

WARHAMMER BORDER PATROL

Warhammer games in under an hour..

Che Webster takes us through the Warhammer equivalent of 40k in 40 minutes – Warhammer Border Patrol. This shorter game is perfect for a lunch time, or when you don't have space to set up a full battle..

Che: Having played Warhammer for many years, one of the most frequent challenges has always been finding enough time in which to play a good game regularly. With the burdens of work, home life, family commitments and the like it can be tricky to get the three or more hours needed to play a leisurely 2,000 points game.

Inspired by Tim Eagling's work for the Warhammer 40,000 game (40K in 40 Minutes), we set out to come up with a solution to playing a good game of Warhammer in under an hour.

WHERE TO START?

The first thing in getting a faster game is to play a smaller scenario and focus on making the experience exciting and challenging into the bargain.

Warhammer Border Patrol is built around the idea of meeting engagements between two expeditionary forces. The really clever bit is in the scenarios which feature seeking to capture a key position, item or building rather than simply bashing the opponent.

All the time it is vital to remember the spirit of the game and try to resist the urge to do extreme things to your army – this is all about patrol type forces not the awe-inspiring massed horde with the big beasts and gribbilies.

RULES OF ENGAGEMENT

Each player will need a Warhammer army that conforms to the special limitations below:

- You must choose an army of not more than 500 points.
- You must have a **single** Hero to lead the force, but the Hero may not be an Army Battle Standard Bearer.
- The army must consist of at least **two** units and no more than **four** units (excluding the Hero).
- You must have at least **one** Core choice.



- You may take **one** choice of either Special or Rare Units, but not both.
- You must include at least **one** infantry unit of 10+ models.
- No unit may be larger than 25 models.
- No unit may carry a magical standard.
- No single model may cost more than 125 points.
- An army may have no more than **one** chariot or war machine. This also applies to choices that allow more than one item per pick, like Goblin Wolf Chariots. You may only buy **one** per choice.

Here are a couple of army specific notes:

- Bretonnians do not have their Army Battle Standard Bearer.
- Tomb Kings must have a Liche Priest as the Hero. He will also act as the General. However, the Liche Priest is allowed to be purchased with up to 165 points.
- Tomb Kings may have more than one Chariot.
- A Vampire Thrall may lead a Vampire Counts army.

SCENARIOS

The key to the quality of these games is in the scenario. We have come up with several that work and have included a couple of examples

on the next page. However, here are the broad guidelines on how to get the most from a scenario so you can design your own:

- Use a gaming space of around 3' by 4', using the short edges to deploy along. This gives you a nice depth but limits the flank manoeuvring for such small armies.
- Have a definite purpose to the scenario, preferably a 'sudden death' type ending. This will keep the game brief and focused instead of devolving into a shooting contest.
- Try to theme the scenario to the armies you use if you can. Keep the scenery sparse but use two or three nice features on the battlefield.



Mark Chambers

VAMPIRE COUNTS

Mark: Undead are a terrible foe to fight at 500 points as the whole army causes *fear* and has the potential to raise more models during the battle. I chose a Necromancer Champion to make this a real possibility, a unit of Ghouls, a unit of cheap Zombies and a unit of Skeleton Warriors with spears, and three Fell Bats to fly over my opponent and slow them down.

TYPE	No.	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Pts each	Pts total
HERO														
Lucius Gore L2 Wizard, Necromancy	1	4	3	3	3	3	2	3	1	7	0	2nd Level Mage, Fear	100	100
CORE														
Skeleton Warriors Gore's Spears	12	4	2	2	3	3	1	2	1	3	6+	Spears/Shields, Fear	9	108
Zombies Gore's Servants	17	4	2	0	3	3	1	0	1	2	0	Spears/Shields, Fear	6	102
Musician	1	4	2	0	3	3	1	0	1	2	0	Braindead, Fear	10	10
Ghouls Gore's Claws	15	4	3	0	3	4	1	3	2	6	0	Poison Attacks, Skirmishers, Fear	8	120
Fell Bats Gore's Wings	3	1	3	0	3	3	2	3	2	6	0	Flying unit, Fear	20	60



Ben Waid

DWARFS

Ben: I used Dwarfs in this campaign as I was interested to see how they would perform in the small but fast and brutal 500 points arena. As an average Dwarf Warrior is only 7 points even if you tool them up, they are still relatively cheap and allow quite a bit of flexibility. Unfortunately they are about as fast as a sedated snail so I have taken a bit of firepower to try and stop any would-be sneaky flanking manoeuvres.

