



Warlord

*Warhammer Fantasy Campaign
Rules*

DESIGNER NOTES

When I sat down to do these rules, the end goal was to provide a structured way to play out a Warhammer Campaign that involved a little more than playing some games and trying to link them together somehow.

The Mighty Empires rules (the original rules from the 80s) form the basis of much of this document. These rules are a combination of the Mighty Empires rules mixed with ideas from the General's Compendium, mixed in with my own ideas.

Having run and played in campaigns for many years, I have seen what has worked for my groups and what has ultimately led to their failure.

Campaigns can be complicated, or they can be very simple. I find that the biggest downfall that all campaigns suffer from and where tournaments excel at is simply **time**.

Simply put, campaigns require a lot of time from the players in it, and it is common for players to drop out as their interest wanes and they do not wish to uphold their commitment any longer.

While epic campaigns that span dozens of turns are a lot of fun and memorable, they are also for the most part not very realistic for most groups. As such when sitting down with this ruleset, it was intentionally designed with a beginning in mind, and with an end point in mind that could be realistically reached.

Any and all rules within this document can be modified to suit any gaming group's needs. If a group wishes to play this campaign for longer

than six turns, it should be no problem to do so without any modification of the ruleset.

Campaigns and Balance

One thing to remember when sitting down to participate in a campaign is that not all games will be balanced. Players that win are going to gain bonuses. Players that lose are going to lose abilities.

The Strategem rules were created to partially help assist players who are vastly outnumbered or outmatched by an opponent and can be expanded on as necessary.

Map Campaigns

These rules are not for map campaigns, though tiles from Mighty Empires can be used to represent a player's realm.

Ultimately it was decided to try to mix the complexity of a map campaign and resource allocation with a narrative style of gaming that did not require a map to play.

The reason for this is that map campaigns are highly reliant on everyone showing up, and if one person fails to be present or drops out of the campaign, it can make movements and orders difficult to carry out, especially when it comes to attacking the absent player.

I would rather have games against people that will be there then give out a bunch of free games where players did not show up or dropped out.

Have fun and enjoy and any suggestions can be dropped to the author at icedcrow@yahoo.com

Happy Gaming!

STARTING THE CAMPAIGN

The campaign is suggested for between four and six players. A campaign reference sheet has been included with this document that each warlord can use to keep track of their territory and bonuses. This system assumes the use of Warhammer Fantasy Battles 8th Edition.

Once players have committed to launching your campaign, each player picks a faction. This faction cannot change during the course of the campaign.

Next, they choose a lord type and name it. This represents the player. Kingdoms can acquire further lords, and of course lords can die or be brutally injured over the course of a campaign.

This information is noted on the campaign tracking sheet that each player has a copy of.

STARTING TERRITORIES

Players start the campaign with a capital city tile and four randomly determined tiles, for a total of **five** tiles. You can represent these tiles with anything that you have that seems suitable, though the Mighty Empires Tiles make excellent representations.

A capital city is like a town except it is worth 5 Battle points and allows the controlling player to field 2 special units in their army.

GENERATING TERRAIN

For each tile to be generated, the player rolls a D6. On the roll of a 1-5, a *Common Terrain* tile is generated and the player should roll against that table. On the roll of a 6, a *Rare Terrain* tile

is generated, and the player should roll against that table.

COMMON TERRAIN

GENERATION TABLE

2D6 Terrain

2-5	Barren – the land is uninhabited and relatively unfertile. It is worth 1 Battle Point to the controlling player.
6	Roads – the land has a well-built road running through it, enabling merchants and allied troops to move through your lands easier. The road provides the controlling player 2 Battle Points and may field an additional 50 points.
7-8	Farm Land – the land is fertile and dotted with small farming villages. The harvest provides the controlling player 1 gold coin per turn and is worth 2 Battle Points.
9-10	River Valley – The land is very fertile and dotted with villages. It provides the controlling player 1 gold coin per turn and is worth 2 Battle Points. In addition, due to the river network, the controlling player can deploy armies and supplies via ship, adding +1 to all of his initiative rolls at the start of each turn and allowing him to field an additional 50 points.
11	Town – A town is a center of commerce and trade. The town is worth 3 Battle Points, and in addition generates 2 Gold Coins per turn.
12	Harbor Town – A harbor town functions exactly as a normal town, except that in addition to generating 3 Battle Points and 2 Gold Coins per turn. In addition, troop movements and such get a hefty bonus from ships. The controlling player gains +2 to all of his initiative rolls at the start

of each turn, and may field an additional 100 points.

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Rare Terrain

2D6 Terrain

2-3	<p>Forgotten Ruin – A forgotten ruin is worth three battle points. In addition it can offer extra treasures or can cause problems for its controlling player. Roll a D6 at the beginning of each turn the controlling player wishes to explore the ruin (he does not have to). Note this roll comes after revenue is collected.</p> <p>1 – The expedition is lost. The controlling player loses a gold coin this turn and is down 200 points of troops.</p> <p>2 – The expedition comes back empty handed. The controlling player loses a gold coin this turn and 100 points of troops.</p> <p>3 – The expedition retrieves enough treasure to cover the cost. No effect.</p> <p>4 – The expedition returns with treasure equal to a gold coin.</p> <p>5 – The expedition returns with bonus treasure and items, giving the controlling player two gold coins and 50 points of magic items that may be given to their army this turn.</p> <p>6 – The expedition returns with bonus treasure and items, giving the controlling player two gold coins and 100 points of magic items that may be given to their army this turn.</p>	5	<p>the controlling player's wizards to choose an extra spell than they normally can.</p> <p>Monastery – The monastery is worth three battle points. In addition it generates one gold coin and D3 strategem points per turn.</p>
		6	<p>Temple – Temples are worth three battle points and generate one gold coin. Temples allow armies to field an additional 200 points.</p>
		7-8	<p>Allied Settlement – An allied settlement is worth three battle points and generates one gold coin in tribute per turn. An allied settlement allows an army to field one hero or one troop choice from their respective army book.</p> <p>Settlements must be defined upon discovering them and their army type cannot change.</p>
		9	<p>Dwarven Foundry – The dwarven foundry is worth three battle points and generates one gold coin per turn. In addition, it provides a bonus to one unit in the army, upgrading armor by +1 or master crafting weapons to allow the unit to re-roll any misses.</p>
		10	<p>Mine – A mine extracts valuable metals from the earth. This piece of terrain generates D3 gold coins per turn and is worth three battle points.</p>
		11-12	<p>Fortress – A fortress is a well fortified piece of land that has a castle that must be breached. A fortress is worth four battle points, but costs one gold in upkeep (the gold it would generate goes into the upkeep of the fortress). Fortresses DO generate one stratagem point.</p>
4	<p>Wizard's Tower - A wizard's tower is worth three battle points and generates one gold coin per turn. In addition, a wizard's tower enables</p>	<p>In addition, the controlling player may always choose to offer this piece</p>	

of terrain up, regardless of special abilities and regardless of whether or not he used it the previous turn (normally a player cannot offer the same piece of terrain twice in a row)

SCORING AND LENGTH

The campaign is scored based off of the total value of the resources that a player holds in addition to any bonus battle points earned in battles (noted in the battle scenario).

In addition, captured heroes are worth a battle point, and executed heroes are worth two battle points.

The campaign lasts a total of six turns. At the end of six turns, the player with the highest number of battle points wins the campaign.

CAMPAIGN TURN

The players all get together to collect revenue for their sides, roll random events, buy upgrades for their armies, and then attack the opposition with impunity.

Resources in the campaign are denoted by the **gold coin (GC)**. This does not represent a single gold coin, rather it represents many gold coins, silver, gems, trade goods, livestock, etc... with which empire upkeep is bought with and with which soldiers and mercenaries are paid for with.

A campaign turn consists of the following:

1) Random Event – Each player rolls on the *Random Event* chart.

2) Collect Taxes – All players collect taxes from their tiles and note the amount on their campaign worksheet.

3) Pay Upkeep – All players pay any upkeep costs that they have.

4) Roll Initiative – All players roll initiative and take the next steps in initiative order.

5) Purchase Army Slots and Upgrades

6) Declare Attack Actions – Players fight one battle per turn. The higher initiative that a player has, the better the chance of him determining who he fights and being the aggressor.

On the round that they attack they must choose one of their tiles to put at stake. Their opponent must also put up a tile that is at stake.

Note that a player may never offer up the same tile against an opponent more than once before having to offer up a differing tile.

7) End of Turn Spell – Any wizard lord that remains in the capital and does not participate in any battles that turn may cast an **End of Turn Spell**, a potentially powerful and devastating spell.

Players must decide whether or not to use their wizard lords on the field of battle, or keep them in reserve in the capital for the casting of such a powerful spell.

8) Execute or Ransom Heroes – Any captured heroes may be executed or ransomed back to the controlling player.

9) Fight Battles – Once all players have taken all of their turns, battles are fought and a new turn begins.

Before battle begins, players roll a third terrain. The winner of the battle may choose either the piece of terrain that the losing player offered up, OR may choose the new terrain generated before battle.

If the winning player chooses the terrain that the losing player offered up, the losing player is down one tile and the winning player gains one.

Roll Random Event

2D6 Random Event Table

2	Catastrophic Events Table
3	What Was the Plan? – Letters of intent were not successfully delivered to your commanders. Attack lanes were left open to the enemy inadvertently. Your opponents may choose which tiles you must wager in battle this turn, though the capital city cannot be chosen as normal.
4	Spoiled Food – Lose 250 points from your armies this turn.
5	Corruption – your tax collectors are skimming a bit off the top for themselves. Lose D3 gold coins for every four tiles that you possess.
6	Portents of Ill Fortune – The oracles have warned of bad fortune, and your armies are slow to move, for fear that they will anger the gods. You suffer a -2 penalty on initiative this turn.
7	Weather Table
8	Trading and Craftsman Table
9	Explorer Table – Scouts in your realm have found something!
10	Bumper Harvest! – Villages in your realm produce an extra gold coin on a 4+ due to a great harvest!
11	Allies – allies have flocked to your banner this turn. You may add +250 points of an allied force to your army this turn. This force must follow the

rules for allies laid out in the allies section of the rules.

12 Glorious Tidings Table

Weather

2D6 Weather

2	Flooding! - Horrible floods have ravaged your realm. You lose half of your revenue stream due to damaged crops and needed repairs.
3-4	Harsh Conditions – Extreme wind, cold, heat, or rain. This condition applies to all players this turn. All compulsorily and charge distances are reduced by 1D6.
5	Fog – All units must roll 2D6 and multiply the result by 3. This is how far that they can see for each turn.
6-10	Normal Weather
11	Beautiful Weather – The weather has been perfect for production and the controlling player gains an additional D3 gold coins.
12	Perfect Conditions – Villages produce an extra gold coin in the realm. All other gold producing tiles produce an extra gold coin on a roll of 4+

Catastrophic Events

2D6 Catastrophic Event

2	Plague – The player who rolled this unfortunate result suffers a horrible plague. Unless you are a follower of Nurgle, your banners lose 500 points and a random tile is completely removed.
3	Rebellion – Rebel units have ambushed your supply centers and cities. Lose half of your gold income this turn and 300 points of troops which must be used to put down the rebellion.

4-9	Dragon! – A dragon has taken interest in your kingdom. Roll on the Dragon chart to see what it does.
10	Winds of Magic Flux – your wizards only receive half of the normal power dice that they normally would and miscast on a double 1 or double 2.
11	Bad Crops – Your crops suffer the taint. All of your gold is cut in half this turn.
12	Skaven Tunnel – A skaven tunnel pops up in a random tile, destroying it.

6	Ominous Flyby – The dragon does a fly by of your capital but does not attack.
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Dragon Table (roll here if you are having a really bad day)

D6 Dragon Result

1	Destroyed – The dragon destroys a random tile utterly, leaving it in ruin.
2	Heavily Damaged – The dragon heavily damages a random tile. On a further roll of a 4+, the tile can be salvaged but generates no revenue. On a 1-3 the tile is destroyed.
3	Marauding – The dragon is wreaking havoc on your realm, lighting fields on fire, destroying industry, and running off your workers. You lose half of your revenue this turn and 500 points of your army in fighting the creature off.
4	Marauding – The dragon is wreaking havoc on your realm, but your army was quick in taking care of it. You lose a quarter of your revenue this turn and 250 points of your army in fighting the creature off.
5	Marauding – The dragon is wreaking havoc on your realm, but your army was quick to take care of it before it could cause any real harm. You lose 250 points of your army in fighting the creature off.

Trading and Craftsman Table

D6 Craftsman Result

1	Shady – You have been swindled on gear. Roll a D6. 1) Lose 1 gold coin on garbage gear. 2) Tired of shoddy equipment, a unit deserts. Lose 250 points to your army. 3) Poor Breeds. Your cavalry moves 1" slower this turn. 4) Faulty Armor – you must re-roll successful armor saves this turn. 5) Broken wheels. Any model with wheels must roll at the start of the game. On the roll of a 1-3 they cannot move that game. 6) Phony magic – magic items cost double this turn
2	Skilled Artisan – Your people are amazed at the amazing quality of work that the artisan creates, but this does nothing for you militarily.
3	Weapons – One unit in your army may be equipped with <i>Superior Weapons</i> , meaning that they may re-roll misses.
4	Superior Husbandry – An especially talented breeder of animals has perfected a group. One cavalry unit in your army may improve its movement by 1" to a max of 10.
5	Armorer – A unit in your army may be equipped with heavy armor even if they normally cannot. This upgrade is free.
6	Increased Trade – A great influx of trade boosts the local economy. You may add +300 points to your army this turn.



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Explorers Table

2D6 Explorers Result

2	Enemy Agent! – Your forces catch the trail of a double agent! It is too late, however, and all of your secrets have been revealed. The player must reveal all of his army rosters and magic items, and hidden units before all games this turn.
3	Ancient Ruins – Your scouts report an ancient ruin from long ago. This is just like having a forgotten ruin terrain except that you may only roll on the chart one time.
4	Mercenaries! - Mercenaries have joined your cause this turn, adding 250 points to your army following the rules for <i>Mercenaries</i> laid out on further pages.
5	Merchant Caravan – Your scouts encounter a merchant caravan who is thankful for the escort (or you slay him, whichever you prefer). You gain D6 gold coins in reward / loot.
6	Shortcut! – You gain +3 to your initiative roll
7	Secret Information – Your spy network is good. All secret units and magic items are revealed to you on the roll of a 4+ for each item next turn.
8	Village – An overlooked village provides 250 points of core troops to your army this turn.
9	Fantastic Boon – A fantastic location has been found. You may immediately upgrade a barren tile to a village, or a village tile to a town.
10	Spy Network II – Your spy network is legendary. You gain +3 initiative and all hidden units and magic items must be revealed to you this turn.
11	Hidden Fortress – Your scouts have found a natural watchtower fortress.

