



# RENOWN OR RUIN

A SKIRMISH CAMPAIGN & ROLEPLAY EXPANSION





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*Thank you for downloading this pack and taking a read through the Renown or Ruin ruleset. My goal was to create something light but strong to help me run a narrative RPG-style campaign for my friends. This packet represents the start. I hope that with your help and playtesting we can make this even better.*

*I'd like to thank the Mortal Realms Crew for being my lab rats and helping me refine ideas, and for everyone who's asked for something like this and encouraging this work. Most importantly, thank you to Sam for his Hinterlands packet and the concept of "Realm Master."*

Please send any feedback to:  
stonemonkgamer@gmail.com  
or join the conversation at:  
<http://www.tga.community/forums/topic/16146-renown-or-ruin-rpg-campaign-expansion-for-aosskirmish/>

Renown or Ruin is a multiplayer, cooperative/competitive campaign where warbands work together to achieve victories on the battlefield while trying to outpace each other in Renown. The obstacles and opportunities that stand before the party of warbands are directed by a Realm Master, a mostly-benevolent being that helps the players create a story centered around the leader of their warband

A Realm Master is to a Renown or Ruin Campaign, what a Dungeon Master is to a Dungeons and Dragons game. The role of the Realm Master, as coined by Sam James, is like a movie director trying to create a compelling story with the warbands as the main actors and the Battleplans as the scenes.

A Renown or Ruin Campaign can be set in any realm or any location where cutthroats, mercenaries, and adventurers have traveled to find treasure (Relics) and glory (Renown).



In this campaign, a warband's Renown is equated to their reputation, which grows when they succeed in Battleplans, collect Relics, and complete Quests. As their Renown grows new followers will be drawn to them, enemies will fear them, and new opportunities will open up in the world around them.

Unlike other campaigns, warbands can lose Renown by losing in Battleplans, losing Relics or failing Quests, their followers will leave them, enemies will become emboldened, and Relics may become lost or stolen. As their Renown changes, their story will unfold before their very eyes.

The Renown or Ruin Campaign system is expansion of the Warhammer Age of Sigmar: Skirmish gameplay rule set which is a copyright of Games Workshop.

## STEP 1: REALM MASTER

If you've run a narrative campaign or been a GM before, being a Realm Master may be familiar to you. Whether or not you've ever designed or run a narrative campaign, I hope this packet will help get you started.

## STEP 2: CHOOSE A SETTING

This can be as simple as picking one of the mortal realms and creating something to fight over. You can pick a map from a campaign book, which has names of locations to fight over. A map isn't necessary but can be fun.

## STEP 3: GATHER THE PARTY

Your friends and gaming group are the best places to find people to play in your campaign. A Renown or Ruin Campaign can host between 1 and 4 warbands which, together, form a party. A party does not need to be from the same grand alliance, but may be easier to tell a story. It's up to you and your players to decide.

## STEP 4: SET THE FIRST EVENT

Don't worry about every detail of your whole campaign because it is going to evolve even after the first game. Use pre-created battleplans or design them yourself and match them to the story you want to tell. This packet will contain the campaign rules, stories and battleplans I am running with my friends. Use it verbatim or adapt it to your story.

## STEP 5: PREPARE THE TABLE

Skirmish is best played on a smaller space to condense the terrain on your table and minimize the space models need to travel to reach objectives. A 4'x4' space or smaller is preferred. Take an assessment of the terrain you and your party have available to play with. It can be easier to set your campaign in the realm or location that you have terrain built for. That can also give your group time to build terrain for upcoming locations in the campaign.

## STEP 6: CAMPAIGN NIGHT

Time to get together and dive into your story together. Even with 5 of you in a Renown or Ruin Campaign your party can play around a kitchen table, at a local club, or game shop. You will find your balance of social, gameplay and role play for your group. There's no right answer.



## SKIRMISH CAMPAIGN RULES

The Renown or Ruin Campaign uses the gameplay rules, Renown points and setting from Age of Sigmar: Skirmish. However, ignoring the Shadespire Campaign Rules found on page 18 and 19 of Age of Sigmar: Skirmish.

