Mighty Empires Campaign Rules

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for the Centretown Warhammer Club
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Thanks to our playtesters!

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Section A: Overview

It is recommended that newer players read through this section briefly to grasp the basics of the rules, then read through sections B and C to understand the specifics, and finally re-read this section to comprehend the more specific rules addressed here.

1. THE CAMPAIGN MAP

The campaign map consists of a set of hexes which can be represented using Mighty Empires tiles or a graphic map. The size of the map will vary with each campaign, largely based on the number of players and the selected turn limit. A small campaign, with four players and lasting ten turns, could take place on a map of about 40 hexes.

1.1. Hexes

Hexes depict one or more types of terrain: fields, rivers, forests, swamps, mountains, or lakes. Lakes are effectively Impassable terrain.

The first time a hex is explored during the campaign, the GM rolls to determine the contents of the hex, using Table 7: Exploration. See **Error! Reference source not found.** for more information about the types of features you might find in a hex. Empty hexes are undefended. Hexes containing major features will usually be defended by a neutral army; see the exploration tables for what type of neutral armies are most likely to be defending a given terrain type or special feature. The exact nature and size of this army will be announced by the GM at the same time as the information about the major feature. For more details about exploration, see 4.1B: Exploration and Major Terrain Features.

Hexes may contain 0-1 Major terrain features, 0-1 Minor terrain features, 0-1 Fortresses (or Mighty Fortresses), and/or 0-1 Watchtowers.

1.2 Player Kingdoms

Players start with a small kingdom, usually 3 or 4 hexes, and expand from there across the campaign map. Normally you should be able to trace a friendly path from each hex in your kingdom back to your capital. Any hex in your kingdom that cannot trace such a path is considered Orphaned and are at a disadvantage (see below).

1.3 Orphaned Hexes

It may happen that by losing some hexes of your kingdom, one or more hexes of your kingdom is no longer connected to your capital by an unbroken line of friendly hexes. Should this happen, the cut-off hexes are "orphaned". An orphaned hex cannot be issued an edict, be the target of a power expenditure, be defended unless specifically patrolled, or used to invade an adjacent hex. (See Section B: Orders for information on power expenditures, patrolling, invading, and edicts.

Orphaned hexes provide Support and Entitlements as normal.

1.4 Neutral Kingdoms

Some areas of the map will be designated as neutral kingdoms belonging to a specific race by the GM during map creation (before the campaign begins). A typical neutral kingdom consists of three hexes, although they may have more or fewer hexes at the GM's discretion. Each neutral kingdom contains a

capital, and the capital contains a Mighty Fortress (see Appendix B: Defensive terrain features). Each neutral kingdom also typically contains at least one major terrain feature, which might be a megafeature.

Independent Neutral Kingdoms

As neutral kingdoms contain a capital of their own, they generate one power point per turn (see 5.1B: Power Generation and Industry for more details on power generation). While not controlled by a player, this power is automatically spent to conscript 500 extra points of troops for the kingdom's defensive army (neutral conscription is more persuasive than players' conscription). When conquered by a player, this power is instead given to the player each turn as tribute.

Each neutral kingdom is defended by a single army, constructed similarly to other neutral armies without regard to entitlements. The size of the army is determined by the support generated by the neutral kingdom's hexes, and conforms to the same size limitations as player armies (see 2.1B: Basic and Total Army Size for more details). Similar to player armies, the Neutral army always contains a Lord, regardless of its size.

Neutral Kingdom characters gain experience and injuries as player characters do.

Conquering Neutral Kingdoms

You can conquer each hex of a neutral kingdom individually and add them to your own kingdom normally. Each hex you conquer reduces the size of the neutral army by its support value on the following turn (so capturing a City would reduce it by 750 points, while an empty hex would reduce it by 250 points). Upon conquering the capital of a neutral kingdom, all of its hexes that are not owned by other players are immediately added to your kingdom.

Player Controlled Neutral Kingdoms

Once conquered, the neutral army returns to its permanent patrol based in the neutral capital, but it may no longer contain a Lord choice. The army instead contains an "extra" hero-level character (does not count towards Basic Army Size), who is designated as the army's general and the neutral kingdom's regent. Note that this character must be from the same race as the neutral kingdom's army. The neutral army will only ever patrol, and only within the bounds of its own kingdom. Player armies may not patrol hexes within a neutral kingdom.

This army is constructed similarly to the army before player conquest: it is not limited by entitlements but draws support allocations from the neutral kingdom's hexes only. The army must still conform to the Armies must be Legal rule (3.5B). You do NOT add the support or entitlements of the conquered neutral kingdom's hexes to yours as all of those resources are devoted to maintaining the neutral army. However, as long as you control the neutral capital you gain a Lord entitlement for your own kingdom.

You may not issue edicts to the neutral kingdom's hexes, but they may be the target of power expenditures. Other players may take control of the neutral kingdom following the same rules as the initial conquest.

Player knowledge of neutral kingdoms

Players do not know where neutral kingdoms are at the start of the game. On any turn that a player fights a battle in a hex of a neutral kingdom (Lost Causes and retreats do not count), he learns the kingdom's extent and the location of its capital on a d6 roll of 5+. If the player wins the battle, this increases to a 4+.

Each turn that there is a battle in a neutral kingdom hex, all players learn the extent of the kingdom and the location of its capital on a d6 roll of 6+ during the intermediate results of the following turn.

2.0   THE TURN SEQUENCE

The campaign game is played in turns, each turn normally taking one real time week to resolve. More than one turn may be resolved each week if there are few or no tabletop battles. Players take their turns simultaneously; all players will create and submit their orders for the same deadline, and play any resulting battles (against each other or neutral armies) during the remainder of the week.

2.1   Rumours and Mercenaries

The GM posts rumours for the upcoming turn, which may or may not indicate events on the campaign map. The GM also posts a list of the mercenaries available for hire and their associated minimum bids including any equipment and command upgrades, as well as magic items carried (see section 6.0B: Mercenaries for further details. The Rumours and Mercenaries post will also include the deadline for Turn Order submissions.

2.2   Orders

After the Rumours and Mercenaries have been posted, players create the orders that will determine their kingdoms' actions during the current turn. See Section B: Orders for a step by step guide to creating orders.

2.3   Interim Results

After receiving turn orders from all players, the GM resolves the results of player actions:

- Rolling for exploration, and determining the strength of any defenders
- Informing players of battles, including enemy strength and Scouting rolls results

2.4   Fight or Flight

Once the Interim Results are posted, players who have potential battles for the turn must decide whether their armies will fight or flee. Armies that opt to flee escape successfully (without casualties), but the other army automatically counts as victorious, assuming that it did not choose to flee as well. Characters in an army that wins a battle by default because their opponent chose to flee receive one experience point each.

2.5   Battle Resolution

After all players have chosen whether to flee or fight, all players resolve their battles. This is done either by playing out a tabletop battle with the appropriate armies using the Warhammer Fantasy Battles rules, or by using Abstract Combat Resolution (see Appendix D). Tabletop battles are preferable—Abstract Combat Resolution is generally considered a last resort as character injury and/or death is more probable and characters gain less experience (one point is awarded to each character participating in the battle; no more, no less). If abstract combat resolution is used, any players participating in the battle must submit their strategy selection (Table 24: Battle Strategy) to the GM by the deadline for battle reports. See Section C: The Battle Phase for more details.

2.6 Final Results

In the final phase of the turn, the GM makes rolls to determine any unresolved battles and/or battle consequences. This includes Abstract Combat Resolution and any remaining Experience, Advancement, Generalship, Recovery, and Injury rolls. The results of these rolls are then posted and the following turn begins with a new Rumours and Mercenaries post.

3.0 THE END

The length of the campaign is variable in order to discourage unrealistic last-turn gambits which would normally prove disastrous if there was a subsequent campaign turn.

Starting on a turn announced at the beginning of the campaign, the GM rolls a d6 at the end of the turn after all battles have been resolved. On a 4+, the campaign is over and there is no subsequent turn. On a 1-3, the campaign continues and the same check is performed at the end of that turn.

3.1 Winning

There are two ways to win the campaign:

- Be the player with the most Effective Power at the end of the campaign
- Eliminate all other players (see Losing).

Effective Power is the sum of the following, calculated at the end of the final turn of the campaign:

Table 1: Calculating effective power

Source	Value
Each point of unspent Power	1 point
Each hex in your kingdom which you looted this turn	0
Each hex containing no major terrain features	1
Each hex containing a regular Major terrain feature	1.5
Each hex containing a Megafeature (see Table 6: Major terrain features for a list of which features are Megafeatures)	2

3.2 Losing

If your Capital is conquered, choose a City in your kingdom to be your new capital and continue. If you don't own a city, you are eliminated from the campaign. The exception of this is Vassalage (see 7.0B: Player Interactions for details).

Section B: Orders

1.0   EDICTS

Each turn you can assign strategic orders, called *Edicts*, to the hexes in your kingdom. The Edict assigned to a hex will determine what that hex contributes to your kingdom this turn.

An Edict is issued to an entire hex, and automatically applies to all of its special features as well.

Most of the time, you don't need to issue any Edicts at all. The default action for all hexes in the absence of an edict is Support Troops, so this is what a hex automatically does unless you order differently.   (Note that Support Troops does not count as an Edict as it is the default state of a hex.) Under any Edict, however, the support available to your army is diminished:

- Any hex under an Edict will produce no support, either its base support or the additional support provided by any special features it contains.
- Special features in the hex will continue to provide entitlements as normal (see 2.2B: Entitlements for more details).

