

Louisvillewargaming.com Fantasy 2014 Campaign

Campaign Forward

Tales of Lustria have filled taverns with the dreams of plunder and gold for generations. Now is your chance to captain a force and head to the jungle yourself and return with gold and powerful magic that will cement your legacy within the history of the Old World.

You lead an army of mercenaries, pirates, and warriors to the shores of one of the most mysterious places that exist in the world. Your quest leads you through long abandoned cities of the old ones, through ancient burial grounds and mystical monuments to find the Golden Pyramid of the Heavens, rumored to hold a fabled golden treasure known as the Serpents Crown which not only being worth a king's fortune is also said to be infused with the powers of the ancients and can grant untold powers to its owner.

Campaigning in Lustria will not be like campaigning in many places of the old world. You will be fighting not only your enemies, but multiple enemies, for it is every man for himself. The land itself will be an enemy that you must fight, and the Old Ones do not give their secrets easily...

This work is inspired from the Lustria supplement, produced by Games Workshop in 2005.

Special Rules and Alterations – Jungle Fighting and Houseruling

How much Terrain? - It is suggested that a third to a half of the table surface is covered by scenery classified as “jungle”. A “jungle” is simply area terrain with trees on it.

Jungles differ from forests of the old world and their rules. Jungles are either light jungles or dense jungle.

Both forms of jungle area terrain blocks line of sight to anything behind it period.

Light jungles can be moved through like normal and provide cover as forests. Marching through a jungle is dangerous and counts as dangerous terrain for infantry and very dangerous for any type of model that would find moving or marching through normal forests as dangerous.

As a throw back to past editions, **models** that are within forested terrain can see other units in the same piece of forested terrain, and can see out of the light jungle IF they are 2” or less from an edge. They can also be seen, but have soft cover (-1 to being shot at)

- Dense jungles cannot be marched through at all. Dense Jungles cannot be seen in or out of at all, though units in the same piece of jungle terrain can see each other.

Once all forest terrain is on the table, roll a D6 for each piece. On the roll of a 5 or a 6, that piece is considered “dense”.

Once forests have been laid down, a small portion of swamps, rivers, and ruins may be added but limited to one or two of each type. The areas in between are classified as “open ground”

This will mean that the table should have more terrain on it than a normal game, and that is exactly correct.

Black Powder Weapons – It is very damp in Lustria, and black powder weapons suffer from this. Once a unit is declaring that it is shooting in the shooting phase or standing and shooting, roll a D6. If the result is a 1, the units weapons lose their armor piercing rule for that turn. On a 6, they have overcharged their weapons, and they go off as normal but with +2 Strength. The weapons cannot fire for the rest of the game.

This includes handguns of all type, organ guns, long rifles, pistols, mortars, cannons, hellblasters, jezzails, ratling guns, leadbelcher cannons, etc.

Flyers – the dense canopies of the jungle provide a danger for any flyers, and such they must move a little bit slower to compensate for this.

Flyers that have only 1 wound on their profile may move a max of 15” and flyers that have more than 1 wound on their profile may only ever move a max of 10”.

Mysterious Terrain – There is no mysterious terrain rules in Lustria. These are superseded by the Encounters stage (see below).

And They Shall Know No Paint – unpainted models are welcome in this campaign, however to encourage painting the ATSKNP rule will be applied. Any painted models will HATE any unpainted models that they are shooting at or fighting in hand to hand combat. A painted model is a model with three colors and a finished base. Finished bases can be simply painted, but they must be finished.

Events – In normal scenarios from the main rulebook each player will roll one event each from the below chart. Certain scenarios may change the number of events that are rolled. Events occur before the battle begins. Roll a D6 to determine which player rolls first. The player that rolls highest may choose. Lizardmen may re-roll events marked with an asterisk

2D6	Result
2-3	Stifling Humidity* - The humidity is incapacitating to heavily armored units. Units with an armor save of 5+ or better suffer -1 Movement in addition to any other modifiers (scaly skin does not count)
4	Tropical Storm – Roll a D3 to determine how many game turns the storm will rage. All missile ranges are halved until the storm passes and units may not march. In addition, flammable targets are not counted as such for the duration of the storm.
5	Hopelessly Lost* - One enemy unit may be pushed back in a straight line up to 8" from its starting location (it may not be moved off of the table or into impassable terrain). Its facing and formation are unaffected. Hopelessly lost and native Guide may not be played on the same unit.
6	Monkey Run – You may add 1 to the dice roll to determine who gets the first turn of the game, if such a roll is required. Otherwise re-roll this event.
7	All is well – nothing happens good or bad
8-9	Lingering Vapours – A light haze lingers over the battlefield, only slowly dispersing as the sun rises. All missile ranges (not magic missiles) are halved until the second turn.
10-11	Native Guide* - One friendly infantry unit may be repositioned up to 8" from its original location. Hopelessly lost and native guide may not be played on the same unit.
12	Malodorous Malady* - One of your units of your choice has -1 Strength for the battle, and rolls one dice less than normal when fleeing or pursuing.