### STARTING A WARBAND

"[A HERO] steps forward and gathers a small group of followers..." This is how every warband begins and you will make this story your own. Warbands start with 25-30 Renown. The leader must have the HERO keyword. A HERO must have at least 2 followers to form a warband. A follower can have the HERO keyword. If a player has a more costly HERO give them a bit more Renown. The warbands won't be equal in Renown for very long.

### PAINTING STANDARD

Because each player starts with only a handful of models, I highly encourage that you collectively agree to a painting standard. It is very rewarding to push painted minis on the table. Having a small goal like this can help anyone in a hobby slump as well. Try and have the same standard for your terrain as well, but we've found great pleasure with just base-coated terrain at times.

## GAINING & LOSING RENOWN

There are four primary ways of gaining or losing Renown in this campaign.

### Battleplan Objectives

#### Relics

#### Quests

#### Narrative Objectives

**Battleplan Objectives** will increase a warband's Renown. Each session, the party will play through battleplans that represent where their warbands are in the story. If the party or a warband achieves a major or minor victory, they will gain Renown. If the party or warband achieve a major or minor loss, they will lose Renown.

**Relics** are treasures that everyone seeks. When a warband finds an item of value on the battlefield or through a quest, there is a chance it will increase their Renown. If it is lost, stolen, traded or given away, the warband's Renown decreases.

**Quests** come from characters created by the Realm Master, often called NPCs, and have a Renown Rating. Depending on the outcome, the HERO will gain or lose Renown equal to that Renown Rating.

**Narrative Objectives** let Realm Master reward players for adding narrative fun through their gameplay and roleplaying. A Realm Master could also take Renown away if it fit with the actions a player takes with their warband. It wouldn't be a punishment but something the RM and Player would agree upon before the player commits to that action.

**Warband Rating vs. Renown** When players' Renown decreases below their Warband Rating, some followers will leave the warband as they have lost faith in the hero. The last follower to join is the first to leave because they are not as devoted to the hero as the others who joined before them.



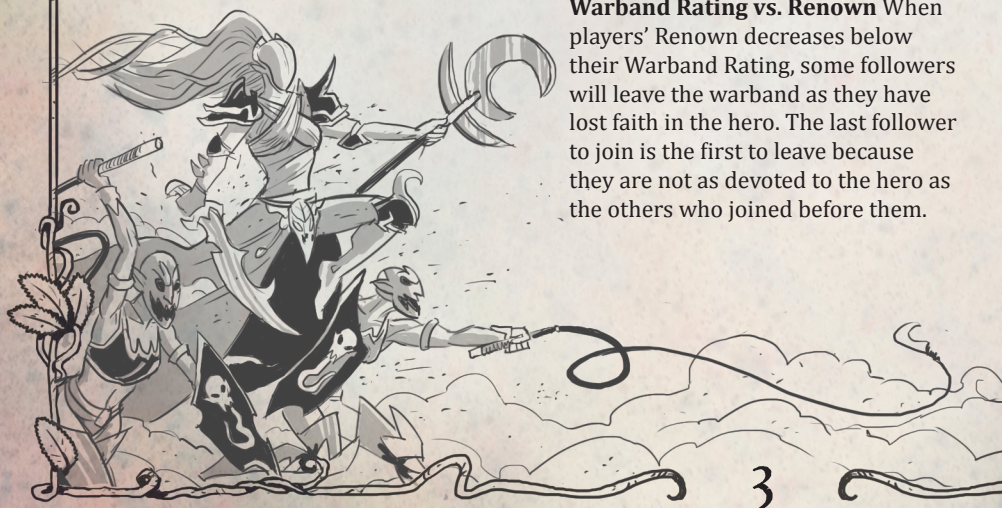
### PLACES OF RESPITE

After 1 or 2 battleplans, your party needs a place to rest and resupply, make inquiries and recruit. It might be a modest shelter where a few people gather, a camp, or a settled portion of the ruined city. It is around the taverns and campfires where warband followers swap stories of their HERO's bravery or failures with others. Their legends will start off small, but in time will grow.

Renown only becomes a reality once these stories are shared in a place of respite. Depending on the location, players will be able to add new followers to their warbands. This is also where disillusioned followers will say their goodbyes and where thieves may strike from the shadows. These may be common, or few and far between, but that may depend on how quickly your group wants to paint and add new models to their warband.