You may upgrade any of your tiles to a fortress.

12	Ancient Arcana – Your wizards have found an ancient and powerful Arcane Stone. All of your wizards generate an extra power die so long as it remains in your possession. Mark which model has the stone and treat it as a banner. It can be lost to the enemy.
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Glorious Tidings

2D6 Glorious Tidings

2	Hidden Passages – Your army has located hidden passages that give them an edge. Permanently gain +2 to your initiative rolls for the duration of the campaign.
3	Extra Settlement – You may immediately upgrade a village into a town.
4	Treasure Horde – You may immediately double the gold output of your realm this turn.
5	Egg – An egg has come into your possession and has hatched. You may add a monstrous mount to your army for free. The choice must be appropriate for your army.
6	Spy – You have planted a spy in the capital of whomever you wish. This free spy may make an <i>Espionage</i> action for free every turn. Failure indicates that he was caught and killed.
7	Extra Training – One core unit may add +1 WS or +1 BS. This upgrade is permanent.
8	Walls – Any town or city may add protecting walls around it for free.
9	Inspiring Leader – Your general may add +1 leadership or extend his leadership from 12” to 18”

10	Lucky – You gain one free re-roll per battle for the duration of this turn.
11	New Army – Your army is reinforced by +500 points for the duration of this turn.
12	Army Specific Glorious Tiding

Army Details

Beastmen	A massive minotaur emerges from the dark wood to join your army. This chosen of chaos has the following stats: M6 WS7 BS3 S5 T5 W5 I6 A6 Ld10
Brettonia	Will of the Lady – until the end of the turn all Bretonnian units may reroll failed Psychology rolls
Chaos Dwarfs	Slaves discover a rich vein of ore. Immediately gain +3 gold coins.
Dark Elves	The dark elves have crafted a powerful artifact – The <i>Forbidden Rod</i> – this rod can be used once per turn to cast any spell with irresistible force. The controlling caster must make a leadership roll every round or take a wound with no save of any kind allowed.
Dwarfs	The dwarfs invent a new warmachine. Either add +1 strength to an existing warmachine or add 6" to the range of any type of warmachine.
Empire	Recruiting yields a permanent boost of 250 points to your army that lasts the duration of the campaign.
High Elves	An elven prince comes of age. You may take an additional elven hero in your army (but may not mount him on a monster) and he costs nothing.
Chaos Warriors	Boon of the Gods! As long as the army wins its battles this turn, all enemy characters taken prisoner automatically convert

and join the ranks of chaos (adding heroes). These heroes do not cost gold to maintain (but must still be paid for in points as normal)

Lizardmen	Salamander Spawning – permanently gain one salamander pack for free.
Orcs & Goblins	A giant of enormous size joins the tribe. He has an extra point of toughness and 3 extra wounds!
Skaven	The skaven may immediately plague an enemy tile, destroying it. In addition, this action will wipe out 500 points of the enemy's troops this turn as they fight the sickness.
Tomb Kings	Ancient Loot – You may freely distribute 200 points of items to the army for free. This lasts the duration of the campaign.
Vampire Counts	An ancient battlefield rich in human remains is discovered. Immediately gain +250 points of permanent troops. In addition, any one unit may upgrade either its weapon or armor for free.
Wood Elves	The Treemen, fearing an enemy invasion that could decimate the forest, dispatch a powerful friend to your army. This treeman lord may be added to your army and costs no points (and is in addition to anything you buy so you could have two in your army if you bought one as a normal hero choice)

Collect Taxes

During the tax collection phase, all players at the same time add up all of their revenue from

their tiles (plus or minus anything that needs modified from random events).

Pay Upkeep

Upkeep is generally a fairly easy thing to calculate in the campaign. All players must pay at a minimum two gold coins (2GC) to keep up their 2000 point army. In addition, every lord on the roster receives one gold coin (1GC) for their upkeep.

In addition, every **fortress** in the realm costs one gold coin (1GC) for their upkeep. Fortresses that cannot be upkeep fall into ruins and the tile degenerates into what it was before it was upgraded. If the fortress was randomly rolled, it degenerates into a village.

Lords that are not given upkeep cannot be fielded that turn.

ROLL INITIATIVE

After upkeep has been paid, the players all take their turn to roll **initiative**. This is done by rolling 2D6 and adding any modifiers that they may have.

Ties are broken by rolling off between the tied parties.

A list of all players and their initiative should be kept, as the remaining turns are taken in this order.

ARMY SLOTS AND UPGRADES

Your gold is used to build up a force for that campaign turn as well as to upgrade any tiles in your realm that you wish.

All players start with the ability to field 2000 points.

Capital Cities in your realm allow an army to field a combination of two special units and/or two hero slots (or one hero and one special, two heroes and no specials, two specials and no heroes etc).

All players start the campaign with one lord choice (which they must pay for in upkeep every turn whether or not they use them in their games). This applies for all lords on the players' rosters (so at times a player may have to cut a lord choice from their roster if they cannot afford them as they may gain more in the future)

Characters can be killed or taken hostage (note characters taken hostage do not have to have upkeep applied to them).

Players do not have to field their lord choice, but are limited to only spending up to 25% of their points on lords per the core rules (should they acquire more)

After this, players may spend gold coins on slots and hero choices as well as allied units. See the chart below:

Note the cost for allied mercenary units are for non-player units. Player-units are covered in the **Allied Players** section.

Note: Allied units cannot make up more than 25% of your total army points in total.

Cost	Upgrade
1 GC	One hero slot One special slot One allied troop choice +100 points (max 3000)
2 GC	One rare slot

	One allied hero choice One allied special choice
2 GC/200	Army Special Character (2 GC for every 200 pts of cost)

Cost	Realm Upgrade
2 GC	Upgrade barren tile to farmland
3 GC	Upgrade farmland to town
5 GC	Upgrade tile to Fortress

Cost	Espionage Attempt
1 GC	Sabotage Attempt
1 GC	Espionage Attempt

Sabotage & Espionage

Once per turn you may hire an agent to attempt to sabotage an enemy tile or spy. The exception is for skaven or dark elf players, who may attempt this twice (but must pay both times).

The agent has a Leadership score of 8. The controlling player states his intent and then makes a leadership score. If it fails, the agent is caught and executed. If it succeeds, the agent carries out his plan.

Espionage – If successful, the agent reveals hidden units and magic items that the controlling player brings to the table.

Sabotage – If successful, the player states which tile he is attempting to sabotage. The player must then roll higher than the battle points value of that tile. If successful, that tile does nothing for the controlling player this turn. If it had generated gold, the revenue is lost.

END OF TURN SPELL

Wizard lords (wizards of at least third level) may opt not to fight this turn and instead attempt to

cast a ritual of power which can have devastating effects.

A player who opts a wizard lord character to cast this spell may not field the character that turn at all as they spend it recovering from the exertion of utilizing such power.

An end of turn spell may be cast for every wizard lord that the player has on their roster, though the rules for them all apply; if they cast an end of turn ritual then they cannot be fielded.

When rolling for the ritual, the wizard rolls 2D6. A double 1 indicates a massive miscast. Otherwise refer to the below chart for the results.

1D6	Miscast Result
1	The wizard is slain in a burst of explosive energy
2-3	The wizard loses a wound permanently
4-5	The wizard is in a coma and is out of the campaign for this turn and next.
6	The wizard is plagued by a disfigurement. The magical energies around him are permanently altered. He will miscast on the result of double 1 or double 2.



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2D6 End of Turn Spell

2	Epic Miscast
3	A lightning storm rips up the caster's capital. Lose 200 points to your armies this turn.
4	Power drain. The army only generates half of the normal power dice they would normally.
5	Enshrouding mist. A mist covers your lands. If you lose any battles this turn, and your opponent chooses to take one of your tiles, on the roll of a 4+ you can force them to take the random tile instead.
6	Scrying – you may gaze at any one tile from any of your opponents. For that turn, that tile's benefits are sent to your army instead of your opponent.
7	Flood. The wizard causes a massive deluge which prevents his lands from being attacked this turn.
8	Prosper / Curse. The wizard may add a boon or remove D3 gold from any realm.
9	Swarms. The wizard summons swarms to aid the armies. Players may add for free D6 swarm bases to their army. Choose an appropriate swarm from either your own army list or an allied army list if your army has none.
10	Magic Item – The wizard has crafted a magic item from the army list. You may add it to your army for free, note which hero carries it.
11	Wizard Duel. Choose any wizard from one of your opponents and roll a D6. On the roll of a 1 or a 2, he permanently loses a wound. On a 3 that wizard temp loses a level. On a 4 that wizard loses two levels. On a 5

the wizard temp loses two levels and miscasts on doubles. On a 6 the wizard permanently loses a wound.

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Cataclysmic Destruction. The player may choose a tile held by an opponent and destroy it. Capitals are immune to this spell.



CRAFTING ARMY ROSTERS

Armies in the campaign are built around resources. They also require some book keeping on the players' part should they want to benefit from things like experience and level gain.

This is not a requirement. Players do not have to keep track of anything other than which lords that they have available if they don't wish to.

Players should use the realm tracking sheet provided in this document and all copies should be given to the Games Master.

Lord-level characters are rare and hard to come by. As detailed in the experience section below, it is possible to promote a hero to a lord level character.

8th edition percentage rules are in effect for your rosters for lords and heroes.

ALLIES

The campaign encourages the use of allies if a player wishes. Allies are bought and paid for with resources. To determine which allies are viable choices for your army, check out the main Warhammer Rulebook's allies section.

It is important to note that Allies can never make up more than 25% of your total army's value.

You may only choose allies that align with your army's. Order will not ally with Destruction.

Player Controlled Allies must still be paid for with resource points by the controlling ally, and those troops can only be used in the allied game (they are in another realm this turn). The

controlling allied player can request a reasonable payment for this resource expenditure, such as gold, or troops in the future.

VETERAN UNITS AND HEROES

Throughout the course of a campaign, heroes and units will distinguish themselves in combat. At the end of every battle, players may elect to promote one of their units to veteran status. The player whose side won may add an additional veteran upgrade to a second unit.

Units can be promoted up to three times.

Losing Veteran Status

If a unit is brought down below half of its numbers, it loses one of its veteran statuses. If it is destroyed utterly it loses two of its statuses.

Heroes and Veteran Statuses

At the end of a battle, roll a D6 for surviving heroes. On the roll of a 6 they may gain a veteran ability. Add +1 if their side won. Add +1 for every challenge that they won. Add +1 for every banner that they captured.

A hero that gains two levels of experience can be promoted to a lord choice that is suitable for a character. For example, a wizard hero could be promoted to a wizard lord, or a fighting hero could be promoted to a fighting lord.

Some armies have levels of lords that can be achieved, such as chaos which has mortal lords and demon princes.

If this is the case, promote the lord up to the next level!

Chaos Warrior heroes do not roll on the below charts. (see race specific rules at the end)

Unit Veteran Status Chart

2D6	Veteran Ability
2	Anti-Armor. The unit confers an additional -1 to armor saves
3	The unit is stubborn
4	Hard Charging – the unit may re-roll to hit and to wound rolls on the first round of any combat that they charged
5	Fearful reputation – the unit causes fear. If the unit already caused fear, they now cause Terror.
6	Killers. The unit now hates the race that they fought to gain this ability
7-8	Expertise. Add +1 to either WS or BS
9	Lucky – The unit may re-roll one D6 per turn
10	The unit is immune to Psychology
11	Stand and Shoot reactions may fire twice and without the -1 penalty. If a combat unit, gain +1 Init.
12	Extra Rank may attack

Combat Hero Veteran Status Chart

2D6	Veteran Ability
2	The character gains an additional wound.
3	The character may add +1 to his S or T
4	Weapon Master – the character may re-roll any missed to-hit rolls
5	Defensive bonus – the character may force one successful hit against him per turn to be re-rolled

6	The character now causes fear. If he already caused fear, he now causes terror.
7-8	The character may add +1 to his WS or BS
9	The character may add +1 to his Ld
10	The character gains an extra attack
11	The character may add +1 to his Init
12	The character may shrug off the effect of wounds suffered on the roll of a 4+.

Wizard Hero Veteran Status Chart

2D6	Veteran Ability
2	The character gains an additional wound.
3	The character may add +1 to his S or T
4	Spell Master – the character may re-roll miscast results
5	The character generates an extra power dice that only he can use
6	The character now causes fear. If he already caused fear, he now causes terror.
7-8	The character gains a +1 bonus to casting spells
9	The character may add +1 to his Ld
10	The character may choose an additional spell
11	The character generates an additional dispel dice that only he can use. In addition he gains a +1 to his dispel attempts.
12	Loremaster – the character may re-roll casting attempts



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HERO CASUALTIES

When a hero falls in battle, it does not necessarily mean that he has died. Captured heroes are worth battle points in the campaign and can even be ransomed or executed!

For every hero that falls in battle, roll a D6.

D6	Casualty
1-2	The hero has died of his wounds
3-5	The hero has been knocked unconscious and suffers an injury
6	The hero has been knocked unconscious but suffers no additional injuries.

Unconscious heroes may be collected off of the battlefield after the battle has concluded. If the hero's side was victorious, then his side has recovered him. If the enemy's side was victorious then the enemy recovers him on the roll of a 4+ (otherwise the hero's side rescues him before retreating).

In the case of a draw, the enemy recovers the hero on a 6+ (otherwise the hero's side rescues him before retreating)

Hero Injuries

2D6	Injury
11-15	Hero is dead and gone.
16-21	Multiple injuries. Roll on the chart D6 times. Re-roll any dead, captured, or multiple injury results.
22*	Broken leg. The model suffers a permanent -1 to Movement.
23*	Arm Wound – roll a D6. On a 1-2 the arm is amputated and the

	character can only ever use one weapon and no shield.
24	Madness. On a 1-3 the character suffers from <i>stupidity</i> . On a 4-6 the character suffers from <i>frenzy</i> .
25*	Smashed Leg. The character may no longer march and charge distance is only +D6.
26*	Chest wound. Character loses 1 Toughness.
31	Gouged eye. Character loses an eye. His WS and BS and I drop by 1. If a character loses both eyes he must retire.
32*	Niggling Injury.
33*	Spine injury. Character loses a point of Initiative.
34	Hand injury. Character's WS is reduced by 1.
35*	Grievous wound. The character is out of action for D3 campaign turns.
36	Robbed – the character's magic items are lost to the other side.
41-55	Full recovery. On the roll of a 1-3 the character suffers from a niggling injury.
56	Recovery. In addition, the character now <i>hates</i> the army that injured him.
61	Coma – the character is out of action. Every turn roll a D6. On a 5 or a 6 the character wakes up.
62-64	Hardened – the character is immune to fear.
65	Scarred – the character causes fear.
66	Against the odds – the character gains a veteran honor.