Table 2: Edicts

Edict	Effect	Condition
Civilization	**Produce two points of Power this turn.** *The leaders, artisans, and craftsmen of the city devote themselves to impressive works of art and architecture, exemplifying the strengths of your particular civilization and striking awe in all who behold these great works.* *This could be a new Elven library of arcane insight, a mighty cathedral dedicated to Sigmar, or a squat and massive idol of Gork crudely hewn from living rock.*	Hex must contain a City or your Capital
Industry	**Each hex to which you issue an Industry edict contributes one or more units of production (ore, lumber, or farming) to your kingdom. Empty hexes produce one point of production when under an Industry edict. Some special features such as Mines will increase this amount (see Table 6: Major terrain features).**	None
War Footing	**Add +2 to any unit recovery rolls made by your army for the duration of the turn (see Table 12: Unit Recovery).** *The normal routines of the population are set aside, and all devote themselves exclusively to producing supplies for your armies.* *Baggage trains loaded with weapons, armour, fresh mounts, and spare parts wind their way to the battlefield. With them come groups of freshly trained physicians with their gleaming saws and pliers, and volumes of the latest medical insights from Araby.*	Hex must contain a Town, City, or Capital.
Loot	**Your agents scour the hex for useful resources and items, at the risk of damaging local industry and settlements and alienating the abused population.** See 1.1: Looting for details.	None
Raze	**Your agents pillage and burn madly or methodically, trying to inflict as much damage on the local industry and settlements as possible. Their efforts are entirely focused on destruction, and not the gathering or preserving valuables.** **You lose control of any hex you raze at the end of the current turn. See 1.2: Razing for details.**	None

1.1   Looting

Sometimes you must quickly squeeze the maximum benefit from a hex, pressuring its population, ransacking property and storehouses, and straining local industry to the breaking point to serve some short-term need. This is Looting, and will gain some resources but risk diminishing, or even losing, the looted hex.

You can issue a Loot edict to any hex in your kingdom at the start of the turn. You can also issue a Loot edict to a hex you plan to conquer this turn. (Along with razing, this is the only time you can issue an edict to a hex you didn't own at the start of the turn.) The effect of the Loot edict takes effect at the end of the current turn.

See Table 4: Looting and Razing for the effects of looting a hex, depending on the features it contains.

1.2   Razing

In some cases, you will want to ravish a hex, pillaging and burning in an act of rampant and systematic destruction. Usually you raze a hex because you do not expect to hold it for long, and you want to deny its benefit to future conquerors. You do NOT gain the benefits you do from Looting; your agents are entirely focused on destruction. But you deny future benefits from this hex to others.

You can issue a Raze edict to any hex in your kingdom. You can also issue a Raze edict on a hex you plan to conquer this turn. (Along with looting, this is the only time you can issue an edict to a hex you didn't own at the start of the turn.) The effect of the Raze edict occurs at the end of the current turn.

See Table 3: Looting and Razing for the effects of razing a hex, depending on the features it contains.

1.3   Risks and Consequences

When you loot or raze a hex, you risk grave and unforeseen consequences. Sometimes, the consequences are foreseen very much indeed.

Table 3: Risks and consequences of razing or looting

Action	Risks and consequences
Looting a hex	Roll a d6 and check the following after looting a hex: 1. Overzealous: treat the hex as though it was Razed as well as Looted (the hex automatically becoming neutral). 2-3. Rebellion: the hex becomes Neutral after your Looting is complete. 4+ Suffer in Silence. No effect.
Razing a hex	A razed hex automatically becomes neutral. Any feature in the hex is reduced or destroyed; see Table 4: Effects of looting or razing for details. Any defensive terrain features in a razed hex are destroyed.

Table 4: Effects of looting or razing

Feature	Effect of Looting	Effect of Razing
Empty hex	Gain 250 extra Support next turn	Produces no Support for d3 turns
Capital	Gain 500 extra Support for the next d3 turns	Reduced to a Town
City	Gain 500 extra Support for the next d3 turns	Reduced to a Town
Port	Gain 500 extra Support for the next d3 turns	Reduced to a Town
Town	Gain 250 extra Support for the next d3 turns	Hex becomes empty
Fertile Fields	Gain 250 extra support for the next d3 turns	Hex becomes empty
Mine	Gain 250 extra Support for the next d3 turns and one point of ore at the end of this turn	Hex becomes empty
Deep Mine	Gain 250 extra Support for the next d3 turns and two points of ore at the end of this turn	Reduced to a Mine Also, roll a d6: On a 1, you Awaken the Beast.
Woods	Gain 250 extra Support for the next d3 turns and one point of lumber at the end of this turn	Hex becomes empty
Deep Woods	Gain 250 extra Support for the next d3 turns and two points of lumber at the end of this turn	Reduced to a Wood Also, roll a d6: On a 1, you Awaken the Beast.
Wizard Tower	Gain 250 Support for the next d3 turns and roll a d6: 1: a random character loses his most recent advancement; if the character has not attained an advancement, he dies. If you loot a hex you conquered this turn, the character must be selected from the conquering army. 2-4: permanently gain a magic item worth up to 25 points for one of your characters; this item does not count against item allotment or the Basic Army Size. 5-6: as 2-4, but the item is worth up to 50 points.	Hex becomes empty. Also, roll a d6: On a 1, permanently lose one random magic item from one of your armies. Neither army can take this magic item again for the duration of the campaign. If you raze a hex you conquered this turn, the item must be selected from the conquering army. On a 6, you Awaken the Beast.
Arcane Ruin	Identical to Wizard Tower above	Hex becomes empty. Also, roll a d6: On a 1, a random character loses his most recent advance; if the character has not attained an advance, he dies. If you raze a hex you conquered this turn, the character must be selected from the conquering army. On a 6, you Awaken the Beast.
Tunnel	Gain 250 extra Support next turn	Produces no Support for d3 turns

2.0   ARMY BUILDING

Before constructing your kingdom's individual army lists, you must calculate your kingdom's total support and entitlements; these will determine your army's size and composition.

2.1   Total Support

Your Kingdom's Total Support determines the maximum total point value of all of your armies combined. As you conquer territory on the map, you will gain additional support to increase the size of your armies. Your kingdom's total support is a sum of all the support offered (and deducted) by the following factors.

- Each hex in your kingdom produces 250 points worth of support.
- Many major terrain features will increase the support that a hex provides (see Table 6: Major terrain features).
- Any hexes that have been issued an Edict this turn produce no support.
- Any Looting your kingdom has performed in previous turns may contribute to your support total (see Table 3: Effects of Looting and Razing).
- Conscription also increases your kingdom's total support (see 5.2B: Power Expenditures for details)
- Mercenary upkeep must be paid (deducted) from your kingdom's total support (see 6.0B: Mercenaries for details)

Support applies to the current turn only; it is not a persistent resource that you can save for future turns. The only exception to this rule is support gained by looting which applies to following turns.

2.2   Entitlements

Your armies in the campaign have a composition determined by the Major terrain features your kingdom's hexes contain. The total number of heroes, lords, special, and rare units your kingdom can maintain is called **entitlements**. As you conquer territory on the map, you will gain new entitlements allowing you to add more diverse units to your armies.

Unlike normal Warhammer armies, you cannot freely add characters, special units, or rare units to the armies of your kingdom. You must earn the entitlements these units require by adding certain major terrain features to your kingdom.

- Entitlements allow you to include such units in your armies, but the units themselves must be paid for using the support available to your kingdom.
- Entitlements are only affected by the presence of Major terrain features; they are unaffected by any Edicts issued to the hexes containing these features.

2.2.1   Substituting Entitlement Slots

Once you have determined the total entitlements available to your kingdom, you have the option of "trading" one or more Rare entitlements for an equivalent number of Special entitlements. Similarly, you may convert one or more Lord entitlements into an equivalent number of Hero entitlements.

2.2.2   2 for 1 Choices

Some armies have access to "2 for 1" units – in which two models or units occupy only one special or rare slot. Such units still count for a single Special or Rare entitlement, but must remain in the same army.

2.2.3   Special Entitlement Rules

High Elf kingdoms treat Great Eagles and Repeater Bolt Throwers as 2-for-1 rare choices for the purposes of entitlements only—each is not required to be in the same banner as per the usual rules for 2 for 1 units. In addition, High Elf kingdoms gain +1 Special entitlement per full 2000 points of total support they control on turns 1-6 and +2 Special entitlements per full 2500 points of support they possess on turns 6+. Note that these additional Special entitlements are based your kingdom's Total Support, which is calculated after Edicts and Mercenary upkeeps are applied (see 2.1: Calculating Total Support).

3.0   ARMY LISTS

After determining your total support and entitlements, you can build your army lists for the turn. Begin by creating your Basic army lists, then allocate any mercenaries or extras you might have available to your armies and determine your Total army lists.

3.1   Basic and Total Army Size

Each of your kingdom's armies has a Basic Army Size; this is defined by the number of points that you have allocated to it from your kingdom's Total Support. Each army's Basic Size can never exceed 2500 points, and must remain above 500 points. The number or Rare, Special, Hero, and Lord slots an army can use is dictated by its Basic Size (see 3.5: Armies Must Be Legal).

An army's Total Size is defined by the total point costs for every model in the army; it is a sum of the following factors:

- Basic Army Size
- Fortress or Mighty Fortress garrisons that join a defensive battle (see Appendix B)
- Mercenaries
- Support from a second army that is also attacking or defending the same hex
- Extras (Wizards granted by controlling a Wizard's Tower, magic items granted by controlling an Arcane Ruins, etc.)

This sum may never exceed 3000 points. After ensuring that this sum is below 3000 points, the Total Army Size is rounded to the nearest 50 points, rounding up (so 2275 would round to 2300, 2868 would round to 2850, etc.). Total Army Size is used to determine all Battle Resolutions after the Interim Results, including Lost Cause, Victory, Recovery, and Experience rolls (see 6.0C: Post Battle).

3.2   Number of Armies

The default number of armies for each kingdom is two. Players must have exactly two armies on the campaign map at all times, except under the circumstances listed below.

Desperate Measures

If your kingdom's maximum total support drops below 1000 points, you may combine your tattered forces into a single army. You cannot cause this to happen voluntarily (through Edicts, etc.); you must have made every available effort to generate 1000 points of support from your kingdom's assets.

Third Army

If at least one of your armies has a Basic Army Size of 2000 points, you can add a third army to your kingdom. Build the third army using your available support and entitlements as normal. All of your armies still be legal (see 3.5: Armies Must Be Legal). Players may not have more than three armies at one time. You cannot have a third army on the campaign map unless at least one of your other armies contains at least 2000 points, so you may have to fold the third army back into one (or both) of the other two at the start of a subsequent turn.

3.3   Army General

Each army in your kingdom must be led by at least one character. One of these will be your kingdom's Grand Marshall (see 3.4 below); he must always be the General of the army he is in. Each of your other armies must select a General following the normal Warhammer rules.

Where a particular General affects your army construction rules (such as a Highborn general for Wood Elf armies, or a Tomb King general for Tomb King armies), consider each army separately and construct it according to the character who is its general in the current turn.

An army may lose all of its characters, after recovery rolls (see 6.1C: Recovery). If this occurs, the army disperses after the battle and will not participate in any battles during the rest of this turn (however, it still counts as having won the battle in which the last character fell if that was the case).

