COMPENDIUM MAP CAMPAIGNS

Map-based campaigns in Age of Sigmar using the *General's Compendium* 2003 ruleset

EXTRABUSHYBEARDS

STARTING OFF

WHAT YOU'LL NEED

- A map. You may create your own or use the one attached to this rulebook
- Control counters to show which region belongs to which faction
- HQ counters to mark each faction's home territory
- *Fortification* counters to show which regions are *fortified*
- *Razed* counters to show which regions have been *razed*
- Banner markers to indicate the locations of armies on the map

There are default markers for each of these needs attahed to the end of this file.

SELECTING HQ TERRITORIES

The HQ territory is the capital of the faction's realm and acts as the starting point for the campaign. It could be a small city, and army encampment, a local Realmgate or anything along those lines. Each player rolls 2D6 and, starting with the player who scored highest, picks a region to act as his or her HQ territory. There are certain limitations to picking this territory depending on the number of players involved:

5+ players = region must be from the edge of the map
4 players = at least one region away from the edge
2-3 players = at least two regions away from the edge

Players may not choose their HQ region to be a riverbank, marsh, road, bridge or any special region.

BANNERS

WHAT IS A BANNER?

Banners are faction-specific markers that indicate the locations of that realm's armies on the map. Each banner consists of an Age of Sigmar army worth a set number of points (the players may decide, but usually one banner equals 1000-2000 points). The size of the banners stays the same for the entire duration of the campaign, but some situational modifiers may increase or decrease a banner's size. There is no need to keep track of each banner's units, models and casualties; the banners represent the realm's "rotating" armed forces in which new soldiers are constantly recruited, trained, relocated and stationed at garrisons, meaning that the composition of each army does not need to be the same in every battle.

However, the General of each banner should stay the same for as long as they're alive, as their personality and style of leadership (Command Traits, Artefacts...) gives each banner a unique feel and character. Each banner should also be named, so that uninventive apparitions like "Banner 2" and "Banner 3" would be replaced by titles like "Captain Schneider von Berghof's Glimmerport Militia" and "Big Boss Durbag's Roarin' Horde o' Boyz".

SELECTING HQ TERRITORIES

Each faction can support **one banner** just by having an HQ region. By conquering more regions players are able to add more banners to their growing realm. The number of regions a player controls determines how many armies they can simultaneously supply and arm, keeping them on the field to fight wars. Should a player lose regions to another, their maximum number of available banners will decrease and some armies might need to be dismissed until those regions can be reclaimed!

BANNER TABLE

# OF PLAYERS	# OF BANNERS (ROUND DOWN)
2	ONE ADDITIONAL BANNER FOR EVERY 6 REGIONS
3	ONE ADDITIONAL BANNER FOR EVERY 5 REGIONS
4	ONE ADDITIONAL BANNER FOR EVERY 4 REGIONS
5+	ONE ADDITIONAL BANNER FOR EVERY 3 REGIONS

TURNS

CAMPAIGN TURNS

Play is divided into Campaign Turns during which all players move their banners on the map. When opposing armies meet on a map region, the players involved will be facing a battle and should book a game of Age of Sigmar in their calendars! The banner moves during a Campaign Turn are submitted beforehand by the players (see Submitting Orders) and all actions take place simultaneously. It is thus strongly advised that after each Campaign Turn the players will be given a week or two before moving on, just to make sure everyone finds some time to fight all the battles his actions on the map have produced.

If no battles pop up during the Campaign Turn (quite usual early on in the campaign) the players can agree to play more turns like this in one go. As soon as the first battles erupt, the map activity should be paused until all the battles of that Campaign Turn have been solved.

Each Campaign Turn is organized into following phases:

1. Write orders
2. Execute orders
3.Fight battles
4. Retreat/Scatter
5. End of turn

SUBMITTING ORDERS

At the start of a Campaign Turn all players must write down their orders before any of them are revealed. A deadline for submitting orders should be placed for all players in the campaign, so that by the time a Campaign Turn's activities are played out everyone will be equally oblivious to other participants' actions. Any banners that haven't received orders by the deadline are treated as having been ordered to "Hold". After all orders have been submitted, they are carried out in the following order:

ORDER OF ORDERS

1. RAZE
2. MOVE
3. FORTIFY
4. RECOVER

ORDERS

RAZE

An army given orders to raze will burn crops and settlements, salt the earth, loot all useful property and generally ruin the region for armies who might seek to control it.

