

MIGHTY EMPIRES



MIGHTY EMPIRES

by
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PRODUCT

Ref no: 00122₀

Product Code: 0122

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Separate sprues of plastic components for Mighty Empires are available from Games Workshop Mail Order at a cost of 90p per sprue. Each sprue contains 10 pieces: 3 villages, 3 army banners, a city, a fortress, a ship and a dragon. We also plan to release a range of metal pieces to expand the range of components and provide special models for the various Warhammer races - look out for these in your local shop as they become available.

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MIGHTY EMPIRES

It is probably the ultimate ambition of every accomplished Warhammer player to take part in a large, well-organised campaign. What gamer could resist the chance to command the army of an entire nation? How can a single battle compare with the thrill of conquering cities, subjugating wild tribes, and defeating the armies of rival empires?

The wargames campaign provides players with a means of linking together all the intricate military problems of maps, supplies, movement and diplomacy.

Mighty Empires allows Warhammer players to create their own map using the specially designed map tiles, and to recreate new maps as many times as they like. The map tiles also provide the basis for all supply and movement rules, allowing armies to conquer far and wide as the players' empires expand. When armies clash it is time to transfer the action to a tabletop using the conventional Warhammer Battle rules. As part of the campaign the battle game assumes a far greater significance - whole empires may rise or fall depending on the outcome!

Because players may not wish to fight each and every minor conflict, the campaign rules provide an alternative system for working out battles on paper.

'You handle an army with elegance my Lord. Your considered ruses fool the foe and you are lucky at dice. Oh Prince! These are but parlour games... can you wield an Empire?'

*Lecture for an Insignificant Princeling by Inuendo
Machiavenni*

GAME SET-UP

Mighty Empires contains the following components:

1 Rule Book	Dice
112 Hexagonal Map Tiles	Strategic Battle cards
15 City models	15 Fortress models
45 Village models	45 Army pieces (banners)
15 Ships models	15 Dragon models
162 Territory markers	24 Razed territory markers
45 Espionage counters	9 Spell markers
76 Baggage markers	1 Sheet of self adhesive flags

Remove the plastic pieces from their containing sprue. Apart from the dragon and the army pieces, the models consist of two pieces. The ship sails fix into the ship, and the flag poles fix into to the city, village, and fortress pieces - glue is not required and is not recommended as it may be necessary to swap flag poles from one type of settlement to another.

The coloured self-adhesive flags are used to identify each player's pieces and correspond with the territory marker sets. Coloured flags with identical symbols both sides are fastened around the flag poles - these indicate which player controls the settlement. Flags which have a number on one side and symbol on the other fix around the standard on the army pieces - the numbers distinguish one piece from another. The ships are identified by the numbered stickers of the appropriate colour - these fix onto the ship's sail. Note that as there was sufficient space on the self-adhesive sheet we have provided more flags than required, including

numbered sets up to 18 for the army banners and ships. Additional pieces for the Mighty Empires game are available from Games Workshop.



THE MAP

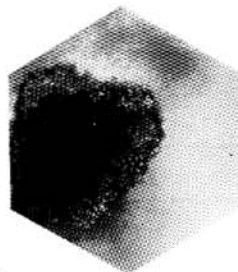
The Mighty Empires game map is made from the hexagonal map tiles. By placing the tiles together a fantasy landscape of great mountain chains, rolling plains, mighty rivers and wave-swept coasts is created. Mountain springs will form rivers, rising in the highlands and flowing down to the sea. Wide plains spread out to foothills, broken here and there by thick forests. River mouths will open up into jagged coastlines enclosing the heartlands of rival nations. Because the tiles may be laid down in countless different ways, the map will be different each time you play Mighty Empires.

There are four different packs of map tiles and each represents one of four different predominant terrain types: Lowland, River Valley, Coastal and Highland. The tiles can be identified by their reverse sides.

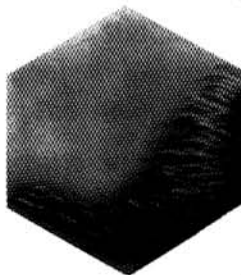
THE TILES

Lowland tiles include open plains, forests and low hills. Some tiles are entirely covered with one type of terrain, while others show a fair mixture of several different types. Although some lowland tiles include hills, none contain mountains.

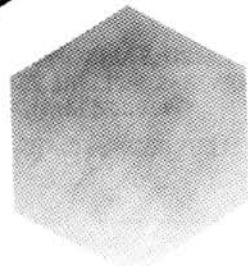
A lowland tile with wood



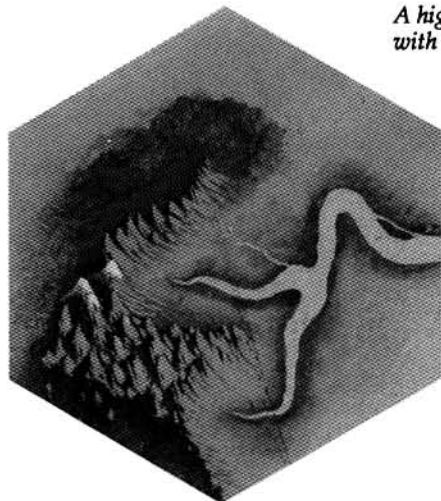
A lowland tile with hills



A plain lowland tile



Highland tiles are covered with hills and mountains, but will usually also include areas of plain or forest. Some highlands contain *river sources*, as shown by the blue river line running off one side.

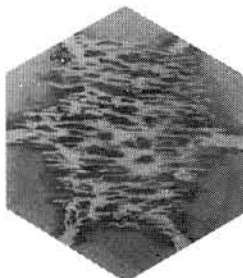
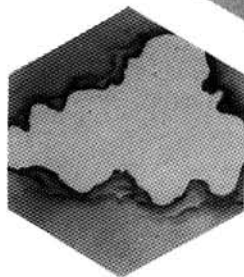
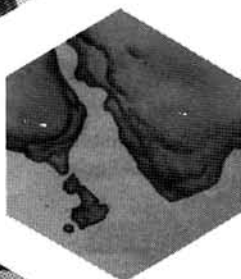


A highland tile with river source

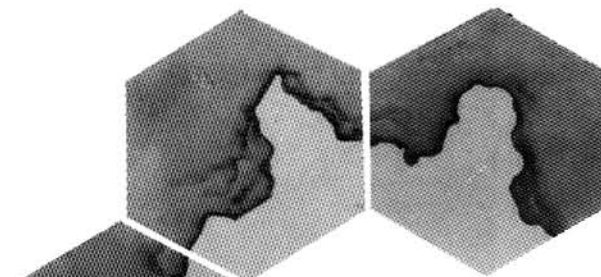
River Valley tiles contain a stretch of river running from one edge to another. Some tiles show a river outlet and an area of coast, these are *river end* tiles which are used to join the river to the sea. There are also special *swamp* and *lake* tiles - these are discussed later.



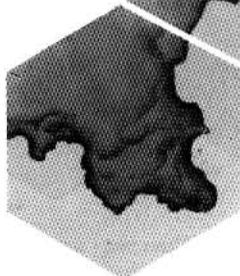
Left: a river valley tile. Below: three types of river outlet, a river end, lake and swamp.



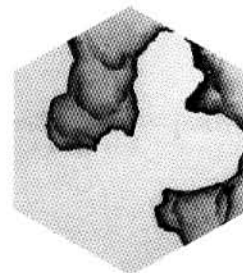
Coastal tiles contain a stretch of coast. These tiles are laid to form coastlines, complete with inlets, promontories and other typical coastal features. You will notice that some of the coastal tiles contain inlets which are similar to river endings in the river valley pack. These serve a dual role in that they can be used to represent ordinary indentations in the coast or denote river endings if necessary.



Above: three coastal tiles

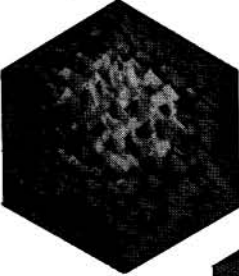
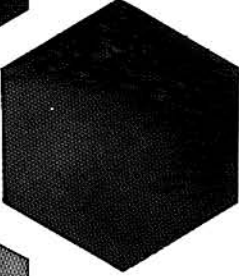
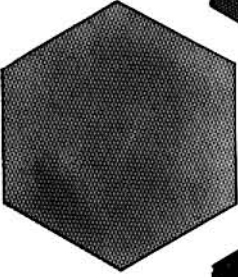
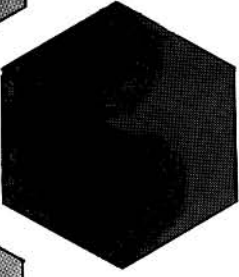
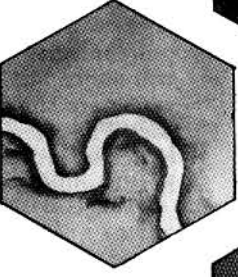
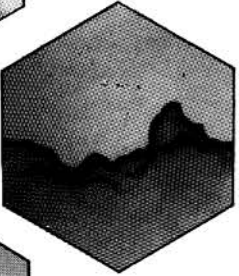

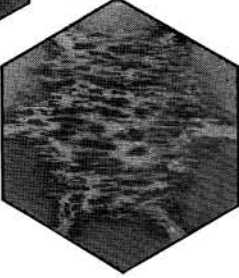


Right: this special coastal tile may double as an alternative river end.

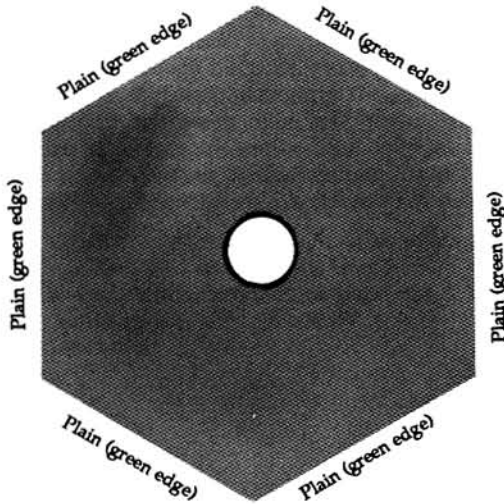


TILE EDGES

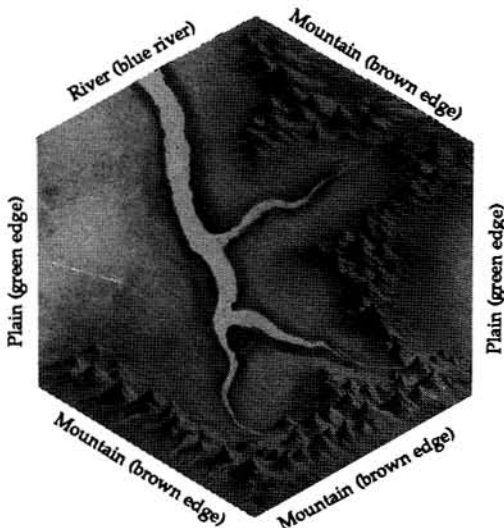
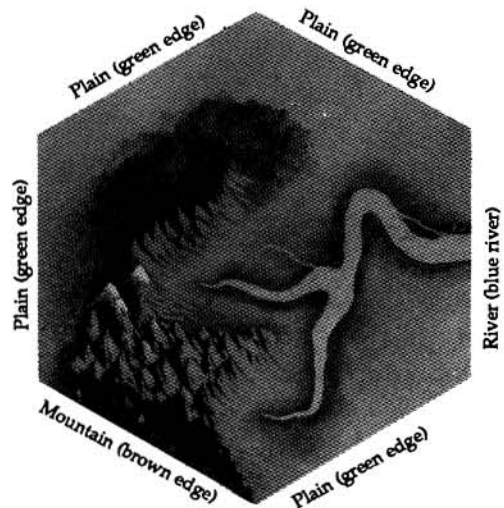
Every tile has 6 edges. Each edge is clearly marked or coloured with one specific kind of terrain. Each type of terrain matches with one of the pack types.

Terrain	Edge Colour and Design	Matching Tile Pack
Mountain	Brown 	Highland
Hill	Brown/Green 	Highland or Lowland
Plain	Green 	Lowland
Forest	Dark Green 	Lowland
River	Blue River 	River Valley
Coast	Half Blue 	Coastal
Sea	Blue 	None
Swamp	Green/Blue 	Lowland or River Valley

Capital Tiles. These are the 6 tiles marked with a circle indicating the possible positions of players' capital cities. The tiles are treated exactly like highland, lowland, coastal or river valley tiles, depending on the pack they come from.



Above: a capital tile. Below: two highland tiles showing river sources



THE GAME MAP

The game map can be laid out by one or more people. To begin with, design a few maps by yourself. Once you have the hang of things, you can invite a few players to participate in creating a map for your game. The method described below shows how you can lay out your map using just a few simple rules. You do not have to use these or any rules at all to make your map, you can place the tiles entirely at your own discretion if you prefer.

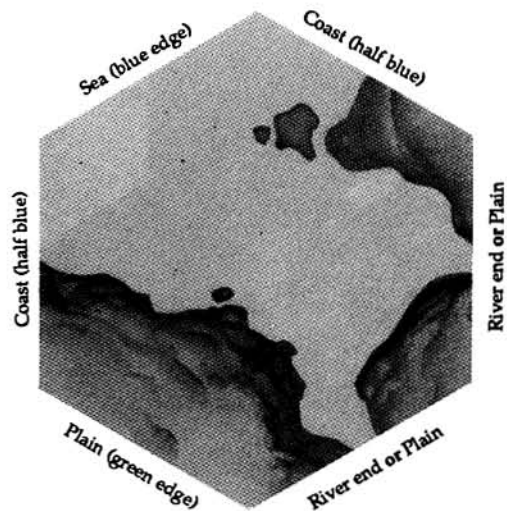
DIVIDE THE FOUR PACKS

Sort the map tiles into their four separate packs - highland, lowland, coastal and river valley, then shuffle each pack and place them face down beside you. You will need about four feet square to lay out the map, so make sure you have ample space before you begin.

PLACE THE FIRST TILE

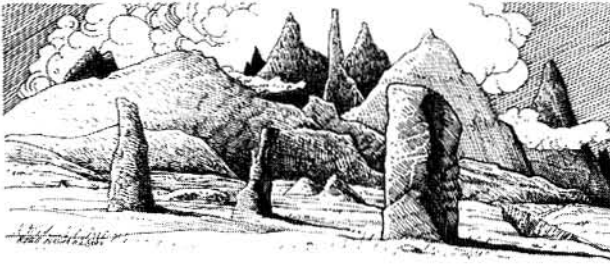
Take a map tile from the *highland* pack and place it face up in the centre of your area. As this is a highland tile it will have mountains or other upland areas marked on it. Orient the tile so that the mountain peaks point directly upwards. Note that mountain peaks always point towards one of the corners of the tile and not the flat edges. Highland features are coloured in shades of brown. The tile may also have areas of lowland, as shown by any green areas on the tile. It is also possible that the tile will show a river source as indicated by a blue river line flowing off one edge.

A highland tile is placed first because this pack contains river sources as well as plain and mountain edges. No other pack contains river sources.



Above: a river ending tile from the River Valley pack. This tile has two alternative positions for the river end.

GAME SET-UP



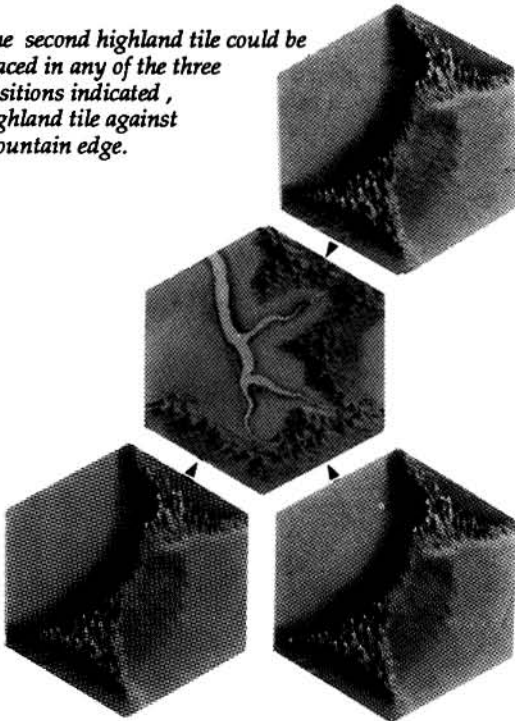
PLACE THE SECOND TILE

The second tile is taken from a pack which matches an exposed edge on the first tile. For example, if the first tile shows 4 mountain edges and 2 plain edges, the second tile must be taken from the highland or lowland pack: you cannot take a river valley or coastal tile as it wouldn't match against any exposed edge.

Orient the new tile so that any hills or mountains are pointing upwards. If the tile has none of these features it can be turned in any direction.

Place the tile against an exposed edge where the terrain matches to the tile's pack type. A tile from the highland pack must always be placed against a mountain or hill edge, a tile from the river valley pack must always be placed against a river edge, and so on.

The second highland tile could be placed in any of the three positions indicated, highland tile against mountain edge.

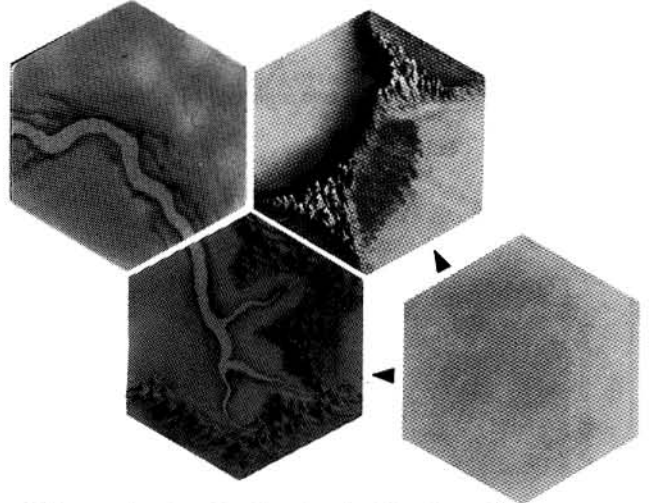


Note that it is *not* necessary that the terrain design and colour of the two tiles actually match where they meet. The tiles have been designed so that the edges blend in slightly whatever edge colours they are placed against. What is important is that the newly positioned tile is chosen from the *pack* which matches the edge *terrain* of the adjoining tile.

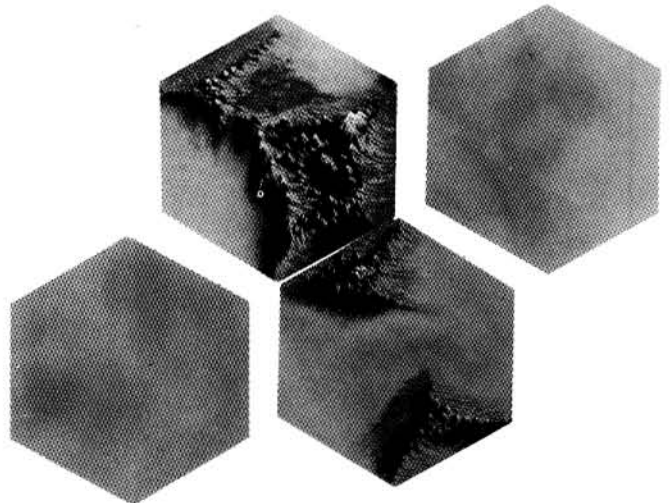
PLACE THE THIRD AND SUBSEQUENT TILES

Once the first two tiles are in place more tiles are added to create the Mighty Empires map. Proceed by adding tiles as follows. Firstly, choose a pack which matches with the edge terrain of at least one of the exposed edges of the map. Take the top tile from the pack. This new tile may be positioned against any exposed edge where the existing terrain matches the new tile's pack: a highland tile against a mountain or hill edge, a river valley tile against a river edge, a lowland tile against a plain or forest edge, and so on. Remember to orientate any tile with mountains or hills so that these features point in the same direction as other mountain tiles.

Tiles are positioned so that they touch at least *two* other tile edges - but the new tile only has to match against *one* edge. This is intended to ensure the map unfolds as a compact land mass. With only two adjacent tiles on the table, the third tile may only be placed in one of two positions, as shown below. Obviously, as the map grows, there will be more choice as to where you can place new tiles.

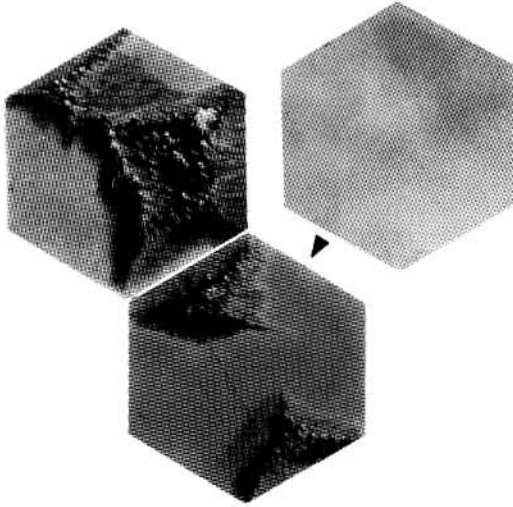


Tiles are placed so that they touch at least two others.

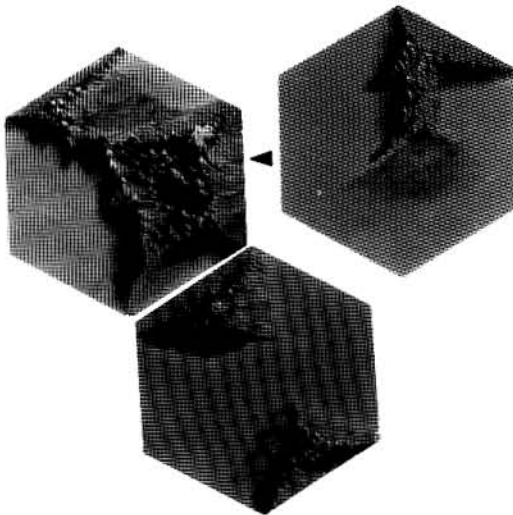


This lowland tile could be placed in either of two places

When each new tile is positioned it must match pack type to terrain edge as described above. However, note that the new tile only has to match along one existing edge - it does not have to match against every edge as this would be impossibly restricting. This enables players to position tiles fairly easily in one of several places where the tile might fit, and allows for a degree of choice and variation. Except in the case of the rather obvious exceptions described next, the other edges are not important: they may match or they may not. This means that it is often possible to place tiles from two different packs into the same space.

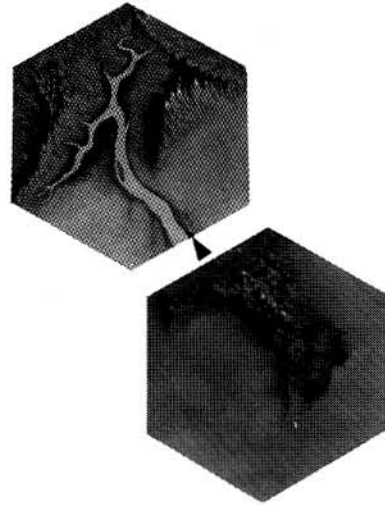


With two tiles already in place it is possible to use either a highland or lowland tile in the position shown. Above: a lowland tile is placed against the plains edge. Below: a highland tile is placed against the mountain edge.



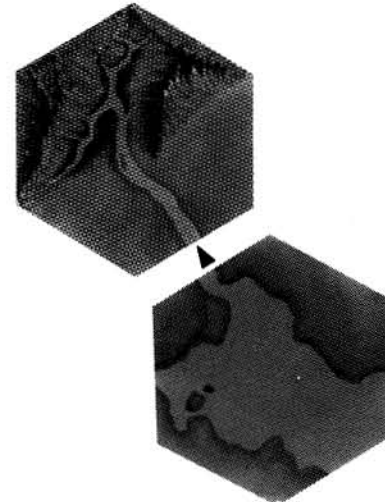
SPECIAL PLACEMENT RULES

1. Some tiles have a definite orientation because they have mountains or hills on them. Other tiles do not have these features and so can be placed any way up. Sometimes a tile's orientation will make it impossible to place it anywhere on the map. When this happens put the tile at the bottom of its pack and take another.



Here the highland tile cannot be placed in its correct orientation as the existing mountain will block the river source.

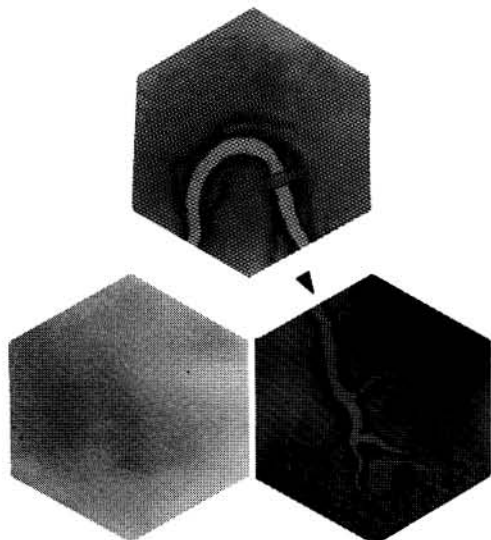
2. The river valley pack contains *river ending* tiles which bring the river to the sea, a lake, or a swamp. It is not always a good idea to place a river ending tile directly against a river source tile as the result is a very short and uninteresting river. If you draw a river ending, and if it cannot be positioned other than against a river source, the tile may be returned to the bottom of the river valley pack and another tile taken from the top.



In this situation a player has the option of placing the tile or drawing another.

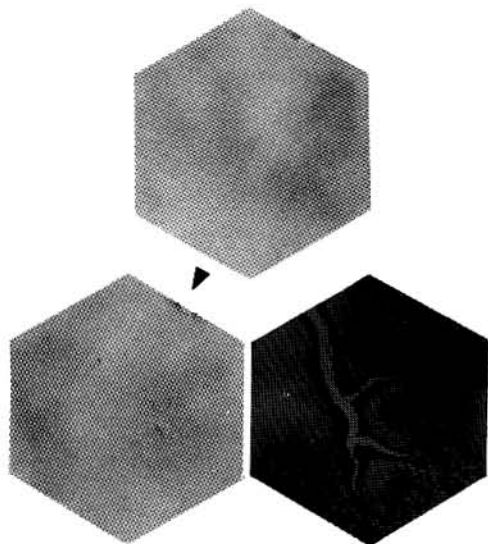
GAME SET-UP

3. River valley tiles must be placed in such a way that the river flows from a river edge into an empty space. A river cannot be placed so that its course is blocked by an existing tile. If the tile chosen does not allow this, replace the tile at the bottom of the pack and take another.