3.4   Grand Marshall

Each kingdom's army always contains a minimum of one Lord choice, who is the Grand Marshall of the kingdom's armies. You must always include the Grand Marshall in one of your kingdom's armies. He/she can be part of any one of your armies, even if the army point value is less than 2000 (and so would not normally be allowed a Lord). However, note that the Grand Marshall still occupies the Lord-level slot of any armies that have one, so you cannot include a second Lord in the same army as your Grand Marshall. The only time two Lords might be in the same army are when two Allied armies combine or if a Lord-level mercenary character becomes available.

3.5   Armies Must Be Legal

Regardless of your kingdom's current entitlements, each of your armies must conform to the normal rules for the maximum (and minimum) number of characters, Special units, and Rare units based on its Basic Army Size, as described in the appropriate Warhammer army book.

There are some exceptions to this rule, including the Grand Marshall, Mercenaries, and Extras.

3.6   Magic Items

Magic items belong to your kingdom, not individual armies. As a result, a magic item can only appear once in all the armies of your kingdom; you cannot duplicate items in both (or all three) armies.

The standard common magic items are an exception to this rule; you can have multiples of each common item in your kingdom, but only one per army except for dispel scrolls and power stones. So, for example, each of your armies could include the War Banner.

Your characters can freely change their magic item selection at the start of each campaign turn (see 3.7 below).

Magic from Arcane Ruins and Wizard Tower
Magic items generated by owning Arcane Ruins or by looting Arcane Ruins or a Wizard Tower are persistent and can never be swapped for other items.

3.7   Adjusting Army Lists

Armies are semi-persistent: once purchased, units will remain with your kingdom until they are removed because you can no longer support them. You **do not** create new armies from scratch for each battle. Some core, special, and rare units will appear and disappear as you add or remove them to match your changing entitlements and support. Hopefully, many of the same units will be with your armies for the duration of the campaign.

You can freely alter your character's equipment selection at the start of each campaign turn, including magic items. Abilities that can be taken by multiple characters simultaneously (such as Wood Elf Kindreds or Vampire Count Bloodlines) may not be altered in this manner; they are an inherent aspect of the character. Single wound mounts may be added or removed, but monstrous mounts may not be removed once purchased unless the rider dies as there is a strong bond between mount and rider.

After calculating your kingdom's total support and entitlements, you create this turn's lists for each of your kingdom's armies. You may increase (or may have to decrease) your armies' point values so that they match your current support levels. You may also upgrade (or may have to downgrade) units so that your armies match your current entitlements.

Adding points: If new Support is available, you can add new units to one or more of your armies or increase the size of any existing units.

Removing points: If Support has decreased from the previous turn, you must remove units (or reduce the size of units) so that your combined armies fall within your current Support level.

Upgrading units: If you have gained new entitlements and have sufficient new Support available, you can add the new special unit, rare unit, or character to one of your armies.

Downgrading units: If you have lost entitlements, you must remove the special unit, rare unit, or character to which you are no longer entitled. You may replace the lost unit with a corresponding point value of Core units if you can support them (or other slots if they are available).

Reallocating units: You can freely move units between your armies at the start of the turn, always remembering that each resulting army must be legal.

4.0   ARMY ORDERS

Unlike some campaigns, your armies do not have fixed locations or move across the campaign map using movement allowance. Instead, an army's location is usually abstract. Each turn your armies can defend part of your kingdom, or attack outward from anywhere along your border.

Each turn, you must order each of your armies either to Patrol, or Invade.

Order	Effect
Patrol	Defend your kingdom; can fight any invading army that enters any hex in the army's Patrol Radius.
Invade	Enter a hex you do not already own that is adjacent to any hex in your kingdom. If you encounter defenders, you can choose to either fight them or retreat.

The orders you issue to one army don't affect the other, so assuming you have two armies you could order both of them to Patrol, or both of them to Invade, or issue a different order to each. Multiple Invasions will allow you to expand your borders quickly; but if you have no armies on Patrol, then anyone invading your kingdom will claim the hex without a fight.

Patrol

An army ordered to Patrol is considered to be moving through the area around a specified hex, deploying scouts and moving to wherever they sense a threat to your borders. A defending army can fight any enemy entering the target hex and all friendly hexes bordering it. These hexes are that army's **patrol radius**. A single defending army can even fight several invaders in different hexes in the same turn.

If you have more than one army whose patrol radii overlap at a hex or hexes where your kingdom is under attack, you can choose which Patrolling army fights each invader. Alternatively, you can combine the two Basic army lists to a maximum Basic Army Size of 2500 points. The Total Army Size of the combined army cannot exceed 3000 points, as normal. Note that two armies may be ordered to patrol the same hex, in which case their entire patrol radii will overlap.

All armies must follow the Armies Must Be Legal rule (3.5). Fortresses or Mighty Fortresses may provide additional defenders—see Appendix B: Defensive Terrain Features for details.

Armies assigned to patrol unorphaned hexes cannot defend any orphaned hexes; similarly, armies that are assigned to patrol orphaned hexes cannot defend unorphaned hexes.

Invade

An army ordered to Invade can enter any enemy or neutral hex on the map that is adjacent to a hex you already own that is not orphaned (see 1.3A: Orphaned Hexes). Each army ordered to Invade may only enter one enemy or neutral hex in a campaign turn.

As with patrolling armies, two armies may be ordered to invade the same hex, in which case they may be combined subject to the same restrictions as combined patrolling armies. They may also choose to attack individually, in which case any defenders must face both armies, one at a time.

4.1   Exploration and Major Terrain Features

When you invade a neutral hex on the campaign map, the GM will roll on the Exploration table for that hex type to determine whether there are any Major or Minor special features present. In most cases, if one or more of these features are present, neutral defenders must also be overcome before you can claim the hex you have invaded.

If the GM rolls doubles when consulting the Exploration table, there is also a Minor Terrain Feature in the hex. Roll on the Minor Terrain Features table to determine the feature (see Appendix A: Minor Terrain Features).

Most special features are defended. The strength of the defenders varies, but increases as time passes in the campaign. In order to claim the hex, you must either defeat the defenders in battle, or persuade them with the expenditure of Power. See 5.2: Power Expenditures for details.

Table 6: Major terrain features

Feature	Can be created	Support Bonus	Entitlements	Other effect
All hexes	n/a	250	-	Produces one point of Production (ore, lumber, or farming) when under an Industry edict.
Capital	No	+500	Lord, one Hero, one Special, and one Rare	Megafeature. Without a capital, the player is eliminated. A conquered capital becomes a city. Allows Civilization and War Footing edicts.
City	Yes	+500	Hero, Special, and Rare	Megafeature. Should you lose your Capital, one city you own is promoted to a capital immediately. Allows Civilization and War Footing edicts.
Town	Yes	+250	Hero, or Special, or Rare	Allows War Footing edict.
Fertile Fields	Yes	special	-	This hex will continue to produce its normal troop support level even if it the subject of an Industry edict.
Mine	Yes	-	Special	Produces 1 extra point of ore when its hex is under an Industry edict (2 if located in a Mountain hex)
Deep Mine	Yes	-	Special and Rare	Megafeature. Produces 2 extra points of ore when its hex is under an Industry edict, but Awaken Beast on 2-3/2d6. If located in a Mountain hex, produces 5 extra points of ore under an Industry edict; but Awaken Beast on a d6 roll of 1.
Woods	No	-	Special	Produces 1 extra point of lumber when its hex is under an Industry edict.
Deep Woods	No	-	Special and Rare	Megafeature. Produces 2 extra points of lumber when its hex is under an Industry edict; but Awaken Beast on a 2d6 roll of 2 or 3.
Wizard Tower	No	-	-	May add a free human Level 2 wizard complete with up to 50 points of common magic items to one army, who does not count against the army's Basic Size or entitlements. Use the statistics and equipment options of an Empire Battle Wizard. If he dies, he is not replaced. He cannot lead any army.
Arcane Ruin	No	-	-	Gain 100 extra points of magic items (or Runes for Dwarves) among armies which don't count against the army's Basic Size, but do count against the owning character's magic item allowance. However, if you lose the Arcane Ruin, you lose the items. Can only buy magic items, not bloodline powers, sprites, daemonic gifts, etc.
Port*	Yes	-	-	Megafeature. The controlling player may issue Invade or Patrol orders to any hexes bordering the adjacent lake, or up to two river hexes from any river running through the port. The port counts as being adjacent to these hexes for the purposes of determining orphaned hexes.
Tunnel*	No	-	-	A player controlling one tunnel entrance may Invade or Patrol the connecting tunnel exit as if it were adjacent to the tunnel entrance. The tunnel entrances count as being adjacent for determining orphaned hexes.

* : locations determined by the GM during map creation

Once the contents of a hex have been established, they will not change with further exploration. Defenders (see 4.3 below) will remain until defeated; however, until they are defeated, they will increase in strength by 250 points each campaign turn until they reach the maximum value allowed.

Hex types are based on the terrain the hex depicts: fields, rivers, forest, swamps, and mountains. If a hex contains a river, you must explore it as a river hex even if it contains another terrain type.

Table 7: Exploration

Hex type/2d6 roll					Major terrain feature	Common native defenders
Field	River	Forest	Swamp	Mtn		
2	2	2	2-4	2	Arcane Ruins	High Elves, Vampire Counts, or Lizardmen
-		-	-	3-4	Deep Mine	Dwarves or Orcs and Goblins: Well Defended
3	3	-	-	5-6	Mine	Dwarves or Orcs and Goblins
-	-	3-4	-	-	Deep Woods	Wood Elves or Chaos Beasts: Well Defended
4	4	5-6	-	-	Woods	Wood Elves or Chaos Beasts
5-8	5-8	7-9	5-9	7-9	Empty	-
9	-	-	-	-	Fertile Fields	-
10	9-10	10-11	-	-	Town [1]	Empire, High Elves
11	-	12	10-12	10-12	Wizard Tower	Dark Elves or Chaos Dwarves
12	11-12	-	-	-	City	Empire, High Elves: Well Defended
1. A town can appear in any hex, even one adjacent to another town.						

4.2   Scouting

If two non-allied armies (owned by non-allied players and/or neutrals) are patrolling or invading the same hex, the GM will reveal the size and race of each army as part of the initial turn results. More information may also be available, depending on the result of the Scouting die roll.

