

# The War Modules

## Campaign Rules for The 9th Age

-- A fan-made product --





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In the midsts of the turbulent times of The 9th Age, factions battle for power, for survival, or for their gods. Though not all battles take place on common terrain or under common circumstances. Some are driven by secret missions, some take places in exotic places, where the elements might provide an extra adversary. This publication is a fan-made ruleset for a basic campaign, a territory-based campaign and a collection of special scenarios, rich of fluff, that are meant for players who seek an immersive experience for a tabletop battle or campaign.

*Be Wise, oh General, or be Shrewd!*

### Table of Contents

1. Starting a Basic Campaign
2. The Territorial-based Map Campaign
3. Campaign Rules for Army Composition
  4. Pre-made Scenario's
  5. Campaign Objectives
  6. Spoils of War
  7. Campaign Locations



# The World of The 9th Age

*From Silexia to Taphira, from Augea to Virentia, there will be blood, there will be battles.*





# 1. Starting a Basic Campaign

Campaigns are great to play a game of The 9th Age. Besides the obvious fun of list building and getting your army ready for battle, you will live an adventure with one more more friends while playing several battles. A campaign let's you to create a unique story for your army and general, and to set the battles in any part of The 9th Age world. With these basic rules we provide you with the means to set up a campaign, and play it!

The rules in this chapter provide rules for an encounter-based campaign, where you and your campaign buddies experience a narrative campaign that is based on a series of confrontations. The story revolves around these confrontations. This style of campaign does not require map movement with pawns and capitals.

## Gathering a Campaign Group

To play a campaign you need one or several other players to play with. An "even" number of players is handy, but not required. A typical basic campaign requires 2 - 8 people. A campaign brings an exciting adventure to you and others, so it's worth reaching out the players near you, send them that text, approach them in your shop, or reach out on the forums. It's well worth it!

## Choosing the Armies and Army Size

When you have made a campaign group, you agree what factions each of you will play during the campaign, and the point costs you start out with. You can play a fixed size during the whole campaign (but beware, your force will endure changes during the campaign), or you can decide to play a so called "growth campaign", where you start with relative small armies, and expand your armies with each campaign round. Or you can use one of the alternative Army Composition rules from chapter 3.

## Fixed or Dynamic Lists

You can play a campaign using **fixed list** that do not substantially changes during the rest of the campaign. Another pretty popular variant is the **growth** campaign, in which your army starts small (for example: 2.000 pts) and grows each campaign round, so it might end as a grand army in the final round. Another variant is a campaign where you agree on the amount of points for each round of the campaign, and you build a new list for each round. Example: if you decide to play a scenario that represents a raid, the attack force might want to select unit types that would typically be part of a raiding force.

After coming up with a list, make sure to name your units!

## Campaign Length

The length of the campaign largely depends on the desires (and options) you and your campaign group has. Campaigns that last three or four rounds a grand finale can be great fun. If you can't get enough of it, or have a wild ambitious plan, you could play a campaign that has no planned ending! Supposedly there is a D&D campaign running for over 35 years somewhere; imagine that.

Ideally you pick what is realistic to you and your buddies. A good starting campaign can be 3 to 6 rounds of play. If you plan to play once every two weeks or so, a short campaign might be more fulfilling. If you go for a more complicated campaign, with more elements like terrain control, resources and politics, you could go for a much longer campaign. The basis rules will provide enough material to shape your basic. Later modules will provide more advanced mechanics for you are your friends to explore.



## **Campaign Setting**

A good start for the campaign is picking a location in the world of The 9th Age. You know the participating factions. A suitable setting has terrain elements that can shelter these factions. Of course that is no "must", as a raiding horde or conquest army can travel for many miles. Chose a place on the world map. We provided you with 4 basic locations from the World Map in chapter 6. Draw in the places of interest, like the strongholds or fortress' of the participating armies. Perhaps add some epic landmarks that will be the stage for battles to come. Further in this publication you'll find scenarios that you can match with those landmarks.

## **The Background**

Now you know your factions and your location on the map. Time to construct a basic plot. A good way to get into a "story mood" is to flash out a simple background story of your faction. A basic story has a named general, a reason to venture out or engage other enemies and perhaps some other plots to make things interesting. An easy starting point for the plot is answering the question "How did this battle come to be?". The most straightforward reason for a clash is perhaps that two factions live close to each other and simply can't stand each others presence. A solid basis for a campaign!

