

# BRITERNIA

THE AWAKENING OF THE ANCIENTS

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## Overview

The second age of Briternia began as the mysterious Lizardmen emerged from the marshes and laid waste to the warm-blooded monkey children. Those kingdoms that escaped the wrath of the lizards fell under the Curse of the Hidden Dead and were never heard from again.

Lord Chotec, the ancient Slann Warlord, enjoyed his reign over Briternia, but was bothered by the sudden disappearance of the other kingdoms. The stories that skink scouts reported from the cursed lands were horrific. The scouts recount stories of the cursed being turned to sand and the land slowly withering away. He remembered the stories that were passed down through the generations of Slann about an ancient civilization that once ruled over the entire island of Briternia. That ancient kingdom created the portals and the once grand cities that contained them.

Centuries passed and the cursed lands continued to spread out. Briternia became barren and dark, and at last, quiet. The landscape changed significantly during this time as the weather eroded and pushed the sands and dirt of the cursed lands about. Eventually, life sprung anew, towns were rebuilt, and once again the brave have come to build their empires.

All was well until one day a small boy who was playing in some ruins at the base of the grand pyramid noticed a strange object partially buried in the ground. He moved closer to the object and slowly kneeled down and began to inspect it. The object looked like a piece of gold chain. The boy began to furiously dig with his hands to uncover the rest of the object. When he finally recovered the chain, he held it up to the sun for a better look. The object was a gold amulet with a blue scarab. Ecstatic at his discovery, he quickly ran home to show his mother what he had found.

The boy didn't get far from the ruins when he heard the strange sound of drums and horns off in the distance. These were not ordinary drums and horns that he was used to, but something more eerie and ancient. He stopped and turned around towards the pyramid. To his horror, the ground gave way and the huge entrance to the pyramid was exposed. Legions of skeletal soldiers, huge skeletal giants, walking statues, and other ancient terrors emerged from the pyramid withering all life in their path.

With the recent activity reported around the ancient pyramid and the sounds of drums and horns off in the distance, thus begins the third age of Briternia: The Awakening of the Ancients.

## Setup

The map is divided into "Provinces" of: Plains, Marshland, Forest, and Mountains. Provinces contain small populations of farmers, which can be utilized for building, taxation, and for conscripting armies. Some provinces may contain towns, cities, and ruins.

Players select their home province (where their capitol will be located) from a set of predetermined locations. Each player rolls 2d6 dice (re-roll any duplicate numbers). The player with the highest number selects the first home province, and then the player with the next highest number selects a home province. Continue with this process until all the players have selected a home province.

The player with the lowest number then selects 2 provinces that are adjacent to their home province. Then the player with the next lowest number selects 2 adjacent provinces. Continue with this process until all the players have selected a home province. **Note:** If there are more than 5 players, then kingdoms will start with just 2 provinces: the capitol and one basic province. This is to make sure there will be enough space between each kingdom for expansion.

Each kingdom starts the game with a city (the capitol, which is predetermined on the map). Each kingdom also starts with 6,000 gold pieces in their Treasury and a 2,000 point army that must include the Warlord, which automatically becomes the General of the army.

*Note:* The revised lores of magic will be used and can be found in Chronicles 2004.



## Treasury

The kingdom's treasury is where all the gold is stored. The gold can be used for creating armies, pay players for army support, payoff enemies, etc.

## Warlord

Players create a Warlord (a Lord level character) and their items using the point values in their army book(s). The Warlord will follow Armory restrictions for magical items, armor, talismans, enchanted items, and arcane items. The Warlord will also follow the Army Restrictions that the kingdom may only include up to one character mounted on a monstrous creature (includes the capitol garrison army) and no special characters. The Warlord is to be created after the home province and capitols are selected. Once the Warlord is created, they will not change through the course of the campaign, unless they die.

Since Warlord becomes the general of initial starting army, they are able to select an appropriate Character Archetype. To represent the accumulated knowledge and experience the character needed to become the Warlord, they are allowed a free roll on their chosen Archetype table.

NOTE: The entire kingdom has only one Lord Level character, which is represented by the Warlord. If the Warlord dies, a General with the most experience from the player's armies is selected to become the Warlord. If there is a tie for a replacement Warlord, the player may choose which General becomes the Warlord. The General that is selected to become the new Warlord may be promoted to a Lord level character (paying the appropriate point difference in cost with Experience Points) but does not get an extra roll on their chosen Archetype table. For example, a Tomb Prince whom is selected to become the new Warlord can be promoted to a Lord level character (a Tomb King) for 70 Experience Points. (170 points for a Tomb King without equipment – 100 points for a Tomb Prince without equipment = 70 Experience Points)

## Armies

Kingdoms are allowed the following number of armies, based on the table below:

### Army Table

*# of Players # of Armies (Rounded down)*

2	One additional army for every six provinces.
3	One additional army for every five provinces.
4	One additional army for every four provinces.
5+	One additional army for every three provinces.

Keep track of each army. Each army must have a record of what provinces it has been through in each turn, its characters, items, army composition, experience, casualties, etc.

### Army Restrictions

The minimum army size is 1000 points and the maximum army size is 2000 points. If an army is reduced to 500 points or below it is Disbanded. All the magic items it was carrying are destroyed. This represents the small band of soldiers selling their unwanted items and going their separate ways. Note: Armies less than 1000 points cannot claim provinces.

NO special characters may be used, unless specified by the campaign organizer.

Each kingdom may only include up to one character mounted on a monstrous creature



## Armory

The armory is the magical items, armor, talismans, enchanted items, arcane items, and magic banners that are available to your army. Items used from your armory cannot be duplicated in any of your armies, i.e. your kingdom has only one of that item (only one army can have that item). If the army containing that item is destroyed, your kingdom does not get another one. This does not apply to common magic items as they are plentiful and easy to come by.

## Experience Points

After each battle, player's armies earn Experience Points depending on how the army performed on the battlefield. Consult the Experience Point Table to determine how many Experience Points an army earns after each battle.

### Base Experience Battle Result Earned

Massacred Opponent	100
Won a Victory	75
Draw	50
Loss	50

## Spending Experience

Experience can be spent in the following ways:

- To purchase new troops or to replace casualties (1 Experience Point = 10 points to be spent on recruits). Troops purchased this way suffer a one Turn Delay (i.e. troops purchased in Turn 2 will arrive at the beginning of Turn 4) as your army has to recruit from the local populace in the province. You can purchase more troops than your initial army starting size, as long as you follow the Army Restrictions of maximum army size of 2000 points.
- To purchase new equipment, magic items, or abilities for existing models in the army (1 Experience Point = 1 point to be spent on new equipment, magic items, and abilities). Equipment and magic items purchased this way suffer from a one Turn Delay (i.e. items purchased in Turn 2 will arrive at the beginning of Turn 4) as your troops scour the local provincial shops. You can purchase more equipment / magic items than your initial army starting size, as long as you follow the Army Restrictions of maximum army size of 2000 points.
- To upgrade a regiment to Veteran Status:
  - Spending 10 Experience Points upgrades a unit to +1 Veteran Status.
  - Spending 10 additional Experience Points upgrades a unit from +1 Veteran Status to +2 Veteran Status.
  - Spending 10 additional Experience Points upgrades a unit from +2 Veteran Status to +3 Veteran Status.
- To make a roll on the appropriate Archetype Advancement Table for the General of the army (25 Experience Points = 1 roll on the table).
- To reroll a result on the Character Injury Table (25 Experience Points = 1 reroll; the second roll stands regardless of the result).

Experience points do not need to be spent immediately after the battle and can be saved for future use.



NOTE: "One use" troop types, like Night Goblin Fanatics, may also be purchased, but regardless of the status of these models at the game's end, they must make a Casualty Recovery roll (D6 roll of a 4+).

## Veteran Status

Units that survive battles have the potential to learn from their experience. Any unit that survives a battle with more than 50% of its starting numbers is eligible to be upgraded to Veteran Status. If the controlling player spends 10 Experience Points, he can upgrade that eligible unit to a +1 Veteran Status. If a +1 Veteran Status survives a subsequent battle with more than 50% of its starting numbers, it is eligible to be upgraded to +2 Veteran Status for an additional 10 Experience Points. Similarly, if a +2 Veteran Status survives a subsequent battle with more than 50% of its starting numbers, it is eligible to be upgraded to +3 Veteran Status for an additional 10 Experience Points. Note: This basically means that a unit will only be allowed to go up one level of Vet status per battle it fights in, regardless of exp available to spend.

For each level of Veteran Status, the unit may, once per game, reroll a single die rolled to hit, to wound, to pass a Leadership Test, or to make an armor save. You cannot reroll a rerolled die in this manner.

Players with Veteran units may expand their units' sizes by spending Experience Points to purchase additional recruits for the veteran units. Veteran units may only be expanded in this way.

If in any battle a unit with Veteran Status loses 50% or more of the number of models with which it began the battle with, the unit instantly loses a level of its Veteran Status. The rate of survival for units with Veteran Status is always determined AFTER Casualty Recovery. Thus, a unit could be completely wiped out on the battlefield, but as long as more than 50% of the models recover, the unit is still eligible for Veteran Status.

## Character Archetypes and Advancement

When a character becomes the army's General, either when the army is first created or over the course of the campaign, the controlling player must select an Archetype for that General to represent his personality and style of leadership. A General's Archetype entitles him to one special Starting Ability and determines a possible course of advancement for that character as he gains experience and wisdom. Consult the Archetype Table to see which Archetypes are available for your kingdom. A General's Archetype can never change over the course of the campaign.

Army Type	Archetype Table							
	Barbarian	Intellectual / Tactician	Intimidator	Magician	Noble	Psychopath / Zealot	Rogue / Trickster	Veteran
Beasts of Chaos	X		X	X		X	X	X
Brettonia	X	X	X			X		
Dark Elves	X	X	X		X	X		
Dogs of War	X	X		X			X	X
Dwarfs	X	X			X			X
Empire	X	X		X	X		X	X
High Elves		X		X	X		X	X
Hordes of Chaos	X		X	X		X		X
Lizardmen		X		X			X	X
Ogre Kingdoms	X		X			X		X
Orcs & Goblins	X		X	X		X		X
Skaven	X		X	X		X	X	
Tomb Kings	X	X			X		X	
Vampire Counts	X	X		X	X			
Wood Elves		X		X	X		X	X



Keep track of the number of battles your General fights. Each time a General survives three or more battles (as with units, survival is determined after any required injury rolls), he is eligible to roll for a new Archetype Ability. The controlling player may spend 25 Experience Points, which entitles him to roll once on the appropriate Archetype Advancement Table. Archetype Abilities can never be lost unless the character dies or suffers from amnesia (see the Character Injury Table). When a character gains a new Archetype Ability, he must survive three more battles before he is eligible for another roll on the Archetype Advancement Table. A character may never have more than six Abilities (i.e. five Archetype Abilities plus the Starting Ability).