Table 8: Scouting

d6	Effect (cumulative)
1-3	No result
4	The units in the enemy army are revealed (but not characters)
5	The entire enemy army list is revealed (including characters and magic items)
6	As above, and gain +1 to the roll to determine choice of sides during deployment
7+	As above, and gain +1 to the roll to determine who takes the first turn
Die roll modifiers	
+1	You are defending
+1	Your army contains at least one unit with the Scouts special rule

Once the Scouting rolls have been made, players must choose whether to Fight or Flee (see 2.4A: Fight or Flight).

4.3   Neutral Defenders and Semi-Permanence

The Basic Army Size of a defending Neutral army is calculated as follows: (d3 + turn #) * 250 points, with a maximum of 2000 points. Well Defended hexes (see Table 7: Exploration) add 500 points to the Total Army Size of defending armies.   If the hex contains a Fortress or Mighty Fortress, this will increase the size of the defending army by 250 or 500 points respectively.

Neutral armies thus have a maximum Total Army Size of 3000 points, but in the absence of Well Defended features or fortresses they will not exceed 2000 points.

After a neutral army is discovered in exploration, its Basic Army Size will grow by 250 points each campaign turn until it reaches the maximum of 2000 points.

Neutral armies are semi-permanent, following adjustment rules similar to those for player armies. However, neutral armies are not restricted by entitlements. Characters in neutral armies do not gain experience as player characters do. See 1.4A: Neutral Kingdoms for details on character advancement for Neutral Kingdoms.

5.0   POWER

Power represents the ability of a player to influence the fate of his kingdom and the entire campaign map. Power comes in many forms, some of more interest (and natural affinity) to some races than others. Players start with no power. Power may be shared between players; see 7.1: Sharing Power for details.

Power has two effects in the game:

- You can spend power to affect the campaign map and the game's progress.
- The amount of power you have accumulated contributes to determining the campaign victor (see 3.1A: Winning).

This means that you need to balance the benefits of spending power against the cost of diminishing your store of power and your chance at campaign victory.

5.1   Power Generation and Industry

Players calculate the amount of power that they will generate each turn based on their edicts, kingdom army size, etc. (see below), but the power is not generated until after your power expenditures for the turn have been submitted and after any battles, so it cannot be spent until the following turn.

Category	Power Gained	Notes
Capital	1	Your capital produces one point of power each turn in addition to any it produces through other edicts. **You must submit your army lists each turn to receive this point of power.**
Strength of Arms	1	Each army with a Basic Army Size of 2500 points your kingdom maintains produces one point of power.
Mighty Conquest	5/3	Each enemy capital you conquered this turn yields five points of power. Neutral Kingdom capitals yield three.
Grand Civilization	2	Each city or capital in your kingdom which you assigned a Civilization edict this turn produces two points of power.
Formidable Industry	1 per 3 production	For every three points of Production your kingdom accumulates through Industry edicts, you gain one point of power. See below.
Living Legend	1	If there is at least one character in your kingdom who has attained five advancements (and is not dead or retired!), his renown earns one point of power per turn.

For Capital, Civilization, and Industry, you must retain the target hex at the end of the turn in order to gain the power for that action.

Industry

The Industry edict causes a hex and the special feature it contains to focus completely on the production of raw materials to serve your kingdom's needs. Industries are stretched to their utmost capacity to stockpile material for strategic purposes.

Each time you issue an Industry edict to a hex, its production value is added to your kingdom's resources at the end of the current turn, provided you still control the hex (see Table 6: Major terrain features for the production value of a hex depending on its contents). The production of a hex may be referred to as "ore", "lumber", or "farming", but their type has no particular meaning – they are all just forms of production.

Production points are "banked" in your kingdom until they reach a total of three, at which point they are immediately converted to one point of Power and the "bank" is emptied.

Note that you can also obtain production through looting: this represents your agents scouring the mine or other industry for all available production, and pressing what it can from the workers during the period of looting. See Table 4: Effects of looting or razing for the production available from looting industries.

Some definitions:

Industry: An Edict that results in one or more points of Production

Production: An abstract representation of raw materials; every three points of Production you accumulate grants you one point of Power.

Ore/Lumber/Farming: Other names for Production (but with no real distinction between each other, or other special meaning)

5.2   Power Expenditures

You can invest your accumulated Power to improve your kingdom and otherwise influence events on the campaign map. As mentioned above, you cannot spend the power you acquire through your actions on the current turn. As each player starts the campaign with no power, the first opportunity to spend power will be on turn 2.

Any power expenditure that creates or alters a terrain feature only takes effect at the end of your turn (after power generation) – so, for example, you cannot build a mine and issue an edict to it on the same turn. The mine will appear on the map at the end of the turn (provided you still control the target hex), and you can use it toward an Industry edict on the following turn. A battle taking place in the hex does not prevent the benefits of your power expenditure as long as you still control the hex at the end of the turn.

If you do lose control of a hex on the same turn in which you expended power there, then the power is still lost, but the expenditure is not completed.

Table 10: Spending Power

Action	Power cost	Effect
Establish town	1	Creates a town in an otherwise empty hex; cannot be adjacent to another known town, a city, or a capital (unexplored hexes do not count)
Found City	2	Upgrades one town to a city
Create Harbor	2	Upgrades one town that is adjacent to a lake or in a river hex to a port
Improve farmland	1	An empty hex acquires the Fertile Fields major terrain feature.
Upgrade Mine	2	A Mine becomes a Deep Mine
Sink Mine	1	Creates a Mine in any hex
Build Watchtowers	1	Creates Watchtowers in a hex
Build Fortress	1	Creates a Fortress in a hex
Upgrade Fortress	2	Upgrades a Fortress to a Mighty Fortress
Conscription	x	Adds d2*250 points to your Total Support on the following turn (only). The maximum you can spend on Conscription is [current turn number/3], rounded up.
Incite Neutrals	x	See below for effects.
Pacify Neutrals	x	See below for effects.
Alter minor terrain feature	1	Some minor terrain features can be created, altered, or removed by spending power. See Table 17:2 Minor terrain features for details.
Remove Major Terrain Feature	1/3	Regular major terrain features may be removed by expending 1 point of power. The removal of Magafeatures requires 3 power points.

Inciting neutrals

Your agents persuade a neutral army to attack an enemy hex anywhere on the map. The neutral army's strength is based on the power you spend: the first point always results in 2d6x100 points. For each additional point of Power, you can add one or two more dice to the roll.

You cannot incite neutrals in a hex containing an enemy capital, city, or port; your enemy's influence is too strong in these vital population centers.

You can only incite neutrals once per turn, and cannot do so two turns in a row. The maximum power you can spend to Incite Neutrals is the current turn number divided by three (rounding down).

In all cases, if the neutral army is defeated in battle by a patrolling force, then the raised neutrals have no effect. If they are not defeated, then at the end of the turn one of the following occurs. Point values refer to the strength of the neutral army after any battle, and following recovery rolls:

> **Neutrals of 500 points or less:**
>
> The neutrals loot the hex and disperse. Roll for the possibility of the hex going neutral as normal for looting.
>
> **Neutrals of 501-999 points:**
>
> The neutrals raze the hex and disperse. The hex becomes neutral.
>
> **Neutrals of 1000 or more points:**
>
> The army recovers completely. It immediately and permanently Conscripts an extra d2*250 points of troops. The neutral army remains until defeated and will increase in size at the start of each turn like other neutral defenders.
>
> **Combining Neutrals**
>
> If two players target the same hex with Incite Neutrals, roll separately to determine the strength of each neutral army, then combine the totals. If any player miscasts, then all the players targeting the same hex count as having miscast and are each attacked by the smaller neutral army they incited.
>
> **Miscast!**
>
> When inciting neutrals, there is some risk that your diplomacy will backfire. If the dice rolled for the size of the incited army include two 1s, the GM rolls all dice again for the size of the army. Draw a straight line on the campaign map from the centre of the target hex, to the centre of the inciting player's capital. The resulting army invades the first hex owned by the inciting player along that line, instead of the target hex. Work out consequences normally.

Pacifying neutrals

You can use your kingdom's Power to dissuade Neutral armies from battle and attempt to bring them into your kingdom through other means. Depending on your army, this could represent peaceful negotiation, gifts, diplomatic marriages, bribes, threats or assassination.

To pacify the neutrals, spend up to 1 point of power per 1000 points (rounding up) in the neutral army's strength.

The GM will roll a d6 for each point of Power spent, and consult the table below.

d6	Effect (cumulative)
1	The diplomacy has failed disastrously; the defending army grows permanently by 250 points
2	The diplomacy has failed, and the diplomat is sent packing. No effect.
3-5	500 points of defenders desert
6	The entire defending army surrenders regardless of other results.

6.0   MERCENARIES

The kingdoms of the campaign map have long seen war. As a result, there are plenty of restless warriors about willing to hire their sword out to anyone who can pay (or in some cases, simply offer steady meals).

As part of the rumours for each turn the GM may announce that one or more mercenary units is available for hire.   The GM identifies the basic point cost of each mercenary unit.

As part of their orders for the turn, players may secretly bid for the mercenaries' services.

- The currency used in bidding is support (and possibly power) from your kingdom's next turn
- The minimum bid for any mercenary is its basic point cost.

The GM will announce who has won the bidding as part of the intermediate turn results. The winning player **must** include the mercenaries in one of his armies on the following turn and forfeit an support equal to the winning bid (subtracted from the Total Support as mentioned in 2.1: Total Support). Mercenaries remain with the winning player for as long as he is willing to pay the upkeep he bid for them.

For example, assume that at the start of turn 5 the GM announces that a unit of mercenary Orc Boyz is available for hire with a basic point cost of 225 points. With their turn 5 orders, players bid for the Boyz.   In the intermediate results, the GM announces in the rumours that one player has won the bidding (with a victorious bid of, say, 300 points).

That player must use 300 points of his kingdom's available Total Support to include the mercenary unit in one of his armies on turn 6. The Basic Army Size of his armies are 2500 and 700 points. The player adds the Orcs to his 2500-point army, bringing its Total Army Size to 2725 points.

In case of ties, nobody gains the mercenary. Players are only required to pay their bids if they win the mercenaries' contract.

6.1   Regular Mercenaries

Regular mercenaries are units and/or characters that are found in the Warhammer Army Books. They are the most common type of mercenaries, and require only Support to hire.