### RENOUN JOURNAL

Each warband will have a Renown Journal that they will use to track their successes, Relics, warband members, and other aspects of their story. This space allows players to describe how they came across an Relic or their HERO's perspective. Think of these as justifications for the Renown the warband has attained. It doesn't have to be a lot of description, but it can help give the Realm Master ideas about what direction to take the group next.





## RENOWN

When any of the following events occur, roll on the following charts.

### OBJECTIVE COMPLETE

When a battle is complete, assess whether the party has achieved the battleplan objective.

Major Victory:	+3 Renown
Minor Victory:	+1d3 Renown
Minor Loss:	-1d3 Renown
Major Loss:	-3 Renown

### RENOWN LEVEL

The reach of a HERO's or party's Renown is determined using the chart below. This could give the party a +1 to certain rolls, like searching for Relics.

Lvl 2	50 Renown	2 Hex/ 3 Relics
Lvl 3	100 Renown	3 Hex/ 4 Relics
Lvl 4	150 Renown	5 Hex/ 5 Relics

## RELICS

### Relic Hunt

At the start of the movement phase, a model in base to base contact with terrain may search that terrain for hidden Relics. On a 5+ they find a Relic. If the model survives the battle or gets off a board edge, gain a new relic. If they die, the relic drops within 3" of the model. Relics that were carried into battle do not drop when a model dies.

### RELIC FOUND

For every found relic, roll a 1d6 and compare the following table for each treasure found.

1-4	Shyish Realmstone
5	Broken Shade Glass
6	+1 Attribute +3 Renown

A Relic improves an attribute of the player's choice. Warbands cannot have 2 Relics that boost the same attribute. Followers can carry 1 Relic into battle. Heroes can carry 2 to into battle.



## RESPIRE

Use the following charts when the party arrives at a place of respite.

### CROWDED

The Realm Master can choose the size and population of this place of respite or roll 1d6 and use the table below.

1-3	Shelter
4-5	Small camp
6	Market or Bazaar

### ROGUES IN THE SHADOWS

If the crowded result was equivalent to a 4+, each player must roll on the table below to see if your last obtained Relic is stolen.

6+	If possess 1-2 Relics
5+	If possess 3-4 Relics
4+	If possess 5+ Relics
1	Catch Thief +1 Renown

### RECRUITING FOLLOWERS

Not every place of respite is a safe place. Only the most elite venture out into the unknown to be met at small camps. Battleline units stick to the largest communities. Smaller communities will also have fewer options to recruit

Market/Bazaar	(3) Any Unit
Small Camp	(2) No Battleline
Shelter	(1) Heroes Only

### BASE CAMP

The party can choose one place of respite to be the primary staging area for their adventures by visiting it 2 times. Followers have told their tales over and over, and gotten to know the locals. Use this location as the center of the party's Renown influence.

## ROLE PLAY

Use the following prompts to engage players in role play during and between battleplans.

### WEAVING TALES

When you arrive at a place of respite, ask each player to share some of the stories their followers are telling about their HERO, in proportion to the amount of Renown they've recently gained.

### ASKING AROUND

When in a place of respite, or on the battlefield a player can ask questions or speak to a certain person. Choose a difficulty rating of 1-6 and ask the player to make a roll giving them a +1 if they are within their area of Renown influence or -1 on the battlefield. Add an NPC character to interact with to share the results of their inquiry or make it abstract.

### NON-PLAYER CHARACTER (NPC)

- 1) Give the NPC a name.
- 2) A motivation. What is this NPC trying to accomplish. Do they have to be an enemy or will the actions of the party determine that?
- 3) A potential quest to give the NPCs either to reward them Renown or to force them to make difficult decision.

### QUESTS

Quests are objectives that players take on when they interact with NPCs or each other. Players gain Renown when they succeed and lose Renown if they fail.

Find a location	2 Renown
Find a Relic	4 Renown
Objective	6 Renown





## SKIRMISH BATTLEPLAN: DUSK PLAINS

You start off through the Dusk Plains toward your destination when a malevolent storm overtakes the party and admonishes its curses upon you.

### SETUP

The storm clouds all but steals your vision. Warbands become disorganized, struggling to stay together or even keep up at times.