Generals with more than one Archetype Ability or with Archetype Abilities and other abilities and bonuses gained from special rules, magic items, and other skills, or in any other way can use both at the same time or in the same turn. For instance, a Magician character could use his Counter Magic and Nullifier Archetype Abilities in the same turn. However, Archetype Abilities never "stack." Similarly, Archetype Abilities and other abilities and bonuses never stack. In other words, an Archetype Ability that allows a reroll under certain circumstances, coupled with another special rule or ability that allows a reroll under those same circumstances, does not allow two rerolls. Similarly if a character model like an Aspiring Champion of Khorne is affected by *Frenzy* normally, Archetype Ability, such as Berserker Rage, that causes *Frenzy* will have no additional effect. As another example, if a character or the unit he is with has a magical item that adds inches to its charge distance, the controlling player could not add the charge bonus gained from the Furious Charge Archetype Ability to increase the charge distance even further; that player would have to pick either the magic item's effects or the effects of Furious Charge when determining his charge distance.

Note that some of the Archetype Abilities affect a character's or unit's Psychology or ability to pass Leadership Tests. Characters that are *Immune to Psychology* or would otherwise be unaffected by such Abilities (i.e. undead characters for whom such an Ability would be useless) may reroll the skill in question. Note, however, that characters can never change their Starting Ability, even if the Starting Ability is useless to the character or army in question.

Note also that many Abilities, such as the Barbarian Ability Lay of the Land, allows the controlling player to set some of the terms of the scenario that will be played. If both players have Generals with the same ability (or two different Abilities with the same effect), the Abilities cancel each other out. For instance, if both players have Generals with Lay of the Land Archetype Ability, terrain would be set up in any mutually agreeable manner as normal, rather than one player setting up the terrain as he likes.

Below are descriptions of the character Archetypes along with Archetype Advancement Tables for each. Unless noted otherwise, Archetype Abilities function only when the character is on the tabletop, that is, Archetype Abilities have no effect after the character has been removed from the table as a casualty or for any other reason.

### ***Intellectual / Tactician***

Intellectual characters are not necessarily bookish, ascetic, scholar types – rather, they are students of the art of battle and see battlefields as giant chessboards on which to practice their strategies and tactics.

Starting Ability: **Advantage of Ground** – A player controlling an army with an Intellectual General may choose which deployment zone they want.

#### D6 Roll *Intellectual / Tactician Ability*

- 1 **Speedy Deployment.** After deployment but before the game begins, one friendly unit or model within 12" of the character with this Archetype Ability may make a bonus move up to 2D6."

- 2 **Flankers.** One unit in the army of no greater than Unit Strength 10 may be nominated as a flanking unit. The flanking unit will enter the board from any spot on any table edge (controlling player's discretion) on a D6 roll of a 6 on Turn 2, of 5+ on Turn 3, of 4+ on Turn 4, of 3+ on Turn 5, and of 2+ on Turn 6. If the flankers do not show up at all, they have lost their way and must make a Casualty Recovery roll as though they had been removed as casualties.



- 3 **Perceptive.** Once per game, the controlling player may declare that this character is employing his exceptional power of perception as tactical assessment. The controlling player's opponent must reveal all "secrets" and hidden items and troops (e.g. magic items, Night Goblin Fanatics, Assassins, etc) within 18" if the character with this Archetype Ability.
- 4 **Military Intelligence.** The opponent must reveal his scenario objective in the *Do as you see fit* and *Bring me victory* scenario objective to a player who controls an army that includes a character with this Archetype Ability.
- 5 **Dictate Terms.** A player who controls an army that includes a character with this Archetype Ability can choose which Deployment Map to use in the scenario and may choose to go first.
- 6 **Choose.** The player may choose one of the Abilities listed above.

### **Barbarian**

Barbarian Generals may hail from wild and savage lands or simply fight as though they do. Barbarians rely on enthusiastic charges, weight of numbers, as savage attacks to win battles.

Starting Ability: **Furious Charge** – Once per game, any unit led by a Barbarian character may add +D3" to its charge distance.

#### D6 Roll *Barbarian Ability*

- 1 **Bravado.** This character and any unit he leads automatically pass the first *Panic Test* they are called upon to make.
- 2 **Lay of the Land.** The player controlling an army with a character that has this Archetype Ability may set up the terrain on the board in any manner he wishes (within reason).
- 3 **Absolute Direction.** The player controlling an army with a character that has this Archetype Ability may nominate which table edge represents north after terrain is set up and may select his Deployment Zone.
- 4 **The Mob Rules.** Once per game, a unit with a Unit Strength of 15 or more that is led by this character may double its normal rank bonus in combat (up to a maximum of three ranks for a total rank bonus of six).
- 5 **Berserker Rage.** Once per game, the character and any unit he leads may fight a single round of combat as though they are *Frenzied*. The controlling player must declare that he is using this Ability before the combat round begins.
- 6 **Choose.** The player may choose one of the Abilities listed above.

### **Intimidator**

Intimidators control their troops with harsh punishment and convincing threats. Most of the soldiers who serve under an Intimidator fear their General at least as much as they do the enemy.



Starting Ability: **Hold your Ground** – Any fleeing friendly unit, even units with less than 25% of their original numbers, within 12" of the Intimidator will automatically Rally.

D6 Roll *Intimidator Ability*

- 1 **Hold Fast.** Once per game, the character and any unit he is with may reroll one failed Break Test.

- 2 **Executioner.** After Combat Resolution had been calculated, but before a Break Test has been made, this character may execute a number of models in the unit with which he is associated with up to his number of Attacks. Do not roll to hit or wound; simply remove the models as casualties. These casualties do not count toward Combat Resolution. For each model executed as punishment for failure in combat, subtract 1 from the result of the dice when rolling the Break Test to represent the renewed sense of resolve that the Intimidator's leadership has inspired. Casualties so caused must make Casualty Recovery rolls after the battle as normal.

- 3 **Reckless Charge.** Once per game, the character and any unit he is with may add D3" to its charge move but will hit only on a result of 5 or 6 in the first round of combat.

- 4 **Raider.** After randomly determining the scenario's objective, a player controlling a character with this Archetype Ability may replace the objective with *Advance* instead.

- 5 **Mighty Blow.** Once per game, the character may give up all his usual Attacks to make a single Attack at +3S (no other Strength modifiers, such as the bonus bestowed by a halberd or great weapon, apply to this Attack).

- 6 **Choose.** The player may choose one of the Abilities listed above.

**Rogue / Trickster**

While many observers might call this character a coward, this hero has become a master of tactics such as the fighting withdrawal, the feint, the ambush, and other sneaky maneuvers.

Starting Ability: **Withdraw** – Any unit / model in the army, even one with less than 25% of its starting numbers, will automatically Rally after choosing Flee as a charge reaction. *Fast Cavalry* may use this ability and still move thereafter.

D6 Roll *Rogue / Trickster Ability*

- 1 **Pick Your Fights.** A player who controls an army with a character with this Archetype Ability may always choose the scenario objective.

- 2 **The Whites of Their Eyes.** Any unit in the character's army that is armed with missile weapons may opt to stand and shoot at any charging opponent regardless of circumstances (i.e. the missile units may shoot at chargers that begin the charge within half their charge range, at chargers who are charging only because they are pursuing fleeing troops into a fresh enemy, etc). In addition, missile units may ignore the -1 penalty for shooting at charging opponents.

- 3 **Even the Odds.** A player who controls an army that includes a character with this Archetype Ability may choose the size of the armies for the battle (one size for both armies). Thus the controlling player could declare that both armies be 1199 points or less (or whatever the value he chooses as long as it is not below 1000 points or greater



then the lowest army size between both armies). After the player sets the points value for the battle, either or both players may have to leave some models behind. These models do not count as casualties and will rejoin their respective armies after the battle is over.

- 4 **Sneaky.** The Rouge character may refuse a challenge but still remain in the front rank to continue the fight.

- 5 **Press the Advantage.** Each time the army achieves a victory or massacre battle, it earns an additional 25 Experience Points. This ability may be used whether the character is on the tabletop at the end of the game or not; however, the character must survive the battle to earn the extra Experience Points.

- 6 **Choose.** The player may choose one of the Abilities listed above.

### **Veteran**

Veteran Generals have seen many battles over the span of decades, and it is very difficult to shake their nerves. While age and mileage may have dulled their once-perfect fighting skills, they will eat their guts and ask for seconds before fleeing the battlefield.

Starting Ability: **Iron Nerves** – The character and any unit he leads automatically pass the first *Panic* Test they are called upon to make.

D6 Roll *Veteran Ability*

- 1 **Chain of Command.** A player who controls an army that includes a character with this Archetype Ability can always choose the scenario objective.
- 2 **Fearless.** The character and any unit he leads automatically pass the first *Fear* test they are called upon to make.
- 3 **Disciplined.** The character and any unit he leads may reroll failed Leadership test to restrain pursuit.
- 4 **Unflinching.** The character and any unit he leads automatically pass the first *Terror* test they are called upon to make.
- 5 **Grizzled Fighters.** Once per game, the character and any unit he leads may reroll all their to hit rolls in Close Combat.
- 6 **Choose.** The player may choose one of the Abilities listed above.

### **Noble**

For a Noble General, personal honor is more important than victory and even life itself. The character's sense of personal honor can be a great asset on the battlefield, though occasionally, it can be a liability as well.

Starting Ability: **Noblesse Oblige** – The army can never fight toward the "Or Else!" scenario special rule. If this scenario special rule is generated, the special rule is disregarded. Also, the character's nobility inspires his troops. As such, he will always pass *Look out, Sir* rolls even when there are fewer than five models in his unit.



D6 Roll *Noble Ability*

- 1 **Duelist.** The character fights at +1 to hit any time he is fighting in a challenge. This bonus does not extend to the character's mount.
- 2 **Despise Cowardice.** Any unit or model that chooses the flee reaction in response to the Noble character's charge inspires disdain in the Noble. For the rest of the game, the character and any unit he is with *Hates* the unit or model that fled.
- 3 **Choose Your Ground.** Nobles often view battles as set-pieces and try to maneuver such that battles are fought far away from villages, towns, and cities. A player who controls an army that includes a character with this Archetype Ability can choose which Deployment Map to use in the scenario and may choose which deployment zone to deploy in.
- 4 **Gentlemanly Restraint.** This character and any unit he is with automatically pass the Leadership Test for Restraining Pursuit.
- 5 **Challenger.** The character must always accept a challenge when one is issued. However, the character adds +2 Ld to his score (to a maximum of 10) in every turn in which he is fighting the challenge.
- 6 **Choose.** The player may choose one of the Abilities listed above.

***Psychopath / Zealot***

Some Generals are driven by their inner demons. In the Warhammer world, these demons can be psychoses, deeply held spiritual beliefs, strict codes of conduct, new philosophies, and sometimes actual Daemons! Whatever the case may be, such characters often engage in extreme behaviors on and off the battlefield.

Starting Ability: **Vicious Pursuit** – The character and any unit he leads must always pursue a fleeing enemy. However, they may add D3" to their pursuit move each time they do so.

