

Mountain Gremlin Games Presents

*A Barrage and Bridger Production*

## **Warhammer The Old World: The Forgotten Forge**

*You are a Minor Lord who for one reason or another has decided to venture into the Badlands. Perhaps you have already carved out a small holding; consisting of a keep and a few farms. You might be one of the reasons the badlands gets its reputation. Maybe you are passing through with a small raiding party. Either way your forces have little to no outside support.*

*Your army consists of your loyal followers, some disenfranchised warriors and a few intrepid adventurers. There may be among your retinue a single beast handler or an engineer who shares your vision. Life is hard out here but you have your independence.*

*Recently your scouts acted upon a rumour of the forge of a great smith. Rumours in the badlands have accounted for many a fruitless expedition, however this time your scouts recovered a single minor Magic item. Clearly it's worth investigating, however it seems your scouts may have been followed.*

This is a Warhammer The Old World Narrative Event, consisting of three games with. A Game Master will be present. You'll find out the scenarios on the day. Most importantly while there are prizes, this is not a tournament.

Entry is only €15 or €10 for members.

1st Prize is store credit. (min €25)

2nd Prize Warhammer Dice Set

Please bring four army lists with you and appropriate miniatures. Please don't worry about base sizes. Painted miniatures preferable. So called "Legacy Armies" are fine too.

When playing miniature wargames, standard models are the norm for all games. Standard models are usually from the same manufacturer the game comes from. Alternate models are from a different manufacturer or are converted existing standard miniatures.

Alternate models are permitted for use in store provided the models :

- accurately represent the army list entry
- are obvious to your opponent and any potential onlooker what the model represents
- have been approved by the store for use in wargaming
- are not either a recast or a 3D printed recast

1)

1000points

0-1 magic item points up to 25pts

0-1 Behemoth or Monstrous Mount / Infantry / Cavalry or War machine

Must include at least one unit of skirmishers

2)

1000 points

0-1 Behemoth or Monstrous Mount / Infantry/ Cavalry or War machine

Must include at least one unit of skirmishers

3)

1500 points

1 magic item up to 25pts

0-1 Behemoth or Monstrous Mount / Infantry/ Cavalry or War machine

4)

1500 points

no restrictions