Here are some other plot examples:

- Did armies clash in a coincidental encounter, that can ignite a full scale war?
- Did one faction forget the pay the delivered goods? Or forget to stick to it's side of the deal?
- Are factions fighting for power over an area? Or over scarce resources?
- Is there an object of immense importance close by?
- Is one army on a wild rampage? Or did a member of the dominant bloodline go derelict?
- Or are factions uneasy by something even more dark and sinister, like a brooding evil?
- Is there romance involved? Did a young Orc Chief fall in love with a Highborn princess?

## **Type of Battles**

Campaigns may consist of regular battles with common objectives, like those found in the 9th Age rulebook, or use new scenarios and/or objectives. In this publication you'll find some premade immersive scenarios that you can play during your campaign. This publication also contains chapters with unique, new secondary objectives and special rules. With these you can create scenarios that match the plot and background you created earlier. The first encounter might take place on a mountain slope. In that case, select one or more special rules from the Special Rules chapter in this publication. Lastly you can create their own unique scenarios!

Normally the battles will be one-versus-one. But since anything is possible in a campaign, you can create alliances between faction that result in two-versus-two battles, or three-versus-two. As long as you keep the battle points roughly equal for both sides of the battle, everything goes.

## **Campaign Start**

Now that the background, factions, the length of the campaign and the setting is know, the campaign can start. You might have decide who-fights-who in the first round in your background plot. If not, you can agree pair up the battles in common agreement. Or you can randomise is using the challenge method. The youngest player starts by picking an opponent, creating the first matchup. They can choose a location on the map as a battle location. Then the second youngest player nominates an adversary. And so on until all participant are matched up. In case on an uneven number of players, the last pairing will contain three players. Play this match as an "each on their own" match, or fight a 2-versus-1 match where both sides have equal points.



**Battle Results: basic advancement**

The battle results have to major implications: campaign points and force upgrades. Thus, battle results ultimately define who wins the campaign. They also decide your force upgrades. The most basic force upgrades have a small influence on your general and units. In later modules you'll find more advanced development options. When the battles are played, write down the battle results in victory points. Beside the result, other things might happen to your army due to the result of the battle! See below. These are the basic advancements. See the chapter "Spoils of War" for advanced advancements.

**The General**

A general learns from each battle, though different lessons are taught by different results. If your general fought in combat and kept at least one wound throughout the battle, roll on the "Battle Hardened" table and find out how you general evolved during this fight. If your general fell during the fight, roll in the "Scarred" table and see what this defeat brought him. We suggest a general can have a maximum of 3 upgrades, but it's your choice!

General's Development	1	2	3	4	5	6
Battle Hardened	+1Off	+1Def	+1Agi	+1Dis	-1AS	+4" inspiring presence
Scarred	-1Off	-1Def	-1Agi	-1Dis	Hatred vs causing faction	+1Res

**The Army**

Victory or defeat will also have effects on an army. If an army won the battle gloriously their spirits will be high, and their reputation will increase. A severe defeat will likely set an army back slightly, but could incite a hate versus their enemies. The campaign effect on your army varies per final score. After the battle, calculate the score according to the 9th Age victory point rules. If your army won with a 20-0 or better, you randomly select two units that survived the battle for veterans status. If your army won in another way, you randomly select one unit that won a close combat and survived the battle for veteran status. Instead of randomizing the unit that receives veteran status, you and your opponent may select a unit that you both feel was clearly the "unit of the match". A unit can only be upgrades to veteran status once. If your army lost worse then 13-7 however, randomly select a unit that perished during close combat for injured status. Defeated troops are considered to survive at least partially, and are able to fill their ranks from the faction's population or reinforcements.

Unit's Development	1	2	3	4	5	6
Veteran's	+1Off	+1Def	+1Agi	+1M	-1AS	+1S 1st round of combat
Injured	-1Off	-1Def	-1Agi	-1M	+1 AS	Hatred

**The Aftermath - and plot**

The battle is played, and one of the armies has most likely defeated the other army. Optionally you can adjust your piece of fluff accordingly. Think about how this match could trigger the next match.

**Victory**

The army with the most victory points at the end of the Campaign wins the Campaign. When you are playing regular battles, follow the regular 9th Age rules for victory points. When you are (also) using the provided scenario's, follow the special scenario rules to decide the victory points.



## 2. Rules for a Map Campaign

To reflect the struggle for power in the World of The 9th Age, a great way to play a campaign is to physically set your factions on a map that represents a piece of the World. This chapter contains the rules for a balanced campaign for 2 - 5 players, using a map that reflects each player's territory.

### Campaign Length

The advised campaign length is 3 - 6 turns.

