

Warhammer: Shadow of the Horned Rat FAQ/Walkthrough

by stratifier

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Warhammer Shadow Of The Horned Rat Walkthrough v1.01 [PS PAL Version]

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0. Copyright:

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1. Introduction: 001

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This walkthrough will guide you through each of the forty-four missions of the game. The mission guide will help you deploy your troops correctly and give you step-by-step instructions to complete each battle. The guides will also include enemy lists, magic items, acceptable losses, and the key moment of each battle. Also included in this walkthrough are some general hints, a description of all magic items, and a full index of all the game's units' characteristics.

2. General tips: 002

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The optimal method of winning most battles is from afar. Your artillery and wizards will do most of the damage; your cavalry and infantry will have a more defensive role, apart from the first few missions. The reason for this is due to the fact that you are almost always heavily outnumbered, and because the game's combat system is somewhat unpredictable.

The most important character in the game is your Amber Wizard. He has the perfect mix of spells that can kill single enemy characters, decimate large enemy units, and block certain parts of the battlefield. Therefore, you should try and build up his experience as quickly as possible. Once the Amber Wizard reaches 3000 experience points you should refrain from killing with him, due to him receiving no more spells and so further experience points are not necessary.

Always try to kill as many of the enemy as you can. Apart from one mission (Patrol (i)), letting enemy units flee is a waste of experience points. When a battle has been won, make sure to mop up as many of these units as is possible.

Never leave a unit's AI on (bar a very few select instances).

Try to minimise the time spent selecting and targeting units in real time. Instead, press select during the game and use the shoulder buttons to navigate to the unit that you wish to select.

Read the full strategy part of the mission guides before attempting the mission itself. It will give you a general overview of how the battle will (hopefully!) unfold.

3. Mission tree: 003

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I have split the game into four different sections: the Early Missions, the Path To Zhufbar, Zhufbar To Loren, and From Loren To Victory. Three of the sections have a pretty linear path and only allow you to choose whether you want to avoid the odd mission here and there. The Path To Zhufbar section however, splits into three significantly different paths which will affect which friendly units your army will be able to hire. The mission tree is below - mission names that have been capitalized are unavoidable (given the route taken), those that are not may be avoided. Any mission with an "(a)" beside it represents an ambush, i.e. there is no deployment allowed. Further clarification of the sections and paths are illustrated in the "Mission search tag" section.

i. The Early Missions:

PROTECT SCHNAPPLEBURG
escort to holst (i) (a)
escort to holst (ii) (a)
SVEN CARLSSON
PATROL (i) (a)
patrol (ii) (a)
RESCUE ILMARIN
ORC PURSUIT

ii. The Path To Zhufbar:

A:
MARCH TO ZHUFBAR (i) [Goblin Battle]
MARCH TO ZHUFBAR (ii) [Squig Hoppers]
mole machine
MARCH TO ZHUFBAR (no battle)

B:
REVENGE (no battle)
VANBERG
AGAINST THE GRAIN
BRIDGE OVER THE RIVER WEISS
slave train
shattered pass
TO LOREN (no battle) [Becomes Path C] or
MARCH TO KARAK HIRN (aka MARCH TO ZHUFBAR (iii)) (a) [Becomes Path D]

C:
ESCORT TO LOREN FOREST (no battle)
surprise attack
valley of the trolls
the vermin burrows
MARCH TO ZHUFBAR (iii) (a) [Becomes Path D]

D:
MARCH TO ZHUFBAR (iv) [Attacked Keep]
counter attack
MARCH TO ZHUFBAR (no battle)
squatter's rights
MARCH TO ZHUFBAR (no battle)
GRUMM'S GATE / THE LISTENING GATE

iii. Zhufbar To Loren:

the iron fort
SLAVE ASSAULT
rat trap
ESCORT ENGROL GOLDTONGUE (i) [The Dragon's Hall]
escort engrol goldtongue (ii) [Rescue Bright Wizard] (a)
decoy
bandits' hideout
capture guy gourard
TO LOREN (i) (a)
extermination*
bugman's brewery
TO LOREN (ii) [No Battle]*
to loren (ii) (a)*
to loren (iii) (a)*

*If the Extermination mission is avoided, then you will be ambushed twice after the two Dwarf missions. You must at least attempt Extermination or you will be ambushed (even failing the mission will mean avoiding the ambushes).

iv. From Loren To Victory:

patrol loren (i) (a)
patrol loren (ii) (a)
POISONED WIND
RESCUE
THE FINAL BATTLE (i)
THE FINAL BATTLE (ii)

4. Mission search tags: 004

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Section One:

Protect Schnappleburg	S101
Escort To Holst (i)	S102
Escort To Holst (ii)	S103
Sven Carlsson	S104
Patrol (i)	S105
Patrol (ii)	S106
Rescue Ilmarin	S107
Orc Pursuit	S108

Section Two:

March To Zhufbar (i)	S209
March To Zhufbar (ii)	S210
Mole Machine	S211

Vanberg	S212
Against The Grain	S213
Bridge Over The River Weiss	S214
Slave Train	S215
Shattered Pass	S216

Surprise Attack	S217
Valley Of The Trolls	S218
The Vermin Burrows	S219

March To Zhufbar (iii)	S220
March To Zhufbar (iv)	S221
Counter Attack	S222
Squatter's Rights	S223
Grumm's Gate	S224
The Listening Gate	S225

Section Three:

The Iron Fort	S326
Slave Assault	S327
Rat Trap	S328
Escort Engrol Goldtongue (i)	S329
Escort Engrol Goldtongue (ii)	S330
Decoy	S331
Bandits' Hideout	S332
Capture Guy Gourard	S333
To Loren (i)	S334
Extermination	S335
Bugman's Brewery	S336
To Loren (ii)	S337
To Loren (iii)	S338

Section Four:

Patrol Loren (i)	S439
Patrol Loren (ii)	S440
Poisoned Wind	S441
Rescue	S442
The Final Battle (i)	S443
The Final Battle (ii)	S444

5. Mission guides: 005

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Protect Schnappleburg (100/400) S101
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Units To Use:

Grudgebringer Cavalry (GC) (1)
Grudgebringer Infantry (GI) (2)

Enemies:

Goblin Stickers (20)
Goblin Wolf Riders (12)

Magic Items:

Sword Of Might, located amongst the trees in the center of the battlefield.

Deployment:

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 xxx 1xx
xx 2 x
x x
x x
x x
x x
x x
xxxxxxxxxxxxx

Place your GC as close to the Goblin Stickers as possible. Put the GI at the bottom left of the northern house in the deployment zone, and have them set to walk the left of the clump of trees that hides the sword.

Strategy:

A pretty straightforward battle to begin with. Have your GC attack the Goblin Stickers once the battle begins. The Wolf Riders will appear shortly after and head towards the center of the village, where your GI will be waiting for them. By the time the Wolfriders attack them, they're Sticker counterparts should have broke. Use your GC to charge them from behind, which should pretty much end the battle. Make sure to mop up any fleeing enemy Wolf Rider unit with your cavalry and send the infantry to get the Sword of Might.

Comments:

An easy battle, just make sure that no more than eight of your men get killed so as to have fully replenished squads for the next mission.

Key Moment:

Whether or not your GI can hold up the Wolfriders before the proverbial cavalry arrives.

Acceptable Losses:

Eight men.

Reinforcements:

Eight men.

Escort To Holst (i) (400/400) S102
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Units To Use:

Grudgebringer Cavalry

Grudgebringer Infantry

Enemies:

Goblin Stickers (10)

Goblin Stickers (8)

Orc Boyz (9)

Magic Items:

None.

Deployment:

None.

Strategy:

A fairly similar plan to that of the previous battle here. Select the GC and have them attack the Stickers on the left flank, and make sure to turn off the AI when you select them. On the right flank, have your GI attack the other Sticker unit. The Orcs will shortly turn up and head down towards your GI. Hopefully by this time your GC will have broken the Stickers so bring them across to charge the Orcs from behind, which should quickly end the battle.

Comments:

You might have to manually manoeuvre the GC around the convoy when you send them across to fight the Orcs (just send them under it).

Key Moment:

Once again it's whether the GI can hold out until help arrives.

Acceptable Losses:

Five men.

Reinforcements:

Mercenary Crossbows.

Escort To Holst (ii) (400/400) S103

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Units To Use:

Grudgebringer Cavalry

Grudgebringer Infantry

Mercenary Crossbows (MC)

Enemies:

Goblin Stickers (12)

Goblin Stickers (9)

Goblin Stickers (12)

Goblin Stickers (11)

Magic Items:

None.

Deployment:

None.

Strategy:

Select your GI and have them attack the first Sticker unit on the right (remember to also deselect AI on the unit), and send your GC ahead to attack the second unit that appears. The MC play an important role in this battle. As soon as you send the other two units ahead, select them (and turn off their AI) and move them in front of the convoy. It's easiest to move them up parallel to the convoy until they're ahead and then cut them off. Once in front of them, sort out the rank of the men so it's two rows of six (thus allowing more men to shoot). By now the third Sticker unit should have emerged and will be descending down upon your GC. If you're quick you should be able to fire two volleys off at them, which should seriously weaken or break them. Either way they shouldn't be a problem for your GC. The last Sticker unit will shortly emerge from the north as either the convoy moves around you or your GC run down a broken enemy unit. Again, use your MC to weaken/break the enemy, and let your cavalry finish them off.

Comments:

Blocking the convoy with your MC delays the arrival of the last Sticker unit so you shouldn't be overrun at all in this battle.

Key Moment:

None really, as long as you block the convoy and the GC/GI don't run into trouble against their first Sticker units you should be fine.

Acceptable Losses:

Six men.

Reinforcements:

Eleven men.

Sven Carlsson (0/1300*) S104

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Units To Use:

- Grudgebringer Cavalry (1)
- Grudgebringer Infantry (2)
- Mercenary Crossbows (3)

Enemies:

Hiln's Guard (7)

Clanrat Warriors (13)
Clanrat Warriors (14)
Clanrat Warriors (11)

Magic Items:

Dragon Blade, located in the snowman in the north-eastern area of the map.

Deployment:

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x 1 x

x 3 x

x 2 x

x x

x x

xxxxxxxxxxxx

Place your GC just to the left of the clump of trees at the north-eastern corner of the deployment zone. Underneath both them and the other set of trees place the MC. Have them facing the east so that they'll be ready to fire upon the Skaven units, and make sure that their rank is two rows of six. To their right place the GI (also facing east), making sure to have them slightly more forward so as to tackle any Skaven that get through the MC's fire.

Strategy:

Once the battle starts, immediately have your GC engage Hiln's Guard. They're an annoyingly difficult unit to break despite their small number. Once the first Skaven unit emerges, target it with your MC. The aim here is to break at least one of the units before they reach you. The terrain causes a natural bottleneck so although the enemy come one after another, it's better than a simultaneous attack. The first unit usually scatters after a couple of rounds of crossbolts. By now your GC should have finished with Hiln's Guard, so you can return them to their starting position, where they'll be ready to rear-charge any unit that attacks your MC. Alternatively, if the MC break an enemy unit they may flee right towards your GC, where you can easily run them down. You'll probably only have time for one shot at the second unit (if any), so wait until they're just about to charge before shooting. Should they go for your MC, you can throw the strategy out the window and just plough your GI and GC into the battle (scoring at least one side/rear charge from one of them). If the Skaven attack your GI you could probably get away with continuing to aim your fire at them without hitting your own units. If it's too close, just fire at the third Skaven unit. If your GI are getting into trouble you can send in the GC, although this will probably block the MC's line of fire. Once the battle is over, send the MC up to get the Dragon Blade.

Comments:

This is the first battle wherein you use your artillery to keep the enemy at arm's length while saving your infantry for defence only. It's the best tactic for most of the battles, as we will see.

*The reason why I put 1300 for the mission payment is because you always get 200 deducted due to Hiln being killed.

Key Moment:

You need a bit of luck with your MC to break at least one Skaven unit.

Acceptable Losses:

Ten men.

Reinforcements:

Ten men.

Patrol (i) (200/200)+(20 per Skaven killed) S105
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Units To Use:

Grudgebringer Cavalry
Grudgebringer Infantry
Mercenary Crossbows

Enemies:

Clanrat Warriors (16)
Clanrat Warriors (17)
Clanrat Warriors (14)

Magic Items:

None.

Deployment:

None.

Strategy:

There isn't much scope for strategy here. To buy myself a bit of time, I usually send the GC forward a small bit, and then make them go around the set of three rocks near to where all your units start. In this time your MC should be able to get a couple of rounds in at the first Skaven unit, who initially target your GC and so will go out of their way to follow them. While the GC are circling around I put the GI at the set of rocks so that the GC lead them right into me (seeing as they're weakened by the MC the Skaven unit shouldn't pose a problem). The second Skaven unit will be heading your way all too quickly. After firing their second volley, have the MC target this second unit instead. By now your GC should have completed their circle and ended up beside the MC. Wait for the second Skaven unit to charge your MC and then rear-charge them with your GC. That should take care of the first two units, which leaves one more. They will more than likely rear-charge your GC, so you're going to need a bit of luck in that your GC will hold. Hopefully the GI will have dealt with the first unit by now so send them in too. If not, send in the MC (seeing as their line of sight will probably be blocked anyway). This should take care of the initial battles, you can basically whittle down any reformed units with your MC after that and mop them up with either the GC or GI. However, make sure that at least one Skaven escapes, otherwise you won't face a second ambush.

Comments:

It's a tough start having to organise all three units quickly (removing their AI/changing the MC's ranks) so it might take a couple of goes. If there's a

lull in the action (enemy units reforming far away), then move your MC to higher ground, ie the lighter shades on the map.

