# Halting the Tide

Endless hordes from the wastes fall like an avalanche. All the unprepared defenders can hope for is to delay the enemy long enough for others to be able to deal with them.

## Special Rules

Players deploy normally. The game ends after seven rounds.

The Attacker has twice the budget of the Defender, but both players have the same number of warcasters/warlocks.

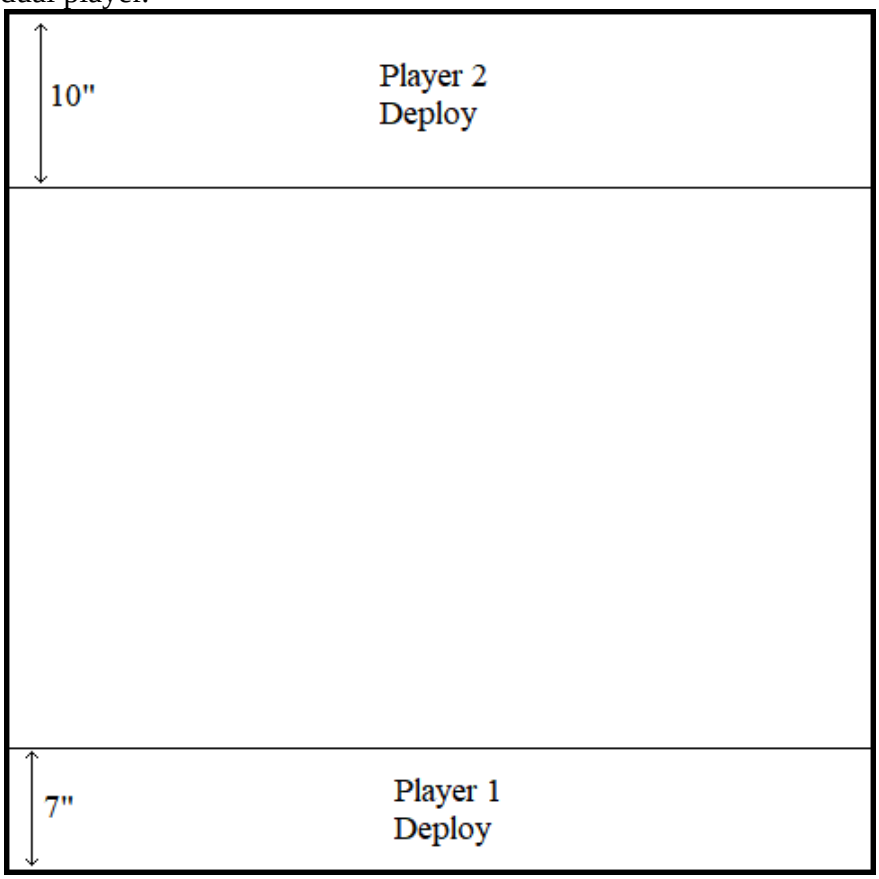
The Defender chooses who will be First Player.

Throughout the game, players score points based on the army point value of their opponent's models that are destroyed or removed from play. Points are scored even if a destroyed model is later returned to play.

- Independent models score points when they are destroyed or RFP.
- Determine a unit's point cost at the beginning of the game. Score half this value once at least half the unit's models are destroyed or RFP. Score the unit's entire value once the unit is completely eliminated.
- The Defender scores double points for a model/unit.

## Victory Conditions

The player controlling the last warcaster(s)/warlock(s) remaining in play wins the game.

At the end of seven rounds, the player who scored more points during the game wins.

Halting the Tide can reasonably be played at any Encounter Level down to Skirmish. Since the full flavor of the scenario requires large forces, team play is encouraged, especially since this decreases the load on the individual player.