On a 4'x4' table, create a deployment zone is 12" from one table edge and split it into 3 equal section numbered 1, 2, and 3. Players roll a d3 for each model in their warband and deploy them into that section.

### OBJECTIVE

Models must reach the opposite side. Once they come within 6" of the board edge they can be removed from the board.

### Victory

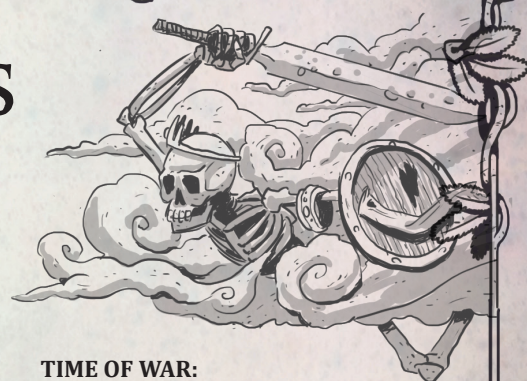
Major Victory	100% removed
Minor Victory	>50% removed
Minor Loss	<50% removed
Major Loss	0 removed

### TURN ORDER

Players and RM roll off for priority. Whoever roles highest decides whether the party or the RM will take the first turn. All players activate during the phases. The Combat Phase activation alternates between a player model and a RM model.

### REALM MASTER'S TURN

The Realm Master does not create or deploy an opposing warband for this battleplan. During the opposing warband's movement phase, 1d6 skeletons may appear.



### TIME OF WAR: BONESTORM

After deployment but before determining turn priority, each player rolls a dice and applies the conditions below, rerolling duplicates. Is there any reason a player would be able to modify their roll by 1?

**BONE STORM** - The winds carry clouds of sharp bone and sometimes whole skeleton warriors swinging blades. If a model travels, less than 7 inches in the movement phase, d3 skeletons appear within 1" of it.

1) Perfect Storm - All following effects occur. Do not roll any more dice.

2) Gusty Winds - The winds change direction rapidly, halting your progress, or forcing you forward. Pick a direction, roll 2d6 for your movement instead of your normal movement. No run roll can be added to this.

3) High Bone Density - d6 instead of d3 skeletons appear for Bone Storm.

4) Low Visibility - The blowing sand nearly blot out the sun which reduces visibility. All missile attack distances are halved.

5) Force multiplier - Bladed weapons gain -1 rend. Blunt weapons push a model back 3" if it was hit but does not take damage.

6) Trinkets - The bones and skeletons that inhabit the plains often bare objects of their previous life. When a skeleton is killed roll a d6 and on a 5+ an Relic is found.

### TRAIL OF FEARS CAMPAIGN SETUP

Shadespire is the resting place of many secrets and Relics of great power. The desire for greater power and immortality was the folly of the builders of this once great city, and is often the motivation of the warbands that hunt through dead husk. Secrets will be revealed and the ramifications will be felt across the realms.

### DUSK PLAINS CROSSROADS

A mysterious wind sweeps through the Dusk Plains crossroads, blowing heroes and their warbands into not so chance meetings. It takes a special sort to seek out the treasures of Shadespire, often bucking conventions of their people. Because of this, these arranged encounters can end in strange partnerships as often as they do in bloody brawls. You 4 have been windswept to the Dusk Crossroads and have struck an accord with each other.

What is the nature of that accord?

Once the accord has been struck, you move towards Shadespire. You are nearest the Grim gate, which is held a chamber Chamber of Sigmar's Stormcast Eternal warriors. They wear black armor, trimmed with gold and are said to have a grim demeanor.

Do you want to negotiate entrance into Shadespire through the main gate, or would you like to explore alternate entrances along the walls to the east or west? Whichever they decide, play the following Battleplan: Dusk Plains.



