WARMASTER CAMPAIGN

By David Simpson

THE TALE OF A LARGE MAP, SMALL MODELS AND THE MEN THAT PLAY WITH THEM

It's not what you think, nothing to do with catwalks and supermodel abduction plots for nefarious purposes. This is in fact the story of an ongoing Warmaster campaign that has been running at the Brent Cross GW store since, ooh, about a month or two after Warmaster itself was released (don't ask me to remember specifics).

Firstly I suppose I should introduce myself, I am David Simpson and have been playing with toy soldiers for about ten years which is almost as long as some of the younger sprogs have been alive. Conversely there are even a few rare examples of regulars (or GW staff) that have been playing with little painted men for longer than I myself have graced this earth, a scary thought indeed!

If you want to look for the history of this campaign you must first travel back to almost two years ago. At this time there was a fairly simple Warhammer campaign being run at the

The author caught in action at the Brent Cross store

Brent Cross store using the campaign rules that were in the book but with the added addition of a map to represent your actual territories. Now being the rabid Warhammer Empire general that I was I jumped at the chance to show the superior firepower of the Empire's artillery and took part with great gusto and enthusiasm.

Well anyway so as not to veer too far off the subject I have always loved map based campaigns and when I saw the first preview pictures of Warmaster in White Dwarf I started going a bit loopy with visions of masses of troops stoically marching over the massacred bodies of their foes conquering all opposition. When I finally got my hands on a copy of Warmaster I realised just how perfect a game it was to be integrated into a campaign. So my mate Dan and I started to pester Dean, the store manager, for a Warmaster campaign. His response went something like this: 'sure guys, if you come up with the rules for it I'll make the map'. So sure enough Dan and I sat down around the painting table armed with paper and a pen (Dan had the pen, my handwriting is illegible even to myself) and we started thrashing out the basic ideas and aims of the campaign system.

Several years ago I tried to run several Mighty Empires campaigns with a group of friends so I had a fair idea about what that particular system's major weaknesses were. Chief among them in my opinion is that in order for the campaign to progress, a player must conclude any combats before the next player can take their turn, thus the system we devised would be flexible in this aspect.

Another major problem in campaigns is when people can't turn up for a campaign night or end up dropping out for one reason or another. Since I knew that several of the people that would be taking part would definitely have these kind of problems I decided to make it flexible in this aspect as well.
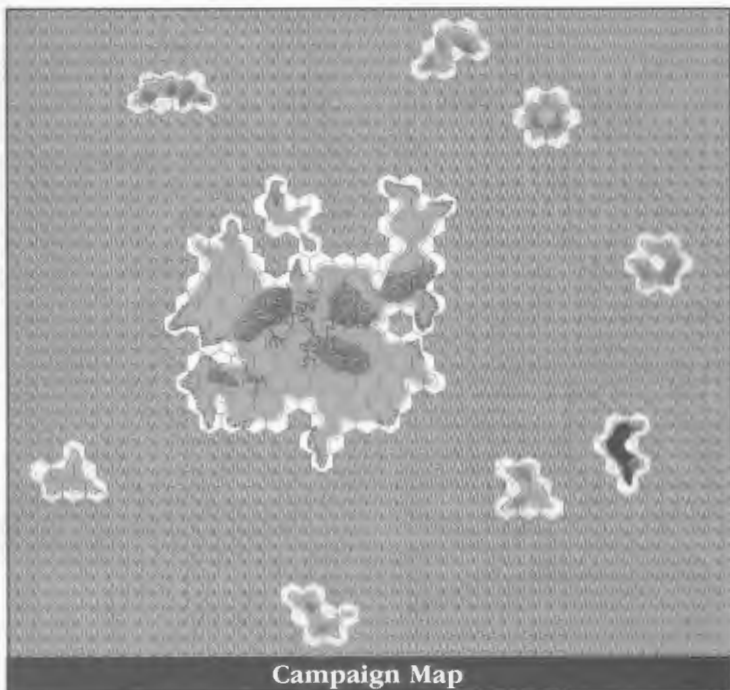
Campaign Map

system. What this means is that everything is represented directly on the map, there are no army rosters, unit experience or anything like that. After all this was meant to be a campaign on a grand scale, not a Mordheim tournament.

So once these basic rough notes were written up by Dan, put on a floppy and then published on the Internet by me, I started the process of fleshing out each individual section. Whilst I was doing this Dan and I also started to carry out some play test experiments to see if what I had already written seemed balanced, or for that matter if it worked. These initial sessions were extremely useful as it brought up a major flaw in the system as it stood then. Everything is carried out with action checks in a similar way to command checks in Warmaster. However in the first draft of the rules each race

had a separate command value equal to the general's command value in Warmaster. The weakness of this quickly became apparent when the High Elves were marching across the map at breakneck speed whilst the Ork and Goblins were hardly moving at all. In the end we decided to leave racial differences out of the system until a later date (I'm starting on that phase of the project about now).

After almost a month of some quite intensive writing on my behalf and testing by both me and Dan the rules were ready for use in the actual campaign, however we still had no map! Dean had promised us that he would produce the map if we produced the rules. However I doubt that he took into account the fact that we would need the map at about the same time as he needed to make stuff for Games Day.

