


DWARVEN FORGE® WILDLANDS SCENARIOS



# WAR OF THE WILDLANDS

*THREE WARGAMING SCENARIOS IN BLEAKMYRE SWAMP,  
DREADHOLLOW FOREST, AND ERINTHOR MOUNTAINS*

BY ERIN "HAMSTER" MILLER



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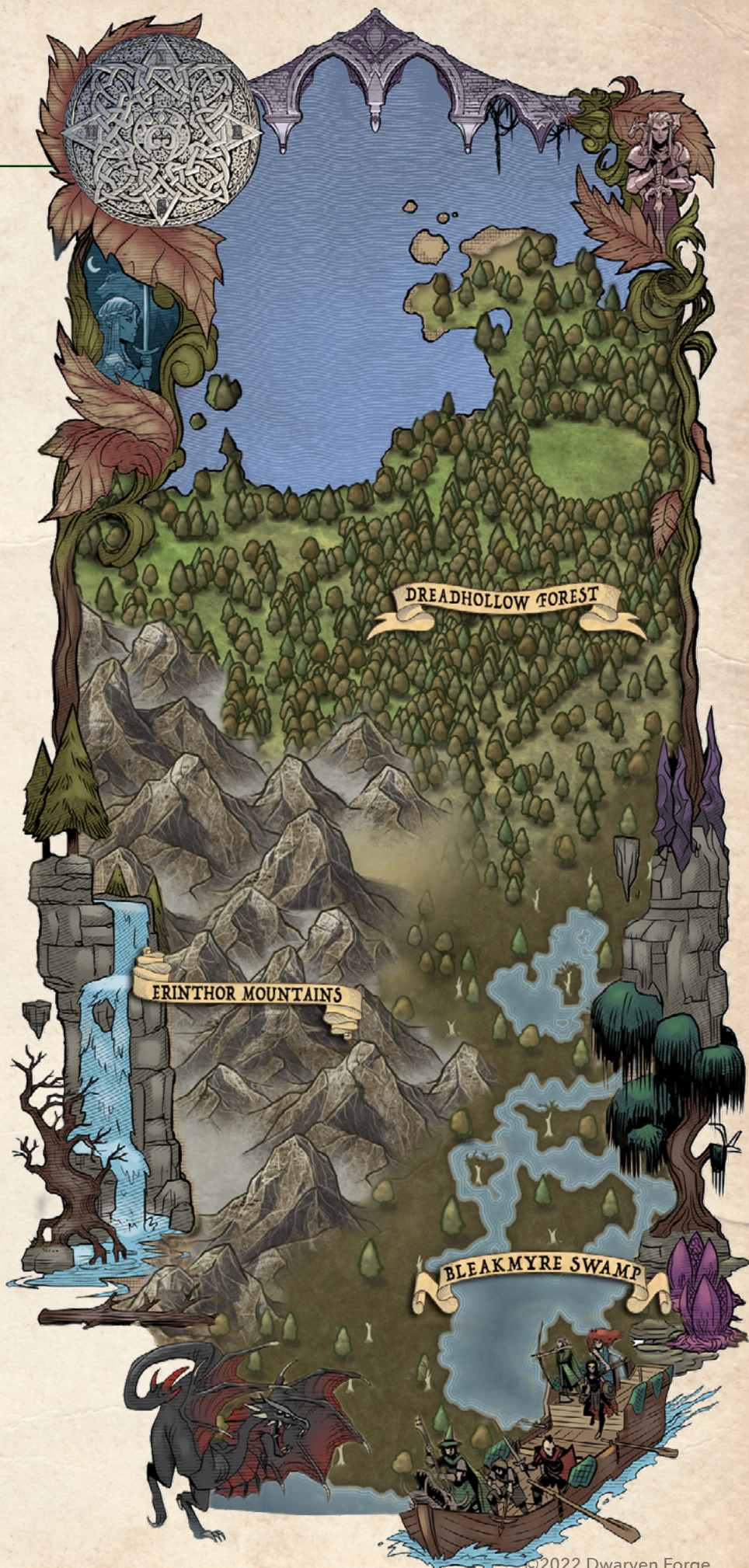
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# FOREWORD

This content is dedicated to my cousins, Seth and Dale, who got me into wargaming and miniatures at grandma's house as a kid.