### Territory Size

Each player starts with a territory of 12 hexes. This is your kingdom, your dominion, your playground or your feeding ground. You can choose a map from the "appendices - maps" or create a map with your group. Check out the online map maker Inkarnate for great free maps.

### Capital

You place your capital on one of your hexes. Your capital represents the home base of your general. Maintaining control of your capital will grant you victory points, and gaining control of an enemy capital will grant you even more victory points. You can only lose your capital if you lose a battle by 15 - 5 or more. When defending your capital you may spend 7,5% extra points in your army list than your opponent. When you deploy your capital, there can never be more than 2 hexes between your capital and another player's territory.

### First Turn

The youngest player always starts the campaign, it's the only way rookies can acquire the experience a general needs to command a mighty army! Rotate the starting player in subsequent turns.

### Challenges

The first player challenges an enemy that controls a territory adjacent to his own territory. The challenger puts his army pawn on one of his hexes next to the hex he challenges, and the defender puts his army on the hex that is attacked. If the attacking player wants to challenge an enemy that does not border





his territory, he needs to ask permission of a player that does border the designated enemy. If a player is challenged, he must accept and meet his enemy in combat! A player can not challenge a player that either issued a challenge earlier that round, or accepted a challenge earlier that round. Next the second player issue a challenge to a player that neither challenged nor accepted a challenge that round, and so on, until all players are locked in a challenge. If the campaign is played by an uneven number of players, the players decide that either an extra battle is played, between that last player and a player he challenges (ignoring the rules above), or that the last player issues a challenge to a player that is already locked in a challenge, in which case the player that was already locked in a challenge fights two opponents this round. The player that is challenged by the last, uneven player now fights two opponents that both have a force that is 55% the number of points of his army. The opponents that fight together deploy as one army, but each player controls his own unit's.

### **Army Movement**

The player that challenged designates a hex on his opponent's territory that borders own his territory, and places his army pawn on a hex that is adjacent to the hex he challenges. The challenged player places his army pawn on the hex that the challengers chose to attack.

### **Fighting a Battle**

Players that are locked in combat chose what kind of battle they play. They can either play a battle following the rules of the 9th Age rulebook, or the can choose a special scenario and a special objective from the corresponding chapters in this publication. And, oh, of course the player can make up any other scenario they like to play as well!

### **Battle Results**

The player that won the battle takes control of the hex that accommodated his the opponent's army. In case of a draw no player gains or loses a hex. Both army pawns are placed on each player's capital, unless they lost the capital, in which case they place their army on a hex under his control, as close to his "lost" capital as possible. The location of the army has no further influence on the game.

### **Campaign Victory Conditions**

After the final battles, each player calculates his own victory score, using the following method:

- Add your total battle points acquired in all battles played. Battles played with two players in a joined army both count full battle points.
- Add (number of rounds played/2) points per hex that is under your control at the end
- Add 5 points if you are in control of your capital at the end of the campaign
- Add 10 points per enemy capital that you took



### 3. Campaign Rules for Army Composition

Some campaign have a special theme, or some rounds might have a special setting that might influence your army composition. This chapter provides some idea's on army composition and contains some basic alternatives for the standard Rulebook composition.

#### Warbands

Warbands are small forces of equal or less than 2.500 points that perhaps are out on a scouting of raiding mission, or are simply the start of an epic force! These warbands have additional rules that match their status.

- Rising Chieftain: no character may exceed 300 points
- Fresh Troops: no unit may exceed 550 points
- Bread and Butter: core needs to be 35% of the total points spend
- Magic runs on a 2D3 dice roll
- No Wizard Masters allowed

#### Warbands - with basic growth

The same as a Warband, but the force grows during the campaign. Set a starting point value for the first round of the campaign and set the target point value of the armies in the last round of the campaign. Example: starting point value is 2.5000 pts and the final point value is 4.500. Say the campaign lasts 5 rounds, the armies will grow with  $(4500 - 2500) / 5 \text{ rounds} = 400 \text{ points per round}$ .

#### Recruited with a Rush

The army ignores all category-related army composition rules and uses the rules hereunder:

- The army must contain 30% Core minimum
- The army can field one unit of each of the army book's categories besides core

#### The Cockeyed Army

The army ignores all category-related army composition rules and uses the rules hereunder:

- The army must contain 35% Core minimum
- The army must spend all remaining points on one additional army book's category. If the chosen category is not the "characters" category, you can pick one character as a general worth 300 points maximum.

#### No Commander

The army has no character general. Instead, pick one of you unit's as a commanding unit. That unit has +1 Ld., gains inspiring presence and is considered to be the general for special scenario's / secondary conditions.