Key Moment:

The third Skaven unit hitting your GC from behind. You're not relying on any unit to break so them holding is the only bit of luck that you require.

Acceptable Losses:

Ten men (between both missions).

Reinforcements:

None.

Patrol (ii*) (200/200)+(20 per Skaven killed) S106
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Units To Use:

Grudgebringer Cavalry
Grudgebringer Infantry
Mercenary Crossbows

Enemies:

Clanrat Warriors (12)
Clanrat Warriors (10)
Clanrat Warriors (12)

Magic Items:

None.

Deployment:

None.

Strategy:

Even less room for strategy here! Move your GC out of the MC's line of fire and target any incoming unit with crossbows and the Grudgebringer. There really isn't much more I can say than that!

Comments:

*If any Skaven escape from the previous battle you will get ambushed again. The battlefield shapes into a nice bottleneck so it prevents you from getting too overrun too quickly.

Key Moment:

Nothing really, I suppose breaking the first Skaven unit early would help but other than that.

Acceptable Losses:

Ten men (between both missions).

Reinforcements:

Ten men.

Rescue Ilmarin (0/1000) S107
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Units To Use:

Grudgebringer Cavalry (1)

Mercenary Crossbows (2)

Amber Wizard (AW) (3)

Enemies:

Clanrat Warriors (14)

Rat Ogre x2

Stormvermin (11)

Stormvermin (15)

Magic Items:

Shield Of Ptolos, located amongst the trees to the west.

Deployment:

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x 3x

x 2 x

x 1 x

x x

xxxxxxxxxxxxx

Place AW at the most north-eastern corner so as to be in range of both Rat Ogres from the beginning. Place your MC beside him and a small bit more behind, making sure that they've a line of fire to the Clanrat Warriors. Place your GC near enough to help them, but not get in their way.

Strategy:

There's no need to bring the GI for this battle; even the GC will see little action. The list of enemies is a bit deceiving as they come at you in three easy waves. Once the battle starts, try and cast a Hunting Spear on the Rat Ogre that is nearest to the Dwarves. If you don't have enough power then fall back behind the MC and move your GC up a little seeing as it's likely that the Clanrat Warriors will reach your crossbowmen. If you do have enough power, hit the oncoming Skaven with the Curse of Anraheir and then try and take out the other Rat Ogre with a Hunting Spear. Once you have them cursed, focus all your magic on killing the two Rat Ogres, if they're still alive. Through a combination of magic, crossbows and combat the Clanrat Warriors should be gone in no time. This should mean it's just the Stormvermin left. Curse whichever unit is in front to block the other and hit it with your MC, Hunting Spear and Grudgebringer. Once the unit breaks, lift the curse and place it on the other unit and again hit it with everything you've got. There's a chance that your GC will be called into combat but the Stormvermin shouldn't be a problem.

Of course, the Stormvermin might get held up by the Dwarves. If so, then use AW's Hunting Spears to pick a few off and then revert to the above strategy should the Dwarves break. Use AW to mop up any remaining Skaven (the quicker he earns new spells the better), and send the GC to the west to get the Shield Of Ptolos.

Comments:

You acquire the AW before this mission. It is very possible to do this using just the MC and AW, it just takes a bit of luck. Should a Rat Ogre manage to get into combat with one of your units then I'd just restart.

Key Moment:

Getting some magic points early (at least five points over the first two cycles) is crucial.

Acceptable Losses:

Ten men.

Reinforcements:

Black Avengers.

Ten men.

Orc Pursuit (0/0) (2x Experience Points Awarded) S108

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Units To Use:

- Grudgebringer Cavalry (1)
- Grudgebringer Infantry (2)
- Ceridan (3)
- Mercenary Crossbows (4)
- Amber Wizard (5)

Enemies:

- Black Orcs (15)
- Orc Boyz (18)
- Orc Arrer Boyz (10)
- Orc Boyz (12)
- Orc Boyz (16)
- Orc Big 'Uns (15)
- Orc Boyz (8)

Magic Items:

None.

Deployment:

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xxxxxxxxxxxxxxxxxxxxx
x          5        x
x        243       x
x          1        x
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x x

xxxxxxxxxxxxxxxxxxxx

Place AW behind the trees in the north-north-eastern part of the deployment zone, which will allow him to hit both flanks. Place your MC under AW and a bit to the left, with Ceridan to their right and the GI slightly ahead of them to the left. Place the GC in the south-west in a position out of the way, but yet not too far away should they need to enter combat.

Strategy:

The basic strategy is for the MC to take care of the left, AW to take care of the right, and the Dwarves to hold in the middle until the aforementioned units can concentrate on the center together. Once the battle starts, have AW and MC target the newly uncovered Big 'Uns on the left flank. Once the second magic cycle begins, have AW focus on the Black Orcs, hitting them with Hunting Spears and slowing them down with the Curse of Anraheir. Have the MC focus on the Orc Boyz heading down the left flank if they don't go for the Dwarves, otherwise keep hitting the Big 'Uns. If the Orc Boyz make it down to attack you, get the GI to tie them up and bring around the GC to help them (the GC's only purpose on the right flank is to be there in case the Black Orcs get to AW, which is unlikely). By now the Dwarves will have probably broke, but your flanks should be clear. Have AW curse whichever unit is heading towards you the quickest (usually the Big 'Uns), and start hitting the other two units one at a time with your MC and AW's Hunting Spear. The Orcs should be aiming for AW, so all you need to do is have him circle around the trees a small bit to avoid them. Because of how awkwardly the bigger units move around corners and how close they will be to your MC, you should have ample opportunity to take them out. If they're getting too close to either AW or the MC, just send in Ceridan to tie them up. Your GC and GI should be able to take care of any unit that manages to squeeze through anyway. Now you should just be left with the Orc Arrer Boyz and the Orc Boyz holding Carlsson's family. Stick AW behind a tree and get him to mow down the Arrer Boyz with his Hunting Spear, and simply move within range of the Orc Boyz and do the same.

Comments:

The first battle that needs a bit of thinking about, and is one of the most satisfying missions in the game. Again you should be taking minimal casualties here as most of the killing will be done from afar.

Key Moment:

The length of time the Dwarves hold for pretty much decides how easy or hard this mission will be.

Acceptable Losses:

Five men.

Reinforcements:

None (unless you choose the "Revenge" path after this battle, in which case there will be seventeen men available as reinforcements before your next battle, or you choose the March To Zhufbar path, in which case there will be ten men available).

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Units To Use:

- Grudgebringer Cavalry (1)
- Vannheim's 75th (VS) (2)
- Dwarf Warriors (DW) (3)
- Ceridan (4)
- Mercenary Crossbows (5)
- Amber Wizard (6)

Enemies:

- Night Goblins (24)
- Night Goblin Shaman Champion
- Goblin Archers (23)
- Goblin Stickers (24)
- Night Goblins (18)

Magic Items:

None.

Deployment:

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                xxxxxxxxxxxxxxxx
    xx          6 5x
    xx          1x
    x4          2 x
    x3          x
    xxxxxxxxxxxxxxxx

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Place Ceridan on the most western point of the deployment zone, and have him run to the rock just north-west of his starting position. Put the Dwarves behind him. On the opposite flank put the MC across from the rock at the most eastern point and angle them to the north-west. Place AW behind the rock and slightly to the right, the GC behind the MC (with a bit of room to shoot the Grudgebringer), and put VS behind them. The deployment looks a bit weird but the enemy change who they go for depending on the starting positions of your units.

Strategy:

Once the battle starts have your MC target the nearby Night Goblins. The Night Goblin Shaman Champion should move into range within the first magic cycle so use AW's Hunting Spear to kill him. Next use the Curse Of Anraheir to slow down the (same) Night Goblin unit. Once that unit breaks, keep hitting it with the MC and AW. Next, send your GC and VS out to attack the Goblin Archers and Stickers, who should both be making their way over from the west. The Night Goblin unit on that side should now be descending on Ceridan. His only job here is to draw the lethal Fanatics out of the group and hold the unit up. Try and circle Ceridan around the rocks so that the Night Goblins will have to attack him from the south (leaving themselves open to a rear-charge). Once the Fanatics have been drawn out and are either dead or away from the unit, send the DW up to help Ceridan (Night Goblins hate Dwarves but the rear-charge makes up for this). With all the enemy units engaged in combat they really shouldn't be much of a match for your troops.

Comments:

You acquire Vannheim's 75th before this battle, as well as some reinforcements (ten men). This can be a frustrating mission due to the Fanatics and their random movement (as well as the variance of hand to hand combat in this game). Nonetheless, you should be looking to suffer no more than five casualties.

Key Moment:

The first two magic cycles: you need to take out the Shaman and curse the Night Goblins early to make things easy.

Acceptable Losses:

Five men.

Reinforcements:

None.

March To Zhufbar (ii) (0/2000) S210
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Units To Use:

Grudgebringer Cavalry
Vannheim's 75th
Dwarf Warriors
Ceridan
Mercenary Crossbows
Amber Wizard

Enemies:

Squig Hopper x7

Magic Items:

None.

Deployment:

None.

Strategy:

Not a whole lot to this mission. Once it begins, quickly move your GC, VS and DW to either flank, and keep them as far south as possible. Move Ceridan up towards the pole as bait, and take the Squig Hoppers out with a combination of Hunting Spears and crossbows.

Comments:

Pretty easy as long as you get a decent amount of magic.

Key Moment:

None.

Acceptable Losses:

None.

Reinforcements:

None.

Mole Machine (0/0) S211

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Units To Use:

- Grudgebringer Cavalry (1)
- Vannheim's 75th (2)
- Dwarf Slayers (DS) (3)
- Dwarf Warriors (4)
- Mercenary Crossbows (5)
- Amber Wizard (6)

Enemies:

- Skavenslaves (32)
- Rat Ogre x3
- Stormvermin (18)
- Grey Seer
- Skavenslaves (29)
- Stormvermin (19)
- Skavenslaves (32)
- Clan Moulder Packmaster

Magic Items:

None.

Deployment:

xxxxxxxxxxxxxxxxxxxxxx

x 346 x

x x

x 1x

x 52 x

xxxxxxxxxxxxxxxxxxxxxx

Put AW behind the center of the rocks. Put the DS to the left of AW, leaving a bit of a gap so AW can launch Hunting Spears around (behind) them. Have them facing the west, ready to charge into any passing units. The rocks will probably protect them from any side-charges but seeing as they never break it doesn't really matter anyway. Line the DW up the same way on AW's right (but having them facing east obviously). Next place the GC on the right flank, about half way between the bottom of the deployment zone and the rocks. Place VS at the very bottom of the zone underneath the DS, and angle them north-westerly. Their main job is to protect the MC from any enemy units that break through. To their left place the MC.

Strategy:

This battle appears pretty daunting at first with all the units, but it's not overly difficult. The aim is to knock out the big threats with AW before they reach you, and to break up the oncoming units with your MC and by cursing them. Once the battle begins, have your MC target the nearest Stormvermin unit. Take out the Grey Seer as soon as possible with AW's Hunting Spear. Use the Curse Of Anraheir to slow down the Skavenslave unit coming down from the right, and if they start moving over (i.e. they begin to come from you from the rock's left) then wait until they get in front of the Stormvermin unit before casting it. Use any remaining magic to take out the Rat Ogres, starting with the one on the right flank. It is difficult to make a step by step guide after this point due to the constant breaking of the Skaven units so I'll just give a few general tips. Always have your MC aim at Stormvermin (unless they're all fleeing) and make sure that they never enter combat by using VS. You will probably need to manually charge into passing units with your Dwarfs, but they'll be so close that they'll never miss. On the right flank the GC can rear-charge any unit that fights with the DW, while on the left you can fire away into any battle with the MC seeing as it's unlikely that a DS will be hit (the VS can also be sent in of course). Make sure to always cancel the Curse Of Anraheir on a unit once they're fleeing to maximise the distance that they have to recover. Once the main force is repelled, move forward with AW and take out the Clan Moulder Packmaster, the last Rat Ogre and the Mole Machine.

Comments:

You acquire the Dwarf Slayers before this battle, and the Dwarf Warriors will be leaving you afterwards. It is surprising just how easily the Skavenslaves will break, especially once charged from behind. Make sure to keep an eye on your Dwarf units so you don't let an enemy unit pass you by.

Key Moment:

The second and third magic cycles; if you get enough points to take out the Seer, apply the Curse and take out at least one Rat Ogre it should be pretty straightforward.

Acceptable Losses:

Any of the Dwarf Warriors, and six others.

Reinforcements:

Dwarf Crossbowmen.

Vanberg (500/1000) S212
=====

Units To Use:

Grudgebringer Cavalry (1)
Mercenary Crossbows (2)
Amber Wizard (3)

Enemies:

Goblin Wolf Riders (18)
Orc Boar Boyz (12)

Goblin Wolf Riders (15)
Goblin Wolf Riders (16)

Magic Items:

None.