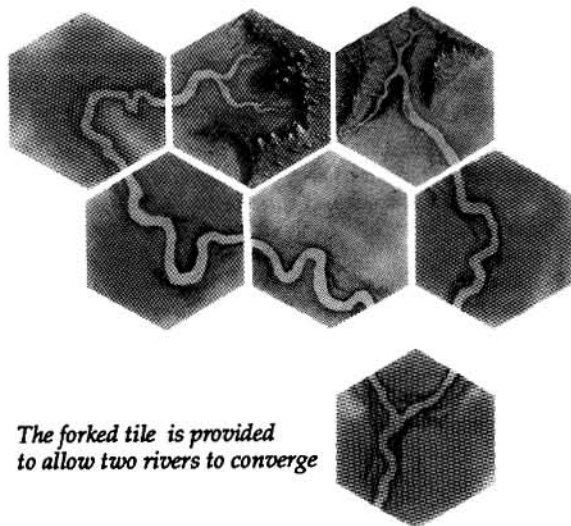
Do not place a river so that its course is blocked

4. It is not possible to place a tile so that it blocks the course of an existing river. This might otherwise happen if an unsuitable tile is placed against an edge adjoining a river edge.



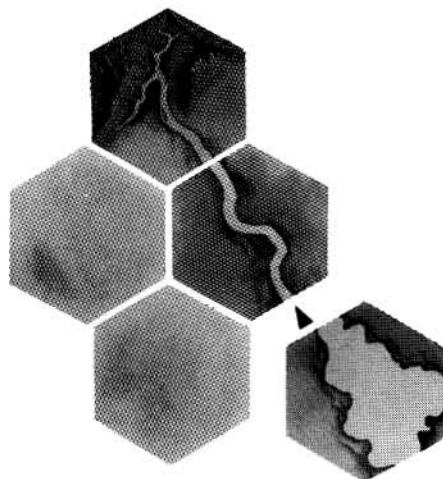
Do not place a tile so that it blocks the course of an existing river.

5. The river valley pack contains a special forked tile. This is only used to join two converging rivers. It is included to resolve a rare but interesting situation which would otherwise produce a potential stalemate in which no tile could be placed. Unless required, the tile is replaced at the bottom of the pack when drawn and another tile is taken.



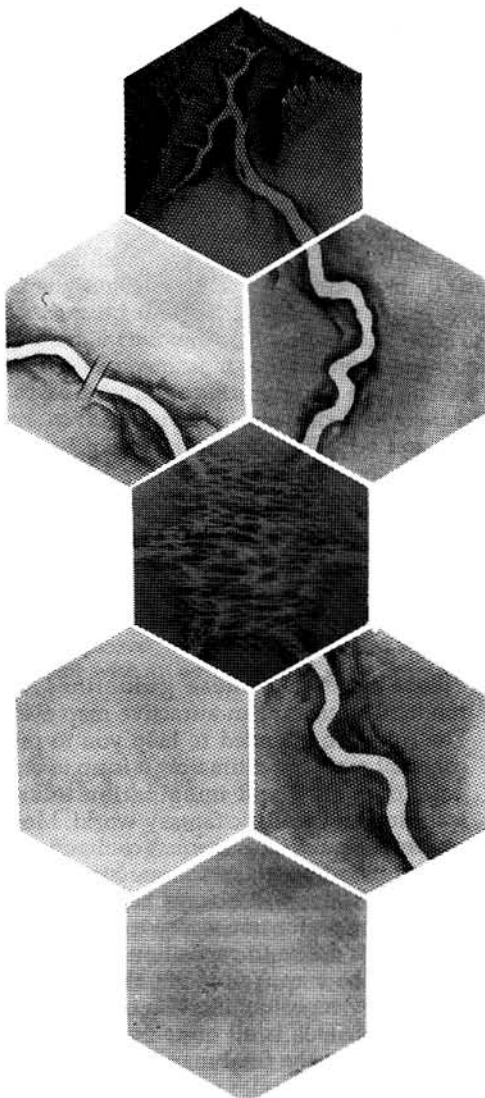
The forked tile is provided to allow two rivers to converge

6. The river valley pack contains a special lake tile, which provides another possible means of allowing rivers to merge. Rivers may be positioned so that they run into the lake at any of three points. A single river may also be positioned so that it runs out of the lake. Any lake tile edges may also be matched against lowland tiles, leading to a totally enclosed lake. The tile's remaining free edges match with the lowland pack.



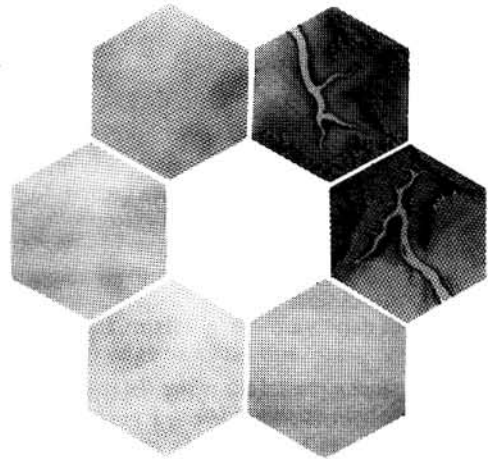
The lake is placed as a river outlet and can also be used to unite two converging rivers. A single river may run out of any remaining side.

7. The river valley pack contains a special swamp tile. The swamp tile may be used to end a river in the same way as a lake - the river dissipating into an area of swamp. The tile is designed so that a river may run in at any edge. Once the swamp is in place, a player may lay a river tile against any free edge, indicating that the river is running out of the swamp and continuing its course. As with the lake, several rivers may run into a swamp, but only one river may run out - a swamp may therefore be used to converge several rivers. It is possible that a river tile coming from a swamp will give another river ending - such as a coast or lake - in which case the swamp represents a low-lying delta or marshy reed-bed. Lowland tiles may also be placed against any free swamp edge.



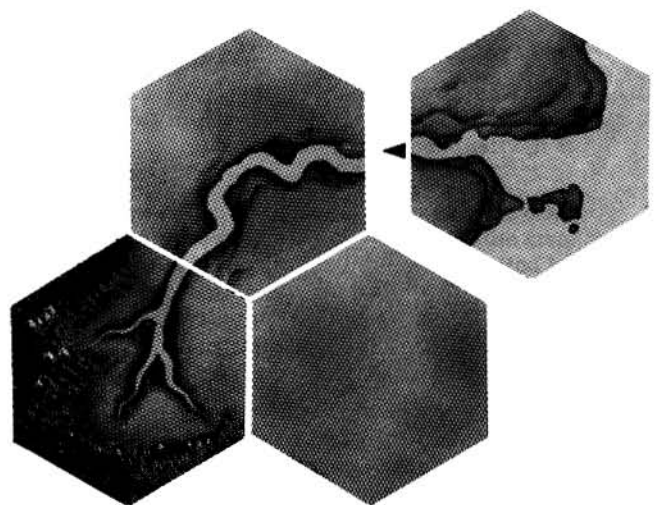
The swamp tile is placed as a river outlet and can be used to unite up to six converging rivers.

8. A tile must not be placed so that it creates a blank space in the land area of the map - this would create unattractive and unrealistic holes which might not be filled.



Do not leave a blank space like this

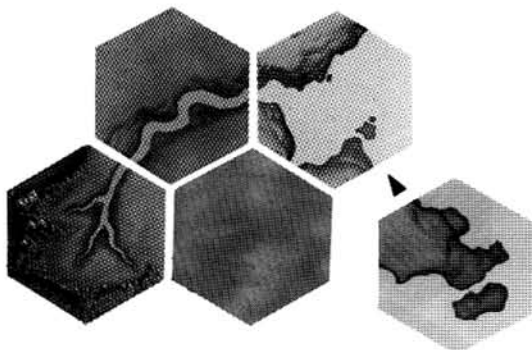
9. Coastlines always follow a line from one tile to another, creating a proper coast. River ending tiles must not be placed so that the coastline runs into a land edge. If a river ending tile is drawn, and if it cannot be placed against a river edge, the tile is replaced at the bottom of the pack and another tile is taken. A variety of river endings are provided, so it is usually possible to find one which is appropriate.



Do not position a river ending so that existing tiles interfere with the coastline.

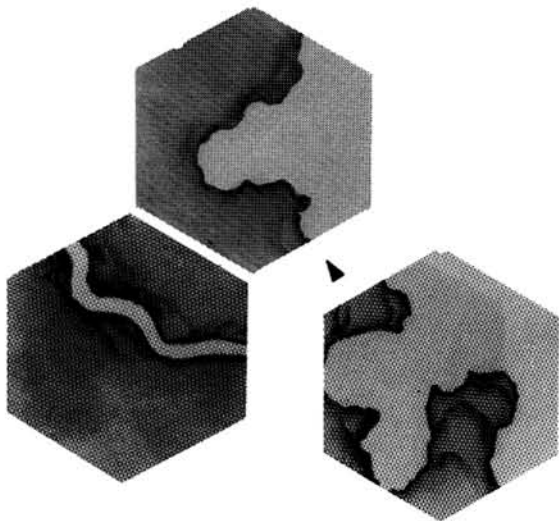
GAME SET-UP

- Coastal tiles may only be placed in such a way that they continue an established coastline and don't block existing rivers. Coastal tiles may therefore only be placed once a river ending has been positioned.



Do not place a coastal tile where the coastline interferes with existing tiles.

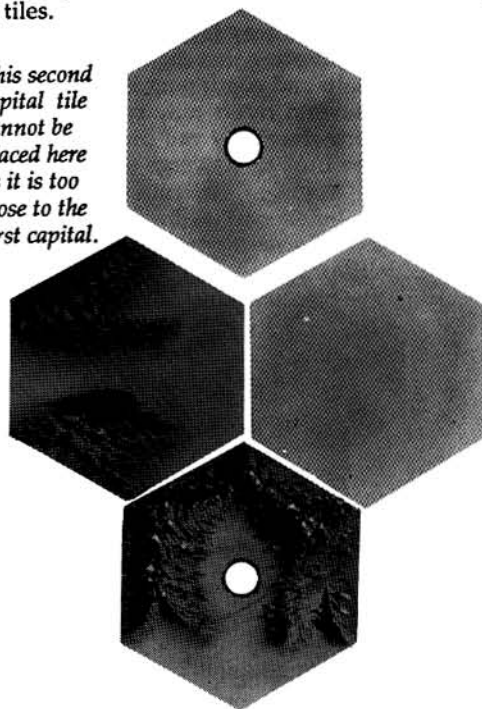
- The coastal pack contains two tiles which can function as optional river endings. The tile is laid from an adjoining coast edge as normal, but can be positioned as a river mouth without blocking the river as would a normal coastal tile. You will notice that these tiles have several possible river mouths, and so can be oriented through more than one position. Because these tiles have more than one possible outlet, a single tile may serve as the outlet for more than one river if required. These special tiles may also be placed just like ordinary coast tiles, representing inlets or heavily indented stretches of coast.



Some coastal sections may also serve as river endings.

- Do not position a capital tile within 2 tiles of another capital tile as this would leave insufficient space for outlying settlements. Always leave at least two tiles between capital tiles.

This second capital tile cannot be placed here as it is too close to the first capital.



- As you begin to exhaust the packs, you will find that it becomes impossible to place further tiles. Once you can place no more tiles the map is complete.
- You may find that some of the capital tiles have not been used. Because each player will require a capital, it may be necessary to swap some other tile for a capital tile.
- Please note that these guidelines will not randomly generate an attractive map every time. The rules are intended to help you to produce a coherent map, but ultimately it is up to you to use your own skill and imagination to create an inspiring and realistic fantasy world. Most of the placement guidelines are just common sense and are intended to make the map geographically credible. There will always be situations where you might prefer not to use a particular tile, or where you'd like to reposition a tile in order to improve the map. You might also like to tidy the map up by repositioning tiles once the packs are exhausted. This is all quite acceptable and will help to make the final map both more attractive and more functional.

It is possible for several players to create a map together. Place the four packs of tiles exactly as before. The players can establish who goes first by agreement or by rolling a dice: it doesn't really matter who has priority as going first confers no advantage. Each player draws and lays a tile in turn until all of the tiles are used up or no further tiles can be placed.

REALMS

It is a good idea to design several maps before attempting to produce a final map for your game. Every map is different, and some maps will give a more interesting game than others. With practice, you will soon learn how to lay down the tiles to create a more plausible and useful map.

KEEPING YOUR MAP

If you are playing *Mighty Empires* as a self-contained game then there is nothing to stop you beginning immediately. However, if you intend to use *Mighty Empires* as the basis for a long term campaign involving many *Warhammer Fantasy Battle* games, then you must decide what to do with the map during the weeks or months that the campaign lasts.

A campaign of this duration represents a considerable investment of effort, so you must find a way of preserving the map when not in use. The best option is to temporarily stick the map down onto one or more large sheets of card. If you can keep the map flat and the counters fixed in place then you can return to the game at any time. If you cannot keep the map flat, then you must record the positions of city, fortress, village, army and other counters before storage. If none of these options proves practical, it will be necessary to make a copy of the map, together with the positions of counters, so that you can reconstruct it as required.

No matter how large your map it will always have edges which delineate the playing area. You may choose to explain this barrier to movement by inventing impenetrable deserts, forests or seas. Alternatively, you may wish to ascribe these areas to other powerful nations whose territory is regarded as inviolable. A third, and better, option is to assume these areas are simply unexplored: awaiting the further expansion of the continent with an additional *Mighty Empires* set.

CREATING THE REALM

A *Mighty Empires* game may be fought between two or three players although with the addition of further sets, more players can be accommodated. Each side is represented by one player who commands the armies and dictates the strategy of a *realm*. The realm is the player's homeland and is populated by one of the *Warhammer* races: Elves, Goblins, Men, and so on. The player might be a king, a powerful baron, a freebooter warlord, or any type of head of state appropriate for his chosen race.

Once the map is complete, the possible sites for realms are indicated by the position of the capital city tiles. To establish where the realms lie each player rolls a dice, and the highest scoring player chooses one of the capital tiles as the centre of his realm. The player places a city piece marked with a flag of his chosen colour on the tile. The player with the next highest dice score then chooses his capital and colour, and so on, until each

player has chosen a capital. There are three complete sets of self-adhesive flags (blue, red, and yellow) plus additional flags to represent independent realms (orange) as explained later. Unused capital tiles may be left unexplored or assumed to be the site of independent cities - in which case a city model with an orange independent flag is placed on these tiles.

Each realm consists of a capital city plus a one tile-wide band of territory around it, making a total of seven tiles. This territory may contain villages, cities or fortresses, or it may be barren and unoccupied. If the capital lies on the sea shore or map edge some of the player's territory may be lost, in which case the realm is slightly smaller than normal. Players may wish to move capitals from the map edge to avoid this.

Each player determines what lies within his realm using the chart below. First nominate one of the territory tiles, then roll 2D6 and compare the result to the tile type (highland, lowland, river valley or coastal). The result indicates the type of settlement in that tile. The player places a settlement piece of the appropriate type and attaches his own coloured flag. The player then continues to roll for each tile until the territory is filled.

TILE TYPE

2D6	Lowland	Highland	River Valley	Coastline
2	Barren	Barren	Barren	Barren
3	Barren	Barren	Barren	Barren
4	Barren	Barren	Barren	Barren
5	Barren	Barren	Village	Barren
6	Village	Barren	Village	Barren
7	Village	Barren	Village	Village
8	Village	Village	Village	Village
9	Fortress	Village	Fortress	Village
10	Fortress	Fortress	City	Fortress
11	City	Fortress	City	City
12	City	City	City	City

Barren. If the tile is barren place a territory marker of the player's colour. The tile is windswept, infertile and generally unsupportive of agriculture or industry. It is inhabited sparsely, if at all.

Village. The presence of a village counter in a tile does not indicate that there is literally *one* village in the area. It means the area is fertile, productive and inhabited by a substantial population spread throughout villages, farms and small market towns. These areas provide the agricultural and industrial lifeblood of the realm and are every bit as important as cities and fortresses.

Fortress. A fortress counter represents a great castle or fortress built to defend the realm against attack. A tile which has a fortress is not necessarily otherwise empty. As well as the fortress, the tile contains villages, farms and other settlements.

City. The city counter represents a city with outlying villages and communities. The city attracts wealth and trade from the surrounding area, and has a large population. The capital city represents the very heart of the player's realm.

SHIPS

Cities in a coastal tile are also trading ports where large merchant ships can dock. Some of these cities have a resident fleet of trading ships, represented in the game by the ship models. If a player's realm includes ports, roll a D6 for each in turn and place the number of ship models shown on the chart below.

D6	Ship Counters
1	None
2-4	1
5	2
6	3

Each ship model represents a small trading fleet consisting of craft of various sizes and designs. They are not warships as such, but players may well wish to use fleets to transport their armies during the course of the campaign.

REALMS AND EMPIRES

The object of the campaign is to overthrow your enemy by conquering his army and expanding your own realm into an *Empire*. As a player expands his territory his empire grows, but his own realm remains the same - it is always his capital city plus the adjoining tiles. An empire is therefore a player's realm *plus* all the territory he has conquered.

THE REALM'S ARMY

Once the player has located and populated his realm, it is time to determine its military strength. Military strength is represented by a points value. Many players prefer a system where every realm begins with an equal military strength. This can be easily achieved if players agree on a mutually convenient points value, between 3000 and 5000 points is best.

If you are using *Mighty Empires* as a basis for a *Warhammer Fantasy Battle* campaign, then the points value of the army reflects the points value of troops given in the *Warhammer Armies* book. Players do not need to own models equal to the points value of all the troops in the campaign. Logistical limitations will tend to mean that battles rarely involve more than 3000 points on any side. It is also very unusual for a player to commit all of his troops to a single battle. As a guide, allow about twice as many points for the campaign as you have points value of models.

As an alternative to the fixed points value, military strength may be determined randomly by each player. Real military campaigns are never fought between carefully balanced armies, so a random strength is more realistic. If the campaign involves only two players the random method is not recommended: it can lead to a very swift and bloody end for a player unlucky enough to generate an unusually small force. When more players are involved the random method is superior, as it will force players into different strategies from the start. To determine the realm's military strength, roll dice and add up the total as shown on the chart below.

For each	Roll points	Possible Points	Average Points
Capital	5D6 x 100	500-3000	1750
City	2D6 x 100	200-1200	700
Fortress	1D6 x 100	100-600	350
Village	1D6 x 100	100-600	350

This chart should give an initial strength of approximately 3500-4000 points for each realm.

Where the *Mighty Empires* game is used as a campaign system in conjunction with *Warhammer Fantasy Battle* it will be necessary to convert the initial points value into troops. If players wish to play *Mighty Empires* as a self-contained game without fighting any tabletop battles they won't have to work out proper armies - the points value alone will suffice and the comments below do not apply.

If using the full WFB system, players will require a copy of *Warhammer Armies* to work out their forces. Each player refers to the army list for his chosen race, and works out the entire army to the points value indicated. The army is not initially allowed any hosts, mercenaries or allies, although these may be added later, as we shall see. The initial military strength only represents the player's own troops, not peripheral types employed, loaned or conjured by him.

If a player wishes his army to include a spectacular engine or beast model he has built or converted himself, or anything else not covered in *Warhammer Armies*, then he may do so, but must agree on a points value with his fellow players. Similarly, if players wish to step beyond the bounds of *Warhammer Armies*, introducing new troops or changing the minimum and maximum allowances, this can be arranged by mutual consent.

As the player works out his army he must make a list of each unit or character together with its size, troop type, armament, weapons and points value. Once units are chosen they cannot be amalgamated or divided during the campaign season, so it is important to select sufficient units to form several independent forces.

There is little point, for example, in having a unit of 40 elite heavy cavalry. Such a large and expensive unit is too big to use on the tabletop, and ties up too many points in one place on the map. A better proposition would be 4 units of 10 cavalry which can be moved together or separated as the player prefers. As players gain experience of *Mighty Empires* they will learn how best to construct armies suitable for fighting campaigns as well as for fighting battles.

DIVIDE THE ARMY INTO BANNERS

The empire's army is divided into separate field armies called banners. Banners are placed on specific map tiles to indicate where troops are deployed. Because each banner represents a different body of troops, it is necessary to fix one of the numbered flag sticker sets to each set of banners. This number is used to identify the banner when it is on the map.



To each Banner is attached a self-adhesive flag bearing the player's coloured badge on one side and an identifying number on the other side.

At the beginning of each campaign season each banner must contain a minimum of 500 points and a maximum of 1500 points of troops. Those playing *Mighty Empires* as a self-contained game simply divide their total number of points between separate banners and record the points value of each banner on a piece of paper.

Players selecting tabletop armies from *Warhammer Armies* must also ensure that each banner contains at least 1 character model and between 1 and 5 rank-and-file units. This represents the maximum number of troops that can successfully forage from the surrounding territory as explained later.

To organise the army into individual banners take a blank piece of paper and write Banner 1, Banner 2, Banner 3, and so on down the left hand side of the page leaving sufficient room in between to list the contents of each banner. Then list the characters and units in each banner under the appropriate heading. Write the points value of each character or unit next to it and write the total points value of the banner next to the heading. This sheet must be updated throughout the season as battles are fought and casualties sustained.

It is possible to split an army into relatively few banners, or into as many as the minimum points/troops rules allows. It is up to you to decide how to split your army; you may prefer to concentrate your troops, or you may opt to divide the army into as many banners as possible.

There are advantages and drawbacks to each option, as players will realise once the game is underway. Bear in mind that a banner may have to act on its own against an enemy force, so it should include a reasonable balance of troops. For example, a banner which contains no missile troops could find itself at a severe disadvantage if faced by enemy equipped with a preponderance of missiles and engines. Similarly a banner which contains only missiles or engines will be vulnerable to shock troops. On the other hand a player might deliberately create a number of weak banners in order to mislead other players about his deployments. The ideal combination will depend to a large extent on the type of army you are using.



PLACE BANNERS ON THE MAP

Once the players are ready, each player places his banners within his own realm. There is no limit to the number of banners which may be placed in a tile, although crowding banners into a single tile will pose logistical problems as we shall see later.

Banners may start the game at any point on the tile (ie, they can be placed on either side of impenetrable terrain). It is convenient to refer to all the banners in a single tile as a *force*. A force can consist of any number of banners.

PLACE BAGGAGE COUNTERS

All armies require baggage. Don't worry about how this works right now, all will be explained in the following section. Baggage is represented by special baggage counters worth 1 or more *baggage points*. Baggage counters are placed underneath banner models, indicating how much baggage each banner has.



At the start of the game each player randomly generates the amount of baggage he has at his disposal by rolling 2D6. This initial allocation represents the realm's stockpiled supplies for the campaign season; future baggage must be bought. This baggage can be distributed as you like through the realm's forces, though no banner may have more than 6 points. Baggage counters are placed underneath the banners and the campaign season is then ready to begin.

THE CAMPAIGN SEASON

The Mighty Empires map represents a medieval environment where roads and rivers are rarely passable during the winter, and where military conquest is largely restricted to the warmer months. This period, stretching from the spring to the autumn equinox, is known as the *campaign season*. During the campaign season armies march to war and plans hatched over the winter are finally put to the test.

The campaign season covers six months or twenty four weeks of activity. It ends with a period of retrenchment in which armies retire to winter quarters, crops are gathered, and the battling nations prepare for the following season. This remaining portion of the year is called the *Winter* and is described in its own section.

CAMPAIGN TURNS

The campaign season is divided into six turns, each turn representing four weeks or one month.

MONTH						Autumn	Winter
Spring	1	2	3	4	5	6	Equinox
Equinox							Equinox

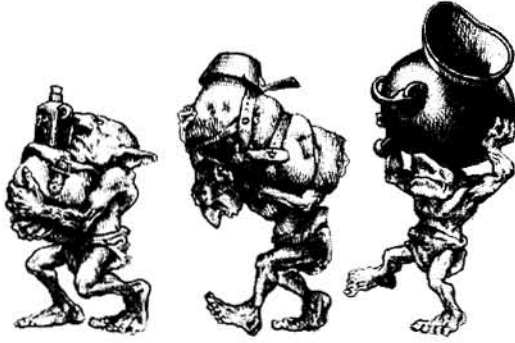
During each campaign turn, each player takes an individual turn. To determine who goes first during any campaign turn, each player rolls a D6. The highest scoring player goes first, followed by the next highest and so on.

During his individual turn the player works through the sequence given below. Special rules for each phase of the sequence are explained later. Once every player has taken his individual turn, the campaign turn is over and another is begun.

1. **Subsistence.** Calculate subsistence for all banners and pay any deficit with baggage.
2. **Scouting.** A banner may scout an adjacent tile.
3. **Movement.** A banner may move into an adjacent tile it has scouted.
4. **Battle.** If a banner moves into a tile already occupied by one or more enemy banners there will be a battle. If the enemy retires to a fortress or city there may be a siege instead.
5. **Siege.** A besieging force resolves any assault or other action.
6. **Raze.** A banner may *raze* any uncontested tile which it occupies, whether its civilian inhabitants are ostensibly friendly or not. A fortress or city under siege cannot be razed while it remains defended.
7. **Reorganization.** A banner may be split up or combined with other banners in the same tile, baggage redistributed and baggage stockpiles created.



1. SUBSISTENCE



Armies require a constant source of supply in the form of food, clothing, arms, and transport. In the game supplies are represented by the subsistence rules. A player who fails to take note of the effects of these rules will quickly find his armies disappearing, as desertion and starvation take their inevitable toll.

Subsistence is calculated in terms of *subsistence points*. A single banner requires 1 subsistence point at the beginning of the player's turn. Subsistence can be obtained from two sources:

1. **Foraging.** A banner may obtain subsistence by foraging in the tile it occupies at the beginning of the player's turn. Foraging encompasses the gathering and requisitioning of crops and livestock and billeting of troops on the local population. Every tile has a *subsistence value* depending on its population. This is shown below.