My close college friends, James and Joe, who post endless inspiration with works in progress, custom rules sets, terrain, and hobby magic everyday in our group chat.

My friends at the Dwarven Forge studio who hired me for a month that's lasted four years.

And all our Kickstarter backers that make it possible to create cool stuff! Please post your battles in the wargaming channel on our Discord and tag Dwarven Forge in your social posts. I'd love to see your wargaming sets in action!

A special thank you to Joseph McCullough for including Dwarven Forge into a scenario in his wonderful world of Shadow Deep. Your games have sparked my imagination in many adventures, and I'm so grateful for your contribution here.

Your brother in arms,

*Hamster*





I  
THE SWAMP SUFFERS NONE



*The swamp watches all who enter. You cannot sneak and you cannot steal when the roots hear steps and the branches see all. Beware the restless trees.*



## SKIRMISH SCALE SETUP

Place Blackrot Tree (*fig. 1*) or the Slinkroot (*fig. 2*) within 6-in. of the objective (*fig. 3*). The other player then places the leftover tree within 6-in. of the objective.

## SPECIAL RULES

**Targeting Models:** Use this rule to determine the target(s) of either the Blackrot Tree or Slinkroot. If both players have models within 6-in., roll off and the losing player's model is targeted. If one player has multiple targets in range then randomly choose the target. If no models are within 6-in., look to each model's listing for what to do.

**Blackrot Tree:** At the end of each turn cycle, after both players have played a turn or activated all models, the Blackrot Tree belches a poison projectile from its knotted center targeting the nearest model or unit within 6-in. (*using the Targeting Models special rule*). If there are no models within 6-in., its deep roots poison the objective (wherever it is on the table). If the model has a save, it saves against the attack normally. If it fails, the model or unit suffers one wound or damage. At the end of each turn cycle, and before the Blackrot fires again, all models or units wounded by the Blackrot in the previous turn roll to shake the poison on a 4+. If it fails, it saves against the poison again. The Blackrot tree then fires again.





***Slinkroot:*** At the beginning of each turn cycle, before players activate, find a target model or unit within 6-in. of the tree (*using the Targeting Models special rule*). If there is no target within 6-in., the Slinkroot moves itself d6-in. toward the nearest unit. Then, the target model or unit is grabbed by the trees roots and pulled toward the Slinkroot by d6-in. After this has resolved, the Slinkroot swings its branches and makes an attack against a model or unit within 3-in.. If the model has a save, it saves normally. If it fails, it suffers one wound or damage.

## VICTORY

The objective represents a power artifact hidden in muck, maggots, and magic. A model or unit that controls the objective, either by remaining uncontested by enemy models within 2-in. of the artifact (or however your system determines control), then it has picked up the artifact and can move with it. The objective is dropped if the model or unit is slain, or if the model or any model in the unit is affected by the Blackrot's poison. A poisoned model can **never** control the objective while affected. If the objective reaches a board edge while controlled by a model, that model's force wins.



## ARMY SCALE

*Use your new Dwarven Forge Wargame terrain to supplement your table and form a climactic battlefield center. These examples use (x1) 24 x 24 in. Swamp Water Texture Mat with Grid and assorted swamp scatter pieces.*