6.2   Special Mercenaries

Exceptional mercenaries, consisting of powerful characters, units, or even monsters, will occasionally become available for hire in the campaign as well. In addition to a point cost, these units will have a Power cost; and like other mercenaries, the winning bid must be repaid at the beginning of each subsequent turn or the special mercenary will desert.

When evaluating bids, the highest Power bid wins. In case of tied Power bids, the tied bid offering the most Support wins. If still tied, nobody gains the Special Mercenary.

Special mercenaries are not added to your kingdom army as Dramatis Personae and Regular mercenaries are; they are more abstract and will grant strategic bonuses during the campaign.

6.3   Dramatis Personae

In addition to mercenaries, some special characters may become available in the course of the campaign. These mercenaries have agendas of their own, and will fight with or against player and neutral armies at the GM's discretion. In all cases, Dramatis Personae will fight to support or to oppose armies in a way befitting their own particular story. They are not hired and do not require upkeep. Dramatis Personae may also impose restrictions on the army they join; if you have no suitable army for them, they do not participate in battles until they have been accommodated.

7.0   Player Interactions

Players are encouraged to communicate during the campaign, and these communications need not be overseen by the GM. Players are free to try whatever devious ploys they might dream up (within the confines of the rules, of course), but are encouraged to remember that the primary objective of the Mighty Empires Campaign is for everyone involved to enjoy themselves.

7.1   Sharing power

As part of any turn's orders, a player can make a gift of power to another player. This gift is taken from the power that the player would generate during the current campaign turn, and is added to the receiving player's power total at the end of the turn. The gift cannot exceed the amount of power that the gifting player generates during the turn.

7.2   Combined Assault

When two players invade the same hex, they have the option of combining their forces against the defender. The players may combine their armies in a mutually agreeable manner up to a Basic and Total Army Size of 3000 points, although the 3000 point army must be legal. See 5.1C: Allied Armies for the tabletop rules for the combined army. If the combined army is victorious, the allied players must decide who will control the conquered hex in a mutually agreeable fashion; otherwise, the two formerly allied armies will fight each other for possession.

7.3   Cease Fire

Two players may choose to form an official cease fire agreement during the Submit Orders phase. This agreement must be included in both players' turn orders; if one treacherous player secretly chooses not to form the proposed cease fire, they simply do not include the declaration in their orders. The cease fire (or lack thereof) is announced with the intermediate turn results and takes effect at that point. Once the cease fire is in effect, neither player may issue an Invade order targeting any of the other player's hexes (this includes Invade orders issued the turn the cease fire begins). Cease fires may be

broken by either participating player in their turn orders submissions; the cease fire's effects will end at the beginning of the following campaign turn.

7.4   Alliance

Two players who have had a cease fire agreement for at least three turns may choose to form an Alliance. The procedure is identical to that for forming cease fires. Allied players may not target Incite Neutrals at hexes belonging to each other. In addition, one army from each player may treat allied territory as their own; they may patrol it and invade from it. Allied hexes also count as friendly hexes for the purposes of determining orphaned hexes. Alliances may be reduced to cease fires in the same way as cease fires are broken (so it would take two turns for allied players to break both the alliance and the cease fire agreements).

7.5   Vassalage

When a player loses his or her last city and would otherwise be eliminated from the campaign, the conquering and conquered players may agree that the conquered player will become a Vassal state. If this occurs, the conquered player retains their capital and continues to play as normal, except that they must donate one point of power to the conquering player each turn for the remainder of the campaign (using the rules for power sharing outlined above).   In addition, both players have a permanent Alliance (detailed above).

Section C: The Battle Phase

1.0   OVERVIEW

After all players have chosen whether to flee or fight, all players resolve their battles. This is done either by playing out a tabletop battle with the appropriate armies, using the Warhammer Fantasy Battles rules, or by using Abstract Combat Resolution (see Appendix E). Tabletop battles are preferable—Abstract Combat Resolution is generally considered a last resort as character injury and/or death is more probable and characters gain less experience (one point is awarded to each character participating in the battle; no more, no less). If abstract combat resolution is used, any players participating in the battle must submit their strategy selection (Table 24: Battle Strategy) to the GM by the deadline for battle reports.

2.0   LOST CAUSE

If one army is at least twice the size of the other, then the smaller army automatically declares a flee response, as outlined above, immediately before the battle would take place. As per fleeing from combat, the victorious army's characters gain one experience point each and the fleeing army's characters are unharmed.

3.0   ATTACKER AND DEFENDER

Knowing which army is attacking and which is defending can be important for setting up a tabletop battle.

Attacker: An army that is acting on an Invade order this turn is normally the Attacking army in any tabletop battle.

Defender: An army acting on a Patrol order this turn is normally the Defending army.

Sometimes an army defending against two attackers will choose to launch a preemptive attack on one of the invaders (see 4.0 below). In this case, both armies are considered Attacking.

4.0   ORDER OF MULTIPLE COMBATS

If one army must fight more than one battle over the course of a single campaign turn, the order that it fights these battles is determined randomly by the GM after all players have submitted their fight or flight responses.

If the army in question is Patrolling, the controlling player may choose to launch a preemptive strike against one or more of the invaders. In this case, both armies are considered to be attacking for the battle; the army that would normally be defending has chosen to seize the initiative by leaving the safety of its defenses. At any point during the multiple combat sequence, the defender may choose to revert to a static defense. If this is the case, all further combats during the same campaign turn will be resolved in a random order and the defender will count as defending for all of these combats.

After any battle during a multiple combat sequence, the player may choose to flee from all remaining battles during the same campaign turn. In this event, the flee response is applied to all further battles, as detailed in section 2.4A.

5.0   TABLETOP BATTLES

Players choosing the fight a tabletop battle play a regular pitched battle, using the Warhammer Fantasy Battles rules, with the army lists they have prepared during the Orders Submission phase.

5.1   Allied Armies

If the armies of two different players participate in a battle together against a common enemy, the following rules apply (they need not be officially Allied):

- Units cannot benefit from the leadership bonus of enemy characters, nor can a character from one army join any unit of the other.
- For magic, the allied armies must split the basic two dispel and power dice. They may then choose to share those dice by some mutually agreed method.
- Nothing forbids the players from breaking their battlefield alliance at any instant during the course of the battle (unless both players have an Alliance agreement). Once the battlefield alliance is broken, power dice from the pool must remain evenly divided and cannot be shared again during the same battle for any reason. Victory is then calculated as normal, so the player with the highest Victory Point total wins by a margin depending on his Total Army Size.

A unit must take a panic test when an allied unit breaks or runs through them, but they take this test at +1 Leadership. An allied army does not gain the "ignore panic by…" rule with respect to the other army's troops. So, goblins don't panic Orcs, but allied Empire troops still panic at the sight of breaking goblins (though with a +1 Ld modifier as mentioned above).

Fleeing troops are not destroyed if they run through an allied unit.

5.2   Board Size

The size of the board used is determined by the size of the largest participating army:

- If the largest Total Army Size is 1500 or fewer points, play the game on a 4'x4' board.
- If the largest Total Army Size is 1501 to 2500 points, play the game on a 6'x4' board.
- If the largest Total Army Size is larger than 2500 points, play the game on an 8' x 4' board.

5.3   Terrain Placement

If playing on a 4'x4' table, roll d3+1 to determine the number of terrain features present. For a 6'x4' table, roll d6+3 instead. For an 8'x4' table, roll d6+5 instead.

Minor Terrain Features are deployed first. The defender nominates a point within 8" of the centre of the table to deploy the minor terrain feature, then scatters it 2d6". If there is no defender, the minor terrain feature is scattered 3d6" from the centre of the table.

Roll off to determine which player chooses places the first piece of terrain. Each player then takes turns randomly generating terrain pieces according to the hex type where the battle is occurring (use the terrain tables in Appendix E) and then placing them. Terrain may not be placed within 8" of the centre of the table for 4'x4' tables or within 12" of the centre for 6'x4' and 8'x4' tables. Terrain pieces may not overlap. Once this terrain placement is complete, the defender may then place one piece of terrain of his choice (maximum dimensions of 8"x8") anywhere on the table.

After the defender's terrain is placed, roll for choice of sides and first deployment. If the hex contains a Fortress, the defending player may place a Tower model and two walls segments (4" linear obstacle) inside his/her deployment zone. If the hex contains a Mighty Fortress, the defending player may place two Towers and four wall segments instead.

5.4   Tabletop Victory

To determine the victor, add up the total victory points for destroyed and reduced units, table quarters, etc.; the player with the highest victory point total is the victor. That player then consults the victory point table in the back of the rulebook, using the size of HIS army, to determine the scale of his victory (a draw, minor victory, solid victory, or massacre). The system is not adjusted to make each battle an even contest; stronger armies are naturally more likely to win a game than their smaller opposing force.

6.0   POST BATTLE

Once a battle is complete, several post battle rolls must be made to determine the full outcome of the battle. These rolls may be made by the players after they have completed their battle, or by the GM during the Final Turn Results.

6.1   Recovery

Following a battle, you have the opportunity to recover losses. Not all models eliminated during a game are killed; many are driven from the field in panic, knocked unconscious, or suffer only minor injuries. Recovery represents the commander re-gathering his forces and fielding solders once their wounds have been tended to and they are well enough to fight again.

6.1.1   Unit Recovery and Raised Troops
It is often not necessary to calculate unit recovery after a battle; all units recover to their full strength at the end of a campaign turn. But if your army must fight again before the end of the turn, use the rules in this section to calculate their recovery before you fight the next battle.

Roll on the Unit Recovery table for each unit that suffered losses in the previous battle to determine how many models you recover before your next battle. You cannot recover more models than you lost in the most recent battle.

Table 12: Unit recovery

d6 roll	Result
1 or less	No models in the unit recover.
2	1 in 4 models lost from the unit recovers (Round down; so a unit that lost three models does not recover any.)*
3	1 in 4 models lost from the unit recovers (Round up; so a unit that lost three models recovers one.)
4	1 in 3 models lost from the unit recovers (rounding down)*
5	1 in 3 models lost from the unit recovers (rounding up)
6	1 in 2 models lost from the unit recovers (rounding down)*
7	1 in 2 models lost from the unit recovers (rounding up)
8	2 in 3 models lost from the unit recovers (rounding down)*
9	2 in 3 models lost from the unit recovers (rounding up)

10 or higher	3 in 4 models lost from the unit recovers (rounding down)*

Recovery roll modifiers	
+4	Kingdom issued a War Footing edict this turn (and retains control of that hex)
+2	Major victory
+1	Minor victory
0	Draw
-1	Minor defeat
-2	Major defeat

*: If you have a hex on War Footing, you may treat any "round down" result as "round up" instead.