So in the end I ended up making the main body of the map myself. The map is a main island surrounded by several smaller island, most of which are player's starting islands (see above). Each player had to produce their own starting islands and counters. This is a great tip to anyone else considering setting up a campaign as it means that people actually have to invest some time and effort to even actually start playing which should mean that they are more likely to stick to it.

You can check out more stuff on the Internet at my website:

http://www.stomm.com

The site is linked to from almost all the other Warmaster sites that I know (and a few that I only found out about a couple of days ago) so finding it should not be too hard so long as you persevere. If you want to ask me any questions about almost anything (including my campaign system and Warmaster in general) then feel free to email me at:

stommstommson@redbotant.com.

THE RULES

1. Maps and Terrain

Terrain consists of three basic types. These are land tiles, coastal tiles and sea areas. All of these types of terrain or territories are based on a hex grid system. Land Tiles and Coastal Tiles take up one hex each, whilst sea areas can take up anywhere from two to twenty hexes, with the average being around ten.

When explored, each land and coastal tile has a value assigned to it which gives you a number between 0 and 5. Each player's starting tile is an exception to this as it has a value of 10. These values are an abstract grading of an area's worth. It does not specifically represent towns and villages, merely a land's potential.

It just so happens that the standard Citadel Paint pots are hexagonal in form, so guess what you can use as a template for your campaign map? The old Mighty Empires map tiles could also be used, but I think that the major flaw with these is that they move about too easily. What we have done for our campaign is to use the paint pots as a template for the tiles, then to create a three dimensional map on foam card with textured water, hills, deserts, forests and so on all moulded onto the actual map board itself.

The type of terrain does not effect its value or rating in any way. The only effect the type of terrain has is that it modifies the difficulty of moving armies into that particular terrain. So when making your campaign map bear this in mind, try to equalise the types of territory in relation to players starting positions. It would be unfair to have one player's start position behind a load of virtually impenetrable mountains with another located in easy to navigate plains.

The table shown below is the table used for establishing what a territory's rating is when you enter it. Needless to say you use 2d6 when rolling on this table, and as you can see this means that there is a heavy slant towards finding a level one territory. These values can be altered by player actions such as pillaging and improving. These and the use of this table are described in more detail in the movement and actions sections of the rules.

Exploration Table

2D6 Result	Territory Value
2	5
3	4
4	3
5	2
6	1
7	0
8	1
9	2
10	3
11	4
12	5

2. Campaign Turn Sequence

Each campaign is divided into years, seasons and then campaign turns. There can obviously be pretty much any number of years in a single campaign, indeed the passing of a set number of years may mark when a campaign ends. Apart from that, what year the campaign is in does not really matter that much.

There are four seasons to each campaign year (spring, summer, autumn and winter). At present the only effect of a season is to mark when each empire rearranges its forces to account for gains and losses as far as the total terrain value and thus army size of an empire. This is calculated at the end of each season
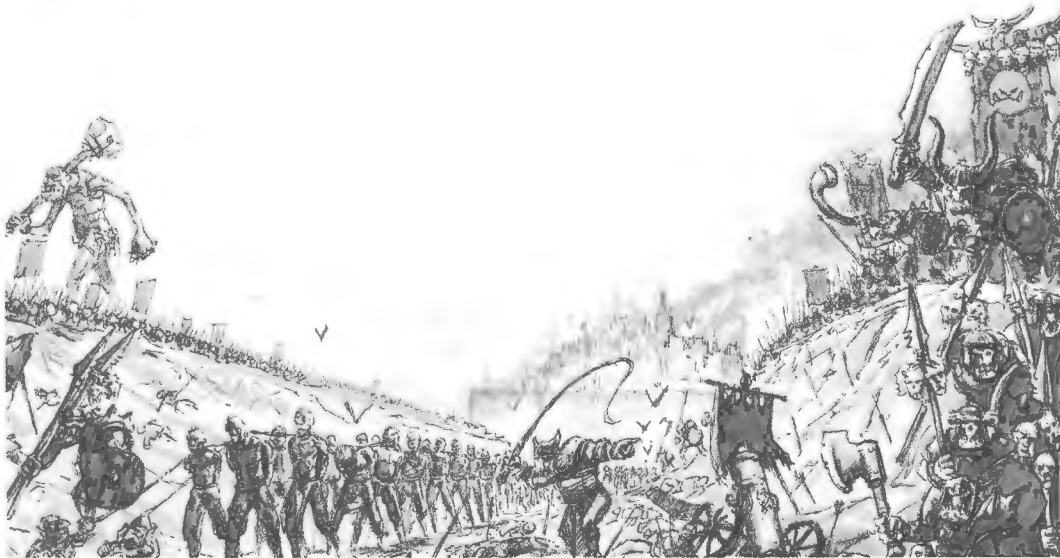
before the next campaign season begins. Any player who does not do so will be unable to benefit from any changes in his or her total territory value and if there is a negative change then they will lose whole armies to balance out, starting with the furthest ones from their respective capital tile moving in. I do intend to add some seasonal modifiers once the rest of the rules have been confirmed as working properly. Such modifiers would probably be in relation to moving and actions, they might even be race specific. I mean the Undead won't be slowed down by cold weather, whilst during the summer months most races should find it easier to improve a tile's rating.