Deployment:

For this mission I like to rotate the camera so that it is placed behind your troops, looking up at the enemy.

xxxxxxxxxxxxx

```
x         x
x         x
x         x
x         x
x         x
x         x
x         x
x         x
x         x
x         x
x         x
x         x
x         132x
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xxxxxxxxxxxxx

Place the MC in the south-eastern corner of the deployment zone between the house and rock, facing east. Left of them place AW, also facing east, and left of him place the GC, again facing east.

Strategy:

The strategy here is to get your troops into a position where they can strike the enemy, but because of the map's terrain and the enemy's AI they can't reach you. Once the battle begins send your MC in between the house and the southern rock (you may have to change their formation and manually charge them to get them through). Once they're east of the house, manually charge them up to the rock just above the house. Have them facing towards the gap and change their formation back to two rows of six if necessary. Send AW in behind them, moving him as close as possible to them (he won't be casting any Hunting Spears in this battle). Behind him, send in the GC. Manually charge them in as far as possible and then get them to turn around so that they're facing towards any enemy units that might break through (ie face them in the direction that they came from. If all your units are positioned correctly, the enemy will be unable to engage you and will instead just mill around your deployment area, where your MC can easily pick them off. Once there is only one remaining enemy unit you can either use the MC again, or instead charge them with your GC and then curse them with AW, which will cause the enemy to flee.

Comments:

When an enemy unit has been reduced to just five or six units then it is possible that they'll make it through the gap to attack your MC. Should this happen then simply cast AW's Curse Of Anraheir. Your MC won't try to run the fleeing enemy unit down so you can just continue as normal once they break. You acquire the 1st and 2nd Carlsson Guard before this mission.

Key Moment:

Positioning your troops correctly at the beginning.

Acceptable Losses:

Five men.

Reinforcements:

Ragnar's Wolves.
1st Mortar Crew.
2nd Mortar Crew.
Fifteen men.

Against The Grain (0/1000) S213
=====

Units To Use:

Grudgebringer Cavalry (1)
Mercenary Crossbows (2)
Amber Wizard (3)
1st Mortar Crew (M1) (4)
2nd Mortar Crew (M2) (5)

Enemies:

Orc Boyz (16)
Orc Boyz (22)
Orc Arrer Boyz (15)
Orc Boyz (18)
Orc Big 'Uns (18)
Orc Boyz (15)
Orc Arrer Boyz (20)

Magic Items:

None.

Deployment:

For this mission I like to rotate the camera so that it is placed behind your troops, looking up at the enemy.

xxxxxxxxx

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x          xxxxxxxx
x          x
x          x
x          x
x          x
x          3 x
x2         x
x451       x
xxxxxxxxxxxx
```

Place the two mortar units side by side at the south-western corner of your deployment zone. Ahead of them place the MC, and to their (the mortars') right place the GC. Put AW behind the trees in the center of your deployment zone.

Strategy:

The enemy never seems to follow a set pattern at the beginning of the mission (sometimes units head to the village and other times to you), so the advice given here will be somewhat generalised. After a minute or two, an enemy unit should begin making its way towards you. Aim all your artillery (mortars and MC) at them, and slow them down with AW's Curse Of Anraheir if necessary. As soon as one unit breaks, switch target (and remember to uncurse them too). The main part of the battle is just a repetition of the above. The enemy units come in a staggered approach towards you, with two combat units coming at you from the start while the other three units go for the village (the Arrer Boyz just stay in the village). You shouldn't really be overrun at any stage, but if you are there's a couple of ways to deal with it. The first wave of enemy units should be gunning for the AW, so you can easily outmanoeuvre them by rounding the trees while your artillery continue firing at them. The other option is to send in your GC. After the enemy combat units have been dealt with, the two Arrer Boyz units will be left in the village. I normally send AW to the bottom of the ridge and behind the trees to pick off the fifteen strong unit with Hunting Spears, and let the GC take care of the bigger unit. (When sending the GC in to attack, don't just engage the enemy. Instead, move them right in front of them. The enemy will turn their back on you in and attempt to manoeuvre backwards, at which point you can charge in, greatly increasing the likelihood of them breaking.)

Comments:

You are deducted 100 from your payment if any buildings are destroyed.

Key Moment:

None.

Acceptable Losses:

Eight men.

Reinforcements:

None.

Bridge Over The River Weiss (0/0) S214

=====

Units To Use:

Grudgebringer Cavalry (1)
Amber Wizard (2)

Enemies:

Orc Big 'Uns (12)
Goblin Wolf Riders (16)
Orc Boyz (15)
Orc Boyz (18)
Night Goblins (18)
Night Goblin Shaman Champion
Orc Arrer Boyz (18)
Goblin Wolf Riders (15)

Magic Items:

None.

Deployment:

For this mission I like to rotate the camera so that it is placed behind your troops, looking up at the enemy.

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  x          2          x
  x          x
x          1 x
x          x
x          x
x          x
xxxxxxxxxxxxxxxxxxxxx

```

Place AW behind the trees beside the building and have him set to move right behind them. Put the GC on the eastern flank of your deployment zone.

Strategy:

Use AW's Hunting Spear to take out the Night Goblin Shaman Champion once the battle begins. Use any remaining magic to pick off some Orc Boyz. Once the Goblin Wolf Riders attack your GC, use AW's Curse Of Anraheir to make them flee. Once the GC have run them down, send them up to take out the Orc Arrer Boyz (making sure to move right beside the unit and charging as they attempt to manoeuvre backwards).

Comments:

There isn't much point trying to stop the majority of the Orc army from crossing; unless you go to extreme measures to prevent them then it is largely impossible, and with probably the game's hardest mission coming soon it makes little sense to go to such measures. I think the number of Orcs that have to escape for this mission to be a fail is around 50.

Key Moment:

Having enough magic points to curse the Goblin Wolf Riders.

Acceptable Losses:

Eight men.

Reinforcements:

Twenty men.

Slave Train (0/200*) (2x Experience Points Awarded) S215

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Ragnar's Wolves (RW) (2)
- 1st Carlsson Guard (C1) (3)
- 2nd Carlsson Guard (C2) (4)

Amber Wizard (5)

Enemies:

- Goblin Wolf Riders (14)
- Goblin Stickers (18)
- Goblin Stickers (19)
- Goblin Stickers (16)
- Goblin Wolf Riders (12)
- Goblin Wolf Riders (14)
- Goblin Wolf Riders (15)

Magic Items:

Sword Of Heroes, located west of the church.

Deployment:

For this mission I like to rotate the camera so that it is placed behind your troops, looking up at the enemy.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

x 12		x
x		x
x		x
x	543	x
x		x

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Place the GC and RW in the north-western corner of the deployment zone. Place AW behind the trees in the center, and to his right place the C1 and C2. Have the Carlsson's Guards in narrow formations (five rows of two) as it makes it easier to run enemies down.

Strategy:

The first Goblin Wolf Rider unit will attack one of your cavalry units: charge the adjacent unit into the battle to help. The second unit will descend down the battlefield to your infantry. Again, send in the adjacent unit to help and then cast AW's Curse Of Anraheir to break the enemy. Your cavalry should now be free, so send them after the Goblin Wolf Rider unit that is farthest away (both the remaining two units should be heading down towards your infantry). Once they do reach one of your infantry units, again charge in with the free unit and then curse the enemy. With all the Goblin Wolf Rider units now taken care of, the mission will be a victory (yes, despite the Goblin Stickers marching off with the slaves). Don't forget to send Ragnar's Wolves to the church to get the Sword Of Heroes.

Comments:

You can attack the Goblin Sticker units at the end if you wish, but as they offer so little experience (plus the fact that there's a very tough battle ahead) I feel that the best option is just to let them go.
*One of the rescued slaves gives you 200 crowns after the battle.

Key Moment:

Having enough magic points available so that your infantry isn't in combat for too long.

Acceptable Losses:

Ten men (with no more than five being from the GC and RW combined).

Reinforcements:

None.

Shattered Pass (0/2000) S216

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Ragnar's Wolves (2)
- Grudgebringer Infantry (3)
- 1st Carlsson Guard (4)
- 2nd Carlsson Guard (5)
- 3rd Carlsson Guard (C3) (6)
- Mercenary Crossbows (7)
- 1st Mortar Crew (8)
- 2nd Mortar Crew (9)
- Amber Wizard (0)

Enemies:

- Black Orcs (16)
- Black Orcs (18)
- Black Orcs (15)
- Troll
- Black Orcs (20)
- Orc Arrer Boyz (17)
- Night Goblins (19)
- Black Orcs (15)
- Doomdivers (5)
- Doomdivers (5)
- Goblin Stickers (22)
- Orc Arrer Boyz (23)

Magic Items:

Potion Of Strength, located in the north-eastern corner of the battlefield, beside the rocks.

Deployment:

```
xxxxxxxxxxxxxxxxx
x   4  65  x
x           x
x02317      x
x  89      x
x           x
x           x
x           x
xxxxxxxxxxxxxxxxx
```

Place all three units of Carlsson's Guards at the top of your deployment zone, with C1 somewhat western so as to attract the enemy units. Have the AI on each unit turned on; once the battle begins they're mostly on their own. Have each unit set to move to the north-eastern corner of the

battlefield (make sure not to send them too close to the Potion Of Strength however). Put AW directly behind the rock at the mid-western point of your deployment zone, and south-east of him place RW (making sure that there is enough room for AW's Hunting Spears). To the right of RW place the GI, the GC and the MC, having the latter slightly ahead of the other units. Behind RW place the two mortars, having both facing north-north-west.

Strategy:

Once the battle begins, have your mortars fire off a round each at the Arrer Boyz. After that, switch their aim to the central Black Orc unit (it consists of eighteen orcs). Have AW curse the first enemy unit that is descending upon your troops and use any remaining magic to take out the Troll with Hunting Spears. Have the MC target the cursed unit and uncurse them once they break (repeat the process, assuming that the Troll has been taken care of). Up north, circle Carlsson's Guards around so that they're facing the oncoming enemies and then leave them be. From here, it is difficult to provide a step-by-step strategy due to variance of mortars hitting and units breaking so I'll just give some general advice. Don't target the Arrer Boyz with magic or artillery until all enemy combat units have been destroyed; their aim is so poor that it doesn't really matter. Use GI's Potion Of Strength: the unit doesn't play a big part in the campaign after this (plus they can always get a refill in the Loren missions). Don't be afraid to enter combat: when one of your units gets charged send in the other two immediately. Also, of course, be proactive: if your MC or AW is about to be attacked then get in there first with one of your units. Once the enemy's combat units have been taken care of, send your strongest cavalry unit (usually RW) in to take care of the Arrer Boyz and the Doomdivers, and remember to give them the Potion Of Strength.

Comments:

You acquire the 3rd Carlsson Guard before this battle.

Key Moment:

Taking out the Troll early is important as he can totally wreck your defensive line if a couple of your units flee.

Acceptable Losses:

1st Carlsson Guard.
2nd Carlsson Guard.
3rd Carlsson Guard.
Twenty-five (other) men.

Reinforcements:

Twenty men.

Surprise Attack (0/0*) S217

=====

Units To Use:

Grudgebringer Cavalry (1)
Ragnar's Wolves (2)

Grudgebringer Infantry (3)

Ceridan (4)

Enemies:

n/a

Magic Items:

Banner Of Arcane Protection, located in the Orc camp between the two western tents.

Potion Of Strength, located directly north of the rock situated in the north-east of your deployment zone.

Deployment:

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          xxxxxxxxxxxx
         xx          43x
        xx2          x
       x            x
      x            x
     x            x
    x            x
   x            x
  x            x
 x            x
x 1 x
xxxxxxxxxx
```

Place RW at the north-western corner of the deployment zone and have them set to go for the magic item. On the opposite corner put the GI, and have them set to go for the other magic item. To their left place Ceridan, giving him instructions to go straight past the magic item as a diversion. At the bottom of the deployment zone place the GC.

Strategy:

Begin the battle with everyone moving towards their pre-arranged positions. Once the first enemy unit emerges from the north, send Ceridan in to tie them up. As soon as the GI get their item, turn them around and send them down towards the GC. Once RW obtain their item, have them face the enemy and wait for the chance to retreat.

Comments:

*This mission will always be failed regardless of whether you actually defeat the entire Orc army.

Key Moment:

None.

Acceptable Losses:

Two men.

Reinforcements:

None.

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Ceridan (2)
- Mercenary Crossbows (3)

Enemies:

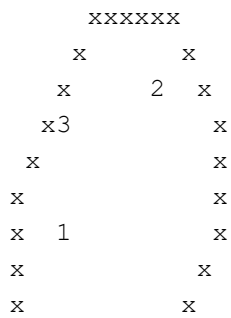
n/a

Magic Items:

Banner Of Wrath, located next to the three small lava pools north of the deployment zone.

Potion Of Strength, located at the base of the lava flow past the two trees just east of the deployment zone.

Deployment:



xxxxxxxxxxxx

Place the MC next to the rock at the north-west of the deployment zone and have them set to advance towards the item. Put Ceridan in front of the large lava pool at the top, and place the GC about five flags under the MC, facing south.

Strategy:

The aim of this mission is to get the MC to the magic item and then to keep them out of trouble until you can retreat. Once the battle begins, all the trolls should go for Ceridan so the MC should get to the magic item easily enough. As soon as they do, send them to the edge of the battlefield from the direction that they initially came from. Once they're at the edge you can manually break them once charged and they will flee without loss. You can risk doing the same with the (now engaged) GC or instead wait for the call to retreat.

Comments:

I opt not to go for the Potion Of Strength in this mission. With there being three of them available in missions prior to and after this one I don't feel that it is necessary to try and obtain (what would be with great difficulty) an additional one. This is a very luck based mission which will take a few retries, with the upside being that each try will only take two or three minutes.

*This mission will always be failed regardless of whether you actually defeat all of the Trolls.

Key Moment:

The amount of time that Ceridan can hold out.

Acceptable Losses:

Five men (but no more than three from a unit).

Reinforcements:

None.

The Vermin Burrows (0/0*) S219

=====

Units To Use:

Grudgebringer Cavalry (1)

Black Avengers (2)

Ceridan (3)

Enemies:

n/a

Magic Items:

Banner Of Arcane Protection, located north-west of your deployment zone (from the north-west corner).

Potion Of Strength, located amongst the rocks north of your deployment zone (from the center).