#### Agile Raiding Force

This army is set out the fight in dense terrain and must be able to maneuver easily.

- No unit can be of more points than 350 or 15 models, which ever poses the greatest limit.



# 4. The Scenario's

## 1. Winter's Fangs

The scenario unfolds during bitter cold weather, be it on a mountain slope, up north, or during a winter storm.

Special Rules	: yes (1)
Special Terrain	: no
Random Extra Rule	: yes
Special Secondary Objective	: no

### Special Scenario Rules

- **Locked Plates:** the extreme cold has an effect on materials. Chariot's, war wagons and troops with heavy armour, barding of platemail have a -2" march and a -2" charge modifier. Troops with light armour have a -1" march and a -1" charge modifier.

### Random Event - Winter's Fangs

At the start of the battle roll a d6 and apply the results for the game:

1. **Relentless Frost:** bitter cold has struck the camps the night before the battle and not everyone rises to the call of arms. Roll a d6 for each model, on a 1 they suffer a wound with AP (6). Models without armor and flyers suffer a wound on a 1 or 2.
2. **Frozen Ground:** layers of snow and ice cover the grounds making footing even more treacherous than usual. Increase the difficulty of all Dangerous Terrain test by 1. Marching, charging, fleeing and overrunning are at DT 1 for non flying units.
3. **Blizzard:** extreme Elements obscure the fields of Battle. Maximum visibility each turn is 12+2d6".
4. **Crevasse:** the permafrost rips open the ground as troops march over it. Whenever a non-flying unit charges, roll a D6. On a 5+ the unit has to take a DT(2) test.
5. **Frozen Clarity:** there is no wind and due to the frost, armies have exceptional view. All missile troop add 6" to their shooting range and inspiring presence is increased by 6".
6. **Ice Cyclone:** a terrible frost cyclone dances around on the battlefield, as troops try to avoid it. Place a marker on the centre of the battlefield. At the start of each player's round the Cyclone randomly moves 6" (so twice per turn). The Cyclone does D6 s5 hits to each unit it hits along it's path.



## 2. Underground Sabotage

This scenario is usable for an underground attack on a stronghold, or hide-out.

Special Rules	: yes (3)
Special Terrain	: yes (2)
Random Extra Rule	: yes
Special Secondary Objective	: yes

### Special Scenario Rules

- **Low Ceilings:** all none-warmachine shooting is limited to 20" range and volley fire becomes regular shooting. Catapult weapons can not be used.
- **Grave Misery:** All attacks halve their short range (short range becomes ¼ of max range).
- **Doubtful Footing:** All cavalry, monstrous cavalry, chariots and flyers must take a DT(1) test while marching, charging, fleeing or pursuing.

### Special Terrain

- **In the Chamber:** The table edges are impenetrable terrain. Fleeing units touching the boards edge bounce off it, moving parallel to the boards edge, taking a DT(2) test when hitting the wall.
- **Pillars:** the battle field contains 6 "pillars of stone" (impenetrable). Place each at the centre of a 2' by 2' board section and scatter a D6"

### Random Event: Undiscovered Tunnels

At the start of the battle roll a d6 and apply the results for the game:

1. **Coal Dust:** these underground cavern are filled with dense coal dust, making it impossible to see far ahead. Unit's charge range are rolled with a - 1D3m modifier. and shooting is at -1 to hit (light cover).
2. **Oven!:** the caverns are close to a magma vein; temperatures are extreme. Each turn each unit test on a 2D6. In turn 1 and 2 a roll of 12 it takes 1d6 heat hits that auto wound with AP(6). Fireborn saves apply as normal. In turn 3, 4 and 5 a roll of 11+ is a heat hit and in turn 6 a 10+ is a heat hit
3. **Gas leaks:** unknown gasses pour out of vents from the deep, danger! Place a marker on the centre of the battlefield and scatter two large round templates 4D6". Any unit passing through the template takes a DT(1) test.
4. **Giant Bat Swarms:** the armies might trigger a swarm of giant bats after they invade their territory. When a unit moves to within 6" of a pillar, roll a D6: on a 5+ they have awakened 1d3 bat swarms that charge them from their nest, interrupting the unit's movement. Once a pillar has unleashed its bats it is empty.
5. **Fungal Growth:** a plethora of strange and glowing shrooms line the walls of this passage. Ignore the Grave Misery scenario rule. All warbeasts are stubborn. movement within 6" of the side walls counts will trigger a spore attack on a D6 roll of 4+. The spores inflict a D6 hits with toxic attacks.
6. **Crumbling Ceiling:** the ceiling is unstable and filled with dangerous stalactites. At the start of each player turn that player rolls a D3, this is how many stalactites have fallen from the cave ceiling. starting with that player take the small template and place it anywhere on the battlefield and scatter 2D6" (on a hit only roll 1D6). Anything under the template suffers a S4 hit. The opposing player places the next template and so on. If any blackpowder weapons were fired in the last turn or a monster marched or charged: add +1 to the number of falling stalactites.

