

DWARVEN STEAM BEHEMOTH SCENARIO, NOVEMBER 2001

Scenario 1: Riot Suppression

"Butchosok, grant me speed!"

Black coal tar ran down the deep creases in Forguk's face before soaking into his thick, gray beard. He strained his aching muscles and shoveled another heavy load of coal into the blazing furnace. *Blast it!* he thought. That was the Commander's sixth call for more power in the last four minutes. Forguk made quick mental calculations of furnace capacity, heat transfer efficiency, and fuel consumption while stoking the furnace. He completed his calculations and confidently licked the sour tar from his grinning lips. *Bretmar, you will prevail.*

It was Dwarven custom for each Dwarf to refer to the machines they made by their mother's name. It was also customary for Dwarven tinkerers to operate their creations once the construction was completed and their war machines were ready for active service. No one knew the intricacies of their devices better than those who built them, and the mighty Dwarven Steam Behemoth was no exception. Forguk's contribution to the Dwarven tank was its massive steam engine, and his attention was focused on the tiny gauge indicating the main boiler's internal pressure. The needle inched up slowly and settled at a level 10 percent over maximum. And the battle hadn't even begun yet.

Clang!

The Behemoth's heavy armor repulsed the initial attack of the rioters. The tank's crew sprang into action.

"New target, 8 o'clock, range 340. Load scattershot ordnance."

"Target acquired!"

"Korthuk, grant me victory!"

The tank bucked as its huge black powder cannon fired. An instant later, the gunnery crew cheered their successful shot.

"Butchosok, grant me speed!"

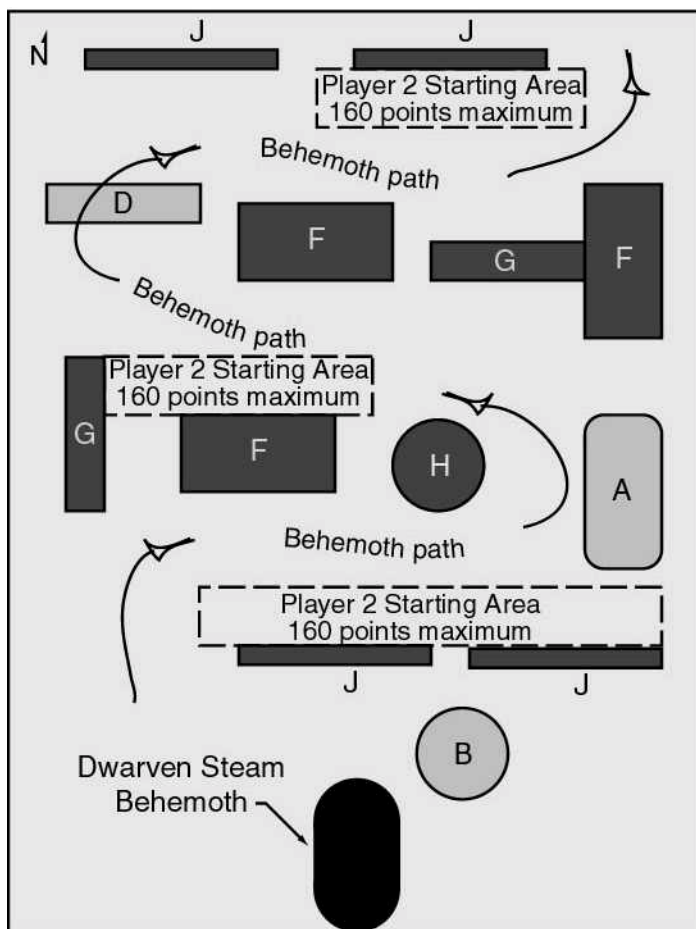
Forguk heaved another load of coal into the furnace. The rioters were no match for Dwarven ingenuity.

WHAM!

The tank shuddered with the force of the enemy strike. Rivets popped loose from the bulkheads and clattered noisily to the iron deck plates beneath Forguk's feet. The boiler pressure needle slowly crept up.

Come on, Bretmar, Forguk urged. Hold together, girl...

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: Rioters have defied the authority of the Rebels and kidnapped their town elders! The Rebels send a Dwarven Steam Behemoth to quell the riot and free the captive elders.

OBJECTIVE: Move the Behemoth into contact with the north edge of the battlefield or prevent the Behemoth from breaking through your defenses.

TIME LIMIT: 2 hours.

ARMY SIZE: Two-player game. Player 1 controls the Dwarven Steam Behemoth and has 4 actions per turn. Player 2 has a 450-point army and 5 actions per turn.

SETTING THE SCENE: Place terrain as shown on the battlefield map. Ensure that the terrain is placed precisely such that the Behemoth must follow the path specified on the map. Maneuvering the Behemoth in the tight town streets will be difficult...

SPECIAL RULES

1. The rioters are disorganized and ill equipped. Player 2 must construct his army from figures worth no more than 30 points each. Player 2 must setup his warriors in the three starting areas with no more than 160 points worth of figures in each area.
2. No player may withdraw.

VICTORY CONDITIONS

Player 1 wins the scenario if he moves the Behemoth into base contact with the north edge of the battlefield before time expires. Otherwise, Player 2 wins.