When a banner is given Raze orders, place a *Razed* counter in the region. Depending on the banner's orders, it will either *Hold* or attempt to *Move* afterwards.If the banner attempts to *Move* after *Razing* , roll a D6. On a 3+ the banner may *Move* as normal. On a result of 1-2 the *Raze* order has taken too long to execute and the banner may not *Move* this turn. *Razed* regions can be controlled as normal, but they do not count towards the number of banners a realm can upkeep. Special regions (bridges, towns, cities, altars...) lose their special rules for as long as they have a *Razed* counter on them.

MOVE

You may move the banner to a single adjacent region on the map. Banners may be moved into any adjacent regions, no matter how its border (even corner-to-corner regions count!). If there are no enemy banners in the region, you may place a control marker therein to indicate that the region is now under your supreme rule. Mountains, rivers and special terrain features may restrict your movement, here is a common example:

- **Difficult Terrain:** Rivers, marshes and mountains can impede movement for armies. When a banner attempts to move into a region that contains mountains or marshes, or attempts to cross from one riverbank to the other without a bridge, roll a D6. On a 1 or 2 the the banner cannot move, as the troops fail to find a safe route, ford or passage. The banner is treated as having received *Hold* orders instead. On a 3+ the banner may enter the region as normal.

When enemy banners in adjacent regions receive orders to move into each other's regions, both players roll a D6. The player scoring highest may move, and the other banner is treated having received *Hold* order instead.

Only ONE banner may reside in any region at any given time. The only exception is battles; until the fight as been resolved the banners stay in the same region.

ORDERS

FORTIFY

An army spends time increasing the defensive capacity of its region. Fortification can include scouting out the high ground, conscripting locals into military service or building hasty defensive positions like wall, barricades or even a watchtower.

When a banner is given *Fortify* orders and is not brought to battle during the turn, place a *Fortify* counter in the region. Banners attacked in *Fortified* regions add 200 points of additional troops to their army list, while in addition receiving the added bonus of Defended Obstacles. *Razed* regions cannot be fortified.

The *Fortify* counter (and all fortifications) are lost when the *fortifying* banner moves out of the region or the control of the region changes. When defenses are not maintained, temporary walls will collapse, trenches will fill with rain and mud. The local population might also make off with useful items for firewood and building supplies.

If a *Fortifying* banner is brought to battle in the same turn, it will act as though it had received *Hold* orders instead.

RECOVER

Banners occupying *Razed* regions may attempt to *Recover* them by rebuilding destroyed structures and settlements, transporting farmers and labourers into the area and generally trying to repair all the damage that had been done. If a banner is given *Recover* orders and is not brought to battle, roll a D6. On a 4+ the region *Recovers* and any *Razed* counters are removed. The region now contributes normally to the realm's supplies and its special features function once more.
For each subsequent turn a banner attempts to recover a specific region, add 1 to the result. A roll of 1 (before modifications) always fails.

DEFENDED OBSTACLES

A banner benefitting from Defended Obstacles may remove ONE terrain feature from the table before any units have been deployed in the battle , and add ONE additional terrain feature by rolling a D6 and consulting this table:

1. A large hill
2. A wall, fence, earthworks or hedge 6-12" in length
3. A hill (with an impassable slope OR some walls/fences)
4. A non-military building
5. A large hill or other defensive location with barricades/reboubt atop it
6. A watchtower or any other small military building

ORDERS

HOLD

A banner given *Hold* orderd remains in place and does nothing. A banner may wish to hold to defend a region, to occupy fortifications or to hold ground according to controlling player's tactical masterplan.

Submitting orders to the campaign organizer is easy via email or chat!