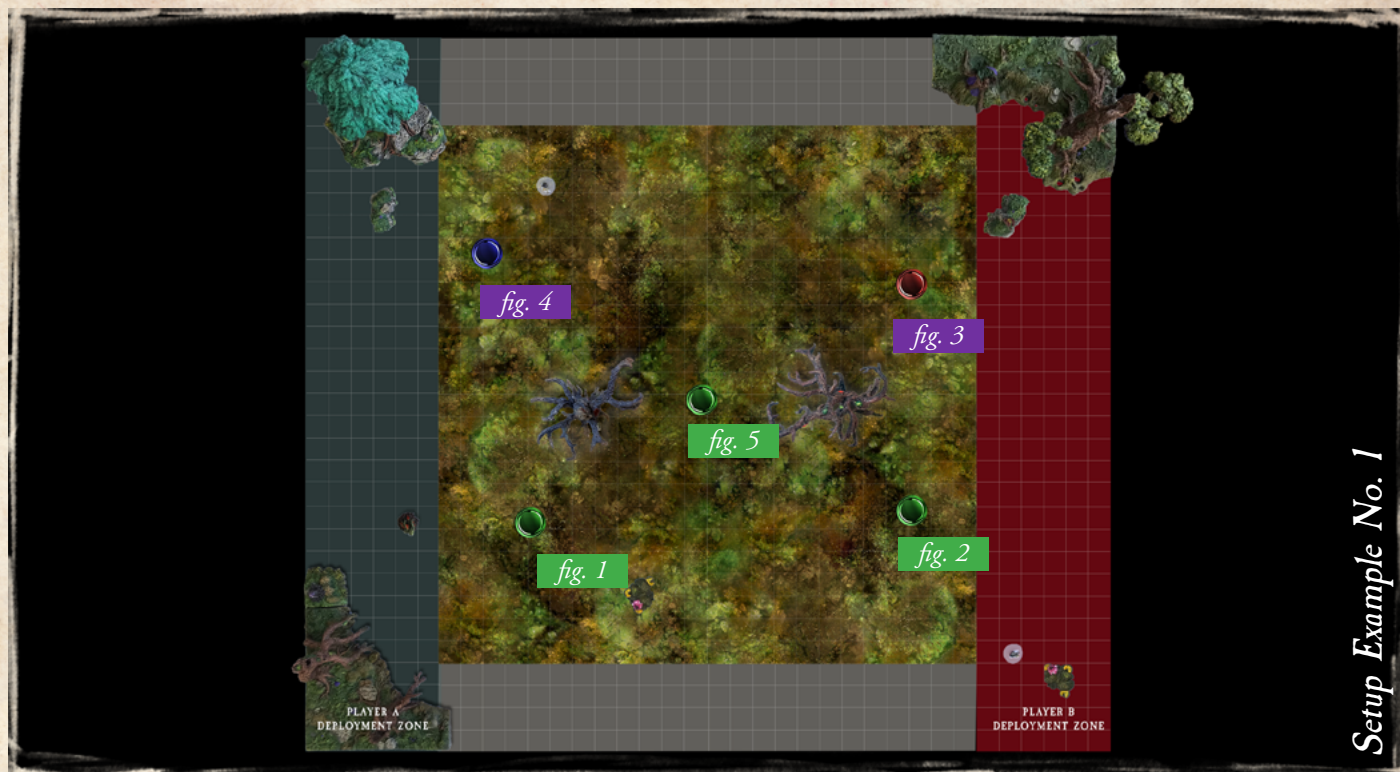
## VICTORY

Place your Dwarven Forge objectives as described in the skirmish scenario. Then place additional objectives however your system instructs. An additional 2-3 objectives is recommended. Now there are even more points to score! Remember, your force wants to pick up and take the artifact objectives off the board so adjust the number of objectives available based on the size of the forces you're playing.