Deployment:

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x2 3 x

x x

x x

x x

x 1x

xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Place the BA in the north-west corner of the deployment zone and have them set to march to the Banner Of Arcane Protection. Also, set their formation to the narrowest one possible to allow them to move easier. A bit to their right place Ceridan, and have him set to march north (his role is purely that of a diversion). In the south-eastern corner place the GC, having them face south.

Strategy:

As soon as the BA get their item, send them back to the bottom of your deployment zone, manually charging them as close to the bottom of the screen as possible. Once the enemy charges you, manually retreat (do the same with the GC): being right at the edge of the battlefield means that your units will suffer no losses.

Comments:

As in the previous mission, the Potion Of Strength isn't worth going for because of its precarious position.

*This mission will always be failed regardless of whether you actually defeat the entire Skaven army.

Key Moment:

None.

Acceptable Losses:

Two men.

Reinforcements:

None.

March To Zhufbar (iii) (0/2000) S220

=====

Units To Use:

- Grudgebringer Cavalry
- Ragnar's Wolves
- Dwarf Warriors (DW)
- Mercenary Crossbows
- Amber Wizard

Enemies:

- Orc Shaman Marak
- Orc Big 'Uns (18)
- Orc Boyz (19)
- Orc Boyz (22)
- Black Orcs (12)
- Orc Arrer Boyz (14)
- Rock Lobber Crew (4)

Magic Items:

None.

Deployment:

None.

Strategy:

Once the battle begins, send the GC to the eastern edge of the map to make sure that a couple of enemy units will go for them (you don't have to move too far up the battlefield). While they're moving, bring RW back to the left of the MC, and change the latter's rank if needs be. Move AW behind the MC and switch all your units' AI off. Bring the GC back to the south-west corner of the map; the Orc Big 'Uns and the Shaman should now be aiming for them. Let your MC fire one volley at the Big 'Uns and then switch their

target to the Black Orcs, who should be appearing around the trees to the left. Use AW's Hunting Spear to take out the Shaman, and send the GC from the south-west corner to the north-west one. Curse the nearer of the Orc Boyz units that are heading towards you and charge them with your DW. Send RW in against the Black Orcs if they haven't broke (run them down if they have). Have the MC target the Arrer Boyz once the Black Orcs have been taken care of and all other enemy units are in combat or out of range (you can move them closer than normal to the enemy for a better shot if you wish, as the enemy artillery rarely engages you in combat). Up north, send the GC into battle against the Rock Lobber Crew if it looks like they'll have enough time to defeat them before the Big 'Uns reach them. If not, hit them a couple of times with the Grudgebringer to try and disable the Lobber and then send them back south to your starting position. By now, both Orc Boyz units and the Black Orc unit should be defeated so just the Big 'Uns should remain. Use AW and the MC to break them and run them down with the cavalry of your choice.

Comments:

If your MC break the Big 'Uns with their initial hit, then they will no longer chase your GC once they reform. Also, don't forget to use the MC's newly acquired Banner Of Wrath.

You acquire the Dwarf Warriors before this mission.

Key Moment:

Taking out the Shaman early. His Wyvern seems to be quicker than your cavalry (despite what the manual says), and so he can chase down your GC, ruining your strategy.

Acceptable Losses:

Fifteen men.

Reinforcements:

None.

March To Zhufbar (iv) (0/2000) S221

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Ragnar's Wolves (2)
- Dwarf Warriors (3)
- Mercenary Crossbows (4)
- Amber Wizard (5)

Enemies:

- Orc Big 'Uns (20)
- Orc Boyz (20)
- Orc Boar Boyz (15)
- Orc Arrer Boyz (24)

Magic Items:

None.

Deployment:

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x3 1 4x
x5 x
x2 x
x x
x x
x x
x x
xxxxxxxxxxxx

Place the DW at the north-western corner of the deployment zone, and behind them put the AW. Underneath him, place RW, having them face to the west. A couple of flags to the DW's right place the GC, and put the MC in the north-eastern corner.

Strategy:

Once the battle begins, send the DW in against the Orc Boyz. Move the MC up towards the Arrer Boyz, stopping momentarily to hit them with crossbolts and the Banner Of Wrath. Continue to move close to the unit as it causes them to back off, preventing them from firing. In the center, engage the Boar Boyz with your GC and have AW use his Curse Of Anraheir to make them flee. Use any remaining points on casting Hunting Spears against the Big 'Uns (once the Boar Boyz have been run down curse them next). If the Big 'Uns defeat the NPC Dwarves and are heading towards AW, send in RW to finish them.

Comments:

A pretty straightforward mission; you should suffer minimal casualties here.

Key Moment:

None.

Acceptable Losses:

Eight men.

Reinforcements:

Leitdorf 9th Crossbows
Fifteen men.

Counter Attack (0/1000*) S222

=====

Units To Use:

- Grudgebringer Cavalry (1)
Grudgebringer Infantry (2)
Dwarf Warriors (3)
Leitdorf 9th Crossbows (LC) (4)
Mercenary Crossbows (5)
Amber Wizard (6)

Enemies:

Orc Boyz (22)
Orc Boar Boyz (19)
Orc Boar Boyz (18)
Orc Big 'Uns (16)
Orc Big 'Uns (20)
Orc Arrer Boyz (29)
Orc Arrer Boyz (26)
Rock Lobber Crew (4)
Rock Lobber Crew (4)
Rock Lobber Crew (4)

Magic Items:

None.

Deployment:

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x 3x
x 1x
x 4x
x 256 x
x x

xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Place the DW in the north-eastern corner of the deployment zone, facing west. A couple of flags behind them place the GC (also facing west), and a couple of flags behind them (on the green ground) place the LC, having them face north-west. South-west of the LC place the MC, making sure to leave a big enough gap for AW's Hunting Spears, who you should place between (and slightly behind) the two crossbow units. To the MC's left place the GI.

Strategy:

Once the battle begins, have the MC and LC target the nearest Boar Boyz unit in the slim hope of getting them to break with one volley. Once they've fired (and regardless of the outcome), switch both units' aim to the nearest Big 'Uns unit, and have AW curse the nearest Boar Boyz unit to make them flee. By now the enemy should be almost upon you, with the Orc Boyz unit likely already in combat with your DW. The second Boar Boyz unit should be heading towards your archers; manually charge the GC into them from the side. Switch your archers and AW's attention to the second Big 'Uns unit who should be descending towards them. If they make it down close to them, send in the GI to hold them up. If all the enemy combat units are engaged, use AW's Hunting Spears to help the GC defeat the Boar Boyz, and then send them in against whichever of your units is having the most difficulty against the two Big 'Uns units. Your crossbowmen should be targeting any fleeing/reformed combat unit that they have a line of sight to; if there are none then target the nearest Arrer Boyz unit. Once the enemy's combat units have been defeated, you can either shoot it out with the Arrer Boyz or risk sending in your GC and getting hit by the Rock Lobber Crew (I recommend basing your decision on the number of Lobber Crews that have malfunctioned). Finally, to defeat the Lobber Crews I'd recommend sending the AW up from the western flank to the rear of the three crews so he can safely use his Hunting Spear to pick them off.

Comments:

You acquire the Leitdorf 9th Crossbows before this mission. There's quite a bit of luck involved in this mission; the strategy above should see you win the battle each time, but the amount of casualties suffered depends a lot upon when enemy units break and how well your troops fare in close combat.
*You get 300 for each Rock Lobber destroyed, plus a bonus of 100 for destroying them all.

Key Moment:

The DW holding up the Orc Boyz and Big 'Uns before the GC can help them.

Acceptable Losses:

Eighteen men.

Reinforcements:

None.

Squatter's Rights (0/600) S223

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Grudgebringer Infantry (2)
- Black Avengers (3)
- Leitdorf 9th Crossbows (4)
- Amber Wizard (5)

Enemies:

- Goblin Stickers (20)
- Goblin Stickers (23)
- Goblin Wolf Riders (15)
- Goblin Wolf Riders (16)

Magic Items:

Talisman Of Obsidian, located between the house and trees on the eastern flank.

Deployment:

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x3           4 x
x 1       5  2 x
x           x
xxxxxxxxxxxxxxxxx
```

Place the LC on the eastern flank, with the GI behind them. Have the GI set to walk to the LC's left once the battle begins. Place the BA to the right of the house located in the north-western part of the deployment zone, and have the GC behind them and to the right, facing the north-west. Between the GC and GI place the AW.

Strategy:

Once the battle begins, target the eastern Goblin Stickers unit with the LC

and AW, and send the BA after the other unit. The Goblin Wolf Rider units should be heading for the LC; send in the GC to stop the first one and the GI for the other. Curse both enemy units as soon as possible to make them break (target the GC's one first as you can dispel it once the enemy breaks (to cast on the GI's unit) and they will still be run down by your cavalry. Once the battle ends, let the GC pick up the magic item.

Comments:

A pretty straightforward mission. If you're having money problems, i.e. you would have less than 1000 crowns after completing this mission (plus reinforcements), then don't bring the GI. For each livestock killed, you are deducted ten gold crowns.

Key Moment:

Having enough magic to cast the Curse Of Anraheir twice in a short space of time.

Acceptable Losses:

Ten men.

Reinforcements:

Eight men.

Grumm's Gate (0/2000) S224

=====

Units To Use*:

Grudgebringer Cavalry (1)
Ragnar's Wolves (2)
Grudgebringer Infantry (3)
Dwarf Warriors (4)
Leitdorf 9th Crossbows (5)
Mercenary Crossbows (6)
Amber Wizard (7)

Enemies:

Goblin Shaman Zarag
Goblin Archers (24)
Night Goblins (27)
Goblin Wolf Riders (22)
Goblin Wolf Riders (18)
Goblin Archers (20)

Magic Items:

None.

Deployment:

xxx
xx12 xx

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xx 3 xx
xx 56 7xx
xx x
x x
x 4 x
```

xxxxxxxxxxxxxxxxxxxx

Place AW to the right of the trees in the middle of the deployment zone. On the left of them, place the GC and RW. Have both units set to move to right outside the gates once the battle starts. Behind the cavalry have GI, with them set to march towards the shade of ground that is more gray than green. Behind the GI place the LC and MC and have them set to march to the shade of ground before the GI's target. Place the DW directly in front of the caravan, making their formation as wide as possible. The slower the caravans reach the gates, the more time you have to take out the enemy and get everyone in position.

Strategy:

Once the battle begins, take out the Shaman with AW's Hunting Spear(s). Once the Night Goblins get into range, stop the LC and MC and take aim, and then continue moving them upwards. One of the Wolf Rider units should be now heading down towards the AW; use his Curse Of Anraheir to rout them. The other Wolf Rider unit will be heading for either your cavalry (in which case send in both units to easily deal with them), or the GI. If it's the later, turn them to face the enemy. Now is the time to start moving the AW upwards: if the cursed Wolf Rider unit has fled south uncurse them and curse the unit fighting your GI (once the original unit regroups they will target your DW). If they haven't fled south then use Hunting Spears to help the GI. Once the crossbowmen reach the gate, turn them around to target the Night Goblins, if they have a line of sight. By now, most of your army should have bypassed the DW so move them up in front of the trees that had been in your deployment zone. Once the gate opens the enemy units will head for them, so it's good to get them in a position where they can't be fully surrounded. Once the gate does open, your units will have to move right into the center of the entrance to get in.

Comments:

*If you can't afford all the units, then don't bring the GI. If you still can't afford it, then leave out the MC instead (or both if needs be).

Key Moment:

Breaking the Night Goblins with your first volley is pretty important, especially due to the Fanatics hidden inside the unit.

Acceptable Losses:

Ten men.

Grudgebringer Infantry. (Your infantry play a very limited role in the game from here, so losing one of them is acceptable.)

Dwarf Warriors. (This is the perfect unit to sacrifice for this mission; you do retain control of them should they survive but their effectiveness drops somewhat when faced with Skaven rather than greenskins.)

1st Mortar Crew. (The mortars are helpful but not essential in the Zhufbar missions, and become useless once you reach Nuln where you can hire better artillery. I would recommend firing them upon reaching Zhufbar should you still have them.)

2nd Mortar Crew. (As above.)

Reinforcements:

Dwarf Crossbowmen.

The Listening Gate (0/2000) S225

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Units To Use*:

Grudgebringer Cavalry (1)
Ragnar's Wolves (2)
Grudgebringer Infantry (3)
Dwarf Warriors (4)
Leitdorf 9th Crossbows (5)
Mercenary Crossbows (6)
Amber Wizard (7)

Enemies:

Orc Boyz (15)
Rock Lobber Crew (4)
Rock Lobber Crew (4)
Rock Lobber Crew (4)
Orc Arrer Boyz (18)
Orc Big 'Uns (23)
Orc Boar Boyz (16)
Orc Arrer Boyz (16)

Magic Items:

None.

Deployment:

xxxxxxxxxx
x 21x
x 5x
x 6x
x 73 x
x x
x 4 x
xxxxxxxxxxxxxxxx

Place RW to the right of the trees and put the GC to the right of them.
South-east of the GC deploy the MC and have them facing north-easterly.
South-east of them place the LC and have them facing in the same direction.
Place the GI again to the south-east of the LC, and face them eastwards.
Behind the GI put the AW. Place the DW directly in front of the caravan, with
their formation as wide as possible.

