

THE ZIGGURAT OF DOOM

Gav Thorpe presents an updated version of a classic Warhammer scenario. In fact, you can't get any more classic than the Ziggurat of Doom because it was the first ever Warhammer scenario published!

See how to make your own Ziggurat of Doom by logging onto: us.games-workshop.com

The Battlefield

The Ziggurat of Doom is played on a 4' by 4' table. The ziggurat itself occupies a 2' square area in the centre of the table, surrounded by an open space and scattered clumps of trees.



Models may only move from one level of the ziggurat to another using the ramps – the ziggurat sides are otherwise impassable. Models further up a ramp or fighting from a higher level of the ziggurat gain the High Ground combat resolution bonus.

There are two piles of rocks on each level of the ziggurat. These can be thrown by models, as detailed in the scenario special rules.

The Dwarfs start the battle anywhere on the ziggurat and are deployed before the Gobbos.

The initial Goblin forces start anywhere at least 6" from the ziggurat, set up after the Dwarfs. Goblin reinforcements move on from any table edge. The Goblins get the first turn.



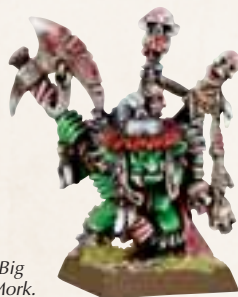
Close-up of Mark Jones' excellent ziggurat, detailing the ramps and stone piles.

The Goblins

The Goblins start with some forces on the table and more arrive as reinforcements throughout the battle. These are determined by rolling a D6 and consulting the Goblin Forces table. The starting force consists of three rolls on the table, plus Guthnog Brittenose, who is a Goblin Big Boss with the equipment listed below. Any unit you roll may upgrade one model to a Boss.

The Goblins receive D3 reinforcement units at the start of each of their turns. These move on from any table edge in the Remaining Moves part of the turn.

Guthnog Brittenose
Goblin Big Boss
Heavy armour, Martog's Big Basha and the Effigy of Mork.



Goblin Forces Table

D6 roll	Unit
1	2D6 Goblins with spears or D6+2 Goblins with short bows.
2	2D6 Night Goblins with spears or D6+2 Night Goblins with short bows.
3	D3+3 Forest Goblin Spider Riders with short bows.
4	D3+3 Squig Hoppers.
5	Goblin Big Boss with up to 25 points of magic items.*
6	Night Goblin Big Boss with up to 25 points of magic items.*

*Choose these at the time the Big Boss appears. Each magic item can only be carried by one character per game (this includes Guthnog's Magic Items).

The Dwarfs

There are six Dwarf characters trapped on the ziggurat. Five are veterans with the profile below, led by a sixth Dwarf – Thane Thorgrim Branedimm.

	M	WS	BS	S	T	W	I	A	LD
Veteran	3	5	4	4	4	1	2	2	9

Each Dwarf is equipped as follows:



Skeggi Brokenback
Light armour, hand weapon and Dwarf handgun.



Saugorn Brittlebone
Heavy armour, shield and hand weapon.



Thorgrim Branedimm
Gromril armour, great weapon (hammer) with the Master Rune of Kragg the Grim and a Rune of Fury. Thorgrim also has a ring inscribed with a Rune of Luck.



Sigurd Strongarm
Heavy armour, great weapon and crossbow.



Sigrat Blackbrow
Heavy armour, shield and great weapon.



Sigrum Slendershank
Gromril armour, hand weapon and shield.

Special Rules

Skirmish: To negotiate the dense trees and ziggurat, all Goblin infantry units fight in skirmish formation.

Cover: Models higher up the ziggurat than those shooting at them count as being in hard cover.

Intractable: The Dwarfs have nowhere to run and are therefore Unbreakable. In addition, they may always choose not to pursue a broken enemy.

Throw Rocks: Any model within 3" of a rock pile may use the rocks as a missile weapon, with the following profile:

Range	Strength	Special Rules
8"	3*	Thrown Weapon

*Any rock thrown at a lower target is at +1 Strength. Any rock thrown at a higher target is at -1 Strength.

Chaos Ziggurat: The energies of the ziggurat draw the Winds of Magic. To represent this, the Dwarfs only get one dispel dice in the Goblin Magic phase.

Alternative forces

Dwarfs: You might like to substitute one or two of the Dwarf veterans with a Giant Slayer or an Engineer. You could also create your own leader to replace Thorgrim – use a Dwarf Thane worth no more than 120 points.

Goblins: Feel free to substitute models in your collection for those on the Goblin Forces Table. For example, you

may wish to swap the Goblin or Night Goblin Big Boss result for a single Troll of any type. You could put in a Level 1 Shaman, instead, or perhaps a Big Boss on a Great Cave Squig (but with no magic item). If you give the Goblins a Shaman you may want to give the Dwarfs two dispel dice. You could even swap one of the Goblin or Night Goblin entries for some Savage Orcs (perhaps D6+2).

Another alternative is to come up with your own Big Boss to lead the Goblins. He can either be a Goblin or Night Goblin and should cost no more than 90 points.

Victory Conditions

Play continues until the Dwarfs have been wiped out. The number of turns that it takes to kill all of the Dwarfs determines the level of victory, as shown on the chart below.

Number of Turns	Victory level
Up to 10	Great Goblin Victory
11-15	Goblin Victory
16	Draw
17-19	Dwarf Victory
20+	Great Dwarf Victory

For untold millennia the ziggurat had sat hidden in the depths of the ancient woods. Not a bird stirred in the skies above it; no animal or insect crawled upon its forbidding stones. What dark rites had been performed upon its bloodstained altar could only be guessed at. It had stood here undisturbed for countless centuries. Until this day.

The raucous crowing of birds erupted from the surrounding woods, heralding the arrival of six Dwarfs. They huffed and scowled as they ran into the clearing, coming to a clattering halt as they set eyes upon the imposing structure. War howls and whooping cries filled the trees behind them.

"I don't likes the look o' that," grumbled Sigrat Blackbrow.
 "We'll never get to the mountain," wailed Skeggi Brokenback.
 "It's a Goblin pot for us."
 "Get up them steps," barked Thorgrim Branedimm, their leader. "This looks as likely a place to make an end of it. We shall defend this old temple. I'd sooner die here with a weapon in my hand than be sent to my ancestors with an arrow in my back."
 As they clambered up the worn ramps, Thorgrim turned to see a wave of malevolent Goblins break from the treeline and race towards the ziggurat.
 "Here they come!"