### Scenario Special Objectives

- If the defending player starts the game, he place one 3" marker 3" in his front deployment zone line. The marker represents a pile of powder kegs. If the attacking player starts, the defending player places the marker on the front line of his deployment zone.
- Each attacking unit has a big torch. For every attacking unit that reaches within 6" of the pile of powder kegs, the attacker get to throw a giant torch at the powder kegs. When three torches hit the pile of kegs, the attackers win the secondary objective. If not, the defender gets the objective.



### 3. The Night Raid

This scenario is usable for a nightly attack on a camp, small settlement or tribal settlement.

Special Rules	: yes (3)
Special Terrain	: yes (1)
Random Extra Rule	: yes
Special Secondary Objective	: yes (1)

#### Special Scenario Rules

- **Night Fighting Rules:** the distance for calculating shooting and charging from 'light' into the 'dark' is doubled.
- **Raid:** the attackers take the defenders by surprise. Attackers deploy first, defenders automatically get the first turn.
- **That Moment of Greatness:** one of your characters gains a random Buff: 1,2)+1WS or BS, 3,4)+1Ld 5) +1A 6) +1W for the duration of this battle.

#### Special Terrain

- **Zone of Light:** the encampment has a 10" diameter and is marked by a ring of torches that shine light up 3" beyond the encampment. The total zone of light is 16" in diameter.

#### Random Event - Undiscovered Tunnels

At the start of the battle roll a d6 and apply the results for the game:

1. **Higher Rituals:** the attackers attack during a mysterious ritual. A vital item explodes into a vapor cloud. The cloud starts in the centre of the defenders camp zone. The attacker and defender can both choose to give one of their infantry units "frenzy and -1 toughness" or "stubborn but can't use inspiring presence".
2. **No Rest?!** the attackers attack during the night, and the defenders need to scramble to the shouts of their scouts. The defending army can chose to give one of his infantry "no armour and +xM, where x is the amount of save lost".
3. **Weird Trees:** randomly place two forest on the battlefield, by scattering them 2D6 from the centre of a table-half. Randomly pick one of those forests. That forest comes to life and is hostile towards all armies. Troops with Strider can move through freely. All other units that (also partially) passes through it take a DT(1) test. The other is a Fungal-growth. It does D6 toxic attacks to any moving through it.
4. **Sabotage!:** place three unmanned defending warmachines 3" onto the table and at least 12" apart. The attacker score double VP for charging (and destroying) these.
5. **Settle That Feud:** both players chose one enemy scoring-unit. If they destroy that unit, they gain double its points. If it survives, the controlling player receives half its points as VP.
6. **Patrols** - One defending scoring-Unit is re-deployed as 'scouts'. They may not be deployed inside the defender's Deployment zone. But may be deployed outside 12" of any enemy unit (because of the cover of Night).

#### Scenario Special Objectives

- **The Taunt:** sometimes a unit taunts the enemy so bad, it drives them mad with unstoppable rage. Pre-game: after vanguard moves, select an enemies scoring unit that is not a warmachine. All your units must declare a charge on that unit if it is within charging range in your movement phase. A unit may restrain itself on a successful leadership test that can be modified by IP and can not be rerolled by the BSB. Victory-Conditions: the player which Taunting unit caused the most charges that reached the unit successfully, wins the secondary objective. A charge by a scoring unit counts as two charges.



## 4. The Guzzling Marshes

This scenario is usable for an attack in damp, guzzling marshlands.

- Special Rules : yes (1)
- Special Terrain : no
- Random Extra Rule : yes
- Special Secondary Objective : yes (X)

### Special Scenario Rules

- **Submerged Terrain** : the terrain is submerged with water, at some place it's deeper than in other places. All regular movement is capped at 6". Whenever a non-flying or non-scouting unit marches or charges, they subtract 1D3+1 from their march en charge range.
- **Beasts Habitat**: warbeasts and monstrous beasts gain the scout and ambush and can chose which take take at before the deployment phase.