Strategy:

Once the battle begins, send the GC north to engage the Orc Boyz. Send RW up
north too, and have them attack the Orc Boyz from the rear once they engage
in combat with your GC. Have the LC and MC fire their first volley of shots
against the nearest Lobber Crew and then switch their aim (along with any
Hunting Spears) to the Big 'Uns. The Orc Boyz unit should break pretty
quickly; send RW north to take out the Lobber Crew that is not on the hill,

and once the Big 'Uns unit breaks from crossbow fire, manually run them down with your GC. As soon as the Big 'Uns have broken send both the LC and MC towards the gate. By now the Orc Boar Boyz should be bearing down on your GI so cast the Curse Of Anraheir upon them. Once they have been cursed start sending the AW towards the gate, stopping occasionally to launch a Hunting Spear at the nearest Rock Lobber Crew. Once you have run the Big 'Uns down, send the GC in against one of the Rock Lobber Crews. Your GI should now be free so send them north towards the gate, and do the same with the GC once they have defeated any of the remaining Rock Lobber Crews. By now, most of your army should have bypassed the DW so move them up in front of the trees that had been in your deployment zone. Once the gate opens the enemy units will head for them, so it's good to get them in a position where they can't be fully surrounded. Once the gate does open, your units will have to move right into the center of the entrance to get in.

Comments:

This mission is more difficult than Grumm's Gate, mainly because you can't set up your army around the gate and wait for it to open until you've destroyed the three Rock Lobbers (you do however receive 50 crowns for each Rock Lobber destroyed). *If you can't afford all the units, then don't bring the GI. If you still can't afford it, then leave out the MC instead (or both if needs be).

Key Moment:

The Boar Boyz unit breaking early is important as the GI can get caught behind the slow moving caravans.

Acceptable Losses:

Ten men.

Grudgebringer Infantry. (Your infantry play a very limited role in the game from here, so losing one of them is acceptable.)

Dwarf Warriors. (This is the perfect unit to sacrifice for this mission; you do retain control of them should they survive but their effectiveness drops somewhat when faced with Skaven rather than greenskins.)

1st Mortar Crew. (The mortars are helpful but not essential in the Zhufbar missions, and become useless once you reach Nuln where you can hire better artillery. I would recommend firing them upon reaching Zhufbar should you still have them.)

2nd Mortar Crew. (As above.)

Reinforcements:

Dwarf Crossbowmen.

The Iron Fort (0/0)+(200 per Dwarf saved) S326
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Units To Use:

Grudgebringer Cavalry (1)

Black Avengers (2)

Mercenary Crossbows (3)

Dwarf Crossbowmen (DC) (4)

Amber Wizard (5)

Enemies:

Stormvermin (18)
Stormvermin (17)
Clanrat Warriors (21)
Stormvermin (14)
Stormvermin (19)
Clanrat Warriors (26)
Clanrat Warriors (27)
Clanrat Warriors (23)
Clanrat Warriors (20)
Stormvermin (14)
Stormvermin (14)

Magic Items:

None.

Deployment:

```
xxxxxxxxxxxxxxxxxxxxx
x      5      x
x              x
x      324    x
x      1      x
xxxxxxxxxxxxxxxxxxxxx
```

Place AW hidden behind the pillar and south-west of him line up the MC, the BA and the DC, having the BA slightly ahead of the other two units. Behind the BA put the GC, who won't be playing much of a role in this battle.

Strategy:

The main goal of this mission is to get enough experience for AW so that he will have all three extra spells. By now he should have one extra, or at least be very close to getting it. For this mission I'm going to assume that he still only has his two original spells. Once the battle begins, have your MC and DC target the Stormvermin unit on the right flank, and have AW target the one on the left (curse it as soon as possible). (If there are more than four enemy units attacking you then your troops are deployed too far forward, or AW isn't hidden. At the very top of the map there should be two Clanrat Warrior units and a Stormvermin unit, and a bit behind them should be another Stormvermin unit.) If the Stormvermin to the left break quickly, then change targets to the Clanrat Warriors. Should they make it down, attack them with your BA and they should deal with them easily. Don't shoot the fleeing Stormvermin unit on the right, save them for AW to kill, i.e. only shoot them when necessary. After the initial wave has been repelled, edge forward with AW to the small fort. Move forward a small bit more until you uncover the Clanrat Warrior pack to the right. Once you spot them you should be in range of one of the units above you. Pick them off with Hunting Spears. It may take a while as they'll break and possibly need to regroup to be in your range again. When they're finished with edge forward again, and you'll probably trigger the newly uncovered Clanrat Warrior unit to attack you. Curse them and hit them with Hunting Spears until they too are destroyed (circle the fort if they get too close). Move up to the rock just north of the fort to be within range of the second group and hit them with Hunting Spears as well. After that, advance past the rock and look around the corner to the west to uncover another unit. Curse and spear that one too and head up to the pillar located north-west of the rock. From here you can pick off the Stormvermin unit. Move slightly ahead again (stay in line with the corner on the left)

and you can reach the one of the Clanrat Warrior units. After this you'll have to move forward to trigger the Dwarves' escape. Ignore the emerging Stormvermin and take out the last Clanrat Warrior unit in the usual manner. Now focus on the nearest Stormvermin unit, who should be shooting badly at the fleeing Dwarfs. Use the usual Curse/Spear combo to take them down (you'll probably have to lift a curse from a unit once they break and cast it on the other one as you fall back towards your deployment zone. Move the BA out of the way to make a hole for the Dwarfs should they try and escape that way. And lastly, stay well clear of the Stormvermin when you finish the unit off as their Warfire Thrower will explode.

Comments:

It doesn't really matter if a few Dwarfs get killed, this mission is all about your Amber Wizard. It can be tedious at times but it ensures that you should now have all the spells.

Key Moment:

You need a small bit of luck to break the first four units but other than that there's nothing.

Acceptable Losses:

Five men.

Reinforcements:

None.

Slave Assault (0/750) S327

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Vannheim's 75th / Ragnar's Wolves (2)
- Mercenary Crossbows (3)
- Dwarf Crossbowmen (4)
- Amber Wizard (5)

Enemies:

- Skavenslaves (29)
- Skavenslaves (26)
- Skavenslaves (28)
- Skavenslaves (22)
- Skavenslaves (24)
- Skavenslaves (23)
- Rat Ogre x2
- Skavenslaves (27)
- Skavenslaves (26)

Magic Items:

Banner Of Might, located amongst the rocks north of the top pillar in the middle column.

Deployment:

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xxxxxxxxxxxxxxxxxxxxx
x           531x
x           42x
x           x
x           x
xxxxxxxxxxxxxxxxxxxxx
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It is crucial to get the deployment right. Put the GC at the most north-eastern point of the deployment zone and have them set to move straight ahead into the corner. Behind them have VS/RW. Beside the GC place the MC and have them move set to move to the tile with the black mark on it (three tiles down from the edge of the wall). Behind them have the DC and have them set to move to two tiles south-west of the marked tile (there should be one tile diagonally between the two flags). Place AW left of the MC and have him set to move behind the well.

Strategy:

The aim of this mission is to get your Amber Wizard the last of his spells. There's a good chance that you already have all three, in which case you can easily do this mission by using only him and by jumping around the battlefield with his Flying Bower and cursing/entangling/dooming the enemy units. Even with just the Flying Bower and Flock Of Doom it is straightforward (as long as you don't move forward and trigger the enemy reinforcements early). Therefore I'm going to assume that you didn't get one of those two spells, i.e. you have the Tangling Thorn and one other spell. You should only need around 500 more experience points so you only need to kill three Skavenslave units and the Rat Ogres to reach this, the rest of the enemy units can be killed by your archers. Once the battle begins your units will start moving into position. Move the VS/RW in behind the GC (they're only here to collect the Banner Of Might). Wait until the first Skavenslave unit gets into a position the is between the well and the corner of the wall, and cast Tangling Thorn upon it. If you cast it at the correct time the unit will completely block the rest of the other units from passing by it. Start firing upon the untangled units with your crossbowmen and AW (if AW has the Flock Of Doom then this mission will be quickly over, if not just use the Hunting Spear). An enemy unit might circle around the well and come at you from the west. If this happens, first curse them to slow them down and then get your crossbowmen to target them once they get into their line of sight. Kill as many fleeing units with AW as possible without moving onto the darker ground, and let him kill all of the entangled unit (you may have to move to their rear for the Hunting Spear to hit them seeing as they're entangled). Once the initial units are killed move forward with AW to trigger the enemy reinforcements. Take out the two Rat Ogres and start falling back if necessary. Next try to entangle one of the Skavenslave units and curse the other. You should be able to destroy both units using only AW but if they get too close, just fall back to your crossbowmen who should take care of them. Use AW to mop up any Skavenslave units still fleeing around the map, and remember to get the Banner Of Might with VS/RW.

Comments:

You acquire the 1st Dwarf Iron Breakers before this battle.

Key Moment:

Having enough magic points for the first Tangling Thorn, and getting it positioned correctly.

Acceptable Losses:

None.

Reinforcements:

Ten men.

Rat Trap (0/500)+(25 per man selected) S328

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Vannheim's 75th / Ragnar's Wolves (2)
- Grudgebringer Infantry (if available) (3)
- Black Avengers (4)
- Dwarf Slayers (5)
- 1st Dwarf Iron Breakers (6)
- 2nd Dwarf Iron Breakers (IB2) (7)
- Mercenary Crossbows (8)
- Dwarf Crossbowmen (9)
- Amber Wizard (10)

Enemies:

- Stormvermin (18)
- Clanrat Warriors (24)
- Clanrat Warriors (23)
- Warfire Thrower x2
- Stormvermin (15)
- Clanrat Warriors (25)
- Clanrat Warriors (22)
- Stormvermin (20)
- Stormvermin (19)

Magic Items:

None.

Deployment:

```

xxxxxxxxxxxxxxxxx
x          10 6x
x           9x
x          78 x
x54          x
x 132        x
xxxxxxxxxxxxxxxxx

```

Place AW at the edge of the puddle as far north as possible and have him set to walk to the set of rocks that are beside the cliff (not the nearer set of rocks). Place your DC on the fourth flag to the east of your deployment zone, and have them facing north-westerly. Place the MC slightly behind and beside them, facing the same way and have the IB2 beside them. Put the IB1 above the DC, facing west. Both Iron Breaker units are with you for just this mission, so don't be afraid to use them. Put your GC a couple of flags in from the very

bottom of your deployment zone, and put your GI and VS/RW east of them. Have VS/RW facing east. Above the GC place the BA and to their left have the DS.

Strategy:

The previous Zhufbar battles were about getting AW's spells. This one is about improving your crossbowmen, in particular the MC. The majority of your infantry/cavalry are really only here to increase your payment at the end of the battle, although a couple of units will probably have to enter combat. Unlike previous missions I can only give a general strategy rather than a step by step one, due to the unpredictability of enemy units breaking. The aim here is to split the enemy army into two: one half descending upon you and the other chasing AW. Start the battle by having AW walk towards the rocks. This will cause enemy units to get in each other's way as they try to get to him. Have your crossbows target any units that don't appear to be heading for AW, and have AW use his Curse Of Anraheir and the Tangling Thorn to slow them down. Use any spare magic points to take out the Warfire Throwers - they can still hit AW when he uses his Flying Bower so they're really his only danger. As the enemy closes in on your wizard, cast the Flying Bower and move him up towards the rocks at the north-west point of the map. Once there take out the other Warfire Thrower and wait until the enemy reach you again before heading down to the set of rocks nearest your deployment zone, i.e. not the ones next to the cliff. During all this your MC and DC should be repelling the enemy units heading their way. If an enemy unit reaches your infantry/cavalry, use the DS to attack them, and if they attack your archers then send in the Iron Breakers to delay them (and keep firing at the enemy even when they're in combat with them). If they're in big danger of being attacked, use AW's Flock Of Doom to decimate a unit, or, if he's up the north at the time, send in VS/RW as a last resort. Once there are only fleeing/cursed/entangled units left, use your MC to pick them off.

Comments:

You acquire the 2nd Dwarf Iron Breakers before this mission. The Black Avengers, Mercenary Crossbows and Amber Wizard all receive +1 (or +2 according to the Troop Roster) to their armour rating after (before?) the battle. During the battle, try and kill as little Stormvermin as possible with AW. By all means, if he's up north and a fleeing enemy unit is heading off the map then go for them but you want to save as much of them as possible for your crossbowmen (your MC in particular). Don't, however, be afraid to take out a couple of Clanrat Warrior units, as it is easy to become overrun. Lastly, if an entangled unit gets hit by Warfire they will be set free, so you may want to use the Tangling Thorn on a unit that is not in its line of fire.

Key Moment:

There's no one moment that will change the battle, but I suppose after both Warfire Throwers are dead you can breathe a little easier.

Acceptable Losses:

Any of the Dwarves.
Five men.

Reinforcements:

None.

=====

Units To Use:

Grudgebringer Cavalry
Dwarf Hammerers (DH)
Ceridan
Dwarf Envoy (DE)
Mercenary Crossbows
Amber Wizard

Enemies:

Orc Big 'Uns (19)
Black Orcs (23)
Orc Big 'Uns (20)
Orc Big 'Uns (20)

Magic Items:

None.

Deployment:

None.

Strategy:

This is a straightforward battle. Use the Flying Bower to move AW into the northern half of the battlefield to trigger the enemy's arrival. Once there, use the Tangling Thorn on any of the units and head back to your part of the battlefield, somewhere on the eastern flank. While you're waiting for the enemy to move down, move your MC also to the eastern flank so that they've a clear line of fire at the enemy. As the enemy units start moving down, hit them with your MC. You can also move your GC alongside the MC to fire off their Grudgebringer but it isn't really worth it. Should an enemy unit start getting close, you can either curse them or use the Tangling Thorn on them instead. No unit should reach you though so hopefully the Tangling Thorn will still be intact on its initial victim. When the other three units have been dealt with, release the last unit. Once they get to the northern edge of the Dragon's range, use the Tangling Thorn on them again. Move your MC to the southern edge of the Dragon's range and let them eliminate the enemy. Once all of them have been killed, move AW west so he won't have to go through the Dragon's line of fire, and then move him north again with the Flying Bower.