# PLACE OF RESPITE: THE GRIM EXCHANGE

## PLACE OF RESPITE: THE GRIM EXCHANGE

*The Grim Exchange is the largest base camp in the north of Shadespire. From here you can view the dusk plains through the Grim Gate, the only way through the bone walls of the city. The Mausoleum districts rests to the east and west, and beyond them the Scrimshaw Mines. To the south are the pillars, a thoroughfare that reaches towards the looming towers of this dead city.*

**CROWDED** roll is a 6.

*Adventurers, cutthroats and glory-hounds from all races have traveled here. As with any melting pot and clash of cultures, tensions can run high and fighting breaks out often. But, this place of respite is held together by the stoic grip of the Anvils of the Heldenhammer Gloomwing stormhost. Only their watch keeps the vulturous behaviors among allies at bay and allows some semblance of trade.*

**-1 to each player's ROGUES IN THE SHADOWS** roll.

*Your followers hit the local taps and sew the seeds of your renown. You can generally recruit any new war band members available to you in the Skirmish book. Let me know privately who you recruit.*

**Any Unit is available for RECRUITMENT.**

*Anything that is possible in a place of respite is possible here. You quickly see why many travelers to Shadespire call this home. It has access to clean water, food supplies and Sigmar's gaze.*

**Automatically becomes the party's BASE CAMP** upon arrival in Shadespire. Even after making another place of Respite your **BASE CAMP**, the Grim Exchange can become your **BASE CAMP** after just one return visit.

## WARBANDS & NPCs

### STORMCAST ETERNALS: THE ANVILS OF THE HELDENHAMMER

*The Anvils are led by Lord-Veritant Brighthelm of the Gloomwing Warrior-Chamber. He is rare to anger but commands with a cold heart. They are tasked with holding the north gate and expanding Sigmar's hold in Shadespire.*

**WARBAND RATING: 400**

### DEVOTED OF SIGMAR: SIGMAR'S REPENTANT

*Warpriest Rogusta Lightway leads a rabble of men and women who once served chaos but now seek the blessing Sigmar. Their tribe was beaten so badly in battle by Stormcast that they surrendered and began worshipping Sigmar. Now, they seek death in battle in hopes of being reforged as gold-clad demigods. In Shadespire, they see themselves as a secondary guard to the Stormcast, though the Stormcast do not see them as such. They fight the undead and any chaos they find, freeing the paths for the order aligned warbands.*

**WARBAND RATING: 80**

**QUESTS:** Lightway will one Hero to find the location of a named vampire's crypt and report back to him. **6 Renown**

### THE UNDEAD

*While the spirits of the dead roam freely through shadespire, on occasion their efforts seem concerted which could mean the presence of a necromancer, or worse.*

**WARBAND RATING: 20**

## AXOS THE ASSESSOR

If you find anything in your travels through the city, and you bring it back here to Axos and she will help you determine the value of the item.

**Add +1 to any RELIC FOUND** rolls.

## RUMOR ENGINE

### THE STATUE (LEVEL 0-50)

Asking around you learn about a Heroic Statue that may contain an artefact, but it's never seen in the same location.

### MASTER RELIC HUNTER (0-50)

The adventurer who's said to have found the most artefacts, and knows the city best is camped out to the south down through "The Pillars"



# SKIRMISH BATTLEPLAN: MASTER RELIC HUNTER

*You walk down the center of the empty thoroughfare lined with Columns raise high on either side. The ceiling they once held up lay beneath your feet. You find a magical burn in the shape of a raven on the side of a small mausoleum, as you were told. A dozen yards further and you see the final landmark. You make out three distinct shapes in the center of a ruined building. This should be the camp of the Master Relic Hunter you've heard about, but you have conflicting descriptions of them.*

*Before you can hail the trio and ask upon their identities, a noise fills the air. An opposing party has arrived and their leader shouts "Kill the Relic Hunter and take bring the Journal to me!"*

This battleplan is based off the Assassinate battleplan from Warhammer Age of Sigmar: Skirmish with the following changes:

## THE WARBANDS

Use the player warbands.

## THE BATTLEFIELD

The Realm Master sets up the battlefield ahead of time.

## RELIC HUNTER'S CAMP

Set up a modest camp in the open ruins of a building at the center of the table. The rest of the space around it can contain any buildings and paths you see fit.

## SET-UP

The players position their models wholly within the Target's Territory. The Opposing party is set up by the RM in the Assassin's Territory.

## A REPUTATION TO MAINTAIN

The RM places three models of their choosing in the Target's Territory, numbering them 1-3. When any of these models suffers a wound, roll a d3. If the roll matches the model that suffered a wound, they are the Master Relic and have 3 wounds total. The other 2 models each have 1 wound. These models can be moved by the players in their movement phase, but cannot leave the Target's Territory.