Niggling Injuries – Any result marked with an * counts as a niggling injury. A niggling injury is one that can put a hero out of commission for a battle. Before every battle that you wish to use

the hero, roll a D6 for every niggling injury. On the roll of a 1, the injury prevents the hero from fighting in that battle.

Warlord Campaign Rules

CAPTURED HEROES

Captured Heroes obviously cannot be used by the controlling player.

During the Execution/Ransom phase, the player who has caught the hero may attempt to do one of three things:

1) Execute the Hero. Captured heroes are worth +1 Battle Point to the overall campaign score. Executing a hero kills the hero for good and in addition grants the player +2 Battle Points instead of +1.

However, executing heroes is never an easy thing. There always seems to be something hanging around helping the hero to escape.

When attempting to execute a hero, roll a D6. For lords, subtract 1 from the result.

On the roll of a 4+, the hero is executed successfully. On the roll of a 1-3, the hero manages to escape and makes his way back to his army.

2) Ransom the Hero – The player may ransom the hero back to the hero's army for whatever price the players agree to.

3) Convert the Hero – This is a difficult prospect but allows the player to convert the hero to his army. Roll a D6. On the roll of a 6, the hero converts over and may be fielded (complete with whatever equipment and veteran bonuses and injuries he had) for the points cost that he normally runs. If he is a lord, then the controlling player must pay lord upkeep as normal.

On the roll of a 2-5, the hero does not convert, and he is still held prisoner.

On the roll of a 1, the hero kills his guards and escapes back to his army.

HERO EQUIPMENT & SALVAGE

There is nothing more satisfying than to recover dropped items on the battlefield and salvage war machines and use them against the enemy.

However, figuring out how to use the enemy's gear and war machines is not an easy task.

For heroes that have fallen and have been captured, and for war machines that have been taken and NOT destroyed, roll a D6 (for each piece of gear or machine). On the roll of a 6, that item may be used.

For **non-common items**, the loss of this item to the controlling player means that they cannot run a duplicate in their army.

So for example if an Empire player loses a Runefang sword to his opponent, he may not field it anymore as there is only one.



SCENARIOS AND GAMES

The entire point of a campaign is to set the stage for some epic battles. When fighting battles, players come here to determine what scenario they will be running.

Optional - Skirmish

Most battles are not as cut and dry as armies showing up, going at it, and then retreating. Typically a smaller scale skirmish battle will precede a larger battle, and its results can affect the main battle.

If players wish, they can roll on a skirmish scenario first and play it out before rolling out a main battle.

Optional – Warmaster

The Warmaster game offers a different take on the Warhammer universe, offering large scale battles as opposed to the smaller scale battles of a WFB game.

The Warmaster battle could perhaps be the main battle and the WFB be a highlight point where the two generals clash.

If you wish, play a Warmaster battle of the same points as your WFB game and tie it in with the results of your fantasy game!

Creating Warmaster armies is easy if you are not comfortable with spending money on the models, tokens can easily be created and printed out and then based on cardstock.

Skirmish Scenario Chart

Roll a D6 and consult the chart to see which scenarios are available this turn. Players may

roll off against each other to see who picks what is offered.

D6	Skirmish Scenario
1	Bridging the Gap or Cut the Bridges
2	Storm the Barricades or Trolls under the Bridge
3	Village Raid or Desecration
4	Baggage Train or Slave Train
5	Assassin or Gates of Iron
6	Ogres for Hire or Twilight of the Dead



Bridging The Gap

Spring rains and the melting of mountain snows have caused the rivers to rise. Your army has been dispersed to make it easier to cross the river before regrouping to attack. The river is lightly defended at the crossings. Can you make it across in time for the big battle without losing too many of your troops?

Models Needed:

Attacking Forces:

- * 200 points of infantry (no flyers)
- * 1 Hero may be selected (no magic)
- * 1 Champion may be selected (no magic)

Defending Forces:

- * Up to 150 points of warmachines (with upgrades)
- * Up to 50 points of troops
- * Up to one champion

Battlefield

Table space about 36" x 30". A river crosses the table width-ways (36") 12" from the northern table edge. In the center of the river is a ford about 6" wide. On the northern table edge are forests. On the southern table edge are a pair of hills.

Objectives

The side with the most victory points at the end wins.

The attackers are trying to cross the table. They may do this by risking the dangerous ford or by building crude wooden bridges or a combination of both. They gain the victory points cost of each model which makes it off of the southern edge.

The defenders are trying to prevent the attackers from crossing the river. They get 10 points for surviving each turn as they delay the attackers. These points continue to stack so long as there is a surviving defender on the table.

The game ends when all attackers have left the

board, or the last defender is slain.

Deployment

Attackers start on the northern edge. They go first.

The Defenders start anywhere on the southern side of the river. No troops may be set up within 12" of the river.

Special Rules

Crossing the ford – half move across. For every model that tries crossing on a D6 roll of 1-3 they are washed away and lost.

Making log bridge – It takes one model three turns to make a log bridge (must be in base contact with a wood). For each helper model this reduces the time by one turn (so three models can make a bridge in one turn)

Carrying Log Bridge – Models move at half speed. Requires two models at minimum. Every model above that adds an inch to movement (max march speed).

Throwing the Bridge Across the Gap – Once at the river bank roll a D6. On a 2+ all is well. On a 1 the bridge is smashed and unusable.

Crossing the Bridge – Normal movement. Roll a D6 for each model. On the roll of a 1 they slip off and fall into the river and are lost.

Part of a Larger Battle

* If the defender wins by less than 30 pts, the attacker must set up first and go second. If the defender wins by more than 30, the same applies except a D6 is rolled for each attacker unit and on a 1-2 they come in on turn 2.

* Attacker win < 30 pts Defender sets up first and attacker goes first. Win by > 30 pts, two units may come in on either the flanks in turn 2, or in the rear on turn 4 (attackers choice)

Cut The Bridges!

Rivers form natural boundaries between realms. They are the first line of defense against an opposing army. In this scenario, the attacker must capture the bridges intact to allow quick passage of their army. If the defenders can destroy the bridge, it will allow valuable time to organize defenses while the attacker looks for another way across.

Models Needed:

Attacking Forces:

- * 200 points including up to 1 champion and/or a hero
- * 20 points of magical items

Defending Forces:

- * 100 points including up to 1 champion
- * No Heroes
- * No Warmachines

Battlefield

Use a table 36" x 30" wide. Arrange a river across the northern edge (12" in) and the bridge is in the center of the bridge. Also create a small fordable area in the river 12" east or west of it. This is the only other area that can be crossed. Walls and hedges can be scattered across the table but not within 12" of the southern edge of the river.

Objectives

The attackers must stop the defenders from destroying the bridge. Failing that, they can still cross the ford in force! The attackers win a major victory if they end the game with the bridge intact and more models on the northern bank than the defenders. A minor victory is won if the bridge is destroyed but the attackers still end the game with more models on the northern bank than the Defenders.

Defenders – you must deny passage to the northern side of the river! Destroy the bridge and keep the enemy from crossing the ford to buy your army time!

Defenders win a major victory if they end the game with the bridge destroyed and no attackers on the north bank. Minor victory if attackers rout but the bridge is still intact. Game lasts until the attackers rout, or all of the defenders are slain.

Deployment

Attackers start on southern table edge and go first. Defenders on north edge.

Special Rules

Stalwart Defenders – The defenders are immune to routing.

Destroying the Bridge – The bridge is stout and hard to destroy. Models may attack it in hand to hand combat. Hits are automatic. Bridge has a Toughness of 5 and 4 wounds. It is immune to critical hits and a max of three models may attack the bridge at once. The bridge may only be attacked by models not engaged with another model.

Dangerous Ford – The stream is swollen and dangerous. Any model crossing the ford makes a D6 roll and on a 1-2 they are swept away by the current.

Part of a Larger Battle

* If the defenders win, they have slowed the enemy army. Attackers must set up first and go second.

* If the attackers win the defenders must set up for the battle first, but attackers may go first.

STORM THE BARRICADES!

This scenario represents what takes place between two armies the eve before a major battle. As the sun sets camp fires spring up, and the armies dig in for the night, posting sentries to ward against any treachery or night forays. But a quick report by scouts reveals that enemy troops were setting spikes, stake emplacements and earthworks to delay and funnel troops into a killing ground.

Models Needed:

Attacking Forces:

- * 125 points of cav may be chosen.
- Alternatively you may choose models with the Scout or Skirmish ability
- * Up to one hero or one champion

Defending Forces:

- * 150 points of core infantry
- * One champion

Battlefield

Using a space 36x36, scatter trees and hills about the table. The defender may then place up to two 6" wall sections. The defenders set this up during deployment.

Objectives

The attacker needs to stop the building of the earthworks by driving off or slaying the workers. The attackers can claim victory only if all the opposition are slain or are driven off by routing them before the 8th turn.

The defenders have two objectives. First they need to complete at least 10" of defensive barricades and second they need to hold off the attackers for 8 turns.

Defenders claim victory if they still have models on the table at the end of the game, and there are at least 10" of new barricades (don't count the starting barricades). The game ends in a draw if the defender survives but cannot complete 10" of new obstacles.

The game lasts 8 full turns.

Deployment

Attackers enter the board on the south table edge. Before placing troops, the defender places their two 6" wall sections. Half of the defender may start anywhere on the northern half of the table. The rest enter from the northern table edge. The attacker goes first.

Special Rules

Night Attack – Shooting range is halved.

Barricades – The stakes, walls, and overturned carts count as a defended obstacle or any troops behind them. Cavalry attempting to attack across them roll a D6 and on a 4+ the model takes a S4 hit (no criticals). This happens before combat can take place and will happen when a cav model charges a model behind an obstacle. A cav model that survives the test does NOT have to take another test until they charge a new enemy behind an obstacle.

Building Barricades – It takes a team of three one turn to make 2" of barricades. The teams must be in base contact. Teams of two may cope, but only complete 1" a turn. Troops building barricades may not move more than 2" or shoot while constructing. No construction occurs if the troops are in combat. The new barricades must be built at least 6" from the northern table edge.

Part of a Larger Battle

* If the defenders win, they can place four 6" sections of walls in their battle

* If the attacker wins they may pick which table side they want to be on and may set up second and go first.

TROLLS UNDER THE BRIDGE

Once the roadways were safe, but lately parties of brigands and worse have been waylaying travelers. This being the case, a small force of arms has been tasked to escort a wizard to the battle lines. Unbeknownst to the wizard and his bodyguard, a duo of trolls has taken up residence underneath the bridge. Fed by a constant stream of visitors, the vile creatures attack and attempt to devour all those who dare to cross.

Models Needed:

Attacking Forces:

- * 1 mounted hero (no magic or marks)
- * 3 core infantry
- * 3 core missile troops
- * 1 level one wizard mounted (no magic items)

Defending Forces:

- * Two river trolls or suitable monster

Battlefield

Set up a battlefield 24x24. The basic part is a river crossed by a bridge. The bridge should be within 6" of the southern table edge.

Objectives

The goal of the attackers is to get off of the northern board edge. They will claim victory if both the hero and the wizard escape off the edge. The men-at-arms are expendable. The trolls need to kill over half of the attacking force to claim victory. If both sides cannot meet these conditions, the game ends in a draw.

Deployment

The attackers set up first, deployed on the southern edge of the road up to 6" from the table edge.

One troll sets up on the bridge, 6" from the closest attacker. The other must start anywhere in the river more than 6" away from the attackers. The attackers go first.

Special Rules

Fog - due to a swirling fog, all movement values are

halved (including charging) as are shooting ranges.

Dumb – The trolls are used to this tactic and may double their leadership when within 6" of the bridge for their stupidity checks.

Alone – Trolls are used to being alone and may ignore the All Alone rule.

Rout Tests – Trolls ignore routing and fleeing as are the wizard and hero. As long as one of the characters are alive, the troops are also immune. They still suffer from *fear* and *All Alone*.

The monster under the bridge can be anything suitable to your army if you do not have trolls available, such as a hydra, stone trolls, etc...

Part of a Larger Battle

- * If the attackers win then the hero is awarded a potion of strength which boosts his strength by +3 for one round only.
- * If the trolls win then either the attackers are short the points involved with the attackers, OR the defenders may add the trolls to their army!

Village Raid

The Old World is a dangerous place, and even in the highly civilized Empire there is still more wild country than cultivated. It is in these lands where brave frontiersmen must struggle daily to make a living.

Models Needed:

Attacking Forces:

- * 200 points of fast cavalry, half of which may have missile weapons. If your army has no fast cavalry you may use 200 points of cavalry
- * 1 cavalry champion (no magic)
- * 1 mounted hero (no magic)

Defending Forces:

- * 100 points of core troops
- * 1 Champion
- * 10 livestock tokens

Battlefield

36x36 table with a small cluster of buildings, fences and debris. The buildings are not built with defense in mind.

Objectives

The attackers want to destroy the defenders, disrupt their village, and grab any foodstuff.

The game ends after 6 turns and points are awarded as follows:

- Each soldier killed – 1 pt
- Each animal killed – 1 pt
- Each building destroyed – 5 pts
- Each building damaged – 1 pt

Defenders gain points for the following after 6 turns:

- Each enemy killed – 1 pt
- Each building standing – 5 pts
- Each animal alive or escaped – 1 pt

Deployment

All defenders start on the northern half of the table 6" apart from each other. Livestock are

placed in random areas 6" from table edges and not within 6" of each other. Attacking cavalry comes on from the south.

Attacker goes first.

Special Rules

Livestock – The livestock move 2D6 in a random direction on the defender turn.

Buildings – The buildings may be set on fire. Moving into contact, a model may try to set it on fire with a D6 roll of 4+. Buildings have 5 structure points. Each turn on fire the building loses one point. A friendly model NOT in combat may try to put the fire out with a roll of 4+.

Rout Tests – The attacker does not make rout tests until they are brought under 50% strength. The defenders do not suffer from ALL ALONE OR ROUTE CHECKS.

Part of a Larger Battle

* Per side, scoring 0-10 points and the army is spread out (either attacking or defending) and the army loses D6x100 points in the main battle.

Scoring 11-20 points the army is sustained and gains nothing nor loses anything.

Scoring 21+ points, news of the raid spreads and attracts D6x100 points of troops for the next battle.

DESECRATION

Chaos Warriors have fooled a rival warband into a decoy battle, leaving their monolith lightly guarded by cultists. A small force of warriors has been sent to kill the guards. To desecrate the monolith of their rival gods, the warriors must get close enough to strike a blow against it.

