

# SAD Wargamers

## Warhammer Fantasy Campaign 2005

### Introduction

The campaign will be fought by individual players between July 2005 and August 2005 using Warhammer Fantasy Battle (WFB) 6<sup>th</sup> Edition rules. The last Wednesday in August (31<sup>st</sup>) will be the final battle to decide the campaign winner.

### Basic Campaign Rules

The rules will be from "The Border Princes" map based rules from page 234 onwards from the Rule Book, except as amended by these rules. Each campaign player will select a Race and Army List/Book that he will use for the whole campaign. The Umpire (Paul Nettle) will generate a list or map upon which each player will register a number of Territories, starting with 3 Territories from page 237 of the Rule Book (one Territory may be chosen and the other 2 rolled for). One Territory may be designated a players 'Capital'. This Territory may only be staked for a battle if it is the last one you have, but it may never be lost.

### How To Fight Each Other

Challenge an opponent who is also taking part in the campaign. You will normally fight a 'Border Clash'. Grudge Points are scored as per page 236 of the Rule Book (under 'Wars of Conquest'). When challenging an opponent against whom you have Grudge points, you MAY roll to try and escalate the battle into a War of Conquest. If you succeed, then fight a 'War of Conquest'; otherwise fight a 'Border Clash'.

### Border Clashes

Armies will be limited as per page 235 of the Rule Book (under 'Army Limitations'). Army size will be 1,500 points plus Territory bonuses. A player can only ever count the benefits of a maximum of 8 Territories. More may be captured, but only the Territory Bonuses from 8 can be used in any battle. Note that armies, including bonuses, may never be greater than 1,999 points. This will not allow any 'Lord' characters so if you roll a 'Temple' as a Territory then you may always take a 'Hero' Wizard instead of a Wizard 'Lord'.

The battle will be from a random scenario rolled as per page 197 of the Rule Book. Each player will stake one of their Territories on winning the battle, and, if one player wins the battle (as opposed to it being a draw) then an extra Territory is randomly generated and the winner picks which two of the three Territories he will keep. The loser keeps the remaining Territory. Note that, unlike the 'vanilla' campaign rules, you KEEP the Territory rather than just getting the benefits for one battle.

### War of Conquest

These will be fought using an agreed army size of at least 2,000 points with no restrictions. In other words, it is a pitched battle between two forces without any Territory Bonuses but which may take any Rare or Special Units that are legal. This simulates your character getting his/her Lord to come and smite alongside! Players will each stake 2 Territories for the battle. The challenger will select the territories that his/her opponent stakes. If there is a battle winner then 2 Territories are generated randomly. If the challenger wins, he/she keeps all but one Territory, which goes to the loser. If the challenger loses, the winner takes 3 Territories, and the loser keeps the other 3.

## Other Bits:

- The WFB rules have been updated by several Q&A on the GW Website and by the 2002 “Annual”, the 2003 “Chronicles” book and the 2004 “Annual”. As we are not WFB experts, please make sure your opponent knows any relevant rules BEFORE you use them. This is not a tournament and there are no prizes, so please play in a relaxed and friendly manner. A good guide to the latest rules interpretations can be found at [www.players-society.com](http://www.players-society.com) under ‘Rules’.
- If fighting Scenario number 6 (‘Ambush’) the army sizes will be 1,500 plus Territory Bonuses and 2,250 points plus Territory Bonuses. If neither player is willing to be the ambusher then re-roll the Scenario.
- When fighting a breakthrough or flank attack, Dwarfs or Chaos Dwarfs may always be the defender.
- No special characters may be used, regardless of the battle size.
- White Dwarf 265 introduced ‘Experimental’ revised laws of Magic. These affect the Lore of Life, the Lore of Heavens and the Lore of Beasts. The changes were made official in the 2004 “Annual”. A ‘crib sheet’ with the changes to these Lores is available on request.
- Terrain placement will take place in the same way as terrain is placed in WPS Tournaments.
- No player may play another player more than twice consecutively.
- All battle results must be emailed to the campaign organiser ([nettle.tribe@ntlworld.com](mailto:nettle.tribe@ntlworld.com)) or submitted in writing on a Wednesday evening. Any battle results that are not sent to the organiser or handed in on a Wednesday are considered null and void.
- Battle reports must contain the names of the players, the territories staked and generated and the ownership of the territories at the end of the game.
- Raids can be used, and generate the same result as Border Clashes.

Remember, your starting army must be 1,500 points in size and must have only one Character (you!). It is also limited to two units of Special Troops, one unit of Rare troops, no skirmishers, only one War Machine and only one Monster (plus 2 compulsory Core troops). You may have up to 3 magic items, but they must total no more than 100 points. NB Territory Bonuses can change all of the above.

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Entry Form

Player Name .....

Army .....

List Variant .....

Email Address .....

Telephone Number .....

NB Data Protection. The aim of collecting telephone numbers and email addresses is to enable players in the campaign to contact each other. These details will not be passed to any third party.