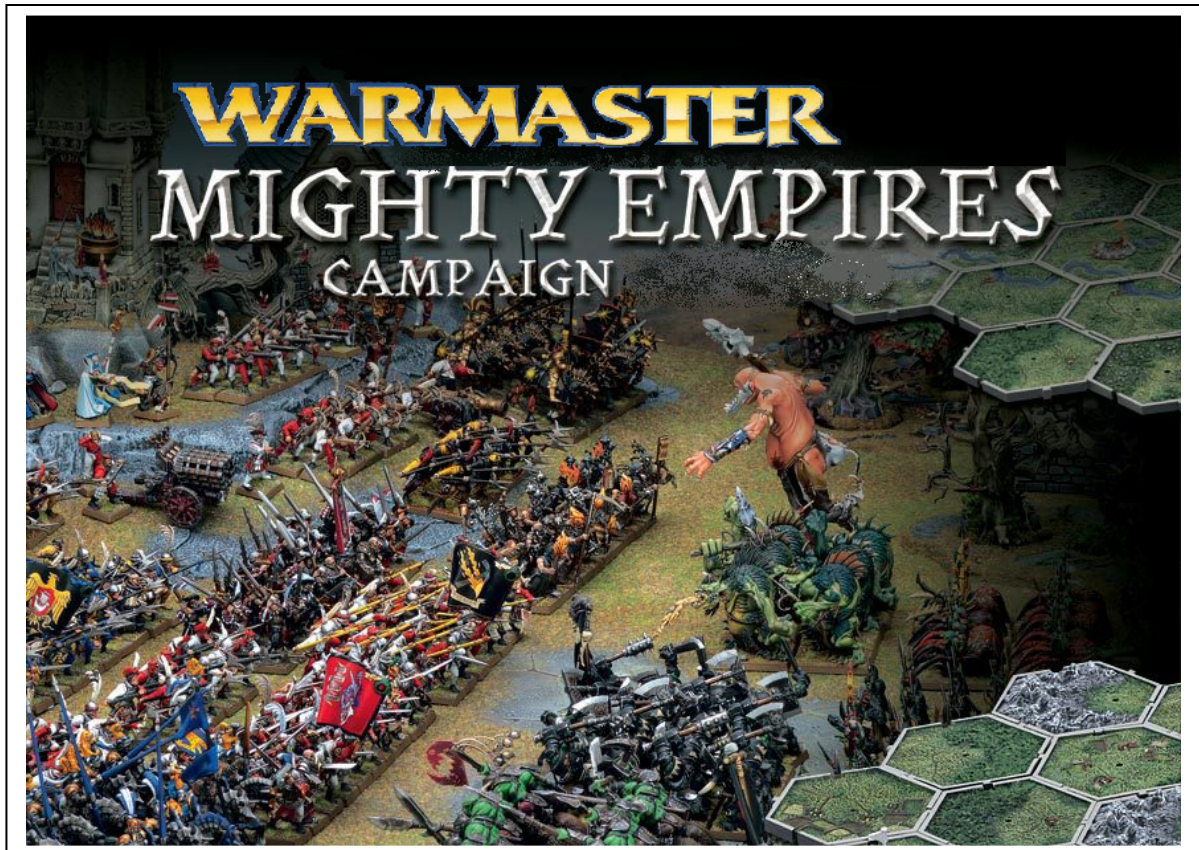


# Area 51: Warmaster Campaign

Rules worked out by Karl Pajak & Erin Giddings

A Warmaster Campaign using a modified  
Mighty Empires engine to drive the campaign.



Special thanks to Karl Pajak for putting in all the time and effort to write up and modify the rules as needed.