Models Needed:

Attacking Forces:

* 60 points of elite infantry with heavy armor, shield, and hand weapon

Defending Forces:

* 80 points of core infantry armed with a hand wpn

Battlefield

A 36x36 area with the monolith in the center of the table. Scatter rocks and trees and other terrain features around it.

Objectives

The attackers objective is to desecrate the monolith. Once it is desecrated, the warriors claim victory and the remaining defenders flee. The defenders objective is to protect the monolith and slay the warriors before they can destroy the monolith. The defenders win when all of the attackers are killed. This must done quickly, before the end of turn 8, when the power of the monolith grows too powerful to destroy!

Deployment

The attackers have split up to surround the monolith. They come in from all table edges so long as they completely surround the objective. The defenders set up randomly. Roll a D6 for each. On a 1-4, the model is set up within 6" of the monolith. On a 5-6 the model is set up within 12" of the monolith.

The attackers go first.

Special Rules

No Routing – both sides will not route.

Arcane Bolt – once per shooting phase the defenders can lash out at the attackers with the monolith. On the roll of a 4+ a bolt shoots out at one of the attackers, striking with a Strength 5 blast.

Desecrating the Monolith – An attacker in base contact with the monolith and not in contact with anyone else desecrates the monolith on a 3+.

Part of a Larger Battle

Successfully desecrating the monolith removes a hero from the defenders army.

Successfully defending the monolith removes a hero from the attackers army.



BAGGAGE TRAIN

If the age-old saying that an army marches on its stomach bears any truth then hitting the enemy in his supply train is a particularly cunning thing to do! This scenario represents the attacking force waylaying a baggage train – either to loot it or deny its delivery.

Models Needed:

Attacking Forces:

* 150 points of troops, including up to one war machine OR hero (magic up to 25 points)

Defending Forces:

* 3 large carts or wagons plus 125 points of guards (no heroes, warmachines, or champions). Up to half of the force may be mounted.

Battlefield

The playing area is about 24x36 rectangle. The road is about 4" wide and travels the length of the table. Place a few trees and hills scattered about. Some of the hills may have rocky/impassable sides that will slow or outright impede movement.

Objectives

The defenders must deliver no matter the cost. They must make it off the far side of the board with as many carts as possible. The attackers want to stop the Baggage Train.

Defenders win if they can get two carts off of the table. The game lasts until one side routs or the entire baggage train makes it off of the table.

Deployment

The defenders start on one end of the road. The baggage train must start on the absolute edge of the road and all other models are within 6" of the road. After the defenders set up, the attackers may set up anywhere on the table but not within 6" of the defender unless

its behind an impassable obstacle.

The attackers go first.

Special Rules

Rout Tests – Defenders do not rout or take All Alone tests. The attackers take rout tests as normal at 25% losses.

Moving the Baggage Train – They move up to 6" per turn on the road, and 3" off of the road. They cannot march.

Fighting the Cart – T5 W3. The cart cannot fight back.

Part of a Larger Battle

Attackers win – their ranged weapons can only fire once as the baggage train contained ammunition and gunpowder.

If the army has no ranged weaponry, then the opposing army loses 100 points of their army due to lack of supplies and starvation.

If the defenders win then they may add 100 points of ranged troops or an extra war machine.

SLAVE TRAIN

It is common for armies of the Warhammer world to take prisoners in the aftermath of battle. The battered and demoralized troops are gathered, bound, and transported toward an unknown fate on a somber caravan often referred to as a slave train. Under dire circumstances, these trains are besieged by outraged bands of the captives kinsmen who fight for their comrade's freedom.

Models Needed:

Attacking Forces:

* 150 points of troops including one champion

Defending Forces:

* 150 points of troops including one champion

* One slave train including six slaves that are stripped of all equipment

Battlefield

The playing area should be about 24x36. The road is about 4" wide and travels the length of the table. A few stands of trees, rocky outcropping, and hills are scattered about the table. Each player should take turns placing terrain features.

Objectives

The enslaving force must protect the slave train and get as many slaves as possible off of the eastern table edge. The attacker is trying to free as many slaves as possible and deliver them safely off of the western table edge and into the cover of woods.

Each slave taken off a friendly board edge counts as three points. Each enemy model taken out of action counts as one point.

When all slaves have moved off of a table edge, the game ends.

Deployment

The defending player sets up his force around the road 6" in front of the western table edge.

The slave train must be set up on the road. The attacking player sets up around the road 6" in

from the eastern table edge.

Special Rules

Slave Train – The slave train consists of one and three cages pulled by beasts. Each slave train has a movement of 6" and a Toughness of 4 with 3 wounds. Movement on the road is reduced to 3".

Freeing and Capturing Slaves – In order to liberate slaves, the attacker must break open the cages that hold them. The cages have a T3 with 1 wound. If a cage is broken, place the captives around it. The slaves are weak and exhausted and may not march and fight with half of their WS, and fight at -1 Strength.

Part of a Larger Battle

If the attacker wins, then in the next battle one of the core units contains the rescued slaves, and that unit *Hates* the enemy.

If the defender wins, then in the next battle one core unit will cause *Fear* against the enemy.

ASSASSIN

When two armies meet in battle, both sides struggle to secure any advantage that they can. The more nefarious races have perfected the art of sending out trained assassins into the night to ensure the foe's mightiest heroes and wizards never make it into the battle.

Models Needed:

Attacking Forces:

- * 1 Assassin (hero up to 125 pts)
- * 50 pts of troops

Defending Forces:

- * 1 General with hand weapon and shield (200 pts)
- * 150 points of core troops

Battlefield

24x24 field. The outlying edges of the table are overgrown with dense stands of trees. The exact center of the table should contain the General's tent. Other smaller tents (up to 12) should be arranged around the General's, creating paths and walkways. These tents may not be placed closer than 7" to the forest edge around the table.

Objectives

The assassin's goal is to swiftly kill the General and make it back off any table edge. Once the assassin has done his deed, a small distracting party of assassins-in-training will rush out to cause a diversion and allow their leader to escape. The assassin player scores a minor victory if the general is slain and a major victory if the General is slain and the assassin escapes. The defending player must safeguard their leader and destroy the deadly intruder. The game lasts until the assassin's forces are slain or escape off the board.

Deployment

The defending player places any two troop

models as sentries anywhere on the board.

They will be facing a random direction. The rest of the remaining troops are in their tents (up to 3 per tent) until an alarm has sounded.

The assassin deploys next to any table edge they choose. The additional troops do not come on until after the alarm is sounded. The assassin goes first.

Special Rules

Sentries – Sentries move D3" per turn. Roll for each. After moving them, roll scatter dice and face them in that direction.

Spotting – Sentries can see 2D6". If an assassin lies within that distance and within the 90 degree arc of sight, roll a D6. On a 4+ the sentry spots the assassin.

Sounding the Alarm – If a sentry spots the assassin, if the general is attacked, if the assassin attacks and fails to immediately kill a model

When alarm sounded – the other attacking forces appear. The sentries move and act normally. All sleeping troops awake. Waking troops do not have their armor but may use shields.

Knife in the Dark – (used by skaven or dark elves only) – if attacking a soldier tent, the assassin can kill all inside on a 4+. Otherwise an alarm is sounded.

Part of a Larger Battle

General Slain – the general model is dead

General Lives – his survival inspires his men and he can use his leadership within 18"

Assassin Escapes – Attacker gets a free assassin

Assassin Dies – Attacker loses a hero

GATES OF IRON

Many dwarf holds contain tunnels, played out mineshafts, or even entire abandoned Halls from a more prosperous age. It is here, in the dark beneath the world, that evil begins to gnaw at the underbelly of the realms. To guard against these underground invaders, the dwarfs rely on rune-encrusted steel bulkheads, traps, and most of all, the steadfast vigilance of their soldiers. This scenario represents a horde trying to overcome the guard before the magically protected door can be sealed...

Models Needed:

Attacking Forces:

- * 100 points of core troops
- * Endless reinforcements
- * Special round 3 reinforcements

Defending Forces:

- * 100 points of troops (including one champion)

Battlefield

A corridor 48" long and 6" wide. The door should be 6" in from the western tunnel.

Objectives

The defenders must shut the door and ensure the attackers are not allowed to reopen it. The attackers must end the game with an open door, thus allowing their superior numbers free entry to swarm into the halls or area above! The game lasts until the door is shut with no attacker on the western side of it, or until all of the defenders are slain.

Deployment

The defenders start with all of their models within 12" of the eastern exit. They have heard some sounds and have advanced to investigate. The attackers pour up from the depths of the eastern edge of the tunnel. The attackers go first.

Special Rules

Narrow Confines – it is not possible to maneuver or pass by within 1" of an enemy model.

Closing the Door – The tunnel is protected by a massive iron door. It takes 5 full turns to close it. Each turn moves it 20% of the distance to the closed position.

To start the process, a lever on the other side of the door must be thrown. This can be done in either side's movement phase. The lever can only be pulled by a model not engaged in combat.

Reinforcements – The attacker gain reinforcements every round. Any model taken out of action may re-enter from the eastern board edge. Also in turn 3, a force of 150 extra points may enter.

Part of a Larger Battle

Attackers – gaining access from below will cause all kinds of havoc, so in a larger battle this is represented by the attacker bringing up to four units in from the flanks!

Defenders – if the defenders can hold the tunnel then the element of surprise is lost. The defenders may field an additional 200 points in the larger battle.

Ogres for Hire

You are preparing for your battle with the enemy. So far there has been no clear winner from your clashes. You receive a scout's report that a band of ogres has been sighted in the area. These brutes could be just what you need to turn the tide of battle in your favor. You send your most trusted lieutenant to make a deal. Hopefully your opponent will not learn of this or beat you to it.

Models Needed:

Attacking Forces:

* 200 points. One hero must be included.

Defending Forces:

* 200 points. One hero must be included.

Mercenary Forces:

* 4 ogres

Unemployed – Unemployed ogres do not attack either side.

Switch Side – Anytime an ogre attacks a hero, make a mercenary roll. Ogres allegiance can change like the wind.

Part of a Larger Battle

The winner of the scenario may hire out a unit of ogres for half of their regular points cost for the next battle...

Battlefield

A 24x24 space. Arrange terrain as you will.

Objectives

Both sides are seeking to destroy the other, either by slaying them all, or causing them to rout. If you can do it without the ogres help, then go for it. There is no turn limit.

Deployment

Defenders start on the northern side up to 6" in. Attackers south edge 6" in. Ogres are set up by both players who take turns placing them 8" away from any other model.

Special Rules

Tilean Speech – The only language in common is a debased form of Tilean. Only the heroes are fluent enough to understand the ogres.

Mercenaries – A hero in base contact with an ogre can attempt to purchase his services. On a 4+ the ogre agrees and is a part of your forces. On a 3 he is confused. On a 1-2 he misunderstands what is being said and attacks you.



Twilight of the Dead

On the way back to the front lines to deliver vital news of the oncoming battle, a small group of soldiers is stopped in their tracks by shambling hordes of the undead. Their only refuge is the remains of what used to be a home in the middle of the country side. As they make their stand, the undead close in to satiate their undying hunger for brains and human flesh. The soldiers' information could mean the difference between victory and defeat for their comrades, but will they make it through the night to deliver their report?

Models Needed:

Attacking Forces:

* 24 undead

Defending Forces:

* 1 champion with melee weapon

* 1 champion with ranged weapon

* 3 core missile troops

* 3 core melee troops

Battlefield

A 24x24 area with a ruined house in the center. Make sure the house has a few doors, a second floor, and a ruined wall or two.

Objectives

The defender must survive until dawn (the end of the 10th turn)

Deployment

Any two defenders may set up within the house. The rest of the models deploy anywhere on the board that is at least 4" from the house.

The undead deploy in 4 groups of 4 with the remainder used as reinforcements. The remainders come in on a table edge on a D6 roll of 1-4, near the house on a 5 (from a well or something similar) and on a 6 they come up from the cellar.

The defenders go first.

Special Rules

Feel No Pain – zombies that are killed are merely knocked down on the roll of a 4+. They

can take serious injury before dropping for good.

Reinforcements – In the 5th turn and beyond, deploy four more zombies as reinforcements. There can only be a max of 24 on the table at once.

Undead senses – Zombies do not need to see their targets to charge them. They can smell brains!

Feast – Whenever a defender is killed, every undead within 2" of him rolls a d6. On a 5+ they are unaffected. On a 1-4 they remain where they are to feast that turn (only one turn).

Part of a Larger Battle

If the defender holds out for the night, they gain an extra two dispel scrolls.

If the defender loses, then the attacking army may add a unit of 20 zombies with musician and standard to their army.

MISSION GENERATOR

When two players are ready for battle, they must select the mission that they are going to undertake. Unless the defending player is putting up a fortress, town, or capital city and wishes to move his forces behind the walls, roll on the following charts.

If a defending player wishes to put up a fortress, town, or capital city, and wishes to move his forces behind the walls, see the SIEGE section to determine the outcome of the battles.

D6	Scenario
1-5	Roll on the scenario generator in the main rulebook (p. 141)
6	Special scenario – roll on the below chart

D10	Special Scenario
1	River of Death (p.388)
2	Surprise Encounter (p.389)
3	Dark Monoliths of Zhulgozar (p.390)
4	Loot & Pillage (p.392)
5	Heroic Last Stand (p.394)
6	Hired Swords (p.396)
7	Raze & Ruin (p. 398)
8	Hold the High Ground (p.402)
9	Invasion (p. 410)
10	Player's Choice

Note that on the special scenarios, the points values are not the same. One player may be designated to have 75% of the others' points. Where this is noted, players deduct their core points down but may add their campaign resources on top of that.

For example, a scenario may call for the defending player to have 75% of the attacker's points.

The core points always start out at 2000 points, so in this case, the attacker has 2000 points, and the defender has 1500 points, and then from there they may both add their campaign bonuses to their total points.

Special Army Objectives

Army objectives allow players to add on to their battle point score for the campaign. Every battle that is fought, players generate a random objective and if this objective is successful, they gain +1 battle point to their overall campaign score.

As the campaign runs six turns, that means that a player has the potential to earn +6 battle points from their battles to add to their campaign scores.

D6	Secondary Objective
1	Kill them All – wipe out the enemy. No enemy units can be left standing at the end of the game.
2	Standards – Capture the enemy's battle standard. If there is none then collect three normal standards.
3	Standards – Do not lose your army standard. If you do not take one, do not lose three or more standards.
4	Landmark – nominate a terrain piece. You must be in possession of this at the end of the game.
5	Prisoners – eliminate all of the enemy heroes.
6	Rivalry – the enemy general must be slain

SIEGE BATTLES

Players who are putting up a fortress, town, or capital city may opt to retreat their forces behind the walls of their sanctuaries. This offers the main benefit that it is harder to get to the defenders with a thick wall between them and the attacker.