Type of Tile	Subsistence Value
Capital	4
Other City	2
Fortress	1
Village	1
Barren	0

The subsistence value indicates the maximum subsistence points, and hence the maximum number of banners, that the tile can support by foraging. A single banner may therefore subsist from any tile other than a barren one. Two banners together can subsist only in a city or capital. If two or more friendly banners occupy a village or fortress, one of the banners may subsist as normal whilst the other will be forced to subsist from baggage. During a siege *neither side* may subsist by foraging in that tile.

2. **Baggage.** A banner may subsist from its baggage. One point of baggage enables a single banner to subsist for that turn. The player deducts 1 point of baggage from the baggage train. If several friendly banners occupy the same tile, their baggage may be pooled and redistributed. A banner may therefore acquire baggage from other banners. Baggage may also be acquired from the enemy following a battle or siege, or as a result of razing settlements. No banner may ever have more than 6 points of baggage at one time. If a banner gains more than 6 points of baggage the surfeit is lost immediately.

NO SUBSISTENCE

If a banner is unable to subsist it is in deep trouble. Supplies will gradually run out; starvation will lead to desertion, equipment will be lost, ammunition is used up, transport is abandoned (or eaten). If a player is unable to provide subsistence for a banner he must make an immediate test for *subsistence shortfall*. Roll a D6 and consult the chart below.

D6	Effect of Subsistence Shortfall
1	Lose D6x50 points value of troops from the banner.
2	Lose D6x20 points value of troops from the banner.
3	Lose D6x10 points value of troops from the banner.
4	Lose D6x5 points value of troops from the banner.
5 or 6	No effect. The army somehow manages to subsist by means of rigorous economies and much belt-tightening.

The player determines the points value lost and removes this from the banner's recorded value. Where banners represent Warhammer Fantasy Battle armies troops are removed to the value indicated. A player may be forced to remove more points than required because of the value of individual models. The player may choose which troops to remove, conserving what supplies he has for his favoured units. Note that the player is under no obligation to remove whole units, and can remove troops from several units if he wants.



2. SCOUTING

When armies move it is assumed that small detachments are sent ahead to locate settlements, assess forage potential, and ensure the safe passage of the army. This is called scouting.

SCOUTING DECLARATION

During the scouting phase, the player indicates which banners are attempting to scout an adjacent tile. Each banner may attempt to scout only one adjacent tile per turn. It is not permitted for a player to attempt to scout the same tile twice during the same turn.

Scouting is important for two reasons:

1. If the tile hasn't been scouted yet it will be empty or *unknown*. By successfully scouting the tile the player finds out what is in it, and may be able to absorb the tile into his empire.
2. A banner may not move during the movement phase unless it has successfully scouted the tile it intends to move to. Scouting is therefore an important limitation on the movement of forces.

SCOUTING BY A LARGE FORCE

If two or more friendly banners are grouped together in the same tile, each banner may attempt to scout a different adjacent tile. The player may then choose to send any or all of the banners into any or all successfully scouted tiles.

BLOCKING TERRAIN

The presence of mountains and rivers which would normally block the movement of a banner makes no difference to scouting. Terrain of this kind can prevent a large body of troops from moving, but does not hinder a tiny group of scouts. Note however that it is not possible to scout across the open sea!

SCOUTING CHARTS

To establish whether scouting is successful roll 2D6 and consult the Scouting Chart appropriate for the type of terrain. The result will depend on whether the tile has already been explored; a tile which has already been successfully scouted is called a known tile, a tile which as not yet been successfully scouted is an unknown tile.

SCOUTING UNKNOWN TILES

An unknown tile is a tile which is empty - it contains no settlements or territory counters.

The existence of settlements in the unknown tile is established when the tile is scouted and an appropriate settlement piece is placed in the tile. Once a tile's contents have been established they are fixed; further scouting cannot alter or affect what is in a tile.

Find the appropriate Scouting Chart for the tile territory type, then roll 2D6 and read the result.



If the result is *barren* the tile contains no settlements, but still becomes part of the scouting player's expanding empire. A territory counter of the player's colour is placed in the tile.

If the result indicates an *event*, then some problem has beset the force and the tile is not successfully scouted. A further roll is made on the *Scouting Event Chart* as explained later.

If the result indicates there is a *settlement* in the tile, it normally becomes part of the player's empire. A village, fortress, or city piece with the appropriate coloured flag is placed in the tile.

If a settlement *resists the invader*, then a settlement counter with an orange independent flag is placed in the tile to represent an independent settlement. For rules regarding these independent settlements see *Independent Settlements* and *Independent Empires*.

The number of playing pieces in the *Mighty Empires* set places a limit on the total number of settlements that can be discovered. It is convenient to rule that once all of the pieces of a settlement type have been used no further settlements of that type can be discovered; any further scouting results of that type are assumed to be barren instead. Players can of course increase the number of pieces in play by purchasing additional pieces or by combining several *Mighty Empires* sets.

SCOUTING CHARTS

LOWLAND AND COASTAL TILES

2D6 Result

- 2 **Barren.** The tile is barren. Place your territory marker in the tile.
- 3 **Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart*.
- 4 **Fortress.** If the roll is double 2 the fortress resists the invader. See *Independent Settlements*. Place a fortress model with an orange independent flag in the tile.
If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
- 5 **Village.** The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
- 6 **Village.** If the dice roll is double 3 the inhabitants of the tile resist your presence. See *Independent Settlements*. Place a village counter with an orange independent flag in the tile.
If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- 7 **Barren.** The tile is barren. Place your territory marker in the tile.
- 8 **Village.** If the dice roll is a double 4 the inhabitants of the tile resist your presence. See *Independent Settlements*. Place a village counter with an orange independent flag in the tile.
If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- 9 **Village.** The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
- 10 **City.** If the dice roll is a double 5 the inhabitants resist your presence. See *Independent Settlements*. Place a city counter with an orange independent flag in the tile.
If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
- 11 **Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart*.
- 12 **Barren.** The tile is barren. Place your territory marker in the tile.

HIGHLAND TILES

2D6 Result

- 2 **Barren.** The tile is barren. Place your territory marker in the tile.
- 3 **Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart*.
- 4 **Fortress.** If the roll is double 2 the fortress resists the invader. See *Independent Settlements*. Place a fortress counter with an orange independent flag in the tile.
If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
- 5 **Barren.** The tile is barren. Place your territory marker in the tile.
- 6 **Village.** If the roll is double 3 the village resists the invader. See *Independent Settlements*. Place a village counter with an orange independent flag in the tile.
If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- 7 **Barren.** The tile is barren. Place your territory marker in the tile.
- 8 **Village.** If the roll is double 4 the village resists the invader. See *Independent Settlements*. Place a village with an orange independent flag in the tile.
If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- 9 **Barren.** The tile is barren. Place your territory marker in the tile.
- 10 **City.** If the roll is double 5 the city resists the invader. See *Independent Settlements*. Place a city with an orange independent flag in the tile.
If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
- 11 **Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart* and abide by the result.
- 12 **Barren.** The tile is barren. Place your territory marker in the tile.

RIVER VALLEY TILE

2D6 Result

- 2 **Barren.** The tile is barren. Place your territory marker in the tile.
- 3 **Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart* and abide by the result.
- 4 **Fortress.** If the roll is double 2 the fortress resists the invader. See *Independent Settlements*. Place a fortress with an orange independent flag in the tile.

If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
- 5 **Village.** The tile is fertile and inhabited by mild-mannered people who quickly submit to your enlightened rule. Place a village with your own coloured flag in the tile.
- 6 **Village.** If the roll is double 3 the village resists the invader. See *Independent Settlements*. Place a village with an orange independent flag in the tile.

If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- 7 **Village.** The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
- 8 **Village.** If the roll is double 4 the village resists the invader. See *Independent Settlements*. Place a village with an orange independent flag in the tile.

If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- 9 **Village.** The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
- 10 **City.** If the roll is double 5 the city resists the invader. See *Independent Settlements*. Place a city with an orange independent flag in the tile.

If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
- 11 **Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart* and abide by the result.
- 12 **Barren.** The tile is barren. Place your territory marker in the tile.



HARBOURS CHART

Cities in a coastal tile always have associated harbours - the city may be literally by the sea, or there may be a separate harbour nearby. If scouting reveals a city in a coastal tile, the player makes the following additional D6 roll to see if there are ships and if so how many.

D6	Result
1	No ships
2	1 ship counter
3	1 ship counter
4	1 ship counter
5	2 ship counters
6	3 ship counters

If the city submits to the player's rule its ships automatically come under the player's control and are marked with the player's coloured symbol. If the city is an independent settlement its ships are also independent and are marked with the orange independent symbols.



SCOUTING EVENT CHART

2D6	Event	2D6	Event
2	Mass desertion among the ranks places the troops in severe disarray. Each banner in the force loses D6x50 points of troops in the same way as for subsistence shortfall.	8	The scouts are ambushed by bandits and fail to return. The scouted tile remains unknown and the force is unable to move into that tile this turn.
3	Mutiny! The troops are paralysed by momentary unrest. No banner in the force may move this turn and may not scout or move in its following turn.	9	The scouts encounter a merchant convoy carrying food and supplies. The scouts abandon their scouting mission in order to redirect the convoy into the force's baggage. The tile remains unknown but the scouts return carrying D6 extra points of baggage back to the force.
4	The army's supplies go rotten on the march. Each banner in the force loses 1 baggage point from its baggage. If a banner has no baggage, consult the Subsistence Shortfall Chart on p17.	10	The scouts encounter a mercenary band. Roll a D6. On a roll of 1-4 they succeed in recruiting D6x20 points of troops. On a roll of 5-6 they are brutally slaughtered by the mercenaries and are never seen again. Whatever the result of the encounter the tile remains unknown and the force cannot move into it this turn.
5	Sickness sweeps the army incapacitating the force for a short while. Each banner in the force loses D6x10 points value of troops in the same way as for a subsistence shortfall.	11+	If the tile is a lowland, river valley or coastal tile ignore a result of 11 and roll again on this chart instead. If the result is 12, or if the tile is a highland tile on a result of 11 or 12, the scouts discover a <i>Dragons Lair</i> and retreat without scouting the tile. The force is therefore unable to move into the tile this turn. Furthermore, the scouts may have disturbed the sleeping dragons. Roll a D6. On a result of 1-3 the dragons are not woken and there is no further effect. On a result of 4-6 D6+1 dragons are woken and emerge from their lair to lay waste to the countryside (see <i>Winter Events</i> for details of dragon attacks).
6	The army is forced to a halt by localised storms. The force's scouts remain in their waterlogged tents waiting for a break in the weather. The force may not move this turn.		
7	Due to an unfortunate breakdown in communications, the army's scouts head off in the wrong direction. Nominate a tile side as 1 and number the remaining sides 2 to 6 clockwise. Roll a D6. The scouts will scout in the tile indicated by the dice roll. Roll again on the scouting charts. Assuming the tile is successfully scouted, the force may choose to move into it or not in the same way as normal.		

EVENTS

If the scouting charts indicate an event then something has happened which prevents the scouting troops from accomplishing their mission. The tile is not scouted and if it is unknown it remains unknown. Furthermore it is not possible for the banner to move into that tile during that turn. To discover what has prevented the scouts from fulfilling their mission roll 2D6 and consult the *Scouting Event Chart*.

INDEPENDENT SETTLEMENTS

Scouting will sometimes reveal settlements whose inhabitants resist the player's invading force. These are called *independent settlements*, and are represented by villages and fortresses with the independent orange flags. Although these settlements all use the same colour flag, this does not necessarily mean that they are all part of a single empire - only that they do not belong to a player's empire.

If a player wishes to move his banners into a tile with an independent settlement in it, he must be prepared to fight the inhabitants just as if they were enemy forces.

Independent forces are not represented by banners, they are generated afresh whenever a player wishes to enter the tile. The size of the force is based on the size of the settlement, representing local militia from the general area of the tile. A city will always have a larger force than a village, although the force's actual size may vary from battle to battle.

Battles against independent settlements are usually worked out on paper using the rules given later, but can be fought as a tabletop wargame if players prefer.

INDEPENDENT EMPIRES

Where independent settlements spread over adjoining tiles they are assumed to form a single independent empire. Independent empires are less stable than the players' own empires. They are poorly organised and are often formed from loose confederacies or tribal groups rather than proper nations. If an independent empire is split, isolated settlements are no longer considered part of the same empire. This makes no difference during the campaign season, but is important during winter diplomacy, as players may wish to court independent empires as allies (see *Winter*).

SCOUTING A KNOWN TILE

A tile which already contains a city, fortress, village or barren territory marker must still be successfully scouted before a banner can move into it. This applies whether the tile is part of your own empire or not. It is still necessary to roll on the scouting charts to see if a special event occurs, but ignore all other results as any settlements are already known.

If a map tile belonging to a rival player is successfully scouted, and if there is no banner in the tile to defend it, then the tile changes its allegiance and becomes part of your empire. Settlements in the tile become your settlements, the old flag is removed and your flag fastened on in its place. These settlements have been 'liberated' by the player and brought within his empire, its people cheering his troops and promising to remain faithful to his rule.

If the tile has an independent settlement in it this settlement does not automatically switch allegiance but remains both independent and hostile. If the player wishes to move a banner into this tile he will have to fight a force mustered by its inhabitants. For further details see *Battles*.

If the tile belongs to a rival player *and* contains one or more of his banners, the tile does not change hands when it is scouted. The tile will only become part of the player's empire if he enters the map tile with his own force and defeats the occupying enemy force.

Whenever a tile containing an enemy force is successfully scouted, roll a D6 and consult the *Scout Skirmish Chart*. The scouts spy on the enemy's forces, while the enemy's own outriders and pickets will naturally try to screen their forces and see off the intruders.

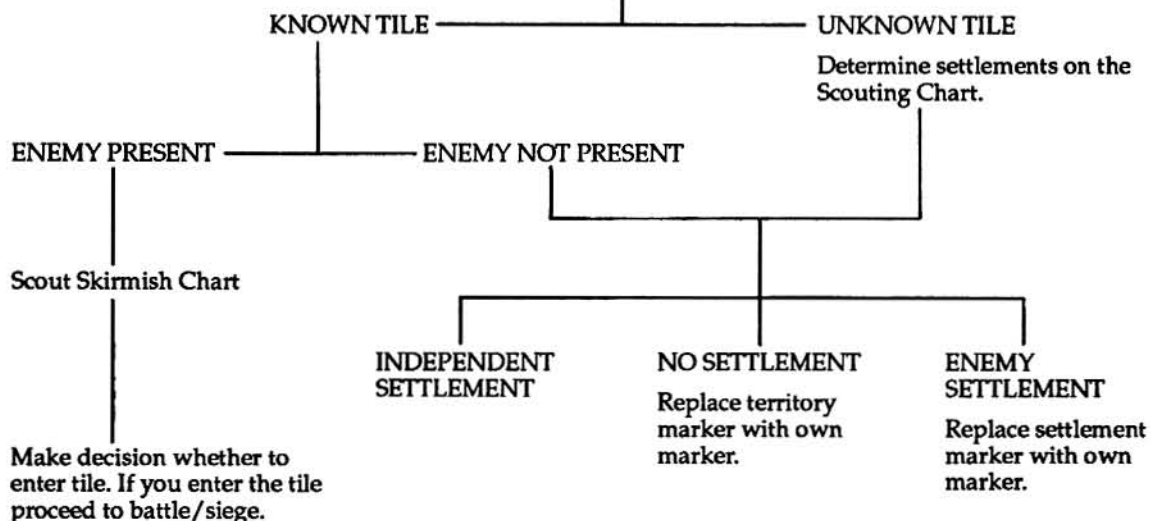
SCOUT SKIRMISH CHART

D6 Result

- 1 Enemy outriders spot the scouts and drive them away. The contents of the enemy's force remain unknown. Unfortunately, one of the scouts is captured and forced to reveal details of his own side's force. The player must tell the enemy the total points value of all banners in his force.
- 2 Enemy outriders spot the scouts and drive them away. The contents of the enemy's force remains unknown.
- 3 Enemy pickets drive the scouts away before they can gain much information. The approximate size of the enemy's force has been revealed. The enemy player must reveal the total points value of the force. He does not have to give further details.
- 4 The scouts succeed in driving away the enemy's pickets and manage to get a good idea of the size and strength of his force. The enemy player must reveal the individual points value of every banner in the force, and provide a detailed contents list of one banner nominated by the player. This can be achieved by showing the relevant section of the army sheet.
- 5-6 The scouts avoid contact with the enemy and compile a thorough report of his forces. The enemy player must provide a detailed contents list of his entire force. This is achieved by showing the player the relevant banners on his army sheet.

SCOUTING FLOW DIAGRAM

IS THE TILE KNOWN OR UNKNOWN?

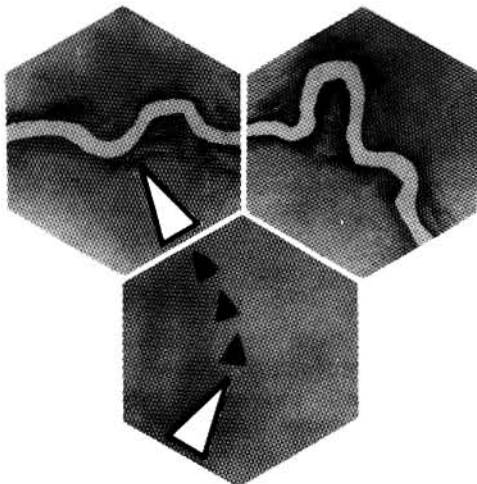


3. MOVEMENT



During the movement part of the turn a banner may move into an adjacent tile which it has successfully scouted during the scouting phase. Banners never move more than 1 tile at a time, and may never move into a tile unless it has been successfully scouted during the scouting phase.

When moving a banner, the player repositions the piece as shown below. The banner is placed on the edge of the tile adjacent to the tile it has moved from. Banners always move from tile edge to tile edge in this way - and are positioned so that it is obvious which edge they occupy.



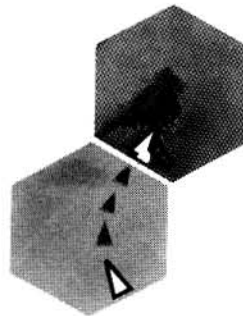
Banners move from tile edge to tile edge

BLOCKING TERRAIN

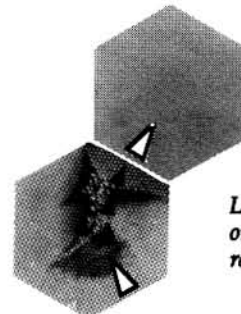
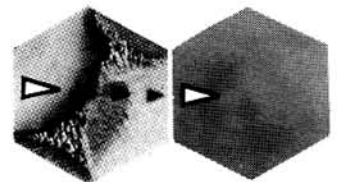
A banner may trace any route from the edge of the map tile it is in to its destination edge in an adjacent tile. Banners may avoid crossing rivers or mountains where possible by going around them. If a banner cannot trace a route without crossing either an area of brown mountain or an unbridged river, its route is *blocked*, and it will be necessary for the force to test to see if a route is found through the blocking terrain. See *Route Roll*. Note that some special rules apply to blocking terrain as noted below.

1. **City Bridges.** If a river tile has a city in it, the settlement is assumed to lie on or near the river and includes a bridging point. This does not apply to fortresses or villages.
2. **Mountain Cities.** If a mountain tile has a city in it, there are assumed to be mountain passes leading from every edge and passing through the city. A friendly force may therefore move through mountain terrain on that tile without having to take a route roll.
3. **Mountain Edge.** If the banner is positioned on a mountainous edge, and if the brown mountain extends into the tile, the banner does not have to cross the mountain again unless it moves over a different mountain edge on the same or an adjacent tile.

In the examples below, it is impossible to move into the destination tile without crossing a mountain.



Left: crossing a mountain on the destination tile edge. Below: crossing a mountain range lying across the tile.

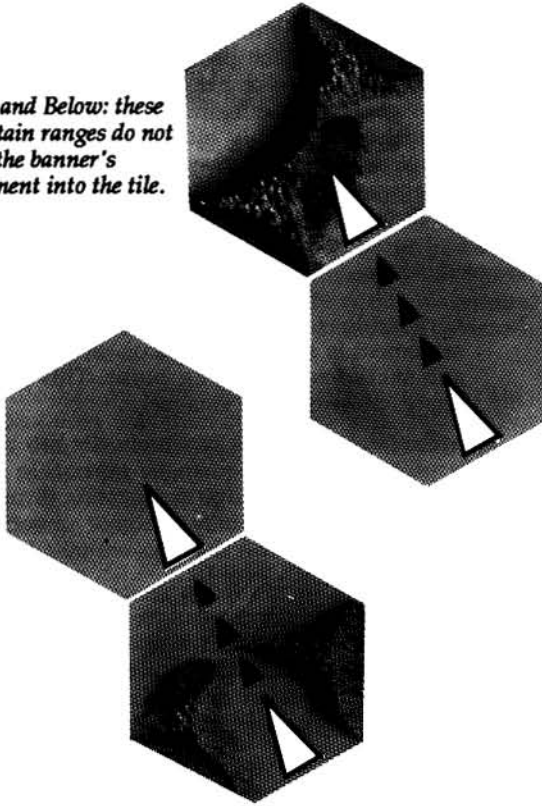


Left: crossing a mountain on the tile edge in order to reach your destination.

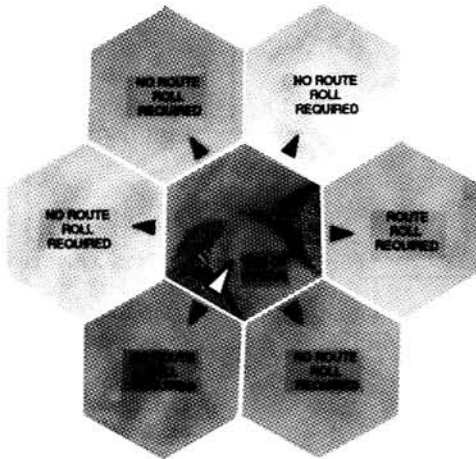
CAMPAIGN SEASON

In the situations below the banner does not need to scout a route as it is possible to move from one tile to the other without crossing a mountain.

Right and Below: these mountain ranges do not block the banner's movement into the tile.



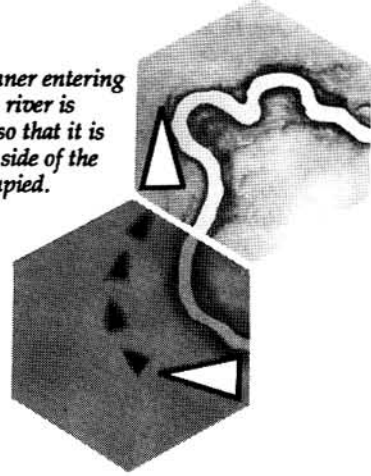
In the situation below, the banner is positioned along a mountainous edge. The banner may move off any of the edges indicated without making a route roll. A route roll is only required if the banner wishes to move off via a different mountain edge.



A route roll is only required if uncrossed mountains block the route.

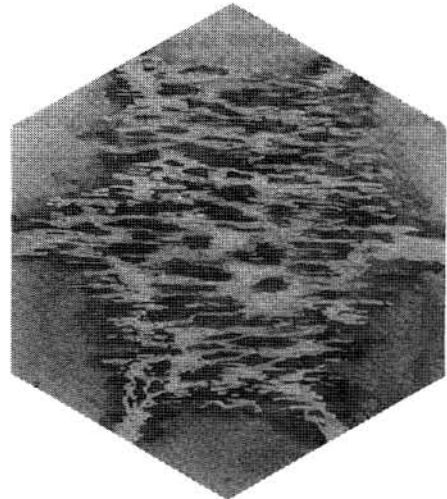
- River Banks.** If a banner enters a river tile along the river edge, the banner is placed so that it is clear which side of the river it is on.

Right: a banner entering a tile with a river is positioned so that it is clear which side of the river is occupied.



A banner cannot cross a river just because it moves from tile to tile. It must find a bridge, or find another crossing place by making a route roll.

- Open Water.** Only ships can move across the sea. Nautical movement and warfare is described in the separate *Ships and War at Sea* section.
- Swamp.** The swamp tile is special: it is completely impassable and can neither be scouted nor moved into. It is not possible to make a route roll in order to enter a swamp.



The swamp tile is unique in that it is completely impenetrable and cannot therefore be scouted or moved into. This means it cannot belong to any player's Empire.



OTHER TERRAIN

Plains, hills and forests do not block movement. In the case of forests we assume that there are sufficient paths to allow armies to march through.

THE ROUTE ROLL

A banner may not normally move onto a tile if it is impossible to do so without crossing an area of brown mountain or an unbridged river. Such terrain *blocks* movement as described above. If a force's intended movement takes it across blocking terrain, the player must make a *route roll*. Only one roll is made, irrespective of the amount of blocking terrain. Roll D6 and consult the route chart.

ROUTE CHART

D6	Result
1-2	Failure. No route is found, the force may not move this turn.
3-4	Perilous Route. A route is uncovered but it is narrow and perilous. If the force moves the player rolls a D6.
	D6 Result
1	Lose D6x50 points of troops per banner in the same way as subsistence shortfall. Also lose all baggage with the force.
2	Lose D6x20 points of troops per banner in the same way as subsistence shortfalls. Also lose 1 point of baggage per banner.
3	Lose 1 point of baggage per banner. If the force has insufficient baggage, lose D6x20 points of troops for every banner unable to lose baggage.
4	Lose 1 point of baggage from the entire force.
5 or 6	Entire force passes through without sustaining losses of troops or baggage.
5-6	A safe route is found and the force may cross without danger.

If no route is found this does not prevent another attempt to find a route in the following campaign turn. Nor does it prevent other players trying to find a route into the same tile during their own turn.

The successful discovery of a route indicates that passage has been found and the force may move. No other force or player may use the route during that or any other turn, routes must always be established afresh when a force wishes to cross from one tile to another.

Routes across mountains and river are never reliable: sudden storms or heavy rain often close mountain passes, flood rivers, and generally make passage unpredictable.

MOVING INTO BATTLE

If a banner moves into a tile containing a force of one or more hostile banners there will be a battle. The moving banner/s are referred to as *attackers* and the enemy as *defenders*. Defenders may only avoid a battle by taking refuge in a city or fortress in the tile, in which case there will be a siege.

If a banner moves into a tile containing an independent settlement there will always be a battle.

When forces are brought to battle the result can be determined immediately using the *Battles Without Models* rules described later. Alternatively players using *Mighty Empires* together with *Warhammer Fantasy Battle* armies can choose to fight out battles as tabletop wargames. Battles against small independent forces are usually settled without fighting a tabletop battle as most battles of this kind tend to be rather one-sided and uninteresting as wargames.