## Section 1: Game Setup

### Game Setup:

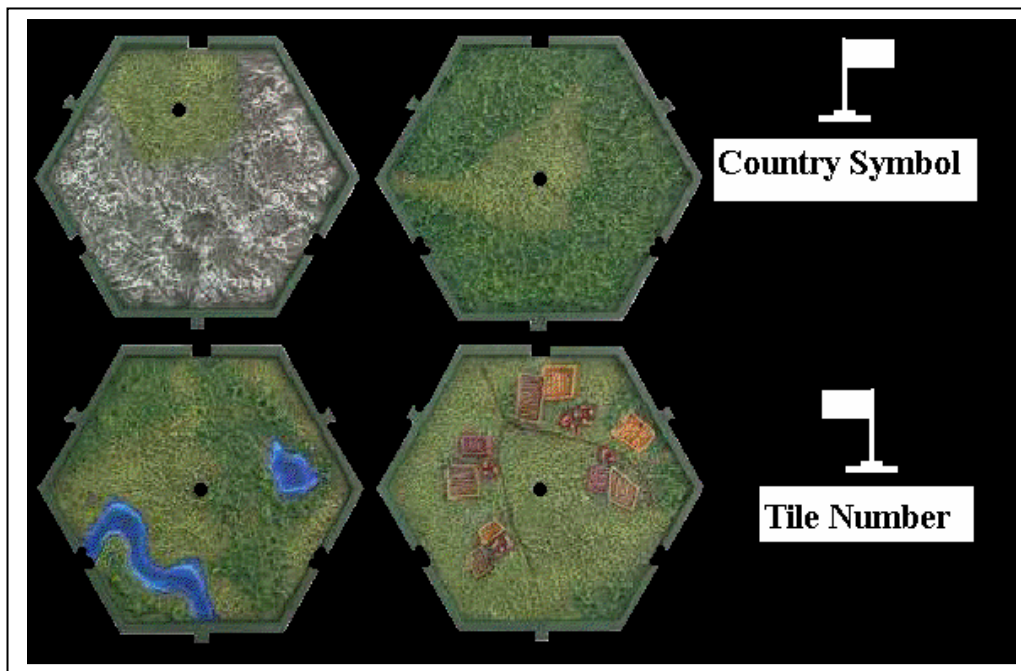
The map is not created all at once, it is built as the players move into onto a space that does not have a map tile on it. The tiles section still applies, however, since we are using the 2007 tiles you will need to examine the tile more closely to see what the tile represents as it is a three dimensional. The 2007 tiles will still only represent Lowland, Highland, River Valley, and Coastal Tiles. At this time Coastal Tiles are not a part of the campaign nor are ships.

### Special Placement Rules:

These rules are ignored. It is perfectly acceptable to have a river valley dead end into a barren, or for a forest to only on a single tile. The only exception is that Coastal Tiles need to be located so that they are at the edge of the land. Sea Zones tiles may be used to represent inland seas.

### Creating the Realm (pg. 13)

Instead of a tile and the six surrounding tiles as your Realm you instead receive one tile as your capitol city tile and one additional tile, placed adjacent to it as. This becomes your Realm. You still determine what lies within your Realm and roll on the Mighty Empires Chart *Tile Type* (pg. 13) to determine what your Realm contains.



Each Tile will have a place for you to place your Country Flag. On the other side of the country flag is a number. This will allow you to identify the tile. I've also

placed a piece of metal on the tile so you can attach your Banner somewhere on the tile. See Fig 1 for an example of a Banner.



Fig 1: Banner Example

## Section 2: You and your army aka Banners

### **Ships**

Throughout the rules there are ship rules. At this time we are ignoring ship rules as we do not have coastal tiles. We may implement Ship rules at a later time.

### **Realms and Empires (pg. 14)**

The object of this campaign is to have the largest army and most territory at the end of year 6. This will simulate that everyone knows you can not be defeated and either leaves the realm, hides, or joins your kingdom! You are victorious and have conquered the Empire! You are the Warmaster!

### **The Realm's Army (pg. 14)**

War is hell and no less so on the table top. Players get aggravated, they throw dice, winging them off other players head's. Tables are over turned. Words, harsh words are exchanged. To represent this hell players have a choice of how they determine their starting army. They may either choose to take the Average Points from the Random Roll list (page 14) or they may roll their army per the Random Starting Army Generation Chart (Ok it's not called that but it should be). See page 14 for the initial starting army.

### **Divide the army into banners (pg. 15) This section is ignored. Instead use these rules:**

You may split your army into any viable size army (viable being that it meets the minimum requirements of your Army List in Warmaster, and has at least one leader). Once you've determined how large each of your armies will be they are assigned to (what Mighty Empires calls the army) a Banner.

For instance, if you were playing the Dogs Of War army you could have an army as small as (2) Pikemen, (2) Crossbowmen, and (1) General for a total point value of 355. Note: Banners have flags that are unique to a player and a number on the other side of the flag. This number corresponds to the army and its points. So in our Dogs of War example you can assign Banner 1 using it to keep track of its movement through the world. Keep track of your army and the Banners in some fashion. We recommend that you use a notebook or wet erase board.

So each Banner is numbered. You keep track of the army value associated with each banner. If that army is no longer viable it must immediately move to join with another one of your Banners (see part 7 of players' turn, pg. 16).