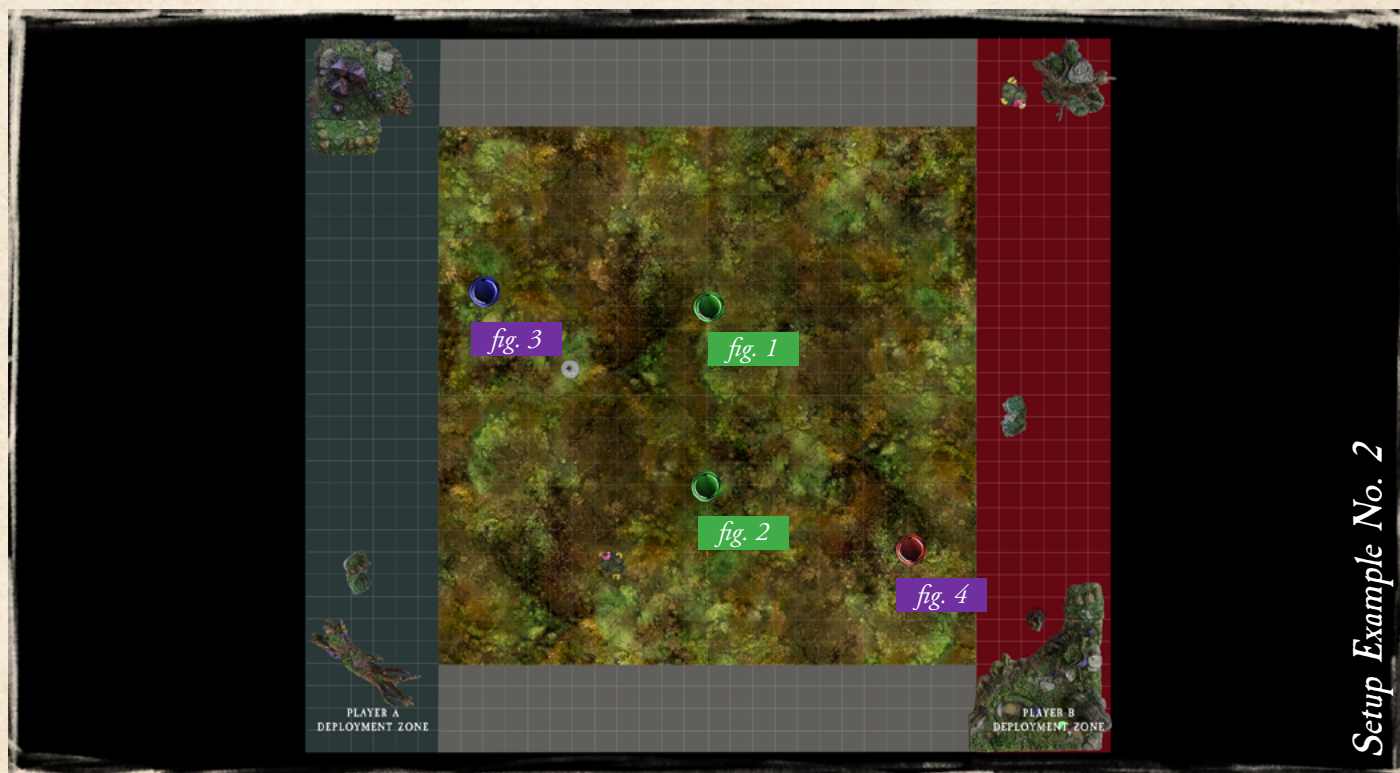


# ARMY SCALE SETUP



Setup Example No. 1

**Setup Example No. 1:** One objective placed near the Blackrot Tree (*fig. 1*) and one near the Slinkroot (*fig. 2*), one near each deployment zone (*fig. 3 and 4*) set by respective players, and one in the center of the table (*fig. 5*) for five objectives.



Setup Example No. 2

**Setup Example No. 2:** Two objectives (*fig. 1 and 2*) dividing the center of the board, and one placed by each player (*fig. 3 and 4*) outside of any deployment zone for four objectives.