4. BATTLES

When a force moves into a tile occupied by an enemy force a battle is fought. Battles are resolved by means of the rules given below. Alternatively, battles can be resolved as tabletop wargames using Warhammer Fantasy Battle and armies of painted Citadel models. This latter option is discussed in more detail later.

BLOCKING TERRAIN ON THE MAP

It is possible that opposing forces are in the same tile, but are divided by a blocking terrain feature such as a river or mountain. This does not prevent a battle being fought, but makes no difference to the theoretical positions of the banners on the map, ie neither force is considered to have crossed the blocking terrain. Perhaps the two forces clash when passes are clear or rivers low, or passage is adequate for troops but too narrow for baggage, equipment or other paraphernalia. Whatever the reason, fighting a battle makes no difference to subsequent route rolls for crossing blocking terrain.

BATTLE RESOLUTION

Each player declares the total points value of his force. The side with the most points has an advantage but will not necessarily win. The players refer to the Combat Table shown below. The points values of the opposing forces are rounded up to the nearest value on the table, and the two values compared to give a factor from -8 to +8. The factor represents the attacker's chance of winning - a high positive factor means the attacker will almost certainly win, a high negative factor means that he will probably lose.

STRATEGIC MODIFIERS

The six strategic battle cards are used to represent any advantage gained by outmanoeuvring, outfighting or outsmarting your opponent. The attacking player secretly chooses one of the three attacker cards (direct attack, surprise attack, or flank attack). Meanwhile the defending player also selects one of the three defender cards (counter attack, hold, and withdraw).

Once both players have made their choice they reveal their cards and compare them using the chart below. The resultant number modifies the Combat Table factor already obtained.

ATTACKER'S OPTIONS

DEFENDER'S OPTIONS

	Counter Attack	Hold	Withdraw
Direct Attack	-2	0	+2
Surprise Attack	0	+1	-1
Flank Attack	+1	-1	0

RANDOM MODIFIER

There is no such thing as certainty in battle. A commander can tip the balance in his favour, but who is to prevent chance tipping it back against him? To the basic factor modified by the strategic modifier, add the score of 2D6. If the score is a double, this indicates that an important leader or hero has fallen casualty (see the Character Casualty rule).

COMBAT TABLE

ATTACKER'S STRENGTH IN POINTS

	250	500	750	1000	1250	1500	1750	2000	2500	3000+	
	250	0	+2	+3	+4	+4	+5	+5	+6	+7	+8
D	500	-2	0	+1	+2	+2	+3	+4	+5	+6	+7
E	750	-3	-1	0	+1	+1	+2	+3	+4	+5	+6
F	1000	-4	-2	-1	0	0	+1	+2	+2	+3	+4
E	1250	-4	-2	-1	0	0	0	+1	+2	+2	+3
N	1500	-5	-3	-2	-1	0	0	0	+1	+1	+2
D	1750	-5	-4	-3	-2	-1	-1	0	0	+1	+2
E	2000	-6	-5	-4	-2	-2	-1	0	0	0	+1
R	2500	-7	-6	-5	-3	-2	-1	-1	0	0	0
	3000	-8	-7	-6	-4	-3	-2	-2	-1	0	0

BATTLE RESULT

Once the overall score has been established (basic factor + strategic modifier + 2D6) consult the chart below.

Score	Result	Losses in points
2 or less	Defender Wins	Defender loses D6x50 points. Attacker loses 100+D6x50 points and is scattered.
3-5	Defender Wins	Defender loses D6x50 points Attacker loses 50+D6x50 points
6-8	Draw	Both lose D6x50 points
9-11	Attacker Wins	Attacker loses D6x50 points Defender loses 50+D6x50 points
12+	Attacker Wins	Attacker loses D6x50 points Defender loses 100+D6x50 points and is scattered.

DEFEATED

A defeated force must withdraw from the tile immediately. If an attacking force is defeated it is moved back into the tile it came from. If the defending force is defeated it must retreat into an adjacent tile which is part of the player's empire.

A defeated defending force is unable to retreat if there are no adjacent tiles belonging to the player's empire. When this happens the force is destroyed. A force retreating over a mountain or river must make a route roll and is destroyed if it cannot find a route.

If a force which has not already taken its campaign turn is defeated it may not scout or move during the rest of the current campaign turn.

It is possible that a defeated force may be attacked by yet another enemy during the same campaign turn, in which case the player has the option of fighting or of avoiding combat by making another 1 tile move as if defeated.

DEFEATED AND SCATTERED

The entire defeated force is driven in panic from the tile and is said to have been scattered. The force retreats in confusion and disorder, breaking up and dispersing as it does so. The force retreats from the tile as described above for *Defeated*.

In addition, a scattered force abandons all its baggage and this is captured by the enemy. The scattered force may not make a route roll to cross mountains or rivers, and is destroyed if it must do so in order to move. If the force is represented by a tabletop army then any siege engine and war altars are also abandoned and are captured by the enemy.

Once the force reaches the safety of an adjacent friendly tile it reunites into its normal banner/s and suffers no further effects.

DRAW

If the game is a draw, both sides must leave the tile and retreat as if defeated. Forces must retreat to an adjacent tile which is part of their own empire.

A force attempting to cross mountains or rivers must make a route roll immediately. If unable to find a route the player re-rolls the dice until a result is obtained; it is assumed that following a drawn battle there is always time to find a route. If a force is unable to retreat to an adjacent tile it is destroyed in the same way as a defeated force.

The tile does not change hands in the event of a draw, it remains part of the defender's empire.

VICTORY

The winning force remains in possession of the tile. Any settlement models or territory markers in the tile are replaced with those bearing the player's own coloured flag and the tile becomes part of his empire.

A victorious commander may decide to pursue a defeated force until it leaves the tile, though he does not have to do so. There are definite advantages but there are also attendant risks. A pursued force is likely to abandon any baggage or heavy gear it still has. Casualties are likely to be left behind, and small groups of enemy may be caught and mopped up. On the other hand, pursuers may become dispersed and could fall prey to rear guard action from the foe. To determine the results of pursuit roll a D6.

D6 Pursuit Result

- 1 Dispersed.** The defeated forces are driven hard by the pursuers. The defeated force must abandon all of its baggage; tabletop armies also abandon war engines and war altars if they still have them. The defeated force is not allowed to make a route roll to cross mountains or rivers.
- 2 Shadowed.** The victors shadow the retreating force picking off stragglers and isolated groups. The retreating force loses a further D6x50 points of troops. Tabletop armies determine casualties randomly.
- 3 Capture General.** The force loses an additional D6x50 points or, if tabletop armies are used, the victors capture the enemy commander model. If the commander has fallen in battle, test to recover him as a casualty. If alive, he is captured while lying wounded. If the enemy's commander model is dead, one randomly determined character is captured instead.
- 4 Capture Baggage.** The retreating force must abandon its baggage as the pursuers overtake them. If the force has already lost its baggage then this result has no further effect.
- 5 Cover Retreat.** The pursuers follow the retreating force but fail to catch up or inflict further damage.
- 6 Rear Guard.** The pursuers become overstretched and are caught by a small group of rear guard troops, inflicting a serious defeat and ending the pursuit. The pursuers lose D6x50 points of troops. Tabletop army casualties are determined randomly.

DEDUCTING LOSSES

The loss of troops is represented by deducting points from the value of the force. If a force consists of several banners then losses are divided as equally as possible between them.

If forces are represented by model armies, then losses incurred under the battle resolution system must be translated into model losses among the force's constituent units. The player deducts models from any units he wants, reducing the force by no less than the number of points lost. It may be impossible for the player to reduce his force by the exact amount, in which case he will have to deduct marginally more. Any tendency on the part of players to expend poorer quality troops rather than better quality troops is considered acceptable and realistic. Models must be removed together with all their equipment. It is not possible to pay for losses by giving up armour or weaponry.

Where forces are represented by model armies, a player may remove a character or characters if he wishes. Characters may also be lost under the character casualty rule given below.

CHARACTER CASUALTY RULE

Any double rolled on the random factor means that a character has been slain during the battle. Roll a D6 to determine which side has lost a character: 1-3 attacker, 4-6 defender. Where using points only the player deducts a further D6x20 points from his force. If forces are represented by model armies then the player may nominate any character model from his force as the casualty.



INDEPENDENT SETTLEMENTS

When a player marches his force into an independent settlement he must fight a battle against the inhabitants. Depending on the time of year, local politics and the efficiency of the settlement's mustering system, the army will vary in size. The size of an independent settlement's army is therefore determined randomly before each battle. Consult the chart and roll a D6.

Points value of defender

D6	Village	Fortress	City
1	100	200	300
2	200	400	600
3	300	600	900
4	400	800	1200
5	500	900	1500
6	600	1000	1800

BATTLE OR SIEGE

An independent force in a village will always march out to fight a battle. If the independent force is in a city or fortress tile and has a greater points value than the attacker then it will also fight a battle. Otherwise it will withdraw into the settlement and fight a siege. See the Siege section for rules on sieges.

RESOLVING THE CONFLICT

Conflicts with independent settlements are resolved in the same way as conflicts against other players. Any of the other players may be asked to choose the strategic battle card for the independent army or a card can be dealt randomly.

RESULTS

If an independent force is defeated then it is automatically destroyed and dispersed. The settlement changes allegiance and becomes part of the player's empire. The player's flag is placed in the settlement and the independent flag removed.

If an independent force succeeds in expelling a player's force then the player's banners are moved back into the tile they came from exactly as if defeated by another player. The independent troops are assumed to disperse after the battle. If the tile is attacked again then a fresh force of independent defenders is generated.

If the result is a draw then the player's force is returned to the tile it came from exactly as if drawing against another player. The independent troops are assumed to disperse. If the tile is attacked again then a fresh force of independents is generated. In effect there is no difference between a draw and a defeat from the player's point of view, unless a route roll is required to successfully retreat in which case a draw affords greater opportunity to search for a route

Independent forces never pursue defeated enemy, they are assumed to be content with driving off their foes and defending their homeland.

5. SIEGES

Unlike battles, sieges can take several turns to resolve. While the siege is in progress players must take care to record details of the defending and attacking forces, especially details of damage caused by battery and declining baggage supplies leading to subsistence shortfall.

DEFENDER'S OPTIONS

As soon as an attacking force enters a tile containing a defending force as well as a city or fortress, the defenders may choose to retreat into their city/fortress. The defending banner/s are placed directly next to the city or fortress to indicate this. No battle is fought.

A city or fortress can hold only a limited amount of troops. A city may hold up to 3 banners, a fortress may hold up to 2. If a force is larger than the settlement can hold, the force may be split. Some banners retreat to the settlement while the remaining banner/s fight a pitched battle.

Whilst the fortress or city remains garrisoned the tile remains part of the player's empire regardless of the presence of besiegers.

ATTACKER'S OPTIONS

Once defenders have taken refuge in a city/fortress the attacker must decide whether to:

1. Remain in the tile and besiege the fortress/city.
2. Return to the tile he came from.

An attacking force can be reorganised into two or more banners (rules on minimum/maximum banner sizes permitting). One or more banners can lay siege while the remainder move back to the tile they came from.

A banner which remains and lays siege is left on the tile edge where it entered. A banner retreating to the tile it came from is turned round and moved onto the edge of the adjacent tile.



UNDER SIEGE

Once a siege has begun the tile is declared to be *under siege*. Sieges can last for many campaign turns and are unlikely to end quickly unless the attacker opts for a direct assault.

While the tile is under siege no force from any side may move through it. Forces may move *into* the tile, but may only move out of the tile by the same edge they entered. A besieged city or fortress therefore presents a barrier to movement and continues to do so until the siege is over.

While the tile is under siege, fresh besiegers can join or relieve the original besieging force. Banners belonging to other players may also enter the tile to fight a battle with the besiegers. Besieged troops take no part in battles fought in the tile between other players. However, if the new attacking force belongs to the besieged player, the defenders can rally out and join the battle.

The besieger may give up the siege during any turn. His forces retreat into the tile they came from.

The besieged forces may rally out to do battle with the enemy during any turn. A conventional battle is fought as described in *Battles*.

FORTIFICATION DEFENCE VALUE

The defensive capability of a fortress or city depends on its fortifications and how well it is garrisoned. This is represented by a *multiplier* modifier applied to the value of the garrison. A city has a modifier of x2, a fortress a modifier of x3. For example, a city's garrison of 500 points is worth $500 \times 2 = 1000$ defence value. The chart below summarises the multiplier rule.

Garrison	Multiplier	Maximum
City	x2	3 Banners
Fortress	x3	2 Banners

SIEGE TACTICS

During the siege phase a besieger may choose to either assault the defenders or attempt to batter them into submission by means of engines, mines, and whatever means he has at his disposal.

ASSAULT

An assault is resolved in the same way as a battle. Refer to the Combat Table in the Battle section. Compare the points value of the attacking force with the defence value of the fortification. Note that the defence value will be higher than the value of troops in the fortification because of the garrison multiplier explained above.

The strategic battle cards can be used in conjunction with assaults to provide an element of skill. The defender's options may be thought of as representing localised reaction to attacks at specific points rather than an overall strategy. For example, the *withdraw* card

CAMPAIGN SEASON

therefore represents a withdrawal to inner defences rather than an abandonment of the entire fortress. Similarly, the *counter attack* card represents a sally by a group of defenders, it does not mean that the entire garrison rushes out at once.

The random modifier is also applied in exactly the same way as for battles, however a different results chart is used as shown below.

Score	Result	Losses in points of troops
Up to 5	Bloody repulse	Defender loses D6x50 points Attacker loses 2D6x50 points
6-8	Repulse	Defender loses D6x50 points Attacker loses D6x50 points
9+	Stormed	Defender loses entire garrison Attacker loses D6x50 points

Stormed. The settlement is taken and the model fortress or city replaced with one bearing the player's own coloured flag. Any baggage, standards, war engines and war altars with the defenders are captured (see *Booty*).

Repulse. The attacker is repulsed from the walls. The attacker may launch a further assault that turn if he wishes, and may continue to launch assaults until the settlement is *stormed* or until the attackers suffer a *bloody repulse*.

Bloody Repulse. The attacker is thrown from the walls. This does not end the siege but the attacker may not launch a further assault until the following campaign turn.

BATTERY

The attacker may forgo the opportunity of assaulting a city or fortress in favour of battering it for a turn. Engines of war launch their missiles against the defences, engineers undermine the walls, and sappers attempt to blow holes in walls and doors. If players are using tabletop armies then battery is only possible if a force contains stone throwing engines, sappers, or cannons.

Following a turn of battery, any assault made in the following turn is worked out with an *assault bonus*. The bonus is determined by rolling a D6 immediately before the assault and is shown on the chart below. To benefit from this bonus the assault must be made in the turn following the turn of battery, otherwise the defenders rebuild their fortifications and make good any damage done.

D6	Effect	Assault Bonus
1-2	Nothing	0
3-4	Minor damage	+1
5	Major damage	+2
6	Breach	+3

STARVATION

A tile containing a city or fortress normally provides subsistence. However, while a siege lasts no subsistence may be claimed by either side. The defending force will have to use any baggage carried or which has been stockpiled in the city or fortress. The attacker must also

survive from his own baggage. Normal subsistence rules and losses from subsistence shortfalls apply to the fighting forces of both sides.

A city or fortress which has no baggage and therefore no means of subsistence cannot feed its civilian population. This leads to the possibility of surrender under terms or betrayal. If the defenders cannot meet their subsistence requirement make the usual deduction of troops. Then roll a D6.

D6 Result

1 Betrayal

The settlement is betrayed from within. The garrison is destroyed and the attackers occupy the city/fortress without loss.

2 Surrender

The garrison offers to surrender the settlement in return for safe conduct. If the attacker accepts, the defending force moves out of the tile into an adjoining tile. The tile does not have to belong to the defender's own empire, but routes across mountains and rivers must be scouted as normal. The besiegers occupy the settlement without further loss. The besieging player can refuse the defender's terms, in which case the siege continues.

3 Hardship

The hardships endured by the civilian population mean that the maintenance of defences is neglected. Any further assaults are made with a +1 bonus on the assault chart. A succession of hardship results will increase the bonus by +1 each time.

4+ No effect

The population hardens its resolve and stands firmly by its defenders.

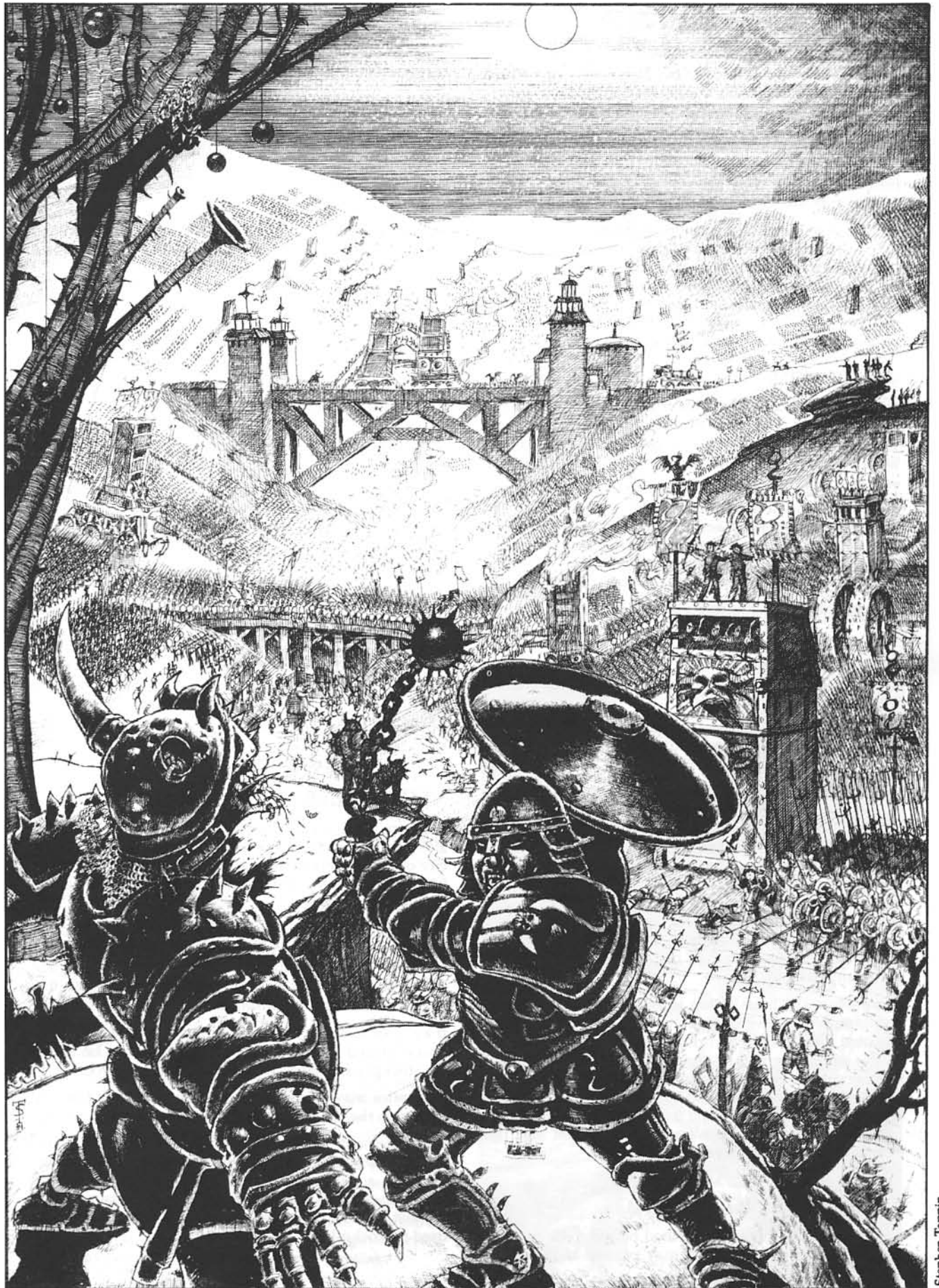
TERMS OF SURRENDER

A siege may be ended at any time if the two antagonists can agree to terms. Typical terms are that the garrison be allowed to march to an adjacent friendly tile during the player's turn, surrendering the fortress or city with its stockpiles intact. Players can negotiate details, such as the surrender of any captives, standards or war altars held by either side.

BOOTY

Once the city/fortress has been taken, any baggage stockpiled in the settlement or held by the defenders, is taken by the attacker. The upper limit of 6 baggage points per banner continues to apply and any excess is immediately lost.

If using tabletop armies then any war engines or war altars with the defenders are also captured. Engines may be used by their captors if they have spare crew to man them. Otherwise war engines and war altars remain with their captors as part of their baggage train, and are automatically sent to the capital at the end of the campaign season. The defeated force's standards are also captured by the attacker. They remain with the force's baggage until the end of the season when they are sent to the capital.



6. RAZE

Armies make demands on the lands through which they move: food for the troops, fodder for their horses, draught animals and carts for transport, and so on. This is represented by the subsistence rules which allow banners to subsist in tiles containing settlements. These demands may impose hardships upon the local inhabitants, but they are not so great as to prevent further subsistence or to destroy the settlements.

Razing a settlement is more destructive altogether. A razed settlement is looted of everything of value, all crops are harvested or destroyed, the area is stripped of its livestock, and everything that is useful to the army is taken. Once a settlement has been razed it cannot support even its own population, and banners will be unable to gain subsistence from it.

RAZING A TILE

A force may raze the settlement it is in at the end of the player's turn. The only exception is during a siege, when a settlement may not be razed until it has fallen to its besiegers.

The player declares that he is razing the settlement and places a *razed territory marker* in it. The settlement model remains in place and retains the player's coloured flag marker. Tiles which have been razed don't really belong to any empire - but they retain their flag to show which player razed the tile.

The player takes baggage points equivalent to the

settlement's subsistence value and places them in his force's baggage. Baggage points may be distributed among banners in the force as the player sees fit. This represents the loot taken by troops, stripped from the fields and pilfered from the inhabitants. A banner is still subject to the usual limitations on the amount of baggage carried and any excess is immediately lost.

RAZED TILES

Once a tile has been razed it is treated as an barren area belonging to no empire. It cannot be used for subsistence, and it yields no revenue at the end of the year. If the tile contains a city or fortress it cannot be defended during a siege.

A razed tile remains barren until the following winter when a test is made to restore all razed tiles.

THE PURPOSE OF RAZING

Razing a tile denies its revenues and subsistence to your enemies, but it also destroys its benefit to you. A deep raid into enemy territory, razing tiles as you go, can seriously weaken his empire. This is especially true during the latter half of the season when your enemy may have little chance to retaliate.

Razing may also be useful as a defensive measure. If your forces are retreating, they can deny subsistence to the enemy by razing tiles as they retreat. Such a measure may save your skin in an emergency.

7. REORGANISATION

The reorganisation phase gives players the opportunity to restructure their forces, distribute supplies and create stockpiles.

REORGANISING BANNERS

A force of two or more banners may be reorganised by transferring points between the banners. Where armies are represented by actual tabletop troops, whole units or characters may be transferred from banner to banner but individual units may not be split. A unit of less than 5 models may be amalgamated into another unit of the same type of troops, but other units may not be amalgamated.

Banners which have fallen to below 500 points *must* combine with other banners in the same force where possible. The result is to bring the combined banner up to the minimum 500 points value. All newly created banners must conform to the requirement that each banner has between 500 and 1500 points (also at least 1 character and between 1 and 5 units). All changes to the composition of a banner must be recorded and the points value adjusted accordingly.

DISTRIBUTING BAGGAGE

Baggage may be freely distributed between the banners in a force. No single banner may possess more than 6

points of baggage and any excess that cannot be stockpiled is lost.

STOCKPILES

Baggage points held by a banner may be transferred to a city or fortress in the same tile to create a stockpile. A city or fortress may hold a stockpile of up to 6 points of baggage. Baggage counters are placed in the tile next to the settlement piece.

A banner may subsist from a stockpile in the same tile instead of using its own baggage. In the case of a siege only the defenders may subsist in this way. Baggage from a stockpile may also be transferred to any banners in the tile during reorganisation.

If a city or fortress falls to another player, its stockpile is also captured by him. Captured baggage can be left in the stockpile or placed with the conquering force.

Stockpiles may be deliberately destroyed by a friendly banner in the tile, but not if the tile has no banners in it.

If a settlement is razed, its stockpiles are liberated and are distributed among the occupying force together with the additional baggage points yielded from the razing itself. Any baggage points the force cannot carry are lost. Once a settlement has been razed it cannot be used to stockpile further supplies.

SHIPS AND WAR AT SEA

The Mighty Empires campaign game is not primarily concerned with action at sea, but provision has been made for it. Fleets can transport troops across open water, but it is also possible to resolve naval battles in an abstract manner comparable to that used for sieges.

At the time of writing there is no Warhammer naval combat game and it is not therefore possible to resolve naval conflicts by means of a tabletop wargame. However, players who find the idea appealing may wish to design their own model ships and game rules so that they can fight naval battles. We have done this ourselves on several occasions and with very satisfactory results.

SHIP MODELS

Each ship model represents not one ship but a small fleet of craft of assorted size and type.

MOVING SHIPS

Ships may occupy the water portion of any coastal map tile. There is no maximum limit to the number of ship models that may be placed in a tile, although it may be necessary to have a single model represent several if there is insufficient space for a large fleet. Ships cannot be moved off the map into the imagined area of open sea.

There is no need to provide subsistence for ships as it is assumed they collect fresh water and supplies from the coasts they pass, sending out small boats to forage or buy provisions. If the ship is carrying a banner, then the player must provide subsistence from its baggage in the normal way.

Ships may move 1 tile during the player's turn. As long as the ship remains at sea it may enter any coastal tile, even a tile occupied by enemy land forces or belonging to another empire. The passage of the ship does not affect possession of the coastal territory unless the tile is unknown and the ship is carrying a banner as noted below.

Unoccupied ships may not scout and so may not acquire territory. Ships which are carrying a banner may scout coastal tiles using the normal coastal scouting table. It is assumed that the army is sending out small landing parties to explore the terrain.

ENGAGING ENEMY SHIPS

If a ship enters a tile containing an enemy ship counter, either side may attempt to bring the other to battle. Note however that both sides may choose not to fight in which case both sides occupy the tile peacefully.