A siege plays out a little bit differently than a normal battle, which consists of a skirmish, a main battle, and possibly a Warmaster battle.

A siege doesn't just start as a battle unless the defender wishes to Sally Forth from his gates on turn 1, or the attacker wishes to throw his forces at the walls from the get go (not a wise decision normally)

A siege of equal points attacker and defender most definitely benefits the defender as the attacker will lose men throwing them at the walls. Also the defenders will be considered behind hard cover and defended obstacles.

During a siege, the attacker has a set time limit before weather conditions make continuing the attack impossible. To represent this, the attacker has up to five turns to wear down the defender.

The defender may at any time opt to end the siege by charging out of their gates. The attacker may end the siege by launching a final assault on the gates.

Before we get into the rules for the various siege scenarios, it is important to discuss how a siege in warhammer works.

The rules used for the siege battles were taken from the 5th edition Siege Supplement.

Anatomy of a Castle

There are four main pieces to a siege.

Walls – The walls are built of solid stone or brick, or in the case of towns, wood. In a game of warhammer they should be about 2" wide so that they can accommodate fighting troops.

A length of wall section between two towers is called a *wall section*. A wall section is roughly 12" long.

Any troops on the walls count as being in hard cover. Troops on the wall **must** be placed in a single file. This leaves enough room for the attacker to be placed.

Towers – The towers are the strongest part of a fortress. You can place as many models onto a tower as you can fit. You may also place an equal number of models inside the tower, and they can fire out of windows at the enemy in any direction.

A single war machine can occupy the entire top level of the tower. War machines may not move from the top of a tower if you deploy them as such.

Troops on the top level of a tower are vulnerable to missile fire, but receive the benefit of being in hard cover. The troops inside a tower cannot be shot at, but can suffer if the tower collapses.

Gates – The gate is the weakest part of the fortress. At least two models are required to open the gate from the inside. The gate can not be opened from the outside. You must bust it down.

A single unit can move through a gateway in their movement phase. The unit does not need to change formation to do so, it is assumed that

they pour through the opening and then reform on the other side.

Depending on the size of the gate, some larger models, such as Giants and Dragons, may be too large to pass through the gate and so will not be able to get into the fortress that way.

Courtyard – The courtyard is the area behind the walls. All normal rules apply here. Models may move onto the walls and towers from the courtyard.

Movement – Models defending a castle are organized into units just as a normal battle.

All troops (including the attacker) can adopt a skirmish formation when deployed on the ramparts or towers to aid with movement.

Leadership in Skirmish Formation – Characters can still lead regiments as normal, and units may still use the general's leadership if they are within 12" of him.

Shooting at Troops in Skirmish Formation – The normal penalty for shooting at skirmishers does NOT apply in siege for troops on the walls. Being in skirmish formation merely enables troops to move around the castle easier.

Marching – The proximity of the enemy does not affect march movement on the ramparts or towers in any way.

Movement onto the Ramparts or a Tower from Courtyard – A unit may move from the courtyard onto the ramparts or into a tower in its movement phase if it can move into base contact with the wall or tower. Models within a tower can move on top of the tower.

Large creatures such as ogres or trolls can enter a tower, though they can move onto a rampart.

Cavalry cannot move onto a tower or rampart.

The reverse is true as well. A unit may move from the rampart and reform in the courtyard or from the inside of a tower onto the courtyard.

Assaulting the Walls

Troops may declare their charges against a castle just as if it were an enemy model. If they can reach the wall, then they can start climbing with ladders, grappling hooks, or a siege tower. If they do not have these things, then they can attack the wall itself in hand to hand combat.

Charge Reactions

Troops defending the walls can declare normal charge reactions, and in addition can use boiling oil and rocks in a *Stand and Shoot* reaction, unless the chargers are using a Siege Tower.

The defender may also use normal missile weapons, even against attacks from a siege tower. The defender may also use a special *Man the Walls!* Charge reaction.

Means of Assault

Generally speaking, attackers may use ladders, grappling hooks, or siege towers to assault walls. Towers are too high to be assaulted like this, however.

Ladders – As soon as a unit is within base contact of a wall it may erect any ladders it has. One model per ladder may move onto the ramparts at the start of the combat phase. These models are placed directly above the point where they were on the ground. You may choose any model from the unit to scale the ladder. This allows powerful characters to attempt to take the ramparts where ordinary troopers may fail.

If the rampart onto which the model moves is occupied by the enemy, these models are now in hand to hand combat. The defenders strike first (even if they are using double handed weapons) and will have the advantage of the defended obstacle bonus.

Giant Spiders – Giant spiders can scale a wall without help. Riders are the only cavalry who can assault ramparts or towers. Spiders and their riders suffer the normal penalties for defended obstacles.

Grappling Hooks – Once a model with a grappling hook is in base contact with a wall he may throw the hook. This is done automatically. This does not reduce movement in any way.

Any model climbing up a rope is placed on the rampart at the end of their movement phase. This model is then placed directly above the point where he was on the ground.

If the wall is occupied by the enemy, they are now in hand to hand combat. Defenders have the same advantages as defined in the ladders section. Note that these penalties apply each turn unless the attacking model manages to seize the rampart.

Siege Towers – Once a siege tower is in base contact with a wall, any troops from the regiment pushing it can assault the wall. Up to two models can attack the rampart from a siege tower at any time. Place these models on the draw bridge of the siege tower. The player can choose which models from the unit pushing the tower can assault the wall.

The siege tower negates all benefits that the defender normally enjoys.

After the turn the siege tower charges, the attacker may replace any casualties in the normal way, so there will always be two models assaulting the wall from the tower.

Man the Walls! – Models on the ramparts who are not engaged in combat may make a special 2" movement toward models climbing onto the ramparts. This is done before hand to hand combat phase begins.

Models may use rocks or cauldrons of boiling oil though not against siege towers.

Seizing the Ramparts – The attacker is deemed to have seized the ramparts as soon as his troops outnumber those defending the wall. The attacker can now move the whole of his unit, space permitting, onto the ramparts to fight against any defenders they wish, suffering no to hit penalties. They may fight on the flank of defenders on the wall in addition to in their front.

Undefended Ramparts – If a wall has no defenders at all, any unit with ladders, hooks, or siege towers may move as many models onto the ramparts during its movement phase as is physically possible.

Break Tests on Ramparts – Units are considered *Stubborn* while fighting on ramparts. This is for ALL units on both sides.

A unit that is charged in the courtyard while it still has models on the ramparts or inside a tower may not claim rank bonus.

Pursuit – If attackers on the ramparts break, they flee 2D6" away from the castle as normal, except the defenders cannot pursue.

For all other fighting, break and pursuit as normal. If the victors catch the fleeing unit on

the ramparts, they may opt to move into the courtyard or remain on the ramparts.

Fighting in the Courtyard Or Outside the Fortress

Fighting on ground level uses the normal Warhammer rules.

Charging from the Courtyard Onto a Tower or Rampart

Troops in the courtyard may charge enemies on the ramparts or in a tower as long as they can see them and can move into base contact.

Work out the charges as you would in a normal game of Warhammer. If the enemies on the wall or tower are unengaged they may claim the defended obstacle bonus as they are defending the doors of the towers or stairs up to the ramparts.

In the case of the towers, up to two models per side may fight across a door. If the enemy models are already engaged, then the chargers may attack them normally.

Charging from the Ramparts or a Tower into the Courtyard

Any units on the ramparts or a tower may charge any enemy that they can see in the courtyard.

Attacking a Castle

Each tower, gate, and wall section counts as an individual target for enemy attacks. All hits against towers, gates, and walls are resolved using the damage charts below.

To find out the damage that the attack has caused, simply roll the number of wounds/hits the attack causes and add the strength of the attack to the result. Only very powerful

attacks have a chance to damage the castle.

If the castle is hit by a stone thrower or similar weapon, it and any troops under the template are hit. If the center hole does not touch the castle wall, the castle is hit on a 4+.

Shooting at the Gates

All the normal rules for walls apply here. If the wall section where the gate is situated is destroyed, the gateway is also demolished.

You can only shoot at the gate itself with cannons or other weapons that have a flat trajectory.

Cannons

A cannonball is fired over a flat trajectory, unlike a stone thrower's rock which has a more curved trajectory. Because of this, cannonballs will often smash into tall obstacles like castles rather than fly over them.

Cannons will always automatically hit castle walls provided they have range.

Cannons may also pack in an extra charge of powder. This gives the cannon +1 to the damage, but the shooter must roll the artillery dice twice each time he fires to determine if a misfire occurs.

Earthshaker Cannons

The chaos dwarf earthshaker cannon counts as having S10 as well as double damage (2D3) against fortress walls.

Skaven Screaming Bell

The bane of castles everywhere, any result that damages buildings count as Strength 10 and each tower, wall, and section counts as a separate target.

Attacking the Castle In Hand-To-Hand

Models may make **one** attack in combat despite how many attacks they normally have.

Any magic weapons that wound automatically count as having a Strength 10.

In general, hand to hand attacks are not powerful enough to tear down walls or shake towers, but they are useful for breaking down gates and attacking structures already weakened.

Giants

Giants are tall enough to attack troops on the walls, so may attack them as normal.

When attacking walls, towers, or gates, the giant may swing with club or thump with club, resolved at the giant's strength.

Damage Charts

When attacking a capital city or fortress, use the values given on the charts. When attacking a town, add +1 to all rolls as town fortifications are not as sturdy. In addition, flaming attacks to town fortifications gain +3 on the Damage Charts.

WALL DAMAGE CHART

(Strength of attack + number of wounds/hits)

Value	Result
2-12	No effect. The walls are unmoved
13-14	Shaken. The wall shakes on its foundations. Add +1 to any further rolls on this chart.
15-16	Cracked – The wall shakes violently. Any troops on the wall may not move or shoot on their next turn on a D6 roll of a 4+.

	Roll for each unit. Add +1 to any further rolls.
17-18	Rampart Destroyed – The ramparts are blown away. Units suffer D6 S4 hits. Troops can no longer claim bonuses for hard cover, though it still counts as a defended obstacle. Add +1 to any further rolls. If you roll this again, nothing happens except for the cumulative +1.
19	Breach – The attack rips a hole in the wall. It is 2" wide. Two models per turn may move normally through this hole. Add +1 to further rolls.
20+	Collapse – The wall comes down. All troops on the wall take a S5 hit. All troops within 4" take 1 S3 hit. Remove the wall section and replace it with rubble. The rubble counts as a defended obstacle and hard cover for the survivors.

Gate Damage Chart

(Strength of attack + number of wounds/hits)

Value	Result
2-10	No effect, the gate is unmoved.
11-12	Crack – the wood and metal in the gate splinter. Add +1 to further rolls.
13-14	Crunch – the gate groans. Add +2 to any further rolls.
15	Gate Broken – The gate is broken and the way to the fortress is free. Some of the pieces of the gate remain. Troops may move through the gate at half speed. Add +3 to the dice roll of any further attacks.
16+	Crash – The gate is totally destroyed

Warlord Campaign Rules

Tower Damage Chart

(Strength of attack + number of wounds/hits)

Value	Result
2-12	No effect. The tower is unshaken.
13-14	Shaken. The tower shakes on its foundations. Add +1 to any further rolls on this chart.
15-16	Cracked – The tower shakes violently. Any troops in the tower may not move or shoot on their next turn on a D6 roll of a 4+. Roll for each unit. Add +1 to any further rolls.
17-18	Rampart Destroyed – The ramparts are blown away. Units suffer D6 S4 hits. Troops can no longer claim bonuses for hard cover, though it still counts as a defended obstacle. Add +1 to any further rolls. If you roll this again, nothing happens except for the cumulative +1.
19	Partial Collapse – The upper level of the tower is destroyed with a huge crash. Any troops in the tower must roll under their initiative or suffer 1 S5 hit. You can now place models on only one level of the tower. Add +1 to any further result.
20+	<p>Collapse. Roll a D6. On a 1-3, the power suffers a partial collapse as above, but troops within 4" suffer 1 S3 hit due to falling debris. Add +1 to any further roll.</p> <p>On a 4-6 the entire tower collapses! All troops inside suffer a S5 hit. All models within suffer a S3 hit. Replace the tower with rubble which is hard cover and a defended obstacle.</p>



Flying Creatures

To defend against flying creatures, which are obviously far more useful in a siege than normal battles, players can build hoardings at the cost of 1 point for each tower or wall section. These points come out of the allowance for siege equipment.

Flyers assaulting a tower or wall with a hoarding will suffer the normal penalties for defended obstacles.

Siege Equipment

Before battling a siege, players have access to some special equipment. Each piece of equipment costs points.

Defending players in towns have access to 1 point at the beginning of the siege. Defending players in capital cities or fortresses have access to 2 points of siege equipment.

Attacking players have access to 0 points of siege equipment at the beginning of a siege. They must build it on site.

Besieged Equipment

Reinforced Gate – A reinforced gate grants a -1 penalty to damage chart rolls. Cost: 1 point

Boiling Oil – scalds unprotected flesh, soaks through armor and clothing, and causes excruciating wounds. There are different types of boiling oil one can obtain depending on the race and availability.

You may buy one cauldron per infantry unit in your army. There is enough oil to last the duration of the battle. Cauldrons can be moved around the ramparts at half speed of the regiment. You may NOT move a cauldron and pour oil on the same turn.

If a unit panics and flees they abandon their cauldron.

Using Boiling Oil

Boiling oil is used in the shooting phase. You can declare a stand and shoot reaction with it against troops foolish enough to climb up ladders and ropes underneath it.

Models defending a wall can pour oil over their enemies in their turn provided they are not engaged in combat already.

Place the small template over the unit below. All models that are even remotely touched are hit. Characters can use LOOK OUT SIR rolls.

All models hit with boiling oil take a S5 hit with no armor save allowed. The crew of battering rams get a special 4+ save as the mantlet of a ram has been designed against such attacks.

Points Cost: 1 point per normal cauldron, 2 points for special cauldrons

Boiling Blood: Dark Elves, Vampire Counts, and Chaos armies can make use of this lovely concoction, which causes an immediate panic check on any unit that it is used against.

Oxtail Soup – Empire armies only. The effect of the soup depends on the Halfling chef preparing it. Its strength is therefore D6 each time it is used. In addition, the promise of soup after battle is very inspiring and whatever unit has this cauldron has a leadership of 10.

Molten Metal – Dwarfs, chaos dwarfs use molten bronze, hot lead, and other heavy metals instead of oil. Molten Metal has a strength of 6 instead of 5.

Alchemical Fire – High Elves use an arcane formula that bursts into flames upon contact with the air. This causes the attack to be

flammable and does D3 wounds instead of the normal wound.

Scarab Surprise – Tomb Kings do not use oil, they dump cauldrons of flesh eating scarabs down upon their enemies. The scarabs may re-roll failed wound rolls.