D6 Roll *Psychopath / Zealot Ability*

- 1 **Dauntless.** Once per game, the character and any unit he is with may reroll a failed Break Test.
- 2 **Crazed.** Once per game, the character and any unit he is with may fight a round of combat as though they are *Frenzied*.
- 3 **Murderous.** After randomly determining the scenario objective, a player controlling a character with ability may always replace the objective with *Kill Them All* instead.
- 4 **Resilient.** This character may reroll any result on the Character Injury Table. The second result stands. Obviously, this ability may be only used when the character has been removed from the tabletop.
- 5 **Determined.** Once per game, the character and any unit he is with may fight a single round of combat as though they were *Stubborn*.



- 6 **Choose.** The player may choose one of the Abilities listed above.

### **Magician**

Only those Generals who are Wizards may adopt the Magician Archetype. Other characters who are not Wizards but are associated with Magic – such as Tomb Princes, Warrior Priests, and Runesmiths – cannot adopt the Magician Archetype. Magician characters are preternaturally attuned to the Winds of Magic and all things arcane.

Starting Ability: **Calmer of the Winds** – As long as the Magician character is on the tabletop, the controlling player may reroll any result on the Miscast Table. The second result always stand.

#### D6 Roll *Magician Ability*

- 1 **Nullifier.** Once per game, the Magician character may add an additional die to the army's pool of Dispell Dice.
- 2 **Enhancer.** Once per game, the Magician character may add an additional die to the army's pool of Power Dice.
- 3 **Potential.** The Magician character has the potential to be a great mage. If the controlling player spends an additional 75 Experience Points, the character gains one magic level. The player does not have to spend the Experience Points right away and may do so at any future point in the campaign so long as the Magician character still lives. The level increase does not change the character's stat line at all but does increase the number of spells the Wizard can take, the number of Power Dice he generates, and potentially, the number of Dispell Dice he generates. This ability may be used once per magician per campaign.
- 4 **Scrying.** The Magician may spy on his opponent by magical means. Each game, the opponent must reveal his scenario objective in the *Do as you see fit* and *Bring me victory* scenario objective.
- 5 **Counter Magic.** Once per game, the Magician character can ignore the fact that an enemy spell was cast with Irresistible Force and may attempt to dispel the spell as normal.
- 6 **Choose.** The player may choose one of the Abilities listed above.

### **Campaign Turn Sequence**

Each Campaign Turn is organized in the following phases:

1. Tally gold
2. Maintain Armies
3. Create / Upgrade Armies
4. Write Orders
5. Execute Orders
6. Fight Battles
7. Aftermath
8. End of Turn



## 1. Tally Gold

Each town, city, and province gives the kingdom gold in the form of taxes that they may use to purchase and support their armies.

The gold collected from taxes are as follows:

City:	300 Gold / turn
Town:	150 Gold / turn
Province:	30 Gold / turn

## 2. Maintain Armies

When armies are created, they are accompanied by a Supply Depot. The Supply Depot is where the army stores its food and other supplies. Without food and supplies the army is forced to slowdown and sort out its own daily affairs. Any army that does not have a Supply Depot at the start of its Maintain Armies phase must make a roll on the Foraging Table.

### Foraging Table (2D6)

2	Disaster. Suitable food and water are not to be found. The banner must choose between 50% casualties (by number of models, not points) or becoming Disbanded (see Army Restrictions). Those casualties now must roll on the Rank and File Recovery table (see Casualty Recovery) to determine how many actually die.
3-4	The army can meet its needs but must lose D6 x 50 points of troops. They were lost in the wilderness while foraging, attacked by wild beasts, etc. Also the army may not make a <i>Forced March</i> move this turn.
5-9	The army can find all its needs to sustain itself, but it may not make a <i>Forced March</i> move this turn.
10-11	The land provides! Food and water are abundant, and no time is lost acquiring what the army needs. No effect this turn.
12	A new Supply Depot is acquired or pressed into the service of the foraging army, but at the cost of 400 gold. If the controlling player cannot afford the gold or does not want to pay the gold, reroll on the chart, but at a -1 on the result.

## 3. Create / Upgrade Armies

Gold may be spent to Create / Upgrade armies in the following manner.

Create an army of 1,000 – 2,000 points: 1,000 – 2,000 gold (1 gold piece per point used to create the army.)

Newly created armies maybe placed in any unoccupied province that player controls. This represents the local farmers and peasants conscripted into an inexperienced army. When armies are created, they are accompanied by a Supply Depot. The Supply Depot is where the army stores its food and other supplies.

Newly created armies that are created from towns or cities will receive a 10% discount. So a 1,000 point army costs 900 gold, a 1,500 point army costs 1,350 gold, a 2,000 point army costs 1,800 gold, etc. This represents the large amount of people who are able to be conscripted into the new army. Note: Dogs of War units are not subject to the 10% discount as they are mercenaries after all.



To upgrade an army simply move it into a town or city, pay the gold difference and recreate it at a higher point value. For example upgrading a 1,000 army to 1,500 is 500 gold pieces or upgrading 1,000 army to 2,000 is 1000 gold pieces, etc. NOTE: An upgraded army in this way that is adding 500 or more points, the army would contain too many inexperienced soldiers and therefore would will lose all its experience points and veteran status. This is to represent the integration of the new recruits with the older troops. The army's General does not lose any Archetype Abilities they had gained.

Newly made or upgraded armies may not move the turn they are created or upgraded, they also may not *Support* other armies. It takes time for the army to muster the troops and refit the army with equipment, food, supplies, etc.

NOTE: "One use" troop types, like Night Goblin Fanatics, may also be purchased, but regardless of the status of these models at the game's end, they must make a Casualty Recovery roll (D6 roll of a 4+).

## Supply Depot

The Supply Depot can take the form of a wagon, cart, slaves carrying supplies, or any other suitable model(s) that fit on a standard chariot base and is crewed by three Core troopers from the army. The crew can be any three Core troops on foot. The statistics for a Supply Depot are:

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Cart	-	-	-	-	5	3	-	-	
Steed	-	-	-	3	1	2	-	-	

For the purposes of targeting with missile fire, treat the Supply Depot as if it were a war machine, except the Steed is hit on a 1. If the steed is lost, the cart may be pulled by the crewmen at half their normal Move rate.

If charged, the crewmen will line up in front of the Supply Depot and try to hold. The cart and steed offer no attacks or unit strength. The Supply Depot is captured if the crew is killed / broken in combat (or otherwise destroyed) and the unattended cart is touched by any enemy unit. The Supply Depot is not lost if friendly forces manage to recapture the cart, just as they would capture a standard, before the game ends.

In games where Victory Points determine the outcome, captured Supply Depots count for 150 points. Captured carts may be added to the capturing army's roster and must be represented in each battle. While troops do not gain an extra bonus from the captured Supply Depot(s), they can now afford to lose one of their carts with no penalties.

A replacement Supply Depot can be purchased for 200 gold in a Town or City. It can also be purchased for 20 experience points but will suffer a one Turn Delay (i.e. a Supply Depot purchased in Turn 2 will arrive at the beginning of Turn 4) as your army will have to secure the new food and supplies from the local populace in the province.

## 4. Write Orders

In each Campaign Turn, armies may be given one of the orders listed below:

- *Raze and Hold*
- *Raze and Move*
- *Move and / or Support*
- *Fortify*
- *Recover*
- *Hold*

*Note:* Some armies may have special rules for movement. Players should indicate any unusual orders when they write their orders (e.g., when an Orc & Goblin army moves, it may use its special *Forced March* ability.)



## 5. Executing Orders

All players move simultaneously and must write complete orders at the beginning of the Campaign Turn. Orders must be submitted and received before the deadline set by the organizer. If the organizer fails to receive orders from a player before the deadline, all of their armies act as though they have received *Hold* orders. Players should use and fill out the Order Sheet, which can be found in the Appendix.

After all the orders are received, they are then executed in the following order:

- *Raze*
- *Move / Support*
- *Fortify*
- *Recover*
- *Hold*

The results of these orders are described below.

### Raze

An army given the *Raze* order will burn crops, salt the earth, and ruin the land for kingdoms whom seek to control it. Depending on the army's orders it will either *Hold* after *Razing*, or attempt to *Move*. If the army attempts to *Move* after *Razing*, roll a d6. On the result of a 3+, the army may *Move* as normal. On a result of a 1-2, the *Raze* order has taken too long to execute and the army may not *Move* this turn.

*Razed* provinces may be controlled as normal, but do not generate taxes for that kingdom.

Armies may *Raze* a province only if they have been given the orders to do so.

### Move

You may move an army into a single adjacent province. Armies may move into any adjacent province regardless of border size (even corner-to-corner map sections are considered adjacent). If there are no enemy armies in the province, then you may control it.

Armies may only *Move* if they have been given orders to do so.

### Don't Pass in the Night

When enemy armies are in adjacent provinces and both receive orders to *Move* into the enemy's province the *Don't Pass in the Night* rules apply. To avoid the situation where two armies pass each other and exchanging provinces without conflict, both players roll a d6. The higher scoring player's army may move as normal; the lower scoring player is stationary. The battle takes place in the province occupied by the lower scoring player's army.

### Occupied Province

Each province can only support one army at a time. Whenever there are two or more friendly armies attempt to move into or occupy the same province, roll a d6 for each army. The army with the highest result may move, the rest of the other armies remain stationary and act as if they had been given the *Hold* orders.

### Fortify

If an army is given the *Fortify* order and was not in a battle the previous turn, then it may spend the turn fortifying the province. If an army was given *Fortify* orders and was in a battle the last turn, it acts as if it were given *Hold* orders.



Armies that are attacked in a fortified province may add 200 points of additional core troops to their army list. In addition, armies in a fortified province may take advantage of *Defended Obstacles* (see below). It is possible for an army to *Fortify* a province controlled by an ally. *Razed* provinces cannot be *Fortified* unless they have been *Recovered* first.

A fortified army is able to choose their ground carefully and therefore is able to choose their table side(s) after terrain is placed. The attacking army gets a +1 to their die roll to go first as they are the ones launching the attack.

All *Fortification* bonuses are lost when the *Fortified* army moves away and / or when the control of the province changes. Armies may only *Fortify* a province if it has been given orders to do so.

### Defended Obstacles

When an army is defending a *fortified* province, generate and place terrain as normal. After all terrain features have been placed and deployment zones chosen but before any units are placed, the Defending player may remove any one piece of terrain from anywhere on the table. In addition, the Defending player may roll once on the *Defended Obstacles Table* to generate additional terrain features and placed anywhere on the table.

#### Defended Obstacles Table (d6)

1-2 : 1 piece of defenses ( defenses = 6" wall or hedge)  
 3-4: 2 piece of defenses  
 5-6: 3 piece of defenses

### Recover

Armies occupying *Razed* provinces may attempt to *Recover* them. If an army is given *Recover* orders and is not brought to battle by an enemy army, roll a d6. On the result of a 4+ the province is *Recovered*. For each subsequent turn the army attempts to *Recover* the province, the controlling player may add +1 to the dice roll. A roll of a 1 before modification is always a fail. Once a province *Recovers*, it contributes resource points and maybe *Fortified* as normal. Armies may not attempt to *Recover* a province if they are fighting a battle. Armies may only attempt to *Recover* a province if they have been given orders to do so.