To bring an enemy ship to battle both sides roll a D6. The highest scoring side has out-sailed the other and may decide whether to force a battle or not. If no battle is fought, all ships remain in the tile and may move away in their following turn. In this situation rival ships may occupy the same tile without fighting.

NAVAL ENGAGEMENT CHART

Battles at sea are resolved by means of the chart below. Both sides add up the number of friendly ship models in the tile. If any side has banners on board its ships, these are added to the total. For example, if a force of 2 ships and 2 banners is fighting the total is 4. Both sides add the score of a D6 to their total.

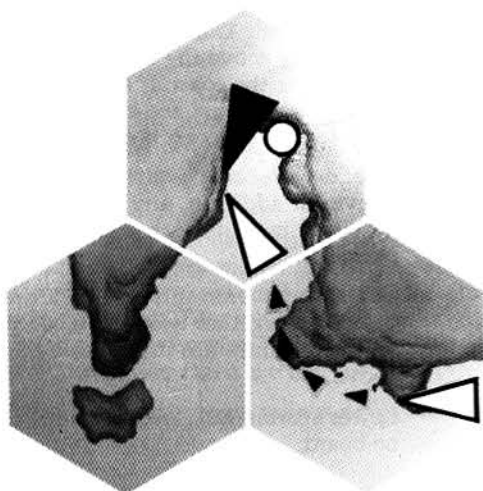
Difference in Score	Result
0	Draw - both sides sustain no losses.
1	Lower scoring side driven off. The higher scorer may move the lower scoring ships 1 tile along the coast. If this is impossible because the ships are at the end of the map, the lower scorer is destroyed.
2	The lower scorer is driven off as for 1 above. In addition, any banners carried by the losing side each lose D6x50 points of troops.
3	The lower scorer suffers 1 random ship destroyed together with all on board. Any remaining ships are driven away as for 1 above.
4+	Lower scoring side loses all ships and all on board.



HARBOURS

Any city in a coastal map tile, or a river valley map tile which ends on the coast, automatically has a harbour. No other settlements have harbours. Ships at sea within a map tile which contains a harbour may put into the harbour during their turn - this does not affect their normal movement so it is possible to move into a tile and into a harbour in the same turn. Similarly, ships in harbour at the start of their turn may put to sea and then move 1 further tile during their turn.

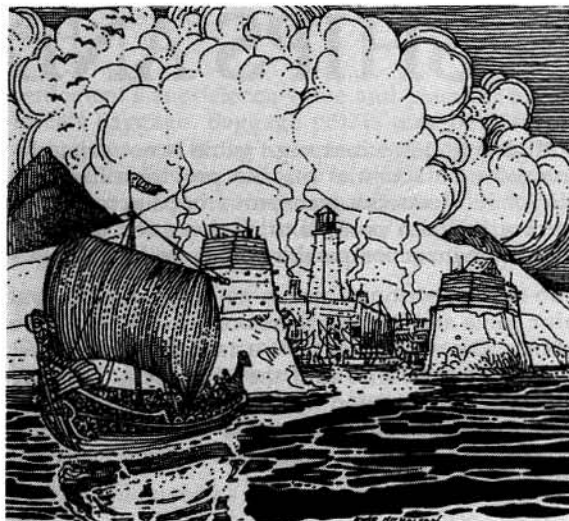
If a ship attempts to enter a harbour already occupied by an enemy ship, there will be a naval battle. Neither side may avoid the engagement in this situation. If the result is a draw the attacker remains in the tile but is moved out to sea.



The presence of a ship in a harbour does not affect possession of the tile, so a ship from one empire may lie in the harbour of another, but have no effect on the tile's ownership.

TRANSPORTING TROOPS

A banner entering a tile which contains a friendly ship in harbour may be placed in the ship. The player can do this by making a note, or by placing the banner directly next to the ship counter. A ship counter can hold only 1 banner.



A banner may only embark if its way to the harbour is not blocked by terrain or besieging forces. If the city is besieged the banner will not be able to enter until it has fought and defeated the besiegers. If mountains lie between the banner and the city a route roll will have to be made to cross them.

A ship which enters harbour in the turn may disembark its banner immediately. A ship already in harbour may disembark its banner and then take its move as normal.

DEFENDED HARBOURS

Banners disembarking into a tile are treated exactly like those entering from an adjacent land tile. If the tile already contains enemy troops a battle is fought for its possession or the defender may retreat into the city and initiate a siege. If a battle ends in defeat for the invaders, the banner immediately re-embarks and the ship is moved out into the open sea in the same tile. If the ship has moved off the defeated force cannot retreat and so is destroyed.

Although harbours are associated with cities, it can be assumed that the actual landing area may be somewhere slightly apart from the city docks themselves. With this in mind, it is possible to fight a tabletop wargame to represent the invasion. However, a battle fought amongst the quays and warehouses of docklands might make an interesting game if players are able to provide appropriate scenery.

POSSESSION OF HARBOURS

A force disembarking into an unoccupied city takes it over exactly as a land force would in the same situation. A force which defeats an enemy defending force assumes occupation of the city, and territory passes into the hands of the conquering empire.

INDEPENDENT HARBOURS AND SHIPS

Independent coastal cities may have ships; this is determined during scouting. Independent ships remain in harbour. They will attempt to bring any ship entering the map tile to battle, and will automatically attack any ships which enter the harbour. An independent ship driven off during a naval battle is destroyed.

THE WINTER SEASON

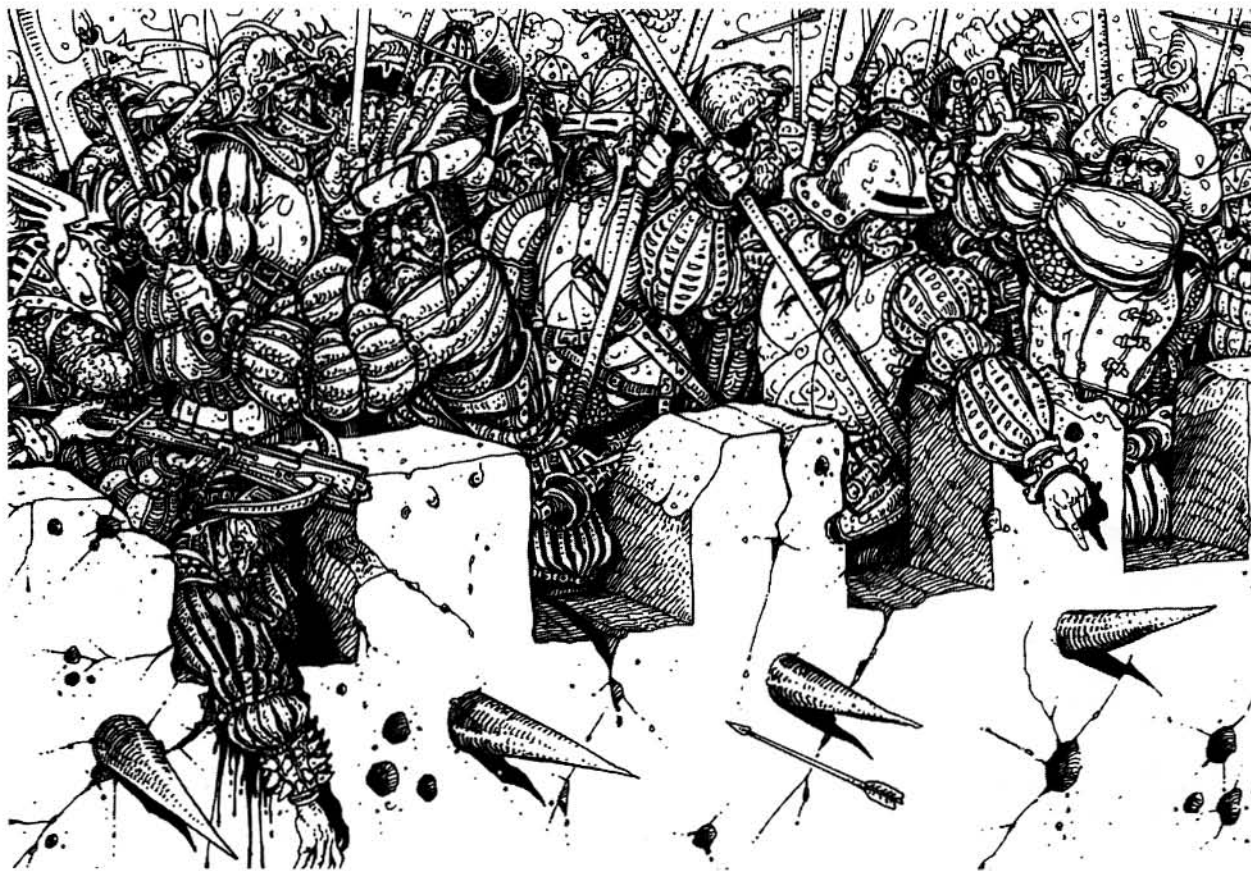
After the final turn of the campaign season, play ceases for the duration of winter. The winter may be inactive from the point of view of battles, but it is still a busy time for the rulers of the various empires. Gains must be consolidated, fortifications built, armies brought up to strength and re-equipped. Winter is the time to prepare for the next season's campaigning.

THE WINTER SEASON

The winter lasts for the equivalent of 6 ordinary campaign turns or 6 months. During this time each player gathers revenues and allocates resources for the following season. Players will need to consult with each other to resolve some procedures, but most calculations can be made independently by each player. It is a good idea to begin the winter season as soon as the final turn of the campaign season is over, while the players are gathered together. In any case, players should set a date when they can meet to complete their winter business prior to starting a new campaign season. Once each player has completed his winter tasks the next campaign season is ready to begin.

During the winter each player works through the following phases in the order given. The procedures and rules are given in detail in this section.

1. **Autumn Equinox.** Autumn spells can be cast (see Equinox Magic).
2. **Winter Quarters.** Banners retire to winter quarters.
3. **Events.** Roll on the Events Chart to determine any unexpected occurrences within your Empire.
4. **Revenue.** Collect revenues due from the empire.
5. **Diplomacy.** Players may consult with each other and make alliances or pacts. Players may attempt to ally with independent realms, or plot intrigue against other realms. Prisoners can be ransomed.
6. **Recruitment.** Fresh troops can be raised and existing units upgraded.
7. **Recovery.** Razed settlements are tested to determine if they recover. Any characters bearing wounds will recover as appropriate.
8. **Construction.** Fortresses or ships can be built.
9. **Baggage.** Baggage is bought in preparation for the following season.
10. **Deployment.** Banners and their baggage are repositioned in preparation for the new season.
11. **Espionage.** Espionage results are worked out.
12. **Spring Equinox.** Spring spells can be cast.



1 & 12 EQUINOX MAGIC

Players of Warhammer Fantasy Battle will be fully acquainted with the effects of magic on the battlefield. Equinox magic is altogether different, it is far more powerful and dangerous than battle magic.

Equinox spells may only be attempted on two occasions during the year: the spring and autumn equinoxes. The first occasion in the game when this magic may be used is the autumn equinox at the beginning of the first winter season. These times are occasions of great magical flux when the air fills with the sorcerous power of the changing seasons.

Equinox spells can only be cast from the empire's capital where its most sacred and arcane sanctuaries are located. Magical power is channelled through these ritual centres during the equinoxes, drawn by the conjunctions of planets and the mystic rite of the season, ready to be directed in the form of a spell.

In order to cast a spell during the spring equinox it is necessary to deploy a powerful wizard inside the capital in preparation for the new campaign season. In order to cast a spell during the autumn equinox, a powerful wizard must be in the capital at the end of the campaign season. If a wizard is not in the capital at the appropriate time it is not possible to cast an equinox spell. In order to qualify as able to cast a spell it is necessary to have a banner worth at least 500 points in the capital at the appropriate time. This banner is assumed to include a powerful wizard. Players with fully worked out Warhammer armies must have a level 25 wizard in the capital in order to qualify.

Each player casts one equinox spell in turn, one after the other in a sequence determined by rolling a dice or by some other suitable method. Each player casts only 1 spell during each equinox.

EQUINOX SPELLS

Each player may cast one spell during an equinox. Spring spells are cast during the spring at the onset of the campaign season. Autumn spells are cast during the autumn at the end of the campaign season. To determine which spell is cast the player rolls a D12 and consults the appropriate spring or autumn spell chart. If the player does not want to use the spell indicated he may roll again but must abide by the second dice roll. A D12 is a 12 sided dice numbered 1 to 12 - the same effect can be achieved by rolling a D6 and noting the score, then rolling a second D6 and if the score is 4, 5 or 6 add +6 to the original dice score. The result is a random number between 1 and 12.

The player chooses which target tile the spell will affect. This may be any tile within 12 tiles of the player's capital other than an opponent's capital. The player then rolls 2D6.

If the result is equal to or greater than the distance between the capital and the target tile the spell takes full effect. If the result is less than the distance between the caster and the target tile the spell fails. A failed spell has no effect. Tiles affected by a spell are marked with a spell counter and the effects noted separately



SPRING SPELLS

D12	Spell	D12	Spell
1	Abundance	7	Raise Dead
2	Chaos Void	8	Rot
3	Hold River	9	Scrye
4	Magical Protection	10	Storm
5	Portents of Terror	11	Summon Host
6	Quake	12	Withershins

1. ABUNDANCE

The tile blossoms with life throughout the season, its soil enjoys unheard of fertility and its population thrives. The tile will provide sustenance for any force in the tile no matter how large. If razed, the tile yields an extra D6 baggage points for a tile of its type. Once razed the spell is nullified.

2. CHAOS VOID

This spell may only be cast against an unknown or barren 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 campaign season is instantly destroyed. The chaos void is automatically closed up at the end of the campaign season.

3. HOLD RIVER

The spell is cast against a tile containing a river. The effect is to cause the river to magically dry out at that point, allowing the river to be crossed in that tile or any tile lower down its course. The spell lasts for the entire campaign season, but can be reversed by the player who cast the spell during any campaign turn on the D6 roll of a 5 or 6. 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.

4. MAGICAL PROTECTION

This spell is cast on a tile and nullifies the effects of any equinox spell already cast on that tile. This spell also prevents any further equinoctial magic being cast upon the target tile.

5. PORTENTS OF TERROR

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

Any force within the tile at the beginning of any campaign turn must roll a D6. On the score of a 1, 2 or 3 the force is immobilised as dissent breaks out among the superstitious troops. The force will do nothing that turn, and any mercenary or allied banner will immediately disperse and is removed from the game. On the score of 4, 5 or 6 there is no effect for the duration of that campaign turn. The spell lasts for the entire campaign season.

6. QUAKE

The walls of a city or fortress in the target tile are devastated by an earthquake leaving the settlement vulnerable. The defensive value of the settlement is reduced to 0. The devastation is rectified automatically and without cost during the following winter season.

7. RAISE DEAD

The spell raises the dead forming an army of D6x100 points of undead troops. The undead will automatically attack any force which is in the tile. If the tile is empty, the undead remain in the tile for the duration of the campaign season, and will fight any force that moves into the tile. The undead are destroyed if defeated and forced to leave the tile. The undead army may be represented by a banner - the army does not require any subsistence.

8. ROT

All baggage points in the tile decay and are immediately destroyed. Any further baggage points taken into the tile during the campaign season will also decay and be destroyed.

9. SCRYE

The casting wizard is able to see the enemy troops inside the tile. The player who has been scryed must reveal the points value and exact composition of the force within the tile.

10. STORM

The tile is beset with storms of terrifying intensity. These storms last for the duration of the campaign season, making movement difficult and agriculture barely possible.

Regardless of settlements within it, the tile provides no subsistence throughout the season. Ships within the tile are wrecked on the D6 score of 1 or 2, and driven into a neighbouring tile on the score of 3 or more. Banners may move into the tile as normal, but any scouts attempting to scout from the tile are driven back on the D6 score of a 4, 5 or 6.

11. SUMMON HOST

The spell summons D6x100 points of troops to form an Ethereal, Monstrous or Chaos Host. This host will serve the player for the remainder of the campaign season. The host is deployed as a single banner within the player's empire. Players using tabletop armies may select a host permitted to them from Warhammer Armies.

12. WITHERSHINS

An enchantment is placed upon the tile, affecting any force within it during the campaign season. A force wishing to scout from the tile must determine its direction randomly using a D6 corresponding to each of the six tile sides. The force does not have to move in the direction scouted, it may remain stationary instead.

AUTUMN SPELLS

D12	Spell	D12	Spell
1	Blight Crop	7	Prosper
2	Deluge	8	Reign of Madness
3	Trail of Howling Doom	9	Call of Heroes
4	Forge Magic	10	Break Siege
5	Inundation of Blood	11	Shrouding Mists
6	Bumper Crop	12	Tornado of Peril

1. BLIGHT CROP

This spell is cast on a tile in the enemy empire but affects the empire as a whole. Crops shrivel and fail, reducing the yield of the entire harvest. Deduct D6 from the revenue of the rival empire during the coming winter season.

2. DELUGE

This spell may be directed against a river tile, causing the river to swell, forming a tidal wave of destruction. Any settlement in the tile is razed on the D6 score of a 4+ if it is a village, 5+ if it is a fort, 6 if it is a city. Any village lying in a tile downstream of the tile is razed on the D6 score of a 6.

3. TRAIL OF HOWLING DOOM

This spell unleashes a trail of magical wind and storm beginning in the target tile. Any banner in the tile suffers D6x10 casualties and any village is razed on the D6 score of a 5 or 6 - other settlements are not affected. The spell then moves into a randomly determined adjoining tile and affects it in the same way. The spell continues to move from tile to tile until it has affected a total of D6 tiles.

4. FORGE MAGIC

This spell has no range and so always works. The caster uses the forces of magic to create a magic item. The type of item is generated randomly

- 1 A ring with 1 chosen level 4 battle magic spell
- 2 A magic weapon with any 1 magic ability
- 3 A suit of armour with any 1 magic ability
- 4 A standard with 1 magic ability
- 5 An instrument with 1 magic ability
- 6 A scroll with 1 randomly selected level 4 spell

Items are chosen from Warhammer Armies. Players not using tabletop armies to fight battles can represent the magical power by adding 2D6 x20 points to the value of a banner.

5. INUNDATION OF BLOOD

The tile is submerged under a deluge of blood which pours from the sky and drowns crops and sweeps away settlements. No revenue may be gathered from the tile during the coming winter season, and any banner in the tile loses 2D6x20 points of troops. Any village in the tile is destroyed on the D6 roll of a 6 and the tile is then considered to be razed.

6. BUMPER CROP

This spell has no range and so always works. Crop yields throughout the player's own empire exceed all expectations. Add D6 to the empire's total revenue this year.

7. PROSPER

This spell is cast against a razed tile adjacent to the player's own empire, and affects this tile plus *all* adjacent razed tiles. The tiles recover immediately, the razed counters are removed and the settlements become part of the player's empire. During the recovery phase these recovered settlements count as part of the empire, and may therefore affect territorial ownership of other recovered tiles (see *Recovery*).

8. REIGN OF MADNESS

This spell may be cast against an enemy village. The entire population becomes infected with a whirling madness and dances off never to be seen again. The tile counts as razed and all banners in the tile are immediately destroyed.

9. CALL OF HEROES

This spell is cast on the capital and so always works. Heroes from all over the land are drawn towards the capital where they offer their aid to the player. The player may recruit an additional D6x200 points of heroes over the coming winter phase. Heroes are chosen from Warhammer Armies as normal.

10. BREAK SIEGE

This spell may be cast on a tile which is being besieged over the winter. The caster removes the entire force from any side, resolving the siege instantly by destroying either the defenders or attackers. If no sieges are in progress the spell can be used to raze any unoccupied fortress in the target tile instead.

11. SHROUDING MISTS

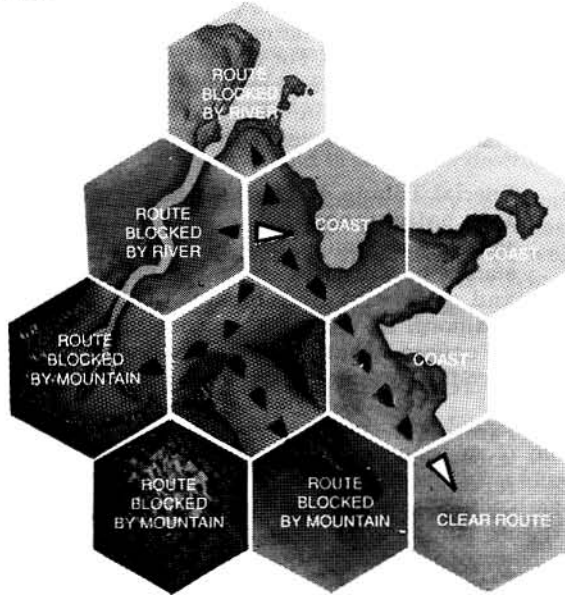
This spell may be cast against a friendly force which would otherwise be obliged to make a winter retreat during the winter quarters phase. The force is surrounded by magical mists and brought safely home without loss. Alternatively, the spell may be cast against any enemy force which is not in a settlement at the end of the campaign season. The enemy force is also surrounded by magical mists which confuse and misdirect its return home, obliging it to make a winter retreat during the winter quarters phase.

12. TORNADO OF PERIL

This spell creates a whirling tornado of magical energy which devastates the tile, razing any village automatically, razing a fortress on the roll of a 3+ and a city on the roll of a 4+. Any force within the tile is destroyed if there is no settlement, and is otherwise destroyed if the settlement is razed.

2. WINTER QUARTERS

During the Winter Quarters phase, every banner is removed from the map and replaced within its home realm in a tile which is capable of supporting it. Remember the realm only consists of the seven tiles you begin the game with - not your whole empire. The notable exceptions concern besieged and besieging forces (of which more later). **In order for a banner to retire successfully, it must have a clear route between its position at the end of the campaign season and its capital city. There must be no blocking mountains or rivers. A route may be traced through enemy territory in order to reach a friendly tile, but this does not affect possession of tiles along the route. The retiring army may not cross mountains or rivers via bridges or passes at enemy cities, whether there is an enemy force in the tile or not. If a banner cannot trace a line to a friendly tile, it must make a special winter retreat as described later.**



Banners remain garrisoned over the winter, resting in preparation for the spring when they are re-equipped and repositioned during the *Recruitment* and *Deployment* phases

SUBSISTENCE

Tiles provide subsistence to forces billeted over the winter season. A village tile provides 1 point, a fortress 1 point, a city 2 points and a capital 4, just as during the campaign season. Banners can only be placed in settlements which can support them. For example, a village or fortress can support only 1 banner.

If players have insufficient settlements to support their army, any unsupported banners are immediately removed.

BAGGAGE

Any baggage points are removed at the end of the campaign season. It is assumed that any remaining supplies are used up over the winter.

BOOTY

Any booty carried by the army is transferred to the capital. This includes any uncrewed engines, captured standards, war altars, and prisoners. Players fighting tabletop battles may include war engines among the empire's recruits for the following season (points must be paid for crew, but the engine is free). Prisoners are thrown into the dungeons and can be ransomed during the diplomacy phase. Altars and standards are arrayed in the captor's throne room where they remain as reminders of past glories.

SHIPS

Ships are repositioned in a *friendly* harbour during the winter quarters phase. Ships do not require subsistence over the winter.

Ships must be able to trace a route back to their winter quarters through coastal tiles. Ships may pass over tiles occupied by enemy ships without penalty.

Ships unable to reach a friendly harbour are destroyed (eg if harbours have been captured by the enemy).

RAZED TILES

Settlements which have been razed cannot provide subsistence over the winter. A razed port cannot harbour ships.

SIEGES

Any besieging force may elect to retire or to maintain the siege over the winter. The force cannot divide so that a portion of its troops retire while others maintain the siege. If the siege is maintained the player must divert baggage to the besieging force as described later under section 9. *Baggage*.

WINTER RETREAT

A force which cannot trace a line of retreat to its winter quarters without crossing a river, mountain or blocking enemy, must make a special winter retreat. As the force struggles over unfavourable terrain it will lose troops to the ravages of the encroaching winter. For each banner roll a D6.

D6	Winter Retreat Result
1	Banner destroyed - disappearing never to be seen again.
2	Lose D6x200 points of troops from the banner.
3	Lose D6x100 points of troops from the banner.
4	Lose D6x70 points of troops from the banner.
5	Lose D6x50 points of troops from the banner.
6	Lose D6x30 points of troops from the banner.

3. WINTER EVENTS

Winter is both a time of rest and renewal for the armies of the empire and a time of hardship for many of the empire's inhabitants. While seasoned campaigners toast themselves with ale and log fires and bards add new verses to their heroic songs, for many the winter brings only privation and despair.

Winter is a time when newly conquered people may be tempted into dissent, and when disease can wreak havoc among populations already weakened by hunger and

war. The turning of the seasons also brings with it the fear that this year might once more be the year of the *Dragonrage*. Every few years, for reasons unknown, Dragons come roaring from the heart of the mountains, bringing terror and destruction to princes and paupers alike. These events and others are covered during the events phase and are represented by means of a test made once by each player.

The player rolls 2D6 and consults the chart below.

WINTER EVENTS TABLE

2D6	Result	2D6	Result
2	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 over page for full rules and effects.)	8	Plentiful Harvest. The fine weather and hard work of your 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.
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 D6 crowns of revenue this year.	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 D6 crowns of revenue this year. Of course, what you actually choose to spend this windfall on is entirely up to you.
4	Rebellion. An underling rebels against your rule. Randomly select a fortress in the empire, which becomes an independent settlement. Any troops in the tile are removed. The fortress yields no revenue this year.	10	Famine. Widespread famine makes it impossible for your empire to rebuild and repopulate razed territory this year. No recovery roll is made in the recovery phase.
5	Plague. Plague ravages the land. Randomly select one garrisoned settlement in your empire other than the capital. All troops in that settlement are wiped out. The settlement yields no revenue this year.	11	Treachery. For each city or fortress in your empire that borders an opposing empire or independent settlement, roll a D6. On a roll of 6, the settlement switches its allegiance and makes peace with the enemy. Exchange your flag for that of the opposing empire or an independent settlement. The revenue from that settlement can now be collected by your enemy.
6	Raids. Test for each settlement lying in a tile adjacent to an enemy held tile (including independents). Roll a D6. If the result is 4, 5 or 6 raids and banditry prevent revenue being collected from that tile this year.	12	Dragonrage. 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 over page for full rules and effects).
7	Increased Revenue. Your merchants and traders have had a very successful year with goods and wares being sold and transported to the far reaches of the empire. The tax revenue from all this activity adds 1 gold crown to the royal coffers for every city in your empire. The tax cannot be collected from razed cities.		