ORDER CARD

BANNER NAME: _____

Move into region _____

Hold in region _____

Recover region _____

Raze region _____ and hold / try to move into region _____

Fortify region _____

BATTLES

BANNERS IN BATTLES

After orders are executed, banners that find themselves in a region with another banner will fight a battle. All battles must be fought with Age of Sigmar rules before the orders for the next Campaign Turn are submitted. Scenarios for these battles may be generated with a deck of Open War cards, for example, giving each encounter unique objectives, field layouts and twists. Some special regions may add a layer of additional special rules to all battles fought there, whereas others might have a pre-set Battleplan that will be used each time banners meet in that particular region.

The winner of the battle may keep his/her banner in the embattled region and place a control marker therein, while the defeated banner must *Retreat* into an adjacent region that he/she or one of his/her allies control. If the defeated banner's opponent scored a Major Victory, the retreating army is too disorganized to *Retreat* and becomes *Scattered* instead. In the event of a draw both banner must retreat, and the embattled region does not change hands (it remains under the previous owner's control, or neutral if it was uncontrolled).

RETREAT & SCATTERED

After battles are completed, banners that have lost or tied must *Retreat* into an adjacent friendly region. No *Difficult Terrain* tests are required to *Retreat*. If there are no friendly regions to fall back to, or the opponent won a Major Victory, the banner is *Scattered* instead.

Scattered banners are removed from the board until the end of the Campaign Turn. If the faction's realm remains large enough to continue support the *Scattered* banner, then the controlling player may reform the banner in the HQ territory. It is assumed that the scattered troops fall back and join other banners, that personnel throughout the realm's forces are reassigned and that the new banner is formed in the HQ territory from surplus troops. If the realm is no longer large enough to support the *Scattered* banner, then it is dissolved and remain out of play.

If the only adjacent friendly region is occupied by a friendly banner when Retreating, that banner is displaced into another friendly adjacent region. It is possible for several banner to be displaced in this way.

BATTLES

SUPPORTING BANNERS

All battles are fought between two banner only. It is impossible to bring more than one banner to bear on a single enemy banner at a time. However, it is possible for friendly banners in regions adjacent to the one in which the battle is being fought to support their friends in battle. A banner may increase its points size by 200 points for every friendly banner supporting it. Thus, a 1200-point banner supported by two friendly banners would increase its size to 1600 points for the duration of the battle!

A banner can only support a single combat at a time. A banner may not offer support if its fighting a battle of its own.

Banners do not need separate orders to offer support, and may do it regardless of what other orders they have received that turn.