### Hold

An army given *Hold* orders remains in place and does nothing. When an army has not been given orders during a Campaign Turn, it will *Hold* by default.

## 6. Fight Battles

When two unallied armies occupy the same province, a combat occurs. If both armies move into the province at the same time, then roll for set up and first turn as normal. If one was supported and the opponent was not, the supported army has +1 to choose sides, and the unsupported army has +1 to go first. These are cumulative with any other modifier. If an army did not move and is attacked, it is considered the defender and gets +1 to choose sides.

### Support

If a friendly army or armies border the province another friendly army is moving into for an attack, then the bordering friendly armies may *Support* the attack. If a friendly army or armies border the province of which another friendly army is being attacked, then the bordering friendly armies may *Support* the defending army.

A supporting army is divided into the "detachment" and the "parent army". If the parent army is attacked, the support does not take place. The supporting army may send up to 200 points of core troops into the province to assist the attacking



army. Armies that are defending or attacking may have up to a maximum of 500 points of support (including *Allies*, *Fortified*, *Army-Specific* bonuses, and *Garrisons*). The detachment must be made up units within the parent army. The parent may send more than one unit to support the attacking army, but the total support of that detachment cannot be more than 200 points. For example, 2 units of fast cavalry equaling around 200 points, or a unit of infantry equaling around 200 points.

The detachment from the support army is assumed to return to its parent army after the battle is over unless it is wiped out. Treat this detachment from the support army separately for determining post-battle results (see *Aftermath*).

Each army may only support one adjacent army and armies involved in battles themselves may not send support at all. So you could have one army assisted by two supporting forces. These supports must come from two separate armies.

For each support detachment, roll on the table below to determine when the support arrives to the battle.

### Support Arrival (D6)

1-2: **Unexpected Delay.** Begin rolling for the support as if they were reserves, starting on turn 2. The support arrives on a die roll of 4+ on turn 2, 3+ on turn 3, and 2+ on turn 4,5,6. They enter from any friendly board edge (in a quarters type mission this can include the sides) and may not charge that turn.

3-6: **On Time.** They show up as normal and deploy in a friendly deployment zone.

*Allies* may support each other. (See *Allies* section for rules and restrictions.)

### Guerrilla Tactics

Any army that faces another army that is at least 500 points more than itself (example, 1000 pts vs 1500 pts) then roll on the following table (do not roll for supporting units). *Guerrilla Tactics* takes place before the battle and before the larger army rolls for *Support Arrival*, and *Ally Support Arrival*. This is the result of the sabotage, which a small flexible force can do when they are hard to find and are stealthy.

#### Guerrilla Warfare (d6)

1: **Blundered!** - Your saboteurs barely make it back alive. No damage is done, but information is gained. +1 to your roll for first turn.

2-5: **Hit and Run** – The enemy army loses 5% of its force, rounded down. This counts as destroyed and for VP toward victory conditions. For example a 2000 point army loses 100 points of units before the battle.

6: **Ambushed!** – The enemy army loses 10% of its force, rounded down. This counts as destroyed and for VP toward victory conditions. For example a 2000 point army loses 200 points of units before the battle.

### Multiple Moves into Battle

If two attacking players are not in alliance and try to attack the same province that is occupied by a third unallied player, then a three player roll for initiative. The highest 2 rolls move as normal and fight, the third player's army(s) remain stationary and act as if they had been given the hold orders. Three or more armies from three or more unallied kingdoms cannot occupy the same map section.

### Battle for Towns, Cities, and Capitols

If a town, city or capital is under attack, you may either defend with the local *garrison* force, or if there is an army in the province, you may use either the local *garrison* force or the army. The result of the combat will determine who controls the province. *Garrisons* cannot leave the province and cannot *Support* armies in adjacent provinces, but can *Support* an army in the current province.

If a province is attacked the Kingdom's inhabitants will do their best to defend their lands as follows:



Territory: Your defenseless citizens bravely switch allegiances!

Town: 750 point garrison composed of Core troops and 1 defense (defenses = 6" wall or hedge).

City: 1000 point garrison composed of Core troops of which 150 points can be Special or Rare, and 2 defenses.

Capital: 2000 point garrison composed of Core troops of which 250 points can be Special or Rare, and 3 defenses.

The Engagement Type is always Assault in a battle for a town, city, or capitol.

Kingdoms can reinforce *Garrisons* with an *Elite Defense Force*. The *Elite Defense Force* costs 500 gold pieces and reinforces the Garrison with an additional 500 points. These points must be spent on 1 hero and core troops only. The hero becomes the General of the *Garrison* and is able to select a Character Archetype. The composition of the *Elite Defense Force* cannot change and is treated as an army in the field in all manners except for the fact it cannot leave the town / city it was assigned. Should the town / city be conquered, the *Elite Defense Force* it to be considered to have perished to the last man and no recovery rolls are to be made.

## Withdrawal

An army that wishes to flee the battlefield before combat begins, or at the start of one of their own turns during the battle may do so. Withdrawal from the battlefield results in the withdrawing player's army suffering the effects of the battle as if it just ended, but one level worse- ex: a win becomes a tie, a tie becomes a minor loss, a minor loss becomes a major loss, major loss becomes massacred.

## 7. Aftermath

Determine the victor of the battle by the scenario's objectives. The victor will keep the province where the battle took place. The loser must retreat where it came from if possible, or if it cannot, or if it did not move that turn, then it must first try to move to a home territory. Second choice is a neutral province. Third choice is allied province. Fourth is a non-allied player's province. If it must retreat into another player's province it does not count as conquering the province- it is far too busy trying to recover from battle- it may act normally and claim provinces in its subsequent turns. No province may be moved into if it already has an army in it. If there are no options for retreat than the army is wiped out.

## Looting

When a battle takes place in a town or city and your army is victorious, you may *sack* the town / city or *loot* it. A *Sacked* town is destroyed and adds 1000 gold pieces to the Kingdom's Treasury. A *Sacked* city is destroyed and adds 2,000 gold pieces. A *Looted* town adds 500 gold pieces to the Kingdom's Treasury and becomes under the control of the conquerors. A *Looted* city adds 1000 gold pieces to the Kingdom's Treasury and becomes under the control of the conquerors.

A *Looted* town / city cannot upgrade or create armies until the beginning of the next full turn. Ex. Player A takes a city from Player B on the end of turn 4, the city cannot upgrade / create armies until the beginning of turn 6. It takes time to suppress the local populace.

Victory brings rewards. For a Minor Victory add 100 gold pieces for each 500 points of army faced. For a Major Victory, add 150 gold pieces for each 500 points of army faced.

Note: You cannot build more towns or cities. Towns and cities are pre-established and can only be captured.

## Casualty Recovery

After each battle, players must make a single roll for their entire army's recovery and apply that result to their losses. Losses are any models that are removed as casualties (in hand-to-hand fighting or through Magic or shooting) or run



down after breaking. Units that flee off the table or are fleeing at the end of the game are not considered casualties for this calculation. Champions, Standards, and Musicians that are casualties may each be recovered on a D6 roll of a 4+. When applying the results of the casualties, round up if you won the game and down if you lost.

### Rank and File Recovery (2D6)

2	No Recovery
3-4	1 in 4 Recovery
5-7	1 in 3 Recovery
8-10	1 in 2 Recovery
11-12	2 in 3 Recovery

#### Recovery Example

A player with a unit of 20 that lost 8 models during the battle rolls a 6 for recovery. Thus, 1 in 3 models will recover. Of the 8 losses, 3 models would be recovered if the player won (rounding up) and only 2 would recover if that player lost (rounding down).

### Character Injury Chart (D66)

- 11-15 Dead. Remove the character, his equipment, his abilities, and his points value from the army list. The equipment and magic items remain with the army to be used by another character model.
- 16-21 Multiple Injuries. Roll D6 times on this table. Reroll any "Dead" or further "Multiple Injuries" results.
- 22-23 Leg Wound. -1 M.
- 24-25 Arm Wound. Roll D6. 1-3, Lose an arm (can no longer use a weapon that requires two hands or a shield). If both arms are lost, the character must be retired. 4-6, Light Wound, -1 WS.
- 26-31 Madness. Roll D6. 1-3 *Stupidity*. 4-6 *Frenzy*.
- 32-33 Chest Wound. -1 T.
- 34-35 Blind in One Eye. -1 BS. IF both eyes are lost, the character must be retired.
- 36-41 Old Battle Wound. Roll a D6 before each battle. On the result of a 1, the old war wound is acting up, and the character cannot participate in the battle.
- 42-43 Nervous Condition. -1 I
- 44-45 Deep Wound. The character must miss the next D3 battles the army plays.
- 46-51 Robbed. The character lives but his equipment and magic items are lost. New equipment may be purchased as normal.
- 52-53 Amnesia. The character survives the battle but forgets who he is. The character will still fight for the army, but no longer can take advantage of any Archetype Abilities including Starting Abilities.
- 54-65 Full Recovery. No effect.
- 66 Survives Against the Odds. The character survives and rejoins his army. Because of his adventures after being knocked unconscious, the army gains and additional 15 Experience Points.

Apply the effects of the Character Injury Table immediately. Unless stated otherwise in the table, all effects are permanent. Most effects are cumulative. Thus if a character rolls Nervous Condition three times, he would suffer from a –3 penalty to his original Initiative score. Similarly, if a character receives two Old Battle Wounds, the character would have to roll 2D6 prior to each game. If either roll resulted in a 1, the character would have to miss the battle.

If a character has accumulated too many injuries the player feels that he is no longer a viable part of the army, the character may be retired. A retired character will take their items with them as a gift for service (remove them from your



army list / armory). If you would like to retain the items (to remain with the army or sent to the armory), the retired hero demands compensation of 2x the value of the items, i.e. pay double the cost of the magic items. For example, Valinier, the champion of Lothorn, retires to write his memoirs. He grants the elven host the use of his family heirloom, the Blade of Sea Gold. To keep the sword in service of the army, pay 2x the value of the item: i.e. The sword costs 40 points, but pay 80 gold to keep the sword with the army. The sword is still 40 points for the purposes of magic item limits.

Note: A retired character for all intents and purposes counts as dead.

## 8. End of Turn

After all the battles have taken place, players need to fill out and submit the *Turn Summary Sheet* (in the Appendix) to the organizer before the deadline. **If the organizer does not receive the *Turn Summary Sheet* before the deadline, battles fought would be considered *Major Losses* for the player and no experience gained for that army (This includes any battles fought over towns / cities / capitols).**

## Allies

Alliances are often formed by the exchange of wealth and / or by marriage. An alliance is often an unstable relationship with neither side fully trusting the other. To some kingdoms, the advantages of an alliance outweighs the dangers / disadvantages.

To form an alliance it will cost both players 1000 gold pieces. If the alliance is broken, the person who did not break the alliance will receive their 1000 gold pieces back and the 1000 gold pieces from their former ally for a grand total of 2000 gold pieces. If the alliance is mutually canceled, neither party in the alliance will receive their gold back.