There are three campaign turns in every campaign season. These roughly represent months, so if a campaign is running one turn per week, then a whole campaign year should pass in roughly twelve weeks or three months of real time. This can be altered if necessary, i.e. you could have four or six, even one campaign turn per season rather than the standard three. This could be done to either speed up or slow down a campaign, I suppose the excuse you could use is that the campaign is being fought over smaller or larger territories.

A campaign turn is when every player makes his or her moves and actions, moving around the campaign map and doing any actions. Of course if they fail their Command checks they may end up doing nothing, but that's the way of things. Each player takes it in turn to do all their actions before moving onto the next player. The order in which this is done should change every campaign turn, a method of deciding the order might be to roll off with dice, highest choosing to go first or last, but any method which is acceptable to the players is fine.

The reason that the order can be important is that whoever goes first obviously will have more freedom of movement and at the beginning of the campaign may be able to go for strategic territories before anyone else. Whilst the players who do their turns after the others will be better able to react to their enemies' movements and to force them to battle, possibly ambushing smaller forces with their own larger ones.

Once everyone has done their campaign turns it should be established which battles need to be fought before the next campaign turn. The

relevant players have until then to fight the battle. When and how battles are fought are covered in a later section, but basically a battle is fought if two opposing armies are in the same terrain tile at the end of the turn.

3. Armies and Fleets

Armies: The size of a player's army is limited only by the size and number of his territories. However, the size of individual armies has a minimum of 500 points and a maximum of 2500 points, this is calculated in blocks of 500 points. This allows you to have armies of 500, 1000, 1500, 2000 and 2500 points.

As explained earlier, each land map tile has an assigned value to it. This value translates directly to the total size of an empire's armies. This relationship is that for every point of terrain value is worth 100 points of army value. So for instance, when players start the campaign they have one terrain piece which represents their capital with a value of 10. This translates directly to 1000 points as the starting army size.

As players search the map and discover and claim more terrain, or increase the value of their existing territories their total empire value will go up, meaning that the total amount of troops they can field will also rise. Conversely, the actions of enemy empires may cause a player to either lose terrain or its value to be reduced through pillaging, thus their total empire value and army size would be reduced accordingly.

You may form new armies and add to existing ones on territories with a value of five, with the exception of your capital where you can add any number of points or create new armies within the limits that are imposed by your empire size and the army size and composition restrictions outlined earlier.

If you have any points left over (you most likely will) you make a note of these excess points which forms your reserve forces. I find that a counter with the relevant number placed on your capital tile is ideal for this purpose. The way that these reserve forces work is that they allow you to ignore up to the size of your reserve forces from casualties in a campaign

season. For instance if you had a reserve force of 400 (the maximum) and you had a 500 point army which fought a battle and suffered 300 points worth of casualties (which would normally cause the army to disband) you could use 300 points of your reserves to replace these casualties. You would then have 100 points of reserves that you could use later on in that campaign season. Obviously your reserve forces will most likely change from one campaign season to another, sometimes you might not have any reserves at all.

If for any reason you wish to reorganise the size composition of one or more armies, you may do so before the relevant armies have taken any actions at the beginning of their move. This basically means that to reorganise several smaller armies into one large army all the armies involved must already be in the same territory at the beginning of that particular campaign turn.

Once reorganised, all the armies involved may then act as normal. It is even possible to turn a 500 point army and a 1500 point army into two 1000 point armies if you so wish, so long as both armies started the campaign turn in the same territory.

A little tip on how to represent your armies. Since they are organised in blocks of 500 points from 500 to 2500 points it gives you five steps of army size. The old square Epic bases have five slots in them and are ideal for representing your armies with

Fleets: Ships are used for only one thing in this particular campaign system, transporting armies. Fleets, like armies, are organised into blocks of 500 points, although in this case the 500 points is 500 points of transport capacity (500 points of transport capacity = 500 points of army that can be transported). However, fleets of ships are different from armies in that they only come in 500 point blocks, you may never combine fleets into larger fleets or for that matter split them up.

Fleets are made by using a build action which is explained later as are the transport rules.

4. Movement and Actions

Land Movement: Everything in this particular campaign system is achieved through the use of actions which are performed by the armies of a player. This section includes everything from moving armies around the map to claiming territories and building ships.

There are two basic types of action. The first and most commonly used is the movement action, the second are special actions. Special actions are covered in more detail in later sections but they are further split into two groups, territory actions and build actions.

Each different action is assigned a difficulty rating. To successfully complete the action you must roll equal to or under the difficulty rating of that action on 2D6. The funny thing about the difficulty level of the commands is that they get easier the higher the difficulty rating (I haven't been able to think of a better name for it yet). You also have to apply all the relevant modifiers to the difficulty rating for each action attempt that you make, this includes a cumulative -1 modifier for each successive action. Also unless specifically noted all modifiers are also cumulative.