END OF TURN

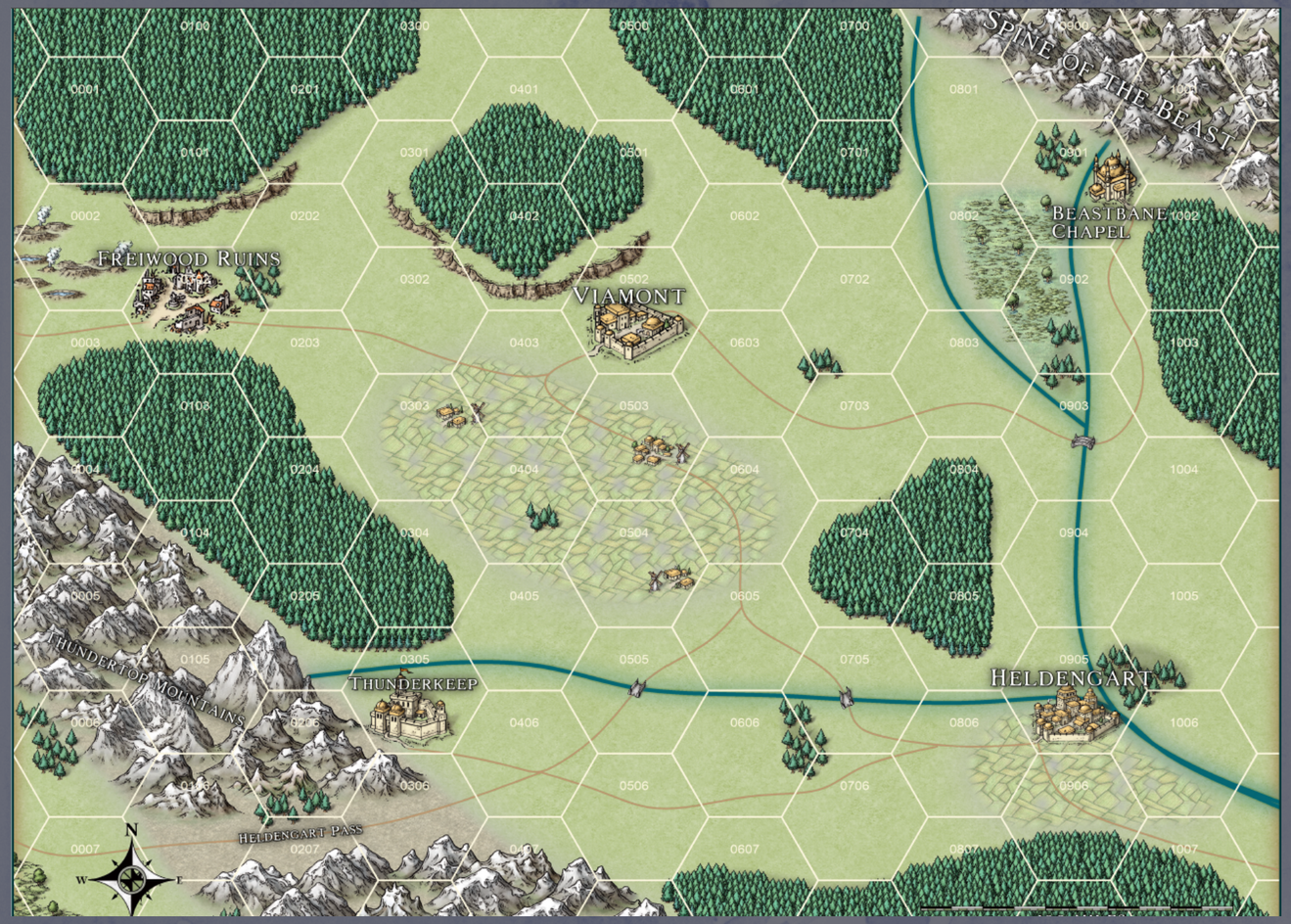
ENDING A CAMPAIGN TURN

After all actions in the turn have been resolved, each player counts the number of regions under his/her control and consults the Banner Table. A realm may have expanded enough to add an additional banner (or even several). Similarly, other realms may have lost regions, thus necessitating the dissolution of one or more banners. *Scattered* banners are dissolved first. *Scattered* banner that do not need to be dissolved may be reformed during the End of Campaign Turn phase.

Newly formed banners and banners that were *Scattered* and reformed are deployed at the End of the Campaign Turn phase in the HQ territory.

Note that no new or reformed banners may be deployed at all if the controlling player's HQ territory is controlled by another player.

MAP



This is a map of the Heldengart Valley, a playfield for you and your opponents to test out your map campaigning skills against one another! It was made specifically for this campaign and you are permitted to use it in any (non-commercial) way you and your mates see fit.

The map is divided into 96 numbered regions, 5 of which are Special Regions that confer bonuses to their controllers and extra challenges to those who invade them. There are several kinds of terrain spread all over the map, some lending aid to marching armies while others impede such movement. Over the next few pages you'll find rules for *one possible way* (there are as many ways to do it as you can possibly think of) to use this map for your campaign, as well as default gaming markers to get you going.

You can download the map in high quality PDf here

Heldengart_Valley.pdf

MARKERS

	HQ TERRITORY	BANNER	CONTROL	RAZED	FORTIFICATION
ORDER					
DEATH					
DESTRUCTION					
CHAOS					

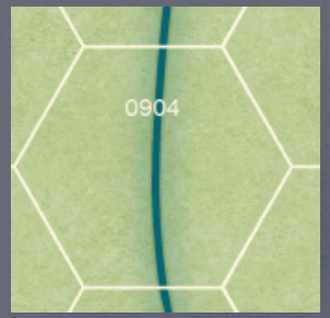
REGIONS

PLAINS

Banners can move into plains regions without penalty. These map sections contain farms, small towns, hills and the like.

FORESTS

Forested regions are treated as plains for movement. Some armies may benefit from fighting in woodlands. Use more trees than you normally would when generating terrain for battles fought in forests.