### Special Terrain

- **Road through the Marshes**: a broad, 16" wide road runs from the center of a long table side to the center of the opposite side of the table. That road is not hindered by the "submerged terrain" special rule and beasts can not enter the game on it by scouting or ambushing.

### Random Event - Undiscovered Tunnels

At the start of the battle roll a d6 and apply the results for the game:

1. **Hidden Mangrove Roots**: roots as thick as small trees spread underwater, beyond the vision of air-breathers. Each turn cavalry, chariots and monstrous cavalry tests for movement. On a 4+ they halve their movement, be it a normal move, march of charge.
2. **Inflammable Fumes**: this swamp harbours layers of organic, fermenting material; the smell alone is enough to flour a stout man. Whenever a unit makes one or more flaming attacks roll a D6. On a 5+ all models with 10" of the source at hit by an S3 attack.
3. **Serpent of the Deep**: each turn each player rolls a 1D6, and on a 6 a Giant Serpent emerges from the center of his deployment and charges the closest unit. The unit innate defense 5+ amd has the following stats:

stat:	Adv/M	Dis	Hp	Def	Res	As	Att	Off	Str	Ap	Agi
value:	6/12	9	3	3	3	5+	4	7	5	2	3

4. **Sinkhole to Hell**: each player places a 3" sinkhole template somewhere near or on an opponent's unit and scatters it 2D6". All models except characters touched by the template take a DT(3) test.
5. **Nauseating Fumes** : from turn 4 and on each non-undead unit rolls a D6 and follow the effects hereunder:

D6 result:	1	2	3	4	5	6
value:	-1m	nothing	nothing	nothing	nothing	Stubborn!

6. **Champions Needed**: to get out of this Swamp safely, champions need to show extra vigilance. Champions gain an extra point of weapons skill, an extra wound and an extra attack.



# 5. Campaign Objectives

## Secondary Objectives

This is a collection of new secondary objectives that campaigners can use in their campaign.

1. **Assassination:** *killing an enemy leader will break their spirit* - write down one of your enemies characters on a card and place it face down next to the board. If you kill that character, you gain 500 points extra. If it survives, your opponent gains 250 points
2. **Invitation:** *redirecting the enemy to a favorable place on the battlefield requires great skill* - write down an enemy, none-war machine unit on a card and write down a quarter of the table (topleft, topright, bottomleft, bottomright). Place the card face down next to the board. If the designated unit ends in the designated table quarter at the end of the game, or just before the unit dies of flee's of the table, you gain half the unit's value in victory point.
3. **Flags:** *retrieving valuable items in the midst of battle put's your forces at risk; is it worth it?* - place 5 flags on the centre line of the battlefield, divided evenly. If a unit ends its movement phase on a flag, you receive 200 pts. A flag can only grant victory points once.
4. **Target enemy:** *defeating an infamous enemy unit can change the tide of a campaign* - mark an enemy unit after deployment. If you kill this unit you gain double its victory points.
5. **Breach!:** *when all that matter is reaching the enemies grounds* - Player A: for each unit that enters the enemy deployment zone, you gain 200 pts. A unit can only gain victory points by doing so once. Player B: for each unit your enemy can not get into your deployment zone, you gain 200 pts
6. **Flood!:** *when there is a graver danger then enemy forces closing in on you* - open objective - For each of your units that are on a hill or in a house at the end of the game, you gain 700 pts
7. **The Rite:** *sometimes the gods demand terrible sacrifices, to serve the higher purpose* - hidden objective - if you lose over 90% of your army (in pts) during the game, you gain 40% of the point costs of each of your own units that were killed.
8. **Secure Quarter:** *defend a sector of the table at all costs* - open objective, for both sides - roll to designate the defending player. The defending player chooses a table quarter. He needs to prevent enemy troops from entering this quarter. The defending players starts with 750 secondary victory pts. The attacking player receives 125 pts per turn for each unit in the designated zone.
9. **Battlefield Dance:** *victory to the most mobile unit of the game* - open objective - each player designates one of his unit's. That unit gains 200 pts for every time it ends it's movement phase on / in a terrain element. The unit must be in/on the terrain element with over 50% of it's footprint. Each terrain element can only provide points once, but can provide the points to both players designated unit's.



10. **Face-off:** *the battle starts with the generals unit* - each player designates one of his units and one character (that has to be able to join that unit). Excluded the units with characters from regular deployment. After all units (including scouts but excluding ambushers) are deployment, place the two designated unit in combat on the centre of the battlefield. For the sake of special rules and combat resolution the unit's count as being in combat, in it's first turn of combat, but none of the units count as having charged or being charged.