At the end of a battle including an Undead army all Undead units are capped at the size they were when the campaign turn started. This means that Undead armies can replenish losses from earlier in the turn by raising new models; but they cannot carry units swollen beyond their original size into a subsequent battle.

6.1.2 Character Recovery

At the end of each battle, roll for each character who fell or routed off the board during the game. Roll for characters whether you are playing another battle this turn or not, since the results may be permanent. Subsequent rolls on Table 14: Injury may be required.

Characters who die can be replaced at the beginning of the following campaign turn, but their replacements will be new characters with no experience.

Events on the tabletop that "permanently" affect characters only last until the end of the current campaign turn (for Miscasts, see below).

Table 13: Character recovery

d6 roll	Result
1 or less	The character died.
2	Unconscious: the character lays unconscious and helpless on the field. Roll a d6, and add 1 if your side was victorious: • On a 1-3, the character is found by the enemy before he regains consciousness and is killed. • On a 4+, the character rouses himself and escapes the battlefield before being found by the enemy. Treat the character as Badly Wounded.
3	Badly wounded: roll on the Injury table, and subtract 1 from the first ("tens") die.
4-5	Wounded; roll on the injury table.
6 or more	The character survived without injury.
Recovery roll modifiers	
+1	Victory
0	Draw
-1	Defeat

Note that the injury table also includes the possibility of death, as well as full recovery.

Miscasts

Miscasts that "permanently" alter characters – like losing a level or forgetting a spell – only last until the end of the current turn. If a character fights additional battles in the current turn, he will carry the effects into those battles. But by the start of the next campaign turn, he is fully recovered.

If a character is killed by a double-1 miscast result and survives the "leader fate" die roll at the end of the battle, he remains "in the warp" only until the end of the current turn. He is available for use at the start of the next campaign turn.

Table 14: Injury

d66		Result
1	1-4	Dead
	5-6	Multiple injuries. The character has suffered grievous wounds. Roll d3 times on this table, rerolling any results of Dead or Multiple Injuries results. Also reroll any results of Hardened, Transformed, or Cheated Death. If your character was Badly Wounded on the character recovery table, do not subtract 1 from the "tens" die for these rerolls.
2	1-2	Enfeebled. The character survives, but the strain of recovery permanently reduces his Strength by 1.
	3-4	Broken body. The character survives, but his body is never quite the same. The character's Toughness is permanently reduced by 1.
	5-6	Weakened constitution. The character's Wounds are permanently reduced by 1.
3	1	Deep arm wound. The character's WS is permanently reduced by 1
	2	Lost arm. The character's arm is so badly mangled it must be amputated. In addition to losing a point of weapon skill, the character can only use a single, one-handed weapon from now on (and no shield). Should the character suffer this result a second time, he is permanently retired.
	3-4	Blinded in one eye. The character's Ballistic Skill is permanently reduced by 1. Should the character suffer this result a second time, he is permanently retired.
	5	Smashed leg. The character's Movement is permanently reduced by 1.
	6	Lost leg. The character's leg is so badly mangled it must be amputated. The character's Movement value is halved (round up). Should the character suffer this result a second time, he is permanently retired.
4	1-2	A blow to the head has dulled the character's awareness. The character's Initiative is permanently reduced by 1.
	3-4	Lost coordination. The character permanently loses one Attack.
	5-6	Easily confused. The character suffers from Stupidity.
5	1-2	Fear all characters in army just fought
	3-4	Hate all characters in army just fought
	5-6	Suffers from Frenzy
6	1-4	Full recovery
	5	*Hardened.* The character survives his wounds, and sheds his fear of death. He is now immune to Fear, and treats Terror as Fear. So thorough is his conviction that he confers this immunity to his unit as well.
	6	*Transformed* (spellcasters). The character has a close brush with death, but survives;

| | | and when he emerges, he has gained new insights into the realms of magic. His magic level is permanently increased by 1. |
| | | *Cheated Death* (all others): The character suffers particularly grievous wounds, but miraculously survives without permanent injury. It is rumoured that he has faced and cheated death itself, and the troops now hold the character in mystical reverence. The character's Leadership is permanently increased by 1. |

If injury reduces any of a character's statistics to zero, he dies.

6.2   Experience

Character experience, injury, and advancement

Characters who fight in and survive a battle (or recover from their injuries) gain experience. Characters who accumulate sufficient experience will gain advancement, in the form of a stat increase or skill acquisition. Characters gain experience according to the Experience table. Any character can accomplish each feat except for *General of a victorious battle*, which only your General can earn.

Table 15: Experience

Character feat	Experience Earned	Notes
Participate in a battle	1	-
General of a victorious battle	0-3	Depends on the relative army strengths—see Table 12: Generalship for details.
Slay the enemy General by any means	1	A character counts as "slain" if he is killed directly by damage (missiles, magic, or combat). Run down characters or those forced to flee off the table do not count.
Defeat any enemy character in a challenge	1	These feats are cumulative; so you gain two points for slaying the enemy General in a challenge!
Capture an enemy army battle standard and retain control of it at the end of the battle	1	If the enemy army has no battle standard, you gain a point of experience by capturing one or more regular standards in the opposing army. You can only gain this bonus if your own army includes at least one standard.

Table 15: Generalship

Total Army Size difference	General of larger army, if victorious	General of smaller army, if victorious
0-10%	Gain 1 experience	Gain 1 experience
11-50%	Roll d6: 1-3: Gain 1 experience 4-6: Gain no experience	Gain 2 experience
51% or greater	No experience	Gain 3 of experience

Recall that Total Army Size is always rounded to the nearest 50-point increment.

6.3   Advancement

For every three points of experience a character earns, he can make one roll on the Advancement table. The character may then be entitled to roll on a Skill table of your choice. See Appendix D: Character Experience Tables for more details.

6.4   Battle Reports

Whenever a player submits a complete battle report, one randomly chosen character from the participating army gains one experience point.

Appendix A: Minor terrain features

Exploration may reveal minor terrain features. Some minor terrain features can be created, destroyed, or otherwise affected by the expenditure of Power; these are noted with an asterisk after the feature name. If there are effects other than creating or destroying, they are noted in the description.

A hex can contain only one minor terrain feature, although it can also contain a major terrain feature.

You must place a suitable terrain pieces on the tabletop in order for a Minor Terrain Feature to have an effect on the battle. See 5.3C: Terrain Placement for the rules for placing Minor terrain features during a tabletop battle.

Table 17:2 Minor terrain features

D66 Roll		Feature	Effect
1-2	1	Temporal Rift	Time flows more slowly nearby. Any combats taking place within 6" of the Temporal Rift are always completed last in the close combat phase.
	2	Restless Battlefield*	Anyone using the Death lore gains +1 to cast during battles in this hex. A player can create a Restless Battlefield by expending one point of Power in any hex in which a battle has taken place during the previous campaign turn. Players can remove the Restless Battlefield by expending a point of Power in this hex.
	3	Hangman's Tree	The Hangman's Tree causes *Terror*. Spellcasters gain +2 to cast when raising Undead if any part of the raised unit is within 6" of the Hangman's Tree. Players can remove the Hangman's Tree by expending a point of Power in this hex.
	4	Holy Shrine*	Any unit of a "Good" race is stubborn if at least one model is within 6" of a Holy Shrine. A Holy Shrine causes Terror to "Evil" races. Lizardmen armies are unaffected by Holy Shrines. Players can create, remove, or "turn" a Shrine to its opposite alignment by expending a point of Power in this hex.
	5	Unholy Shrine*	Any unit of an "Evil" race is stubborn if at least one model is within 6" of an Unholy Shrine. An Unholy Shrine causes Terror to "Good" races. Lizardmen armies are unaffected by Unholy Shrines. Players can create, remove, or "turn" a Shrine to its opposite alignment by expending a point of Power in this hex.
	6	Arcane Node	Select a random lore from the Warhammer rulebook. Wizards are +1 to cast spells of that lore in battles on this hex. Bound items increase their power level by 1 if their spell belongs to that lore.
3-4	1	Signposts	After deployment is over (including scouts), and before rolling for first turn, the player whose board half contains the Signposts may select any of his units and reposition it so that the majority of the unit is within 6" of the signpost model. No part of the unit can extend into the enemy board half.
	2	Null Artifact	All magical effects within 6" of the Artifact are nullified, including spell effects, magic items and runic items. A unit with at least one model within range of the Null Artifact suffers its

			effects entirely.
			Daemon and Undead units within 6" of the Artifact must take an instability/crumbling test at the beginning of each of their turns.
	3	Idol or Gork*	Add +1 power die (not dispel) per turn to the magic pool of Orc armies fighting in this hex.
			Players can create or remove an Idol of Gork by expending a point of power in the hex
	4	Idol of Mork*	Add +1" to the Waaagh roll of any unit in this hex.
			Players can create or remove an Idol of Mork by expending a point of power in the hex
	5	Fell Gate	Any non-daemon unit within 6" takes instability tests at the beginning of their turns
	6	Dryad Glade	At the beginning of each player's turn, roll a d6. On a 1, the nearest unit to the glade has incurred the wrath of the Dryads inhabiting the glade. A unit of 7 Dryads led by a Branchnymph appears at the edge of the glade closest to the offending unit and moves towards it as quickly as possible (charging if in range). If a unit contacts the Glade during the course of the battle, it immediately stops and the above effect occurs immediately. The Glade counts as a hostile unit in terms of fleeing.
5-6	1	Waystone	Placed on the magical ley-lines of the Warhammer World, Waystones demark these areas of concentrated magical energy. Any spellcaster that is standing on the line running directly North-South through the centre of the waystone gets +1 to casting rolls and dispel attempts.
	2	Wishing well	A character in base contact may sacrifice a turn to get d3 re-rolls that may be used any time later in the game to re-roll a d6 (including artillery and scatter dice).
	3	Fountain of Youth	A unit in base contact may sacrifice a turn to regain models as per Invocation of Nehek (non-undead, non-daemon units only)
	4	Herdstone	Any caster using the Lore of the Beasts gets +1 to casting rolls. In addition, Beastmen within 6" of the Herdstone get +1 Ld (after taking all other modifiers into account), up to a maximum of 10.
	5	Warpstone Meteorite	Any Skaven within 6" of the meteorite become Stubborn on their base leadership.
	6	Crypt of the Restless Dead	At the beginning of every player turn, roll a d6. On a 1, each unit within 6" that is not Immune to Psychology rolls 2d6+2 and subtracts their Leadership. They suffer that many wounds, distributed as shooting, with no armour saves allowed.