RIVERS

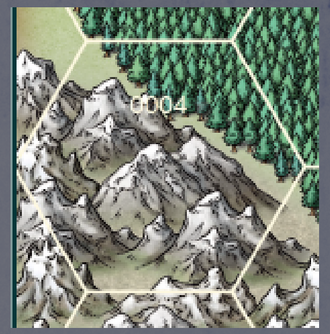
Rivers divide regions. Make sure to keep note of which riverbank a banner is standing on, as crossing the river and getting to the other side requires a *Difficult Terrain* test. If the river region has a Bridge then no tests are required. *Razed* Bridges do not work until *Recovered.*

ROADS

Roads facilitate rapid movement of banners. If a banner begins its *Move* on a road region, it can *Move* into two adjacent regions instead of one. Both regions must be road regions, adjacent to each other and along the same road. No teleporting around!

MARSHES

Marsh regions contain soggy ground through which it is difficult to maneuver armies. You must make a *Difficult Terrain* test for each banner attempting to move into a marsh region. No test is required when exiting the region.



MOUNTAINS

You must make a *Difficult Terrain* test for each banner attempting to move into a mountain region. No test is required when exiting the region.

HQ REGION

Regions containing HQs follow the usual rules for the appropriate type of terrain. However, banners that occupy HQ regions always count as Fortified in all battles taking place there. In addition, the region should contain various defensive positions (or even a fort or holdfast!) to give the defender an edge in the fighting. It is the capital of their realm, after all!

SPECIAL REGIONS

BEASTBANE CHAPEL

An ancient chapel at the foot of a mountain range. The locals believe the mountains to be the only visible part of an enormous realmbeast, and the chapel's priests keep vigil over a weapon that they say is fated to slay the beast if it awakens. As long as you control the Beastbane Chapel, one of your **Heroes** can wield a Beastbane Blade which adds 1 to their Hit and Wound rolls in battle.

FREIWOOD RUINS

These battered remains of a once-proud city tell a grim story of the fate of its inhabitants. The ruins are said to be haunted, and only those cruel of nature seem to be able to walk its streets completely unchallenged. There is little to fear in the outer world for those who survive the Freiwood. Pick a unit at the start of each battle as long as you control the Freiwood Ruins. That unit does not have to take Battleshock tests in this battle.

VIAMONT

The city of Viamont is renowned for its magnificent smiths. These skilled artesans are able to create the most durable and stunningly beautiful sets of protective gear in the entire Heldengart Valley! As long as you control this region, one of your **Heroes** may wear a set of Viamont Armour, which replaces their normal Save with a 3+ Save that ignores Rend modifiers.

THUNDERKEEP

This sturdy holdfast stands constant vigil over the Heldengart Pass. Its walls are thick, its battlements well-maintained and on the roof of the keep stands a fascinating contraption that defies hostile magic. As long as you control the Thunderkeep all your **Wizards** may add 1 to their unbinding rolls in battle.

HELDENGART

Heldengart is the largest and most prosperous of the valley's inhabited parts. This great city houses the Great Library of Heldengart as well as an ancient throne room that once acted as court for the valley's king. Such positions or titles haven't existed here in ages now, with a citizen council ruling over the city, but history has the tendency to repeat itself from time to time...

As long as you control Heldengart, one of your banner's general may extend the range of its Command Abilities by 6" in battle.

SPECIAL BATTLES

BEASTBANE CHAPEL

The priesthood of the chapel have been known to bestow the Beastbane Blade atrefact upon heroes who honour their order's legacy by building a statue or edifice in the proximity of the chapel. Many such constructions are already there, and every new would-be conqueror raises one more, but there are always those who seek to topple other's achievements.

Suggested Battleplan: To Bind the Storm

FREIWOOD RUINS

These ruins can be frightening to even the most grizled veterans, and the spirits of its inhabitants offer devious deals to all who would listen. All terrain features used in battles taking place in the Freiwood Ruins are either *Damned*, *Sinister* or *Mystical*. Roll a D3 for each piece of terrain to determine its properties:

1-2 Damned, 3-4 Sinister, 5-6 Mystical

VIAMONT

Being a walled city, Viamont calls for a Siege scenario to be fought instead of drawing the Battleplan from the Open War deck. Viamont always counts as being *Fortified*. Using the Siege Warfare rules from the General's Handbook is strongly recommended.