Warpstone Steam – The skaven don't use cauldrons, they have special hoses hooked to contraptions which blow out at high velocities a nasty green warpstone smoke which mutates and dissolves organic material.

Use the flame template instead of the circular template. This attack follows the rule for *Killing Blow*.

Daemonic Ichor – Daemons use a sticky fluid substance distilled from the dead corpses of plague mounds and the liquefied musk of slaaneshi daemons.

Units hit by this suffer the effects of stupidity for the rest of the game.

Ogre Stew – Ogre Kingdoms have much larger cauldrons. Their stews are especially hot and contain tasty rancid meats.

Resolve hits from Ogre Stew with the large 5" template instead of the small one.

Mashed Shroom Delight – Night goblins can't get enough of it, though others tend to have extreme allergic reactions to it. Lizardmen and Orcs and Goblins use this to great effect.

Units hit by this must pass Toughness checks each turn or lose a point of weapon skill as they itch and scratch.

Nettlepots – Wood elves drop down a concoction which causes spiny thorns to grow out of the ground and wrap around the enemy.

Units hit by a nettlepot must make an initiative check or be immobilized that turn.

Rocks – Rocks are stones small enough for men to pick up and throw. When dropping rocks, the model uses its BS to hit with no penalties. Rocks can also be used as a charge reaction against walls.

Rocks hit with S4.

Cost: 1 point to equip a wall section with rocks

Hoarding – wooden enclosures that protect against flyers. A section of wall with hoardings built on it operates normally against flyers, instead of allowing the flyers the ability to negate the defenses of the rampart.

Cost: 2 point per wall section or tower

Timber Additions – provides extra space on a tower to support a second war machine. Cost: 2 points.

Hidden Sally Ports – A hidden door where a unit can charge out from. The defender draws a sketch of where the doors are located before the Final Assault. Cost: 2 pts per door.

Impressive Heraldry – A mighty flag is hung from the wall section, granting its troops on it a +1 leadership bonus (max 10) and reroll a single break check per game. (only one of these can ever be deployed) Cost: 2 pts

Spikes and Blades – This can be upgraded for wall sections only. The wall section is festooned with blades and spikes. Roll a D6 for any model trying to climb with a grappling hook. If the result is higher than the model's Initiative, they take a S3 hit. Cost: 2 points per section

Besieger Equipment

Rams – Log Rams are massive tree trunks used to knock down gates. They are easy to make and use.

At least four man-sized models are required to carry a log ram. Large creatures such as ogres count as two men. You may buy one log ram for each unit in your army, and these do not impede movement.

A unit carrying a log ram may charge against a gate, wall, or tower, and make a single attack during each combat phase. The strength of the attack is equal to the number of models in the regiment carrying the ram, up to a max of eight. Log rams cause D6 wounds per attack.

Note: Only one ram at a time may be used to attack a gate.

A unit with a log ram will abandon it if they flee from panic, terror, a failed break check, etc.

Units subject to stupidity may not carry a log ram.

Cost: 1 point per ram

Battering Ram – A battering ram is a larger version of the log ram, which has a wheeled frame and mantle to protect from arrows, bolts, boiling oil, etc...

The heads of battering rams are often made to resemble nasty things.

The same rules apply to battering rams as they do to log rams.

Battering Rams are very large and require six models to push it. The unit suffers a -1 Movement penalty.

Shooting at the ram is randomized between the ram and the unit. (D6 3+ hits the unit itself)

Battering Rams have a Toughness of 5 and Wounds 4.

Cost: 2 points

Ladders – Ladders are used for assaulting walls. A unit may carry two ladders. If a unit carrying a ladder flees for any reason, then they abandon their ladder.

Cost: 1 point for two ladders for a unit

Grappling Hooks – Troops may climb up the ropes launched by the grappling hooks. Any infantry unit may use them.

Cost: 1 point to equip 5 grappling hooks to a unit.

Mantlets – Mantlets are large wooden barriers about the height of a man. They provide cover against missile fire.

Troops carrying mantlets cannot march, charge, or move and fire. However, mantlets provide hard cover for the unit that is equipped with them.

Cost: 1 point to equip a unit with mantlets.

Siege Towers – the most effective way of assaulting a fortress is through employing a siege tower.

Any infantry regiment of at least ten models can have a siege tower. Up to eight models may be placed within the tower itself. Troops on the siege tower can use their missile weapons as normal.

Movement – The unit pushing the tower is placed around and on the tower to represent

their efforts. A unit pushing a siege tower can never have a rank bonus. If engaged in melee only the troops in base contact can fight.

After deployment but before the beginning of battle, the tower may move 2D6" toward the castle.

The siege tower moves at the same speed as the models pushing it. (no marching). They charge as normal (+2D6"). The tower may also not turn or wheel.

The minimum crew needed to move the tower is ten. For every model below ten, the tower loses an inch of movement.

Attacking a Siege Tower – Models in base contact with the siege tower may attack it. Hits are automatic.

Shooting – Randomize fire. On a 1-2 the crew is hit. On a 3+ the tower is hit. The tower is a *Large Target*. If the tower is destroyed, all on board must roll an Initiative check or take a S5 hit.

Assault – Up to two models may come out of the tower on a successful charge as described previously.

Siege towers have Toughness of 6 and Wounds of 4.

Cost: 4 points for one siege tower

Army Specific Castle Modifications

Imbued with Magical Power – The fortification is built upon a powerful nexus of magic. In the magic phase, the defender may gain +1 to his casting OR dispel roll (only one may be gained). May be chosen by lizardmen, elves, or chaos armies of tzeentch. (50 points)

Ironclad – The walls and towers have metal plates affixed to them, or the entire fortress is made of metal. All attacks against that wall section or tower are made at -1 to damage. (100 points per section)

Fearsome Appearance – The castle causes *Fear*. Units assaulting the castle must make a fear check or remain stationary that turn. May be chosen by chaos, vampire counts, or dark elf armies. (60 points)

Camouflage – Until enemy models are within 20" of the castle they cannot see or target it. This may be done by natural camouflage or through magic. May be chosen by Tomb Kings or Wood Elves (150 points)

Squig Pits – Chosen by Orcs and Goblins. As soon as the enemy approaches within 6" of a squig pit, 2 squigs leap out and attack. Squigs are chained and cannot pursue units. While in their holes they are immune to missile fire. They will return to their holes if there is nothing within 6" to attack. (18 points per squig, 2 per section)

Traps – If enemy units come within 4" of a trapped section, they take D6 S4 hits. (25 points per section)

Poison Gas – can be used once. On the defending players turn, place the large template over a unit. The template must be touching a structure of some kind (where the gas comes from). Any model touched takes a S3 hit with no armor save. May be chosen by skaven or nurgle armies. (75 points)

Swivel Gun – Can be fired by a model not in combat. Use flame template. Models hit take a S3 hit -2 to the save. Fired once. (10 points per gun). Chosen by dwarfs or empire.

Siege Campaign

A siege lasts a set of five turns. If the fortress has not fallen by the end of the fifth turn, the defender wins.

Each mini turn, the attacker and defender choose an action. The results of the action affect the final assault.

The attacker is free to end the siege whenever he wishes by launching a final assault, and the defender may also end the siege whenever he wants by sally forth from the gates.

The attacker and defender start the siege with the normal amount of points that they would. As long as the defenders are behind the walls, they will lose points every turn as their troops starve and lose morale.

A defender's hope is to hold out a siege and hope the attacker gives up.

The defender loses 150 points of troops per turn the siege goes on, to a max of 750 points lost at the end of turn 5.

Beginning the Siege

A siege will not immediately begin with an all-out assault. Instead it is far more likely that either the patrols of the fortress will spot the approaching defenders and send a message to summon help, or the vanguard of the besiegers

will clash with these patrols. Roll a D6 to determine how the siege begins. Note that these scenarios do **not** count towards the calculation of the siege turns.

1-3 – Play Scenario 1 – Messenger

The defenders of the fortress detect the advancing enemy columns well in advance, and send a messenger to summon help.

If the messenger breaks through, then their allies will be alerted and come to the aid of the fortress. The siege will end in four turns instead of five. Also, the besieged player may now choose to *Bring Reinforcements* from his list of options.

After playing this scenario, the besieger can choose any of the options from the Besieging Player's Options list.

4-6 Play Scenario 2 – Forlorn Hope

The speed of the besiegers' advance takes the defenders of the fortress by surprise. They must fight a holding action in order to bring all of their forces inside of the fortress.

If the besiegers are victorious in this battle, then they hit the defender by surprise. In the *Final Assault*, the defender will lose a further 100 points due to his troops being caught outside of the fortress.

BESIEGED PLAYERS OPTIONS

Send For Help – you may decide to send a message for help to summon your allies to lift the siege. To do this you must break through enemy lines.

Play siege scenario 1 – *Messenger*. If the messenger breaks through then the morale of your troops gets a +1 leadership (max 10) as they know that the siege will be lifted sooner or later. The besieged player may choose to *Bring Reinforcements* from his list of options next turn.

Counter-Bombardment – You may choose to open fire with the guns on the towers and walls, or use your archers to rain steel-fanged death upon your enemies.

Choose either arrow fire or bombardment by war machine (if your army has access to these troops / engines).

If using bowfire, during the *Final Assault* one unit in the attacking army suffers 2D6 hits (armies with BS of 4 add +1, armies with BS of 5 add +2). Resolve the damage as if the hits were caused by any missile weapon available to your army. You may choose which unit is affected.

If using war machines, roll 6D6. For each 6 you roll, the enemy loses 25 points from his army in the *Final Assault*. Chaos Dwarves, Dwarves, and Empire need to roll a 5+ for the enemy to lose 25 points, and a 6 for the enemy to lose 50 points from their army.

Sally Out – You may elect to send elite troops out to destroy vital parts of your opponent's army.

Choose any of the following targets: heavy war machines, siege equipment, or ammunition and supplies. Play Scenario 7 – *Sally Out* and if you win, the following penalties apply.

Heavy War Machines – The besieging player may not elect to use BOMBARDMENT anymore.

Siege Equipment – The besieging player loses D3 siege equipment points.

Ammunition and Supplies – The attacking player must pay double for war machines in the final scenario as they must replace the damaged war machines.

Reinforcements – If you successfully played *Send for Help* scenario you may run this one. Play Scenario 4 – Reinforcements. For each unit of ten or more models breaking through, you have 50 extra points of reinforcements (max 250) in the Final Assault. You must play Send For Help! Again and win it before you may play this one again.

Construct Siege Equipment - electing to do this allows you to field an extra D3 points of siege equipment.

Repair Defenses – This option allows defenders to repair damage caused by Bombardments and Undermining. You may completely repair a tower, wall section, or gate.

BESIEGING PLAYERS OPTIONS

Bombardment – You may elect to bombard the enemy with your siege artillery. You may only select this option if your army has war machines available in its army list.

Each wall section and tower (but not the gate) suffers a single S10 hit that does D3 damage. Dwarfs, Chaos Dwarfs, and Empire do D6-1 damage instead of D3.

Undermine – If you wish you may decide to undermine the walls. This is a dangerous and risky affair. If you are victorious you can bring an entire wall section down!

Play scenario 8 – Undermine. If you win, then one wall section D6 (Skaven and Dwarfs get D6+1) S10 hits each doing D6 damage.

Starve Out – The weakest part of any fortress is the belly of the man inside. If you wish to bide your time before attempting to assault the fortress and deny the besieged force their supplies, play out Scenario 6 – Starve Out.

If you win this scenario, the besieged player will lose an additional 100 points of troops (so 250 points off of their roster that turn)

Test the Defenses – If you wish, you may throw a part of your forces against a weak point of the fortress or some outlying fortification.

If you decide to do this, play scenario 3 – Test the Defenses. If you win, the gates of the fortress will be destroyed.

Infiltrate – You may elect to send spies and infiltrators into the enemy fortress to destroy their supplies and storage rooms. If you decide to do this, play Scenario 5 – Infiltrate. If you win, the defender must pay double points for all of their siege equipment in the Final Assault.

Construct Siege Equipment – You can elect to construct more siege equipment. This allows you to field an additional D3 points.

Final Assault! - You may assault the fortress. Play scenario 9 – The Final Assault. If this battle is for a fortress tile, this is the final scenario.

If this battle is for a town or a city, continue with Scenario 10 – Sacking the City! if you win the Final Assault.

SCENARIO 1 - SEND FOR HELP

A fortress always occupies a commanding position on raised ground, dominating the landscape for all to see. Even if the fortress is only on a low hill, its towers provide a high vantage point from which to survey the surrounding countryside. This gives the lookouts on the battlements the ability to see the approach of the besieging army.

Warning has been received within the fortress and the commander has sent out a messenger to travel as fast as possible to summon help from a neighboring city. The messenger will have to fight his way through a vanguard of enemy scouts...

Fighting the Scenario – This scenario is an encounter between a messenger and his escort who have been dispatched by the defenders, and the vanguard of the attacking force who are determined to intercept them.

Objectives – The messenger's objective is to cross the table and leave by the opposite side. If a messenger manages to do this he is deemed to have broken through the attacker's vanguard and got away to summon reinforcement.

The attacker's objective is to prevent this.

The Battlefield – The setting for this battle is the countryside near the fortress. Set up your terrain as normal except that there is no impassable terrain features used.

The Forces – Both sides have 500 points to spend on their force. No wizards are used in this scenario and each side is limited to just one hero each.

Each side may field one special unit (no war machines or monsters).

The principle messenger for the defending side is the defending side's hero. The defending side

may also choose one rank and file model as a reserve messenger and up to two decoy messengers equipped identically to the real messengers. These models operate as independent characters.

Special Rules – Troops with special deployment rules may not use their special deployment in this scenario.

Magic Items – Magic items cannot be used by either side.

Deployment – The besieged force deploys first and the besieged player chooses the center of one table edge as his entry point. A 12" wide area in the center of the opposite table edge is his exit point. The messengers and escort are deployed together within 12" of the entry point. The attackers are deployed last. They can be deployed anywhere on the table that is more than 12" from the messengers and escorts.

Who goes first? – The defender (messenger).

Duration – The scenario lasts until one messenger gets through or all are slain.

SCENARIO II – FORLORN HOPE

Although lookouts in the watch towers of a fortress can see the approach of attackers while they are still many miles away, there are blind spots in the landscape which cannot be observed. Woods and hills in the distance may obscure the view, and the enemy, being devious, may approach from that route. A shrewd fortress commander will always have scouts on patrol in the countryside day and night. Such a patrol has encountered an enemy force moving in...

Fighting the Scenario – This scenario is an encounter between the advancing vanguard of the besieging force, and a scouting patrol dispatched by the fortress. The scouting patrol acts as a *forlorn hope* to delay the besieging army for a few hours while the garrison are warned and begin hasty preparations for the siege.