THE DRAGONRAGE

The Warhammer World is a dark and terrible place, where monsters lurk and danger is ever near. But nothing strikes more fear into the hearts of the inhabitants of the Old World than the plagues of dragons which periodically devastate whole regions of the world. This destructive and highly unpredictable event is known as the Dragonrage.

ORIGINS

The cause of the *Dragonrage* is lost in the mists of time. Some attribute it to the movement of the planets and stars, others to the changing flux of Chaos flowing from the collapsed warp gates at the poles of the earth. Though many theories abound amongst scholars, natural philosophers and magicians, no-one can say why, when, or from where the next plague of devastation will come.

All that is known for certain is that over the years dragons gather together in caves deep in the heart of the mountains. After many seasons resting and drawing their strength they suddenly issue forth and lay waste to the lands around in an orgy of destruction.

Occasionally small groups of dragons may be disturbed from their slumber by curious travellers or treasure hunters. When this happens dragons may be woken prematurely so that they issue forth destroying all around before returning to their hidden caves.

TRIGGERING DRAGONRAGE

A Dragonrage occurs when a scouting force wakes a nest of sleeping dragons. A result of 11 or 12 on the Scouting Event Chart indicates that scouts have found a *dragons lair*. Roll a D6. On a result of 1-3, the dragons remain undisturbed and nothing further happens. If the result is a 4-6 then D6+1 dragons are disturbed with dire consequences.

A Dragonrage also results when a player makes a roll of 2 or 12 on the Winter Events Chart. This is a far more destructive event involving 2D6+3 dragons. The *dragons lair* is randomly determined from amongst the two map tiles which depict entirely mountainous territory. If only one of these tiles is in play, then this will always be the *dragons lair*.

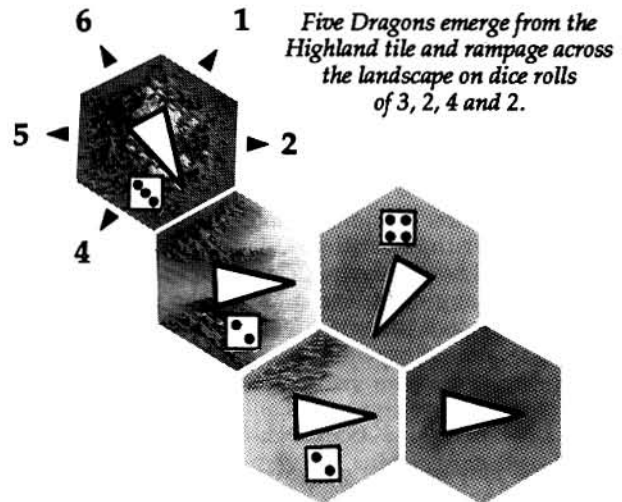
MOVING THE DRAGONS

First place the appropriate number of dragon models - D6+1 or 2D6+3 onto the tile containing the *dragons lair*.

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 a D6 to determine which new tile the dragons will move into. One dragon model is left behind in the old tile and the remainder are moved into whichever adjacent tile has been indicated by the dice throw.

Repeat this process as many times as necessary, leaving one dragon behind in each tile. Eventually all of the dragons will have been used leaving a trail across the map. As the dragons cross the landscape, their

movement may sometimes result in more than 1 dragon landing in some tiles. These extra dragons have no additional destructive effects.



Once all of the dragons have been positioned, roll a D6 for each tile containing dragon models and consult the following table. Remove each 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 D6x30 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 destroying any settlements and slaughtering the inhabitants. If the tile contains a settlement it is *razed* as described above. Any banners in the tile are completely destroyed. If there is any area of forest in the tile it is burned and cannot count towards construction during the winter season. Any ship in the tile is destroyed on the D6 roll of a 4, 5 or 6.

DURATION

A tile razed by dragons during the campaign season remains razed for the rest of the campaign season. The tile may be recovered by rolling on the recovery chart during the winter recovery phase exactly like other razed tiles.

A tile razed during a winter event remains razed throughout the following campaign season. No recovery roll is made until the recovery phase following the next full campaign season.

4. REVENUE

Our fantasy states have medieval style economies where wealth is counted in terms of goods as much as in gold. This wealth is an important part of the campaign. It is needed to recruit new troops, bring depleted units up to strength, re-equip troops, hire mercenaries, build ships or fortifications, and to repair sacked settlements. The unit of currency used is the *crown*. Crowns represent wealth in a very broad sense - not just money but negotiable goods of all kinds. For convenience sake, when referring to crowns we assume we are talking about real gold coins, but players should remember that this is not literally the case.

During the first winter of the campaign, revenue is gathered for the first time. Players determine their revenue and note it down. Revenue is spent during the winter and any not spent is lost to the players; being taken up by civil projects, artistic patronage, and other frivolous items of expenditure.

GATHERING REVENUE

Revenue may only be gathered if the player's capital city has not fallen to the enemy or been razed. If a capital falls to the enemy or has been razed the player is unable to collect revenue that year. Being unable to collect revenue does not necessarily mean the player is defeated as he may still have an army and other territories, however his lack of revenue means that he starts the campaign season with no reinforcements or baggage. For those using *Mighty Empires* as a self-contained game it is convenient to assume that players unable to collect revenue because of the loss of their capital are out of the game.

The revenue value of settlements within the empire is equal to their normal subsistence value. The chart below shows the *revenue value* of each type of settlement. Add up the total value of all of the settlements in the empire.

Settlement Type	Revenue Value (crowns)
Capital City	4
Other City	2
Village	1
Fortress	1

For example: if an empire has its capital city, three other cities, twelve villages, and three fortresses, its revenue value is $4+6+12+3 = 25$.

RAZED SETTLEMENTS

Razed settlements provide no revenue.

ISOLATED SETTLEMENTS

During the course of the campaign season, empires expand outward from the capital cities. Newly conquered territory will be linked to the capital by friendly tiles. However, as the campaign progresses this link may be broken: interlinking tiles falling to an enemy or being razed. If a settlement can no longer draw a line to the capital via unrazed friendly tiles, it is *isolated*. Isolated settlements are part of the empire in every other respect, but they provide no revenue.

EVENTS

Some events alter the amount of revenue that can be collected. Rebellion may also result in isolating some parts of the empire. This is why events should be resolved in the events phase before revenue is collected.

SHIPS

Ships represent trading fleets and therefore a valuable source of wealth. Any city harbouring a fleet over the winter may add +1 to its revenue value for each ship model. If the port's own revenue value is lost following an event, the ship's value is also lost.

SPENDING REVENUE

Revenue is spent during the winter. The following list summarises the empire's items of expenditure.

1. **Diplomacy.** Diplomatic missions and the ransom of prisoners.
2. **Recruitment.** Raising new units, reinforcing old units, hiring mercenaries and paying allies.
3. **Recovery.** Rebuilding razed settlements.
4. **Construction.** Building fortresses or ships.
5. **Baggage.** The cost of baggage bought in preparation for the following season.
6. **Espionage.** Hiring of assassins, spies, agents and saboteurs.



5. DIPLOMACY

During the winter, players will probably wish to spend their time fruitfully planning the destruction of their foes. Players may make use of the diplomacy phase to solicit the aid of independent empires, or to enter into agreements with fellow players.



PACTS

Players may consult with each other freely during the diplomacy phase. This represents the exchange of letters and the efforts of diplomatic missions in foreign kingdoms. A player may make secret agreements with any other players: perhaps arranging to cooperate, or merely exchanging promises to respect territorial boundaries. Players may make any promises to any or all of their fellows, but are under no obligation to keep them!

WRITTEN PACTS

Although players are under no obligation to keep a written record of their arrangements with other players, though a shrewd player may prefer to get things in writing. A written pact is worth no more than a verbal agreement (ie nothing) but at least you can show it to other players as evidence of treachery (planned or already accomplished).

EXCHANGE OF PRISONERS

Prisoners are only important if you are resolving battles by fighting tabletop battles. Players can agree to exchange any prisoners they hold. Prisoners can also be offered for ransom in return for gold crowns gathered as revenue. The agreed number of crowns are transferred from one player to the other, and the prisoner is returned. Captives are always returned without weapons and equipment, although a ransomed character may be provided with an ordinary sword or other hand weapon free of cost.

ALLIANCES WITH INDEPENDENT EMPIRES

Most players will find their empire borders at least one independent settlement or empire.

If an independent settlement or empire borders your empire, you may send a diplomatic mission. If the independent empire borders two or more empires, players intending to send a mission must declare they are doing so at the end of the campaign season. It costs the player 1 crown to send a diplomatic mission. The player may send 1 mission to any of the independent settlements/empires bordering his empire.

Assuming the player's mission is the only one to visit the empire, the player rolls a D6.

D6 Result

- 1-4 The diplomats are thrown out of the king's presence and sent back to their master bearing some terrible humiliation. Examples: stark naked and dyed blue, shaven if Dwarfs, obscene tattoos on forehead, shackled together in chains.
- 5 The empire's ruler is reasonably impressed with the statesmanlike wheedling and diplomatic pleading of the mission. He agrees to a temporary alliance.

The player places his own territory counter/s in the independent empire but the settlement models still carry the orange independent flags. The empire now has flags indicating that it is independent, and territory markers showing its allegiance. The allied player may move his forces through the empire without being attacked. The player's banners may not subsist from the allied empire without breaking the alliance. The player may not annexe tiles from the empire to his own empire without breaking the alliance. Espionage does not affect the alliance: such acts can always be blamed on someone else!

- 6 The empire's ruler is completely overawed by all the attention, and his empire enters into a complete alliance with your empire. His entire court is soon apeing the fashions and manners of your empire. The independent empire is quickly absorbed into your empire as a technically independent ally, but is really little more than a semi-autonomous province. Replace the independent settlements with those bearing your own flag and treat it as part of your empire from now on.

If several players attempt to send a mission to the same independent empire, they must first vie for an audience with the king. Roll a D6.

- 1-4 The risible antics of the competing missions convince the king that all foreigners are fools. They are sent back home in humiliation.
- 5 Each player rolls a D6. The highest scoring player impresses the king and he enters into a temporary alliance as described for 5 above. The opposing diplomats disappear into the dungeons and are never seen again.
- 6 Each player rolls a D6. The highest scoring player has ingratiated himself with the king and he enters into a complete alliance as described for 6 above. The opposing diplomats suffer a horrible fate (the successful players can decide what!)

Temporary alliances last only for the duration of the following campaign season. Complete alliances amount to the total absorption of the independent empire into the player's empire. Revenue is not collected from an independent empire that has been absorbed during that same winter season.

6. RECRUITMENT

During the recruitment phase players can spend revenue to recruit and train new troops, and to reinforce or upgrade existing units.

CROWNS FOR POINTS

A gold crown of revenue buys 100 points worth of troops. An empire with an income of 25 crowns therefore has a potential 2,500 points to spend over the winter. It is very unlikely that a player will want to use all of his revenue to expand his armies: there are many other expenditures to eat away at the budget.

Players fighting tabletop battles will need to choose which troops they want to add to their armies. Players not fighting tabletop battles need only add the points to the total value of their army.

Units are purchased from the rank and file part of the appropriate army list in Warhammer Armies. When selecting new units, players are not obliged to purchase any of the compulsory troop types, but the limitations on unit sizes do apply.

The maximum numbers of each troop type allowed in Warhammer Armies is the maximum that can be added to the army in any 1 year. So, if the maximum number of a troop type is 20, no more than 20 may be purchased in total - including troops for new units as well as reinforcements for old units.



REVISING OLD UNITS

During the winter phase old battle-scarred units may be reinforced or re-equipped if the player wishes. No unit may be reinforced to a larger total size than permitted in Warhammer Armies.

REINFORCEMENTS

It is likely that most of your original units will have suffered casualties during the season. As long as there is at least 1 model left, the unit may be expanded by adding further troops of that type at the points value given in Warhammer Armies.

Existing elite units may be reinforced with the appropriate elite troops of that type. However, an elite unit which is heavily reinforced may lose its elite status. The chart below summarises the effect of reinforcing elite units.

Elite status	Proportion of reinforcements (up to)				
	20%	30%	40%	50%	More
+4 Elite	n/e	n/e	+3	+3	0
+3 Elite	n/e	+2	+2	+1	0
+2 Elite	n/e	+1	+1	0	0
+1 Elite	n/e	n/e	0	0	0

The chart indicates the reduction in elite status for various levels of reinforcement. The effect lasts for the entire campaign season, after which the unit returns to its original status.

n/e indicates the unit suffers no effect, retaining its original status.

0 indicates the unit loses its elite status entirely.

+1, +2, and +3 indicates reduced elite status to the level shown.

For example, a unit of +4 elites may absorb up to 30% of its number of recruits without loss of status. If the same unit were to increase its number by 50% it would drop to +3 status. Any elite unit which is reinforced by over 50% will lose its elite status, as indicated on the chart by a '0'.

RE-EQUIPPING

Existing units may be bought additional equipment normally allowed for their troops type. The points cost for re-equipping is that given in Warhammer Armies for that option. For example, a unit of Noblesse d'Epee (Bretonnian Knights) may be re-equipped with horse barding and/or shields if they do not already possess them.

Note that normal restrictions apply to the number and types of weapons which can be carried: eg a trooper cannot carry a crossbow and a bow, nor two lances or double-handed weapons. Any weapon discarded in favour of another is lost unless given in the army list as a normally permitted substitution (eg Dark Elf crossbowmen may substitute repeating crossbows for their crossbows at 1 point each).

CHARACTERS

Just as points can be spent on new troops, points may also be spent on new characters. Only level 5 characters (heroes or wizards) may be bought. The number available is restricted to the maximum given in the Warhammer Armies list for that race. For example, Bretonnians are restricted to 6 Barons (heroes) and 3 Amorciers (wizards). New characters may be equipped in accordance with the Warhammer Armies list for their race, and may be bought magic items where appropriate. All characters are assumed to have a sword or other hand arm free of charge.

OLD CHARACTERS

Existing characters who end the campaign season without sustaining a wound with a permanent effect are automatically advanced by 1 character level. See *Casualty Recovery* for details of wounds and their effects. Level 5 heroes become level 10, level 10 become level 15, and so on up to the maximum value of 25. Characters ransomed during the winter, or remaining prisoners, may not advance their level even if otherwise unharmed.

Wizards of level 10 or more who advance their character level will also gain an extra magic level and the appropriate number of randomly determined spells.

RE-EQUIPPING CHARACTERS

Existing characters may be re-equipped with any of the ordinary equipment listed as available to them in Warhammer Armies. Discarded equipment is lost, its points value cannot be reclaimed.

Characters may also buy one magical item from those available to them in Warhammer Armies. This does not displace a magical item already held, even if it is the same type. So a character may have two magical swords or shields for example, even though he may not wish to carry both onto the battlefield. Items not carried are assumed to remain with his personal possessions and are considered lost or unusable if the character is slain or captured.

RECRUITING MERCENARIES

A player may choose to spend some of his revenue on the hire of mercenaries. There are definite advantages to this: mercenaries are good fighters, they often have elite status, always include at least one high level character, and usually provide a range of troops types not normally available to the player. On the other hand there are disadvantages too - mercenaries are not always loyal.

A player may purchase mercenaries using the rules given in Warhammer Armies. The normal points value limitations do not apply, so the player is free to hire as many mercenaries as he can afford. However, mercenaries of the same race are always organised into mercenary contingents and must have a mercenary commander as explained in Warhammer Armies.

The points cost of mercenary troops pays for their hire for a single season. At the end of the season mercenaries are removed from all armies. Players may then hire fresh mercenaries for the coming season.

The origin of mercenary troops is not directly considered. They may have come from independent states, or been disinherited or displaced as a result of local wars. Possibly they arrived on the map from somewhere beyond its borders. A player who hires mercenaries may wish to invent some story to explain how they came into his service.

MERCENARY LOYALTY

Mercenary loyalty must be tested as normal during battles in which they fight. However, because campaigning armies are predetermined, it is not possible to put points aside for bribery. This particularly mercenary characteristic is represented in other ways in the *Mighty Empires* game.

A mercenary contingent which deserts the field as a result of a loyalty test is immediately lost, and plays no further part in the campaign. The same applies to a contingent which leaves the field following the death of the army commander, or which marches off after *coming to terms with an enemy*. A contingent which switches sides becomes part of the enemy's forces just as if he had hired them to start with.

RECRUITING ALLIES

Allies may only be recruited if the empire has entered into an alliance with an independent empire or settlement during the diplomacy phase. One allied contingent may be recruited for each independent settlement/empire that has become an ally - whether a temporary or a complete alliance.

A player may purchase allies using the rules and points values given in Warhammer Armies army lists. The normal points value limitations do not apply, so the player is free to hire as many allied troops as he can afford. However, allies of the same race are always organised into allied contingents under an allied contingent commander as explained in Warhammer Armies.

The points cost of allied troops is equivalent to their cost for a single season. At the end of the season allies are removed from all armies. New allies may be recruited in the following season, but only if new alliances have been made during the intervening winter.



7. RECOVERY

RAZED SETTLEMENTS

Settlements which have been razed may recover over the winter as citizens return to their homes and new settlers take over abandoned territory.

A test is made for each razed tile on the map. For every razed tile roll a D6.

D6 Result

- 1-3 The area remains abandoned and uncultivated. Cities and fortresses remain charred ruins populated only by squatters and bandits.
- 4-5 The inhabitants gradually trickle back to their homes. Villages recover fully and can provide subsistence as normal. Cities and fortresses remain abandoned and provide no subsistence.
- 6 The settlement recovers sufficiently to provide full subsistence from the beginning of the campaign season.

When a settlement recovers its allegiance must be determined once more. A recovered settlement which does not border any tile already belonging to a player's empire becomes an independent settlement. If the recovered settlement borders a tile belonging to a player's empire the settlement automatically belongs to that empire.

If the recovered tile borders more than one empire, an adjoining tile containing a city takes precedent over a fortress, a fortress over a village, and a village over unoccupied territory. If claims are equal, the recovered settlement will be independent.

Recovered settlements are treated exactly like other settlements. A recovered city or fortress reacquires its full defensive value.

REBUILDING

A player may use part of his empire's revenue to rebuild a razed settlement which adjoins his empire so long as it does not adjoin a rival player's empire as well. Once the recovery test has been made, the player may spend revenue to rebuild settlements which have failed to recover. Every crown spent adds +1 to the D6 score already rolled. A city which fails to recover on the D6 roll of a 2 can therefore be brought to full recover at a cost of 4 crowns.

CHARACTER RECOVERY

Characters who have sustained wounds during the campaign season will automatically recover from any penalties other than *permanent effects*. Make any necessary adjustments to the character's profile. See *Character Recovery* for details.

8. CONSTRUCTION

During the construction phase a player may spend revenue on the construction of ships, cities and fortresses within the boundaries of their empires. The number of pieces in the *Mighty Empires* game limits the number of settlements and ships that it is possible to have in play. It is convenient to rule that it is only permitted to build new settlements and ships if models are available to represent them. Additional pieces may be purchased separately or provided by combining several *Mighty Empires* games together.

SHIPS

Ships may only be built in cities which lie on the coast or at a river mouth and which therefore have harbours. Each city may build 1 ship model at a cost of 2 gold crowns. The ship is placed on the tile, and is ready for use when the new season begins.

FORTRESSES AND CITIES

The construction of fortresses and cities places major demands upon the economic resources of an empire. At the same time, a carefully sited and garrisoned citadel can protect and safeguard important military and trading routes.

A tile containing a village may be converted into a fortress at a cost of 5 gold crowns. The village model is

replaced by a fortress model bearing the appropriate coloured flag.

Building a fortress in a previously barren hex is a much more difficult task, involving the transportation of materials and manpower over long distances. The cost for constructing and supplying such an elaborate fortification is 10 gold crowns.

There can be no greater expression of egotism and vanity by an empire's ruler than to have a city constructed and inevitably named after himself. Such a project involves a huge expenditure in terms of manpower and resources and is usually regarded as an act of folly by either a glitteringly wealthy or otherwise completely lunatic king. A village may be built up into a city at the cost of 15 gold crowns.

New cities may not be constructed in barren tiles.

CONSTRUCTION LIMITS

The maximum number of ships and fortresses which may be constructed is limited by the availability of timber. This is represented by the presence of forests in the player's empire. Count up the number of tiles in the empire with forests marked on them. This is the maximum amount of ships or fortresses which the empire can build in the construction phase.

9. BAGGAGE

During the baggage phase players may purchase baggage points. In the first campaign season of the game baggage points are determined by a 2D6 roll. In following seasons players must decide for themselves how much baggage they want or can afford.

1 point of baggage costs 1 gold crown. Players decide how much baggage they want, and pay the appropriate amount of crowns. Note down the amount of baggage purchased in preparation for the deployment phase.

SUSTAINING SIEGES

If a player elects to sustain a siege over the winter he must provide the besieging force with additional baggage. During the baggage phase the player rolls a D6 for each besieging banner and pays for the number of baggage points indicated. Although the amount of

baggage consumed is far less than would be used over the same period during the campaign season, it is still enough to seriously affect an empire's budget.

If a player is unwilling or unable to provide baggage for a besieging force, the entire force is destroyed and the siege ended.

If the player provides the baggage indicated, the siege continues through the winter.

To determine the result of a winter siege, roll on the siege starvation table, but this time with a -1 modification to the dice roll. Results are applied normally. If the garrison surrenders or is betrayed, surviving banners of both sides must immediately attempt to reach Winter Quarters under the normal rules. Failure to do so will result in their destruction.

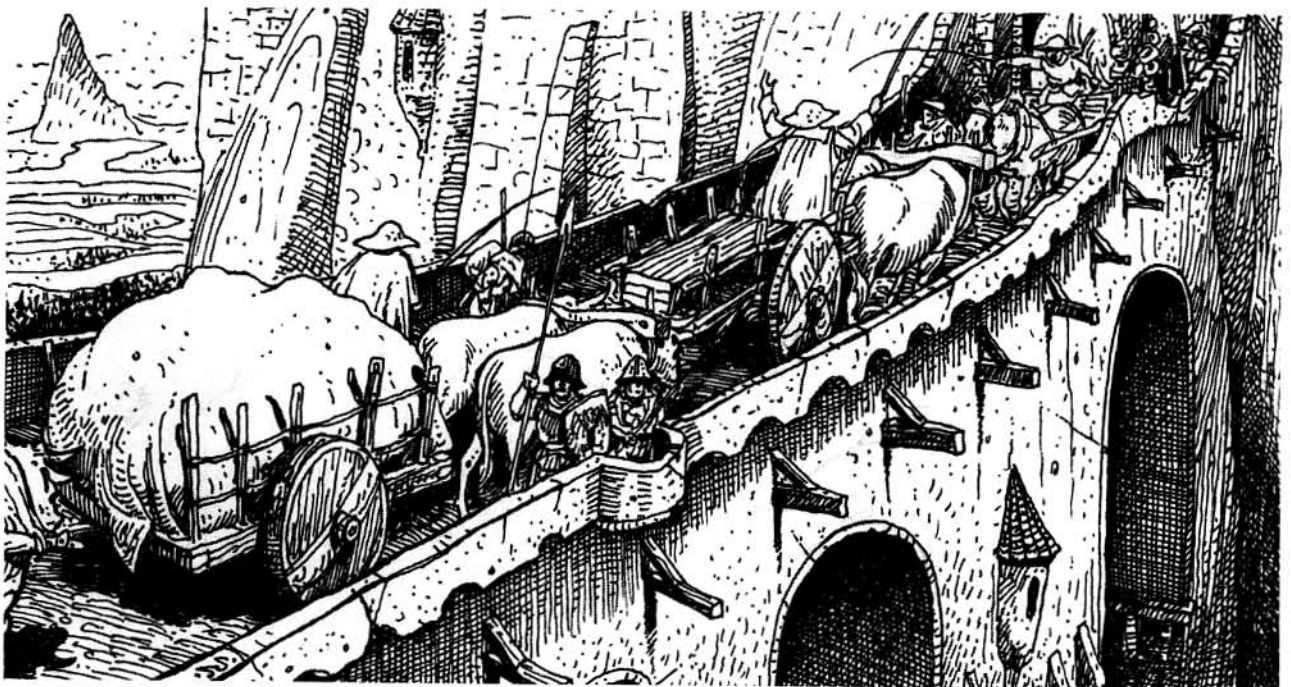
10. DEPLOYMENT

Over the winter troops allocated to existing banners are pooled and the entire army reorganised. Those playing without fighting tabletop battle may redistribute the points into banners as already described. Players selecting Warhammer forces may form new and old units into new banners. Each player prepares new force lists to accommodate his army for the coming season. Once banners are properly organised they are positioned in settlements within the player's empire. Banners cannot be deployed in barren tiles. Mercenary or allied contingents are always organised into their own separate banners.

Once banners are in position, baggage counters are placed with banners, or may be stockpiled in settlements as required.

Ship pieces may be deployed at any city in the player's empire which has a harbour.

If a player wishes to deploy a banner in a settlement that is entirely separated from his realm by water (say on an offshore island or on a part of a peninsula that is cut off by an opposing empire) then he must also deploy a new ship into the same tile or one next to it.



11. ESPIONAGE

During the espionage phase assassins, spies, saboteurs and agents may be hired and deployed by the players. Each of these four types of operative can achieve different things, but all are treated similarly in the game.

COST

Operatives are bought at the cost indicated below. This is deducted from the player's revenue. The number and type of operatives bought are noted down by the player.

Assassin	1 crown each
Spy	1 crown for D6
Saboteur	1 crown each
Agents	1 crown each

Once each player has chosen his operatives, all players should get together to play out the espionage phase. Each player declares his total number of operatives, but does not have to give details of their type.

The player with the most operatives takes an assassin, spy, saboteur, or agent counter and places the counter face down on a map tile. Then the player with the next highest number of counters places one of his operatives, and so on, each player placing a counter in turn. Counters continue to be placed until there are none left. A player may place several counters in the same tile, and may place counters together with those of other players. Specific rules affecting the placement of operative types are given below.



The results of espionage are worked out once all the counters are in place. The players randomly determine an order between themselves. The first player resolves the actions of one of his operatives, then the next player resolves the actions of one of his, and so on. Once an operative's actions have been resolved the counter is discarded. Continue until all the counters are removed.