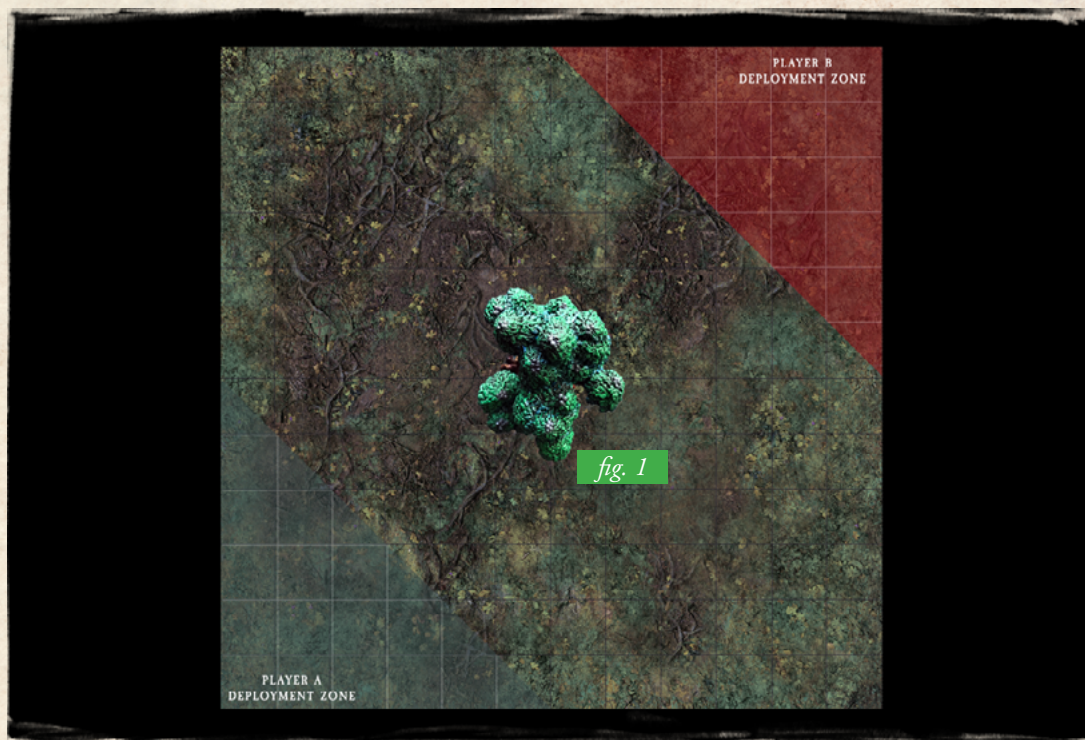


## II THE FOREST PROVIDES



# THE FOREST PROVIDES

*It is said there stands a tree whose sap gives great strength and immortality to anyone that is in its shade. Its beauty unmatched and its canopy an embrace. Like a child's vision of a mother. For millennia, it hid in the forest. It hid in myth. But it has been found.*



## SKIRMISH SCALE SETUP

Place the Cwyldren Tree (*fig. 1*) in the center of the board. Choose one model in your force to be the leader, or use the leader decided by your system or list.

## SPECIAL RULES

**Cwyldren Tree:** Any model or unit that ends its turn within 3-in. of the Cwyldren Tree heals one wound or damage. The leader of your force must be within 3-in. of the Cwyldren Tree, with no enemy models or units within 3-in. of your leader's model or the Cwyldren Tree, to begin the Sap Ritual. This is the Scoring Criteria.

Glowing golden sap slowly flutters from the tree in an amber cloud of grace embracing the leader's body. The first turn a leader fills the Scoring Criteria this model gains the Cwyldren Vigor buff adding +1 to all rolls. Only one leader can have Cwyldren Vigor at a time.

The embrace of the Cwyldren Tree disperses if any enemy model hits with an attack on the leader affected by Cwyldren Vigor (even if wounds are saved), or the turn ends with the Scoring Criteria unfulfilled. A leader must then restart the ritual using the Scoring Criteria.





## VICTORY

The ritual is complete if a leader ends a turn fulfilling the Scoring Criteria, consuming Cwyldren Vigor, for a full turn after the turn it began the ritual. This means, a leader must end two turns fulfilling the Scoring Criteria and not be hit with an attack to gain victory. The leader is bestowed the invigorating power of the Cwyldren Tree and is nigh unstoppable within the limits of the forest. All enemies are slain or flee.



## ARMY SCALE

*Use your new Dwarven Forge Wargame terrain to supplement your table and form a climactic battlefield center. These examples use (x4) 12 x 12 in. Forest Patchy Ground Battleboards with Grids and assorted forest scatter pieces.*