Players must declare an alliance at the beginning of a turn when they submit their orders. Both players **MUST** declare their alliance or else the alliance will not be recognized. The following chart shows which kingdoms can ally with each other and the trust level of that alliance. There can be only a total of two kingdoms per alliance.

**Alliance Chart**

	(E)	(O)	(L)	(S)	(C)	(TK)	(VC)	(DE)	(HE)	(WE)	(CD)	(B)	(D)	(DoW)	(OK)
Empire (E)	B	X	T	X	X	D	X	X	T	D	X	T	T	T	D
Orcs & Goblins (O)	X	B	X	T	T	X	D	D	X	X	D	X	X	T	D
Lizardmen (L)	T	X	B	X	X	D	X	X	T	T	X	T	T	T	D
Skaven (S)	X	T	X	B	T	D	X	D	X	X	D	X	X	T	D
Chaos (C)	X	T	X	T	B	D	D	D	X	X	T	X	X	T	D
Tomb Kings (TK)	D	X	D	D	D	B	X	D	D	D	D	X	D	T	D
Vampire Counts (VC)	X	D	X	X	D	X	B	D	X	X	D	X	X	T	D
Dark Elves (DE)	X	D	X	D	D	D	D	B	X	X	D	X	X	T	D
High Elves (HE)	T	X	T	X	X	D	X	X	B	T	X	T	D	T	D
Wood Elves (WE)	D	X	T	X	X	D	X	X	T	B	X	T	D	T	D
Chaos Dwarves (CD)	X	D	X	D	T	D	D	D	X	X	B	X	X	T	D
Bretonnians (B)	T	X	T	X	X	X	X	X	T	T	X	B	T	T	D
Dwarves (D)	T	X	T	X	X	D	X	X	D	D	X	T	B	T	D
Dogs of War (DoW)	T	T	T	T	T	T	T	T	T	T	T	T	T	B	T
Ogre Kingdoms (OK)	D	D	D	D	D	D	D	D	D	D	D	D	D	T	B

### Alliance Trust Level

B = Battle Brothers – same race, no problems.

X = Disallowed – the races cannot ally.

T = Trusted Allies – alliance is permitted.



D = Distrusted Allies – alliance is permitted, but allied units and characters within 6" of each other suffer a –1 leadership penalty (after all other modifiers). Also when rolling for *Support Arrival*, subtract 1 from the die roll.

As long as the alliance is in place, allies may take advantage of the following rules:

- Armies may move through their allies' province without control of the province exchanging hands.
- Armies may defend their allies' provinces by fighting battles therein. Control of the province does not change hands if the ally maintains control of the province.
- Armies may retreat into allied provinces. Control of the province does not change hands (see *Aftermath*).
- Armies may support adjacent ally armies in battle with 300 points of core troops, but are subjected to the chart below based on their *Alliance Trust Level*. It is easier to coordinate an attack with your own troops than with your allies. Note: Distrusted Allies subtract 1 from the die roll.

### Alliance Support Arrival (D6)

1-3: **Unexpected Delay.** Begin rolling for the support as if they were reserves, starting on turn 2. The support arrives on a die roll of 4+ on turn 2, 3+ on turn 3, and 2+ on turn 4,5,6. They enter from any friendly board edge (in a quarters type mission this can include the sides) and may not charge that turn.

4-6: **On Time.** They show up as normal and deploy in a friendly deployment zone.

Alliance may be broken by employing one of the following methods:

- **Announcement** – During the *End of Campaign Turn*, a player can announce that an alliance is broken. During the next Campaign Turn, the rules for allies cease to apply for the two realms in question.
- **Invasion** – An army can end an alliance by taking control of one or more allied provinces. The backstabber must note this in their orders or the organizer will assume armies moving through allied provinces do not intend to take control of those provinces.
- **Raze** – An army can end an alliance by *Razing* an ally' province that it occupies. By *Razing* the province this way, the backstabber takes control of that province.
- **Withdraw of support** – When one of your armies is supporting an ally, you may withdraw support in the middle of the game. To withdraw support in the midst of a battle, it is on your former ally's turn. The surprise withdraw of support will occur during the Movement Phase when all charges are declared, but before chargers have been moved. You must then announce that your troops are withdrawing support. None of your troops may do anything on your former ally's turn after which your troops will act on your former opponent's turn. Your former ally must follow through with any declared charges, but remaining moves may be used to respond to the threat your troops now pose.

### Army-Specific Rules

All kingdoms are allowed to *Forced March* through *Plains*, and in addition:

Beasts of Chaos, Wood Elves, Vampire Counts: *Woods*

Dwarves, Chaos Dwarves, Skaven, Ogres: *Mountains*

Lizardmen, Chaos: *Marshes*

Empire, Bretonnians, Tomb Kings, High Elves, Dark Elves: No additional terrain type, but are very adept at organizing their forces in their native environment so may reroll a failed *Forced March (Mutiny)* across *Plains*.

Orcs and Goblins: They are the exception as their sheer brutishness and disorganized force allows them to *Forced March* through any type of terrain (except for *Desert*), but at a –1 to their die roll in any terrain type other than *Plains*.



The player must note which army is attempting a Forced March when the orders are submitted. After a Forced March order is submitted, the player must roll on the chart below and apply the results. Note: An army cannot *forced marched* through an occupied enemy province.

### Forced March (D6)

- 1 **Mutiny.** The army does not move this turn and acts as if it received the *Hold* order.
- 2-3 **Fatigue.** The army can only move into one province only this turn.
- 4-6 **Forced March.** The army completes a successful Forced March. The army moves two province spaces. The army can only claim / occupy the province they end up in.

Note: If an army *forced marched* through a friendly occupied province and fails, it co-occupies the province with the other army. The forced marched army does not count as being there and there for cannot be attack or lend support. The army must move out of that province in the next turn. If it does not or is unable to, roll on the Foraging Table as if the army lost their supply depot; as the province cannot support 2 armies at once.

**Beasts of Chaos and Ogre Kingdoms** – “Wildlings”: Armies only receive a 5% reduction in cost rather than the normal 10% when created in a town or city because, these dwellings are little-more developed than their wild lands.

**Bretonnians** – “Feudal Servitude”: Peasants are reluctant to fight. Any troops from a fortification support, or town, or city garrison, must make a LD check when entering combat unless a character is in the unit or within 12”. If the leadership is failed then they must roll a 6 to hit for the duration of that combat. This does not apply for Knights.

**Chaos Dwarfs and Dwarfs** – “Perfectionists”: Runic items cost 20% more in gold (or experience points) if equipped when not in a town or city because rune smiths are reluctant to leave their established forges and don’t feel items can be properly fitted to their owners without the appropriate tools for the job.

**Dark Elves, High Elves, and Wood Elves** – “Vain and Overconfident”: Characters need to spend 35 experience points (rather than 25) to roll on their Archetype Table because they are old, set in their ways, and slow to change, for good or ill.

**Empire** – “Imperial Taxation”: Due to its direct connection to the Imperial Government, the Count’s lands are taxed (gold deducted) by their superiors: 50 gold per city, 25 gold per town, and 5 gold per province.

**Hordes of Chaos** – “Shrine Cultists”: Armies may not include mortals if a demon army, or demons if a mortal army unless the army came from a town or city where a shrine would be present to summon demons for mortals, or attract mortal followers for demons. In addition, Mortal armies may not give troops a Mark of Chaos other than Undivided unless it came from a town or city. Note: This does not apply to the starting army that includes the Warlord.

**Lizardmen** – “Temple Dwellers”: May not give troops sacred spawns or include temple guard if the army was not created in a town or city as such primitive origins do not contain the temples needed for these troop types.

**Orcs & Goblins** – “Savages”: When they capture a city or town they have to roll a d6 and on a 1 or 2 they MUST sack it; they just go savage on the place.

**Skaven** – “Backstabbers”: Assassins sometimes have ulterior motives... If your army includes more than one character and at least one of them is an assassin, your opponent can force you to reroll the results of ONE character injury test. Note: The second result stands.

**Tomb Kings and Vampire Counts** – “Curse of the Dead”: Characters need to spend 40 experience points (rather than 25) to roll on their Archetype Table because they are old, set in their ways, and slow to change, for good or ill. Also the undead units in the army cannot spend experience points on Veteran Status, as their troops are already dead and unable to learn from combat.



## Loss of the Capitol

A player who loses their capitol has 3 turns to get their Warlord into another city for a coronation ceremony. If they cannot reach one of their cities or conquer one from another nation in this time, they then are out of the game.

A Warlord may move the capitol to another city in this way, even if the current capitol still stands, but will cost 1,000 gold pieces to do so.

## Ruins

Ruins attract many dangerous creatures, which requires stealth and subtlety. The player uses their Tomb Raider force to secure the ruins (see Tomb Raiders below). If the player loses the skirmish, their army may not move into to the province this turn.

### *Treasure from the Ruins*

The ruins contain a Scarab Amulet and treasure that the victor may claim: roll a d6:

- 1: Power Stones (1 use per battle)
- 2: Staff of Sorcery
- 3: War Banner
- 4-5: Roll d6 on common items:
  - 1: Enchanted Shield      2: Biting Blade
  - 3: Sword of Might        4: Sword of Battle
  - 5: Sword of Striking    6: Amulet of Protection (6+ ward)
- 6: d6 x 100 gold pieces + healing potion. A healing potion removes all injuries a character has suffered.

Magic items gained from ruins do not need to be purchased nor do they apply to a character's maximum points of magic items. Alternately, they may be given as a sign of office to a unit to be used by the unit's champion or standard banner (if the item is a banner).

## Tomb Raiders

Each Kingdom will have a special warband put together for their most dangerous missions requiring stealth and secrecy. This brave band of adventurers will be your nations best hope to scout ruins, infiltrate enemy strongholds and bring back needed treasure and information.

### *Creating Tomb Raiders*

You have 150 points to create your Tomb Raider force. You can chose any models from your core troops in your army book that come on standard 20mm or 25 mm bases (In other words, no mounted, large models like ogres, chariots, warmachines, etc). In addition you must select one core troop model and upgrade him to champion status, (paying the appropriate points). This champion is your Tomb Raider Captain. In addition you *may* select one additional standard model from either your Special or Rare selection, also on standard 20mm or 25 mm base. This model will be your Tomb Raider Lieutenant. Alternately you may select a Core model as a Lieutenant if you wish. The Captain and Lieutenant are collectively described as 'Officers'. The Captain is granted an extra wound to their stat line and increased Ld by +1 up to a max of 10.

The Tomb Raiders are hand selected for this special force and do not follow normal restrictions for unit size, and in fact do not have to come from the same unit type at all. Each individual model may have any equipment that is an option for its unit type, and models from the same unit type may be armed differently if there are options for the troop type. Standards are not used, so do not purchase one! Musicians have their uses, and your Tomb Raiders may include one musician. No



magic items are allowed even if this is a normal option for your troop type. No magic users are allowed even if the option is available for models, such as with a Mark of Tzeench.