Encounters – Encounters take the place of mysterious terrain in the game. Before the game begins, one player rolls a D6 + 6. This is how many encounter points each player has to spend throughout the game on encounters.

Encounters are played in a phase called the Encounters Phase, which occurs between the Magic and Shooting phase. The player whose turn it is may play encounters.

At the beginning of the Encounters phase check for encounters played in previous turns, then play new encounters. Select a terrain piece and roll 2D6 on the chart below. Each roll on the chart costs a number of encounter points.

Encounters targeting an area of any type of jungle cost one point. Those targeting any other terrain feature, such as a swamp or ruin, count as two. Any number of encounters may be played, but each area may only be targeted once per phase.

A marker representing the encounter is placed and its effect determined by placing the large template with the center over the marker. Any unit which has at least one model touched by the template is affected.

Units take panic checks at the end of the phase as normal as a result of casualties caused. Damage is treated as being caused by missile fire. Encounters marked with an asterisk do not affect Lizardmen. All attacks caused are non-magical.

Events once placed last the entire game! One useful way to handle this is to make up your own encounter tokens.

2D6	Result
2-3	Native Curse * - all units affected make a panic check
4	Madcap Spore Cloud* - the unit must take a leadership check. If failed, D6 warriors are removed as casualties, but the unit becomes <i>Immune to Psychology</i> and remains so for the rest of the battle.
5	Swarm – Each affected unit takes D6 S2 hits with no armor save allowed
6	All is well
7-8	Carnivorous Plant – Every affected unit takes D3 S4 hits.
9	Lashworm Attack – Every affected unit takes D3 S6 hits.
10-11	Quicksand – Every model in the unit must make an armor save. For every armor save passed , that model is removed as a casualty. Scaly skin saves are not counted towards this test. Models with no armor are unaffected. Multiple areas of quicksand do not stack in one area.
12	Native Traps – Each affected unit must roll a D6 for every model in the unit. For every “1” rolled, that model is removed as a casualty with no saves of any kind allowed.

Narrative Campaign List Restriction – No “Death Stars”

What is a “Death Star”? A Death Star is slang for a unit that is very large and holds a large number of points within it. With list building considerations, it is for the most part the only hard composition rule that will be enforced.

The rule is as follows:

- A single unit may not exceed 60 models (not counting character models)
- A single unit by itself (not counting character models) may not exceed 500 points in games of 2000 or more.
- A single unit with all of its characters included may not exceed over 1000 points in games of 2000 or more.

Magic Resistance: You may always use magic resistance to save against spells, even those that say you get no save of any kind.

Scoring: for games that are worth victory points – all scenarios score units half destroyed or more as worth half their points. This differs from standard games where you either get no points, or all of the points depending on if you destroy an enemy unit. Units that are fleeing at the end of the game count as being destroyed.

Watchtower Capacity: Watchtowers can only ever hold 20 infantry or 10 monstrous infantry. Folding Fortresses count as a Watchtower.

Building Entry Points: Buildings have entry points. To enter a building, you must move within base contact of the entry point. Entry points will be obvious... doors, holes in the wall, etc... this is different from the standard game where you can evaporate in and out of a building from wherever. This makes scenarios like Watchtower infuriating because you can just move a fresh unit in from behind even though its nowhere near a door and have them ‘replace’ the unit within.

Mercenaries: The mercenary rules from Triumph and Treachery will be used for all campaign day games. For non campaign day games (one on one games) players may allocate up to 20% of their force to mercenaries, which suffer -1 to their leadership the same as in T&T games.

Missile Attacks vs Ridden Monsters: Instead of both the rider and monster getting hit with one attack – randomize. D6 1-3 hits the monster, 4-5 hits the rider, 6 hits both.

Supplements

All Forge World is allowed, to include Tamurkhan greater chaos host list. Storm of Magic will be used, as well as Triumph and Treachery. In addition, the updated fandex Dogs of

War will be allowed as well as the fandex Pirates will be allowed. These will be located on the website and in the facebook group.

You must have a copy of the rules you wish to use on hand if you are using these supplements. There is no exception to this rule.

Orders of Operation

This campaign will be six chapters in length. There are no factions in Lustria. It is truly every army for itself. You will achieve rank based on several things:

- Winning your scheduled battle will earn you a gold ingot going into the event day
- Campaign Day battles will earn you victory tokens
- Campaign Day quiz will earn you silver coins for questions answered correctly
- Each Campaign Day will crown an overall winner of the chapter. This player will earn one of the five *Golden Tablets of Wardaxian Power*. Players may only ever find one of these, and these tablets are required to gain entrance to the final battle for the Golden Pyramid of the Heavens, which will be a titanic Storm of Magic battle utilizing Triumph and Treachery Rules

Campaign day battles will likely take the shape of 3 way or 4 way battles using Triumph and Treachery rules in various areas of power in Lustria as you search for one of these golden tablets.

