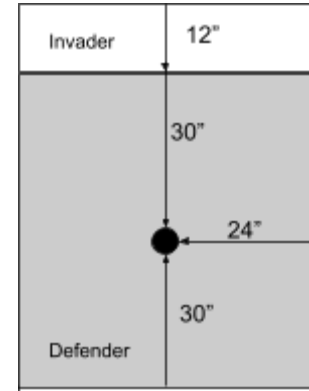


## Battleplan: The Watchtower

- Step 1.** Provide your army list and display models, separate the main list from the sidebar as written in your army list, roll off for who is the defender, then follow the sidebar rules.
- Step 2.** After your army is set, select a model to be your general, select your command trait, and assign artifacts to heroes (if there is any other traits your army must assign now is the time for that).
- Step 3.** The defender places a tower where marked on the map then places terrain around, a minimum of 1 piece of the terrain must be placed in each of 2x2 section of the board. Then roll for each piece of terrain, not the tower, on a 4+ go to The Scenery Table from the Rules and roll. Make sure to label each one, so as not to forget.
- Step 4.** After your army is set, select your general, command trait, and assign artifacts to heroes (if there is any other traits your army assigns now is the time for that).
- Step 5.** The defender set their chosen forces aside. Then the defending player places one multi-model unit in the tower, they may also choose to place one hero, without the **monster** keyword in the tower also. Then the invader places his entire army 12" onto the board from the short side.
- Step 6.** There is no need to count the models on the table. As the sudden death rules will not apply, just assign Bonus Objectives (see below).
- Step 7.** The invader goes first. The defending player moves onto the table from their deployment edge in the hero phase. That counts as their move for that round. The game ends in turn 5.



**The Tower:** The tower can fit 21 models and is considered fortified, **units inside the tower get +2 to save rolls not +1.**

**Primary Victory:** Controll the Terrain piece in the middle. If you have more models within 3" of it is a **minor victory**.

If you have models around the objective and your opponent has none within 3" it is a **major victory**.

**Field Objectives:** At the start of the game, before the decision on the first game turn secretly select two Field Objective to achieve during the game. Once you achieve the 2 point level of a *field objective* you must tell your opponent what you chose.

<p><b>Monster Hunter:</b> The unit with the <b>monster</b> keyword, with the most starting wounds is your target. You score 2 points if you get the unit below half of its wounds, 3 points if you slay the model by the end of the game.</p>	<p><b>Behind the Lines:</b> 2 points if you get two or more unit 12" into your opponent's territory. 3 points if you have that many units 12" into your opponent's territory for three game turns.</p>
<p><b>Driven Off:</b> 2 points if you get one unit removed through battlehock, meaning that the last model of the unit flees i the <b>battlehock phase</b>. 3 points if you get 2+ units to be removed through battlehock.</p>	<p><b>Scouting:</b> Separate the board into 6, 2'x2' squares. At the end of a game turn, after the first turn, you score 2 points if you <i>Contest</i> 3+ of those six sections. If you <i>contest</i> 3+ sections for 3 game turns you score 3 points.</p>
<p><b>Plagued:</b> Choose one of your units, that unit has a minus one to hit. If an enemy unit does more damage to this unit than it does back they get the Plague and the -1 to hit. That unit gets rid of it the same way. If you pass the plague, you get 2 points, if you don't have the plague by the end of the game you get 3 points.</p>	<p><b>Go Find More:</b> Choose one unit, if at the end of the move phase you are within 3" of a pieces of terrain you search it. When that unit has searched 2 pieces of terrain you earn 2 points. These pieces must be outside of your starting territory. 3 point if you reach a 3 pieces of terrain.</p>

**Bonus Objectives:** You get **2** points for **each**: **Seize Ground**, **Kingslayer**, and **What is good in life**.

Battleplan: The Watchtower

My Name \_\_\_\_\_ Opponent's Name \_\_\_\_\_

Chosen Field Objectives		0/2/3	Size Ground	Kingslayer	What is good in Life
		0/2/3	No 0 / Yes 2	No 0 / Yes 2	No 0 / Yes 2