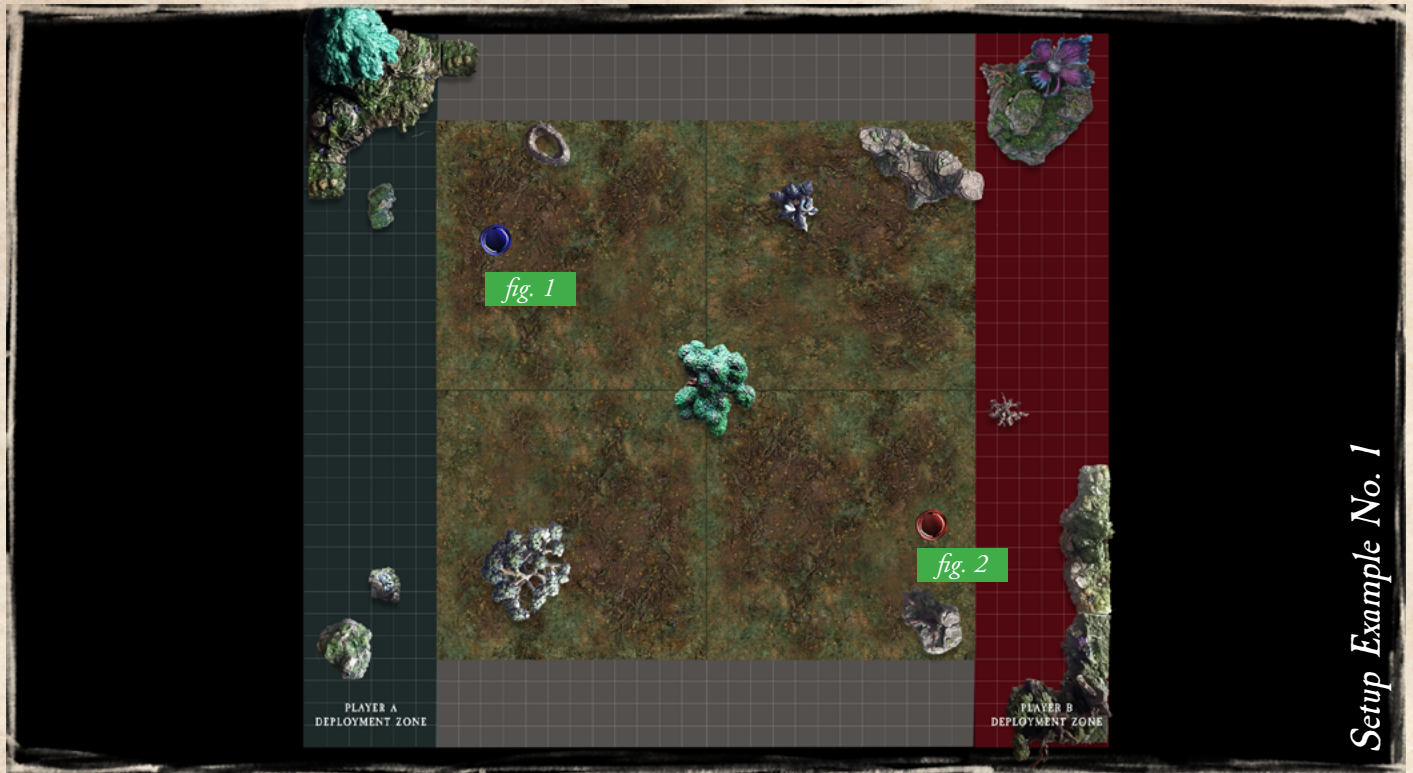
## VICTORY

This scenario can be played as-is at army scale! Additionally, you may choose two other trees or plant pieces whose roots are intertwined with those of the Cwyldren Tree, empowered by its ancient magic, beneath the earth. Any model or unit that ends its turn within 3-in. of the Cwyldren Tree OR one of your chosen additional plants heals one wound or damage. However, these additional plants **cannot** be used for Scoring Criteria to begin the Sap Ritual.





# ARMY SCALE SETUP



Setup Example No. 1

**Setup Example No. 1:** Place two empowered plants (*fig. 1 and 2*) near each player's deployment zone, set by respective players. Then, place the Cwyldren Tree in the center of the board.



Setup Example No. 2

**Setup Example No. 2:** Place two empowered plants (*fig. 1 and 2*) directly between the Cwyldren Tree and the edge of the board, forming a line in the center of the board parallel to each deployment zone.