Campaign day battles will also grant rewards to the armies fighting in it, from the spoils of plunder taken from the various sites which will help any that make it to the Golden Pyramid.

Renown will be used in the final Storm of Magic battle as well.

Campaign Day Alterations

Due to size restrictions and time constraints, the following rules will be in effect for campaign days:

- Triumph and Treachery games will use the standard scoring and will not use half point scoring that our one on one games employ
- Encounters in the jungle will not remain in play during Triumph and Treachery games

The Lustria Open – Chapter I – May 2014

In May, there will be a single elimination event run. This event will feature a single elimination bracket of up to 16 players. A round will be played every week starting on Saturday May 15th and concluding in June. These games will be played wherever the two players wish.

Scenarios: Scenarios will be presented and updated via the group facebook.

Campaign Reward: The winner of the tournament will receive the first of the five golden tablets and a spot at the final table in November's final chapter.

In addition, the winner of the tournament will own the Forbidden City for the duration of the campaign, and from there he will be able to mine the metal deposits that the volcano has spewed out. This precious "star metal" can be used to upgrade one unit's armor save to +1 better, OR can be used to enhance a unit's weapons, granting a +1 bonus to hit.

Chapter II – July 2014

The High Elves have retrieved the first chest with the golden tablets. The fleets now sail across a channel to another island located south east of the mainland called "The Fire Islands" – known for the active volcanos that exist there. Deep within the dense jungles lies an ancient observatory known as the Star Tower. From here it is rumoured that another golden tablet lies.

Scheduled Scenario – The Serpent God's Due – this scenario will be used for your scheduled game against your scheduled opponent.

Upon landing on the Fire Islands, one side has managed to kidnap an important hero from the other and drag them off through the jungles. The hero is strapped to an ancient sacrificial altar and will be sacrificed to the Old Ones for their aid in recovering the second golden tablet.

Whom is Sacrificing Whom? – Forces of Destruction will always be sacrificing. If both sides are Destruction – roll off to determine who the aggressor is. The exception is Lizardmen – Lizardmen will always be sacrificing even against Destruction.

Armies: 2000 points. Players may take up to 400 points of allied mercenaries as part of this 2000 points, OR may take a bound monster of up to 400 points as a part of the 2000 point army. (these points are NOT in addition to the 2000 points)

Deployment and Terrain– Deploy as per a battle line – 24” apart from each other. The area with the altar should be clear of all terrain and a special altar of some kind should be set up if available. (see diagram below). One of the aggressor’s heroes must be deployed in the sacrificial zone in contact with the altar. You may also deploy an honor guard unit in that zone as well.

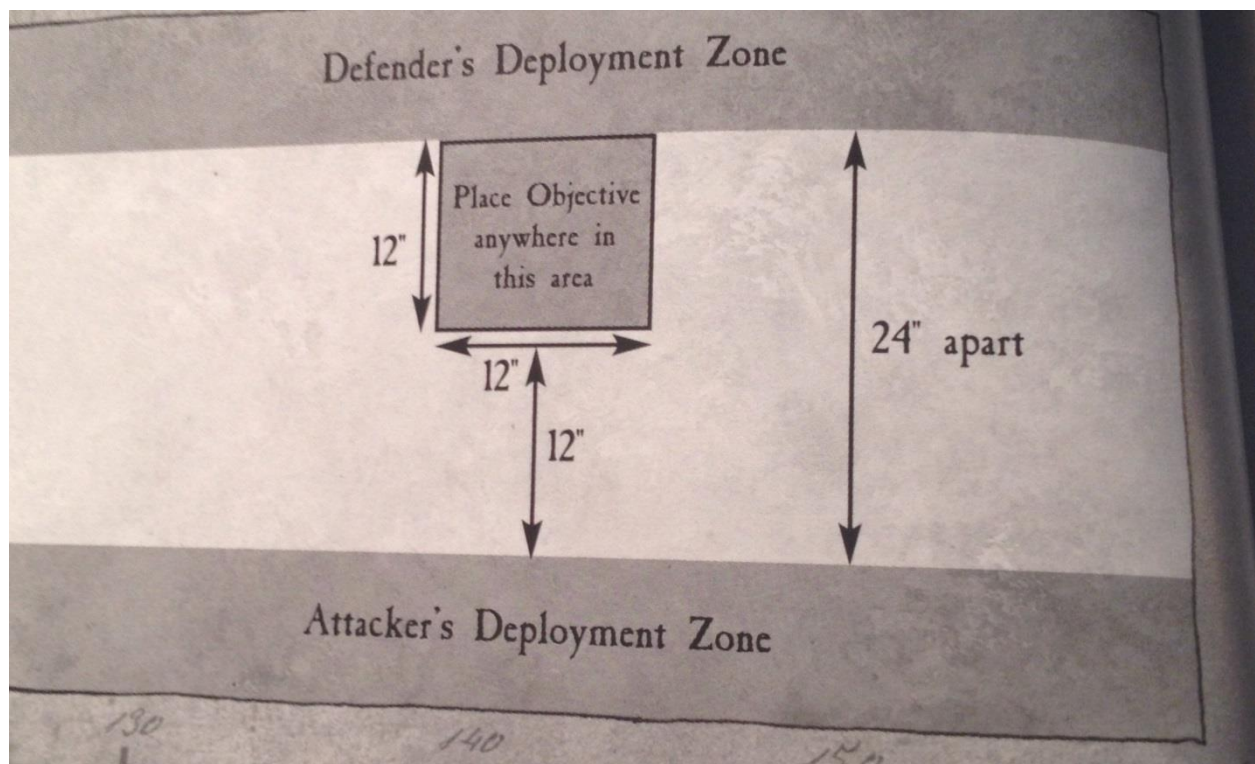
Special Rules – Score the game as normal. However, on Turn 4 when the power of the Wardian Moon is at its zenith, the aggressor may sacrifice the enemy hero. To do so, the aggressor must have a hero model in base contact with the altar and NOT BE IN COMBAT at the beginning of their fourth turn.