Objectives – The patrol's objective is to delay the enemy's vanguard while a courier rushes back to the fortress to give warning of the approaching danger. The attacker's objective is to drive off or smash through the patrol.

The Battlefield – The battlefield is a place near the fortress. The patrol have chosen a suitable position to ambush or hold up the advancing attacking army.

In the center of the table is the objective, which can be a bridge or a ford, a pass, a group of buildings, a length of wall 12" long, a fork in the road, etc...

Generate the rest of the terrain as normal. No impassable terrain may be used.

The Forces – The attacking vanguard consists of 750 points, one of which may be a hero. The

attacker may choose one special unit, though no monsters or war machines may be chosen.

The defending player has 500 points, one of which may be a hero. The defending force may choose one special unit though no monsters or war machines may be chosen.

Special Rules – Only the defenders (besieged patrol) may use special deployment rules.

Magic Items – No magic items are permitted.

Panic – The besieged force has consigned itself to its fate and will fight to the last. They are immune to panic.

Deployment – The besieged player deploys first within his own deployment zone, 12" from the center of the table and 12" from the side edges. However, one unit may be deployed outside this zone, either inside the key terrain feature or anywhere within 6" of it. The besieging player deploys afterward, 12" from the center of the table and 12" from the side edges.

The besiegers go first. The scenario lasts four turns. The defenders must hold the key position for four turns to win. If an unbroken unit is within 6" of the key feature at the end of the fourth turn, the besieged player wins.

SCENARIO III – TEST THE DEFENSES

Despite the best efforts of the defenders to obtain advanced warning of an approaching enemy force, the enemy may outwit them and arrive outside the walls with the element of surprise. This is most likely to occur if the enemy makes a forced march under darkness or in bad weather.

The besieging army is certain to try to maximize their advantage by encircling the defenses as fast as they can. However, this takes time and they may lose the element of surprise. Instead, the besieging commander may be tempted to probe the fort's defenses while the defenders are still unprepared and in a state of total disarray...

There may be walls which have fallen down through neglect or which are in the process of construction and not yet high enough to be a barrier. Maybe a gate is still open to allow refugees to enter?

Fighting the Scenario – This scenario is an encounter between the garrison of one of the outlying watch towers and an advanced party of the enemy.

Objectives – The defending player's objective is to hold out for as long as possible and inflict as many casualties as they can.

The attacker's objective is to destroy the gate of the fortress or wipe out the garrison.

The Battlefield – The fortress is used. No terrain may be set up within 24" of the fortress walls. The defender may set up the fortress walls however he wishes. The attacker may deploy within 18" of the walls.

The Forces – The attacker has 1000 points, one of which may be a hero who may carry magic items as permitted. The attacker may select two rares and (if bought by resource points) one rare choice, one of which may be a war machine. The attacking unit may outfit his units with siege equipment though no siege tower may be used.

The defending tower garrison consists of 500 points, one of which may be a hero outfitted with magic items. He must fight on foot.

Siege equipment may be bought as normal though only one cauldron of oil may be used in this scenario.

Special Rules – No special deployment rules may be used.

Deployment – The besieged deploys first and may deploy anywhere in the castle or within 8" of it. The attacking player deploys last anywhere outside of 18" of the castle.

Duration – The scenario lasts five turns. After this the besiegers fall back.

Who wins? - If the attackers break the gate or wipe out all of the defenders, then the game ends in victory for the attackers. If the gate is still standing at the end of the fifth turn and has any troops left to defend it, the defenders are victorious.

SCENARIO IV – REINFORCEMENTS!

Fighting the Scenario – This scenario recreates the struggle between a force sent in to reinforce the besieged fortress and the besiegers.

Objectives – The objective of the relief force is to break through to the beleaguered fortress to bring in badly needed troops and supplies.

The objective of the besieger's force is to prevent any troops from getting through their lines to reinforce the fortress.

The Battlefield – The setting for this battle is somewhere in the countryside surrounding the fortress. The relief force must be stopped before it reaches the fortress as it is impossible for the besiegers to both hold the besieged troops inside and keep the siege ring tight outside.

Terrain is generated as normal.

The Forces – The besieging side has 750 points of troops. The reinforcement force consists of 1000 points.

Special Rules – None

Deployment – Standard deployment. No more than 12" in from the table edge and no closer than 24" from the enemy. The relief force deploys half of their army as normal and the other half comes in on turn two.

Who has the First Turn? – The besiegers go first. Well informed of the approaching relief force, they are prepared for battle.

Duration – The scenario lasts for six turns. If a breakthrough is not achieved in this time the besiegers can bring an overwhelming force to bear and throw the reinforcements back.

Who Wins? At the end of the battle, calculate victory points as normal (no table quarters count for points). Any unit of at least five models in the besieged force (the relief force, apart from flyers) that moves off of the opposing player's table edge gives the besieged player that unit's cost in victory points as well.

A unit that reaches the opposing table edge and is not engaged in hand-to-hand combat is automatically removed – it has successfully broken through the besiegers.

SCENARIO V – INFILTRATE

Fighting the Scenario – This scenario is an encounter between the spies who have managed to get inside of the fortress and the sentries of the defending army who are guarding the siege rations and ammunition stores.

Objectives – The spies’ objective is to sabotage the food and ammunition stores. They intend to do this by torching the warehouse and are hoping to escape in the ensuing confusion.

The sentries task is to guard the warehouse and stop enemy agents from sabotaging the stores.

The Battlefield – The setting for this battle is somewhere within the walls of the fortress on a 24x24 area. Place several buildings, one of which being the warehouse (deployed up to 6” from the defending player’s table edge). The action happens at night when most of the garrison are asleep. The spies have already gotten over the wall using grappling hooks.

The Forces – The spies consist of up to six models representing a band of picked agents sent on a suicidal mission by the besieging commander.

The master spy is a champion model. He can be equipped in any way allowed but must be on foot.

The remaining five spies are all rank and file models and must all be on foot. No model may have more than one wound on their profile.

The spies are equipped with flaming torches or explosives. At least two spies must reach the storehouse at some point and set it on fire. One spy will not be enough to do this. The two spies just need to touch the storehouse with their bases to be able to use their torches or explosives.

The defending player fields a champion Captain of the Guard, and up to eleven other rank and file sentries (none can have more than one wound on their profile)

All troops come from the core section of the army list.

Special Rules – The attackers do not panic.

All models act as independent characters.

All ranges are cut to 12” due to it being night.

Deployment – Deploy sentries first. They are deployed in a circuit around the battlefield. The spies come in from the side opposite the warehouse.

Who has the First Turn? – The spies.

Duration – Until all spies are dead or the warehouse is ablaze.

Who Wins? If the warehouse is set ablaze, the attackers win. If all of the spies are slain, the defenders win!!

SCENARIO VI – STARVE OUT

Fighting the Scenario – This scenario is an encounter between a supply column determined to break through the siege lines and a small detachment of the besieging force who are holding a roadblock on one of the more indirect routes to the fortress.

It is assumed that the besieging force is spread out fairly thinly around the circuit of walls, and that forces outside the walls, allied to the besieged side, are taking advantage of this opportunity to get supplies in.

Objective – The supply wagon needs to get through the roadblock. The besieger must prevent this. If the supply wagon manages to leave the table then the supplies have gotten through.

The Battlefield – The setting for this battle is an obscure country road leading by a winding route to a secret gateway into the fortress.

There is only a small contingent of besiegers acting as a roadblock on the road itself. There are open fields on either side of the road which can be used by the wagon as a last resort.

The Forces – the attacking force consists of 500 points led by a hero (non wizard). No magic

items may be carried. The remaining forces must all be infantry.

The besieged supply wagon consists of a supply wagon (M8 T5 W5) led by a hero (non wizard) with no magic items. The escort units can be infantry or mounted troops and include command groups. The total force is 500 points.

Special Rules – Off road, the wagon moves 4”.

Deployment – The besiegers are deployed first within their deployment zone, 12” from the center of the table and 12” from the side edges. At least one unit must be placed so that it blocks the road.

The besieged player deploys no closer than 24” to the unit blocking the road.

Who has the First Turn? – The supply wagon has the first turn.

Duration – The scenario lasts until either the wagon exits the table via the besieging table’s edge, or all the escorts are slain.

Who Wins? If the wagon breaks through, the besieged side wins. If the wagon fails to get through, the besieging side wins.

SCENARIO VII – SALLY OUT

Fighting the Scenario – This scenario recreates a sudden attack by the defenders of the castle. They are planning to strike against a vital target in the besieging army such as their siege engines etc... it may also be mounted to destroy part of the besieging army in order to relieve the pressure of the castle.

It is vital that the troops who rush out of the castle for the attack are courageous and powerful warriors, willing to take great risks to succeed. Indeed, sometimes it may be necessary for them to sacrifice their own lives to carry out their mission. These are often mounted elite shock troops, capable of punching through the ring of besiegers with skill and ease.

Objective – The objective of the besieged force is to destroy the enemy's siege engines or supplies.

The besieger's objective is to prevent the destruction of its irreplaceable siege engines, and supplies, and throw back the sallying force.

The Battlefield – The battle is set in the castle and its surroundings. No terrain features are within 24" of the castle.

The Forces – The scenario pits fast shock troops against enemy defensive lines. This is a 1000 point battle (and both sides may field two special units and one rare unit).

The besieging force consists of up to two heroes which may have magic items.

They may include one unit of cavalry, and up to two war machines (note war machine teams such as Jezzails count as one war machine per team). The rest must consist of infantry.

The Besieged army consists of up to two heroes with magic items, and up to one war machine which **must** be set up on a tower. The rest of the army must include at least one cavalry unit.

Special Rules – No special deployment rules may be used.

Surprise Attack – at the beginning of the first turn, roll a D6 for each unit in the besieging force. On a roll of a 1, that unit is taken by surprise and can do nothing that turn.

Deployment – The besieging player deploys first, and must deploy 30" away from the fortress. The besieged player deploys last within the castle. The castle gate is open in the beginning of this scenario.

Who has the First Turn? – The besieged player goes first.

Duration – This scenario lasts five turns. The besieging player chooses a war machine or supply wagon as his objective. If this is destroyed the besieged player wins, otherwise the besieging player wins.

To achieve this, the besieged must move a unit of at least three models into base contact with the objective. For each hand to hand phase they are in contact, on a roll of 4+ they destroy it. Roll one dice for each unit.

SCENARIO VIII – UNDERMINE

Fighting the Scenario – This scenario is an encounter between the besieging sappers undermining the fortress walls and shock troops of the besieged side who have broken through by means of a counter-mine.

Objective – The besieged force’s objective is to defeat the enemy sappers and capture the mine so that it can be blocked.

The besieger’s vanguard must beat off the counter mining attack and complete their mining operation.

The Battlefield – This battle takes place around and underneath a tower 24”x24”. Players may place up to eight pieces of terrain which consist of rocks, boulders, small steep hills, all of which must be set up at least 4” apart from each other. The pieces all represent impassable terrain that the mining teams must go around.

The Forces – This is a 500 point battle. The besieging player’s sappers consist of a commander which is a non-wizard hero (no magic items) and infantry regiments representing the sappers.

The besieged player has one non-wizard hero (no magic items) and the rest of the force consist of infantry shock troops.

Special Rules – There is no panic.

Any models that flee are assumed to be caught and slain as the tunnels are dark and its difficult to move about.

No missile weapons are allowed.

Deployment – The besiegers are first on their own side of the table and can be deployed anywhere in the tunnels. The besieged player deploys second on their side of the table and anywhere in the tunnels, but not within 12” of the enemy.

Who has the First Turn? – The besieged go first as they take the miners by surprise.

Duration – This scenario lasts four turns. If the besiegers win, the mining continues and the wall takes damage.

Calculate victory points of those troops that still remain in play. The side with the most points of troops alive in the tunnels wins.



SCENARIO IX – FINAL ASSAULT

Fighting the Scenario – This scenario is a fight to determine if the fortress walls stand or fall. If this battle is for a fortress, this is the last scenario fought. If this battle is for a town or city and the attacker wins, they will move to the tenth and final scenario.

Objective – The besieger’s objective is to smash the walls down and slay all of the defenders and conquer the fortress. The besieged side must hold the fortress at all costs.

The Battlefield – The battlefield consists of the walls, towers, and gate and the surrounding countryside.

The Forces – This is a full battle consisting of what is left of the defending forces and the attacking forces. Choose armies as normal, and use full compliment of siege equipment.

Special Rules – No special deployment rules

Deployment – The besiegers deploy first anywhere they wish but no closer than 24” from the castle. The besieged force is deployed afterwards, anywhere in the fortress.

Who has the First Turn? – The besieged force goes first.

Duration – This scenario lasts for seven turns. If the fortress is not captured within that time, the assault fails.

Final Victory – If the besiegers can move one unit of at least five models off of the defender’s table edge (within the castle walls) the victory goes to the besiegers. If the game lasts for seven turns and the besiegers are denied their objective, then the besieged force wins.

If the whole fortress is set up on the table (so that the towers and wall sections form a complete square) then the besieger must have two or more unbroken units of at least five models in the castle courtyard at the end of turn seven.



SCENARIO X – CITY FIGHT

Fighting the Scenario – This scenario details a full blown city sacking that takes place just as the attacking army has burst through the gates. The defenders must make a desperate attempt to save the key points in the city before their numbers and morale collapse. The attacking general must move swiftly to destroy the strategic heart of the city, but his troops are rapidly becoming more and more out of control...

Objective – the attacking player's objective is to destroy or set fire to as much of the city as possible, particularly the key buildings that the defenders are using to gather and rally their defense. The defenders must eliminate the attackers.

The Battlefield – The battlefield consists of a gate or wall on a short edge of the table and the city behind that. The wall is crumbled from the assault. Place buildings behind this and roadways. The buildings all have T7 and 5 Damage points. The defender will also nominate some buildings as key points.

The Forces – The attacker has their full points that they had coming into the siege. The defender has been knocked down to 2000 points, but additional reinforcements come in as long as their special buildings are in play.

Special Rules Standard rules, using buildings.

Burning and Destroying – flame damage sets a building on fire on a 4+.

War machines that don't normally use fire may set a building on fire on a 5+ (assume the ammunition is lit on fire)

Arrows and bolts are flaming and set the building aflame on a 6+.

Models in contact with a building can set a building on fire with a 6+.

Models inside a flaming building take a S4 hit (no armor save) in each shooting phase.

Quenching the Flames – a unit may attempt to put out the fire by coming in base contact with the building. Roll a D6 for every 5 models in the unit. If any come up a 6, the flames are put out.

You can also destroy buildings as per the rulebook.

