

# WARHAMMER THE OLD WORLD

## THE TOPPLING OF THE WAYSTONES

Though the Shrouded Isle was heavily protected by the Sea Guard, little could deter the Norscans once blood had been spilt. With each tide, more wolfships arrived, bringing Marauders to the isle's shores. Fortified encampments were soon raised to protect the footholds the Norscans had secured upon the beaches. Only the isle's ethereal mists guarded it, their cloying tendrils waylaying reinforcements and preventing the invading warbands from uniting against the isle's defenders. Yet still the Norscans pressed inland, intent upon destroying the arcane source of the mists.

### Historical Recreation

This battle represents the efforts of a number of Norscan warbands to topple the waystones of the Shrouded Isle and disperse its enshrouding mists, an act of aggression against which the full might of the High Elf garrison was mobilised. As such, this scenario is ideal for teams of two or more players. To represent this, each player should write a muster list as follows:

#### The Attackers

Each attacking player should write a 2,000 points muster list using either 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).

#### The Defenders

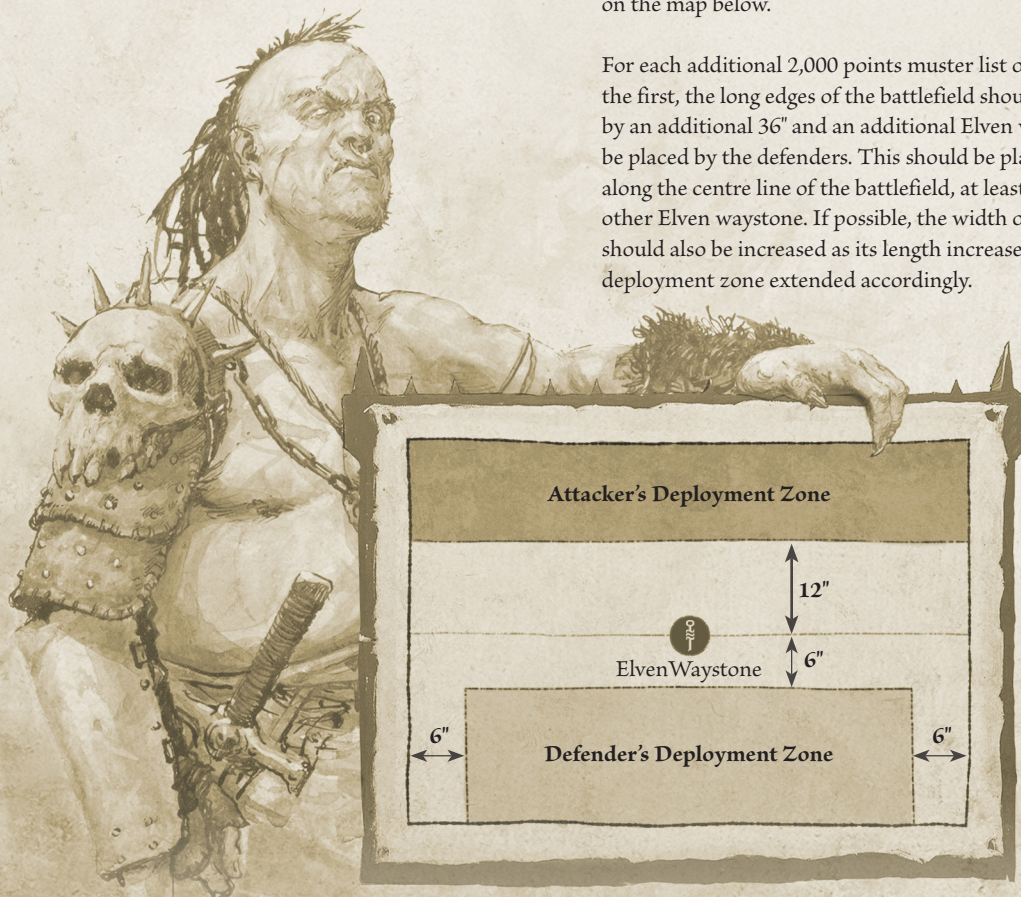
Each defending player should write a 2,000 points muster list using either the High Elf Realms Grand Army composition list or the Sea Guard Garrison Army of Infamy composition list (found in *Forces of Fantasy* and *Arcane Journal – High Elf Realms* respectively).

Alternatively, this scenario may be played with any armies of the players' choosing.

#### Set-up

Place terrain as described in the *Warhammer: The Old World* rulebook. In addition, place an Elven waystone – represented by a special feature (as described on page 272 of the *Warhammer: the Old World* rulebook), measuring no more than 6" at its widest point, in the centre of the battlefield, as shown on the map below.

For each additional 2,000 points muster list on each side, after the first, the long edges of the battlefield should be increased by an additional 36" and an additional Elven waystone should be placed by the defenders. This should be placed anywhere along the centre line of the battlefield, at least 36" from any other Elven waystone. If possible, the width of the battlefield should also be increased as its length increases, and each side's deployment zone extended accordingly.





## Deployment

The defender deploys their entire army anywhere in the defender's deployment zone as shown on the map. Once complete, the attacker then deploys their entire army within the attacker's deployment zone, as shown on the map opposite.

## First Turn

In this scenario, the defender will automatically take the first turn.

## Game Length

The battle will last for six rounds, until every army on one side has reached its 'break point', or until one side concedes.

## Scenario Special Rules

**Arcane Conduits:** The Elven waystones harness and direct the Winds of Magic, power with which a Wizard can augment their spells – at a price of course. When a Wizard within 12" of an Elven waystone attempts to cast a spell, apply a +1 modifier to the Casting roll. However, if the spell is Miscalc, the Wizard suffers a -2 modifier when rolling on the miscalc table.

**Cloying Mist:** The mists that protect the Shrouded Isle are conjured by the Elven waystones and the air around them is thick with the cloying haze. Any model that targets a unit that is within 12" of an Elven waystone during the Shooting phase suffers an additional -1 To Hit modifier.

**Break Point:** Each 2,000 points army in this scenario has a breaking point. This is equal to a quarter (25%) of the total Unit Strength of that army at the start of the game. To calculate the break point of an army, simply add together the Unit Strength of every unit (including characters) in the muster list and divide the total by four, rounding fractions down.

With each model removed from play as a casualty and with each unit destroyed, an army approaches its break point. If, during any Start of Turn sub-phase, the remaining Unit Strength of an army has fallen below its break point, that army is considered to have 'broken'. At this point, the army is removed from play as the remaining models lose their nerve and flee the battlefield.

*Note that units that have pursued a fleeing enemy off the battlefield and units held in reserve count as being on the battlefield for the purposes of determining whether or not an army has reached its break point.*

## Victory!

Once the battle has ended, use Victory Points (VP) to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook.

In addition, for each Elven waystone a player controls at the end of the battle, their side wins a bonus of 250 VP. Elven waystones are controlled by proximity, as described on page 272 of the *Warhammer: the Old World* rulebook.