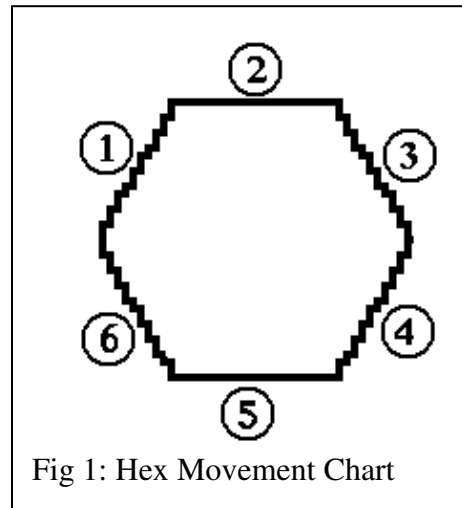
### **Campaign Turns (pg. 16) This section is ignored. Instead use the following rules:**

Each Season is divided into twelve Turns, with each Turn representing one month. To establish order of play for each year players roll 1d10 prior to anyone beginning their first Turn. From the highest to the lowest players take one Turn until everyone has had twelve turns. Equinox Spells are cast on Player 1's turn, prior to him taking his turn. Eg. Phil rolled the highest with a ten and therefore goes first. Prior to him taking his turn each player casts the Spring Equinox spell in order of play.

## Section 3: The Campaign Turn

### Campaign Turns Cont: Player's Turns

1. Subsistence (no change to Mighty Empires Rules)
2. Scouting (pgs 18-24): Slight change. Scouting into a non-existent map section, pull a map tile and place it where you were going to scout. Then you perform the Scouting as defined in Mighty Empires.
- 2a. Harbor Charts: This section is ignored until such a time as we decide if we are going to have ships in this campaign.
3. Movement: Because the map will be hanging up and we are using the 3D tile from the 2007 Mighty Empires it is not possible to place the Banners on the Tile as shown. There fore you'll indicate where your Banner entered from in your journal or on the wet erase board. Where ever your GM indicates for this to be done. You'll use the Movement Hex Diagram to indicate the side edge your banner has entered from (see fig 1). For example: My banner 1 enters hex. On the Wet Erase board I indicate to Banner 1: Movement 4. This means it entered from the South East. I know where my Banner is because there is a for me to place the Banner Marker on tile. The Banner Marker has a number 1 Other than these changes you'll follow Mighty Empires rules.
4. Battle: Slight change, See Battle Section Below. Please note: NPC battles are always handled on paper. Only PvP battles are performed on the table top.
5. Siege: Only Players may retreat into a fortress. Sieges will only occur in PvP Battles.



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- Banner Placement:** It is not possible to place the Banners at hex edges facing each other, indicating that these forces are "laying siege to" or are "in a state of siege". Since it is not possible to indicate it via Banner placement you will instead mark next to the Banner that it is either Laying Siege To or In a State of Siege. Mark it thus: Banner 1: Laying Siege Ken Banner 3. This indicates that your banner is laying siege to Ken's Banner 3. Visa Versa, Banner 3: In a State of Siege Karl Banner 1, noting that Ken's Banner 3 is under siege from Karl's Banner 1. This notation is performed on the wet ease board or in your note book (where ever your GM indicates it should be done).
6. Raze: No change from Mighty Empires. Replace the tile with a Razed Tile.
  7. Reorganization: No change from Mighty Empires.

## Section 4: The Battles

### Battles (pg. 26)

There is a significant change to this section. All NPC battles are "On Paper" battles only. They are not performed on the Table Top using miniatures and the Warmaster Rules. Table Top Battles are reserved for Player vs. Player engagements. The following modifications have been made to the "On Paper" battles.

#### Battle Resolution:

NPC battles can be handled without other players involved. If you feel you need to have someone watch your rolls feel free to do so, but it is not required. To perform a battle simply work it out and then conquer the NPC or be repulsed by the NPC.

#### Force Commitment (Combat Table Modifier):

Figure out the points you want to commit. After that roll 1d6 and consult the Independent Settlements chart (pg. 28). This will give you the force total for use with the Combat Table (pg. 26). When you've compared the army totals and come up with your Combat Table modifier not that down. Though not called this on the table this is really your Basic Factor.

#### Strategic Modifier:

The Strategic Card Modifiers have been replaced with a 1d3 roll, you may either use the 1-2: 1, 3-4: 2, 5-6: 3 Method or the 1=1, 2=2, 3=3, 4=1, 5=2, 6=3 Method. Simply choose Your Attack Method and roll 1d3. This is the Defender's Defensive Stance. Cross reference the two and come up with your Strategic Modifier.

| 1d3 Roll →      | (1) Counter Attack | (2) Hold | (3) Withdrawal |
|-----------------|--------------------|----------|----------------|
| Direct Attack   | -2                 | 0        | +2             |
| Surprise Attack | 0                  | +1       | -1             |
| Flank Attack    | +1                 | -1       | 0              |

This replaces the card system and allows you to perform NPC battles on your own.