Your Tomb Raiders are limited to a max of 1/3 of your force (round down) with missile weapons of any kind. However, Elves may have up to 50% of their force with missile weapons.

Example of a sample Tomb Raider force is at the end of this section.

### **Combat with Tomb Raiders**

Tomb Raiders are confident and independent. They fight as skirmishers and no bonus is given for outnumbering or ranks. They do not have to remain near each other, but often will benefit from working together. Combat is done as standard WHFB with a few modifications.

#### Modifications:

1. Any model within 12" of the Captain or 6" of the Lieutenant may use their leadership.
2. Fear and Terror are not used : Tomb Raiders are far too jaded to fear.
3. There are no ranks, so there are no bonuses for flank or rear attacks
4. A model may still be outnumbered if he is fighting more than one opponent. Count only the number of enemy models that actually attacked your model, regardless of how many he might be touching. Being outnumbered is -1 to Ld regardless of how many he is actually outnumbered by.
5. Models forced to run from combat are not automatically wiped out, instead the pursuer gets a free strike on the fleeing model. If this does not kill the model then both roll their standard pursuit dice and if the fleeing model is caught he is not moved, and is considered locked in combat. If the fleeing model does escape, move the models their rolled distance as normal.
6. Voluntary withdraw: A model may chose to withdraw from combat. If you chose to, each player rolls a d6 and adds their model's WS (Highest WS for attackers if more than one in combat with the withdrawing model), If the withdrawing model scores higher then move his standard flee roll, and the enemy may not pursue. If the withdrawing model scores equal or less than the attacker, he can not get away from combat and suffers 1 free strike.
7. Once a Tomb Raider force suffers 25% casualties, it must make a Ld test off its Captain's Ld, or Lieutenant's if the Captain is removed. If both officers are removed, then off the highest Ld remaining in the force. If the Ld test fails then the Tomb Raiders are removed from the battle, and any in combat must make a forced flee as described in number 6. If the player wishes, he may Chose to withdraw once 25% is taken, or anytime thereafter. If he chooses to withdraw any models in combat must test for withdraw as described in number 6. If your Tomb Raiders contain a musician when you decide to voluntarily withdraw your entire force you may roll +2 to all your withdraw rolls.
8. Challenges.  
 "He's Mine!"  
 If an officer is within 4" of another officer he may issue a challenge for combat. If accepted, no other model may attack either one- move the two in contact if they are not already- if one has to be pulled away from another combat, no test or free strike is given. If the challenge is declined, the challenged officer must immediately move its full move away from the challenger. No test or free strike is needed for this move.  
 "Leave him to me kid!"  
 If a challenge combat is taking place between a Captain and a Lieutenant, the other captain, if within 4", may interrupt the rival Captain and insist the battle is between the two captains. Treat this as a new challenge, but one that may not be declined.

### **Maintaining / Changing Tomb Raiders**

If models are killed, subtract their point value from your total. You may spend any unused points from your 150 to add equipment, models or upgrade to replace a lost Captain, but you can never have more than one model from your Special or Rare selection. Adding to your list requires time and training, so your Tomb Raiders may not be used the Turn you make changes, *Unless* you pay gold from your Treasury at the rate of 5 gold per point. For example: to add an elven spearman at 11 points will cost 55 gold.



If a Captain is permanently killed, the Lieutenant will become the new Captain, increasing Ld by +1 to a max of 10, but a replacement Captain will never get the bonus wound. If the Lieutenant is killed or promoted, one of the other models may be promoted to Lieutenant. Whatever model becomes the new Captain, you must use the points available to pay the cost of upgrading it to a Champion.

### **Misc.**

**Orc Animosity:** Any model that normally suffers from animosity will take an animosity test under the normal conditions for WFB. On the result of a 1, the model suffers from animosity. But being elite trained Tomb Raiders, the model will only lose his turn as he spends time to get his emotions under control.

**Undead:** Any model that is unable to march may do so. Undead units do not crumble as if their General or Hierophant were killed. Ethereal models are hit on a 6.

### **Using Tomb Raiders**

Tomb Raiders may do ONE of the following missions each turn. To send the Tomb Raiders on a mission costs 100 gold from your Treasury.

#### **Tomb Raid**

Provided one of your armies is moving into a province containing a ruin, the Tomb Raiders can set off safely to do what they do best: Hunt for Treasure! Play a game against a generic warband, of 150 points, typically undead or other denizen: orc, skaven, human brigand, etc. (see *Tomb Raider Scenario & Terrain* section)

If the raid is a success, the Tomb is raided: roll on *Treasure from the Ruins* chart for the kingdom's cut in the raid, and note that your kingdom acquires a scarab amulet if it is the first time the Ruins was successfully tomb-raided. The army is now safely able to move into the province.

If the raid was a failure, simply keep track of the effects on your Tomb Raiders. The army may not move into to the province this turn.

#### **Reconnaissance**

Your Tomb Raider's skills make them an excellent choice to gather information on a rival Kingdom. To do this, pay the Tomb Raider's fee of 100 gold from your treasury and select a desired mission from the list below.

1. **Character Bio:** The location, items, attributes, Archetype & skills, injuries of any 1 character.
2. **Treasury Info:** The current funds in the Treasury and the money spent and on what this last turn.
3. **Army Statistics:** The Location and Army list (no character info) of any one army.
4. **Army Orders:** The orders given to any one army this turn. In addition, may adjust the orders to any one of your own armies to "hold" if it is in response or relation to this information.
5. **Army Construction Info:** The Location and Army list (no character info) for the next army this Kingdom creates.
6. **Artillery Info:** The type and numbers of all artillery and warmachines in the kingdom, and their location. This will not reveal any upgrades to such machines, such as runes, characters, etc.
7. **Magic College Raid:** The number, levels, and location of all mages in the kingdom.

Play a Tomb Raider game for the Recon (see *Tomb Raider Scenario & Terrain* section). The enemy warband represents the guard of the city, magic college, master engineer, etc. and will be a generic force of 150pts built from the player's Army book using the generic options described below. Alternatively, the player may use his own Tomb Raiders to defend if they are not being used for a mission this turn.



If the Recon is a success then the effects as described above are gained. If the Recon is a draw, roll on the chart below:

- 1-3: No info is gained
- 4-5: Some info is gained, roll on the chart above with a d6, skipping the desired mission to see what info was gained.
- 6: Hasty withdraw: As your Tomb Raiders retreat the information desired is grabbed at the last moment.

If the Recon is a failure, record the effects of the game on your Tomb Raiders. In addition roll on the chart:

- 1-2: One random model is captured
- 3-6: No further damage is inflicted on the Tomb Raiders.

Note: A kingdom may do anything it wishes with a captured Tomb Raider.

## Sabotage

Your Tomb Raider's skills make them an excellent choice to tamper with a rival Kingdom. To do this, pay the Tomb Raider's fee of 100 gold from your treasury and select a desired mission from the list below.

1. Theft. Steal money from your rival's treasury: 1-2: 150 gold, 3-4: 200 gold, 5-6: 250 gold.
2. Destroy Communication: Cancel one support that is from this kingdom or to this kingdom when you wish, but must be used within 2 turns after success.
3. Mislabeled goods: Next magic item acquired in the field is delayed an additional d2 turns.
4. Poison Well: Next battle involving a garrison force, the kingdom loses 25% of his forces before the battle begins. This does not count toward victory points.
5. Assassinate Spiritual Leader: The next battle fought, this Kingdom has -1 to all leadership.
6. Sappers: Next battle using barricades, d3 of these barricades (chosen by the saboteur) are destroyed.
7. Misdirection: One army's orders are canceled and revert to "Hold"

Play a Tomb Raider game for the Sabotage (see *Tomb Raider Scenario & Terrain* section). The enemy warband represents the guard of the city, magic college, master engineer, etc. and will be a generic force of 150pts built from the player's Army book using the generic options described below. Alternatively, the player may use his own Tomb Raiders to defend if they are not being used for a mission this turn.

If the Sabotage is a success then the effects as described above are gained. If the Sabotage is a draw, roll on the chart below:

- 1-3: No success at all.
- 4-5: Main mission had to be aborted, but some damage was able to be done, roll on the chart above with a d6, skipping the desired mission to see what info was gained.
- 6: Hasty withdraw: As your Tomb Raiders retreat the desired goal made itself available after all. Treat as a success

If the Sabotage is a failure, record the effects of the game on your Tomb Raiders. In addition roll on the chart:

- 1-2: One random model is captured
- 3-6: No further damage is inflicted on the Tomb Raiders.

Note: A kingdom may do anything it wishes with a captured Tomb Raider.

## Recovery

Any model removed from play as injured rolls on this chart, d6:

- 1: Dead. Remove from your list
- 2: Out of action for one turn
- 3-6: Full recovery



## Generic Opponents

If a rival kingdom's Tomb Raiders are not used for defending, or a Tomb Raid at a Ruins is being played, then the player creates a rival defense force, such as palace guards or brigands. The 150 points are spent in the same manner, but no Lieutenant is selected and all models must be chosen from only 2 Core troop types max.

## Tomb Raider Scenario & Terrain

Use the *Scenario Generator* in the *Appendix* section but with the following rules:

1. Play Tomb Raider matches on a 4x4 table, with a generous amount of terrain. Woods & ruins are best for Ruins games and more dwellings is appropriate for Recon & Sabotage games. Modify the Deployment Zone(s) dimensions to reflect the 4x4 table, as best as possible.
2. Any Scenario Objective that rolls for the "Or Else!" special rule automatically becomes an "Or Else!" objective scenario.
3. The Tomb Raider Captain counts as the Army General for scenario objective purposes.
4. Games last until one side withdraws or until the Game Length ends.

## Sample Tomb Raider List

### High Elves

Tomb Raider Captain (Spear Champion) (+1Ld, +1Wound): 23

Lieutenant, Shadow warrior: 15

Spearman with instrument: 17

5 Spearmen: 55

3 Archers with Light Armor: 39

Total: 149

## The Ancient Dead

The campaign organizer will control the kingdom of the Ancient Dead. The Tomb Kings army is used to represent the Ancient Dead kingdom, and are subject to special rules as they do not operate like normal player controlled kingdoms.

## Setup

The Ancient Dead kingdom begins in the center of the map. The kingdom's Warlord must remain with the Capitol's garrison (which cannot be upgraded with *Elite Garrison Force*). The Warlord's point cost is included in the garrison force. The starting army begins in the capitol.

Note: The Ancient Dead Warlord does have a Character Archetype and a free roll on the appropriate Archetype Advancement Table. The other Ancient Dead Generals do not have a Character Archetype and the armies do not gain experience points.

## Armies

The Ancient Dead Kingdom is allowed the following number of armies, based on the table below:

### Army Table

# of Players # of Armies (Rounded down)

- |   |   |
|---|---|
| 2 | One additional army for every six provinces.  |
| 3 | One additional army for every five provinces. |
| 4 | One additional army for every four provinces. |



5+ One additional army for every three provinces.