ASSASSINS

Assassin counters may be placed on any tile which contains an enemy banner. Assassin counters may also be placed on a capital city tile irrespective of whether any banners are present.

To determine the results of an assassination attempt roll a D6. If an assassin has been placed on an enemy capital city tile which has no banner in it, skip this stage and go to the following chart.

D6 Result

- 1 Assassin is uncovered and slain before he has time to do any damage.
- 2 Assassin bungles his attempt and is cornered and slain by enemy troops. However, he still manages to take 2D6x10 points of troops with him. These are deducted from the force list in the same way as troops lost due to subsistence shortfalls.
- 3 Assassin slays an enemy character. The enemy player must select 1 character from his banner. The character is slain and cannot be recovered. Players not fighting tabletop battles lose D6x20 points from the banner's value.
- 4 Assassin slays an enemy character. The assassin automatically slays the character with the highest character level. The character cannot be recovered. Players not fighting tabletop battles lose D6x100 points from the banner's value.
- 5 The assassin slays an enemy character as described under 4 above, and makes good his escape slaying a further 2D6x10 points of troops in the process.
- 6 The assassin slays two enemy characters. One is chosen by the enemy player as under 3 above, and the other is the one with the highest level as under 4 above. If only 1 character is present he is slain and no further damage is done.

If an assassin is placed on a capital city tile which has no enemy force in it, roll on the chart below.

D6 Result

- 1-2 The assassin is uncovered and slain before he has time to do any damage.
- 3 The assassin runs riot in the imperial palace, slaying indiscriminately before he is finally caught and slain. The king decides that palace security requires beefing up a bit. One unit of at least 10 models is withdrawn from the army and deleted from the force list. For players not fighting tabletop battles this is represented by deducting 3D6x10 from the army's value.
- 4 The assassin is discovered in the nick of time and the king is saved, although sustaining light wounds which throw him and his court into panic. Rumours of the king's death spread through the army like wildfire. During the first campaign turn a force may only move on the D6 roll of a 4, 5 or 6. On the roll of a 1, 2 or 3 the force remains in its tile. Forces move normally from the second turn onwards.
- 5 The king is wounded but survives the assassination attempt. Rumours and confusion paralyse the army. No forces may move during the first turn of the campaign.
- 6 The king is slain by the assassin and the whole court is thrown into anarchy. Rivals to the throne gather their political and military supporters as the nation teeters on the brink of civil war. Randomly select D3 fortresses. These fortresses take advantage of the anarchy by rebelling against the empire. Replace the fortresses with independent fortresses. Any banners in the rebel fortresses are lost and removed - some troops are assumed to disperse whilst others remain to garrison the fortress. Remaining loyal forces are thrown into confusion and cannot move for the first turn of the campaign. In the second turn they can move on the D6 roll of a 4, 5 or 6. From the third turn they may move normally.



SPIES

Spies may be placed on any tile containing an enemy banner. Roll a D6 and consult the chart below.

D6 Result

- 1-3 Your spy vanishes without trace and fails to make contact.
- 4 Your spy provides vague information about troop numbers and movements. The enemy player must reveal the total points value of the force in that tile. The enemy player must also inform the player where the force is going to move during the first turn - this may be done secretly to avoid other players knowing.
- 5 Your spy provides exhaustive details of the force's composition. The enemy player must provide details of the entire force including the points values of each banner, and complete details of troops where these apply. This is most easily accomplished by allowing the spying player to see the relevant bits of the force sheet.
- 6 The spy discovers details of other operatives. The spy player may remove D6 other operatives from the map, irrespective of who they belong to and where they are. If there are no operatives left to remove then tough luck - the information arrives too late to be of value.

SABOTAGE

A saboteur may be placed in any tile containing an enemy settlement. Roll a D6 to determine his effect.

D6 Result

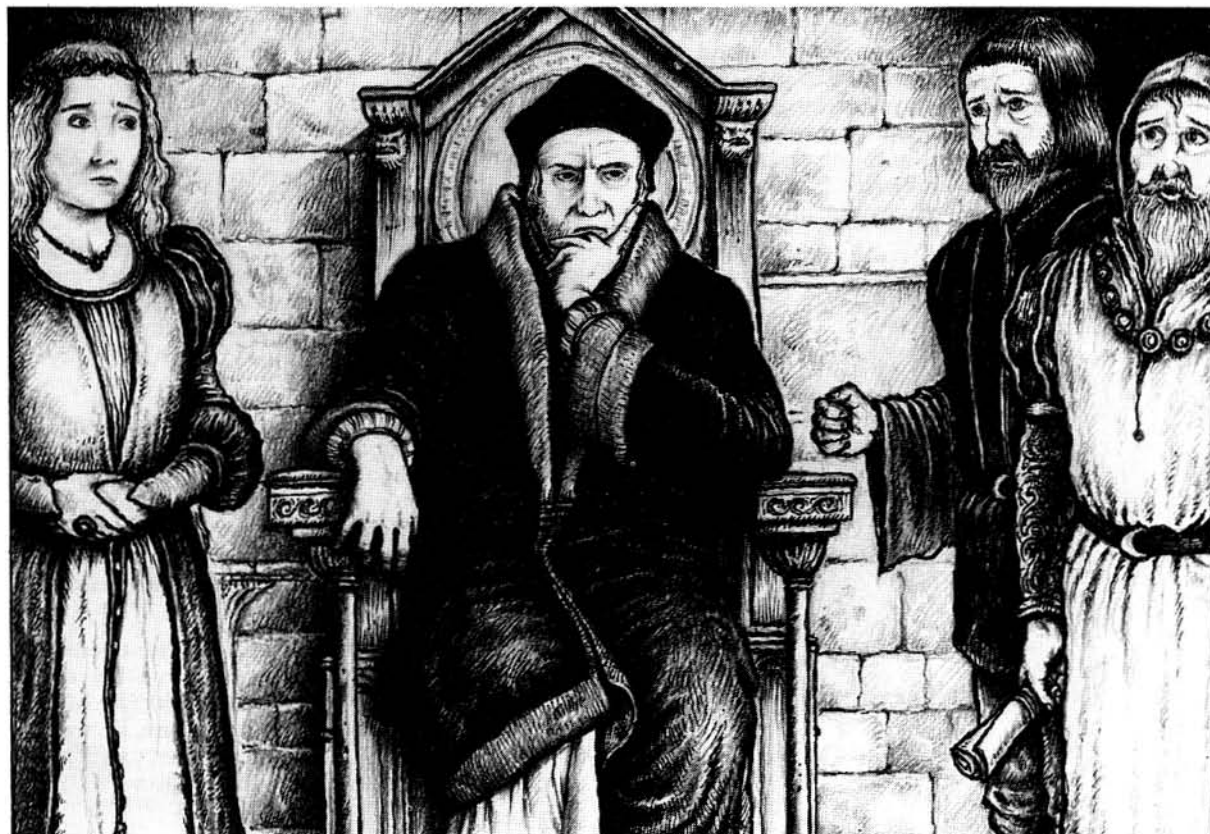
- 1-2 The saboteur is discovered and dealt with before he can accomplish his mission.
- 3 The saboteur sets a barracks ablaze. If there is an enemy banner in the tile D6 x 30 points of troops are slain. Where players have worked out Warhammer armies these casualties are selected by the victim and removed from the banner. If there are no troops in the town there is no damage.
- 4 The saboteur poisons the settlement's food stores. All baggage currently in the tile, including baggage held by enemy banners, is removed.
- 5 If the settlement is a city harbour with ships, the saboteur has sunk part of the fleet. Remove 1 ship. If there is no harbour, the saboteur has engineered an explosion causing much damage. If there are enemy banners in the tile, they must remain there and fix the damage during the first turn of the campaign.
- 6 The saboteur sets fire to the settlement causing immense damage and killing many people. The settlement is considered to have been razed. Banners in the tile and any baggage held by them are not affected. Ships are destroyed on the D6 roll of a 4, 5 or 6, but otherwise escape unharmed to the open sea.

AGENTS

The purpose of agents is to uncover plots and thwart them. Agent counters are primarily used to attack enemy operatives but they can also be planted in enemy settlements to smuggle in more of your own operatives. Agents may be placed on any tile. Roll a D6 to determine the effect of the agent.

D6 Result

- 1 The agent proves unobservant and almost wilfully stupid. He fails to uncover subterfuge of any kind.
- 2 The agent is moderately successful and discovers 1 enemy operative. Without turning the counter over select 1 enemy operative counter from the tile. Roll a D6. On a 1, 2 or 3 the operative overcomes the agent and the agent is removed. On a 4, 5 or 6 the agent exposes the enemy operative and the enemy's counter is removed.
- 3 The agent trails an enemy operative to his base and destroys him. Without turning the counters over select 1 enemy operative and remove it from the tile.
- 4 The agent is ruthlessly efficient and finds all enemy operatives in the settlement. Remove all enemy operatives counters from the tile.
- 5-6 As 4 above. In addition the agent smuggles 1 friendly spy, assassin or saboteur into the settlement. The player chooses 1 new operative, free of charge, and positions him in the settlement.



TABLETOP BATTLES

When opposing forces meet in the same tile the result of the battle may be determined by means of the battle resolution rules already described. This applies whether the banners represent tabletop armies or not. This means that it is always possible to conclude a battle quickly and move on with the Mighty Empires game.

Where players have tabletop armies to represent their forces, battles may alternatively be resolved by means of a tabletop wargame using Warhammer Fantasy Battle. Many players will prefer to resolve small encounters and battles against independent armies by means of the rules already described, reserving tabletop encounters for the larger and most important conflicts.

This section provides additional rules which will enable you to translate Mighty Empire scenery and conditions into Warhammer Fantasy Battle games.

TERRAIN

Warhammer Fantasy Battle provides a system for establishing battlefield terrain. However, this system takes no account of the dominant terrain in the area. As an alternative to the main Warhammer terrain generation chart, players may use the version given on the next page.

This chart has a built in bias to reflect the terrain of the tile where the battle is fought. If forces clash in a highland tile, for example, this chart will generate a greater number of hills and other highland features. Roll on the Terrain Table exactly like the normal Warhammer terrain generator, using the column corresponding to the tile's terrain type.

BLOCKING TERRAIN ON THE TABLETOP

If opposing banners are in the same map tile but are separated by blocking terrain this does not prevent a battle being fought as already discussed under the main battle rules. When fighting a tabletop battle it is interesting to take into account the effects of these features. This adds another dimension to the game and makes such battles different to those fought over open territory. Both players must agree before using such features, otherwise a normal game is fought with scenery determined as described later.

If the obstacle is a river then the armies can start off on opposite sides of a river running across the table. Crossing places must be provided, or these may be determined by a random dice roll or worked into the game in some other mutually agreeable way.

If the obstacle is a mountain the game can be played in a mountain pass, totally closed off at its sides, and with steep hills along both flanks.

If the obstacle is a coastline, one table edge may be designated as representing the feature and cannot be crossed. Players may improvise rules for encroaching tides and mud flats if they wish. For example, units moving over mud flats become bogged down and immobile for 1 turn on the D6 roll of a 6.

DAY LENGTH AND DURATION OF PLAY

Using the Warhammer Battle rules a game usually lasts until one side surrenders. No real regard is made of the time of day or the imposition of darkness. In Mighty Empires these factors can be important, so it will be necessary to establish at what time of day the battle begins and when night falls.

During the campaign season the days are relatively long. We shall represent the hours of daylight by 16 Warhammer Battle turns. Each turn corresponds to an hour of daylight. This doesn't necessarily mean that each turn literally represents an hour, or that troops can achieve during one turn what a real person could do in an hour. The turn/hour rule is a convenience which allows us to work a time factor into the battle.

To determine when the battle starts roll a D6. The score indicates the hour when the game begins, and will be between 1 and 6. The battle continues until the end of hour 16. One player must record the hour/turns as they pass. Don't forget each *side* must have a turn before an entire *game turn* is complete.

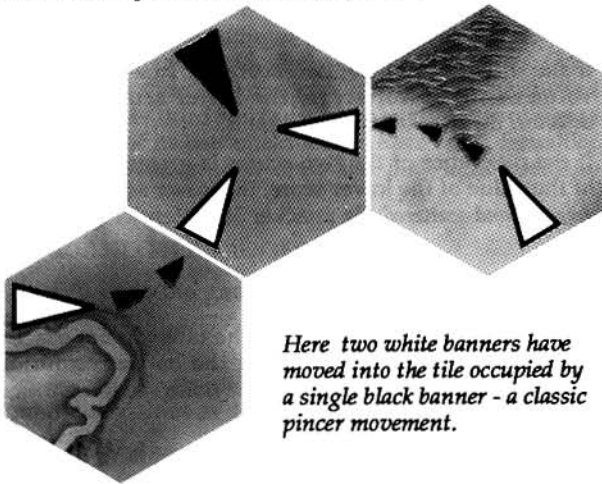


TERRAIN TABLE

Lowland	Coastal	River	Highland	Terrain
01-20	01-20	01-15	01-35	Hill or mound approximately 8 x 8" or equivalent area, but no longer than 12".
	21-25	16-20	36-45	Steep hill approximately 8 x 8" or equivalent area, but no longer than 12".
21-25	26-30	21-25		12" length of ditch or drainage channel. May be divided into three 4" sections.
26-35	31-35	26-30		12" length of hedge. May be divided into three 4" sections.
36-40	36-40	31-35	46-50	12" length of stone wall. May be divided into three 4" sections.
40-62	41-50	36-45	51-52	Wood or orchard approximately 8 x 8" or equivalent area, but no longer than 12"
63-65	51-53	46-48	53-55	Dense scrub or undergrowth covering approximately 8 x 8" or equivalent area, but no side longer than 12". Constitutes difficult ground.
66-67	54-56	49-50	56-70	Boulder strewn or comparable terrain approximately 8 x 8" or equivalent area, but no longer than 12". Constitutes difficult ground.
68-70	57-59	51-53	71-72	Ruins approximately 8 x 8" or equivalent area, but no longer than 12". Constitutes difficult ground and may include defensible obstacles.
71-73	60-62	54-61	73-77	A single building with gardens enclosed by a hedge or wall covering an area no more than 8 x 8" or equivalent area, but no longer than 12".
74-76	63-65	62-63		Three small buildings arranged within a 12 x 12" area.
77-79	66-68	64-66		A small farmyard comprising a farmhouse with one or two outbuildings bounded by a wall encompassing an area no more than 12 x 12".
	69-70	67-68		An inn and stable within a walled courtyard bounded by a wall encompassing an area no more than 12 x 12".
80-81	71-76	69-75		An uncrossable approximately circular pond with a diameter no greater than 8".
	77-79	76-77		One flanking table edge is a large uncrossable river or the sea coast. Troops may not move off this edge, and any troops being pushed back or routed off the edge are all lost. Pursuers and other troops are halted.
82-86	80-85	78-87	78-83	A section of river or stream. Such bodies of water represent tributaries or small rivers not included on the map tile. If the tile is highland the result is always a stream.
87-90	86-93	88-95		An approximately circular bog with a diameter of no more than 8".
91-93	94-95	96-97	84-85	An area enclosed by ancient or agricultural earthworks. These are represented by 24" of earthen ramparts in 4" sections. They are as high and equivalent in all respects to walls. Earthworks may be positioned in any manner within an area no greater than 12 x 12".
94-98	96-98	98-00	86-88	A graveyard or any form of burial ground equivalent in area to 8 x 8" and no more than 12" long.
99-00	99-00		89-93	A stone cairn tomb or group of tombs covering ground equivalent in area to 8 x 8" and no more than 12" long. Counts as very difficult ground.
			94-00	A sheer sided, deep gully or chasm between 8 and 16" long and 3" and 6" wide. The gully can be entered at its short sides, but troops cannot move in or out via the long sides. Troops pushed back or routed over a long side plummet to their death. Pursuers and other troops halt automatically.

PINCER ATTACKS

A pincer attack describes an encircling manoeuvre where two friendly forces approach an enemy force from different directions. A pincer attack will normally involve two friendly forces, but three or more forces could accomplish the same manoeuvre.



Here two white banners have moved into the tile occupied by a single black banner - a classic pincer movement.

Pincer attacks are difficult to co-ordinate properly, as it is all too easy for one force to arrive before or after the other. To represent this, the player should roll a D6 for each force. The lowest score indicates when that force arrives and the hour when the battle begins. The other dice indicates the hour when the other force is due to reach the battlefield. For example, if the dice scores are 4 and 2, the battle begins in the 2nd hour, but the later force does not arrive until the 4th. If both forces arrive together then they deploy together exactly as if they were a single large force.

At the start of the player's turn when a new force is due to arrive, the player rolls a D6.

- 1 The force has been unexpectedly delayed and will not arrive for a further D6 turns. When the force eventually arrives it is positioned on the player's own table edge, and may not move until the following turn.
- 2-3 D6 units and any or all characters arrive on the player's own table edge. Troops may not move until their following turn. Remaining units may be brought onto the table at the rate of one per turn together with any remaining characters. Troops may not make a move until the turn after their arrival.
- 4-5 D6 units and any or all characters arrive on a randomly determined flank edge. Troops may not move until their following turn. Remaining units may be brought onto the table at the rate of one per turn together with any remaining characters. Troops may not make a move until the turn after their arrival.
- 6 The entire force may be brought onto the player's own table edge or any or both flanking edges. Troops may not move until their following turn. Any troops not placed on the table immediately may be brought on at any of the edges indicated at the rate of one unit plus any characters per turn. Troops may not make a move until the turn after their arrival.

END OF THE GAME

The game is automatically ended by nightfall at the completion of the final turn. The game may also be ended before nightfall if any of the following applies.

- 1 One player admits defeat. If a player concedes during play it is usual to fight until the end of the current game turn. Players may agree to shorten things by dispensing with any unimportant movement or peripheral activity.
- 2 A side is defeated if it has no rank and file units remaining on the table. Units which are routing or which have left the table in pursuit do not count. Units with less than 5 models only count if they are daemons. War engines and chariots only count if the total number of crew is at least 5 models.
- 3 Both players may agree at any time to stop the game in favour of a mutually acceptable result. Usually this will be a draw.

If players find that time is short then they may find it a good idea to fight for an agreed number of turns or for an agreed length of time.

WINNERS AND LOSERS

The system given here for determining winners and losers is different from that normally used in Warhammer games and described in Warhammer Fantasy Battle. The normal Warhammer system assumes an equal initial points value. The system given here is therefore more appropriate for campaigns where points values are rarely equal.

If one side concedes or is defeated as described above, or if both players agree to a result, then there is no need to establish the winner or loser by any other means. Otherwise a result is established by *victory points* as described below.



Point count. Each player adds up the total number of points in his force at the beginning of the battle. When the battle is finished, each player adds up the total number of points remaining on the table, disregarding any troops in rout and uncrewed war engines. Troops not on the table are also ignored, including any that have routed off during the game or which have left the table in pursuit of routed enemy. Each player then works out the percentage loss suffered by his force rounding off to the nearest whole number. Each side's victory points equals the percentage loss of his enemy - this will vary from 0 to 100.

Scenery. Additional victory points may be allocated at the start of the game for control of scenic features as described below. The values given may be adjusted by mutual consent before the game begins, terrain features being allocated a value which is felt appropriate to their tactical worth on that particular battlefield. The values given here are different to the normal points values given in Warhammer Fantasy Battle, and are intended especially for fighting campaigns.

10 pts For control of a hill. A hill is controlled if occupied by 5 or more friendly troops and no enemy. If the hill is not controlled as described, it is considered to be controlled by the side which controls the half of the table containing the centre of the hill.

10 pts For control of a bridge. A bridge is controlled if 1 or more models occupy the bridge and no enemy models are within charge distance. If the bridge is unoccupied it is controlled by the side which controls the half of the table containing the bridge.

25pts For control of a table half. The table is divided long ways down its middle. Count up the number of troops from each side in each half. Characters count as 5 ordinary troops, but other large creatures, daemons, etc count only as 1. Chariot and engine crewmen count as 1 each. Routers are not counted. If one side outnumbered its foe by 2:1 or more it controls the table half.



WORKING OUT THE WINNER

Once each side has worked out its total victory points, both players compare their values to determine who has won.

If the difference of the two scores is less than 10% of the value of the lower score, the result is a *draw*. Eg attacker 60, defender 65.

If the difference of the two scores is 10%-100% of the value of the lower score, the lower scoring side is *defeated*. Eg attacker 60, defender 85.

If the difference of the two scores is greater than 100% of the value of the lower score, the lower scoring side is *defeated and scattered*. Eg attacker 35, defender 75.

RESULTS

The results of battles fought on the tabletop are exactly the same as those fought using the battle resolution system. Players should refer to the main section entitled Battles for further details.

Note that casualties sustained while making a retreat over mountains or rivers cannot be recovered as can some of the casualties inflicted in the battle itself.

SIEGE

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 Warhammer Siege rules to resolve sieges including the results of mining, battery with engines, and supplies. Players who prefer to bring the game to a conclusion in a single playing session might prefer to fight out assaults on the tabletop but leave the business of battery and prolonged siege works to the rules already given under *Sieges*.

Most players will probably want to conduct sieges in the simple and speedy manner already described, but to occasionally fight them out in full where time and scenery are available. There are few more inspiring sights than a gaming table laid out with model castle, siege machines, rams, proper siege lines and all the colourful paraphernalia of siege warfare. A siege game takes a while to set up and play, but it is worth rising to the challenge now and again just for the sheer spectacle.

SUPPLIES AND TIME IN WARHAMMER SIEGE

If players wish to resolve a siege using the full Warhammer Siege rules then it is necessary to tie the time scales of the two games together.

A Mighty Empires game turn is equivalent to a month (or 28 days) while a strategic turn in Warhammer Siege represents 1 day. Work out how long the garrison's supplies will last in Mighty Empires turns, and then multiply by 28 to give an equivalent in Warhammer Siege days. Once the siege has been underway for 28 days it is time for another Mighty Empires turn.

CASUALTY RECOVERY

This section of the rules only applies if you are using Warhammer Fantasy Battle to fight tabletop battles. Models removed as casualties during a battle are not necessarily slain. Some will be dead, but the majority are merely wounded or otherwise incapacitated. Following a battle some of the wounded may die, but others will recover sufficiently to rejoin the ranks. Once the battle is over and the two forces have completed any retreats and pursuit, each side recovers a proportion of its battlefield losses. Recovered casualties are placed back in their units and may fight normally from then on.

RANK AND FILE TROOPS

If a unit ends the game in rout, or leaves the table in rout during the game, special rules apply as described later.

Otherwise all non-routing units in a force recover rank and file casualties as described below.

Roll a D6 and apply the following modifiers.

- 1 if force defeated
- 2 if force defeated and scattered
- 1 if force pursued
- +1 if force victorious

D6	Recovery
1	No models lost as casualties are recovered
2	1 in 4 casualties from each unit are recovered
3-4	1 in 3 casualties from each unit are recovered
5-6	1 in 2 casualties from each unit are recovered



CHARACTERS

Characters are an important part of the force and their fate makes a big difference to its battlefield potency. Characters falling as casualties during the game may be recovered in a similar way to units, though each character must make a separate D6 roll.

D6 Character's fate

- 1 Dead
- 2-3 Wounded but rescued from the battlefield by friendly troops. Roll to determine his wounds using the *Wound Chart*.
- 4-5 Lies unhurt but unconscious on the battlefield. If his side is victorious, or if the result is a draw, he recovers automatically at the end of the game. If his side is beaten he will be captured by the enemy.
- 6 Although lightly wounded he manages to escape permanent harm and avoids his enemies. The character makes a full and immediate recovery and rejoins his force.

Roll 2D6 and consult the wound chart on the next page to determine the effect of wounds on surviving characters. The result indicates:

Wound	The nature of the wound
Recovery Time	The time, in campaign turns, taken for the wound to heal. Some wounds cannot be recovered until the end of the current season as indicated.
Penalty whilst Recovering	The penalty applied to the character during the recovery time. If a battle is fought during the recovery time of the wound, this penalty will apply. A result of <i>out of action</i> indicates the character may not participate in any battle during the recovery time.
Permanent	The penalty applied to the character after the above penalty no longer applies.

2D6	Wound	Recovery Time	Penalty whilst Recovering	Permanent Effects
2	Severe Arm Wound	remainder of campaign season	out of action	Amputation. May not use shield. WS-2.
3	Light Arm Wound	1 turn	WS-3, S-2	none
4	Critical Head Wound	remainder of campaign season	out of action	Int-2, Cl-2, Ld-1
5	Severe Head Wound	3 turns	out of action	Int-1
6	Light Head Wound	2 turns	W-1, WS-2, BS-2, Int-1	none
7	Superficial Head Wound	1 turn	W-1, WS-1, BS-1	none
8	Light Body Wound	2 turns	S-1, T-1, W-1	none
9	Severe Body Wound	3 turns	out of action	T-1
10	Critical Body Wound	remainder of campaign season	out of action	T-2, S-1, W-1
11	Light Leg Wound	1 turn	Mx ¹ / ₂	none
12	Severe Leg Wound	remainder of campaign season	out of action	Crippled. Mx ¹ / ₂

BATTLEFIELD DAMAGE

Any loss of *wounds* or any other characteristic during the battle is immediately made good once the battle is over. Similarly, wizards recover their full power levels.

Standards are not regained if lost to the enemy or during rout. Standards left on the battlefield automatically fall to the winning side. In the event of a draw they are lost.

ROUTERS

A unit which routs from the table during the game, or which is routing when the game ends, cannot recover casualties it has lost during the battle.

Characters who rout from the battlefield can be recovered exactly like other characters - there is no additional penalty other than personal humiliation!

BOOTY

Booty can be taken during the battle by capturing an enemy standard, but most booty is taken after the battle once the enemy has retreated.

If a defeated force abandons its baggage, war engines or war altar, these are automatically captured by the enemy. Captured baggage is added to the victorious force's own baggage train: the usual limit of 6 baggage points per banner applies and any surfeit is lost. Captured war engines may be used by their captors if they have sufficient spare crewmen to man them. Otherwise, all captured war engines and war altars remain with the force as part of its baggage train and are automatically sent back to the capital at the end of the season.

Standards captured in battle, or taken from the field at the end of the battle, are also added to the baggage. They remain with the army until the end of the campaign season when they are transferred to the capital.

