



FIGHTIN' WRITIN'

WORKSHOP

LET THE BATTLE COMMENCE...



BATTLE PACK

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HOW TO USE THIS BOOKLET

One of the main focuses of a Fightin' Writin' Workshop is vocabulary and engaging language. In order to get the most out of a session, you might consider having the children read through the following Battle Scrolls.

As well as information about how each army works and any special skills they have, each Scroll also includes a short description of them. These provide clues and tidbits of information that can help the children to visualise and imagine how each type of creature might move, talk and act in different situations.

At the back of the booklet, you can find several evocative images. These have been chosen to represent different scenarios that the children might encounter during their battle. In preparation for the workshop, you might consider showing the children these and spending a little bit of time discussing the mood and feeling that they get from each.



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THE CURSED DEAD



Each Cursed Dead dies after receiving 2 wound




To move, use 



To hit, roll a 5+. To wound, roll a 5+




 To hit, roll a 4+. To wound, roll a 4+



Special skill

The Cursed Dead are nothing more than walking zombies. Whatever magic brought them back to life can also heal them. When a Cursed Dead suffers a wound, roll a dice. On 5+, the wound is healed.




Some are missing limbs, others impaled on their own weapons, but whatever brought about the end for these hapless miscreants, it turns out that death wasn't the final chapter in their life. Somewhere, dark magicians chant their mysterious spells and raise the dead to fulfil their own aims - some of them refused to do their bidding and formed an army of their own. These are the Cursed Dead.

Constant groans, not of pain but at their endless, pointless existence, echo from the ragged throats of these pitiful ghouls. For anybody that shares a battlefield with them, this dreaded whine will enter their skulls and drive them to madness.

Every Cursed Dead is out to fight for themselves only - they don't feel pain, and they can't shed a tear when their allies die. All that concerns them is taking over the battlefield and recruiting more zombies to fill their ranks. **Whenever a Cursed Dead kills an opponent, roll a dice. On a roll of 6, the dead warrior is brought back as a zombie, only now they are fighting alongside the Cursed Dead!**

Useful vocabulary:

featureless, necrotic, withered, lumber, trudge, gaunt, wail, jarring



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Golden Warriors



Each Golden Warrior dies after receiving 2 wounds




To move, use 



To hit, roll a 3+. To wound, roll a 3+



 To hit, roll a 3+. To wound, roll a 5+



Special skill

Golden Warriors are the personal guards to the throne. They are imbued with light and glory. When you roll to hit an enemy, you can roll again if you roll a 1.




Golden Warriors bask in the eternal light of the Everlasting Empire, a beacon of radiance and truth in an otherwise chaotic world. To give their life for the Empire is the greatest honour a Golden Warrior can receive, so every battle is a chance to add their name to the scrolls of the glorious dead.

Their armour is cast from the strongest steel and plated in dragon-scale gold, itself harder than iron. All of this comes with a cost - each Golden Warrior is slowed down by the weight of his protection. Their dazzling radiance is a sight to behold on the battlefield, though. Much like an avalanche in the mountains, it may take them a while to reach their enemy, but once they are moving, Golden Warriors are hard to stop. For many enemies, their only hope is to escape before they are caught.

Fidelity to the Empire is not the only oath that Golden Warriors swear. They are sworn to protect their kin with their own lives. Every death is felt like an arrow to their heart - **if a Golden Warrior is slain, then all other Golden Warriors on the board suffer a wound (if this wound would kill them, then they escape unharmed).**

Useful vocabulary:

benevolent, magisterial, prestige, radiance, clunky, encumbered, burdened




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GROTSQUABBLERS



Each Grotsquabbler dies after receiving 1 wound



To move, use ●



To hit, roll a 3+. To wound, roll a 3+



● To hit, roll a 4+. To wound, roll a 5+



Special skill

Grotsquabblers dip their weapons in the paralyzing venom of the gizzard-frog. If you wound an enemy, they cannot move on their next turn.



Dragged from the dark caves of Menrir, Grotsquabblers are raised from birth to be fearsome fighters. Their only friends are the grotesquely bloated gizzard-frogs that have adapted to live in the damp depths and whose venom the Grotsquabblers use on their weapons.