## 6. Spoils of War

### Battle Promotions: characters

As an alternative for the “Battle Results: basic advancement” from chapter 1, chose from the tables hereunder to collect your characters post-battle changes.

1. **Battle Finesse:** *the general advances in battle skills* - the general gains +1 Offense and +1 Discipline (one battle).
2. **Battle Hardened:** *the general gains understanding in taking blows in a less harmful manner* - the general gains +1 Resilience (permanently).
3. **Feared by Reputation:** *the general's actions precede him* - Enemy unit's within 6" of the general have -1 Discipline
4. **Loot!:** *the general conquers an enemy magical item* - your general can chose a 60 pt magical item from the Rulebook. This item may be equipped regardless of Rulebook or Army Book restriction.
5. **Deadeye:** *the general has been awarded a nifty firearm by a famous smith* - your general gains a Sniper Repeater gun with the following stats: Repeater gun (2+), Strength 5, Armour Piercing (2), Range 24", Quick to Fire, Multiple shots (4).
6. **Chosen General:** *the general gains undivided respect from his army* - your general gains +1D6" of range for Inspiring Presence (permanently).

### Battle Injuries: characters

As an alternative for the “Battle Results: basic advancement” from chapter 1, chose from the tables hereunder to collect your characters post-battle changes.

1. **Lost Heirloom:** *the general broke his heirloom weapon* - the general magical weapon is destroyed. It is replaced by a choice weapon of his choice. That new weapon may cost 70% of the general's destroyed magical weapon.
2. **It's Just a Scratch:** *the general's injuries are superficial, like his credibility* - the general loses -1 Offense and -1 Discipline (one battle).
3. **It's a Scar:** *the general's injuries are superficial, like his credibility* - the general loses -1 Offense (permanently).
4. **The Cyclops:** *the general's eye is unsalvageable* - the general loses 1 Offense and 2 Defense (permanently).
5. **Where is my Limb?:** *the general is serious injured* - roll a D6. On a 1-3 your character loses 1 attack and 1 Hitpoint. On a 4 - 6 your general loses 2 Agility points and 1" Movement, and the “Fly” special if he had it (mounts will retain the “fly” rule) (permanently).
6. **Dented Ego:** *the general has a mental wound, his selfesteem is dented* - your general lose 1D6" of range for Inspiring Presence (permanently).



## Battle Promotions: unit

As an alternative for the “Battle Results: basic advancement” from chapter 1, chose from the tables hereunder to collect your units post-battle changes

1. **Frontrunners:** *they could never wait for the commands anywhere, let them go* - designate one of your none-warmachine units that is under 400 pts. This unit gains “vanguard”. If you have no units that are under 400 pts this promotion is lost.
2. **Eager to Strike:** *last battle led to an increase of the mutual competitiveness* - unit gains “Fight in Extra Ranks” and lose 1 Defense point.
3. **Specialists:** *this unit had taken a special interest in rough terrain and mountenairing* - unit treat impassable terrain as open terrain.
4. **Eager to Battle:** *the thought of combat caused great excitement for this unit* - unit gains swiftstride (once per battle, declare at the start of the units movement phase)
5. **Battlesworn:** *after countless melee combats, this unit knew where to strike to cause the hurtin* - the unit gains +1 Offense point.
6. **The Unmoved:** *being used to ferocious enemies, this unit knew how to keep their cool* - the unit may reroll failed discipline tests

## Battle Injuries: unit

As an alternative for the “Battle Results: basic advancement” from chapter 1, chose from the tables hereunder to collect your units post-battle changes

1. **Low Spirited:** *the unit is gloomy about it's prior defeat* - the unit suffers -2 Discipline (next battle).
2. **Zealous:** *a blinding hatred has possessed the unit* - the unit gains “hatred” and suffers -2 Defense points (next battle).
3. **Battered Gear:** *the blows of the enemies left the units gear damaged permanently* - the units armour save is decreased by -1 (permanently).
4. **Crippled:** *the wounds from last battle still leaves its mark* - the unit loses 1” of Advancement rate and 2” of March rate (permanently).
5. **Rugged Scars:** *the scars remain stiff* - the unit loses -1 Offense point and -1 Defense point (permanently).
6. **Severely Wounded:** *some of the injured never recovered, others are too weak to fight* - the unit loses 20% of the models, calculated through point cost. and rounded up (permanently).



## Battle Promotions: army

As an alternative for the “Battle Results: basic advancement” from chapter 1, chose from the tables hereunder to collect your army’s post-battle changes.