The size of the Ancient Dead army is always 250 points less than the army they are facing (after all supports are calculated). The armies of the Ancient Dead cannot support each other. If an Ancient Dead army is destroyed, a new one will rise from the desert to replace it. A new army can only be created in a *Desert* province and is unable to move the turn it is created. The newly created army is placed in a random *Desert* province that is adjacent to a non-*Desert* province.

Note: The 250 point handicap to the Ancient Dead army does not apply to the Ancient Dead Garrisons.

### **Deserts**

The *Desert* provinces do not generate taxes and no army may attempt a *Forced March* through it. A *Desert* province may be converted to a *Plains* province with the presence of a Scarab Amulet (which can be found in ruins) and a mage / rune smith. To reverse a *Desert* to *Plains* you must roll a 6 on a d6. Add a +1 to your roll for each magic level of the highest mage in the army. You may reroll the die for each additional Scarab Amulet the army possesses.

Each *Desert* province contains a 1000 point Ancient Dead garrison force. This garrison force cannot leave the province and may not support other armies and garrisons.

Any town or city in a province, which becomes a *Desert* will be considered *Sacked* and turned into *Ruins*. The *Ruins* will contain a 150 point garrison force (see *Tomb Raiders*). The *Ruins* will not contain a Scarab Amulet. This 150 point garrison force is in addition to the normal Ancient Dead garrison force. So an army must fight the garrison force and in the same turn send a treasure hunting party to the ruins, IF the battle against the Ancient Dead garrison is successful (win or draw).

### **Movement**

The armies of the Ancient Dead move slowly across the land, slowly turning all life around them to sand. They can never attempt a *Forced March*. Each army moves into a province each turn, radiating out from the pyramid in a circular pattern. Once all the provinces surrounding the pyramid are turned to *Deserts*, the armies will move into an adjacent non-*Desert* province and continue to turn the non-*Desert* provinces around the pyramid into *Deserts*.

Once an army of the Ancient Dead enters an occupied province, they will attack the occupants. If the army enters an unoccupied province or begins in an unoccupied province (like after winning a battle), the Liche Priests will begin to recite their incantations to turn life into sand. This process turns a province into a *Desert*. The length of time this process takes is dependant on the terrain type. To convert *Razed* provinces and *Plains* to *Desert* takes one turn. All other terrain types take one turn to convert to *Plains* and then another turn to convert to *Desert*.

### **Return to the Tomb**

To halt the Ancient Dead armies from advancing, the Ancient Dead capitol must be destroyed and the Warlord laid to permanent rest.

NOTE: This does not end the campaign, only this kingdom.

### **Player Issues**

### **Campaign Goals**

The campaign is designed to be an evolutionary story about your kingdom. To that end, the campaign is designed to be open ended (the victory conditions of the campaign is what you decide to make of it) and will end when all the players agree to end the campaign. A popular goal for fantasy kingdoms is to acquire fame and the most tax generating lands.



## ***The Campaign Must Go On***

If a player is unable to show up for that day in which they have a battle, they should tell the Campaign Organizer ahead of time if possible. The Campaign Organizer may play or appoint someone to play the game for that person, if they submitted their Turn Orders. Either way, the absent person **MUST** accept the outcome of the battle(s).

## ***Rogue Kingdom***

If a player drops out of the Campaign mid-way, their kingdom becomes a Rogue Kingdom. A Rogue Kingdom is wracked by civil war as it lacks a leader to control it. If a foreign army enters the land, roll on the following table.

### **Rogue Kingdom (D6)**

- 1     **Empty.** The province is yours.
- 2-3   **Scouting forces.** Fight a ruins style battle for control (see *Ruins and Tomb Raiders* for more details.)
- 4     **Small Army.** Fight against a 1000 point army.
- 5     **Medium Army.** Fight against a 1500 point army.
- 6     **Large Army.** Fight against a 2000 army.

These battles may be fought by any non-allied player or by a non-campaign player. The towns and cities are still marked on the map, but taking these from a Rogue Kingdom will not give the attacking player a town or city or a chance to loot. The civil war has left these cities without wealth or supplies and many inhabitants have left to find safe shelter.

## ***New Player Option***

If a new player wishes to join the campaign, or a player who has already lost their kingdom wants to play again, the campaign organizer may allow this person to take over the Rogue Kingdom; in which case the civil war is over and the lands return as they were with towns, cities, and treasury restored (but not the armies).

## ***Player joins mid-campaign / joint kingdoms***

A player who is unable to consistently show up or wants to be added mid-campaign can have a shared / joint kingdom. A shared kingdom has two or more players who run that kingdom's armies and provinces. Partners of that kingdom need to work out who is the "king" for that particular day. A joint kingdom is where a player may give provinces / towns / cities / armies to another player. That other player then declares independence from the parent kingdom and acts as an independent kingdom.

## ***Land Sales***

Provinces may be given away, bought, or traded at the rate of one province per turn per player receiving the land. Ex: I could give one land to an ally and sell one to a neighbor in the same turn. Towns or cities may not be given away or sold.

If a newly acquired province does not have an army of the new controlling player on it by the next turn it may go into *Civil Unrest*. If the player does get their army in the province by this next turn then the locals are subdued and pacified and it becomes just one more province under that kingdom's banner. On a roll of a 4+ on a D6, the province becomes a *Rogue Kingdom* (see *Rogue Kingdom* for more details) and is no longer in the player's control.



### ***Transfer of Gold***

Kingdoms may transfer gold and items between each other, but they will be subject to a 10% transportation fee and suffer a one Turn Delay (i.e. to transfer 1,000 gold pieces to another player, it will cost 1,100 gold. And if it were transferred in Turn 2, it will arrive at the beginning of Turn 4). An item's gold cost is double its point value.

### ***Painting Counts***

It is hard to have a fully painted army. In an effort to reward those players who are able to field a fully painted army, the painted army gets +1 to the die roll for first turn and picking table sides. If you have any questions on what counts as a painted or unpainted army, ask the Campaign Organizer.

### ***Stories Are Nice***

Fluffy stories about your character's recent battle are nice. To reward players whom write a small battle report about their recent battle(s), they will receive three bonus Experience Points and possibly one or two additional bonus Experience Points for those who put in that extra effort. Players can only receive these Experience Points once per turn, regardless of how many battles or stories written. The Experience Points are to be applied to the army that the player wrote about. If there were multiple battles played and stories written for each of them, the player may decide which army will receive the Experience Points.

Battle reports from a Tomb Raiders' prospective also count. Players can apply those bonus Experience Points to any of their armies.

### **Appendix**

#### ***Campaign Schedule:***

Tuesdays – Play assigned games.

Wednesday – Email *Turn Summary Sheet* to campaign organizer before 9 pm

Thursday – Results sent to David for map updates.

Friday – Turn results and map will be posted via email and later mirrored on the hellfish site.

Sunday – Email Turn Orders to campaign organizer before 8 pm. Battles for Tuesday will be posted Sunday or Monday via email.

#### ***Order Sheet***

Player name: \_\_\_\_\_

Kingdom played: \_\_\_\_\_

Army name / number: \_\_\_\_\_

(Circle one of the following:)

- *Raze and Hold* in Province # \_\_\_\_\_
- *Raze and Move* into Province # \_\_\_\_\_
- *Move* into Province # \_\_\_\_\_
- *Fortify* in Province # \_\_\_\_\_
- *Recover* Province # \_\_\_\_\_
- *Hold* in Province # \_\_\_\_\_



**Turn Summary Sheet**

Player name: \_\_\_\_\_

Kingdom played: \_\_\_\_\_

Money Negotiations for the turn (Raids, bribes, loans, sacked city, etc): \_\_\_\_\_

Army # : \_\_\_\_\_

Province # : \_\_\_\_\_

Battle result: \_\_\_\_\_

**Scenario Generator****1. Determine Engagement Type**

There are three possible types of engagement, which categorize the various ways in which the armies meet on the field of battle. Roll a D6 to find out what type of engagement the armies are fighting.

**Engagement Type (D6)**

- 1-2 **Pitched Battle.** The two armies maneuver for a battlefield suitable to their liking then make camp for the night. The following day, the armies are deployed and battle commences! Pitched Battles are the most straightforward type of engagement.
- 3-4 **Meeting Engagement.** The two armies close with each other quickly and must deploy from their column of march to fight. A meeting engagement favors a faster army.
- 5-6 **Assault.** One army attacks the other in a defended position. An assault gives the Attacker advantages in deployment.

**2. Determine Objective**

Sometimes, an army may be out for conquest; other times, it may have been sent out to hunt down the opposing general. Roll 2D6 on the Scenario Objective Table to determine the objective for the battle. The objective depends on the engagement type determined in the Determine Engagement Type phase. The Description of Objectives Table details the victory conditions for each of the various objectives. Most use the Victory Points table on p. 198 of the Warhammer Rule Book.

**Scenario Objective Table (2D6)**

Pitched Battle	Meeting Engagement	Assault	Objective
2	2	2	Do as you see fit.
3	3	3-4	Kill them all!
4-5	4-6	5	Capture
6-8	7-8	6	Conquest
9-10	9-10	7-9	Advance
11	11	10-11	Vengeance
12	12	12	Bring me victory!



## Description of Objectives

- Do as you see fit.* Each player selects one of the objectives and notes it in secret. Both players then reveal their objectives.
- Special Rules.** Per chosen objective. Note that if you choose the "Kill them All" objective, only opposing units may rally below 25% strength.
- Kill them all!* Double Victory Points for destroyed units and characters. No other Victory Points are scored - none for table quarters, fleeing units, units below half strength, captured banners, etc. Units that have fled off the battlefield count as destroyed for this purpose.
- Special Rules.** Units may rally below 25% strength.
- Capture.* Normal Victory Points. Place an objective in the middle of the table, no larger than 6" square. At the end of the battle, add up the Unit Strength of all nonfleeing units within 6" of the objective. The side with the greater Unit Strength earns 500 Victory Points.
- Special Rules.** On a roll of a 4+ this objective becomes an "Or Else!" objective. Normal Victory Points are not calculated in an "Or Else!" game. Only the army that achieves their objective wins. If both armies achieve their objective, it is a Draw.
- Conquest* Normal Victory Points, Quarters.
- Special Rules.** None
- Advance* Normal Victory Points. Nonfleeing units in the enemy Deployment Zone at the end of the battle earn Victory Points equal to their points value (or half their points value if below half strength). In the case of a Meeting Engagement, units that are within 12" of the enemy entry point (rather than the enemy Deployment Zone) earn these bonus Victory Points.
- Special Rules.** None
- Vengeance* Normal Victory Points. Enemy General is worth 500 Victory Points rather than +100 Victory Points.
- Special Rules.** The two Generals *Hate* each other, even if normally *Immune to Psychology*. On a roll of a 4+ this objective becomes an "Or Else!" objective. Normal Victory Points are not calculated in an "Or Else!" game. Only the army that achieves their objective, killing the enemy's general, wins. If both armies achieve their objective, it is a Draw.
- Bring me victory!* Each player secretly chooses either "Capture" or "Vengeance" objectives. Both players then reveal their objectives - the "Or Else!" rules apply in both cases.
- Special Rules.** Per chosen objective.