TYPE	No.	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Pts each	Pts total
HERO														
Runesmith Norggrim, Norggoggin	1	3	5	4	4	4	2	2	2	9	5+	Hand Weapon, Gromril Arm	78	78
CORE														
Warriors	11	3	4	3	3	4	1	4	1	9	4+	Hand Weapon, H Armour, Shield	9	99
Standard Bearer	1	3	4	3	3	4	1	4	1	9	4+		19	19
Warriors	10	3	4	3	3	4	1	1	1	9	5+	Double-handed W'pon, H Armour	10	100
Veteran	1	3	4	3	3	4	1	1	1	9	5+	Double-handed W'pon, H Armour	20	20
Standard	1	4	3	0	4	4	1	1	3	8	5+	Double-handed W'pon, H Armour	20	20
Crossbowmen	10	4	3	0	4	4	1	1	3	8	6+	Hand Weapon, C Bow, L Armour	12	120
SPECIAL														
Bolt Thrower												3 Crew, Hand Weapon, L Armour	45	45



SCENARIO 1: CAPTURE

This scenario is adapted from the rulebook (pages 207-208) and is ideal for Border Patrol games. The two expeditions meet to capture a single objective and deny ground to the enemy. In our games we have used temples, shrines, supply buildings, tunnel entrances and important hills as examples of good objectives. The key is to make a piece of scenery the clear target and then play the scenario as written with the following change:

- Use no more than 4' by 3' of battle table. Deploy along the thin edges, giving a deep narrow battlefield.

BATTLEFIELD

The objective is placed in the middle of the battlefield. This could be a treasure-filled tomb, a keep, village, hill, or anything else you think appropriate to fight over.

DEPLOYMENT

- Both players roll a dice, the player who scores highest may choose which side of the table to deploy on.
- The players roll a dice, the highest scorer may choose whether to start deploying first or second.
- Taking it in turns, each player deploys one

unit at a time, at least 18" from the opposing deployment zone.

- All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battlefield.
- Champions are deployed with their unit, all other characters in the army are deployed after all other units, all at the same time. Characters may start the battle with units if you wish.
- Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

WHO GOES FIRST?

Both players roll a dice, the player who finished their deployment first may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game lasts for a random length. At the end of the fourth turn roll a dice. On a 2 or more, play a fifth turn. At the end of the fifth turn roll a dice again, on a 3 or more play a sixth turn, etc.

SPECIAL RULES

There are no additional special rules.

VICTORY CONDITIONS

The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters and characters can't capture the objective. If both players have a unit equidistant from the objective, one player wins if their unit is worth more than double the points value of the closest enemy unit to the objective. Otherwise it is a draw.



SCENARIO 2: FLANKING MANOEUVRES

In this scenario, a special adaptation for Border Patrol, two forces are split in an attempt each to outflank the other. The generals must coordinate their split patrolling forces and lay claim to the battlefield.

BATTLEFIELD

Use no more than 4' by 3' of battle table. Use the long edges for deployment giving a wide, shallow battlefield. The deployment areas should be 18" apart, and allow for 12" to each flank.

DEPLOYMENT

- Before any deployment, each player assigns up to one third of their army (in points) to be a flanking force. Each player must put at least 50 points into the flanking force. Units cannot be split between the two forces. The player must also write down whether these are flanking to the left or the right.
- The players roll a dice each, the highest scorer is allowed to choose a table edge.
- Each player rolls a dice and the highest scorer may decide whether to begin deploying first or second.
- Taking it in turns, each player deploys one unit at a time, no closer than 18" to the enemy deployment zone. Units can be no closer than 12" to the neutral table edges.

- All war machines in a player's army are deployed at the same time, though they may be deployed in different parts of the battlefield.

- Champions are deployed with their unit. All other characters are deployed after all other units in a player's army, all at the same time.

- Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

WHO GOES FIRST?

Both players roll a dice, the player who finished their deployment first may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game lasts six turns.

SPECIAL RULES

At the start of each player's third turn, they start to roll to see if their flanking force has arrived. Roll a dice. On a roll of 4+ the flanking force turns up. If it does not turn up, roll again at the start of subsequent turns, adding +1 to the dice roll after the first. Thus, they will turn up on a 3+ on the fourth turn, 2+ on the fifth turn, and so on).