Destroyed buildings are difficult ground (half speed).

Only the attacker may use special deployment rules.

All attacking units are equipped with torches. Missile armed units are armed with flaming ammunition.

The defender selects TWO military key buildings and THREE rally point key buildings. They may not be within 12" of each other.

Deployment – the attacking player places up to three units (no war machines) at the city wall. The defending player places any five units on the table but not within 18" of the attacker. Up to one attacking scout unit can then be set up.

After this the attacker may bring in two units per turn from the city wall side, and the defender may bring in one unit from the opposite side.

Who has the First Turn? – The attacker

Duration – Up to ten turns.

Final Victory – Use standard victory points. Table quarters are worth 200 points each. Destroyed buildings or buildings on fire are worth 200 points. Key buildings are worth 300 points to the attacker.

Each enemy unit destroyed is worth an extra 50% of its points to the defender. Key buildings that survive the game and not on fire earn the defender an extra 100 points each.

CITY Battles Key Buildings

KEY MILITARY BUILDINGS

Stables – every three turns the defender generates up to 200 points of new cavalry models (models not on his starting army list) at this location.

Barracks – Every three turns the defender generates 200 points of new core infantry at this location.

City Watch Building – Every turn the defender generates 100 points of new core infantry. No upgrades are allowed for these models.

The Keep – Every three turns the defender generates up to 200 points of new special choices.

Warehouse – Every four turns the defender may generate 100 points of any troop from the army list.

KEY RALLY POINTS

Tavern or Pub – All defenders within 6" of the pub are immune to panic, fear, and terror. Drinking halls instill alcoholic bravery!

Armory – Any unit that spends a full turn within 3" of this building not doing anything may add to their equipment by taking one of the below:

Arms – additional hand weapon, spear, halberd, great weapon.

Armor – shield, light armor. One unit may take heavy armor (and then it runs out)

Temple – Any fleeing defending troop automatically passes their rally check if they pass within 6" of this. Any defending wounded character or multi wound creature that spends an entire turn doing nothing within 6" of the temple heals a wound on a 4+.

Monument – Treat it as an army standard bearer.

Comfort Station – A defending unit within 6" of this building that spends an entire turn doing nothing may either regroup and reform to its original number, or add +1 to all its to hit rolls as long as they remain within 6" of the building.

Town Center – Any unit that spends a full turn doing nothing within 6" of this may attempt to increase the unit size ONCE PER GAME. Roll a D6. 1 – Nothing. 2-3 add one model. 4-5 add D6 new models. 6 – add 25% more models.

STRATEGEMS

Strategems are bonuses and tricks that your army can pull on the enemy and vice versa. They can be bought with resource points (one stratagem point is worth one resource point), or can be given to your army if your opponent has vastly more resources and tiles than you do (for every three extra tiles your opponent has over you, you get a free stratagem point)

Some strategems you have to reveal to your opponent upon the beginning of the game. Others you reveal as needed.

Make a note of which strategems you choose on your army roster before the game begins.

Booby Traps – place D3 trap markers on any building or obstacle, not within the enemy's deployment zone.

Should the building or obstacle be destroyed, the trap is lost with it.

The player controlling the trap may choose to trigger it whenever any enemy unit or model comes within 6" of the piece of terrain.

Roll a D6. On a 4+, the trap goes off and inflicts 2D6 S4 hits upon the unit.

Demolition – This stratagem is declared during the deployment phase as normal, but its target is kept secret as well as the turn in which the demolition will go off.

In the player's shooting phase on the turn that the demolition is set to go off, roll a D6. On a 1-2 nothing happens. On a 3+ the building is destroyed and replaced with rubble.

Expert Marksmen – One missile unit in your army suffers no penalties for movement or cover.

Cutters – One unit is equipped with cutters, which help negate booby traps. This means that the unit only trips booby traps on a 6+ instead of a 4+.

Alchemical Smoke – one unit is equipped with flasks of liquid that when exposed to the air create a thick fog. The unit is at -2 to shoot at for one turn.

Barricades – place 12" of walls, fences, or hedges wherever you wish.

Ammunition Stores – one missile unit may re-roll all to-hit rolls as they fire double the normal shots that they normally would.

Sacred Ground – the player chooses a piece of terrain as sacred ground. All friendly units within 6" of it are *Stubborn*.

Fearsome Terrain – the player's troops have adorned a piece of terrain, and it causes *Fear* to units wishing to charge over it. (2 points)

Arcane Shielding – the player has cast a ritual of shielding over a piece of terrain. This shield has a T3 and 2 wounds with a ward save of 3+. Until it comes down, the unit behind it cannot be hit by missile fire. (2 points)

Secret Passage – a building on the table has a secret passage that leads 18" from it anywhere on the battlefield. A unit within the building may use this to move out of this passage.

To use this, the player makes a note of where the passage is located before the game.

Darken the Skies – through arcane means, the player that chooses this darkens the skies for

one turn. Visibility is rolled for each unit at 2D6 x 3”.

Deathstorm – through arcane means, the player brings forth a torrential storm and any unit not within a building takes 3D6 S1 hits. This storm is declared pre-game but comes into play randomly on a 4+. Roll in the shooting phase of the player who chooses this.

Tactical Accumen – the player may swap two of his units positions. (2 points)

Last Push – this is used at the end of the game. The controlling player may use this to force the game into an additional turn. (2 points)

Gremlin Curse – the player chooses D3 enemy warmachines. To fire, those warmachines must roll a 3+ at the beginning of their shooting phase. (2 points)

Ground Observer – place a marker anywhere on the field after the defender has set up. This is a ground observer in hiding. It is removed if an enemy unit comes within 6” of it.

While it is on the table, the player may re-roll any scatter dice, provided the target point is within line of sight of the marker. (2 points)

Arcane Terror - before the first turn, arcane forces wreak havoc on the defenders. Clouds twist into skull masks, shrieks fill the sky, and dismembered body parts rain down.

All units that are not fearless for the other player must make leadership checks or do nothing on the first turn. (2 points)

Planetary Seizure – a powerful ritual causes an earthquake. This may be cast at the beginning of the attacker’s turn.

All units on the battlefield must make a leadership check or be unable to do anything on their turn. All buildings on the battlefield take a S10 hit. (3 points)

Meteor Strike – a powerful ritual calls forth a meteor from the heavens, and it careens down and smashes anything in its path.

This can be done in the attacker’s shooting phase.

Pick a point on the table. Scatter it with 3D6 and use the large template. This scatter cannot be rerolled or corrected.

Anything hit by it takes a S10 hit that does D6 wounds. Units struck by it must make a leadership check or be unable to do anything on their next turn.

Any terrain piece is automatically destroyed if its hit. Any models inside a terrain piece that is destroyed take a S5 hit on a 4+.

Any unit within 12” of the impact point must make a leadership check or be unable to do anything on their next turn.

Once this attack is finished, place a crater down where the impact hit. This is now dangerous terrain. (4 points)

Army Specific Rules

Warriors of Chaos – Heroes do not use the standard format for advancing in rank, they use their Eye of the Gods special rule found in their army book and keep whatever advancements they get.

Once a hero gains its fourth advancement and thereon, roll 2D6. If the result ever equals or is below the total number of advancements that the hero can have, he becomes a chaos spawn.

Skaven and Dark Elves – They have special rules concerning their assassins and espionage attempts, covered in the resource allocation section of the rules.

Wood Elves and Lizardmen and Beastmen – being masters of their terrain and of forest / jungle combat, these players may always opt to place forests down when placing terrain. This forest piece can be dangerous or not (up to the player).

When the wood elf or lizardmen or beastman player is defending, they may add an additional section of woods.

Vampire Counts – if a vampire counts player is ever victorious in battle, then count all of the dead enemy models. Roll a D6 for each. On a 6, that model comes back as a zombie and the Vampire player may field for free in the next battle a block of zombies equal to how many were raised from the previous battle.

High Elves – high elf players add +1 to their initiative rolls to determine round actions.

Dwarves – When defending, a dwarf player may always add a piece of rugged, mountainous terrain if they wish. Dwarves also start with a *Dwarven Foundry* as one of their tiles automatically.

Empire – Empire engineers allow defending empire players to always be able to place an additional set of walls after terrain is set up.

Daemons – Daemons can travel through warp gates to arrive at their destination. Fortresses are of no avail against a daemon player. Players defending against daemon armies must offer up two tiles and the daemon player chooses which tile the player will gamble up in their battle.

Orcs & Goblins – Orcs and goblins can whip their troops into a forced march, not caring if their troops fall over dead (they are simply eaten).

Orc and goblin players may re-roll the result of the random terrain tile for battles if they wish.

Tomb Kings – attacking a Tomb Kings realm is tricky. If a player defeats a tomb kings opponent, and wishes to take the tile that the Tomb Kings player offers, that tile is *Cursed*. To gain the benefit of the tile (including battle points) the owning player must roll a D6. On a 4+, the tile functions as normal. On a 2-3, the tile does nothing (it functions as if barren) and on the roll of a 1 it consumes a resource point in upkeep (as the player sends tax collectors, regiments of troops, etc to find out what is going on)

Ogre Kingdoms – being a race adept at mercenary living, the ogres are capable of hiring out other armies more easily. An ogre army may hire allied *rare* units at the cost of 3 resource points.

Brettonnians – Bretonnians have a high degree of honour and chivalry. They for the most part despise mercenaries. They may hire allied mercenaries, though the cost is always +1 resource point more to do so.

However, such is their nature that they will benefit from the rules of *hatred* if they fight against an army that fields mercenary units and they themselves have not purchased any.

OPTIONAL RULES

Campaign Length – If you so desire, you can extend the campaign length to be any amount of turns that your players are having fun.

Starting Resources – Sometimes a player will roll poorly and suffer a large setback in the beginning of the campaign. You may allow that player to disregard what he rolled and instead choose the following configuration:

1 Capital City, 2 Villages, 1 Road, 1 Barren

Sieges and Skirmish Battles – If your players do not wish to, you do not have to use skirmish battles or the full siege campaign provided, simply play the final assault for siege battles and be done with it.

Player Turns – The game is designed to allow each player one battle per cycle. This is done for two reasons: 1) balance and 2) availability and preventing players from being overloaded.

If you wish, each player may attack another player per turn instead.

The upside to this is that every player will get an attack action.

The downside to this is that the campaign can get quickly unbalanced, especially if one player gets attacked several times and ends up accumulating a large number of resources early.

It is also possible for a player to be ganged up on and eliminated early on.

Last, scheduling can become an issue if a player has to schedule three or four battles in a turn.

Use your discretion for every gaming group is different.

No Special Characters – You may feel that it is more in your interests to disallow special characters and build your own individual characters up from scratch. If this is the case, simply disallow any army from fielding a special character.

Duplicate Battles – To spice things up and keep players from playing against the same opponent time and time again, the Duplicate Battle rule can be implemented. Using this rule, a player cannot ever challenge another player more than one time before having to challenge another player. This means that on turn 1, Bob can challenge Brian, but in turn 2 Bob has to challenge someone else if he has initiative. Turn 3 would allow Bob to challenge Brian again.

Retreat – If a player is challenged by another player and they do not wish to participate in the battle (or cannot due to scheduling conflicts) then their army can choose to retreat. This means that they have to give up a tile to the challenging player, plus the challenging player gets a random tile in addition.

Tactical Retreat – Once a campaign, when a player is challenged by another, they may opt to decline the match and issue a challenge of their own.

Limited Mystical Terrain – Place terrain as normal. During the battle, test to see if the piece of terrain is special by rolling a D6 when a character or unit moves through it. On the roll of a 6+, the piece of terrain is special and should be rolled up for in the rulebook.

Bartering Battle Points for Resources – There may come a time when a player wishes to boost up their available resources as they are fighting

a foe whose points value in their army vastly outnumbered their own.

Battles that are heavily stacked in the favor of one player or the other can be frustrating and not very much fun. However, these things can also happen in campaigns.

To counter that, the player has access to the most valuable resource of them all: their battle points which they earn in combat and determine their overall standing in the campaign.

For handicap purposes only, a player may sell battle points at the rate of 1 point equals 1 gold.

In the case of earned points due to hostage or scenario bonuses, the points are just permanently removed from their campaign roster.

Players may also “sell” their tiles, and gain gold coins equal to the battle point worth of the tile.

Warlord Campaign Rules

Set Maps vs Abstract System

Using this optional rule, the tiles are laid out and played as a pure map based campaign. If you choose to go this route, then you will need something to gauge where your armies are located. I suggest warmaster tokens, as they are perfect for the task.

Armies

Armies are bought

Warlord Campaign Rules

QUESTIONS AND ANSWERS

What happens if a player, through extraordinarily bad luck, is reduced to less than 3 gold coins in revenue? Will he be able to field his lord or 2000 point army?

Yes. The initial lord and 2000 point army can always be fielded, though the first 3 gold coins of revenue must always be removed to pay them (when possible). Note additional lords could not be fielded without the revenue.

House Rules

Steadfast and Flanking – If a unit is disrupted in the flank or rear, it cannot benefit from the *Steadfast* rule.

No Save At All – Spells that grant no save at all will still allow ward saves. This will be evaluated on an “as needed” basis in case there are spells that were designed specifically to remove ward saves (say on demons or something similar). As of now, you always get a ward save.

Scheduling – The campaign runs once a month on the last Saturday of the month. If you cannot make it you may try to reschedule with whomever chooses you as their opponent. However, they are not required to do so. Missing a campaign day will default to a forfeit win for the opposition unless a game can be scheduled.

Some people cannot make more than once a month and so the campaign day is the drop dead date that everyone adheres to.

CAMPAIGN PARTICIPATION

Players who name all of their tiles receive a +2 to their initiative rolls.

Players who write a 100 word background for each tile gain D3 re-rolls for each of their games. These re-rolls may be used to re-roll an entire set of dice.

Players who write a 500 word write up of their battle may roll on the below chart before their next battle and apply the bardic bonus to their army.

D6	Result
1	Righteous Furor – Inspired by bardic song, you may choose D3 units that gain <i>Hatred</i> this game against the enemy.
2	Fanatics Zeal – Such is the courage and strength of your men at the songs that the bards write that their courage in battle is bolstered such that you may choose one unit in your army and grant them the <i>Stubborn rules</i> this game.
3	Warrior’s Heart – At any point in the game you may choose one failed leadership roll to count as passed instead.
4	Inspired Courage – Choose one core unit. It gains +1 leadership bonus for the entirety of the battle.
5	Inspired Presence – Choose one core unit. It may be recycled in this game as new conscripts step up to take the place of the fallen.
6	Gain D3 re-rolls which can be applied to anything during the game (to include artillery dice). These may be used in addition to the re-rolls gained by tile backgrounds.

Vassal Rules

Coming as needed

Warlord Campaign Rules