For instance moving has a difficulty rating of 9 which means that to move an army you must roll 9 or less on 2D6. However there are quite a few modifiers to this basic roll including a -1 per 500 points of army size and the +1 for moving into unowned territory. Thus if you tried to move a 500 point army and there were no other modifiers you would need to roll a 9 or less on the first move, 8 or less on the second move and so on. In most instances there would be other modifiers to this roll for terrain and so on. This is a rather complicated way of going about things (taking a point then adding a point), but it has been done this way to make moving larger armies more difficult.

Land Movement, Difficulty Rating and Modifiers	
Criteria	**Base Difficulty rating – 9**
Territory moving to is not owned	+1
Territory moving to is owned by same player	+2
Size of army being moved	-1 per 500 points
Territory moving from contains enemy army	-1
Territory moving to contains moderate terrain	-1
Territory moving to contains difficult terrain	-2 (+ may only move 500pt armies)
Territory moving to contains extreme terrain	-3 (+ may only move 500pt armies)
Territory moving to contains impassable terrain	cannot enter

As you can see there are a lot of different modifiers with regards to terrain types for the territory that the army is moving into. Exactly what terrain on your map corresponds to which grade of terrain is something that should really be decided before the campaign starts. A basic guideline would be that forests, small rivers, light marshes, hills and so on are moderate terrain. Larger rivers, rapids, mountains, dense forest, moorland, cliffs, desserts, stretches of water and so on are difficult terrain. Extreme terrain would include dune seas, glaciers, ice sheets, volcanoes and all that sort of stuff. Whilst impassable terrain would ideally only be impassable from a certain direction, such terrain might include lava flows, canyons and all sorts of really nasty, possibly magical, terrain.

Terrain modifiers are always applied for movement into the particular territory that contains them. For instance if you were moving an army from a plain tile into one which contained a normal forest (moderate terrain) then you would apply a -1 to the difficulty rating. However if that army was to move from that territory with a forest back into the plain territory then there would be no terrain modifier added (remember to add or subtract other modifiers though).

Terrain modifiers are only taken into account if at least half of the area of the territory is covered in the appropriate terrain type. The only exception is rivers and cliffs. Rivers are always taken into account unless there is only the most insignificant length of river involved, whilst cliffs are only considered if the entire coastline of that particular territory is cliffed. Any beach area means that you ignore the cliffs (the relevance of this is explained a bit later).

Another thing to take into account is that you only ever apply the worst terrain modifier, they are not cumulative. For instance a territory that is entirely forested and has a river running through it would only apply a -1 penalty, not a cumulative -2. Whilst a Mountainous territory with a river running through it would have a -2 modifier rather than -3. Remember however that all the other modifiers including the subsequent action modifier are still applied on top of terrain modifiers.

Water Movement: As well as moving armies over land it is also possible (and sometimes more desirable) to move armies over bodies of water. Whether these are the sea, a large river or lake does not really matter that much. As has been explained in the maps and terrain section there are effectively three types of water. The first are rivers which are part of a land tile and crossing them is covered by various modifiers in the land movement section. The second type are coastal waters. These are the water sections of the land tiles that are strangely enough coastal. The third and largest type are sea territories, these are already covered in the maps and terrain section, but suffice to say that they can be very large indeed. The one thing to remember is that moving through any sea tile is exactly the same, but the large sea territories cannot be owned by anyone.

Before you can move your armies by sea you must first of all get them onto ships. Fleets only

Water Movement, Difficulty Rating and Modifiers	
Criteria	Base Difficulty rating – 9
Territory moving to is owned by enemy player	-1
Territory moving from contains enemy fleet	-1
Territory moving to is owned by same player	+1

ever come in 500 point transport capacity blocks, thus if you want to transport a 1000 point army by sea you would have to have two fleets to be able to do so and you would also have to split your army into two 500 point armies before even trying to board the ships.

For an army to board a fleet requires two things. Firstly both the army and fleet must be in the same territory at the beginning of that campaign turn (obviously the fleet in the water part and the army in the land part). Secondly it requires a successful movement action check on a difficulty of 9 with no added modifiers. Once the army is successfully boarded the fleet may move as normal.

If you want the army to disembark the fleet must obviously be in a coastal territory. Pretty much the same procedure is used as for embarking, except that modifiers for subsequent actions and terrain modifiers such as cliffs and forests must be taken into account. Basically embarking and disembarking count as a land movement action. Remember that embarking counts as an action when calculating the roll needed for subsequent movement by the fleet. Also once a fleet has had its transported army disembark, the fleet may no longer move and neither can the army. It is assumed that the off loading of supplies, establishing a temporary harbour and so on takes quite a while, besides your soldiers will most likely be feeling more than a little sea sick so won't be too happy with being ordered to march as soon as they get off the ships.

There is one slight exception to the embarkation and disembarkation rules. When attempting to do so in your capital tile the action is always an automatic success. This is because it is assumed that your capital territory has a well equipped dock facility to help facilitate the loading of troops and cargo aboard ships. However, although this makes it an automatic action, it still counts as an action as far as consideration for subsequent action check modifiers.