1. **Name and Fame:** *with the last battles success the army has made a name for itself* - from now on your armies core percentage drops with 5%; you may make changes accordingly (permanent).
2. **Loyal Captains:** *the armies bannermen rise up to the cause* - all the champions in your army gain +1 Offense and +1 Strength (permanent).
3. **The Stouthearted:** *the army enters next battle with anticipation* - two units in the army gain vanguard (4”) (permanent).
4. **The Fearless:** *the army has build up confidence during the last victory* - the army may reroll failed panic, fear and terror tests (permanent).
5. **Resistance:** *the veil has breached the sky ... and the army changed invisibly* - the army gains Magic Resistance (1) (permanent).
6. **Superior Steel:** *the army’s blacksmiths have made an advancement* - all regular hand weapons gain Armour Piercing (1). Great weapons, spears, additional hand weapons, (light) lances and halberds gain nothing (permanent).

## Battle Injuries: army

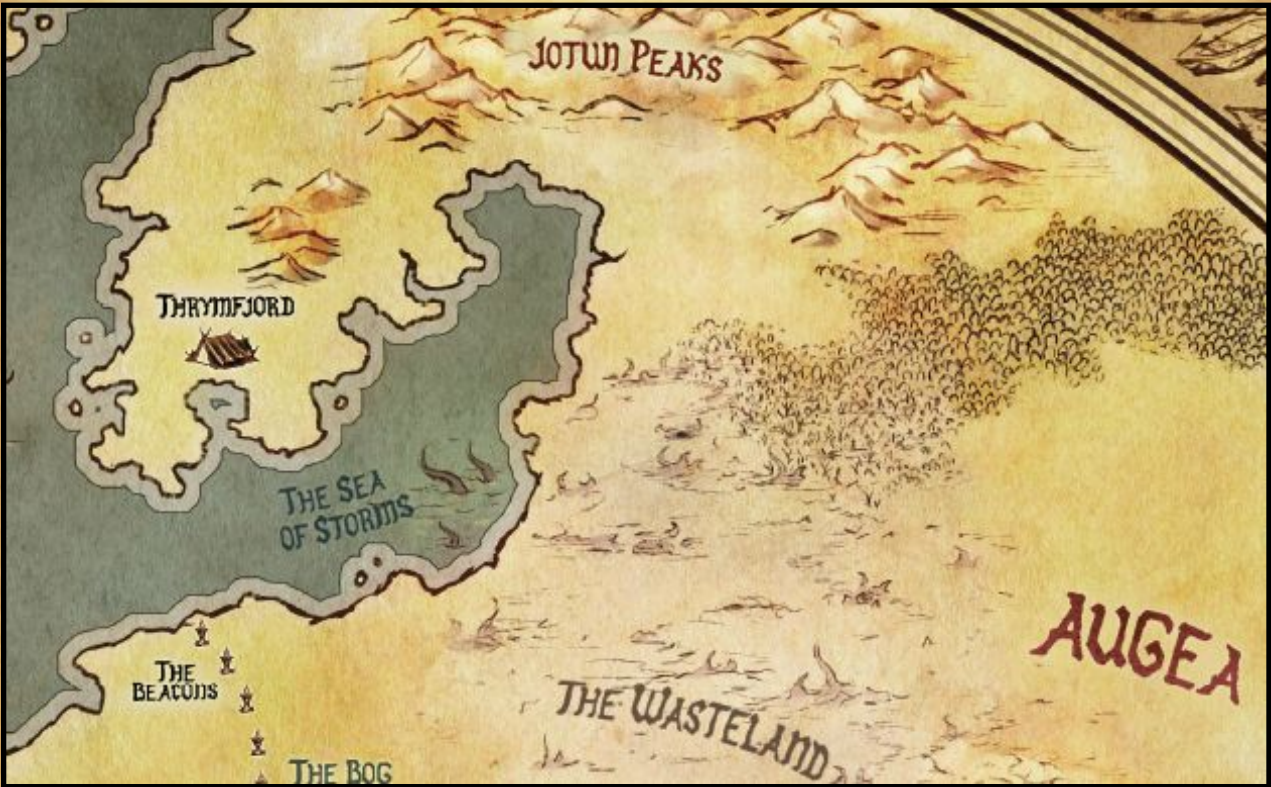
As an alternative for the “Battle Results: basic advancement” from chapter 1, chose from the tables hereunder to collect your army’s post-battle changes.

1. **WIP:** WIP - WIP



# 7. Campaign Locations

## The Barren Northern Reaches of Augea



## The South-East of Augea





Western Vetia



Northern Selexia