#### Random Modifier:

There is no change to the Mighty Empires rules. Simply roll 2d6 to obtain your Random Modifier.

#### Battle Result:

There is no change from Mighty Empires rules. The only thing of note is that the Defender doesn't care how many forces he loses as he's not in the campaign. You will deduct your losses from the Banner that performed the NPC battle. If the Banner becomes unstable the remaining forces are treated as Routed but must move to a hex occupied by a friendly Banner. On your turn they must perform Reorganize and can do nothing else.

### Sieges (pg. 29)

No change to the Mighty Empire Rules. I'm not real wild about sieges but I'm leaving them in the rules for now. If they become abused or too often used as a means of avoiding PvP battles then I'm pulling the rules for sieges out.

### Raise (pg. 32)

No change to the Mighty Empire rules.

### Reorganization (pg. 32)

No change to the Mighty Empire rules.

## Section 5: Winter Season (Turns 10-12)

### **Ships and War at Sea (pgs. 33-34)**

Rules are ignored for purposes of this campaign. Currently there are no Sea Battles.

### **Winter Season (pg. 35)**

The final three Turns of the year make up the Winter Season, these being Turn 10, 11, & 12. Mighty Empires uses a six month winter we use a three. Each player may perform the Winter Season Phases (pg. 35) one time. The exception is that if an Undead Army wishes to move or attack during the Winter Season they may do so instead of performing all of these phases. They will still perform the following: Turn 10: Autumn Equinox Spell, Events roll is made.

Winter rules are in full effect with the modifications as noted below.

### **Winter Retreat (pg. 39)**

Skeletons are not affected by Winter. They may continue moving and scouting, conquering NPC tiles or attacking other Players during the Winter months.

Skaven retreat to underground and can't explore during the Winter Retreat. However, they may take refuge in Undead Cities which do not contain a Banner. They may not conquer the City, it would awaken the dead who would then attack and destroy them in overwhelming numbers! Follow the same rules for Subsistence and Hex's supporting armies.

Dwarves retreat into their underground kingdoms to find good Grog and Women! They must follow the normal Winter Season Rules.

Elves are a magical race. They are one with nature in the hot or in the cold. They do not need to Subsist but must instead go into a deep trance where they are all but comatose for the Winter Season, unless they follow the Winter Rules and take Winter Quarters (pg. 35). If a Banner does not take Winter Quarters an Elven Banner may enter a trance and remain where it is, seeing out the Winter Season. However, if they are attacked 1/4 or 300 points (which ever is lesser) of their forces remain in hibernation. They are not destroyed they simply do not come out of their trance and fight. If the Banner is destroyed the Hibernating army is automatically joined with the closest Banner.

Chaos armies are too busy performing their Winter Rituals and must take Winter Quarters.

Araby, Empire, Bretonian, Dogs of War, Orcs, Goblins, and any other race must follow the Winter Rules of Mighty Empires.

### **1 & 12 Equinox Magic (pg. 36) (Correct title to 1 & 10 Equinox Magic)**

The problem with using this in a Warmaster Campaign is that it can be devastating. It was well balanced for the Mighty Empires game but can be broken and unfair in a Warmaster Campaign. To prevent that we are modifying what the spells do. The roll, name, etc. remain the same. If the effects are unchanged the spell will state that there has been no change.

Equinox Magic are cast prior to Player 1 beginning his turn, and are cast on Turn 1 and turn 10.

## Section 6: Equinox Spells

### Spring Spells

#### 1. Abundance

No change.

#### 2. Chaos Void

This spell may only be cast upon an unknown or barren tile (no Banners may occupy the tile). It brings the powers of raw magic into a deadly coalescence, dissolving the contents of the tile and creating a vortex of chaos. Any force moving into the tile during the year must roll 1d6. On a 1-3 nothing happens, 4-5 the Banner suffers 100 points of casualties, 6 the Banner suffers 200 points of casualties. At the end of the year the tile and all its contents are consumed by the Chaos Vortex. Remove the tile from the board. It may be scouted and replaced with a new tile. Banners in the tile at the end of Turn 12 are thrown to a random (1d6, use movement chart) direction. The tile the Banner is thrown to must be an existing tile, and must be scouted.

#### 3. Hold River

Change this sentence to read: If successfully reversed while an enemy is attempting to cross the tile, the force is ~~destroyed in its entirety and the spell has no further effect.~~ Replace ~~deleted~~ with: the force must retreat to the Tile they came from. The rush of water is so great the Banner's leader withdrew back to where he came from. Once the river is released, to flow again, the spell ends.

#### 4. Magical Protection

No change.

