

WARHAMMER

THE OLD WORLD

Battle March Scenario

RECLAIM THE TOWER

During the Summer of IC2275, fortifications and watchtowers lay abandoned in the wake of the conflicts that overwhelmed the Axe Bite Pass. With their troops redeployed and their inhabitants fled, many of these isolated outposts instead became shelter for roving warbands and wandering vagrants. Those tasked with reclaiming these watchtowers, and asserting control over the mountains, found themselves not only battling rival forces, but the denizens of the wilds themselves.

Historical Recreation

Whilst warbands of Orcs, Beastmen, Dwarfs, Elves and Humans battle across the Axe Bite pass, many divert their attentions to conquering the various watchtowers that stand vigil over the mountain peaks. Key tactical vantage points and havens of respite, these towers are an invaluable commodity sought by all. As such, any Battle March armies are considered appropriate contenders for this scenario. Even forces that would otherwise be considered allies, such as the Helmgart Wardens and Knights of Montfort, will find themselves desperately fighting for the control and shelter such fortifications offer.

Attacker & Defender

Both players should write a 600 points Battle March muster list using any army of their choosing. The winner of a roll-off will decide who is the attacker and who is the defender.

Set-up

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 below.

Deployment

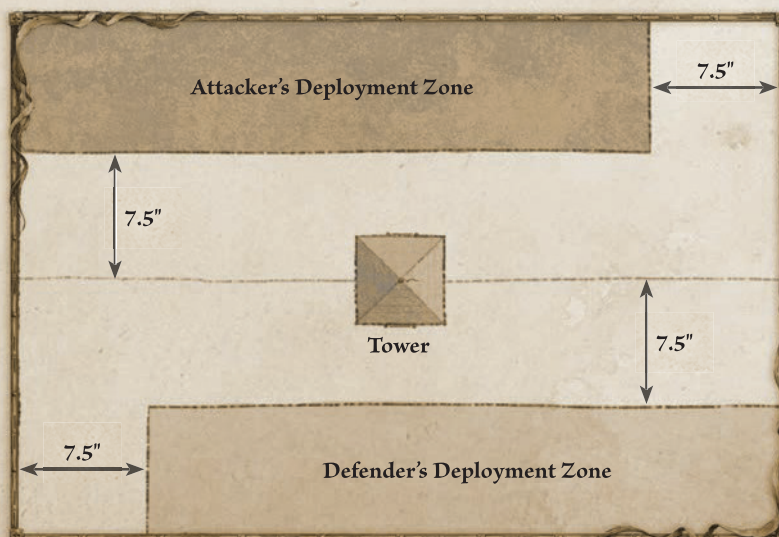
Starting with the defender, players deploy using the alternating deployment method, as described on page 285 of the *Warhammer: the Old World* rulebook.

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!

Once the battle has ended, use Victory Points to determine the winner, as described in the Battle March core rules. In addition, the tower is treated as a Strategic Location that can be occupied (as described on page 275 of the *Warhammer: the Old World* rulebook). The tower is controlled by any unit that currently occupies it. If either player controls the tower at the end of the battle, they win a bonus of 100 Victory Points.

Scenario Special Rules

Repurposed Structure: An 'infantry' unit or character of any size may occupy the tower, instead of one with a Unit Strength of 10 or less.

Occupied!: The first time a unit attempts to enter the tower, it must confront the current occupant and deal with it before being able to occupy it themselves. The first time a unit attempts to occupy the tower it must roll a D6 and consult the table below to see which occupant they encounter:

Disgruntled Occupant

D6	Result
1	Swarm of Snotlings
2-3	Slumbering Troll
4-5	Hungry Ogre
6	Dubious Wizard

Disgruntled Occupant: If a Swarm of Snotlings, a Slumbering Troll, or a Hungry Ogre are encountered, then the unit that disturbed them will immediately fight a round of combat with the Disgruntled Occupant. Due to its surprise appearance, the Disgruntled Occupant counts as having charged a distance of 1". If the unit wins, the occupant is removed from play, rendering its lair unoccupied, and the unit may occupy the tower or attempt to restrain and reform. If the Disgruntled Occupant wins, it will not follow up or pursue, returning instead to the tower, where it will remain to defend it again if disturbed by another unit.

Dubious Wizard: If a Dubious Wizard is encountered they do not fight, instead the unit must answer a convoluted riddle in order to persuade the wizard to vacate the tower. A single model from the unit must pass an unmodified Leadership Test (using their own leadership). If the test is failed, the unit gives ground directly away from the tower and that model is removed from play as it disappears in a puff of smoke. If the test is passed, the wizard vacates the tower and vanishes into the wilderness, cackling maniacally.

Whichever occupant is encountered, if players have an appropriate model, place it down beside the tower, otherwise the occupant is presumed to remain inside the tower.

Disgruntled Occupant

	M	WS	BS	S	T	W	I	A	Ld
Swarm of Snotlings	-	2	2	2	2	6	3	4	4
Slumbering Troll	-	2	1	5	4	3	1	3	5
Hungry Ogre	-	3	2	4	4	3	5	4	7

Troop Type:

- **Snotlings:** Swarms
- **Troll & Ogre:** Monstrous infantry

Base Size: 40 x 40mm

Unit Size: 1

Equipment:

- **Snotlings:** Hand weapon
- **Troll:** Great weapon and calloused hide (light armour)
- **Ogre:** Hand weapon and heavy armour

Special Rules:

- **Snotlings:** Immune to Psychology, Skirmishers
- **Troll:** Fear, Flammable, Regeneration (5+), Skirmishers
- **Ogre:** Armour Bane (1), Fear, Skirmishers, Stomp Attacks (D3)



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