

Kriegsburg Urban Campaign

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Welcome to Kriegsburg! This is a city not in the canon for *Warmachine* or *Hordes*. Never mind that business in Western Immoren, Kriegsburg is where the action is. It's a city that constitutes a valuable prize, whether to possess or to destroy. Since it isn't canon, the players get to write the narrative themselves. The Kriegsburg Campaign is intended for four players but can be played with two, three, or even six or eight players if that many are available.

The map represents the center of Kriegsburg, the Grand Forum surrounded by eight wards, which themselves are surrounded by more wards outside the borders of the map.

Terminology

Since this campaign allows for both *Warmachine* and *Hordes*, for convenience there will be some contraction of terminology.

Instead of the clumsy and lengthy "warcaster or warlock" the single term "**Warpeep**" will refer to both model types. Similarly, **Warthing** means warjacks or warbeasts equally, and **Bigthing** means a colossal or a gargantuan.

Starting the Game

Each player chooses an army. This army can be a *Warmachine* or a *Hordes* army, and players may choose mercenaries and minions if they wish.

There are four "home territories" on the map, color-coded to be located easily. Each territory has four map regions, one of which is on a thoroughfare. Randomly assign a player to each territory.

In the event of two players, use the red and the orange territories.

In the event of three players, use the red, orange, and green territories.

Accommodating six or eight players requires team play. Players agree on teams of two, and each team is assigned a territory as for three or four players. Just keep in mind that even with team play, there can be only one victor.

Detachments & Army Lists

The basic tactical unit in your army is the force you put on the table for a game and this is called a **Detachment**. You will command at least one detachment for the campaign. Three or four detachments per player is assumed.

You must make up an army list for each of your detachments. This list will establish the core of whatever force you field when you use that detachment. An army list states the warpeep in command, and any Character units and Character solos you wish to include in the detachment. No character can be in more than one detachment in a player's army.

This list is what you will draw from for games up to 10 points and what you will build on for games of 25 points and up. You are not required to field any Characters on your list (apart from the warpeep) but when the budget allows, they should be your first choice.

Victory Point Pool

You will gain Victory Points from each battle, according to its outcome. These points accumulate in your Pool and will affect later game play.

Victory gains you 5 Victory Points.

Draw gains you 1 Victory Point.

Winning the Campaign

A player can win the campaign by controlling at least 40 map regions while having the most Victory Points, or by controlling at least 50 map regions.

Campaign Round

Initiative

In the first campaign round this is determined by die roll. In subsequent rounds Initiative is determined by the Victory Points the players have accumulated. The player with the highest total has Initiative. Ties are settled by die roll.

Attack Declarations

The player with the highest Initiative declares where his detachments attack. A detachment may attack an unclaimed map region or a region that has been claimed by another player. If it is claimed, the owning player assigns a detachment to defend it.

Once the first player has assigned all his detachments, the player with the next-highest Initiative assigns any detachments he has not assigned to defense. If a previous player has attacked an unclaimed map region, the current player may assign a detachment to defend it, even if the players are allies.

Continue in Initiative order until all detachments have been assigned.

Battle

The players game out their battles. The player with the highest Initiative fights one of the players he attacked, and the unengaged player with the next-highest Initiative fights a player he attacked, and so forth.

Once these battles are resolved, repeat until all engagements have been settled.

Conquest

The player who wins in a map region he does not already control may attempt to conquer that map region. The difficulty of this is affected by proximity. If the proximity was Adjacent, the victor automatically conquers the region. If the proximity was Near, the victor must roll 4+ on 1d6. For a Distant battle the victor must roll 5+ on 1d6.

If the victor was defending a map region he already controlled, he retains control.

Proximity

The farther a force has to move to make an attack, the more time the defender has to prepare a defense. When determining proximity, count the map regions between the target and the nearest map region belonging to the attacker.

Adjacent: The two map regions share a border. This provides no advantage to the defender.

Near: The target is two map regions away. When rolling for the scenario, the defender may modify the roll by +1 or -1, and may choose to deploy first or last. The defender places 5 terrain pieces and the attacker places 3 terrain pieces.

Distant: The target is at least 3 map regions away. The defender chooses which scenario to play and chooses who is First Player. The defender places 6 terrain pieces and the attacker places 2 terrain pieces.

Thoroughfares: If you control a map region on a thoroughfare, other regions in the same ward that are also on thoroughfares are treated as Near unless they are adjacent to the region the attack is launched from. A player can attack across a thoroughfare and the proximity is Near if a straight line can be drawn from the launching map region to the target region.

Adjacent Battle

- 2-3 Incoming
- 4 Annihilation
- 5 Seek and Destroy
- 6 Throw Down
- 7 Mosh Pit
- 8 Close Quarters
- 9 Hold the Line
- 10 Outflank
- 11-12 Reinforcements

Near Battle

- 1 Annihilation
- 2 Close Quarters
- 3 Hold the Line
- 4 Mosh Pit
- 5 Seek and Destroy
- 6 Throw Down

Battles

Declare a map region to be attacked. For these purposes the Grand Forum is a map region. Ordinarily a thoroughfare may not be designated, but it is possible to intercept another player's attack (see Interception below) and have a street fight.