When it comes to actually moving a fleet it is effectively treated as an army that cannot go on land. The base difficulty rating for water movement is exactly the same as for land movement, that being 9. However as you might expect there is a completely different set of modifiers for water movement which are given in the table below.

The one main thing that you must remember when calculating the action check required for water movement is that the large sea tiles can never be owned by anyone. The only sea territory that can ever be owned by a particular empire is the water section of a coastal tile.

If players really wish to do so then it is possible to add further modifiers to this table to include things such as ice flows, treacherous rocks, coral reefs or sand banks. However I think that adding this amount of detail to sea movement in a normal campaign is a bit excessive.

5. Special Actions

Special actions are just that, special. There are two types of special actions, territory actions and build actions. Special actions are used to achieve all the other things in a campaign other than moving troops, such as claiming new territory, building new ships and so on.

Like all actions they are carried out by individual armies, however there are two things that makes them most different from movement actions. Firstly only one special action may be attempted by an army each campaign turn. Secondly an army may not attempt any further actions after attempting a build action, obviously if the attempt was a failure then it would not be able to carry on anyway.

Claim Action, Difficulty Rating and Modifiers	
Criteria	Base Difficulty rating – 6
Enemy territory-	1 per level
For each adjacent enemy territory-	1 per territory
For each adjacent friendly territory	+ 1 per territory
Size of claiming army	+ 1 per 500 points

Pillage, Difficulty Rating and Modifiers	
Criteria	Base Difficulty rating – 6
For each adjacent friendly territory	+ 1 per territory
Size of pillaging action	+ 1 per 500 point

Territory Actions: Territory actions include all the actions that involve a land territory tile, from claiming the territory, through pillaging an enemies' territory to raising the rating of one of your own territories. Like every action the success or failure of the action is dependent on a successful action check taken against the difficulty rating of the action (in this case it's 6) after all modifiers have been taken into consideration. The other thing to remember with terrain actions is that unlike movement, each army is limited to only a single terrain action per campaign turn and that once an army has tried to perform a territory action it cannot attempt any further action that campaign turn. Also only one territory action may be attempted in a territory in one turn. Thus you could not have one army claim a territory and use another to improve it.

The first type of territory action and at the beginning of a campaign probably the most common, is the claim action. As its name suggests this action is used to claim territory for your empire, whether that territory is previously unowned or is part of another empire does not have any bearing other than in the difficulty of the check and the end result.

A previously unclaimed piece of territory suffers no detrimental effects when you claim it, whilst a piece of territory which previously belonged to another empire will have a permanent -1 to its territory value. Thus a level 4 territory which is previously unowned will stay a level 4 territory once you claim it, whilst if it belonged to another empire it will become a level 3 territory. This degradation is caused by the battling and scorched earth policy of the defenders. This damage can of course be repaired with successful actions later on.

The requirements for being able to do a claim action are that there are no enemy armies present in the same territory, the tile is either directly linked to an existing territory owned by your empire or through a maximum of two sea tiles. And of course that the army trying to make the claim has not done any other terrain actions in the same campaign turn.

If a claim action is successful then the territory is added to your empire with the differing results shown for whether it was owned or not outlined above. However if the action fails it has no effect if the territory did not previously belong to any empire, the actions for that army end, just like with any other action. However if the territory belongs to another empire then a battle must be fought against the garrison forces present there, if the attacker loses then their army is bounced back to the territory they previously occupied, if they win then they may add the territory to their empire but the territory value will be reduced by -2 rather than -1. This is more fully covered in the battles section. The difficulty rating and modifiers to a claim action are given below.

The other two types of terrain action are in effect the opposites of each other. These are the pillage and terrain improvement actions. The pillage action uses exactly the same modifiers as a claim action with the exception of the negative modifiers for enemy territory. The effects of an unsuccessful pillage action is the same as for an unsuccessful claim action, a battle is fought. However the effect of a successful pillage action are quite different to that of a claim action.

If the pillage action is successful then the territory value is reduced by three points to a minimum of zero. If this would otherwise bring the value below zero the tile becomes unowned. In addition to this, a successful pillage action will automatically upgrade the nearest territory of the same empire as the pillaging army by one point. If there are several territories equally distant from the pillaged territory then the pillaging player may choose which territory is upgraded.

The only restrictions as to what territories you can pillage is that they are owned by someone. If you wish to pillage your own territory and

Improvement, Difficulty Rating and Modifiers	
Criteria	Base Difficulty rating – 6
Territory level trying to achieve	-1 per level (-5 for trying to reach level 5 territory)
Size of improving army	+1 per 500 point

Build, Difficulty Rating and Modifiers	
Criteria	Base Difficulty rating -1
Level of territory	+1 per level
Forests in same territory	+1
Size of building army	+1 per 500 points

fail, you will have to fight a battle against the defending militia. This represents a peasant uprising or some such, basically your subjects trying to resist your actions with force (they obviously don't like their crops being burned and livestock slaughtered). One of your opponents or a neutral person should command the opposing forces, not an ally (don't get someone to lose for you). This is a perfectly viable tactic for quickly fortifying one of your territories at the expense of the surrounding territories, in fact it is the only way that you can upgrade a territory other than your capital beyond level 5.