If the hero is sacrificed, the aggressor army gains +300 vp. If the hero is sacrificed on Turn Three or Turn Five, the aggressor army only gains +100 vp. Otherwise, the rescuing army gains +300 vp.

Encounters – No encounters may be played within the sacrificial zone.

Who Goes First – The aggressor sets up first and goes first.

Game Length – Six Turns



Scenario Source: Lustria (Games Workshop – Jungle Scenario #2)

Campaign Day – The Battle of the Star Tower

Campaign day will take place Saturday July 26th. It will be using Triumph and Treachery rules and will feature three way battles.

Armies will consist of 2000 point forces, which may include 400 points of mercenaries or a bound monster (this is part of the 2000 point forces, not in addition to)

The scenario will utilize deployment per T&T scenario (roll D3 to see which scenario **deployment** to use) but the scenario rules will be replaced with the Star Tower instead.

Star Tower

The Star Tower will be a wizard tower of some kind placed in the center of the table. Whoever holds the star tower at the end of the game scores two gold coins (+500 points). The tower can hold a maximum of 20 infantry models, or 10 monstrous infantry models.

The Wand of Matthias

The player with the biggest battle chest will earn the second golden Wardian plaque. In addition, they will find the Wand of Matthias, a piece of volcanic glass infused with the ancient inscription “MW” along the handle. This item counts as an arcane item and can be used by wizards. At the beginning of the game, roll a D6. This is how many dice the wand holds which can be used to either power spells, or boost dispel attempts (you may still not exceed six power dice when casting a spell)

When using the wand, if irresistible force is obtained the wizard shall roll 3D6 and choose the lowest two when determining the effects on the miscast table.

Chapter III – August 2014

The Fire Islands concluded after a brutal slugfest between several mercenary companies – the winner proving to be an especially large and hungry ogre tyrant who claimed the wand of Mathias Ward for himself and secured himself a golden tablet.

The Tower of Lightning

Mercenary captains – your scholars and guides have now pointed you inland, to a tower made of brass and copper that sits atop the peaks of the Spine of Sotek. This conduit and lodestone for magical energies has long been harnessed by the lizardmen slaan for their uses, and it was here in the mountains that the ancient and venerable Mathias Ward had another place of contemplation and where he stored yet another golden tablet.

You will take your forces inland, where you will attempt to find this third golden tablet.

Scheduled Scenario & Alterations for August

The scheduled scenario for August takes place in the mountainous jungles near the Tower of Lightning. Hills and cliffs make great terrain pieces as well as lakes and ponds. The area near the Tower of Lightning is perpetually stormy, as the strong sorcery of Mathias Ward has always attracted storm clouds here which strike the area and power the Ward's great machinations and spawning holes.

The scenario is titled *The Folly of Prince Endo* and details one group having just plundered an ancient lizardman temple. Brimming with gold and jewels and magical artefacts, the prince and his army were making their way back when their army was ambushed by the enemy. The ambush was potent... most of Prince Endo's forces were cut down leaving only a small handful of men to fight.

