

# WARHAMMER™

## THE OLD WORLD

### UPON SHROUDED SHORES

In the early years of the Chainmaker's invasion of the Empire's northern coasts, the High Elves of the Shrouded Isle had withdrawn from the affairs of the Men of Westerland, the Sea Lord tending instead to the mysterious affairs of the Ulthuan. Thus did Aislinn's sleek vessels seemingly neglect the waters where the Sea of Claws meets the Manaansport Sea, giving the Wolves of the Sea the impression that they could ply the waves unchallenged. In time, glory-hungry warlords began to wonder if the isle had been abandoned. The first tribes to make landfall upon its shores would swiftly learn the error of their ways...

#### Historical Recreation

This battle upon the beaches of the Shrouded Isle represents the Chainmaker's forces trying to secure a foothold on the isle during the latter years of her invasion; they quickly learned that the High Elves still stood vigilant. To represent this, the players should write two muster lists (one for the attacker and one for the defender) as follows:

##### The Attacker

The attacker should write a single 2,000 points muster list using 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 Defender

The defender should write a single 2,000 points muster list using 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 two armies of the players' choosing.

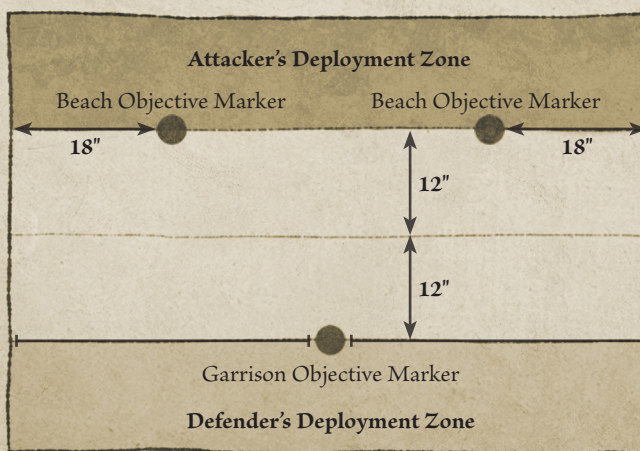
##### Set-up

Place terrain as described in the *Warhammer: the Old World* rulebook. As this battle takes place on a beach, the area within 24" of the attacker's deployment zone should be kept fairly sparse, whilst the remainder of the board should contain a few Elven buildings and/or defensive barricades.

In addition, to represent the forces of Chaos trying to secure a beachhead, place three objective markers, each represented by a miniature diorama occupying a 40mm round base, after the battlefield has been set up but before deployment begins.

Objective markers are set up as shown on the deployment map. They cannot be placed within 3" of a terrain feature or straddling a low linear obstacle – if necessary, move the terrain the smallest possible amount to allow the objective marker to be placed.

Objective markers are a type of battlefield decoration, as described on page 271 of the *Warhammer: the Old World* rulebook.





### 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.

### First Turn

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

### Game Length

The battle will last a random number of rounds or until one side concedes. Starting at the end of the fourth round, roll a D6 at the end of each round. Add the round number to the dice roll. If the score is nine or more, the battle ends immediately. If the total is eight or less, the battle continues for at least one more round.

### Scenario Special Rules

**Controlling Objective Markers:** At the end of each turn, an objective marker can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of an objective marker, the closest unit controls it. If two or more eligible units are equally close to an objective marker, the unit with the higher Unit Strength controls it.

However, if two or more eligible enemy units are equally close to an objective marker and both have the same Unit Strength, the objective marker is 'contested' and neither unit controls it.

### 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. Additional VP are awarded for control of objective markers, as described below:

- For each 'beach' objective marker a player controls at the end of either player's turn, they win a bonus of 50 VP.
- If a player controls the 'garrison' objective marker at the end of either player's turn, they win a bonus of 100 VP.