Comments:

You gain the Dwarf Hammerers and the Dwarf Envoy before this mission, but lose all the other Dwarf units. This battle will purely be about the MC gaining more experience.

Key Moment:

None.

Acceptable Losses:

None.

Reinforcements:

Keeler's Longbows.
Ten men.

Escort Engrol Goldtongue (ii) (400/400) S330

=====

Units To Use:

Grudgebringer Cavalry
Ceridan
Dwarf Envoy
Mercenary Crossbows
Keeler's Longbows (KL)
Amber Wizard

Enemies:

Goblin Wolf Riders (9)
Goblin Wolf Riders (12)
Goblin Wolf Riders (11)
Goblin Wolf Riders (14)

Magic Items:

None.

Deployment:

None.

Strategy:

This is a very easy battle, and one where one of your recently underused units can gain a few experience points. Move your GC slightly forward and await the first Wolf Rider unit's attack. While waiting, move your AW in behind them to ensure that he's in range. Once the Wolf Riders are in combat (or have even charged), cast the Curse Of Anraheir on them. They will quickly flee and your GC will run them down. This will be the modus operandi for the rest of the mission. The first thing to do however, is to get rid of the Bright Wizard (to stop him casting spells at the last unit and preventing you from cursing them). Move AW to below the trees that are south of him (the Bright Wizard), and cast the Curse Of Anraheir upon him. This will cause him to flee and at the end of the mission it will say display that the mission was failed as you were routed from battle but it doesn't matter: you can still hire the Bright Wizard. Next, you need to cover the Wolf Riders' escape routes to make sure that they will run out into the open and not off the map when fleeing. Move KL and Ceridan to the west and position KL in between the two sets of trees. Move Ceridan up past KL until you reach a position where he's north of where the Bright Wizard was. Move the AW to the east of the Bright Wizard's position. Next, curse any of the Wolf Riders and run them down with the GC once they move south-west and into the open. Repeat the process for the last two units.

Comments:

Your GC unit should gain almost 500 experience points here, which should push them close to the 2000 mark.

Key Moment:

None.

Acceptable Losses:

Five men.

Reinforcements:

Bright Wizard.

Carroburg Greatswords.

Nuln Halberdiers.

Imperial Great Cannon Crew.

Cannon Crew.

Hellblaster Crew.

Forty men.

Decoy (100/200) S331

=====

Units To Use:

Grudgebringer Cavalry (1)

Amber Wizard (2)

Enemies:

Bandits (11)

Bandits (14)

Bandits (11)

Bandits (12)

Bandits (15)

Bandits (15)

Magic Items:

None.

Deployment:

xxxxxxxxxxxxxxxxxxxxx

x x

x x

x2 1x

x x

x x

x x

xxxxxxxxxxxxxxxxxxxxx

Not really important but AW to the west, the GC to the east.

Strategy:

I'd recommend not selecting any unit other than the Amber Wizard. The enemy is just too poor and unrewarding to try anything difficult. Simply kill all the units using the Flock Of Doom. It doesn't even matter if you lose all three of the caravans.

Comments:

If you choose to do neither this mission or the Capture Guy Gourard one and instead leave immediately for Loren, the Emperor will summon you and give you command of a unit of his Reiksguard Knights. For the purpose of this guide I'm going to assume that you chose to do these missions instead. Ultimately the choice is yours, but if you do choose to take them then select them when you're about to enter Loren (after the two Dwarven missions) to view a minor additional cut scene.

Key Moment:

None.

Acceptable Losses:

None.

Reinforcements:

None.

Bandits' Hideout (0/1000) S332

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Vannheim's 75th (2)
- Amber Wizard (3)
- Imperial Great Cannon Crew (IG) (4)

Enemies:

- Bandits (15)
- Bandits (12)
- Bandits (16)
- Bandits (15)
- Bandits (11)

Magic Items:

Armour Of Meteoric Iron, located amongst the trees in the north-west region of the map (after the camera has been rotated for deployment).

Deployment:

For this mission I like to rotate the camera so that it is placed behind your troops, looking up at the enemy.

xxxxxxxxxxxxxxxxx
x x
x x

x 3x
x x
x 124 x

xxxxxxxxxxxxxxxxxxxx

Place the IG in the south-east corner of the deployment zone and have it angled half way north-westerly so that it can hit both the gap to the smaller camp and straight forward at the enemy units from the main camp. Place the AW at the western point of the deployment zone (out of the IG's line of fire) and place the GC and VS to the left of the IC.

Strategy:

This mission is really just target practice for the IG, with AW there to help out if its accuracy goes awry. Target the two units from the small camp first. If the first two hits go astray have AW block the route by either cursing or entangling the first unit. This should give you enough shots to take care of both units. If any survivors break through just send in one of your cavalry units to take care of them. After this switch the IG to the main camp's Bandits. Have AW switch flanks and have him entangle the first unit from the main camp that reaches you. Curse the second, and this should give the IG more than enough shots to take out all three units. Once all the enemy units have been dealt with, send VS north to get the Armour Of Meteoric Iron.

Comments:

If a unit from either camp does manage to break through, don't be afraid to use AW's Flock Of Doom to destroy them. Now that VS have both the Armour Of Meteoric Iron and the Banner Of Might, they're going to be a force to be reckoned with when in combat.

Key Moment:

None.

Acceptable Losses:

None.

Reinforcements:

Ten men.

Capture Guy Gourard (0/350) S333

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Amber Wizard (2)
- Imperial Great Cannon Crew (3)

Enemies:

- Guy Gourard's Bandits (18)
- Guy Gourard's Bandits (23)
- Guy Gourard's Bandits (15)
- Guy Gourard's Bandits (16)

Magic Items:

None.

Deployment:

For this mission I like to rotate the camera so that it is placed behind your troops, looking up at the enemy.

xxxxxxxxxxxxxxxxxxxx

```
x          23x
  x        1x
    x      x
      x    x
        x  x
          x x
            x
```

Have the IG as far to the north-east as possible (facing north-north-west), as this is the highest point in the deployment zone. To its left place AW and underneath it place the GC.

Strategy:

This is basically just more target practice for the IG. Take out the first two units (slowing them down if necessary with AW) and use AW's Flying Bower to lure out the other two units located in the north-west. Return him to the deployment zone and take those two units out using the same method as before.

Comments:

You need to kill Guy Gourard in order to complete this mission, i.e. you can't let him flee.

Key Moment:

None.

Acceptable Losses:

None.

Reinforcements:

Ten men.

To Loren (0/0) S334

=====

Units To Use:

- Grudgebringer Cavalry
- Grudgebringer Infantry
- Carroburg Greatswords (CG)
- Dwarf Hammerers
- Ceridan
- Dwarf Envoy
- Keeler's Longbows

Amber Wizard

Enemies:

Clanrat Warriors (19)
Stormvermin (19)
Clanrat Warriors (18)
Clanrat Warriors (23)
Clanrat Warriors (21)
Stormvermin (18)
Grey Seer
Stormvermin (16)
Stormvermin (18)

Magic Items:

None.

Deployment:

None.

Strategy:

A lot of the previous missions have been about maximising the amount of experience that some of your units can acquire. This one is purely about winning and getting through with as little damage as possible. As you may notice in the 'Units To Use' part above, you will be leaving out most of your best units. Your army is too big as it is, so you can afford to lose a couple of your lesser units. The reason why VS/RW are left out is because they are simply too valuable to risk in such an unpredictable mission. Your BA are simply too large in number to manoeuvre quickly at the start, and your MC would be useless given that they start behind all of your units. Once the battle begins, move your GC to the south-east corner. A few of the enemy units will be targeting them so having them fall back will allow other units to attack the enemy as they try to reach them (they are also too valuable to risk). Next, have AW use his Flying Bower to head up to the bottom of the rocks. While he's travelling up, deselect the AI of all your other units and have Ceridan move to the left of the CG in the frontline. Also, send your DE towards the opening in the east of the map, where the enemy reinforcements will arrive. By now your AW will have reached the rocks and will be amidst the enemy units. Use the Flock Of Doom on as many units as possible, starting with the Stormvermin. If you have three magic points instead of two at some stage, use the Tangling Thorn instead (again preferably on a Stormvermin unit). Keep pummelling the enemy with the Flock Of Doom whenever possible. Have Ceridan attack any unit that breaks through and target them with KL. Send in CG for any other unit, and if necessary, the GI and DH. On the eastern flank your DE will probably be decimated by the Warfire Throwers and Grey Seer, but if not have them attack the later. At this point your AW may also be the target of the Grey Seer or some reformed enemy units so have him use his Flying Bower to move behind the rock that's beside the cliff on the eastern flank. From here use his Hunting Spear to kill the Grey Seer (if there's a lull in the battle and you have some spare magic points then by all means take out the Grey Seer before then). By now the original Skaven units should be almost destroyed, and any units that do reform and attack again should be now outnumbered. That leaves the two Stormvermin units on the eastern flank. Have AW use his Flying Bower to move to the left side of the rocks in the center of the battlefield and use the Flock Of Doom to take them out. (If they're out of range then move AW west to draw the enemy units closer as they move in to fire at him, while still using the rocks as cover.

Once they've moved in a bit move AW back east to the rocks and they should now be in range.) If you have an entangled enemy unit left, then I'd suggest moving your GC in behind them. Curse them, remove the Tangling Thorn and rear charge them for what should be an easy rout and some handy experience points.

Comments:

This is an incredibly hard mission, largely down to the fact that it's an ambush. The battle is usually either lost or won within the first couple of minutes. It doesn't matter if your Dwarf Envoy is destroyed, it doesn't effect the game in any way. Also, the Carroburg Greatswords are a very poor unit given their cost so don't be too distressed should you lose them (I'm going to assume that you have lost them after this battle so even if they survive you should fire them to save money). Likewise I'd recommend firing Keeler's Longbows, due to the imminent arrival of the vastly superior Wood Elf Archers.

Key Moment:

By far the second magic cycle. You really need enough points for at least three Flock Of Dooms to really disrupt the enemy's advance. I'd nearly even advocate restarting if you get only enough points for one, seeing as it's so early on in the mission.

Acceptable Losses:

Carroburg Greatswords.
Dwarf Envoy.
Keeler's Longbows.
Ten (other) men.

Reinforcements:

Dwarf Warriors.
Celestial Wizard.

Extermination (0/1000) S335

=====

Units To Use:

Grudgebringer Cavalry (1)
Ceridan (2)
Dwarf Warriors (3)
Celestial Wizard (CW) (4)
Amber Wizard (5)
Imperial Great Cannon Crew (6)
Cannon Crew (CC) (7)
Hellblaster Crew (HC) (8)

Enemies:

Clanrat Warriors (17)
Clanrat Warriors (15)
Clanrat Warriors (17)
Clanrat Warriors (15)

Clanrat Warriors (14)
Stormvermin (13)
Grey Seer x2
Stormvermin (15)
Stormvermin (14)
Stormvermin (15)

Magic Items:

Dread Banner, located between the south-eastern bolt holes.

Deployment:

xxxxxxxxxxxxxxxxxxx

```
x           x
x           x
x           x
  x         x
    x       x
      x     x
        x24  x
          x5 38671x
            xxxxxxxxxxx
```

Place the IG at the bottom of your deployment zone, right in the center. To their right, place the CC and to the right of them, the GC. On the IG's left place the HC and to their left, place the DW. Put AW in the south-west corner of the deployment zone. Position Ceridan ahead of him, but leave a bit of a gap to make sure that any Hunting Spears won't hit him. To Ceridan's right, place the CW.

Strategy:

The most effective way to complete this mission is to simply obliterate the enemy with your newly acquired artillery. Given that it's only the Clanrat Warrior units who try to engage your army you shouldn't be overrun at any stage. The main concern is the presence of the two Grey Seers, who can pick off your units from afar. Once the battle starts, have the CW cast Wind Blast so that it goes a bit ahead of Ceridan. With Ceridan being your most forwardly placed unit, the Grey Seers will target him. However, seeing as he is behind the Wind Blast all their attacks will be negated and so you can pick them off with AW whenever you wish. Once the first Clanrat Warrior unit emerges, target it with your IG. Let them do most of the shooting to gain as much experience as possible; the CC and HC are only there to stop you from being overrun at any stage. When using the HC, allow the enemy unit to get as close as possible before firing. All your artillery units are more accurate this way, but the HC's chances of hitting are pretty poor at even medium range so it's best not to fire from afar and risk a malfunction. Once you have dealt with the Clanrat Warriors and Grey Seers, turn your attention to the Stormvermin units and pick them off with the IG. Mop up any remaining broken Clanrat Warriors with your GC, and use CW to finish any remaining Stormvermin (due to them all carrying Warfire Throwers). Destroy all the bolt holes (AW's Hunting Spear is probably the quickest way to do so - aim at the entrances), and get the Dread Banner with your GC.

Comments:

The remaining few battles of the campaign will follow a similar pattern to this, i.e. combining your wizards and artillery together to decimate the enemy from afar.

Key Moment:

None.

Acceptable Losses:

Five men.

Reinforcements:

None.

Bugman's Brewery (0/600) S336

=====

Units To Use:

Grudgebringer Cavalry (1)
Dwarf Warriors (2)
Amber Wizard (3)

Enemies:

Giant x4

Magic Items:

None.

Deployment:

xxxxxxxxxxxxxxxxxxxxx

x3	x
x	x
x	x
x	12x

xxxxxxxxxxxxxxxxxxxxx

Place AW in the north-west and your other two units in the south-east.