#### 5. Portents of Terror (correct to read as follows):

All living creatures within the tile suffer nightmares and waking qualms of terrifying intensity.

Any force within the tile at the beginning of any turn must roll 1d6. On the score of a 1-3 the force is immobilized as dissent breaks out among the superstitious troops. The force will do nothing that turn, and any hired Dogs of War units suffer a -1 die per stand in any attack they perform. Dogs of War Armies are not considered hired for purposes of this spell. On a score of 4-6 there is no ill effect for the duration of the Turn. The spell remains in effect until the end of Turn 12.

#### 6. Quake

The walls of a City or Fortress in the target tile are devastated by an earthquake. This leaves the settlement vulnerable to attack. During NPC battles the defensive value of the settlement is reduced to 0. During Player battles (2) two stand wide holes in any wall are created (Defender nominates location). The devastation is magically repaired on Turn 10 of the current year.

## Section 6: Equinox Spells

### 7. Raise Dead

No change. Add the following to the end of the spell. The Raised Dead will not attack an Undead Army. The Necromancer of a Banner occupying the tile may attempt to gain permanent control of the risen force. Roll 1d6. On a score of 1-2: Nothing Happens. 3: The Undead Force treats the Necromancer's Banner as an enemy and attacks. Immediately perform an NPC battle. 4-5: Nothing Happens. 6: The forces permanently join the Necromancer's Banner. The spell ends at the end of Turn 12.

### 8. Rot

No change.

### 9. Scrye

The casting wizard is able to see into the future. Any Player whose forces enter or are in this tile must reveal to the casting player their next two moves. The revealed moves must be made unless the moves become impossible. The spell lasts until the beginning of Turn 10.

### 10. Storm

Change: [These storms last... and agriculture barely possible] with: These storms last until the beginning of Turn 10, making movement difficult and agriculture barely possible.

### 11. Summon Host

No change.

### 12. Withershins

## **Autumn Spells**

### 1. Blight Crop

No change.

### 2. Deluge

No change.

### 3. Trail of Howling Doom

This spell is cast as the last action of Turn 10 and takes affect prior to Player 1 beginning his Turn 11.

This spell unleashes a trail of magical winter storms. These storms begin in the target tile and move randomly per the Hex Movement Chart. The storms will enter and devastate 1d6 tiles. After that they have run their course and the spell ends.

Beginning with the first tile ANY Banner not in Winter Quarters suffers 1d6x10 casualties. This spell runs its course at the beginning of Turn 11 and is completed before Player 1 begins his Turn 11. After it has run its course the spell is over.



## Section 6: Equinox Spells

### 4. Forge Magic

The spell has no range and so always works. The caster uses the forces of magic to create a magic item. The type of the item is generated randomly. Roll 1d6 and consult the table below for the type of item generated. Items generated are the Magic Items found in the Warmaster Rules. The item is ready to use beginning Turn 1 of the next year. The player must keep track of this item and which Banner it is assigned to. The item has no affect in NPC battles.

- 1-2 = Magic Standard
- 3-4 = Magic Weapon
- 5-6 = Device of Power

#### Magic Standard (pg. 76 Warmaster LRB)

Roll 1d6 to determine what item was created

- 1-2 = The Battle Banner
- 3 = The Banner of Shielding
- 4 = The Banner of Fortitude
- 5 = The Banner of Steadfastness
- 6 = The Banner of Fortune

#### Magic Weapon (pg. 77 Warmaster LRB)

Roll 1d6 to determine what item was created

- 1-2 = Sword of Destruction
- 2-3 = Sword of Fate
- 4-5 = Sword of Cleaving
- 6 = Sword of Might

#### Device of Power (pg. 77 Warmaster LRB)

Roll 2d6 to determine what item was created

- 2 = Crown of Command
- 3-4 = Helm of Dominion
- 5 = Orb of Majesty
- 6 = Ring of Magic
- 7-8 = Staff of Spellbinding
- 9 = Scepter of Sovereignty
- 10 = Scroll of Dispelling
- 11 = Wand of Power
- 12 = Rod of Repetition

### 5. Inundation of Blood

Correct troop loss, it should state any banner in the tile loses 1d6x5 points of troops. No other corrections or changes.

### 6. Bumper Crop

No change.

### 7. Prosper

No change.

## Section 6: Equinox Spells

### 8. Reign of Madness

Change: Banners in the tile are not affected and remain in the Winter Quarters. To prevent the spread of the madness the Banner raises the Village in the Tile as the last act of Turn 12, armies are too disciplined to fall prey to this madness.

### 9. Call of Heroes

Correction: The player gains 1d6 Heroes which he may assign to a Banner. The heroes have a value equal to their value on the appropriate Army List. Their points are added to a Banner chosen by the Player. Heroes are chosen from the Players' Warmaster Army List.