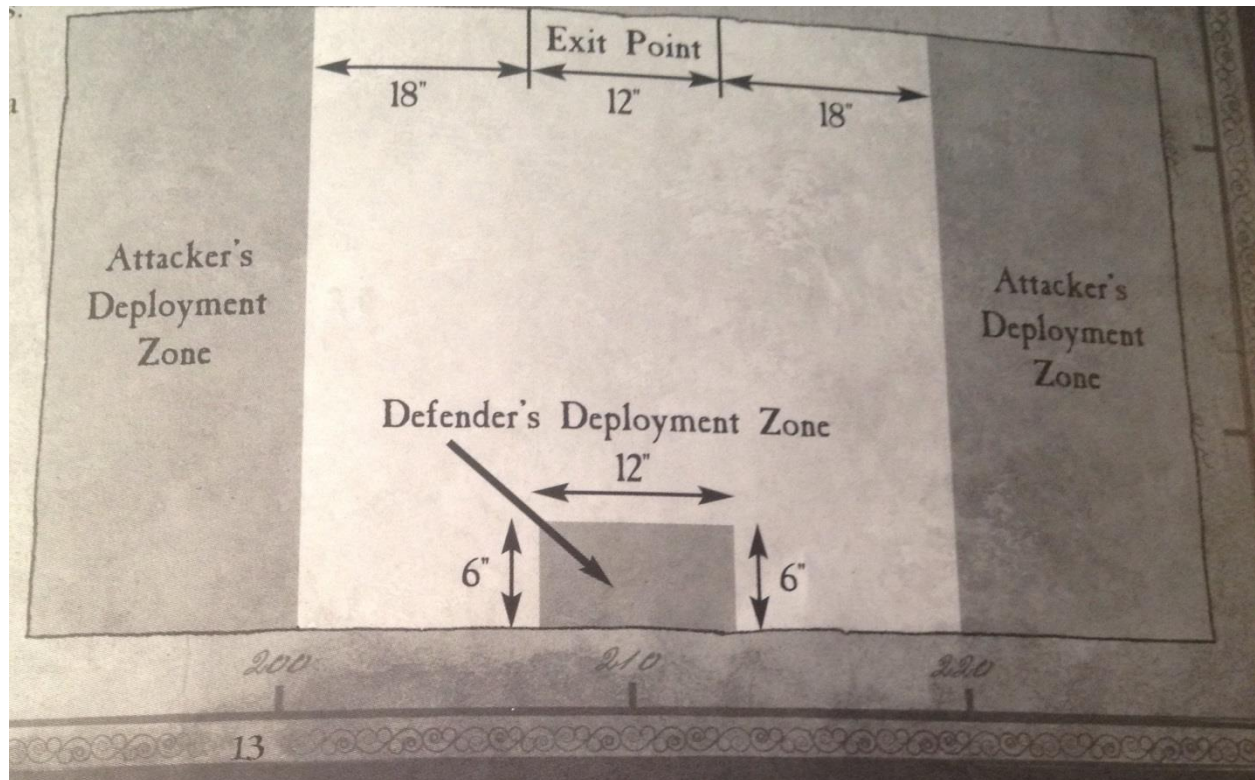
Having penetrated deep within the enemy's area, the invaders are trying to make good their escape. As what remains of the survivors runs through the jungle to escape, the enemy have finally caught up with them.

Armies: The attackers create an army as normal of up to 2,000 points. Normal campaign rules apply. The Defenders (the plunderers) create a 2,000 point list as well, except that it is made up entirely of characters. The defender may choose the number of heroes that they normally would choose (up to 500 points), and the rest of their points may be spent on lord choices with no restriction on how many are taken. **None of these characters may be mounted or have the ability to FLY.**

This represents the invaders force having been whittled down to a few grizzled die-hards. They have the choicest weapons and equipment, having plundered both the bodies of fallen comrades, and the vaults of the enemy.

Deployment: The defender places his models in the area shown on the map.

The attacker then deploys their army in the area shown on the map. The attacker then deploys scouts. The defender may not deploy any scouts or vanguard, they must set up with the rest of the force.



Who Goes First? The attacker

Length of Game: Until the defenders have all escaped or are all dead

Special Rules: The defenders are attempting to escape from the very heart of the attackers' realm. They must dodge all manner of traps and hazards placed in their way. The attacker doubles the number of encounter points he receives.

The attacker is not subject to events, but is subject to encounters.

The defender is subject to both events and encounters.

Encounter rolls of a "7" are considered to be Lightning Bolt strikes. The affected unit suffers D6 hits. The to-wound roll is equal to the armor save of the target and no armor saves are allowed to be taken against wounds from this strike. (For example, a unit of warriors with a 3+ armor save would be wounded on a 3+ by this attack)

Victory Conditions: Victory Points are used to determine the winner of the battle. Defending characters that leave the table by the exit point marked on the map earn bonus victory points equal to their own points value for doing so (meaning, a character gets off the table by the exit point and was worth 145 points, then his player just scored 145 points)

The winning player receives two gold coins going into Campaign Day at the Tower of Lightning.

Campaign Day - The Battle for the Lightning Tower Saturday, August 30th at Something 2 Do



Scenario Reward: Relic Blade. This powerful magical artifact blade is carved with the initials "K.D." In the hands of a normal warrior, it confers heroic killing blow ability. In the hands of a wizard the heroic killing blow ability is conferred on the roll of a 4+.

Chapter IV – September 2014

The lizardmen were able to secure the Draigo sword from the Tower of Lightning, and secured the third battle chest.

The mercenary captains have located the fourth battle chest, north along the coast amid a place called the Golden Spire of Chotec.

This golden spire is imbued with the power of the Sun God Chotec, and can project a bolt of searing heat for hundreds of miles.

Capturing the golden spire is important as it will prove to be a deadly weapon in the final end game.