## VICTORY

Major Victory: The Master Relic Hunter Survives

Minor Victory: The Master Relic dies but you retrieve their Journal.

Minor Loss: The Opposing Party escapes with the Journal.

Major Loss: Any Warband is wiped out.

## TURN ORDER

At the beginning and between battle rounds, Players and RM roll off for priority. Whoever rolls highest decides whether the party or the RM will take the first turn. All players activate during the phases. The Combat Phase activation alternates between the players and the RM starting with whoever's turn it is.

## RECOVERING THE JOURNAL

The Master Relic Hunter's Journal is nearly filled with notes, names, and drawings like that of a child, and in a language impossible to decipher without the Master Relic Hunter to clarify. A crudely drawn map is tucked into the pages, dotted with symbols that correspond to entries in the Journal.

If the Master Relic Hunter survived, the party can converse with them through the RM. If not, each player whose leader survived the battle can roll a d6 to see which clues they glean from its pages.

Alternatively, the RM can create their own plot hooks and treasures for the party to find, and can give them some of these clues straight out instead of rolling.

1) The Mirrored Book - The book has a face of a child on it, there is a drawing of shelves upon shelves of books reaching to a high dome. A mean looking ghost is in these drawings. The location on the map is accurate.

2) The Hammer - A drawing of a statue that resembles a [your choice] with 3 different backgrounds. The hammer is drawn next to 3 places on the map.

3) The Tooth - A large beast with large teeth. No indication of whether the beast is still alive or dead.

4) The Glowing Rock - a cave or cavern with wooden supports and a mining cart track. This icon appears twice on the map.

5) The [RM Choice] - A relic of your choosing. On the map it appears by a faction symbol that the group has encountered already.

6) The Lightning Bolt - Lightning in a bottle. A stormcast is drawn on the same page. It is located to the west of the Grymn Exchange on the map.



[illegible][illegible][illegible][illegible]



# WARBAND JOURNAL

## EXAMPLE

Renown	Warband	THE STORY OF IKKITY İKKITY	Notes
30		A Leader stepped forward and gathered a small crew.	Results from Table
	16	Ikkity Ikkity practiced his magics in the solitude of the desert. An arcane bolt shooting from his palm and obliterating a bush. The earth began to rumble and he saw another small band riding towards Shadespire. He gathered up his (6) cursed tome and hurried to his lair.	Hero Grot Shaman on Wolf
	4	He woke up his brother Snik, "Quikkly! Prepare the gaunts!"	Recruit Grot Wolf Rider
	4	Then he woke up his other brother Ank, "We is riding! We is riding!" and together the followed behind the other warband.	Recruit Grot Wolf Rider
3		Slinking from ruin to ruin, Ikkity Ikkity used his brothers as meat shields, they passed through the Bone Storm unscathed.	Battleplan: Bone Storm - Major Victory +3 Renown
3	3	The skeleton crumbled to the ground, and amidst the bones Ikkit Ikkity found a Hearing Glass	Artifact +3 Renown (+1 Save)
		Find respite at a tavern in the Grymn Exchange, Ank and Snik drink and tell stories of how Ikkity Ikkity triumphed over the ogor skeleton like a skilled assassin.	Respite
	9	A group of grots holding spears named Kak, Pitz and Chad approach Ikkity from the shadows, impressed with the stories he's hearing, asks for protection and a chance to prove themselves worthy.	Recruit 2 Grot Spearmen
-3		The Mortar-tuary was a scary place for Ikkity Ikkity and he used his fur cloak to blend into the back of his wolf. Both brothers were possessed by spirits shooting between statues and Ikkity fled for cover, letting the other party members to finish the job.	Battleplan: Morar-tuary - Major Loss -3
-3	-3	The party returns to the Grymn Exchange after a harrowing trip into the Mortar-tuary. Ikkity doesn't realize until he settles in for the night, that his artifact, the Hearing Glas,s is missing from his satchel.	Thief! The last artifact found is lost -3
	-3	Ank is disallusioned by his brother's cowardice at the Mortar-tuary and leaves. Certainly he was afraid but he expected more of his stronger brother. Perhaps coming to Shadespire was a bad idea for them.	You warband size exceeds your Renown. The last followers gained loses faith and leaves the warband.
30	30		Total Renown