Strategy:

One of those straightforward missions, simply use AW's Hunting Spears to kill the Giants.

Comments:

After this mission you will finally complete the journey to Loren. Don't select any units (other than those which you are forced to choose) as you will not encounter any battles on the last leg.

Key Moment:

None.

Acceptable Losses:

None.

Reinforcements:

Fifteen men (an additional twenty men will be available before the next mission if you tried the Extermination mission).

Wood Elf Archers (if you tried the Extermination mission).

Gnarl Fist (if you tried the Extermination mission).

To Loren (ii) (0/0) S337

=====

Units To Use:

Grudgebringer Cavalry

Ceridan

Dwarf Envoy*

Celestial Wizard

Amber Wizard

Enemies:

Grey Seer

Clanrat Warriors (18)

Clanrat Warriors (23)

Stormvermin (19)

Clanrat Warriors (22)

Clanrat Warriors (27)

Rat Ogre

Stormvermin (19)

Stormvermin (15)

Stormvermin (18)

Clanrat Warriors (23)

Rat Ogre

Magic Items:

None.

Deployment:

n/a

Strategy:

The strategy here is to set up a wall to protect your units, and then attack. As soon as the battle begins, use the AW's Flying Bower to move to the north-eastern clump of trees close to your deployment zone, and have Ceridan move about half way up there too. As they move, send the CW to the western edge of the battlefield. Send your GC in to the bottom left corner, and have the CW use his Wind Blast to cut of the corner in which your army began the battle. Once it's cast, pivot your CW and have him manually charge in behind the Wind Blast (he will walk in front of the spell if you try to move him normally). Now bring your AW back behind the Wind Blast with the Flying Bower (he was sent north just to create a bit more space for your GC to move) and have him cast the Tangling Thorn in the position where your CW was when he cast the Wind Blast. Your three units should now all be safely behind the barrier. If Ceridan is still around then send him in against one of the Rat

Ogres, if not it doesn't really matter. Use AW's Flock Of Doom to destroy all the Skaven units. If any units remain and are out of reach, send the AW to the north-eastern clump of trees again using his Flying Bower, but this time send him to the far side. He should now be able to hit any of the remaining units.

Comments:

This mission can be very frustrating due to the enemy units' annoying ability to saunter through the Wind Blast at random times. Should it happen, send your AW north with the Flying Bower and send in the GC, or cast the Azure Blades on your CW and send in the GC (depending on who is attacked). When casting the Wind Blast, cast it in the direction you want but only slightly away from the CW to minimize the chance of it being cast inaccurately.

*The Dwarf Envoy leaves you before this mission.

Key Moment:

Setting up the Wind Blast and Tangling Thorn correctly.

Acceptable Losses:

Four men.

Reinforcements:

None.

To Loren (iii) (0/4000) S338

=====

Units To Use:

Grudgebringer Cavalry
Ceridan
Celestial Wizard
Amber Wizard

Enemies:

Skavenslaves (27)
Rat Ogre
Skavenslaves (28)
Skavenslaves (27)
Rat Ogre
Clanrat Warriors (26)
Clanrat Warriors (27)

Magic Items:

None.

Deployment:

n/a

Strategy:

This mission is pretty much a carbon copy of the previous ambush. Send AW and Ceridan forward to the trees again, to make some space. Move the CW to the west flank and the GC to the bottom left corner. Have the CW cast the Wind Blast diagonally across the corner, and manually charge him back behind it. Bring AW back and cast the Tangling Thorn on the Wind Blast's "blind spot". With everyone important safe, use the AW's Flock Of Doom to wipe out the enemy.

Comments:

An easier version of the previous mission.

Key Moment:

Setting up the Wind Blast and Tangling Thorn correctly.

Acceptable Losses:

Two men.

Reinforcements:

Gnarl Fist.

Wood Elf Archers.

Twenty men.

Patrol Loren (i) (200/300) S439

=====

Units To Use:

Grudgebringer Cavalry

Ceridan

Wood Elf Archers (WA)

Celestial Wizard

Amber Wizard

Enemies:

Clanrat Warriors (27)

Stormvermin (19)

Stormvermin (15)

Stormvermin (24)

Stormvermin (18)

Grey Seer x2

Clanrat Warriors (21)

Clanrat Warriors (19)

Clanrat Warriors (24)

Stormvermin (18)

Warpfire Thrower

Magic Items:

Parrying Blade, located in between the middle (third) rock and the cliff.

Deployment:

n/a

Strategy:

Once the battle begins, select your GC and move them to the south-eastern point of the map, right up against the cliff. Next select AW and have him move under the trees that are adjacent to the high ground on the map (the larger group to the left). From here you want to just take out the Grey Seers if possible (it isn't completely necessary to kill either that early, it just helps). Next, select the WA and your CW and have them follow your GC. Place Ceridan in the enemy's path - his sole use here is just to hold up the enemy and give you an extra magic cycle if necessary. By now most of your troops will be gathered together at the south-eastern point of the map (you can manually charge your GC up the mountain to create more space if it's a bit cramped). The plan now is to use your CW's Wind Blast to cut them off, preventing the enemy from charging you or using any magic against you (the terrain will also prevent the later). Stand under the rock on the very bottom of the battlefield and cast the spell up towards it. In order to get your CW also safely behind it, turn him towards the east and manually charge inwards. Now is a good time to bring your AW back with the Flying Bower. You can use AW's Tangling Thorn to block up the last gap in your defence: the spot where the CW was when he cast the Wind Blast. Now with everything secure you can use your WA to take out the enemy. Once the enemy has been defeated, get the Parrying Blade with your WA.

Comments:

This battle is frustrating due to the length of time it takes for your WA to take out the enemy, as well as the fact that sometimes an enemy unit manages to wander through the Wind Blast to attack your wizards/archers. You therefore may be tempted to take out the enemy with AW's Flock Of Doom, which is fine. If you do choose to use it, then I'd recommend targeting just the Clanrat Warrior units and save the more experience-rich Stormvermin units for your WA.

Key Moment:

Setting up the Wind Blast. You probably have a couple of magic cycles to cast it thanks to Ceridan.

Acceptable Losses:

None.

Reinforcements:

None.

Patrol Loren (ii) (200/300) S440

=====

Units To Use:

- Grudgebringer Cavalry
- Ceridan
- Wood Elf Archers
- Amber Wizard

Celestial Wizard

Enemies:

Clanrat Warriors (24)
Clanrat Warriors (22)
Clanrat Warriors (23)
Clanrat Warriors (19)
Stormvermin (18)
Doomwheel
Stormvermin (15)
Clanrat Warriors (28)
Stormvermin (17)
Grey Seer

Magic Items:

None.

Deployment:

n/a

Strategy:

The plan here is pretty much the same as that of the previous battle: protect your troops with CW's Wind Blast and then hit the enemy with your WA. Unfortunately the battlefield is a bit more sparse this time around so you'll have to just pick a corner and cut it off by casting the Wind Blast diagonally across it. Again, I go for the south-eastern corner as it gives you the most time to get prepared. Select your GC and have them move to that south-east corner. Next, select AW and use his Flying Bower to move to the group of trees just north of where you started. His role here is to take out the Doomwheel with his Hunting Spear (if you're quick you can fire one of inside the first magic cycle). If you get lucky and take it out with your first one, then target the Grey Seer. While you're waiting for AW to reach the trees, send the rest of your units after your GC to the south-east. Specifically, have your WA move just north of your GC, and your CW under the brownish bit of land, ready to cast the Wind Blast as soon as possible. Keep Ceridan near your units, ready to attack the first unit that approaches you. If you manage to cast the Wind Blast before the enemy reaches you, then use Ceridan instead to attack the Grey Seer (if he's still alive). Once the Wind Blast is up, bring back AW to the safe zone and place him in the southern part of it, where he'll have a line of sight to send out Hunting Spears at the Grey Seer (again if he's still alive). Use AW's Tangling Thorn to cover the gap that may exist from where the CW cast the Wind Blast. With everyone safely behind the Wind Blast and the Doomwheel and Grey Seer taken out, use your WA to take out the enemy.

Comments:

This is a more frustrating version of the previous battle. Thankfully the key moment occurs (or doesn't) after only a couple of minutes, so restarting isn't too painful. Again you can use AW's Flock Of Doom to aid the WA once the Wind Blast's up, and again I recommend using it to target only the Clanrat Warrior units.

Key Moment:

Setting up the Wind Blast.

Acceptable Losses:

Twenty men.

Reinforcements:

Twenty men.

Poisoned Wind (0/800) S441

=====

Units To Use:

- Grudgebringer Cavalry (1)
- Ceridan (2)
- Gnarl Fist (GF) (3)
- Wood Elf Archers (4)
- Celestial Wizard (5)
- Amber Wizard (6)

Enemies:

- Skaven Plague Monks (29)
- Skaven Plague Monks (24)
- Skaven Plague Monks (25)
- Skaven Plague Monks (24)
- Skaven Plague Monks (25)
- Skaven Plague Monks (27)
- Skaven Plague Monks (22)
- Skaven Plague Monks (27)

Magic Items:

None.

Deployment:

xxxxxxxxxxxxxxxxxxxxxxxxxxxx

x6	x
x	x
x2	1x
x435	x

xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Place the WA in the south-western corner, having them face north-easterly. In front of them place Ceridan, and to their right place Gnarl Fist. Place the CW at the back of the deployment zone on the third flag from the left, and have him facing the clump of trees to his left. Place the AW ahead of Ceridan, making sure that there's a decent sized gap between the two. On the opposite flank, pick up your GC and change their rank to two rows of six. Move them up and down the deployment zone beside the trees until they suddenly jump out into the black, way off the actual deployment zone. Place them there, as they're going to play no part in this battle.

Strategy:

This battle is similar to the previous two, in that your wizards are going to defend your army while your archers take the enemy out. Cast the Wind Blast with the CW, aiming at the trees, and then move him inside and behind the trees, making sure to get him into cover as much as possible. Have AW cast the Tangling Thorn in front of Ceridan (aim slightly more into the dark than into the trees) to block off the other side. Once the enemy starts making its way down, use the Flying Bower to move the AW out of harms way (up to one of the northern corners behind some trees works best). Use your WA to take out the enemy units from here. Should an enemy unit break through the Wind Blast, shoot at them as they'll be attacking Gnarl Fist who should be able to withstand your archers' fire. Remember to check on the AW to make sure that none of the enemy are chasing him (if they are just move him from corner to corner, making sure to keep him hidden behind trees).

Comments:

This can be a very frustrating mission due to the fact that the Plague Monks' attack is so random and can be so devastating. This is the last mission where the CW is used so if he dies towards the end then it doesn't matter. The percentage of trees that need to be saved to complete the mission is <40%.

Key Moment:

No one moment, but the CW needs to stay alive for a while and so avoid the Plague Monks' random attack. Therefore I guess that you need to avoid being unlucky rather than having to get lucky.

Acceptable Losses:

Celestial Wizard.
Ten men.

Reinforcements:

None.

Rescue (0/0*) S442

Units To Use:

Grudgebringer Cavalry (1)
Ceridan (2)
Gnarl Fist (3)
Wood Elf Archers (4)
Amber Wizard (5)
Imperial Great Cannon Crew (6)
Cannon Crew (7)
Hellblaster Crew (8)

Enemies:

Stormvermin (19)
Stormvermin (18)
Stormvermin (18)
Stormvermin (16)
Grey Seer

Stormvermin (20)
Stormvermin (24)
Stormvermin (21)

Magic Items:

None.

Deployment:

For this mission I like to rotate the camera so that it is placed behind your troops, looking up at the enemy.