Some say that the Grotsquabblers are part lizard - they are definitely not above scrambling on all-fours if it means they can move faster. Watching a pack of these snivelling creatures running towards them is enough to still the heart of even the bravest army. When they talk to each other, their voices are high-pitched and fast, like angry vultures circling a recent kill.

Despite their wretched appearance and blood-lust, Grotsquabblers are fiercely loyal. If one of their allies falls in battle, they have been known to fall to the ground weeping, praying to their gods to save the rest. They may be half the height of a human warrior, but they are twice as brave and even fiercer.

Useful vocabulary:
minuscule, guttural, squat, steadfast, capricious, malignant

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HOWLING GHOULS



Each Howling Ghoul dies after receiving 1 wound



To move, use 



To hit, roll a 5+. To wound, roll a 3+



Special skill

Howling Ghouls are already dead before they take to the battlefield - it's hard to kill a ghost! If a Howling Ghoul dies, roll a dice. If you roll a 5+, they spring back to life in the same spot.



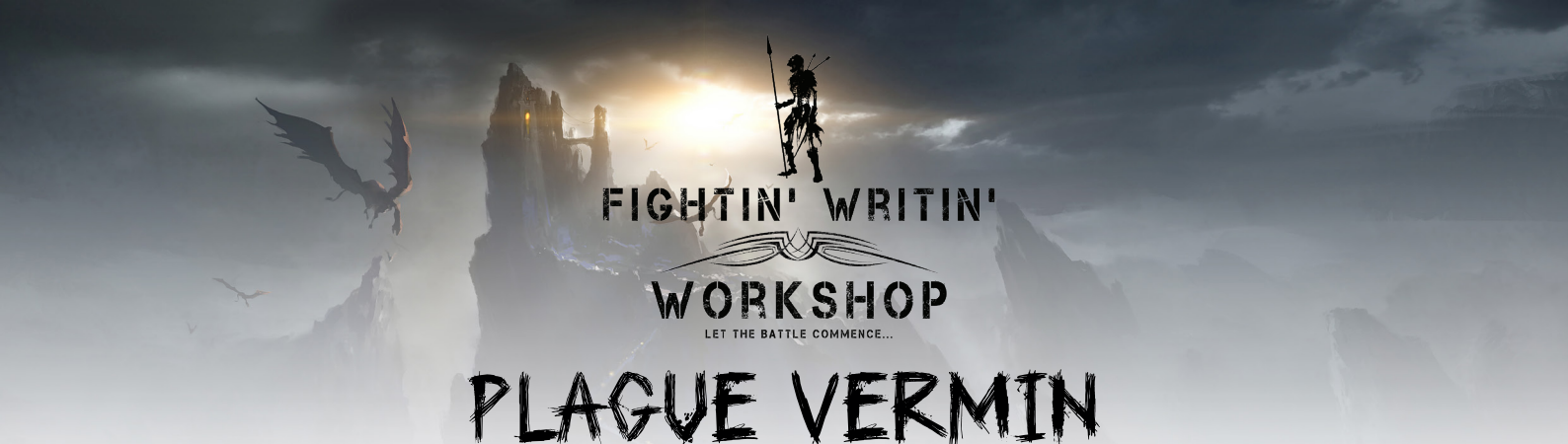
Mournful and wailing wraiths brought back from the dead by malign sorcerers, the Howling Ghouls are nothing more than wisps of tortured souls held together by their baleful wrath.

Whatever evil creatures brought them back to life no longer have control over the Howling Ghouls; instead, they have turned their attention to ridding the world of anything living. Many good soldiers have watched in anguish as their blades cut down a Ghoul, only to see it return from the dead, once again.

Every breath from a Howling Ghoul is ice-cold; mere mortals quake at the sound of their screams. Even an enemy on the warpath will stop short when they see a Howling Ghoul up close. **If an enemy moves next to a Ghoul to attack it, your Howling Ghoul can attack first, while their warrior is frozen with fear.**

Useful vocabulary:

spectral, apparition, manifestation, insubstantial, eerie



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PLAGUE VERMIN



Each Plague Vermin dies after receiving 2 wounds



To move, use ●



To hit, roll a 5+. To wound, roll a 4+



Special skill

A pestilent plague runs through the veins of Plague Vermin. If you wound an enemy, they die no matter how many wounds they have.