The territory improvement action basically represents your army spending time to build roads, bridges, forts and maybe even temples,

A battle underway...

pretty much in the same way that the Romans often did. This obviously improves the potential of the territory opening it up to further trade, mineral exploitation, farming and so on. The restrictions on this action are that it can only be tried on a territory once per campaign turn (you cannot have several armies upgrade a territory multiple times in a single turn) and obviously that the territory is owned by your empire.

The effects of a successful improvement action are that the territorie's value increases by one point to a maximum of 5 (with the exception of capital tiles). This is an extremely powerful action and can be used to fortify areas of strategic importance to your empire such as mountain passes and islands that border on several sea territories.

The difficulty rating and modifiers for taking this action is shown in the table below, remember the cumulative -1 for successive command checks.

Build Actions: Build actions are quite similar to territory actions with a few fundamental

differences. Whereas territory actions affect a territory directly such as claiming it, pillaging and so on. Building actions are quite literally what their name implies, it is an action used to allow your armies to build things such as bridges, temples, forts, ships and so on.

As with territory actions each army is limited to only one building action per Campaign Turn, that is one territory action or one building action, not both. Also only one building action can be attempted in the same territory each campaign turn in the same way with territory actions. Although you can do both a territory and build actions in the same territory with different armies during the same campaign turn. Build actions may also only be attempted in friendly territories.

At present the only thing that can be built with a building action are ships, these are built in sets of 500 points of transport capacity. If the action is successful a fleet counter is placed in the water section of the territory the action was carried out in. This fleet may not be used until the next turn.

As usual there is still the -1 cumulative command modifier for all actions when trying a build action. The difficulty rating and modifiers for which are given earlier.

6. Battles
When battles are fought, how they are fought and what effect the result of a battle has on an army and the campaign as a whole is covered in this section. In addition there is a section on garrison and scouting armies.

When to Fight a Battle: For most (if not all) people the whole reason for taking part in a campaign of any description is to fight battles. The main thing that a campaign has over just fighting a load of one off battles is that you can often find yourself fighting much more interesting battles than you would normally. For instance a 500 versus 1000 point battle would be very challenging indeed for the person with 500 points.

As far as this particular campaign system goes, there are several different circumstances when a battle must be fought. In all cases the criteria for whether a battle must be fought is established once everyone has finished their campaign turns (not after each person).

The two basic rules of thumb when establishing whether a battle must be fought or not is if there is an army in enemy territory which can sustain a garrison at the end of the campaign turn. If so, a battle must be fought between the army and the garrison forces. Also if there are two opposing armies in the same territory then a battle must also be fought. Obviously you can get a combination of these two circumstances if there is an enemy army in a territory which can sustain a garrison and also contains an army.

Garrisons: Each territory owned by an empire has garrison forces, neutral territories do not. The size of these garrison forces is equal to the territory level multiplied by 100 points. Thus a level three territory would have a garrison force of 300 points.

Garrison forces only fight on their own if they are 200 points or more in size. Thus an enemy army will never have to fight a battle against the garrison forces of a level zero or level one territory unless there is also an enemy army present as well.

As you may have figured out, strictly speaking, a level zero territory does not have a garrison whilst a level one territory's garrison only ever comes into play if there is an army from the same empire in that territory. This is not because there are no troops there, just that at such a small size they just don't have the organisation and leadership to be able to muster any substantial forces on their own (plus a 100 point army just isn't practical).

Thus whenever in these campaign rules talks about a territory capable of sustaining a garrison, it refers to level two territories owned by a player.

The Battle Itself: When it has been established that a battle must be fought the next stage is to figure out the forces that will be involved in the battle and possibly also the scenario that will be fought. The simplest way is to add up the armies and garrison forces on each side and to fight a straight battle using these forces from the standard army lists from the races involved. However this almost never gives an accurate depiction of what is happening on the campaign map so you may wish to use the rules I have written bellow.

Armies are grouped into three general types: Defenders, attackers and reinforcements. A defending army is the army that was in the territory before any enemy armies showed up in the same territory, the most common would be a garrison force. An attacker is an army that moved into a tile with an opposing army in it (this also includes moving into a tile with a garrison force). A reinforcement is an army that moves into a tile that already contains an attacking enemy army as well as a defending army from the same (or allied) empire as the reinforcement.

A close-up on the action

When two or more attacking armies enter a territory from the same or adjacent territories (the ones they came from were next to each other), then those forces can be automatically combined into a larger force using the army list relevant for that force. An example would be two 500 point armies attacking the same territory combining into a force of 1000 points. The main advantage of combining in this case is it allows you to access a full army list instead of two scouting lists. However keeping it as two 500 point forces allows you to field two generals, meaning that command checks should be easier to pass.

If attackers do not come from adjacent tiles, then they may only combine with a successful action check taken at the end of that player's campaign turn. This is taken against a difficulty of 9 modified by -1 for each territory (halved, rounding up) that the forces had to travel to get to the territory the battle is being fought in, ignoring the move from the adjacent territory to the one being attacked. Thus if two armies attacked but they were both in a territory next to the one being attacked and had not moved, otherwise it would be a straight roll. whilst if the same two armies attacked and one had to move once to get adjacent and the other had to move twice, it would be a -2 modifier.