### 10. Break Siege

This spell may be cast on a tile being besieged over the winter. The besieging forces are teleported at least three tiles away. The tile they are teleported to must be capable of offering the Banner Winter Quarter. The Siege is ended. If no sieges are in progress or the caster does not wish to use it on a siege he may instead use it to raze any unoccupied fortress in the target tile instead. The spell may only be used to break one siege, or raze one fortress, after which the spell ends.

### 11. Shrouding Mist

No change.

### 12. Tornado of Peril

This spell may not target a Capitol City. This spell creates a whirling tornado of magical energy which utterly destroys the tile, razing any village, city, fortress within the tile. The world in this region is ripped apart, new rivers may be created, mountains may be built up, or the sea may fill what was once the land. Remove the tile from the board. It may be scouted and replaced with a new tile. Banners in the tile are thrown to a random (1d6, use the Hex Movement Chart) direction. The tile the Banner is thrown to must be an existing tile, and must be scouted. The spell takes place at the end of Turn 12.

## Section 7: Winter Quarters

### **Winter Quarters (pg. 39)**

Only change is to the Winter Retreat.

### **Winter Retreat (pg. 39)**

Correction to Winter Retreat Results:

1. Banner lost in the horrors of winter. As the spring thaw begins stragglers finally come home broken, weary and in need of rest. Move the Banner to the closest controlled City. This Banner must remain in this City until the beginning of Turn 3. They are recuperating, telling tales of the horror they went through, and chasing the gals. Some of them did die out in the cold. Lose 200 points from the banner or 1/4 which ever is lower.
2. The Banner fought a minor engagement during their trek across the land. Lose 1d6 x 30 men from the Banner.
3. The Banner's Struggle took them across the harsh Tingot Mountain Range where the Dwarves captured them. The closet Dwarven Player's Force has captured the Banner and is requesting a Ransom of 10 Crowns. Pay the player 10 Crowns or lose 1d6 x 25 men. They return with great tales of gold under the world.
4. The Banner staggers into the closest City with tales of fantastical Giant Snow Creatures, Winter Wizards, and Ice Trolls. The Banner is late getting out of the City and may only begin its movement on Turn 2.
5. Devastation has occurred, the Banner was destroyed. "Wait!" the cry went out far and wide. "They have returned!" Toll the Bells for the returning heroes and be sad for their losses. Lose 1d6 X 20 men to the cold.
6. The Great Ogre Gar Thurg Nog the Terrible destroyed the Banner! Ok it was actually his distant cousin Snigle and he only ate a few men. Lose 1d6 X 10 points.

Winter Events (pg. 40)

**Winter Events Table (pg. 40)**  
**Use this table instead.**

- 2 & 12 **Dragon Rage.** From the heart of the mountains at the centre of the world, great Dragons come roaring forth to raze the land and strike terror into all who lie in their path. (See Dragon Rage for full details).
3. **Peasant Revolt.** Peasants refuse to pay your entirely reasonable taxes. Ungrateful scum... have you not protected them from the authoritarian rule of your enemies! Lose 1d6 Crowns of revenue this year.
4. **Rebellion.** An underling rebel force rises up against your rule. Randomly select a fortress in the empire. This Fortress becomes an independent settlement. Any troops in the tile escaped the Fortress just in time. Roll on the Winter Retreat table for this Banner. Move the Banner to the closest City (which begrudgingly was able to support them through the winter). The Fortress yields no revenue this year and the tile becomes an independent tile and must be fought for again.
5. **Plague!** Nurgles' Eye is upon the city! A plague breaks out in the city. Choose one City and the Banner in that city gets dysentery. This Banner is late getting back to conquering and misses Turn 1 of the next season.
6. **Raids.** Test for each settlement lying in a tile adjacent to an enemy held tile (including independents). Roll 1d6. If the result is 5 or 6 raiding and banditry prevent revenue from being collected from that tile this year.
7. **Increased Revenue.** Your Merchants and traders have had a very good year! The tax revenue from all their excellent trades add 1 Gold Crown to the royal coffers for every city in your empire. The tax cannot be collected from razed cities.
8. **Plentiful Harvest.** The fine weather and hard work of your loyal farmers has resulted in a bountiful harvest. For every three villages in your empire, receive 1 additional gold crown of revenue this season. Razed villages yield no revenue at all.
9. **Special Tribute.** In gratitude for your just and enlightened rule, your minions selflessly levy an additional tax to pay for statues of you to be erected in every city and village in the empire. Collect an additional 1d6 Gold Crowns of revenue this year. Of course, what you actually choose to spend this windfall on is entirely up to you.
10. **Famine.** Widespread famine makes it impossible for your empire to rebuild and repopulate razed territory this year. No Recovery roll may be made in the Recovery phase.
11. **Treachery.** For each city or fortress in your empire that borders an opposing empire or independent settlement, roll 1d6. On a roll of a 6 the settlement switches its allegiance and makes peace with the enemy. Exchange your flag for that of the chosen opponent. Revenue generated from this settlement is given to him. Banners are not affected by this.

