



WARFRONT

A WARHAMMER MAP LEAGUE

Want to join a narrative map campaign, but don't want to go through the hassle of learning all sorts of complicated campaign rules?

Just want to play a pick-up game, but wish there could be a bit more story driving the battle?

Want to interact with your *Warhammer* gaming group but can't manage to all get together on the same day?

WARFRONT is a free-form map campaign framework that uses all games played in a gaming club to determine the outcome of a large territory war between Alliances. Players just need to pick where they want to fight, use the special rules that apply to that location, and if the challenging player wins, the map region changes hands.

Players' armies belong to one of the Alliances, and each game contributes to that team's territorial gains.

You can even play as different sides on different days, depending on which armies you feel like fielding!



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WARFRONT

STEP-BY-STEP BATTLE INSTRUCTIONS

1 – DECIDE PLAYERS

Pick players participating in battle. Decide between a typical battle game, a Warbands game or a Skirmish game.

2 – PICK SIDES AND ALLIES

Check which *Alliance* each player's army belongs to. Decide if any players will be allied together if it's a *Multiplayer* game.

Note: Empire, Bretonnia, High Elves, Wood Elves, Dwarves and Lizardmen can never ally with Chaos, Skaven or Greenskin armies. Everything else goes!

If opposing armies belong to the same *Alliance*, then one of them is fighting a **Rebellion** (decide which).

3 – CHOOSE REGION TO CONTEST

Pick a map region bordering on the territories of the *Alliances* involved. **Rebellions** can occur anywhere within an *Alliance's* territory.

Note: Daemons of Chaos and Skaven can pick any map region because they can deploy from below or from the Aether.

4 – PICK SCENARIO

Choose a *Scenario* that fits the map region and/or the armies involved.

Some map regions require Siege Scenarios or specific terrain pieces (see MAP REGIONS table).

5 – USE SPOILS AND INTEL (skip if playing a Skirmish game)

If your *Alliance* has any SPOILS or INTEL markers left, you can use up one of each if you wish, as resources for your battle.

- Using up a SPOILS marker grants one of the following (choose):

Magical Item	One Character or Unit in your army can be given a <i>Magical Item</i> worth up to 50 points for free (up to 15 points if playing <i>Warbands</i>).
Reinforcements	Field 1 additional CORE or SPECIAL unit from the same <i>Alliance</i> costing up to 100* points for free (or 35 points if playing <i>Warbands</i>).

- Using up an INTEL marker grants you a STRATAGEM or D3 TREACHERY CARDS (from *Triumph & Treachery* rules) to use in the battle, whenever applicable.

6 – FIGHT BATTLE

Set up terrain for the battle as appropriate for the map region, and apply any WARFRONT special rules when fighting there (see MAP REGIONS table).

A player that is fighting in a GARRISON or FORTIFIED region they control gets to place defensive scenery (see MAP REGIONS rules).

→ If an army is 25% smaller in points than their opponent's but still more than 50%, they gain one *Stratagem* to use during the battle.

→ If an army is less than 50% of their opponents' in points, then they can win the battle via a *Sudden Death* victory Condition.

7 – RESOLVE VICTORY

→ **DRAW** – no changes to control of the map region, but remove any FORTIFICATION the map region previously had.

→ **VICTORY** – winner gains the map region for their *Alliance*: change the map region's pin to one the color of their *Alliance*, and add +D3 SPOILS markers to their *Alliance*. Add +1 marker if the region contained a SHRINE. They can immediately spend one marker to FORTIFY any region their *Alliance* controls (place a Fortification pin). If a region was already FORTIFIED, then it becomes a GARRISON (with two pins).

• If the winner is a **Rebellious Faction**, then the map region becomes neutral (remove the pin) and the *Alliance* loses 1 SPOILS marker.

• In either case, winners that won a Major Victory can also roll on a TRIUMPH table.

• **SKIRMISH victories**– the map region does not change hands, but the winner gets to pick one that fits the mission result: remove FORTIFICATIONS from the map region or gain +D3 INTEL markers for their *Alliance*.

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MAP REGIONS BATTLE RULES

FOREST

Terrain: at least 1 *Forest* scenery piece per each 2'x2' square area. *Forests* grant cover to any models fully inside it, except MONSTERS.

Up to 3 units of WOOD ELVES, BEASTMEN and Forest GOBLIN units can re-deploy before the first battle turn.

MARSHLAND

Terrain: at least 1 *Marshland* scenery piece per each 2'x2' square area. *Marshlands* grant cover to any models fully inside it, but are also *Dangerous Terrain* except for Skirmishers.

Up to 3 units of LIZARDMEN, NURGLE DAEMONS and ZOMBIES can re-deploy before the first battle turn.

MOUNTAINS

Terrain: at least 1 large impassable rocky scenery piece per each 2'x2' square area, and at least one hill per every other 2'x2' square.

Up to 3 units of DWARVES, CHAOS DWARVES, OGRES and Night GOBLINS can re-deploy before the first battle turn.

COASTLAND

Terrain: at least ¼ of the table should be *Deep Water*. Models can move up to 6" into deep water but are under the rules for *Dangerous Terrain* and gain cover. Any further than 6" into *Deep Water* is impassable.

If a player's *Alliance* controls a coastal CITY/GARRISON in the same body of water, it counts as being adjacent to this map region.

CITY/GARRISON (2 pins)

Garrisons are marked by 2 FORTIFICATION pins.

Battleplan: CITIES and GARRISONS can only be contested by **Siege Scenarios**.

Terrain: as defined by *Scenario*, and including at least 1 building per 2'x2' square that is inside the defender's walls. Furthermore, the controller of the map region gets to choose and place all the terrain on the table as they see fit (but does not necessarily get to pick table sides).

Reinforcements: battles being fought in this map region and adjacent regions grant a unit of REINFORCEMENTS for the *Alliance* that controls it.

NEUTRAL MAP REGIONS

A *Neutral* map region belongs to none of the *Alliances*.

If it is a CITY/GARRISON or a SPECIAL map region, then it only provides benefits to a REBELLIOUS FACTION.

→ A player can always choose to play the part of the rebels (even better, if they are from the same *Army* that first rebelled and made the region Neutral!).

→ If 3 or more players agree, a 3-way battle can be played between the two contestants and a third player as the rebels.

→ If no one wants to play the part of the rebels, use the one of the following rules:

- **Desperate Allies:** If one of the players can ally with the rebels, they may field a unit of MERCENARIES (as per *Triumph & Treachery* rules) from an *Army* that fits the rebels'.

- **Hidden Guerillas:** rebels and their traps are hiding out in the battlefield. When a unit moves within 3" of a terrain piece, roll a D6. On a 1-2 there are rebels hiding there (place a marker, or even better, models!). At the end of each player's combat phase, any of their units with at least one model within 3" of the terrain piece suffers 2D6 attacks at WS3 S4.

FORTIFIED MAP REGION (one pin)

A map region that has been FORTIFIED by a player grants its controller added defenses. It's marked by 1 FORTIFICATION pin.

Terrain: the controller of the map region can place down any number of WALLS or FENCES within their Deployment Zone, plus up to any 3 scenery pieces of choice, after the initial terrain has been placed.

SHRINE

A map region with a SHRINE is a nexus of magical power.

Terrain: place a large piece of magical scenery, or just several magical scenery pieces that are similarly themed.

Leyline: battles being fought in this map region and adjacent regions allow the *Alliance* that controls it an extra WIZARD Hero for free (either INFANTRY OR MONSTROUS INFANTRY).