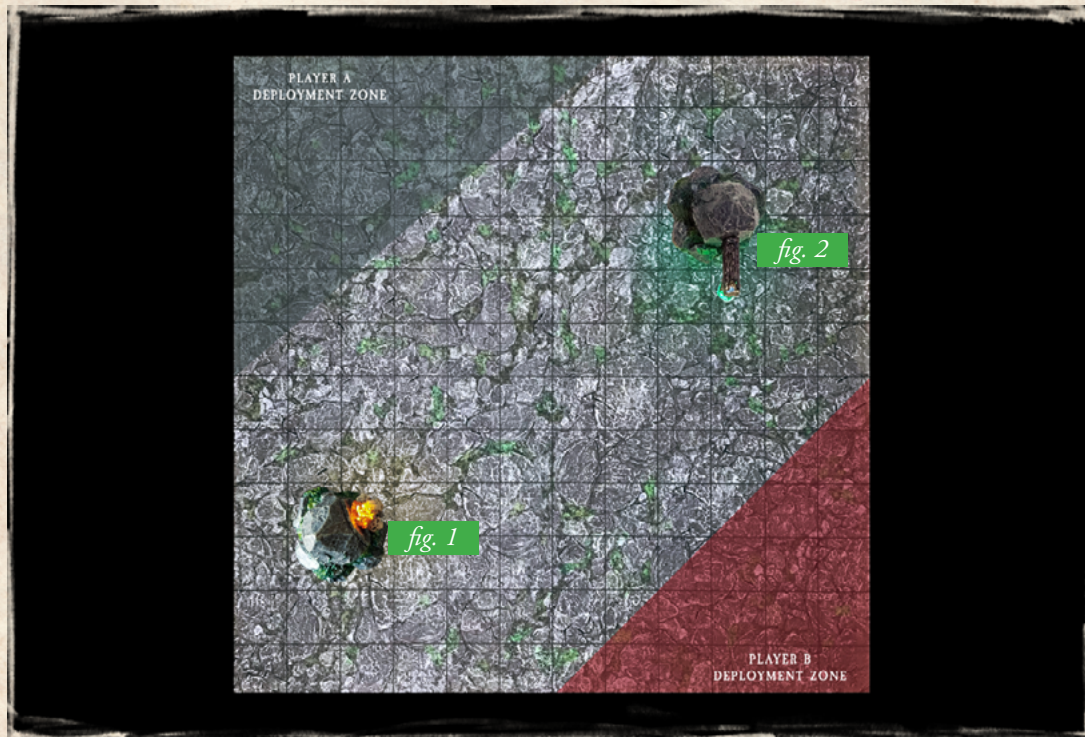
III

# THE MOUNTAIN ECHOES



# THE MOUNTAIN ECHOES

*The mountain will speak to anyone who makes it to its peak. But it has many voices.*



## SKIRMISH SCALE SETUP

First, randomly determine which player is scoring on the LED Flaming Skull (*fig. 1*) and which is scoring on the Balefire Lantern (*fig. 2*), both of which are plugged into a Standing Stone - LED Socket. Then each player places the opposite objective anywhere on the table outside of their deployment zone.

**Keep the LED's turned off to start.**

## SPECIAL RULES

**Attunement:** If a model or unit controls your force's objective it begins to attune themselves with the voice of the mountain. This may be many voices, some gentle and caring, some raspy and harsh. Only one who attunes with the point will hear its whispers. If a model controls their objective, uncontested, for a full turn after the turn it begins to hear the mountain then the objective is lit by a magical glow as the mountain's voices roar and echo across the peak on which you battle. Turn on the LED on your objective! If an enemy model or unit contests your objective while it is lit then the light goes out, and your force must attune to the point again.



## VICTORY

At the end of each turn except the first, you score a victory point if your force controls your objective. If your objective is lit then score 2 victory points. At the end of six turns the player with the most victory points wins.

## ARMY SCALE

*Use your new Dwarven Forge Wargame terrain to supplement your table and form a climactic battlefield center. These examples use (x4) 12 x 12 in. Mountain Ground Battleboards with Grids and assorted mountain scatter pieces.*