Defending armies can also combine their forces in exactly the same way. In the case of combining a garrison force with a scouting army (500 points), use the normal list for that particular race with the restrictions for a 1000 point force.

Reinforcements follow exactly the same rules as attackers as far as combining with themselves is concerned, however they may never combine with defending armies for obvious reasons. They are not deployed at the beginning of the battle but instead turn up in a later turn on a table edge or corner determined by the relation of the attackers. For instance, if the reinforcements arrived from the hex immediately to the left of the attackers then they should arrive on the left corner on the attackers deployment zone.

The time they arrive will always be the second turn of the battle or most likely a bit later. This is determined by rolling a D6 from the second turn, on a score of that turn number or less that particular attacking force turns up and can be deployed 10cm into its deployment area, they may not charge and Command is at -1 but may carry out all other functions such as moving and shooting as normal. This D6 roll is modified by the total number of territories that the attacking force has travelled to reach the territory that the battle is taking place in (use the highest number in the case of a force that has managed to combine), giving a +1 to the roll for each territory in excess of the adjacent territory. Thus if it moved three tiles, including the move from the adjacent territory, to the battle it would give a +2 to the dice roll, making it impossible for them to turn up on the second turn but turning up on turn three on the roll of a one.

In addition to this basic attacker/defender/reinforcement I have also thought a little about ambushes. Now it is possible in the rules for an army to try to move out of an enemy tile. If they fail to do so (by failing the Command check obviously), then they count as being ambushed by whatever enemy forces are present in that tile at that time and remain there to ambush the army. The way this is set up it that the enemy sets up in a column stretching down the centre of the table 40cm in by maybe 20cm (obviously adjusting for table and force size) with the ambusher's setting up down one or both sides of the table, possibly in the standard set up areas, or maybe closer (I have not tested this,

that is why I am not sure about deployment). The victory conditions for this game are simple, the attacker must get his army off the other side of the table before he is forced to withdraw. If he is successful in moving half or more of his units off the opposite table edge or forces the ambusher to withdraw then he wins, if he doesn't then the ambusher wins. If the ambusher wins, the enemy army is totally wiped out, not even reserves will help. However if the ambushed force wins then the army moves into the territory they were attempting to get to.

Reinforcements are actually eligible for both sides, thus you might find a situation where an ambush is effectively counter ambushed and that reinforcement is then flanked again by forces from the original ambusher. I hope I get to fight a battle like this as it would be very interesting.

Just one point, if one side withdraws before any reinforcements arrive then the battle ends. Reinforcements from the winning side end up in the same territory as where they were originally moving to (the one where the battle was fought obviously), whilst reinforcements from the losing side end up back in the territory they were in immediately prior to moving into the battle territory, or a random adjacent friendly or neutral tile if that was an enemy territory. The reason for this is that it is assumed that the beaten army collides with the intended reinforcements and causes them to panic, withdraw or whatever. This means that there is a definite advantage to winning a battle as soon as possible if you know that enemy reinforcements are sure to arrive.

The Effects of a Battle: There are three possible outcomes for a battle. The attacker wins, the attacker loses or it's a draw. Depending on where the battle was fought will determine exactly what happens as far as the campaign map is concerned, however the issue of resolving casualties remains the same regardless of where the battle is fought.

The way you calculate the casualties for each side is that you take the victory points scored against you by your opponent and if you won round down to the nearest 100 vps, or round up to the nearest 100 vps if you lost. If the battle was a draw then whichever side withdrew is counted as the loser for calculating casualties (but only for calculating casualties). If none of these criteria are met (a scenario for instance) then both sides round up vps.

Once you have established the amount of casualties that you have suffered in vps then you just convert that figure into army points to figure out how much damage you have actually

sustained. You then remove these points firstly from any garrison forces that you were using (they are more expendable) and then from any of your armies involved. Once you have established how much damage your armies have sustained you may decide to use some of your reserves to negate that damage (reserves are explained in the armies section) if you wish to do so. You are under no obligation to use your reserves at all, especially since in some situations it would be utterly pointless. For instance, using a 100 point reserve to negate 100 points of a 300 point damage or if you know that an army will get destroyed because of a lack of anywhere to retreat to.

Which brings me to the next bit, what happens on the map. Basically the victorious armies always stay in that territory whilst losing armies retreat to the territory from which they came from previously or an adjacent friendly territory. If there are no friendly territories to retreat to then the armies involved are destroyed. This includes an army that entered an enemy territory by landing from the water with no friendly territories adjacent to the attacked territories.

In addition to this if the battle is a draw then both sides retreat to the territories they came from just as if they had lost with the same results if there is nowhere to retreat to. This is assuming that the battle takes place in neutral territory, however if the battle takes place in one player's territory then that player counts as winning as far as retreats are concerned.

If as a result of casualties (after modification for reserves) an army no longer conforms to the army size restrictions then it must be reduced in size so that it does conform to these restrictions. This might result in the total destruction of a small army but that's the risk you take with fielding these smaller forces, they are easier to move, but are not designed for waging a full scale war.

