

# the Warhammer Open

Everyone selects a character. Any model at all will do since the figure's battlefield prowess is entirely irrelevant.

Next you need to lay out a course. This can be any size you like, but about 30 – 50 yards (inches) between the tee and the pin is a good distance. You need to represent the tee, the green and the hole with something – we used the small plastic template for the tee, and the large one for the green and hole, but anything will do as long as it's clear what's what. Ideally the hole should not be visible from the tee. Bases of woods are great scenery for the golf course, as are lakes and rivers. We also used 40K bunkers as – wait for it – bunkers. Oh the hilarity. Finally, you need to designate at least vaguely where the fairway ends and the rough begins – this matters because shots are harder from the rough.

## PLAYING THE GAME

To play Warhammer Golf, you'll need 3 six-sided dice, a scatter dice and an artillery dice. You'll also need a different ball for each player. Once you've got your order of play sorted out, it's time to tee off!

Divot Table (D6)	
1	Thinking you've hit the ball, you casually swing your club back—and send the ball flying backwards! It moves D6" directly away from your target point.
2	You are distracted at the last second—a bird squawks, your opponent pops a paper bag etc. You completely fluff the shot and the ball moves D6" in a random direction.
3-5	You miss the ball—a clump of earth sails down the course instead.
6	You skim the top of the ball, and it rolls embarrassingly forwards D6" towards your target point.

Playing a shot is a cross between the Warhammer stone thrower and cannon rules. You make a range guess of up to 24", then the shot will either HIT, or scatter a distance depending on the range; roll a D6 for shots of up to 12", or the Artillery dice for more. If you roll a MISFIRE for scatter, something's gone wrong—roll on the Divot Table left. When the shot lands, roll the artillery dice; the ball bounces that distance directly away from the player before coming to rest. The ball cannot bounce more than the distance guessed for the shot. If you roll a MISFIRE for the bounce, the ball stops dead where it lands (just like in real life).

The lie of the ball can have an adverse effect on the accuracy of your shot. The Lie table below lists the effects of the various types of ground. All effects are cumulative; for example, if playing a shot from the rough at a point you can't see, you'll have to roll for scatter twice before the shot lands, and it cannot HIT. If you roll a MISFIRE on any of the scatter dice, you fluff the shot as above...

Lie	Effect
Cannot see target point	The shot will always scatter even if you roll a HIT.
Rough	Roll for scatter one extra time before bouncing.
Woods	Roll for scatter one extra time, and roll 3D6: if you roll lower than the range you declared, the shot hits a tree before clearing the woods. The ball travels half the distance guessed in a random direction, then bounces.
Bunker	The ball will not bounce if it lands in a bunker. When playing a shot from a bunker you can guess a maximum of 9". In addition, you must roll 2D6 : if you score lower than the range you declared, you've missed the ball as if you'd rolled a MISFIRE result of 3-5!

## THE HOLE

The ball can only end up in the hole if it lands directly on it, or if it ends its bounce on top of it. If the ball just bounces over the hole, it won't go in.

If the ball bounces into the hole, it stays in. However, if your initial shot lands smack on top of the hole, roll a scatter dice. If you get a HIT, you're lucky and the shot stays in; if you get an arrow, the ball goes flying in that direction an amount of inches equal to the roll of an artillery dice as it bounces awkwardly around the edges of the hole. If you roll a MISFIRE for this roll, the ball stops just on the edge of the hole requiring only an automatic tap-in on your next shot.

## ON THE GREEN

When you're on the green, you'll probably want to swing your putter about. All putting ranges are in CENTIMETRES; this represents the delicate nature of putting. First guess the range to the hole. Now measure to see how far away the hole really is. If your guess was more than one centimetre out, you automatically miss the shot; the ball goes 2D6cm past the hole, then scatters D6cm, to represent it winging around the rim of the hole.

If your guess was good, you've judged the power right and now you've got to roll to see if the shot was accurate. Roll 2D6: if the score is lower than the range to the hole in centimetres, you miss as described above; otherwise, you sink the shot. Congratulations! Now go and do something sensible.

## OPTIONAL RULES

If two player's balls are within 2" of each other (hmmm), there may be some confusion as to whose is whose. Players can challenge each other over which ball they think is theirs; in this case, the players fight for the ball they want! To get some element of skill into this, each player must guess the range from the disputed ball to the hole, down to fractions of inches if necessary; whoever is the closest is considered to have won the fight. They get the ball they want, the loser must use the other one. In addition the loser is do dazed they must roll one extra scatter on their next shot.

Cheating—each player can perform ONE of the following actions per hole. *Boxing Glove On A Spring*: one player within 12" must double every scatter roll for this shot. *Radio Controlled Ball*: re-roll one scatter dice. *Lead Ball*: Can only guess 16" but shot does not bounce. *Explosive Club*: can guess up to 30" for one shot, but it will scatter one extra time. *Magnetic Ball*: can roll 3D6 for one putt attempt. *Rubber Club*: can be given to an opponent after they declare the range for their shot; the ball only travels half the distance declared.