Suggested Battleplan: The Great Wall

THUNDERKEEP

A strong fortress that has stood guard over the Heldengart Pass for centuries will be a tough nut to crack. Battles in the Thunderkeep use Siege Warfare rules and the region always counts as being *Fortified*.

Suggested Battleplan: The Relief Force

HELDENGART

Being the largest walled settlement in the area, Heldengart especially calls for Siege Warfare rules. Heldengart always counts as being *Fortified*.

Suggested Battleplan: Through the Breach

All Battleplans and Siege Warfare rules mentioned here can be found in the *General's Handbook 2017*, but you may also substitute any or all of these with some of your own design!

VICTORY

WINNING THE CAMPAIGN

There are several ways to find out who wins a map campaign, and here are but a few examples. Make sure to settle on one agreed upon by all the partaking players before starting the campaign.

STANDARD VICTORY CONDITIONS

Pick a number of Campaign Turns after which it is assumed some event brings the age of expansion to an end: a hurricane season begins in Ghur, volcanoes erupt in Aqshy, Sigmar opens a new Stormcast Chamber, winter sets in and ends the campaign season... or anything else you can come up with!

A recommended length is 15-25 turns. The number of turns you should play depends on the size of the map: a good rule of thumb is to divide the number of your map regions by 4, which gives you the approximate amount of turns you should play before ending the campaign. The player who controls the most regions at the end of play is the winner. Razed map sections do not count, and each special region counts as five regular regions!

THE ULTIMATE VICTORY CONDITIONS (for narrative addicts)

A set of narrative goals is written for each of the partaking factions. Before the campaign each faction randomly draws one of these to be their SECRET victory condition (as even if they were planned together no-one knows for sure which goal each player drew). The Fyreslayers might have to find and recover an ancient lodge somewhere in the region, Sylvaneth could be searching for long-lost soulpods, Free Peoples might have to reclam certain regions in the area, the Dispossessed could be hunting down their ancient foe and the Disciples of Tzeentch would probably be pursuing a grand ritual of some kind to please their god. The first faction to reach its secret victory condition wins the campaign! Just make sure the victory conditions are fairly equal in length and amount of work required to achieve...

OPTIONAL VICTORY CONDITIONS

- The first player to control 40% of all regions is the winner
- The first player to conquer all of the map is the winner
- Play until a set real-world date. For example, the campaign runs for three months and at the end the winner is the player who controls most regions.
- Play until one player controls a pre-set number of regions. The amount of regions required for victory should be the number of regions divided by the HALF the number of players in the campaign.

FACTION TRAITS

Every army deploys, moves and fights differently, even on a grand scale. The following rules may be used for map campaigns to bring extra flavour and uniquity to each warring faction. These are just examples of what army-specific rules like this could be, and you are encourged to come up with more with the players you'll be campaigning with!

DUARDIN

Duardin banners may move into mountainous regions without making a *Difficult Terrain* test. Mountains are where the Duardin traditionally make their homes and so they are at ease in such environments and have no trouble finding safe passage.

BEASTS OF CHAOS

The Beastmen are accustomed to living in the wilderness and dealing with harsh terrain. As such, they may reroll any failed *Difficult Terrain* tests.

AELVES

Aelves are masters of quick deployment and precise tactics. Aelven banners automatically win any rolls made to see which banner may move in case of two banners "switching" regions during a *Move*.

