

# WARHAMMER™

## THE OLD WORLD

### SEIZE THE TOWER

Following Frydaal the Chainmaker's invasion of the Wasteland in IC2272 and the arrival of foreign mercenaries upon Marienburg's docks, the Sea Lord Aislinn was forced to take action when the Elves of the Shrouded Isle came under increasing attack. Whilst the Sea Guard mustered, scouts and outriders were dispatched to secure the numerous Elven watchtowers located upon the many small islands along the coastline of the Old World lest they fall into the hands of marauding Norscans.

#### Historical Recreation

During the invasion of the Wasteland, battles such as this were fought often between the vanguards of rival armies.

Both players should write a 500 points muster list. One player should use the High Elf Realms Grand Army composition list or the Sea Guard Garrison Army of Infamy composition list (found in *Forces of Fantasy* and *Arcane Journal – High Elf Realms* respectively). The other player should use the Warriors of Chaos Grand Army composition list or the Wolves of the Sea Army of Infamy composition list (found in *Ravens Hordes* and *Arcane Journal – Warriors of Chaos* respectively).



**Minimum Two Units:** Each player's army must include a minimum of two non-character units, rather than the usual three.

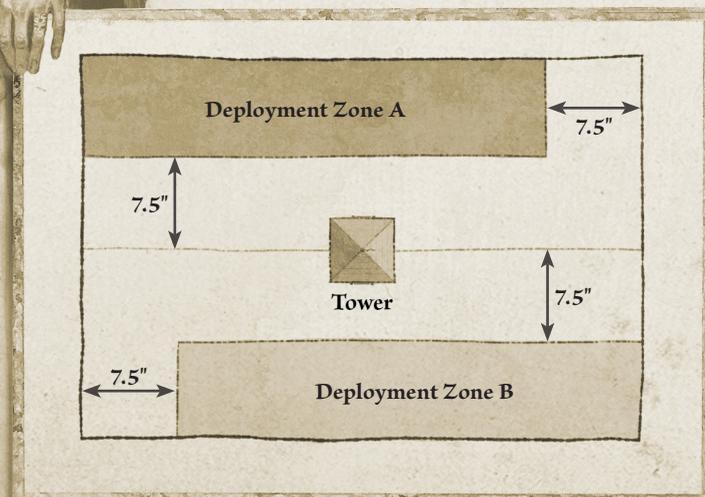
**Character Limitations:** When writing their muster lists, neither player may spend more than 125 points (25% of their army's total points value) on a single character.

**Unit Limitations:** To represent the small size of the forces that took part in such battles, neither player may spend more than:

- 175 points (35% of their army's total points value) on a single Core unit.
- 150 points (30% of their army's total points value) on a single Special unit.
- 125 points (25% of their army's total points value) on a single Rare or Mercenary unit.

**0-X Per 1,000 Points:** In Warhammer: the Old World, many units or options are limited to '0-X per 1,000 points', with 'X' being a number. This means that such options would not normally be allowed when writing a 500 points muster list. However, rather than preclude such options entirely, the players may include a single such option. This might be a unit, a character or even an upgrade listed within a unit's options.

Alternatively, this scenario may be played using armies of any faction, using muster lists written as described above.



### Set-up

This scenario should be played on a battlefield measuring 30" x 44". Place terrain as described in the *Warhammer: the Old World* rulebook. In addition, place a tower special feature (as described on page 275 of the *Warhammer: the Old World* rulebook), measuring no more than 5" at its widest point, in the centre of the battlefield, as shown on the map previously.

### Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B) and deploys the first unit. The players then deploy their armies using the alternating units method, as described on page 285 of the *Warhammer: the Old World* rulebook.

### First Turn

In this scenario, the winner of a roll-off chooses who takes the first turn.

### Game Length

The battle will last for five rounds or until one side concedes.

### Victory!

As in most games of *Warhammer: the Old World*, to stand victorious in this scenario a player must win the most Victory Points (VP). However, due to the small size of the armies fighting this battle, the number of VP that can be won varies:

- **The King is Dead:** A player wins a bonus of 50 VP if the enemy General has been slain, has fled off the battlefield or is fleeing when the game ends.
- **Trophies of War:** A player wins a bonus of 25 VP for every enemy standard claimed as a trophy, as described on page 200 of the *Warhammer: the Old World* rulebook. Additionally, a player wins another bonus of 25 VP if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends.
- **Seize the Tower:** Controlling the tower is the goal of both armies. To represent this, if either player controls the tower special feature at the end of the battle (as described on page 275 of the *Warhammer: the Old World* rulebook), they win a bonus of 100 VP.

