal Dwarfs are more determined than ever.

After pushing through the Halpi Mountains, their aim is to construct an obscene, golden bridge across The Great Cataract, allowing their forces to finally march into the ancient halls of Caeryn Golloch and conquer the Dwarfs once and for all.

The sheer size of the Abyssal Dwarf army has led King Golloch to do the unthinkable... ask for help from other less 'noble' races of Mantica.

**1) Prepare Your Forces**

You and your opponent pick armies using the process described in 'Picking a Force' on page 76 of the Kings of War hardback rulebook.

There is no points limit for this battle and players can choose the forces they want to use - however one force must be Good and the other must be Evil. Both players may use the new heroes and units described in this book.

2) Choose a Gaming Area

Depending upon the points limit you've decided with your opponent we recommended the following sizes:

Less than 1,500: play on a 4' x 4' area
More than 1,500: play on a 6' x 4' area

3) The Scenario

The Edge of the Abyss campaign focuses on the epic battles played out between the forces of Good and Evil, so the Scenario played is 1: Kill!, as described on page 85 of the Kings of War hardback rulebook.

4) Place Terrain

As this battle takes place in the peaks of the Halpi Mountains, we recommend using some suitably rocky scenery to represent the mountainous region. Terrain should be placed following the guidelines on page 84 of the Kings of War hardback rulebook.

5) Set-up

As normal, see page 84 of the Kings of War hardback rulebook.

**6) Who Goes First?**

The player using a Good army goes first in this battle.

7) Duration

As normal, see page 84 of the Kings of War hardback rulebook.

Special Rules**Surefooted**

Although the cragged rocks of the Halpi Mountains can be treacherous, the Dwarfs are used to navigating their way around these peaks.

In this battle, the following types of Dwarf units have the Nimble special rule:

**Infantry and Cavalry
Lust for Power**

The Abyssal Dwarfs have never been so

determined to wipe out their kin and take the halls of Abercarr for themselves! They will stop at nothing and even the mountains won't stand in their way.

In this battle, the following types of Abyssal Dwarf units have the Pathfinder special rule:

Infantry and Cavalry**Battle Results**

If the forces of Good stop the Abyssal Dwarf invasion, the Dwarfs of the Halpi Mountains will retreat to the safety of Abercarr before destroying the Great Cataract. If the forces of Evil succeed in helping the Abyssal Dwarfs defeat their kin, they will begin building a great bridge of the banks of the High Sea of Bari, ready to invade Abercarr itself.

BATTLE 3:

THE DEAD FLEET

Location: Hokh-Man

Before the Ahmunites were condemned to dust by the Ophidians, their distinctive needle-like boats could be seen sailing the rivers and canals of Mantica. Yet, as the Empire grew and turned its hungry gaze towards the northern lands, the Ahmunite Pharaohs tasked their undead slaves with building a great fleet on the banks of Hokh-Man. Hundreds of ships were loaded with terrible cargo, ready to sail northwards when the cataclysmic Ophidian sandstorm hit. The boats and their crew were buried beneath the sand... seemingly forever.

But as the Abyss spews its terrible magic across Mantica, the Ahmunite High Priests finally have the power they need to raise the fleet from its sandy grave and set sail across the Infant Sea. However, their plans have not gone unnoticed and the tides themselves recoil at the thought of such a terrible navy taking to the water. The Trident Realm has been stirred from its watery depths and has called upon its allies to smash the ghostly fleet once and for all.

Yet, so close to Ophidia, all armies should be careful, lest they awake a more powerful foe than the Abyss.

1) Prepare Your Forces

You and your opponent pick armies using the process described in 'Picking a Force' on page 76 of the Kings of War hardback rulebook.

There is no points limit for this battle and players can choose the forces they want to use - however one force must be Good and the other must be Evil. Both players may use the new heroes and units described in this book.



2) Choose a Gaming Area

Depending upon the points limit you've decided with your opponent we recommend the following sizes:

Less than 1,500: play on a 4' x 4' area
More than 1,500: play on a 6' x 4' area

3) The Scenario

The Edge of the Abyss campaign focuses on the epic battles played out between the forces of Good and Evil, so the Scenario played is 1: Kill!, as described on page 85 of the Kings of War hardback rulebook.

4) Place Terrain

As this battle takes place around the Serpent Mouth, you can either opt for a battle against the banks of a river or take the battle inland and fight amongst the sand dunes of the Ahmunite empire! Terrain should be placed following the guidelines on page 84 of the Kings of War hardback rulebook.

5) Set-up

As normal, see page 84 of the Kings of War hardback rulebook.

6) Who Goes First?

The player using a Good army goes first in this battle.

7) Duration

As normal, see page 84 of the Kings of War hardback rulebook.

Special Rules

The Power of Ophidia

The magical currents that swirl around Ophidia empower even apprentice magic users. Throughout the course of this battle, all spells are +2, e.g. a Cursed High Priest with Surge (10) now has Surge (12).

Damned Heat!