Appendix B: Defensive terrain features

A hex may contain up to one Fortress or Mighty Fortress and one Watchtower in addition to any Major or Minor terrain features. Defensive terrain features may be created as per 5.2B: Power Generation.

Fortresses

As soon as a player creates or captures a Fortress, he or she must make a 250-point pseudo-army list of the troops that the garrison contains. This army must be composed of 1+ Core units and 0-1 Special units.

A fortress's garrison will join defensive battles by friendly forces in its patrol radius of one hex (see 4.0B: Army Orders for a definition of patrol radius), and does not count towards the defending army's Basic Army Size. Any given defending army may only ever be joined by one garrison force, whether it is from a Fortress or Mighty Fortress. The defending player may choose which garrison will join the defenders between the Fight and Flight responses and the beginning of the Battle phase, or between battles if the defending army is required to fight in multiple combats during one turn.

Each garrison may only join one defensive battle per turn.

During a tabletop battle occurring in the hex containing the Fortress, the defending player may place a Tower and two 6" wall sections in their deployment zone (after choosing table sides).

Mighty Fortresses

A Mighty Fortress follows the same rules as those for a Fortress, except that the garrison is a maximum 500 points in total, and contains 2+ Core units, 0-1 Special Units, and 0-1 Rare units. A Mighty Fortress also contributes two Towers and four wall sections to a defensive battle in the same hex.

Watchtowers

This feature represents a series of watch and signal towers in the hex, and which extend into the nearby area and allow a patrolling army to respond to invasions more quickly. Any army which selects a hex containing a Watchtower as the target for a Patrol order increases its patrol radius by one (for a total of 2 hexes). Fortresses and Mighty Fortresses in the same hex as a Watchtower also increase their patrol radius by one.

Appendix C:
Character experience tables

When a character gains an advance, roll on the Advancement table to see how the character has benefitted from his experience.

A character can gain the same advancement (other than "Chose a skill table…") no more than twice, and can gain each skill only once. If you roll a skill a second time, or an advancement a third time, roll again on the same table until you get a different result. Any Advancement roll that would take a characteristic over the maximum of 10 is re-rolled.

If you roll a skill that duplicates a skill or ability you already have, roll again until you get a different skill.

Table 3: Advancement

2d6 roll	d6 roll	Result
2-4	-	Choose a skill table and roll for a new skill
5	1-3	+1 Strength
5	4-6	+1 Attack
6	1-3	+1 Leadership
6	4-6	+1 Weapon Skill or Ballistic Skill (player's choice)
7	-	+1 Weapon Skill or Ballistic Skill (player's choice)
8	1-3	+1 Weapon Skill or Ballistic Skill (player's choice)
8	4-6	+1 Initiative
9	1-3	+1 Wound
9	4-6	+1 Toughness
10-12	-	Choose a skill table and roll for a new skill

Table 4: Fighting skills

d6 roll	Result
1	Always Strike First
2	Re-roll missed attacks
3	Re-roll failed to-wound
4	Enemies are -1 to hit the character
5	The character is +1 to hit others
6	Inspiring Leader: if the character inflicts one or more unsaved wounds in battle, add +1 to that side's combat resolution score for that round of combat.

Table 5: Shooting skills

d6 roll	Result
1	Long range increased by 6" for any weapon with a normal range of 12" or more (or 3" for any weapon with a normal range of less than 12").
2	No penalties for moving and shooting (and can fire handheld move-or-shoot weapons even after moving)

3	No penalties for shooting at long range
4	No penalties for shooting at skirmishers or single models
5	Ignore cover penalties for shooting
6	May ignore targeting restrictions (so, you may shoot at a character inside another unit).

Table 6: Command skills

d6 roll	Result
1	Automatically passes all rally tests (for self and any unit he has joined)
2	The character's full charge distance (and that of any unit he is with) is increased by 1".
3	The character and his unit cannot be march-blocked.
4	The character and his unit may reroll psychology tests
5	The character and his unit may reroll break tests (however, being near the army's BSB does not grant a second reroll)
6	Command Radius: If the character is the army's General, his command radius is increased to 18". If the character is not the army's General, he now has a command radius of 6".

Table 7: Magic skills

d6 roll	Result
1	+1 to cast
2	+ 1 to dispel
3	May reroll one or more spell selection rolls at the start of a battle (and must accept the second result). Make this roll before deciding whether to swap one spell for the first in your chosen lore.
4	Can reroll results on the miscast table (and must accept the second result)
5	Can reroll one casting or dispel die per turn (and must accept the second roll)
6	Gain a magic level. This can make a 4th level wizard a 5th level (gaining five spells, and generating five power and three dispel dice). If a fifth level wizard rolls this result, roll again.

Appendix D: Abstract battle resolution

If a battle cannot be played on the tabletop, it will be resolved with dice rolls so that the campaign isn't delayed. (This section is adapted from the old Mighty Empires Battle system.)

Surviving characters gain one experience point from a battle resolved by dice rolls.

Determine basic strategic modifier

Consult the following table to find the basic strategic modifier for the die roll, based on the point sizes of the opposing armies. If neither army is defending, the GM will randomly choose which army is attacking and which is defending for the purpose of abstract battle resolution.

Table 8: Basic strategy modifier

		Attacker's point strength									
		250	500	750	1000	1250	1500	1750	2000	2250	2500
Defender's point strength	**250**	0	LC	LC	LC	LC	LC	LC	LC	LC	LC
	500	LC	0	+3	LC	LC	LC	LC	LC	LC	LC
	750	LC	-3	0	+2	+3	LC	LC	LC	LC	LC
	1000	LC	LC	-2	0	+1	+3	+5	LC	LC	LC
	1250	LC	LC	-4	-1	0	+1	+2	+4	+5	LC
	1500	LC	LC	LC	-3	-1	0	+1	+2	+3	+5
	1750	LC	LC	LC	-5	-2	-1	0	+1	+2	+3
	2000	LC	LC	LC	LC	-4	-2	-1	0	+1	+2
	2250	LC	LC	LC	LC	-5	-3	-2	-1	0	+1
	2500	LC	LC	LC	LC	LC	-5	-3	-2	-1	0

Select a battle strategy

The Attacker and Defender each choose a battle strategy and inform the GM, who compares the results on the following table to determine any additional modifier to the combat roll. Positive modifiers favour the attacker, and negative modifiers favour the defender.

Table 9: Battle strategy

Defender's Strategy	Attacker's Strategy		
	Direct Attack	Surprise Attack	Flank Attack
Counter Attack	-2	0	+1
Hold	0	+1	-1
Withdraw	+2	-1	0

Roll for outcome

The GM rolls 2d6 and adds the total modifiers to determine the battle outcome from the following table. A high result favours the attacker, and a low result favours the defender.

Table 10: Battle outcome

Adjusted die roll	Result	Attacker losses (per 500 points in army)	Defender losses (per 500 points in army)
2 or less	Defender Major Victory	100 + d6x50 points Characters fall on 3+	d3x50 points Characters fall on 6+
3-5	Defender Minor Victory	50 + d6x50 points Characters fall on 3+	d6x50 points Characters fall on 5+
6-8	Draw	d6x50 points Characters fall on 4+	
9-11	Attacker Minor Victory	d6x50 points Characters fall on 5+	50 + d6x50 points Characters fall on 3+
12 or more	Attacker Major Victory	d3x50 points Characters fall on 6+	100 + d6x50 points Characters fall on 3+

Troop losses

If an army is going to fight another battle in the same turn, it must calculate the army's losses as indicated in the Battle Outcome table.

The GM will roll for the losses sustained by each full 500 points in the army's starting strength. The result will be a number of points which the player must remove more-or-less evenly from the Core, Special, and Rare units in the army. Characters cannot be removed from the army as part of troop losses.

If you cannot remove the exact sum indicated from your army, you must remove slightly more points. You cannot remove fewer.

If the army is not fighting another battle this turn, it is not necessary to calculate troop losses; the army will recover to its full point value at the end of the campaign turn.

Fallen characters

Even the greatest victory is sometimes bought at a heavy price. Regardless of whether an army is fighting again this turn, it must roll for the fate of its leaders. The GM rolls a d6 for each character in the army, and consults the Battle Outcome table to see whether that character fell during the battle. Fallen characters must roll for recovery as though they had been removed from the tabletop during a normal game.

Recovery

If an army will be fighting again this turn, roll for troop and character recovery after removing troop losses and fallen characters.

Appendix E: Terrain Tables

Table 26: River Terrain

2D6	Result
2	**River** – A river must be placed so that it flows onto the battlefield from one side and out from either the same side or another side. It may not extend over more than half the length of the table unless your opponent agrees. The river cannot be crossed anywhere along its length except at a ford or ridge (with a width of at least 5") and should always include at least one somewhere along its length. If it extends over more than half the tale length it should include two crossing places, one of which is chosen and placed by the opposing player.
3	**Stream** – Choose a section of stream. It is counted as difficult terrain and must enter and leave at a table edge. It may have a single bridge or ford along its length if you wish.
4	**Marsh** – An area of water and reeds counting as difficult terrain.
5	**Field Boundaries** – Up to three sections of fences, hedges, or walls arranged touching each other in a line or as three sides of a field. Fences, hedges, or walls are obstacles which provide cover (hard for stone walls, soft for picket fences and hedges).
6	**Woods** – An area represented by model trees. Woods are difficult terrain, provide soft cover, and block line of sight.
7	**Shallow Stream** (open ground)
8	**Low Hill** – This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.
9	**Peasant Farmstead** – This is an area bordered on all sides by fences with a peasant cottage in the middle or aligned along one edge. This basically creates a model farmyard. There should be at least one gateway on one side. The entire farm area is difficult ground, due to the fences, mud, dung, ditches, and loose chickens. The fences are treated as obstacles.
10	**Village** – An area containing two or more buildings arranged in a group represents a village. There may e fences between the buildings or around the edges of the area. There should be a road running through the village from one side to another (at least 5" in width). The road is open ground, but the rest of the village is difficult ground. The fences are treated as obstacles.
11	**Ruin** – A ruined building, stone circle, or ancient burial mound. This is represented by an area of tumbled ruins, or large boulders protruding from the ground or arranged in a circle. Ruins are difficult ground.
12	**Large Building** – A single substantial building, such as a small castle, temple, watchtower, or mill, which is on its own or surrounded y a stone wall marking the limits of the area. If so, there should be a gateway into the area. Surrounding walls are obstacles, but open spaces within the area are open ground.