### **Dragon Rage (pg. 41)**

The only correction is to the Event Roll. Change 5-6. Banners suffer a loss of 1d6x25 as men are burned and scattered, eaten.

### **Triggering Dragon Rage (pg. 41)**

Correct the Winter Dragon roll to 1d6+1 (the same as the Scouting Event Chart). The Dragons Lair is randomly determined from the Mountain Tiles. If no Mountain Tiles are present then the Dragon Rage took place somewhere, just not on this portion of the world. In other words it can only happen if the Mountain Tiles are in play, otherwise it is ignored. If there is only one Mountain Tile then the Dragon Rage begins from that tile.

### **Moving the Dragons**

Note how many dragons are in play (feel free to place the appropriate number of dragons on the empty portion of the board) and place one dragon counter on the Mountain Hex Tile.

Nominate any of the six map tiles which are adjacent to the Dragons Lair as 1, and the remaining adjacent tiles as 2 to 6 counting clockwise from 1. Roll 1d6 to determine which new tile the dragons will move into. One dragon model is left behind in the old tile (place one of the non-used Dragon Counters on the tile being vacated). The Dragon tile is then moved into the tile rolled.

Repeat this process as many times as is necessary, placing one dragon on the tile being exited. This will create a trail across the map. As the dragons cross the landscape, their movement may sometimes result in more than one dragon landing in some tiles. These extra dragons have no additional destructive effects. See page 41 of the 1990 Mighty Empires rules for a diagram.

Once all of the dragons have been positioned, roll 1d6 for each tile containing a dragon model and consult the following table. Remove each dragon model after the effects have been worked out.

| D6  | Event  |
|-----|--|
| 1   | The dragons roar overhead breathing fire and smoke, but wheel away in a new direction causing no damage.   |
| 2-4 | The dragons swoop down upon the tile destroying everything in their path. If the tile contains a settlement it is razed exactly as if it had been razed by an army. If there is a banner in the tile it loses 1d6x30 points of troops. If there is any area of forest in the tile it is burned and cannot count towards construction during the winter season. |
| 5-6 | The dragons completely lay waste to the tile. The tile is removed and must be re-scouted and replaced by a new tile. The dragon's magical rage was so powerful it changed the landscape forever.   |

### **Duration**

A tile razed by dragons during the campaign season are removed from play, any Banners in the tile are moved to a random tile (use the Hex Movement Chart). The destruction does not cause the Banner to have to subsist as the Dragon Rage is treated as the last event of Winter.



## Section 10: Revenue

### Revenue (pg. 42)

Corrections:

**Diplomacy (pg. 43):** No change.

**Recruitment Phase (pg. 44-45):** This phase is ignored, with the exception of **Recruiting Mercenaries (see below)**, you can not use Gold Crowns to purchase new troops. Instead you gain 800 points of new troops to place where you wish. Troop purchased are done using Victory Conditions or VC. See **Working Out the Winner** in this supplement under the Table Top Battles Section for VC and how they are attained.

**Recruiting Mercenaries:** You may spend some (or all) of your 800 points on Dogs of War units. These units function as the unit they represent and must be as closely represented on the table by units you have converted to resemble the unit. See other supplements for what those units look like and attempt to model your unit(s) after those. See Warmaster Issue #1. You must keep track of these units (they are not points to be used as you see fit. Once these unit(s) are destroyed you must repurchase them during the Recruitment Phase. This is the only way you can obtain Mercenaries, well... unless your army is the Dogs of War and then we applaud you for all the conversion work you've done!

**Recovery (pg. 46):** No change.

**Construction (pg. 46):** No change.

**Baggage (pg. 47):** No change.

**Deployment (pg. 47):** No change.

**Espionage (pg. 48-50):** No change.

## Section 11: Table Top Battles

### Table Top Battles

Table Top Battles only occur between Players, NPC Battles are handled on paper. Table Top Battles are also the only way for Players to gain VP (Victory Points). Victory Points are equal to the VC (Victory Conditions) gained during the PvP (Player vs. Player) battle. For full VC see *Victory Conditions* later in this section.