The player that captures the golden spire at the end of campaign day will be able to once per game in the shooting phase use the High Magic Spell *Conflagration of Doom* on an enemy unit. The target must be visible to your army general and cannot be prevented from taking effect by any means whatsoever.

September Scenario: The Battle of the Obsidian Column

Overview: The defender is counting his ill-gotten gains, loading plunder onto sturdy wagons for the long journey home. The attacker launches an all out assault before the invaders escape, hoping to reclaim the items taken from them.

Location: Several miles from the Golden Spire. It can be seen dominating the sky in the distance over the jungle canopy.

Deployment: One side will be denoted as the attacker, the other the defender. Lizardmen are always the attacker. To determine who is attacking or defending, both players roll a D6 and the player that rolls highest chooses to be attacker or defender.

The defender will then place D3+1 treasure tokens on the table. No token may be within 12" of a table edge or within 12" of another treasure token.

The defender then deploys his entire army and must deploy scouts with their army. The defending units must be at least partially within 6" of a treasure counter.

The attacker then deploys their army up to 18" in on a long table edge but not within 12" of a treasure token. The attacker then sets up his scouts.

Who goes first? Each player rolls off and the player that rolls highest chooses.

Length of Game: Six turns

Victory Conditions: At the end of the game, total up the points values of all units with at least one model within 6" of a treasure counter. If a unit is at half or below half strength, it is worth half of its points. The side with the highest total wins.

Campaign Day: Saturday September 27th



Scenario Reward: The Sun Temple of Chotec & The Fourth Battle Chest of Mathias Ward

Chapter V – October 2014

Back to back lizardmen wins put the final battle with two lizardmen players against the high elves and the ogre kingdoms.

The final battle to recover Mathias Ward's final chest lay at the sacred place known as "The Well of Time". This magical structure was said to hold a divining pool from which the slaan observed the entire world, and from which Mathias Ward penned his greatest works.

The scenario this month is simply to roll one out of the core scenarios of the book. Pay close attention to your forces, for if you come unprepared it will cost you.

The winner of the Well of Time will be able to cast *Equalization* spells in the final battle, even if he does not hold an equal number of arcane fulcrums.

Campaign Day – Saturday October 25th

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.

Players may not promote units that were destroyed or routed off of the table.

All unit promotions and hero promotions will be recorded on a file kept on the group's facebook page and website. If its not on the file, it doesn't exist, so players need to be sure to let the GM know of any promotions or demotions that they receive.

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 all of its veteran bonuses.

Veteran Unit Model Count

Veteran units may never field more models in their unit then they had when they were promoted. For example, a unit of 20 chaos warriors could not be promoted to veterans, and then bump up their numbers to 30 warriors.

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.

Chaos Warrior heroes do not roll on the below charts, they have their own set of charts that they roll on.

Players who participated in 2013's Tamurkhan Campaign with the same army that they are playing in Lustria may at the beginning of the campaign promote one unit and one hero as they are veteran units that earned their place on the battlefield during that conflict

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	Loxmaster – the character may re-roll casting attempts



Chaos Advancement

Chaos heroes will use this section for advancing their heroes and lords. They follow a bit of a different set of rules as they are trying to curry favor from the chaos powers.

At the end of the battle, like non chaos heroes, roll a D6. On the roll of a 6, the hero receives an advancement. This roll can be modified depending on the chaos god that the hero follows as shown below:

Tzeentch Favor

Taking an enemy hero out with magic (non cumulative) + 1

Taking out a champion of Nurgle +1

Miscasting a spell (non cumulative) -1

Slaanesh Favor

Having passed two or more break checks during the battle and winning +1

Taking out a champion of Khorne +1

Having been broken in combat -1

Nurgle Favor

Taking an enemy out that has 3 or more wounds (non cumulative) +1

Taking out a champion of Tzeentch +1

Failing to take any enemy models out -1

Khorne Favor

Taking a wizard out (non cumulative) +1

Taking a champion of slaanesh out +1

Failing to fight in a challenge -1

Chaos Advancement Table

2D6	Advancement
2	Mutation – roll on mutation table
3-5	Chaos Power – roll on power table
6	Characteristic increase. Roll again: 1-3 = +1S, 4-6 = +1A
7	Characteristic Increase +1 WS
8	Characteristic Increase. Roll again: 1-3 +1I, 4-6 +1Ld
9	Characteristic Increase. Roll again: 1-3 +1W, 4-6 +1T
10-11	Chaos Power – roll on power table
12	Mutation – roll on mutation table

Chaos Mutations

Roll 1 D6 if instructed to roll on mutation chart. If the chaos champion receives the same mutation twice, he is turned into a chaos spawn.