PRISONERS

Character models taken prisoner after being discovered lying wounded on the battlefield are added to the victorious force's baggage train. A captive's weapons and equipment, including any magic items, are lost or destroyed immediately. Prisoners are carted about in chains until they are recaptured along with the baggage, or until the end of the campaign season when they are transferred to some deep dungeon in their enemy's capital.

A player may elect to execute any prisoners during his turn. However, because characters are naturally favoured individuals, any attempt to slay them may well precipitate unforeseen events almost certainly leading to their escape. If electing to execute a character roll a D6.

D6 Character Execution Result

- 1 Character overpowers guards and escapes by means of heroic subterfuge, spectacular swordplay, and unrivalled bravado. The character immediately rejoins the nearest friendly force. His equipment has been lost, but he may be provided with a hand weapon, light armour and shield without cost.
- 2 Character escapes by feigning illness, slipping past his guards and leaving his enemy's camp dressed as a serving woman, leper, or beggar. The character immediately rejoins the nearest friendly force as for 1.
- 3 Character escapes by bribing the executioner to substitute his body or fake his death. Abandoned and destitute, the character makes his way towards his capital, reaching it at the end of the campaign season.
- 4 Character's execution is stayed at the last moment due to evil omens, portents of doom, and other irrefutable indications of divine disfavour. The character remains a prisoner.
- 5-6 Character fails to come up with a convincing plan of escape and is duly executed by his captors.

THE CAMPAIGN WORLD

The world created by you using the map tiles may be thought of as either part of the Warhammer Old World or as a completely different fantasy world that shares the Warhammer background and creatures.

This section of the rule book introduces some of the different Warhammer races into the game. Up to now we have assumed that all races (Men, Elves, Dwarfs, etc) behave in much the same way. In fact this is not the case at all, each has its own weaknesses and its own strengths as well as unique abilities. These rules can be used if you are playing *Mighty Empires* as a self-contained strategic fantasy boardgame, but they are especially appropriate for players using *Mighty Empires* in conjunction with *Warhammer Fantasy Battle*. Players are free to select the race of their Empire, and there is no reason why several players cannot have the same race.

RACIAL RULES

Up until now we have not differentiated between the abilities of different races to march, live off the land, or scout. In fact we have assumed that the players all rule over empires of men. These racial rules allow other creatures to benefit from their natural talents.

If players choose armies from *Warhammer Armies* a banner may include creatures of different races, such as Snotlings and Trolls in an Orc and Goblin force. Even though these creatures are of a different race, the racial rules apply to the entire banner.

Allied and/or mercenary banners, may be subject to different rules than their friends/employers. Where players are using allies or mercenaries this potential difference must be borne in mind.

UNDEAD

Undead do not require subsistence, and any baggage they acquire is automatically destroyed. An Undead banner cannot suffer depletion from subsistence shortfall, but it may suffer depletion due to magical instability instead. The physical existence of Undead is precarious as they are affected by a form of *instability* that gradually destroys their animating magic

An Undead banner chosen from *Warhammer Armies* must always include at least one Liche, Necromancer or Vampire. If it does not then it is immediately destroyed.

Each Undead banner tests in the subsistence phase to see if it is affected by magical instability. On the D6 score of a 6 the banner is affected and suffers depletion exactly as for a normal subsistence shortfall.

If a tile is occupied by more than 1 banner, the magic drain on the environment is stronger, so the chance of suffering loss is greater. If 2 banners occupy the same tile, either will suffer depletion on the score of a 5 or 6. If 3 banners occupy the same tile, any will be depleted on the score of 4, 5 or 6. If a tile is occupied by more

than 3 banners, each suffers depletion automatically.

Wizards need to exert their entire magical potential just to keep what troops they have intact. This means it is not possible to summon further undead in between battles. However, spells of summoning can still be cast during tabletop battles. Undead summoned in this way are added to the banner's strength from that time on. However, as instability rules also apply during tabletop battles, it is unlikely that a wizard will be able to increase the size of his force by very much. In any case, normal restrictions apply to the maximum number of units that make up a banner (ie 5). The creation of new units may therefore necessitate forming new banners together with a Necromancer, Liche or Vampire. If this is not possible then one or more units must be given up.

DWARFS

Dwarfs build their homes in the mountains, often tunnelling deep into the stone to fashion whole underground cities. Dwarfs also build conventional dwellings, but they retain a strong association with mining, stone working and mountains.

A Dwarf force is more likely to find a route through mountains than other races. When making a route roll across mountains, a force of Dwarfs adds +1 to its scouting dice roll.

A Dwarf settlement in a mountain tile will include numerous tunnels and caverns cut into the rock. These enable the Dwarfs to withstand the most persistent siege. In this situation defending Dwarf casualties sustained as a result of an assault are always halved. Any battery roll made against a Dwarf mountain settlement suffers a -2 modifier so that a roll of 1-4 has no effect, a 5 causes only minor damage (+1 assault bonus) and a 6 causes major damage (+2 assault bonus).

Dwarfs are also very proud, loyal and persistent. No Dwarf settlement of any kind or in any location can be *betrayed* as a result of a starvation roll unless it includes mercenary or allied banners. No Dwarf settlement will surrender as a result of starvation unless the opposing besiegers are also Dwarfs.

HIGH ELVES

Although the High Elves themselves are not a maritime race, their close cousins and associates the Sea Elves are masters of the craft. High Elf armies include many Elves of this race, and their sailing craft are always manned by Sea Elf crews. Elven craft always out sail their enemy, and so may always bring enemy ships to battle if they wish. Elven fleets always add +1 to their naval engagement score when fighting enemy ships.

High Elves are also amongst the most powerful magicians in the world. During the Equinox Magic phases of Spring and Autumn High Elves may cast two spells from their capital rather than 1. A banner must still occupy the capital at the appropriate times.

WOOD ELVES

Wood Elves are naturally attuned to woodland living and may therefore derive subsistence from a tile containing a wood. An otherwise unsettled wooded tile provides 1 subsistence point for Wood Elves. If the tile has a settlement, normal subsistence applies. Wood Elves may even forage for 1 point of subsistence in a razed tile that contains a wood.

ORCS AND GOBLINS

Goblinoids require subsistence just like Men, Elves and other creatures. Unlike these other creatures, goblinoids are cannibalistic. As supplies run out, the smallest end up on the tables of their larger cousins. The loss in points value of troops from subsistence shortfall is therefore *doubled* for these creatures.

Players using tabletop armies must take these losses from Snotlings or Goblins so long as there are Orcs and Trolls in the banner. Alternatively, if a force has enemy character prisoners, these may be eaten rather than the player's own troops. As food, prisoners are worth their basic points value for their level and race.

Goblinoids are hardy creatures with astonishing powers of endurance. They can march for days at a time and can cover ground very quickly, but may lose many of their troops as stragglers or through exhaustion.

A goblinoid force moving into a tile without precipitating a battle or siege may attempt to scout and move again - this is called a forced march. In order to make a forced march further subsistence must be provided immediately for the entire force. This additional subsistence may come from either from the occupied tile or from baggage exactly as normal. If subsistence cannot be provided a forced march move is not allowed. If the force successfully scouts an adjacent tile it may choose to move into it exactly as for normal movement. Once it has completed this second move the force takes casualties representing losses due to desertion and exhaustion.

D6 Effect of Forced March

- | | |
|--------|--|
| 1 | Lose D6x50 points value of troops from the banner |
| 2 | Lose D6x20 points value of troops from the banner |
| 3 | Lose D6x10 points value of troops from the banner |
| 4 | Lose D6x5 points value of troops from the banner. |
| 5 or 6 | No effect. The force survives its gruelling march without sustaining further casualties. |

Losses sustained due to forced marching are deducted from amongst each affected banner. Players using tabletop armies may select which models they wish to lose - the cannibal rule which applies to subsistence shortfall does not apply to forced marching.

SKAVEN

The empires of Men, Elves and most other creatures consist of a network of cities, fortresses and villages. Skaven on the other hand can only live from the ruins of other race's civilisations. This makes Skaven completely different to other troops.

Skaven may subsist by foraging in the normal way within their own realm. The capital and its six surrounding tiles represent a major base of operations such as the fabled city of Skavenblight. Skaven cannot subsist in any other tile unless it contains a settlement which has been razed. However, unlike other races, Skaven may subsist in a razed tile, drawing 1 subsistence point in the same way as other races subsist from a village. Note that regardless of the type of razed settlement 1 subsistence point can be drawn.

A Skaven player will be forced to raze any settlement he captures in order to survive. This will yield baggage in the normal way, as well as allowing Skaven to subsist in the razed tile. Tiles razed in the previous campaign season will recover subject to the normal over winter recovery test.

Skaven may collect normal revenue from their own realm and any unrazed settlements in their empire. Any razed settlements provide 1 point of revenue..

NAMES

Although it is possible to use the Mighty Empires game without creating any further details, most players will want to invent names for their characters and cities, and for geographical features within their empire. You may want to use the map for many campaign seasons, in which case it is well worth making the effort to do this. It's very little trouble at all, and adds considerably to the sense of realism in the campaign.

PLACE NAMES

Place names not only add character to the game, they are useful sources of reference. You can invent names of your own, or you can borrow from history or fiction if you prefer. Alternatively, the following charts can be used to give you a name which you can either use as it is, or change as required to suit your own idea of the language in your empire.

We have constructed charts for the major races covered by Warhammer Armies. The practical limitations of time and space prevent us providing a list for every creature - but there's nothing to stop you making up your own. To use these charts you will need a D20.

The name charts contain two or three columns. Each column represents a name element in that particular language. Most names have two elements, generated by rolling on column 1 first and then column 2. Some names have a third element as indicated by an instruction to reroll. Elven names often have 3 elements, generated by rolling on columns 1, 2 and 3 in turn. Chaos is not represented directly as the followers of Chaos come from many races and so speak a variety of tongues. A Chaos player may choose any of the charts

Chart 1 - Bretonnian Human Place Names

D20 roll	Element 1	Element 2
1	Ais	ais
2	Beau	aisle
3	Bai	brun
4	Cor	bur
5	Deu	del
6	Donn	dinon
7	Fonten	fel
8	Gren	for
9	Hois	grande
10	Lil	grois
11	Ly	gris
12	Mars	lanque
13	Mon	mais
14	Na	nuon
15	Par	non
16	Reil	ois
17	Sien	puit
18	Sur	quel
19	Tour	rienne
20	Vers	Reroll and add random third element from this column

Chart 2 - Empire Human Place Names

D20 roll	Element 1	Element 2
1	Alten	archen
2	Bel	bruk
3	Bur	burg
4	Cor	dorf
5	Dun	dorn
6	Dar	feld
7	Ein	felt
8	Gran	grad
9	Hel	heim
10	Lin	holm
11	Magden	howe
12	Mar	ten
13	Mund	mar
14	Neu	mark
15	Nor	meir
16	Riec	mund
17	Ver	port
18	Vol	stad
19	Wald	voltan
20	Wasten	Reroll and add random third element from this column

Chart 3 - Dwarf Place Names

D20 roll	Element 1	Element 2
1	Alabrin	adum
2	Aman	adol
3	Askul	afor
4	Bal	agun
5	Brok	agrim
6	Buk	akarak
7	Dun	alin
8	Dur	aluk
9	Dwor	athol
10	Forbrin	amenak
11	Gon	ban
12	Ithrag	dor
13	Kar	dum
14	Karaz	kai
15	Kul	killuk
16	Mun	krag
17	Narga	lum
18	Olo	mun
19	Tar	tor
20	Thor	ungol

Note that Dwarf name often form two distinct parts separated by a hyphen (Dun-Krag), or the initial 'a' of the second element may be separated in the same way (Ithrag-a-Dum and Mun-a-Thol).

Chart 4 - Elven Place Names

D20 roll	Element 1	Element 2	Element 3
1	Ath	a	anwe
2	Brim	an	anfel
3	Cir	at	ar
4	Con	ath	ath
5	Dor	brod	del
6	Ethil	dia	don
7	El	dor	dor
8	Elo	en	gost
9	End	fin	in
10	For	for	lun
11	Gith	gol	mar
12	Glor	in	nost
13	Hir	lor	or
14	In	mar	ost
15	Lor	ol	oth
16	Loth	rol	rond
17	Nim	sor	tor
18	Ra	than	uen
19	Sor	thiel	und
20	Than	-	-

Elf place names commonly have three elements, but may have two as indicated by the blank spaces in columns 2 and 3.

PERSONAL NAMES

Personal names for heroes and wizards can be generated by choosing the number of elements and generating them randomly from the charts in the same way as a place name. The final element of the name should be generated from the special personal name ending chart given below. A truly random method is to generate the number of elements and the column to roll on as shown below. First choose whether the name is short, normal or long - typical races are indicated on the charts. Chaos names can be generated from any chart the player chooses.

Normal length names: Humans and Dwarfs

D6	number of elements	generate element from column
1	1	1
2	2	1 + personal end
3	2	1 + personal end
4	2	2 + personal end
5	3	1 + 2 + personal end
6	4	1 + 1 + 2 + personal end

Short names: Goblinoids and Skaven

D6	number of elements	generate element from column
1	1	1
2	1	2
3	1	Personal end
4	2	1 + personal end
5	2	2 + personal end
6	2	1 + 2

Long names: Elves

D6	number of elements	generate element from column
1	2	1 + personal end
2	2	2 + personal end
3	3	1 + 1 + personal end
4	3	1 + 2 + personal end
5	3	1 + 3 + personal end
6	4	1 + 2 + 3 + personal end

PERSONAL TITLES

Heroes and wizards have the titles given for their level in Warhammer Armies. You may also like to add a title suitable for the creature's race, and a christian name too if you wish. A Dwarf hero could be Hold Master *Guthri Kulbard Longbeard*, for example. These further details are left to the players to devise, and can be based on the metal model (longhorn, flatnose, bigteeth, etc) or a deed performed by the character in your campaign (Orc Slayer, Despoiler, Stunty Squasher, etc).



Chart 5 - Personal Name Endings

D20	Human	Elf	Dwarf	Black Speech	Skaven
1	amy	andar	bar	bad	gleam
2	ard	andril	bard	bag	glister
3	bec	anel	gar	blad	gloss
4	bert	are	gin	bref	gore
5	bod	bane	gorf	bug	paw
6	court	deorn	gorm	but	nail
7	dam	ellion	grim	gag	scitter
8	den	endil	grom	gar	scritch
9	grim	fin	i	gol	skin
10	ly	galiei	in	grot	sniff
11	man	huir	it	grud	snitch
12	oc	ien	kon	hog	snout
13	red	il	lin	i	squitter
14	rew	ir	lok	lud	stare
15	son	irel	min	lug	tail
16	tal	irlan	ok	nok	tick
17	ter	mor	ori	rat	twitch
18	ton	nor	ril	rot	tweak
19	wel	nwaen	rin	ruk	whisker
20	win	wing	und	zog	witter

Chart 6 - Black Speech

Place Names as used by goblinoids, Skaven and as alternatives by Dark Elves.

D20 roll	Element 1	Element 2
1	Ash	bad
2	Bran	blod
3	Bog	bul
4	Bug	burg
5	Dhak	dor
6	Drog	gabab
7	Durth	ghul
8	Gor	gog
9	Grag	goth
10	Grim	grod
11	Karg	rot
12	Mor	run
13	Nar	shak
14	Narg	slag
15	Naz	thang
16	Thor	ungol
17	Uth	waz
18	Uz	Reroll and add element from column 1
19	Zod	Reroll and add element from column 2
20	Zog	Reroll and add element from column 2

CAMPAIGN CHRONICLES

The object of the long term Warhammer campaign is to provide a constant source of interesting Warhammer Fantasy battles. Your campaign may serve you for many months, or even years, during which time players may drop out or join in, and territory may change hands several times. No-one could hope to remember all of these details, so it will be necessary for one player to record events. This record forms the constantly growing *Campaign Chronicles*, a catalogue of battles, territorial gains, and other events.

At the beginning of the campaign one of the players is given the role of *campaign recorder*. He will need a large ledger, a loose leaf ring-binder, or some other suitable book to record what happens.

THE CAMPAIGN CALENDAR

The chronicles form a diary of everything that happens in your campaign. Although you won't necessarily write an entry for every turn, you will need to organise a calendar system. On the most simple level you can start with year 1, campaign season, turn 1, and continue with turn 2, 3, etc up to the winter season. Then note what happens over winter under the title 'Winter Season' and start again with year 2. This will give you a perfectly adequate, but rather uninspiring means of recording what happens and when.



INVENTING A CALENDAR

If you prefer, you can record events using your own calendar system. It is easy to invent a calendar, and even easier to borrow one from the pages of popular fiction. You may like to use the system described here, or you can use it as the basis for inventing your own.

Year Names: Each year is given a name based on an animal. There are ten names: once the cycle is completed it begins again.

Bear	Fox
Cat	Griffon
Dog	Hydra
Dragon	Lion
Eagle	Tiger

Cycle Names: Each cycle of ten names has an associated adjective made up by the campaign recorder. These go before the year name, i.e Leaping Tiger, Red Eagle, Fiery Bear, Dark Fox, etc. Other examples include.

Screaming	Fighting
Dancing	Grim / Gaunt
Dire	Destroying

Turns: Each campaign turn equals a month. If you assume the year begins with the Spring Equinox, the months can be expressed in the format, '1st month of the year of the Mad Hydra'.

Winter: Events during the winter season can be recorded under a general heading of 'Winter'. You can randomly assign events to specific months if you wish.





RECORDING WHAT HAPPENS

To begin the campaign chronicles write the name of the year across the page. Then indicate the season in the left hand margin. Indicate the campaign turn (or month) and record any events that happen during the first turn under this heading. Then indicate the next turn in the left hand margin again, and record events for the new turn, and so on.

The recorder can note down whatever details he thinks fit. Some turns may not justify an entry at all. Battles should always be included together with details of who fought, where, when and which side won. It is also worth recording anything interesting that happens in a battle, such as the death of a hero or valiant action by a special unit. A typical entry might read as follows:

Turn 2

In the 2nd month of Summer Endfinnor Suzerain of the High Elves of Hirthangost led his army against the Chaos Horde of Magdenghul commanded by Chaos Lord Glorengrim the Foul. They met outside the city of Bugthang, and the Elven force was scattered by the might of Chaos. Endfinnor was downed in the battle by the Minotaur Doombull Droglok the Horned, and afterwards taken prisoner and clapped in chains. The Elves retreated leaving the field of glory to the warriors of Glorengrim.

An interesting option is to allow the winner to write up his own account of the battle in the style of his race. So, the entry for an Orc victory would read very differently from that of an Elven triumph. Players are not obliged to be truthful in their accounts - it is the victor's privilege to write history! The campaign recorder can always add a scribal comment if he thinks the account a little too spectacular.

Other occasions worthy of a mention might include interesting moves on the map (long marches, defence of mountain passes, etc) sieges (in which players can be encouraged to swap insulting messages for posterity) disasters following loss of baggage, areas which have been razed, and anything you think interesting. Winter happenings can be recorded too, especially diplomatic missions, attempted assassinations, natural disasters, and brief details of forces built up over the winter.

KEEPING THE CHRONICLES GOING

If the campaign recorder is not present to witness a battle, one of the players (usually the victor) should keep notes and write the battle up on the recorder's behalf. Any bias on behalf of either the players or the recorder is perfectly in keeping with the spirit of the campaign. Players should be encouraged to sing their own praises, ridicule their enemies, remind their foes of past defeats, and generally further their own interests by means of the chronicles.

Once the winter season is over, the campaign recorder may wish to hand the job over to another player. Being the recorder is fun, but it is also quite demanding, and it is only fair that all of the regular players should be prepared to take their turn. Changing recorders also ensures that the record is constantly but inconsistently biased.

MULTI PLAYER GAMES

The Mighty Empires set provides you with sufficient counters and pieces to organise and run Warhammer campaigns with three players. However, the game has been designed as an open ended system and there is no reason why all of the players in your gaming group should not take part in your campaign.

EXTRA PLAYERS

Extra players can be easily incorporated into your Mighty Empires games, by allowing them to take on the role of individual army commanders in charge of one or more banners. One player should be nominated as the Empire's ruler, in charge of overall strategy, with the additional players representing their favourite personalities and characters.

ADDITIONAL GAME SETS

Mighty Empires can also be played on a massive scale by the addition of more game sets.

Using Mighty Empires in this way enables you to create a truly epic campaign with enormous landscapes to explore and conquer.

PAINTING YOUR MODELS

Like all Citadel miniatures, the finely sculptured playing pieces in your *Mighty Empires* game can be further enhanced by painting them with the Citadel range of acrylic paints and inks.

PREPARATION

First carefully remove the models from their sprues using a sharp modelling knife. Protect the surface you work on with some thick card or sheets of newspaper and ensure that you **MAKE ALL CUTS AWAY FROM YOUR FINGERS**.

Twisting or breaking the models from the sprue may result in damage to the fine detail.

STAGE 1: UNDERCOATING

The first stage is to undercoat your models. The city, village and fortress should all be given a black undercoat; the banner, the ship and the dragon pieces can be undercoated with white paint. The paint can be brushed on, but the best way to do this is to use matt spray undercoat, available from Halfords or any car body shop. If you are going to use spray, make sure that you work in a well ventilated area and put plenty of newspaper down to cover the surface on which you are working.

STAGE 2: THE BASE COAT

The base coat is intended to give the models an overall colour.

The city, village and fortress can all be drybrushed with Ghoul Grey to give the feel of stonework.

The ship should be painted Bestial Brown.

With the dragons, you can really go to town and paint them any colour you want. If you want green dragons, then you can give them a base coat of Goblin Green. If you wanted Red Dragons, then Blood Red would be chosen for the base coat.

The banners can either be painted all in one colour, or with a little care you can actually pick out the details of the troops. This may take a little time, but the results can be quite spectacular.

STAGE 3: SHADING YOUR MODELS

The city, village and fortress pieces will not require any shading as the black undercoat beneath the drybrushed grey gives the models with strong deep shadows.

The ship pieces should all be given a wash of brown ink.

The dragon pieces should all be given a wash of ink appropriate to the base colour: green ink if the base was Goblin Green, red ink if the base was Blood Red, and so on.

STAGE 4: ADDING HIGHLIGHTS

All of the settlement pieces should be drybrushed with Elf Grey to create the highlights.

The ship should be drybrushed with Orc Brown.

The dragon pieces should be drybrushed with a mix of the base colour and skull white.

STAGE 5: FINAL DETAIL

To really bring the models to life, the small details can be carefully picked out with a fine brush. The roofs on the city and village pieces can be picked out in Terracotta or Spearstaff Brown to represent clay tiles or thatch. Orc Brown or Goblin Green can be painted around the village pieces to represent ploughed fields or grass.

The same applies to the ship, dragon and banner pieces. There is really no limit to the amount of detail that can be added. The shields on the ship and banner, and even the eyes and teeth on the dragons can all be picked out with appropriate colours to create a set of truly impressive playing pieces.

FURTHER INFORMATION

If you want any advice on painting your miniatures, or you're not familiar with some of the terms used in this section (eg highlights, washes and drybrushing), ask any of the staff at your local Games Workshop store - they'll be happy to answer your questions and give you helpful tips. Or send a large stamped, self-addressed envelope to the Games Workshop Mail Order Service and ask for our free Citadel Miniatures Painting Guide.

Games Workshop Mail Order Service

Chewton Street, Hilltop, Eastwood, Notts NG16 3HY

Games Workshop's monthly magazine, *White Dwarf* is also packed with painting tips, developments and new rules for *Mighty Empires*, and the whole range of Games Workshop hobby games.



SCOUTING CHARTS

LOWLAND AND COASTAL TILES - 2D6

- Barren.** The tile is barren. Place your territory marker in it.
- Event.** The scouting force meets with an unexpected event and cannot complete its mission. Roll on the *Event Chart*.
- Fortress.** If the roll is double 2 the fortress resists the invader. See *Independent Settlements*. Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
- Village.** The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
- Village.** If the dice roll is double 3 the inhabitants of the tile resist your presence. See *Independent Settlements*. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- Barren.** The tile is barren. Place your territory marker in it.
- Village.** If the dice roll is a double 4 the inhabitants of the tile resist your presence. See *Independent Settlements*. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- Village.** The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
- City.** If the dice roll is a double 5 the inhabitants resist your presence. See *Independent Settlements*. Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
- Event.** The scouting force meets with an unexpected event and cannot complete its mission. Roll on the *Event Chart*.
- Barren.** The tile is barren. Place your territory marker in it.

HIGHLAND TILES - Roll 2D6

- Barren.** The tile is barren. Place your territory marker in it.
- Event.** The scouting force meets with an unexpected event and cannot complete its mission. Roll on the *Event Chart*.
- Fortress.** If the roll is double 2 the fortress resists the invader. See *Independent Settlements*. Place a fortress counter with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
- Barren.** The tile is barren. Place your territory marker in it.
- Village.** If the roll is double 3 the village resists the invader. See *Independent Settlements*. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- Barren.** The tile is barren. Place your territory marker in it.
- Village.** If the roll is double 4 the village resists the invader. See *Independent Settlements*. Place a village with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- Barren.** The tile is barren. Place your territory marker in it.
- City.** If the roll is double 5 the city resists the invader. See *Independent Settlements*. Place a city with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
- Event.** The scouting force meets with an unexpected event and cannot complete its mission. Roll on the *Event Chart*.
- Barren.** The tile is barren. Place your territory marker in it.

RIVER VALLEY TILES - Roll 2D6

- Barren.** The tile is barren. Place your territory marker in it.
- Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart* and abide by the result.
- Fortress.** If the roll is double 2 the fortress resists the invader. See *Independent Settlements*. Place a fortress with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
- Village.** The tile is fertile and inhabited by mild-mannered people who quickly submit to your enlightened rule. Place a village with your own coloured flag in the tile.
- Village.** If the roll is double 3 the village resists the invader. See *Independent Settlements*. Place a village with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- Village.** The tile is inhabited by people who submit to your enlightened rule. Place a village with your own flag in the tile.
- Village.** If the roll is double 4 the village resists the invader. See *Independent Settlements*. Place a village with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
- Village.** The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
- City.** If the roll is double 5 the city resists the invader. See *Independent Settlements*. Place a city with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
- Event.** The scouting force meets with an unexpected event which prevents it from accomplishing its mission. Roll on the *Event Chart* and abide by the result.
- Barren.** The tile is barren. Place your territory marker in it.