Warhammer: The Old World Scenario

The Tomb Of Iratekh

In the year 2277 of the Imperial Calendar, Miao Ying set sail for the lands of the Old World. As her journey reached its end, a baleful storm battered her fleet, the machinations of an unseen yet unfathomably powerful Sorcerer of Chaos. Being forced to make port in an eerie, ruined village on a small island at the fringes of the Border Princes, the Storm Dragon's presence combined with the malignant powers that brought her to its shores have awoken an ancient, vengeful enemy...

Historical Recreation

This scenario explores what may have been had the ætheric storm that ravaged Miao Ying's fleet on her voyage to Marienburg succeeded in throwing her off course. In this instance, onto an island somewhere deep within the Black Gulf, in the midst of ancient Nehekhara's long reach.

This battle represents the Storm Dragon's armies awakening an ancient king who once ruled the island in the name of Nehekhara, King Iratekh the Hallowed, whose duty in death is to drive interlopers from his sacred realm.

Insulted by the upstart monarch and the necromantic powers that have seized the island, Miao Ying in turn seeks to shatter the king's tomb and release this land from the lingering evil...

The Attacker

The attacker should write a 2,000 points muster list using the Armies of Grand Cathay Grand Army composition list found in *Arcane Journal – The Breaching of the Great Bastion*. The General of this army must be Miao Ying, the Storm Dragon, who should be accompanied by a Gate Keeper Battle Standard Bearer representing Junjie the Heroic; and an Astromancer representing Shihan the Evocator.

The Defender

The defender should write a 2,000 points muster list using the Barrow Kingdoms Army of Infamy composition list found in *Arcane Journal – The River of Bones*. The General of this army must be a Tomb King, representing King Iratekh the Hallowed, who should be accompanied by a High Priest on Necrolith Bone Dragon, representing Akmoten the Shrewd; and a Royal Herald Battle Standard Bearer representing Nasekh the Devout.

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



Set-up
Terrain is placed as described in the *Warhammer: the Old World* rulebook. The terrain near the attacker's deployment zone should consist of ruined buildings and marshland representing an abandoned fishing village. The terrain near the defender's deployment zone should consist of hills and ancient ruins, representing the barrows of King Iratekh's armies. In addition, place a suitable terrain feature representing Iratekh's Tomb, as shown on the map opposite:

Iratekh's Tomb: A special feature measuring up to 3" at its widest point, Iratekh's Tomb counts as both an arcane monolith and a monument of glory.

Deployment
Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy their first unit. Players deploy their armies using the alternating units method, as described in the *Warhammer: the Old World* rulebook.

First Turn
Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length
Variable Game Length: The battle will last between five and seven rounds or until one side concedes. At the end of the fifth round, and each round after, roll a D6:

- At the end of the fifth round, on the result of a 3+ the battle will continue for at least one more turn. Otherwise, the battle ends immediately.
- At the end of the sixth round, on the result of a 5+ the battle will continue for one more turn. Otherwise, the battle ends immediately.
- At the end of the seventh round the battle ends immediately.

Scenario Special Rules
This scenario has no special rules.

Victory!
Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. The player who controls Iratekh's Tomb at the end of the battle wins a bonus of 150 Victory Points (instead of any bonuses controlling a special feature may normally give). In addition, at the end of the game:

- The defender wins a bonus 100 Victory Points for each Wizard in their army that is still alive at the end of the game.
- The attacker wins a bonus 100 Victory Points for each Wizard in the defender's army that has been slain.





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