D6	Mutation
1	Acid Ichor – one attack may be made at S4 with no armor save allowed.
2	Tentacle. May grapple with enemy and force him to lose one attack of the mutant's choice.
3	Extra arm. May wield an additional hand weapon to get an extra attack.
4	Cloven Hooves - +1 Movement
5	Horns – gains a bonus impact hit when charging resolved at the model's base strength.
6	Bestial Visage – model causes FEAR

Nurgle Advancement

2D6	Mutation
2	Turned into a spawn!
3-4	Mutation – roll on mutation chart
5	Cloud of Flies – Any enemies in base to base contact suffer an additional -1 to hit in combat.
6	Mark of Nurgle – Gains an extra wound and becomes immune to poison.
7	Blessings of Nurgle – Rot. All attacks made by the character are poisoned. The model itself is immune to poison.
8	Mark of Nurgle – Gains an extra wound and becomes immune to poison.
9-10	Accompanied by 5 plague bearers
11	Bloated – Killing blow does nothing to this model. No weapon or spell can hurt this model on better than a 3+.
12	Eye of the Gods – the model is transformed into a daemon prince.

Slaanesh Advancement

2D6	Mutation
2	Turned into a spawn!
3-4	Mutation – roll on mutation chart
5	Musk – enemies in contact with the model halve their WS and I (round up)
6	Blessings – models within 6" may re-roll any failed leadership rolls
7	Marked - +1 Init
8	Marked - +1 Movement
9-10	Blessed with 5 daemonettes
11	Aura – one enemy model in contact must pass leadership check or not be able to attack
12	Eye of the Gods – the model is transformed into a daemon prince.

Khorne Advancement

2D6	Mutation
2	Turned into a spawn!
3-4	Mutation – roll on mutation chart
5	Axe of Khorne – the model has killing blow
6	Blood Frenzied – the model never loses his frenzy.
7	Murderous Rampage – never loses his frenzy but must pass leadership checks or charge friends if no enemy is in range.
8	Blessings – once per game may dispel one spell cast as a dispel scroll
9-10	Blessed with 5 bloodletters
11	Collar of Khorne – the model and his unit have Magic Resistance 2.
12	Eye of the Gods – the model is transformed into a daemon prince.

Tzeentch Advancement

2D6	Mutation
2	Turned into a spawn!
3-4	Gain spell familiar (see core rules)
5	Marked – caster level is increased by one
6	Marked – may generate an additional spell
7	Mutation – roll on mutation chart
8	Tzeentch's will – gain D3 re-rolls per game
9-10	Blessed with 5 pink horrors
10-11	Flaming shield – model has a 5+ ward save. Any enemy models in base contact at the end of combat phase take an automatic S4 hit
12	Eye of the Gods – the model is transformed into a daemon prince.

Hero Casualties

When a hero falls in battle, it does not necessarily mean that he has died.

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 their side was victorious.

Armies that lost that have heroes fallen unconscious lose the hero to the enemy on the roll of a 4+ (otherwise they manage to rescue the unconscious hero)

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.

Captured Heroes

Captured Heroes obviously cannot be used by the controlling player.

The player who has caught the hero may attempt to do one of three things:

1) Execute the Hero. Executing a hero gives the army a brass coin boost to their score for the month. Executing a lord gives the army a silver coin boost to their score for the month.

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.

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.

Lords are executed on the roll of a 5+ and escape on the roll of a 1-4.

2) Ransom the Hero – The player may ransom the hero back to the hero's army. The price is paid in points. A ransomed hero will give the holding army +100 points and the other army will suffer -100 points to their next battle. A ransomed lord is worth +250 points and the other army will suffer -250 points to their next battle. This must be agreed on by both sides.

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.

On the roll of a 2-5, the hero does not convert, and he is still held prisoner and can be dealt with next turn.

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

IMPORTANT

All of these rolls must be made during your game with your opponent verifying. These must be submitted to the GM and be present on the veteran file or it will not be counted.

Mercenaries

These rules come from Triumph and Treachery except where noted for this campaign in bolded blue (which are alterations).

Hiring Mercenaries

Players may spend points on mercenary units.

These points are a part of the army total and amount to 100 points for every 500 points they have in the army. These points are NOT in addition to, they are a part of.

A mercenary unit is selected from a different army book to the player's main army (a player cannot hire mercenaries from their own army).

Mercenaries cannot be taken from opposing factions ie Order and Destruction.

All of the mercenaries selected form a mercenary company. A player may have several mercenary companies, each from a different army book, if desired.

A mercenary company must include one hero-level character and at least one core unit. They may also then take one special unit.

Mercenary units may take any options normally available to them and are subject to all of their normal army special rules. The player who purchased them will always treat mercenary units as Suspicious Allies.

Mercenary units may use their captain's leadership if within 6" of the model.

Remove the section on Unspent Mercenary Points in one on one games that do not use Triumph and Treachery rules.

Loyalty

All merc units suffer -1 to their normal leadership characteristic. During the battle,

mercenary units are controlled as normal by the player that included them in his army; however there are times when the loyalty of the warriors-for-hire will be tested.

If a fleeing merc unit passes a Rally test, roll a D6 immediately.

On a 1-4, all players involved in the game roll off, and the highest roll now controls the merc unit. On a 5-6, they remain loyal for the time being.

Bribing Mercenaries

The rules from T&T will be used for bribing mercenaries in games using Triumph and Treachery.