In the heat of the Ahmunite desert, a unit's greatest foe is the baking sun. Even sprinting towards the enemy is almost too much to bear.

Throughout the course of this battle, units have -1 to their Speed when charging. The only exception to this rule are those units that have the Shambling special rule.

Battle Results

Should the Forces of Evil succeed in helping the Empire of Dust to create its great fleet, the Ahmunites will take to the Infant Sea, ready to spread their ancient disease across Mantica. If they fail, however, the Trident Realm will use its power over the waves to unleash a mighty tsunami to crush the ships before they set sail.



BATTLE 4:

OPENING OF THE WAYS

Location: Twilight Glades

Something stirs in the darkness. There is a sense of unease among the Elves in the Twilight Glades. They can feel something pressing on the edge of their consciousness but when they try to focus, it disappears into the ether.

Since the opening of The Abyss, the mysterious 'Ways' which Elves gifted in the art of magic can use to travel throughout Mantica, have become distorted. Those who travel on these potentially dangerous paths have reported strange shapes and visions inside the Ways. Some have even whispered that the Nightstalkers are beginning to leak back into the realm.

While the Elves may fear the coming of the Nightstalkers, those who touch the forbidden art of necromancy relish the thought of their escape and will do whatever it takes to unleash the full horror of these awful creatures upon Mantica. If they succeed, it could be a fate even worse than the expanse of the Abyss.

1) Prepare Your Forces

You and your opponent pick armies using the process described in 'Picking a Force' on page 76 of the Kings of War hardback rulebook.



There is no points limit for this battle and players can choose the forces they want to use - however one force must be Good and the other must be Evil. Both players may use the new heroes and units described in this book.

2) Choose a Gaming Area

Depending upon the points limit you've decided with your opponent we recommended the following sizes:

Less than 1,500: play on a 4' x 4' area

More than 1,500: play on a 6' x 4' area

3) The Scenario

In this scenario, the forces of Good are attempting to stop the opening of the Ways, while the forces of Evil are trying to unleash the horrors of the Nightstalkers.

The scenario to play is 4: Pillage! as described on page 86 of the Kings of War hardback rulebook. For the sake of this summer campaign scenario, the objectives represent portals that must be closed (if you're playing on the Good side) or opened (if you're playing on the Bad side).

4) Place Terrain

As this battle takes place inside the Twilight Glades, you should try to recreate a dark, brooding forest full of twisting and turning trees. You could also be a little creative with the objective markers and make them represent the strange portals that lead into The Ways. Terrain should be placed following the guidelines on page 84 of the Kings of War hardback rulebook.

5) Set-up

As normal, see page 84 of the Kings of War hardback rulebook.

6) Who Goes First?

The player using an Evil army goes first in this battle.

7) Duration

As normal, see page 84 of the Kings of War hardback rulebook.

Special Rules

You Shall Not Pass!

The Elves are determined not to let the Nightstalkers escape through the Ways and into the world.

In this battle, the following types of Elf units gain the Iron Resolve special rule when they are controlling an objective:

Infantry and Cavalry

Embrace the Night!

Eager to spread havoc throughout Mantica and unleash the dark magic of the Nightstalkers, necromancers have flocked to the Twilight Glades to harness the energies spewing forth from The Ways.

In this battle, if the Undead forces are controlling more objectives than their opponent, the following types of Undead units increase their Lifeleech (n) value by 1:

Skeleton Warriors
Skeleton Spearmen
Zombies
Ghouls

Battle Results

This battle could prove almost as important as the overall war of the Abyss. If the Elves prevail, The Ways will be closed off and the release of the Nightstalkers will be prevented... for now. If Evil takes control of the Twilight Glades, a terrible, swirling portal into the unknown will open up in Mantica's most ancient and magical forest.

BATTLE 5:

A GREAT WALL!

Location: Ardovikian Plain

In the great halls of Valentica, the ruling classes look with fear not only to the east where the Abyss is raging but also the north where Orcs are massing. Scouts have reported huge numbers of Orcs are flocking to a large, makeshift camp and they're preparing their forces to strike. The Successor Kingdoms have always managed to hold off skirmishes from marauding Orc raiding parties but the thought of an overwhelming force flooding the Ardovikian Plain is enough to fill even the most battle hardened Knight. Thus a desperate plan has been drawn: a wall must be built between the Successor Kingdoms and the Plain. Positioned at the edge of the Dragon Teeth Mountains, this great wall would halt the advance of the green tide or any other army that would dare defy the Kingdoms. However, the Kingdoms of Men need time to build the wall. Rather than get their own hands dirty, they've hired Ogre mercenaries to hold off the advancing orcs while the wall is complete.

1) Prepare Your Forces

You and your opponent pick armies using the process described in 'Picking a Force' on page 76 of the Kings of War hardback rulebook.

There is no points limit for this battle and players can choose the forces they want to use - however one force must be Good and the other must be Evil. Both players may use the new heroes and units described in this book.