## VICTORY

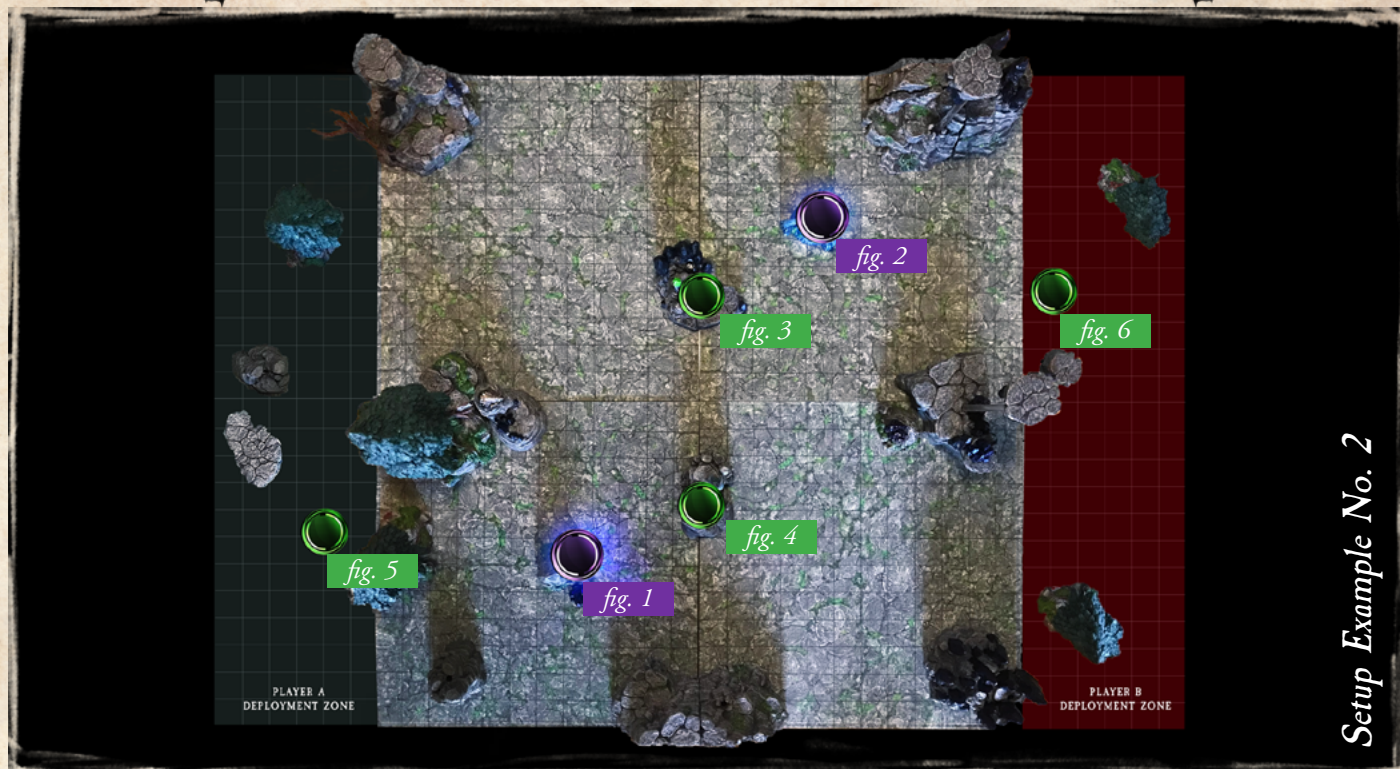
Place your Dwarven Forge objectives just as in the skirmish scenario. Then also place objectives however your system instructs. An additional 2-4 objectives is recommended. Now there are even more points to score! Your lit objectives now earn you 3 victory points.

## ARMY SCALE SETUP



**Setup Example No. 1:** Two LED objectives (*fig. 1* and *2*) are placed per the scenario, one near each deployment zone set by respective players (*fig. 3* and *4*), and one in the center of the table (*fig. 5*) for five objectives.





Setup Example No. 2

**Setup Example No. 2:** Two LED objectives (fig. 1 and 2) are placed per the scenario, two objectives (fig. 3 and 4) at the center line of the table equal distance from the center, and one inside each deployment zone at least 4-in. from any table edge (fig. 5 and 6) for six objectives.



Setup Example No. 3

**Setup Example No. 3:** Two LED objectives (fig. 1 and 2) are placed per the scenario, and one placed by each player outside of any deployment zone (fig. 3 and 4) for four objectives.