When opposing Players' forces meet in the same tile a battle to contest control of the tile may ensue. If a Player wishes to concede the tile he may retreat back to a hex he controls. If this is not possible he may not retreat. Players may also retreat into a City or Fortress (See Siege rules for how that is handled). To determine ownership of the tile a Table Top Battle is fought. Each Banner's Strength is its point value. So a 1500 point Banner is equal to a 1500 point army in the Table Top Battle.

It is not necessary for players to have equal army sizes on the battle field. What ever the two Banner's Strengths are is what will potentially be played. Players do not have to commit their whole Banner's Strength to the Table Top Battle.

For example: Player A's Banner is 1500 points, and Player B's Banner is 3018 Points. Player A can not add any points but player B may commit less than 3018 (he may not add points to the 3018 army but he does not have to commit the full brunt of the Banner).

Why would a player use less than his whole force? He would do so because shallow victories, ones easily won, offer less Victory Points. The tougher the battle the more rewarding!

#### Victory Points (Army Size):

Use the following formula for Victory Points:

| Winner's Army Strength           | VP Gained |
|----------------------------------|-----------|
| 200 Points less than Opponent    | 2         |
| Equal to Opponent                | 1         |
| 200 Points Greater than Opponent | 1/2       |
| 600 Points Greater than Opponent | 1/4       |
| Larger than 600                  | None      |

As you can see part of your Victory comes from the difficulty of overcoming your opponent.

### Terrain

Use the Mighty Empire Terrain Table

Each player rolls two times on the chart to determine what piece of terrain he may deploy.

### Blocking Terrain on Tabletop

No Change.

### Day Length and Duration of Play

Rules are ignored. Instead game length follows the Warmaster Rules.

### Pincer Attacks

No change.

### End of the Game

Rules are ignored. Instead follow rules for Warmaster.

## Section 11: Table Top Battles

### Winners and Losers

Victory is determined per Warmaster. Players also gain points for control of the battlefield.

1 Point for control of a hill, A hill is controlled if it is occupied by 5 or more friendly stands and no enemy stands are present.

1 Point for control of a bridge, A bridge is controlled if 3 stands from the same unit occupy the bridge and no enemy models are within charge distance.

2 Points for control of a table half. The table is divided long ways down its middle. Count up the number of units from each side in each half. Characters count as one unit. If one side outnumbered its foe by 2:1 or more it controls the table half. Note: it is possible for players to gain control of their opponents' half of the board and lose control of their half of the board. Players may only win this VC once per battle even if they control both sides of the field. It is possible for both players to gain this Victory Condition. This VC is not awarded in Sieges.

1 Points for each wall breach, maximum of 2 Points. This only applies in sieges.

1 Point for control of a fortress corner tower, A tower is controlled if a stand is not engaged in melee and occupying the tower at the end of the game. A possible of four VC can be met. This only applies to Sieges.

### Working out the Winner

This section is ignored.

### Results (pg. 54)

Replace this section with the following. Follow the Warmaster rules for the battles. Losses in the Table Top battle reduce your army's strength. The loser must retreat out of the tile. Control of the tile goes to the winner of the Table Top game. If the battle was fought outside of Turn 10, 11, or 12 then the loser simply retreats to another controlled tile. If no other tile is controlled the retreating Banner moves to an adjacent tile and performs scouting as per the Mighty Empires rules for scouting an unknown tile. If loser is forced to retreat during Winter (Turn 10, 11, or 12) then he must perform a Winter Retreat.



## Section 12: Sieges

### **Siege (pg. 54)**

A siege can make a very spectacular tabletop wargame full of heroic action. However, by their very nature sieges take a long time, and this makes it impractical to fight every siege that occurs as a tabletop wargame.

Dedicated players may wish to use the full Warmaster Siege rules to resolve sieges. If so please refer to the Warmaster LRB section on Sieges for handling the Siege. Where time does not permit fighting the entire siege it is acceptable to simply fight a standard battle. This type of Siege shall be named Simple Siege. When players perform a Simple Siege follow the Siege rules on page 29 & 30 of the Mighty Empire rules (using the dice system to replace the Tactics Cards) to determine the Siege outcome and winner. Note: Change the Results Chart as follows: "9+ Stormed Defender loses 2d6x50 points Attacker loses 1d6x50 points".

In either type of Siege the Siege is deemed to have concluded prior to Turn 1 of the following year. This means the loser does not have to perform a Winter Retreat. The loser of the Siege must retreat back the way he came (if he is the attacker), or to the closest controlled tile (if he is the defender).

The winner of the Siege takes control of the tile.

### **Casualty Recovery (pg 55 & 56)**

This section of the rules is ignored and not used in the campaign.

**Remaining sections of the 1990 Mighty Empires rules are used unaltered.**