The units in the flanking force move on from the table edge nominated before the battle, in the opponent's half of the table. Units may not charge on the same turn that they move onto the table, but do not count as starting their move within 8" of the enemy and so may march. You do not have to move all units on at the same time; units that are left off the table can move on in subsequent Movement phases.

VICTORY CONDITIONS

The standard Victory Points are used to determine the winner.



TEAM PLAY SPECIAL RULES

Border Patrol games last from 30-45 minutes on average, depending on the scenario you play. In addition, we have come up with some rather neat Team Play rules to allow pairs of players to pull together a 1,000 points force and play a battle in around an hour. These rules are the basis of the Warhammer Doubles Tournament and allow for some pretty whacky alliances.

ARMIES

Players will fight with two armies allied together for the battle. Each army may ally with only the armies shown on the following Alliances chart:

Simply cross-reference the races you wish to ally. The following notations represent:

B = Battle Brothers – same race, so no problems.

X = Disallowed – cannot ally under any circumstance.

T = Trusted allies – no special rules, alliance is permitted.

D = Distrustful allies – permitted, but allied units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

You may only select to play with a team-mate who has an army you are permitted to ally with.

Each player is paired with their team-mate, and each will bring an army that conforms to the Border Patrol rules.

Taken together, the players armies should total no more than 1,000 points, including two Heroes capable of acting as Generals.

Before each battle the General must be decided using the following rule:

- Each player on the team rolls a dice, with the opponents witnessing the roll – re-roll any ties.

- The highest rolling player will lead the army in this battle. Their Hero acts as the General.
- Both forces will react to the General as per the Warhammer rules.

SCENARIOS

Each game will use one of the following Scenarios. These can be played on a standard table of any reasonable size.

To determine the Scenario played, roll a dice and consult the following table:

D6 Roll	Result
1-2	Capture
3-4	Meeting Engagement
5-6	Flank Attack

SCENARIO 1: CAPTURE

- Use the scenario from the Warhammer rulebook, pages 207-208.

SCENARIO 1: MEETING ENGAGEMENT

- Use the scenario from the Warhammer rulebook, pages 203-204.

SCENARIO 3: FLANK ATTACK

- Use the scenario from the Warhammer rulebook, pages 205-206.

PARTING WORDS...

After a few months of playing with these rules I have finally got a regular game in a reasonable time. In addition I have retired my Dwarf army and started to build a new Lizardmen army. In short, painting 500 points of models is an easier proposition and you can get some good games in every week. For me it's a lunchtime thing which keeps me playing more Warhammer than I have previously imagined possible. Oh, and the games are a whole new challenge. Don't believe us? Try it for yourself!



Che's 500 point Lizardmen army begins to take shape.



Once they're all stuck together, Che begins painting. A red undercoat is applied first.



A brown wash is then applied, followed by some red drybrushing on the scales.



Finally, Che bases the models and has the beginnings of his 500 points army.

	Empire	Orcs & Goblins	Lizardmen	Skaven	Chaos	Tomb Kings	Vampire Counts	Dark Elves	High Elves	Wood Elves	Chaos Dwarfs	Brettonians	Dwarfs	Dogs of War
Empire	B	X	T	X	X	D	X	X	T	D	X	T	T	T
Orcs & Goblins	X	B	X	T	T	X	D	D	X	X	D	X	X	T
Lizardmen	T	X	B	X	X	D	X	X	T	T	X	T	T	T
Skaven	X	T	X	B	T	D	X	D	X	X	D	X	X	T
Chaos	X	T	X	T	B	D	D	D	X	X	T	X	X	T
Tomb Kings	D	X	D	D	D	B	X	D	D	D	D	X	D	T
Vampire Counts	X	D	X	X	D	X	B	D	X	X	D	X	X	T
Dark Elves	X	D	X	D	D	D	D	B	X	X	D	X	X	T
High Elves	T	X	T	X	X	D	X	X	B	T	X	T	D	T
Wood Elves	D	X	T	X	X	D	X	X	T	B	X	T	D	T
Chaos Dwarfs	X	D	X	D	T	D	D	D	X	X	B	X	X	T
Brettonians	T	X	T	X	X	X	X	X	T	T	X	B	T	T
Dwarfs	T	X	T	X	X	D	X	X	D	D	X	T	B	T
Dogs of War	T	T	T	T	T	T	T	T	T	T	T	T	T	B