2D6	Result
2	**Crag** – A huge outcrop of craggy rock. The slopes are more or less sheer cliffs and impassable. Only flying beasts such as eagles or harpies might be able to find a perch on a few ledges. Blocks line of sight.
3	**Raging torrent** – A section of fast flowing mountain stream, cascading between boulders. The torrent must enter and leave at a table edge. It can only be crossed at narrow points where troops can jump across or step from one boulder to another, or by a bridge (at least 5" wide). Everywhere else, it is impassable terrain. There must be at least one bridge or crossing point (represented by a mass of boulders or stepping stones). If the stream extends over more than half the table length it must include two crossing places, one of which is chosen and positioned by the opposing player.
4	**Tarn** – A small, round mountain lake (no more than 6" diameter) that is impassable. Monsters probably lurk within it.
5	**Pine Forest** – A dense forest of fir trees. Can be on a hill with rocky slopes and boulders among the trees. This is difficult ground, provides soft cover, and blocks line of sight.
6	**Boulders** – An area strewn with boulders. This is difficult terrain and provides hard cover.
7	**Low Hill** – This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.
8	**Hill** – A low hill with gently sloping sides. The top is also gently sloping or flat. There may be boulders, rocks, or cliffs on one side making it difficult terrain or impassable on that side.
9	**Scree** – Area of loose rocks treated as difficult ground.
10	**Small Crater** – The sides are difficult terrain. Units completely inside the crater cannot see out or be seen by units outside the crater. Does not block line of sight.
11	**Ravine** – A section of ravine or gully. This has rocky edges and a boulder-strewn floor and so is difficult terrain.
12	**Rocky Ridge** – A steep hill which is longer than it is wide and rises up to a definite craggy ridge. The slopes are steep and rocky, and strewn with boulders, scree, or scrub. Some slopes may be sheer cliffs. This is very difficult terrain.

Table 28: Swamp Terrain

2D6	Result
2	**Stream** – Choose a section of stream. It is counted as difficult terrain and must enter and leave at a table edge. It may have a single bridge or ford along its length if you wish.
3	**Grass Huts** – A group of several grass or wicker huts (between two and four). A fence of stakes may surround the area; if so, it must contain a gateway at least 5" wide.
4	**Tangled Scrub** – An area covered in bushes with various small stunted trees. Counts as difficult terrain, provides soft cover.
5	**Swamp** – An area of shallow water full of trees. It is very difficult ground and impassable for war machines. It also grants soft cover.
6	**Gnarled Woods** – A gnarled wood is made up of old dead gnarled trees lacking any leaves. It is difficult terrain and provides soft cover die to the size of the trunks. It also blocks line of sight.
7	**Marsh** – An area of water and reeds counting as difficult terrain.
8	**Low Hill** – This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.
9	**Fen** – This is an area of water and reeds with the odd gnarled tree here and there. This is difficult ground and provides soft cover.
10	**Pond** – A small, swampy body of water. Very difficult terrain, provides soft cover.
11	**Ruin** – A ruined building, stone circle, or ancient burial mound. This is represented by an area of tumbled ruins, or large boulders protruding from the ground or arranged in a circle. Ruins are difficult ground.
12	**Foetid Mere** – This is an area of stagnant water with gnarled trees protruding from it, rotten corpses floating in it, and a cloud of flies buzzing over it. Impassable terrain.

Table 29: Forest Terrain

2D6	Result
2	**Heart of the Woods** – An area of incredibly dense vegetation. Impassable terrain, blocks line of sight.
3	**Stream** – Choose a section of stream. It is counted as difficult terrain and must enter and leave at a table edge. It may have a single bridge or ford along its length if you wish.
4	**Scatter of Boulders** – An area of large boulders embedded in vegetation. This is difficult terrain and provides hard cover.
5	**Brush** – An area of dense undergrowth. Counts as difficult terrain and provides soft cover.
6	**Deep Forest** – An area of very tall trees. These may be deciduous or coniferous trees. Very difficult terrain, provides soft cover, and block line of sight.
7	**Woods** – An area represented by model trees. Woods are difficult terrain, provide soft cover, and block line of sight.
8	**Scrub** – An area of tangled scrub, thorn bushes, and stunted trees probably mingled with boulders. Scrub is difficult terrain and provides soft cover.
9	**Low Hill** – This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.
10	**Gnarled Woods** – A gnarled wood is made up of old dead gnarled trees lacking any leaves. It is difficult terrain and provides soft cover die to the size of the trunks. It also blocks line of sight.
11	**Ruin** – An overgrown ruined building, stone circle, or ancient burial mound. This is represented by an area of tumbled ruins, or large boulders protruding from the ground or arranged in a circle. Ruins are difficult ground.

| 12 | **Lake** – A small area of open water located deep in the forest. Impassable terrain. |

2D6	Result
2	**Village** – An area containing two or more buildings arranged in a group represents a village. There may e fences between the buildings or around the edges of the area. There should be a road running through the village from one side to another (at least 5" in width). The road is open ground, but the rest of the village is difficult ground. The fences are treated as obstacles.
3	**Stream** – Choose a section of stream. It is counted as difficult terrain and must enter and leave at a table edge. It may have a single bridge or ford along its length if you wish.
4	**Fields or Low Hill**
5	**Field Boundaries** – Up to three sections of fences, hedges, or walls arranged touching each other in a line or as three sides of a field. Fences, hedges, or walls are obstacles which provide cover (hard for stone walls, soft for picket fences and hedges).
6	**Woods** – An area represented by model trees. Woods are difficult terrain, provide soft cover, and block line of sight.
7	Fields (open ground)
8	**Low Hill** – This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.
9	**Scatter of Boulders** – An area of large boulders embedded in vegetation. This is difficult terrain and provides hard cover.
10	**Peasant Farmstead** – This is an area bordered on all sides by fences with a peasant cottage in the middle or aligned along one edge. This basically creates a model farmyard. There should be at least one gateway on one side. The entire farm area is difficult ground, due to the fences, mud, dung, ditches, and loose chickens. The fences are treated as obstacles.
11	**Ruin** – A ruined building, stone circle, or ancient burial mound. This is represented by an area of tumbled ruins, or large boulders protruding from the ground or arranged in a circle. Ruins are difficult ground.
12	**Large Building** – A single substantial building, such as a small castle, temple, watchtower, or mill, which is on its own or surrounded y a stone wall marking the limits of the area. If so, there should be a gateway into the area. Surrounding walls are obstacles, but open spaces within the area are open ground.

Appendix F: Random Events (Optional)

At the start of each turn, after player orders have been submitted, the GM rolls to see if a random event occurs for each player.

Table 31:11 Random Events

2d6	Event
2	**Untimely death** A random hero in your army (but not your Lord) is struck down by an unknown cause. He will not be available to fight in your armies this turn, but you may replace him with a new hero at the start of your next turn.
3	**Disaster** Mighty earthquakes collapse the industry in one part of your kingdom, giant sinkholes swallow a settlement, or some other calamity befalls your domain. A random hex in your kingdom is Razed. Cannot occur in a player's capital; the gods favour such mighty enclaves too well!
4	**Storms** An invading army belonging to your kingdom is hampered by heavy storms and muddy roads, and makes no significant progress beyond your borders. Its invasion fails this turn, and no exploration is possible. If you have more than one invading army this turn, the GM will choose one randomly.
5-9	No event
10	**Reinforcements** A mercenary unit (worth 250 points or less -- selected by the GM) joins the army containing your Lord for d3 turns.
11	**Bountiful resource** Choose one source of Industry production – either a mine, woods, or an empty hex – and immediately improve it to a Deep Mine, Deep Woods or Fertile Fields.
12	**Unlikely Ally** A nearby settlement (town or city) has been swayed to join your cause. • If there are one or more neutral settlements revealed on the campaign map, the nearest one immediately joins your kingdom. • If there are no neutral settlements on the map, an empty neutral hex closest to your border is revealed and joins your kingdom. It contains a town. • If there are no empty neutral hexes on the map, the nearest town belonging to another player joins your kingdom. • If there are no towns on the map belonging to another player, the nearest city owned by another player joins your kingdom. A capital is not a city for this purpose! • If there are no enemy cities on the campaign map, add a town to any empty hex in your kingdom. If the hex was neutral or belonged to another player, it is garrisoned by followers sworn to your cause. If attacked, it will defend itself as though it was a freshly-discovered neutral hex containing a settlement of its type. However, if you ended up simply adding a town to your kingdom, it has no special garrison.

Appendix G:The Beast Awakes (Optional)

There are many ancient beasts that slumber in the dark places of the Warhammer world. Sometimes a kingdom's agents unwittingly awaken one of these nightmares from its sleep, and tests just how mighty a kingdom really is.

Awaking the Beast

There are several means to stumble across and awaken a Beast.

When conducting Industry in a Deep Mine or Deep Wood, you may awaken the Beast; see table 6: Major Terrain Features for details.

When looting a Deep Mine, Deep Wood, Wizard Tower, or Arcane Ruin, you may awaken a Beast; see Table 4: Effects of Looting or Razing for details.

Provoking the Beast

Some twisted princes actually seek out Beasts and provoke them into action for their own twisted purposes.

You may, for your own twisted purposes (see above), wish to provoke a Beast from its sleep intentionally. In this case, at the start of your turn, issue an Industry edict to a hex you own that contains a Deep Wood or Deep Mine. Gain no production from the hex but roll d6: on a 4+, you have awoken a Beast.

The Rampage of the Beast

A Beast always Razes the hex it appears in.

On subsequent turns, the Beast travels 1 hex in a random direction (possibly even retracing its route). Each hex it enters is Razed.

The rampage continues until the Beast is defeated in battle by a player army.

Beasts are known to be drawn to nearby battles, sometimes moving surprising distances to appear on the battlefield unexpectedly.

The Nature of the Beast

The exact nature of the Beast will be determined by the GM, but it will be a force of monstrous creatures totaling between 1000 and 2000 points (tending to be higher as the game proceeds).

Examples might be:

- Two or three dragons
- Four to six Giants
- A Bloodthirster and assorted daemonic followers
- One very, very, very large and unique monster