2) Choose a Gaming Area

Depending upon the points limit you've decided with your opponent we recommended the following sizes:

Less than 1,500: play on a 4' x 4' area
More than 1,500: play on a 6' x 4' area

3) The Scenario

The scenario to play is 2: Invade! as described on page 85 of the Kings of War hardback rulebook. The Orcs are attempting to invade the Ogre's territory to stop the Kingdoms of Men from building the Great Wall.

4) Place Terrain

As this battle takes place on the Ardovikian Plain you should try to create a large, open battlefield with some terrain such as hills or rocky outcrops. To give your game a real sense of the background story, you could place a half-built wall in the starting area of the Ogres. Terrain should be placed following the guidelines on page 84 of the Kings of War hardback rulebook.

**5) Set-up**

As normal, see page 84 of the Kings of War hardback rulebook.

6) Who Goes First?

The player using a Good army goes first in this battle.

7) Duration

As normal, see page 84 of the Kings of War hardback rulebook.

**Special Rules****Bring Down the Wall!**

The orcs sense that this could be their time! A chance to pillage the Successor Kingdoms and take what they need. As a result, once they're in sight of the Great Wall they fight with renewed vigour. During this battle when an Orc unit is in their opponent's half of the table, they gain the Headstrong special rule.

You Ain't the Boss!

Normally, the subservient Red Goblins are happy to do the bidding of their Ogre masters but with the energies of the Abyss pumping through their veins, they're abnormally eager to get stuck into combat. The benefit of this appetite for violence

is that the Red Goblins are particularly vicious in melee... the downside is that as the red mist descends, they get a little confused about what they're meant to be doing. In this battle, Red Goblins gain the Vicious Special Rule and Yellow Bellied Special Rule (page 75 of the Kings of War hardback rulebook).

Battle Results

If the forces of Good win this battle, they'll have the opportunity to build the gigantic wall north of the Successor Kingdoms, which will stop the advance of the greenskins southwards. If the forces of Evil win this battle, the Orcs will begin massing in even larger numbers and a makeshift camp will be built on the Ardovikian Plain, while the Orcs bide their time and wait to strike against the Kingdoms of Men.

BATTLE 6:

OPPORTUNITY KNOCKS

Location: Forest of Galahir

Although you can accuse Goblins of being cowardly, timid and weak, you certainly can't fail to note their incredible cunning. Like a predator waiting to strike, they pick on the weaker targets and quickly overwhelm them in a flurry of sharp knives and teeth. In the war against the Abyss, with the Green Lady's focus firmly to the east, it has left the Forest of Galahir open to attack and the Goblins are never ones to pass up an opportunity for their own advancement. The ancient trees of Galahir will make perfect fuel for their ingenious, if somewhat unpredictable, machines. As a result, like of swarm of locusts they've descended on the forest - hacking, burning and chopping whatever trees they can find. Meanwhile, with the Green Lady's attention elsewhere, it's left to the Forces of Nature that have remained behind to hold off the Goblin attack.

1) Prepare Your Forces

You and your opponent pick armies using the process described in 'Picking a Force' on page 76 of the Kings of War hardback rulebook.



There is no points limit for this battle and players can choose the forces they want to use - however one force must be Good and the other must be Evil. Both players may use the new heroes and units described in this book.

2) Choose a Gaming Area

Depending upon the points limit you've decided with your opponent we recommended the following sizes:

Less than 1,500: play on a 4' x 4' area
More than 1,500: play on a 6' x 4' area

3) The Scenario

In this scenario, the forces of Good are attempting to protect the forest, while the forces of Evil want to cut down as many trees as possible to build their war machines. For this battle, terrain can be held in the same way as Objective Markers.

Victory Points

Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Obstacle you hold
- 2 Victory Points for each Hill, Difficult or Impassable piece of terrain you hold

Any pieces of terrain that are entirely on your opponent's half of the board are worth double their normal Victory Points.

Designer's Note:

This scenario is heavily dependent upon terrain. Please ensure that you follow the terrain guidelines on page 84 of the Kings

of War hardback rulebook. However, the terrain does not have to be symmetrical but try to ensure that one player is not massively penalised by not having any pieces of difficult or impassable terrain entirely on their opponent's half of the board.

7) Duration

As normal, see page 84 of the Kings of War hardback rulebook.

Battle Results

If the forces of Good win this battle, they'll protect what remains of Galahir from the opportunist Goblins. The druids left behind to protect this ancient land will invoke the spirits of the forest to grow a protective line of thick trees and vines around its edges to stop future assaults from those who wish to damage the venerable woods. If the forces of Evil win this battle, huge parts of Galahir will be cut down or burnt to the ground in order to fuel new and even more wicked warmachines designed by the Goblins. Who knows what terrible trickery they'll be able to unleash...

4) Place Terrain

As this battle takes place in the Forest of Galahir, you should attempt to create a lush forest with plenty of trees to block line of sight. Terrain should be placed following the guidelines on page 84 of the Kings of War hardback rulebook, as mentioned previously.

5) Set-up

As normal, see page 84 of the Kings of War hardback rulebook.

6) Who Goes First?

The player using an Evil army goes first in this battle.