## 3. Determine Terrain

Modifiers:

*Plains:* There are no modifiers for Plains. Proceed to generator below.

*Forest Province:* The first d3 pieces of terrain will be Forest pieces

*Mountain Province;* The first d2 pieces of terrain will be Hills and add d2 impassable rocks or hills.



*Marshland Province:* The first d3 pieces of terrain will be marshfields. Marshfields are difficult terrain with no LOS issues  
*Town/City:* as province type, plus: The first d2 pieces of terrain will be Buildings and add a bridge to any river  
*Ruins:* as Raid Scenario Standards.

Roll d6:

1-2: three pieces of terrain

3-4: four pieces of terrain

5-6: five pieces of terrain

For each piece roll d6:

1: Building

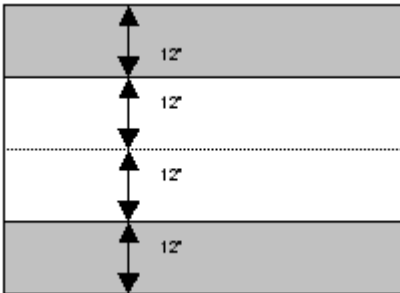
2-3: Forest piece

4-5: Hill

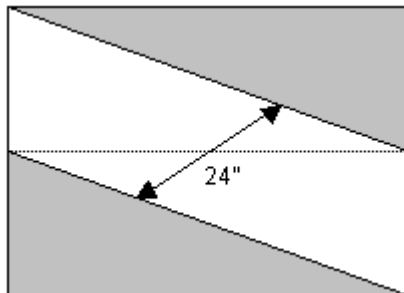
6: River (only 1) or re-roll if unavailable

#### 4. Determine Deployment

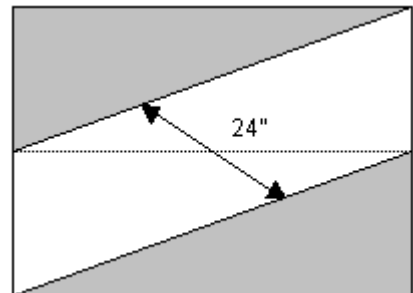
The players determine the Deployment Zones for their armies, as each maneuvers to gain possession of the best areas of the battlefield. Roll a D3 to determine the Deployments Zones used, as shown on the maps. The options vary depending on engagement type.



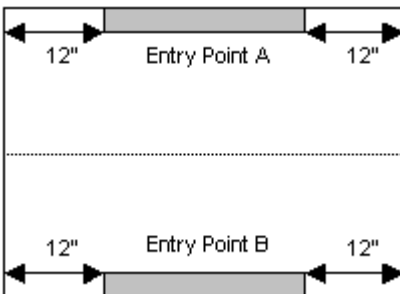
Pitched Battle 1



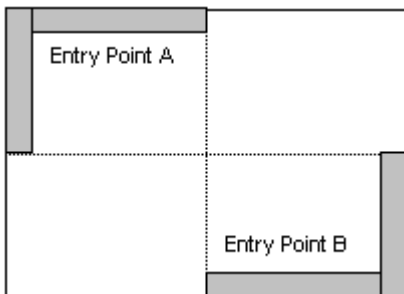
Pitched Battle 2



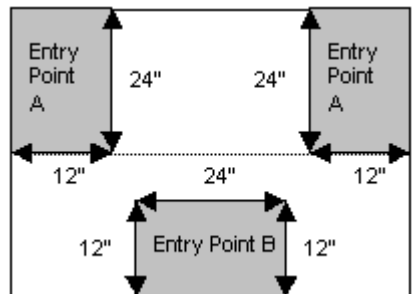
Pitched Battle 3



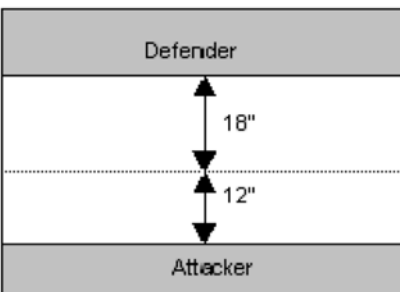
Meeting Engagement 1



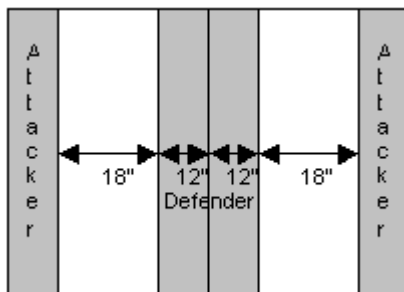
Meeting Engagement 2



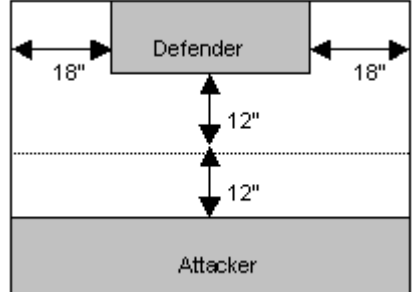
Meeting Engagement 3



Assault 1



Assault 2



Assault 3



## 5. Determine Special Circumstances

Although the most organized army led by the most brilliant general is a force to be reckoned with, there are some things for which all the planning in the world cannot prepare an army.

Each player rolls a D6. If the players roll a double between them, consult the Major Events Table to see what special rules apply. If the players' combined die score totals 7, then look up to the two scores on the Minor Events Table. Any other roll means that there are no special circumstances for the battle.

### Major Events Table

Double	Special Circumstance
1	<b>Fog.</b> A mist envelopes the battlefield and obscures the enemy. At the start of each game turn, roll an Artillery die and multiply the result by four to find out how far in inches the troops can see through the cloudy mists. If you roll a Misfire, then the fog has lifted enough for normal warfare for that game turn. You cannot shoot, charge, or cast spells at targets you cannot see.
2	<b>Boggy Ground.</b> Recent weather has made footing treacherous, which hampers the movement of troops. After declaring charges, roll a D6 for any cavalry or chariot before it moves. On a roll of a 1, the unit has wandered into a patch of poor ground and counts and being in difficult terrain for the turn. Units that begin their move in or on a terrain piece (such as a hill, in a wood, etc) do not need to test.
3	<b>Storm Clouds.</b> Dark thunderheads gather in the skys, and flickers of lighting fork down, accompanied by strong winds. Flyers and flying units reduce their maximum move by D6". Roll each time the unit moves, after declaring charges.
4	<b>Magical Flux.</b> The winds of magic are particularly unstable in this region. At the start of the Magic Phase, the player whose turn it is must roll all of his Power Dice. Any dice that roll 1's are passed to the opponent and may be used as Dispel Dice that turn. The other dice may be used as Power Dice as normal.
5	<b>Unsteady Footing.</b> The ground is soft, and it is almost impossible to site war machines without risking them to shifting or sinking when fired. Before firing each war machine, roll a D6. On a roll of a 1-3, it has worked loose from its securing ropes, boards, etc. The crew must spend the phase steadying it again, and the war machine may not shoot that phase. On a roll of 4+, the war machine may fire normally. Note that this penalty applies in addition to any other rolls required by spells (such as Rainlord) or other effects.
6	<b>Foreboding!</b> A conjunction of the sun and moons shroud the battlefield in shadow, or perhaps the omens of the Shamans the night before battle were not good. The end result is that both armies are unnerved and likely to run if things turn against them. All units suffer a -1 to their Leadership (after any other modifications, such as using the General's Leadership) when taking <i>Panic</i> tests.

### Minor Events Table



**7 Rolled Special Circumstance**

- 1+6 **Unstable Magic.** The fickle winds of magic are more erratic than normal around the battlefield. At the start of each Magic Phase, each player rolls a die. The player who rolls highest gains an extra die for the phase - a Power die if it is his turn, a Dispell die if it is the opponent's turn. If the roll is a tie, then neither player gets a bonus die.
- 2+5 **Plague.** Some badly cooked chicken from the night before, a virulent fever, or some other illness afflicts the two camps. Every character must take a Toughness test. Any character that fails is feeling under the weather and reduces its WS and I by 1 point each. Characters with the Mark of Nurgle or from the Skaven Clan Pestilens only fail on a roll of a 6, regardless of their Toughness.
- 3+4 **Pride.** Both armies are feeling stirred up by the rousing speeches of their leaders, and the regiments are all trying to outdo the other. Any unit not led by a character must always pursue and overrun if possible. Orc units (not Goblins or other greenskins) must always pursue and overrun, even if led by a character!

**6. Deploy Armies**

At this stage, the players deploy their armies ready for battle, depending on the engagement type.

**Pitched Battle**

The players roll a D6 each (rerolling ties). The player who wins the roll can choose to deploy either first or second. The players then alternate placing their units in their deployment zones. War machines and characters are deployed at the same time. Units with special deployment rules can be deployed after both armies have been deployed. The player who finishes his deployment first adds +1 to their die roll when determining who gets first turn.

**Meeting Engagement**

The players each roll a D6 (rerolling ties). The player who scores highest chooses an entry point to denote where his army is arriving. He then makes a move onto the table with a unit as if were a normal Movement Phase. The unit moves on from within the entry point as if it had pursued an enemy off the table in a previous turn. Therefore, no charges may be declared. All other special movement rules apply (such as random movement distances, activating Night Goblin Fanatics, etc). Note that Orc and Goblin units not on the table do not test for *Animosity*, and *Unruly* Beastmen units do not have to test before moving on. Creatures suffering from *Stupidity* must test and, if they become *Stupid*, will only move at half their normal speed. Once the first player has moved a unit, the second player repeats this procedure from the other entry point, and so on until all units have moved on the table.

No units may use special deployment rules (except for hidden models, such as Fanatics and Assassins).

The player who finishes his deployment first adds +1 to his die roll for determining who gets the 1<sup>st</sup> turn.

**Assault**

The Defender deploys first and places all their units in their Deployment Zone. The Attacker then deploys his entire army in his Deployment Zone. Scouts and other units with special deployment rules may use them as normal after both armies have deployed.



Note: In Assault deployments 1 and 3, the Defender chooses which long table edge he is defending.

### **7. First Turn and Game Length**

To determine who take the first turn, both players roll a D6 (reroll ties). In Assault, the Attacker rolls 2D6. The player who scores the highest may choose to have the first turn or to allow his opponent to have first turn.

To determine the number of turns to be played, roll a D6 and consult the table below.

Engagement Type, D6 Roll	Game Length, Turns
<b>Pitched Battle</b>	
1	5
2-5	6
6	Random
<b>Meeting Engagement</b>	
1	5
2-4	6
5-6	Random
<b>Assault</b>	
1	5
2-3	6
4-6	Random

**Random Game Length.** Roll a D6 at the end of the fifth turn. On a roll of a 1, the battle ends. With any other result, roll again at the end of the sixth turn. On a roll of 1-3, the battle ends. With any other result, roll again at the end of each subsequent turn. The battle ends on any roll except a 6.

### **8. Begin the Battle!**