xxxxxxxxxxxxxxxxxxxx

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x                x
x 5              x
x                x
x                x
x28762x
x 4 x
x1x
x
```

Place the GC at the very back, with the WA just in front of them. Ahead of them place the CC, having them face slightly to the west. To their right place the IC, again slightly western facing, and to their right GF. To the left of the CC place the HC and to their left Ceridan. Place the AW south of the clump of trees in the western part of the deployment zone.

Strategy:

After a few backs to the wall missions this one comes as a bit of a relief as your artillery can blast you to victory. Before that though, you've to tie up a couple of loose ends with your AW. Wait for the enemy to descend down the map until they're on the western flank just about to round the trees, and cast the Tangling Thorn upon them. Next, take out the Grey Seer with a couple of Hunting Spears and then use the Flying Bower to drop back towards the GC. The other enemy units should now be in firing range (any that make it into the outline of your deployment zone are in range) so blast away. If any seem to be closing in on your artillery units, tie them up with Gnarl Fist (who you'll lose after this battle anyway). Mop up any remaining fleeing units (and the entangled one) with the WA.

Comments:

*The reason why I put zero for mission payment is due to the fact that you don't find the High Elder and thus don't get paid.

Key Moment:

Having enough magic to cast the Tangling Thorn to block up the west flank.

Acceptable Losses:

Gnarl Fist.
Ten men.

Reinforcements:

Twenty-five men.

they'll cause said enemy units to flee because of the Dread Banner). Place the WA behind the trees east of your artillery and to their right place the DH. Have the later facing the right ready to engage any units that come by the trees. Directly ahead of the WA (but still behind the trees) place the AW. Place NH to the WA's immediate south-west, and place VS somewhere between the two groups as reinforcements.

Strategy:

Given the large number of enemy units it is difficult to give a step by step guide so I'll just give some general advice. Although the enemy seems to be large in number at first, you'll notice that there are only nine units that will try to engage you in hand to hand combat, and even they don't all descend at once. Given that you can shoot at them from the very start there's a good chance that only a couple of units will manage to enter combat with you. Once the battle begins, give each of your artillery units a target. Aim the HC at the Night Goblin unit on the west, give the CC the one to the east, and aim the IG at the small Orc Big 'Uns unit beside them. The IG will probably fire first, and after they do switch their target to the central Night Goblin unit (regardless of whether they hit their initial target). Hopefully your HC will have hit their Night Goblin unit after one or two shots, so switch their target to the Orc Big 'Uns. If the HC are struggling to hold the enemy back on their side, have the IG aid them and use Ceridan to buy you more time. In the center at least one of the enemy units should be hit by your artillery. You can use AW's Tangling Thorn to stop another of them, and the WA can target any units that are left over. The Orc Boar Boyz will probably be near enough to your units and will probably attack the DH. Let AW cast the Curse Of Anraheir on them to make them flee (remember to bring your DH back behind the cover of the trees if they chase them down). The only real threat left now are the two enemy wizards. Use AW's Hunting Spear or the WA to kill the one in the center, and Ceridan can be used to at least hold up the one on the western flank while targeting him with your IG. Should he still survive, move up besides the house with AW's Flying Bower and kill him with a couple of Hunting Spears before moving back to the cover of the trees again (be careful not to get the Potion Of Strength with AW). By now all that's left are the reinforcements and the Arrer Boyz. Give preference to the reinforcement units first as they can do a lot more damage to you than the Arrer Boyz; use your artillery/AW/WA to take them out. When everything else is taken care of, take out the Arrer Boyz with the same units. You can risk running your GC/VS/RW up the battlefield to take care of the Rock Lobber Crews and gain some easy experience points, or you can just use your AW to take them out. Don't forget to pick up the Potions Of Strength when all's clear (I usually give one each to VS/RW and the DH).

Comments:

This battle seems a lot tougher than it really is. The large number of artillery and archers that the enemy has and the staggered descent of its assault units make this a relatively comfortable mission when compared to more recent ones.

Key Moment:

Your HC clearing the western flank.

Acceptable Losses:

Forty men.

Reinforcements:

Dwarf Warriors.
Forty men.

The Final Battle (ii) (0/0) S444
=====

Units To Use:

- Grudgebringer Cavalry (1)
- Vannheim's 75th / Ragnar's Wolves (2)
- Dwarf Hammerers (3)
- Nuln Halberdiers (4)
- Ceridan (5)
- Wood Elf Archers (6)
- Amber Wizard (7)
- Imperial Great Cannon Crew (8)
- Cannon Crew (9)
- Hellblaster Crew (10)

Enemies:

- Stormvermin (23)
- Grey Seer
- Stormvermin (19)
- Stormvermin (22)
- Stormvermin (23)
- Stormvermin (25)
- Stormvermin (28)
- Stormvermin (22)
- Stormvermin (24)
- Stormvermin (23)
- Stormvermin (23)
- Stormvermin (28)
- Rat Ogre x3

Magic Items:

None.

Deployment:

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xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
x                               7                               x
x                               265                            x
x                               x                               x
x                               83x                           x
x                               10 x                           x
x                               49 1x                          x
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
```

The deployment stage is somewhat similar to that of the previous battle in that your army will be split into two groups: your artillery, and your wizard plus archers. Place AW behind the eastern trees at the very top of your deployment zone, and behind him place the WA, making sure to leave a small gap for Hunting Spears. To the WA's right place Ceridan and have him facing east, ready to attack any units that come by the trees. To the WA's left place VS and have them facing north-westerly, again ready to attack any

units advance past the trees. Place your IG in the south-east corner of your deployment zone on the second flag. South-west of them place the HC and south-west of them the CC. Make sure all three units are facing north-westerly so that all advancing enemy units will be in their firing arc. Behind your artillery place the GC, ready to charge any units that engage your cannons. To the CC's left place NH, and to the IG's right place the DH (once the battle starts you may have to charge the DH east to make sure that they're out of the IG's firing line).

Strategy:

Once the battle begins, target the Stormvermin unit on the eastern flank with your IG, and give the other two cannons targets in the center. Look to take out the Grey Seer with AW's Hunting Spear as early as possible, and after that target the Rat Ogres. With the three cannons combined firepower (and back-up from the WA and AW's Flock Of Doom), it's unlikely that any unit will even manage to engage you in combat. Should couple of units may make it down the western side of the trees then you can simply cast AW's Tangling Thorn/Curse of Anraheir and hit them with your WA. Even if they still make it through to you, VS should be more than a match for them. Once the main force has been defeated, move AW up north with his Flying Bower to trigger the last two enemy units, and return him back south to safety or just use him to kill both units if he has enough magic).

Comments:

You can destroy the menhir with the DH for an alternative ending.

Key Moment:

Taking out the Grey Seer early.

Acceptable Losses:

n/a

Reinforcements:

n/a

6. Magic items: 006

=====

Banners:

Arcane Warding	=	Deflects spells in a random direction.
Arcane Protection	=	50% chance that a magic spell will dispelled.
Dread	=	Unit causes (and is immune to) fear.
Might	=	Unit less likely to break in combat.
Wrath	=	One bolt may be cast per magic cycle.

Other:

Armour Of The Beard	=	Extra protection from wounds.
Meteoric Armour	=	Extra protection from wounds.
Potion Of Strength	=	Strength increases for the battle duration.
Rocksplitter	=	Can destroy stone structures.
Shield Of Ptolos	=	Increased protection from artillery.

Talisman of Obsidian = Protects unit from all magic.

Swords:

Dragon Blade = One hit counts as two.
Elior = More likely to inflict wounds in combat.
Grudgebringer = One fireball may be cast per magic cycle.
Heroes = Helps against monsters with a toughness greater than five.
Might = More likely to inflict wounds in combat, when in a Dwarf's presence.
Parrying = More likely to dodge attacks.

7. Unit index: 007

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Men:	M	WS	BS	S	T	W	I	A	LD	Exp
----	-	--	--	-	-	-	-	-	--	---
Black Avengers	4	3	3	3	3	1	3	1	7	n/a
Ramon Black	4	3	3	4	3	1	3	2	8	n/a
1st Carlsson Guard	4	3	3	3	3	1	3	1	7	n/a
Captain Bernard	4	4	3	3	3	2	3	2	9	n/a
2nd Carlsson Guard	4	3	3	3	3	1	3	1	7	n/a
3rd Carlsson Guard	4	3	3	3	3	1	3	1	7	n/a
Carroburg Greatswords	4	3	3	3	3	1	3	1	7	n/a
Captain Schaeffer	4	4	4	4	4	2	4	2	9	n/a
Gourard's Bandits	4	3	3	3	3	1	3	1	7	4
Guy Gourard	4	3	3	3	3	1	3	1	7	n/a
Grudgebringer Cavalry	8	3	3	3	3	1	3	1	7	n/a
Commander Bernhardt	8	4	5	4	4	2	4	2	9	n/a
Grudgebringer Infantry	4	3	3	3	3	1	1	1	7	n/a
Lieutenant Schepke	4	4	4	4	3	1	3	1	9	n/a
Keeler's Longbows	4	3	4	3	3	1	3	1	7	n/a
Johann Keeler	4	3	4	3	3	1	4	1	8	n/a
9th Leitdorf Crossbow	4	3	3	3	3	1	3	1	7	n/a
Captain Holger	4	3	3	3	3	1	3	1	8	n/a
Mercenary Crossbowmen	4	3	4	3	3	1	3	1	7	n/a
Corporal Fletcher	4	3	4	3	3	1	3	1	7	n/a
4th Nuln Halberdiers	4	3	3	3	3	1	3	2	7	n/a
Captain von Raukov	4	3	3	3	3	1	3	2	8	n/a
Otto Hilm's Bodyguard	4	4	3	3	3	1	3	2	7	13
Ragnar's Wolves	8	3	3	3	3	1	3	1	7	n/a
Captain Ragnar	8	4	4	4	4	2	4	2	8	n/a
Reiksguard Mounted	8	4	3	4	3	1	4	1	7	n/a
Captain Todbringer	8	5	3	4	3	2	5	2	9	n/a

Vannheim's 75th	8	4	3	3	3	1	3	1	7	n/a
Captain Vannheim	8	5	5	4	4	2	4	3	9	n/a
Villagers	4	3	3	3	3	1	3	1	7	n/a
Allor (Amber Wizard)	4	3	3	4	4	2	4	1	7	n/a
Luther Flamestrike (Bright Wizard)	8*	3	3	4	4	2	4	1	7	n/a
Marius Uberstrom (Celestial Wizard)	4	3	3	4	4	3	5	2	7	n/a
Elves: -----										
Ceridan	5	6	6	4	4	2	8	3	9	n/a
Wood Elf Archers	5	4	4	3	3	1	6	1	8	n/a
Galed	5	4	4	3	3	1	6	2	9	n/a
Dwarfs: -----										
Crossbowmen	3	4	3	3	4	1	2	1	9	n/a
Gromdal Orcbane	3	4	3	3	4	1	2	1	9	n/a
Gottrek Gurnisson	3	8	6	4	5	3	5	4	10	n/a
Hammerers	3	5	3	4	4	1	3	1	9	n/a
Furgal Fragman	3	5	3	4	4	1	3	1	9	n/a
Iron Breakers	3	5	3	4	4	1	3	1	9	n/a
Grunti Bigfoot	3	5	3	4	4	1	4	2	9	n/a
Slayers	3	4	3	3	4	1	2	1	9	n/a
Warriors	3	4	3	3	4	1	2	1	9	n/a
Harkon Skull Splitter	3	5	4	4	4	1	3	2	9	n/a
Dargrimm Firebeard	3	5	4	4	4	1	3	2	9	n/a
Azguz Bloodfist	3	5	4	4	4	1	3	2	9	n/a
Engrol Goldtongue	3	5	4	4	4	1	3	2	9	n/a
Skaven: -----										
Clanrat Warriors	5	3	3	3	3	1	4	1	5	8
Warlord Queezil	5	6	6	4	4	3	7	4	7	n/a
Clan Eshin Sleaquit	6	5	4	4	3	1	5	2	7	n/a
Warpfire Thrower Team	4	3	3	3	3	1	4	1	5	57
Grey Seer	5	6	6	4	4	4	7	4	7	90
Pack Master	5	4	4	3	3	1	4	1	7	11
Skrik	5	4	4	3	3	1	4	1	7	n/a
Plague Monks	5	3	3	3	4	1	4	1	5	51

Priest Maggot Pragg	5	5	5	4	5	2	6	3	6	n/a
Rat Ogres	6	4	0	5	5	3	5	2	5	69
Skavenslaves	5	2	2	3	3	1	4	1	4	6
Stormvermin	5	4	3	4	3	1	5	1	5	19
Thanquol	5	6	6	4	4	4	7	4	7	n/a
Orcs:										

Arrer Boyz	4	3	3	3	4	1	2	1	7	10
Big 'Uns	4	4	3	4	4	1	3	1	7	20
Warboss Urgat Rip-Eye	4	6	6	4	5	3	5	4	9	n/a
Gorgrhum Snot	4	4	4	4	4	1	2	2	7	n/a
Black Orcs	4	4	3	4	4	1	2	2	8	18
Oruk Gutspiller	4	6	5	5	5	2	4	3	9	n/a
Boar Boyz	7	4	3	3	4	1	2	1	7	22
Marak	6	3	3	4	5	3	4	2	7	81
Orc Boyz	4	3	3	3	4	1	2	1	7	10
Goblins:										

Archers	4	2	3	3	3	1	2	1	5	5
Doom Divers	4	2	3	3	3	1	2	1	5	24
Fanatics**	2-12	-	-	5	3	1	2	1-6	-	25
Goblins	4	2	3	3	3	1	2	1	5	4
Night Goblins	4	2	3	3	3	1	2	1	5	4
Gribnick the Black	4	3	4	4	3	1	3	2	5	n/a
Squig Hoppers	2-12	2	3	3	3	1	2	1	5	25
Wolf Riders	9	2	3	3	3	1	2	1	5	15
Zorag (Shaman)	4	2	3	4	4	2	3	1	5	60
Monsters:										

Dragon	6	6	0	6	6	7	8	7	7	n/a
Giants	6	3	3	7	6	6	3	1	6	56
Treemen	6	8	3	6	7	6	2	4	9	n/a
Trolls	6	3	1	5	4	3	1	3	4	69
Wyvern	6	5	0	5	6	4	4	3	5	n/a

War Machines:

Cannon	-	-	-	-	7	3	-	-	-	n/a
Imperial Cannon	-	-	-	-	7	3	-	-	-	n/a
Hellblaster Volley Gun	-	-	-	-	7	3	-	-	-	n/a
Mortar	-	-	-	-	7	3	-	-	-	n/a
Doom Diver Catapult	-	-	-	-	7	3	-	-	-	n/a
Orc Rock Lobber	-	-	-	-	7	3	-	-	-	n/a
Skaven Doomwheel***	3-18	-	-	7	7	3	1	3	10	90
Skaven Mole Machine	2	-	-	-	7	3	-	-	-	78

Others:

Giant Wolf	9	4	0	3	3	1	3	1	3	n/a
Squig	2-12	4	0	5	3	1	5	2	2	n/a
Wagon & Rider	2	-	-	-	7	3	-	-	-	n/a
War Boar	7	4	0	3	4	1	3	1	5	n/a
War Horse	8	3	0	3	3	1	3	1	5	n/a

* The manual says four, but as he is on horseback I have amended it.

** Goblin Fanatics can inflict 1-6 Strength 5 hits per attack. Armour is ineffective against Fanatic attacks.

*** The Skaven Doomwheel has three potential attacks, from Warp Lightning, the Wheel and the crew.