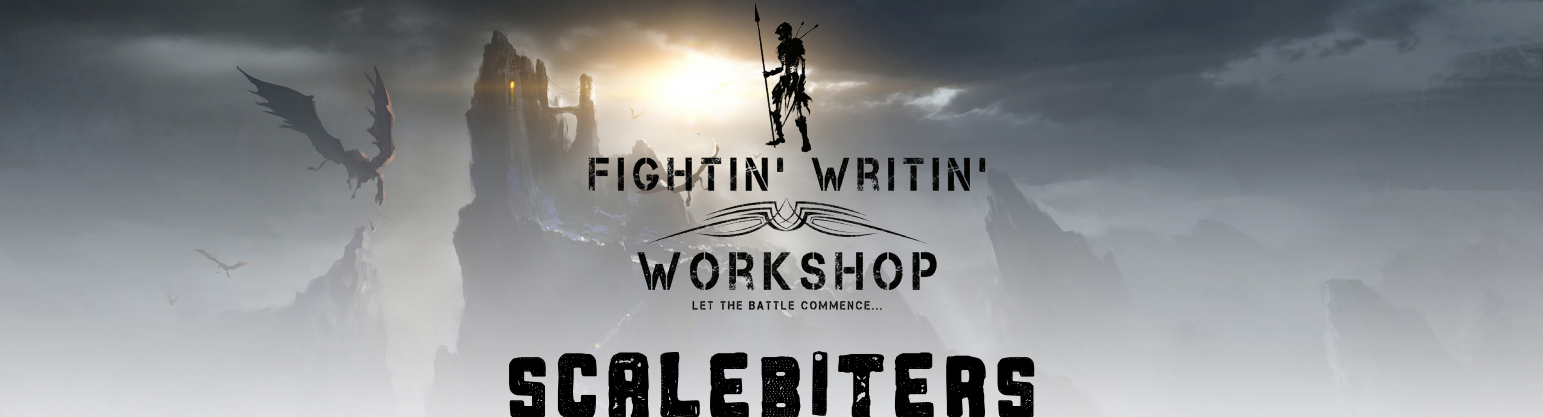
The foul stench of ancient sewers still clings to the matted fur of the Plague Vermin, spreading wretched disease wherever they spread. They may not be the quickest on the battlefield, but they are hard to hit and even harder to kill.

Vermin have spread plagues throughout history, and these scurrying menaces are no different. If their blades pierce the skin of their enemy, the hapless victim will swiftly succumb to a fever and festering boils before slipping from the mortal coil.

Plague Vermin are not known for their empathy towards others: the sight of one of their allies falling on the battlefield doesn't seem to stir them at all. To a Plague Vermin, any dead warrior is just another snack. Do not expect them to show any emotion other than furious rage.

Useful vocabulary:

scurry, scramble, pestilent, virulent, pustule, swarm, malevolent




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SCALEBITERS

 Each Scalebiter dies after receiving 1 wound

 To move, use 

 To hit, roll a 4+. To wound, roll a 4+

 **Special skill**
Scalebiters have a shield. If somebody hits you, roll a dice. If you roll a 5+, they hit your shield and they don't roll to wound you.



These fiery lizard warriors are swift and always on the warpath. They attack when you least expect it with their sharpened spears tipped with bits of fallen meteorite. Originally from the land of Swamporith, they paint their faces before battle to ward off evil spirits and to banish fear from their cold-blooded hearts.

Scalebiters rely on each other to have their backs and will defend their fallen friends, even if it means throwing themselves at the enemy. Many a soldier has died with the vengeful shrieks of a Scalebiter echoing through their ears.

Bravery courses through Scalebiter veins. If one of them dies in battle, the rest of the unit will scramble in to attack. **If one of your Scalebiters dies, move any remaining Scalebiters next to the attacker and roll as if you have just attacked them.**

Useful vocabulary:
swarm, vengeance, hasten, reptilian, beady-eyed





