

## LIGHT THE BEACON

*All across the Old World are networks of beacons, used to send for help from distant towns and cities. Many of the evil races of the Warhammer World try to use these for their own evil purposes. They attack beacons and send for help, hoping to trap anybody who comes to help...*

### Models Needed:

#### Defending Force:

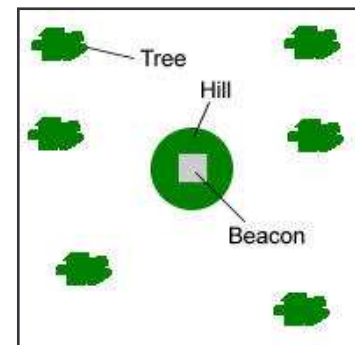
- 100 points of troops (not war machines or monsters)
- No heroes or wizards, but champions are allowed

#### Attacking Force:

- 200 points of troops. Must be at least 50% Core
- Up to one Hero and one Champion may be selected

### Battlefield:

Using a space of about 24" x 24", set a hill in the centre. The beacon is set upon the hill. Additional trees and rocks are scattered about the table, but none within 8" of the beacon.



### Objectives:

#### Defenders:

The defenders must get to the beacon and set fire to it. They then need to keep it alight for 5 turns, as that is how long it will take for the beacon to burn hot enough to produce a clear signal. If there is a single active defender (knocked down doesn't count) in base contact with the beacon at the end of 8 turns, the defending player wins.

#### Attackers:

The attackers must prevent the defenders from setting fire to the beacon. At the end of the 8<sup>th</sup> and final turn, the attacker must be in sole possession of the beacon to win.

### Deployment:

The early morning attack comes as a surprise and the watchmen are unprepared. One defending model may be placed anywhere at least 3" away from the beacon. The remaining defenders are rushing back to the beacon and must be placed at least 6" away from the beacon on the southern side.

The attackers set up along the northern table edge.

### Who Goes First?

It's a surprise attack so the attacking force goes first.

### Special Rules:

#### Lighting the beacon:

To light the beacon 1 defender must be in base contact with the beacon for 1 turn.

#### Stalwart Defender:

Defenders are immune to Rout Tests.

### **Using Alternate Armies:**

Light the Beacon can be played with a large variety of armies.

- Beastmen Raiders attack a beacon in the Empire.
- Orcs attack a Dwarf beacon.

### **Part of a Larger Battle:**

This Skirmish scenario fits perfectly into a larger campaign. Here are some ways you can continue this small game and have it affect a much larger battle:

If the defenders win, they have managed to alert their army of the opposing force. The attackers must set up for the battle first and the defenders get the first turn.

If the attackers win they catch the enemy army unawares. The attackers set up second, but they get the first turn.