The attacker determines the budget, up to 100 points. If the budget goes beyond 100 points, each model beyond that limit costs double. This represents the difficulty of assembling and coordinating armies in the city.

Special Rule: To compensate for this budget limitation, at 100 points each player may include a second warpeep in his force as long as both players agree beforehand.

Randomly determine the scenario by rolling on the table appropriate to proximity. Use terrain pieces appropriate to the map region the fight is in.

Taking Unclaimed Map Regions

At the beginning of the campaign, most of the map is unclaimed. An attack may be declared on an unclaimed map region. If no other player chooses to defend the region, the attacking player gains control of it on a Conquest Roll of 4+, regardless of proximity. If another player declares defending it, a battle takes place and the victor makes a Conquest Roll according to proximity.

Conquest

Just because you win a battle it doesn't necessarily mean you conquered the map region. During the Conquest step of the campaign round, if the victor did not already control the map region, he makes a Conquest Roll. The difficulty of the roll is determined by proximity.

If the victor had declared an attack on a claimed map region, the proximity is measured from the attacker's territory.

If the victor responded to an attempt to take an unclaimed map region, the proximity is measured from the responder's territory.

If the victor was defending a map region he already controlled, no Conquest Roll is needed.

Adjacent Battle: Okay, I lied. If you attack an adjacent region and win, you automatically conquer it. No roll necessary.

Near Battle/Unclaimed Region: The Conquest Roll is 4+ on 1d6.

Distant Battle: The Conquest Roll is 5+ on 1d6.


Thoroughfare: No Conquest Roll. Victory Points are awarded for victory or a draw, but no territory is gained.


Interception

If a player announces an attack that must take the attacking force across at least one thoroughfare, a subsequent player may attempt to intercept. Each player rolls 1d6 and subtracts his Initiative Order. If the interceptor rolls higher, he succeeds and the two players fight a battle in the thoroughfare. If the attempt fails, there is no interception and the intercepting player may not use that detachment during that campaign round.

Terrain

The city has multiple terrain types and these are color-coded on the map. Most of them have the “Paved” descriptor. While in Paved terrain, models cannot use the Burrow rule and must be on rubble to use the Dig In rule. The players may place terrain pieces which are specifically not Paved, such as a garden or arbor.

 **Close:** Paved. 6 or more buildings and/or ruins. Other terrain pieces should include walls and rubble, with few or no natural features.

 **Urban:** Paved. 4 to 6 buildings and/or ruins. Terrain can include such things as individual trees (represented by Small bases). The players’ starting territories are Urban.

 **Open:** Up to 3 buildings and/or ruins. Terrain can include plantings, hedges, and fountains.

 **Park:** Much like a field. This can reasonably use a green cloth for the table’s base terrain.

Square: Paved. There are no buildings but many statues, stages to speak from, and a few fountains.

Ruin: This is a building that has lost one or more walls, giving models access to its interior. A ruin counts as rubble, thus is rough terrain that provides cover to any model completely within its perimeter.

Assets

Assets are resources found in nine regions on the map this campaign uses. An asset provides a benefit to the player controlling its map region.

1) Arcane Nexus: Magical power is concentrated here and allows you to energize your spellcasters’ magical attacks. This is Close terrain.

In one game per campaign round, the player gains 1d6+4 Power Tokens. A Power Token may be spent to boost a magic attack roll or a magic damage roll. Power Tokens may be applied to warpeeps or to models with Magic Ability. Tokens not used by the end of the game are lost.

2) Armory: Weapons and armor aplenty! Your units can be equipped with all they need. In one game per campaign round, the player’s most expensive unit has its Point Cost halved.

3) Audience Hall: It is possible to gain significant support from the Lord Mayor of Kriegsburg, as long as you go to his Audience Hall and pretend to respect him. The player gains an additional 3 Victory Points each round.

4) Barracks: Conscription is easier when the conscripts are already trained soldiers. In one game per campaign round, the player gains 10 points toward units/solos.

5) Farrier: Smiths *and* experienced animal handlers in one spot! In one game per campaign round, the player gains 10 points toward lesser, light, or heavy warthings.

6) Grand Forum: While it looks like just a big, empty space, the Grand Forum is one of the major hubs of the city road network, and provides its possessor unrivaled access to the city. Any map region on a thoroughfare is treated as Near the Grand Forum. Proximity to other map regions is measured normally. The controlling player adds +1 to the d6 roll to conquer a map region. The nine map regions around the Grand Forum are treated as Adjacent.

7) Hall of Records: Commanders love maps, especially maps the opposition does not have. In one game per campaign round, the player may choose where to deploy.

8) Heliograph Tower: Knowing where your enemy is can be invaluable. In one game per campaign round, the player may choose to take first turn or second turn.

9) Prison: Amazing what some people will do when you dangle a pardon. In one game per campaign round, the player’s least expensive unit has its Point Cost halved.

Kriegsburg Campaign Map: Core Wards of Kriegsburg