Garrisons are immediately restored to the appropriate level for the territory as it stands after the battle (the level might have changed). In addition if the attacker wins a battle in enemy territory (not neutral) then the territory immediately becomes his, if slightly damaged (usually a -2 to territory level).

Fortifications and Siege Battles: The rules for fighting a siege battle are relatively straightforward. You use exactly the same scenario restrictions as with a normal battle including defenders, attacker and reinforcements. However any defending troops can be set up in fortifications and may use some of their points (I would suggest a maximum of 15% of total points) on siege

defender equipment. Equally the attackers may also purchase siege attacker equipment (again I'd suggest a maximum of 15% of total points).

Defending reinforcements may buy no siege equipment and neither can attacking reinforcements (although they are still assumed to be carrying ropes and ladders). The reason for this is because it is assumed that they are rushing to help their respective friendly forces and don't have time to either construct or transport any siege equipment.

A territory counts as fortified if it is of level five or above. This will include all level five territories as well as each player's level ten capital. A level five fortification has a capacity of 1500 points, whilst a level ten territory has a capacity of 3000 points. That equates to 300 points per territory level (for if you have a level six or seven territory for some reason). The way that the fortification capacity works is that this figure is the number of troops that can be set up inside the fortification at the beginning of a siege battle, any excess defenders must be set up outside the walls of the fortifications.

For instance, say you had a level five territory with a 1500 point army in it that is attacked by enemy forces. This gives you a total of 2000 points of defending troops including the garrison forces. 1500 points of those troops may be set up within the fortress wall whilst 500 points must be set up outside the walls. Of course there is nothing stopping you from deploying some of your forces outside the walls anyway even if you can deploy them all inside.
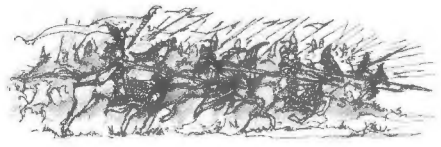
As a side point an enemy army that enters a fortified territory must fight a battle, there is no option to try to claim or pillage a siege battle must be fought. This makes level 5 territories quite important to an empire's defence as they can be guaranteed to halt an enemies advance, for how long is an entirely different matter.

Scouting Armies and Garrison Forces: There are two types of army that will most likely fight battles at some point in a campaign that are below 1000 points in size. These two types of army are scouting armies and garrison forces. Because these two types of army fall bellow the 1000 point level the normal army lists don't really work for them since the army list restrictions are for every full 1000 points. Since there are no full 1000 points in a 500 or

200 point army then some special considerations must be made.

The simplest would be to just take the restrictions for a 1000 point army, however this won't work for most races for smaller garrison sizes (200 and 300 points) as the minimum requirements usually exceed these points.

I will hopefully be producing a set of specific army lists for garrison forces and scouting armies, but until then use the following restrictions when fighting armies with these forces.

For scouting armies use the restrictions for a 1000 point army with these alterations. You may only have one character in addition to the general (Orc armies may have two), you are restricted to a maximum of 20 points of magic items (can be more than one item adding up to 20 points). Minimum troops are halved rounding down. Empire, for instance, must take one Halberdier and one Crossbow regiment, whilst High Elves must take one Spearmen. However, Chaos has a minimum of one Marauder unit (rather than nothing). In addition you must also take at least one unit of light cavalry. This is Reavers for High Elves, Pistoliers for Empire, Skeleton Cavalry for Undead, Wolf Riders for Orcs, Marauder Horsemen for Chaos (not Hounds, these are also restricted to one unit) and Rangers for Dwarfs (I know its not cavalry, but it seems appropriate). In addition to this no war machines, chariots, heavy cavalry or monsters may be taken, this includes Ogres and Trolls even though they are classed as infantry. This also applies to character mounts. Also Orcs may not take Black Orcs, Empire may not take Flagellants or Handgunners and Dwarfs may not take Slayers.

Garrison armies are tricky. If its a 1000 point garrison (your capital territory) then use the standard army lists. In addition if it is a garrison combined with any army use the normal army lists (if it's below 1000 points just use the 1000 point restrictions). However it's when you get garrisons fighting on their own that it gets tricky.

Basically follow the standard army lists as closely as possible. If there is insufficient points to purchase a General then a Hero may be used instead (although he still has the relevant Command rating and Command radius of 60cm), in the case of Undead then obviously a Liche Priest may be used. The only real restrictions are basically exactly the same as scouting armies in what you cannot take (no heavy cavalry, monsters, Slayers and so on). However artillery may be taken as normal and only one unit of light cavalry may be taken (this includes Chaos Hounds). The basic thing is that garrison armies are usually made up of militia forces or whatever happens to be there at the time. I think this covers most things, however, as I stated earlier I am hoping to write some specific lists for scouting armies and garrison forces.

EPILOGUE

Well, that's about all I can squeeze into this issue but never fear for I shall return in the next issue and outline further our campaign that has been running in the Brent Cross store. I shall introduce each of the players, their empires and their armies, cover some of the more important battles and wax lyrical about making terrain and other stuff for your campaign. Til then, cheerio...

The Warmaster campaign group – what a picture!