Bound Monsters from Storm of Magic and Forge World Monstrous Arcana

Alternatively instead of mercenaries, players may opt to field a bound monster using a bound scroll to take a monster from Storm of Magic or the Monstrous Arcana from Forgeworld.

The same point limits apply as they do for mercenaries, so in a 2000 point game a player may not spend more than 400 points on a monster.

Bound monsters in non Storm of Magic games cannot be unbound with the Storm of Magic spell of unbinding obviously.

Models must be modeled appropriately and represent the monster that they represent.

Experimental Forge World – Forge World has a limited section of experimental rules. These are at the moment allowed.

Triumph and Treachery Summary

This quick summary is given for any players that must play the game without having the Triumph and Treachery rules.

The boxed set comes with cards and coins which play a part in the game. Without that box, players will have to improvise.

Turn Order

At the beginning of every turn, all players roll a D6. The players play the turn in the order that they rolled, highest first. Re-roll ties.

Friends and Enemies

Every PHASE (movement, shooting, magic, combat) the player whose turn it is nominates one player as the ENEMY PLAYER. The other players are considered NEUTRAL PLAYERS for that phase.

Neutral players may not attack, dispel, or carry out any action. They cannot be hit by attacks that use templates or markers, attacks that scatter, or those that are randomly generated. They do not count for combat resolution and cannot cause disruption or affect a combat in any other way. They cannot flee, or pursue and are fled through in the same manner as an enemy unit.

Neutral units do not take part in the phase and are not affected by that phase.

Charges may only be declared against enemy players. Neutral units count as impassable terrain.

Only enemy player may generate dispel dice in the magic phase. Only units in the enemy player's army may be targeted.

If friendly units are in combat with units from only one opposing army, that army must be chosen as the enemy player in that close combat phase. If friendly units are in combat with units belonging to more than one enemy player, then one is called out as the enemy and a Truce is called with all other neutral players.

Attacks are only ever made between friendly units and enemy units.

Truce

When a truce is called in combat, any neutral units in base contact move 1" away from the player's units. If this is impossible due to placement, the units can stay in combat but take no part in it.

Victory Tokens

Players will need to manually keep track of their victory tokens. They are:

Brass Coin – 50 points

Silver Coin – 150 points

Gold Coin – 250 points

Gold Ingot – 1500 points

At the end of each phase, each player receives tokens equal to every full 50 points they score in that phase, ignoring any spare points beyond this total.

At the end of the turn the players that scored the most in each phase receive an additional brass coin. If multiple players are tied for points scored in a phase, they both earn a brass coin.

These tokens are put into a **paychest**. The player with the most value in their paychest at the end of the day is the winner.

Victory tokens may be freely given to other players, for example to bribe them.

Treachery Cards

Players playing a game without the box can obviously not benefit from using Treachery Cards as they will not be present.

Mercenary Points

A player may choose to field 100 extra points PER 500 points of their army in either mercenaries OR a bound monster from Storm of Magic or Monstrous Arcana.

This will raise the point value of their army. For example, in a 2000 point battle, if a player fields 400 points of mercenaries, their army roster will be 2400 points.

Unspent Mercenary Points

If a player has any points left over, they are converted into victory tokens instead.

Loyalty

All mercenary units suffer -1 to their normal leadership. Bound monsters are not affected by this, only mercenary units.

If a fleeing mercenary unit passes a RALLY check, roll a D6. On the result of a 5+ they remain loyal. On the roll of a 1-4 all players roll off. The highest roll takes control of the mercenary unit as their loyalties have switched sides.

Bribing Mercenaries

At the start of any phase a player may attempt to bribe another player's mercenaries by spending Victory Tokens. More than one player may attempt this. If the bribe is successful then the mercenary unit stands back and does nothing in that phase.

Attempts to bribe come after the enemy player has been selected for the phase and any rolls have been made by NEUTRAL players. Mercenary units that are fleeing may not be bribed.

The bribing player spends however many tokens he wants.

The controlling player then gets to outbid. He must spend a higher amount than the bribing player.

If the attempted bribe is not outbid, then the unit becomes neutral for the duration of the phase.

All tokens spent trying to bribe mercenary units are removed.

Bound Monsters Unbinding

Just as in Storm of magic, bound monsters may be unbound by enemy wizards. To do this, the wizard can cast a spell *Unbind Monster (hex 24" 3+ to cast)*

If the attempt to unbind goes off, roll a D6.

- 1 – nothing happens
- 2 – the target gets angry and is now FRENZIED. It can never lose its frenzy.
- 3 – The target is confused and suffers from STUPIDITY for the rest of the game.
- 4 – The target begins breaking free of its bonds. It cannot benefit from the General or BSB for the rest of the game
- 5 – The monster breaks its bonds and goes home, counting as a casualty.
- 6 – the target goes berserk. It gains FRENZY, HATE, UNBREAKABLE for the rest of the game, and has random 2D6 movement (swift stride 3D6 movement). It is an enemy to all...