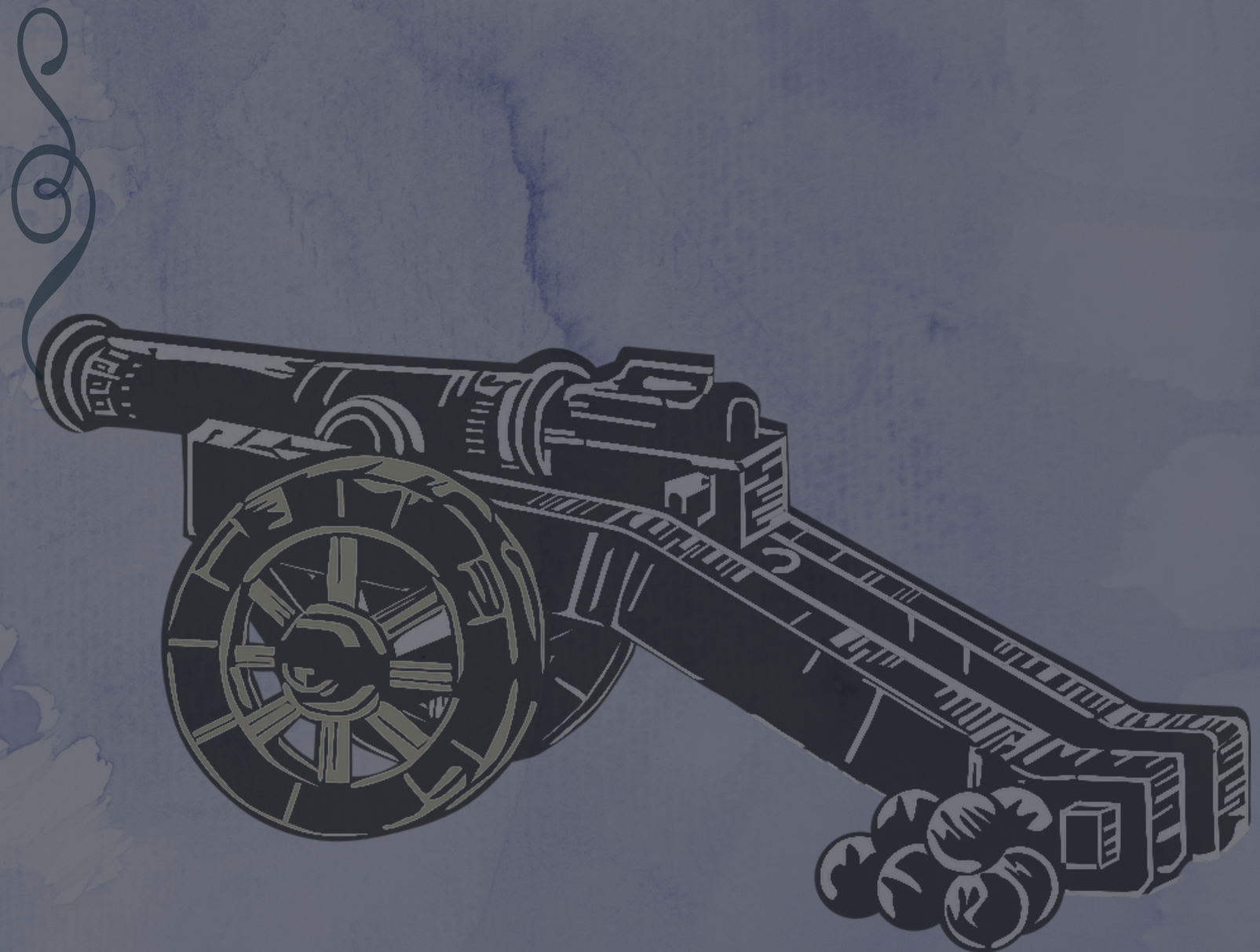
STORMCAST ETERNALS

Stormcast Eternals are hurled into battle by the God-King Sigmar, from the celestial forges they are re-made after each death. Instead of setting up new or reformed Stormcast banners in their HQ territory, the banners appear in a random territory. When a banner is created or reformed, the player chooses 6 adjacent regions under his control and rolls a D6 to see where the banner appears.

SLAVES TO DARKNESS

Many Chaos armies are more concerned about destruction and murder than controlling and maintaining a successful realm. Whenever a Slaves to Darkness army is victorious in battle, it may attempt to press the attack and follow into the region where their opponent *Retreated*. Roll a D6 for each banner attempting to press the attack: on a 5+ both banners (friend and foe) will count as having received *Hold* orders in the next Campaign Turn and will fight a battle there.

FREE PEOPLES

Free Peoples are expert at hiring and conscripting troops from the local populace. As such, their standard banner size is 100 points larger than that of other factions in the campaign. For example, in a campaign where the standard banner size is 2000 points, Free Peoples banners would be 2100 points (before applying bonuses or penalties).

WHAT ARE YOU WAITING FOR?