



Warhammer Fantasy Campaign 2006

(A farewell to 6th Edition)

Introduction

The campaign will be fought by individual players between June 2006 and August 2006 using Warhammer Fantasy Battle (WFB) 6th Edition rules. The last Wednesday in August (30th) 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 to record the Territories of each player. Each player will start with 3 Territories from the campaign Territory List (see attached sheet). A number of territories may be chosen and the others rolled for – see the list below* for your army. One Territory must 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.

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. At the end of the battle, 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. In addition, players will receive two Campaign Points for a draw, and one Campaign Point for each loss. For every third Campaign Point that a player earns, one random territory may be added to their empire. For example, a player who scores two draws in consecutive battles will have 4 Campaign Points, and may therefore have one extra Territory randomly generated. They also carry the ‘extra’ Campaign Point over, so a further draw will generate another Territory. This is designed to reward players who play games, regardless of the result.

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

came 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. In the case of a draw, both players gain an extra random Territory.

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 under ‘Rules’.
- If you roll Scenario number 6 (‘Ambush’) re-roll the scenario dice.
- 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.
- Revised laws of Magic were made official in the 2004 “Annual”. A ‘crib sheet’ with the changes to these Lores is available on request, or downloadable from the WPS website (under ‘Rules’).
- Anything that counts towards a character’s magic items allowance, and has to be purchased with Army Points, counts as a magic item (eg Vampire Counts Bloodline Powers, Wood Elf Spites, Bretonnian Virtues etc) except the High Elf Honour “Pure of heart”.
- Terrain placement will take place in the same way as terrain is placed in WPS Tournaments. See the attached sheet.
- No player may play another player more than twice consecutively.
- All battle results must be emailed to the campaign organiser (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.

*Some armies are much harder than others, and provide a complete army solution regardless of the choice of Territories (like Skaven, who rely on massed ranks of fur and teeth, plus several rattling guns). Others, like Dark Elves, need more assistance, as without magic AND more special troops they are simply not competitive. Other armies, like Empire and Chaos, have so many core choices that the actual choice of Territories is not as important. Consequently, I have based the following list on the amount of magic support needed to make an effective army, and the effectiveness of the CORE army choices e.g. is there heavy cavalry or warmachines, and other factors. NB for this campaign, Skaven Rattling Guns count as War Machines.

- Dark Elves can choose all THREE Territories.
- Wood Elves, High Elves, Chaos Dwarfs and Tomb Kings can roll one Territory and choose TWO Territories.
- Daemonic Legions and Bretonnians CANNOT choose any Territories; they must roll for all three. (Bretonnians can always take a BSB if they don’t roll one, and Daemonic Legions an extra Character slot, if they don’t roll one).
- All other armies can roll for the two Territories and choose ONE Territory.

Warhammer Fantasy Campaign 2006

Territory Chart

Roll a D66 and consult the table below. When generating your first three territories, you may discard any that confer no advantage (e.g. Dwarfs getting a wizard). You cannot choose a Spy Ring as one of your first 3 Territories, although if you role one you may have it.

11-12	Wizards Tower	+1 Wizard
13-14	Stone Circle	You may choose future Territories instead of dicing.
15	Shrine	You may take a BSB
16	Ruins	+D3 magic items. The total points for magic items increases by 2D6 x 10 Points
21-24	Village	+1 Special, so you can take all three.
25-32	Sacred Relic	D6 x 10 <i>Stakeable</i>
33-34	Town	+1 Character (not a wizard, not a BSB)
35-43	Road	+25 points
44-46	River	+D6 x 10 points
51-52	Bridge	+2D6 x 10 Points
53-54	Silver Mine	+1 magic item worth 50 points
55	Mountain Pass	+3D6 x 10 Points
56	Mountains	+2 monsters. Allows skirmishers.
61-65	Forest	+2 war machines. Allows skirmishers.
66	Spy Ring	<i>Spy Ring</i> . Re-roll for another Territory.

Spy Ring

You can only have one Spy Ring at a time.

Before each game roll a D6 and apply the following:

- 1. Spy uncovered.** Your spy is captured and killed, but not before he/she has revealed the details of your network. Your spy ring is destroyed.
- 2. Steals Maps.** Your spy has revealed all troop movements and details of undefended Territories. If you win the game, you may swap your opponent's staked Territory for one you select. NB Not the Capital.
- 3. Assassin.** A conspirator attempts to kill an enemy character. Before the game, pick an enemy character and roll the dice, with -1 to the roll if the character is the enemy general. 1-2 your assassin is discovered and killed. 3-6 the assassin delivers D3 automatic hits against the character at S6. Take armour and ward saves as normal. If killed, the character plays no part in the game. If the character survives, it starts the game with the number of wounds left after the attack.
- 4. Sabotage.** Roll a D6 for every mounted model (note – not monsters). On a '6' the mounted model must fight on foot – add a single figure to an infantry unit at no more cost than the mounted model. Roll again for every war machine. On a '6' the war machines take no part in the battle.

5. Bribery. You have bribed an enemy unit leader who has a grudge against his general. Nominate one enemy unit. At the start of each turn, roll a D6. On a '1' (or '1' or '2' for skirmishing units) the unit will not move or shoot that turn. If already engaged in combat, the unit will fight normally.

6. Poison. One of your agents has poisoned a well or water source near the enemy camp. It will take some time for the effects of the poison to wear off. On the first turn, every enemy unit must roll a D6. On a '1' it will not move or shoot. After the first turn it has no effect.

Stakeable

If you stake this Territory for a battle and win the battle, your Sacred Relic has grown in power. Add D6 x 10 points to its value.

WPS Terrain Rules

PLAYER'S TERRAIN

- All players must bring **three** pieces of terrain with them. You may want to theme these terrain pieces to your army. If this is the case, then please follow the guidelines provided here. As a further guide you may wish to refer to the WFB rulebook (pgs 222-229) for the race you are playing but this may not be totally practical.
- Only one piece of terrain may be up to 12"x12".
- The remainder must be no more than 6"x8" and no piece of terrain can be smaller than 6" x 3".
- Linear obstacles such as walls and hedges can be a maximum of 8" long, once placed however the player must randomly assign the angle of the terrain by using a scatter dice.
- Each piece of terrain must be of a different type, e.g. a wood and hill and a ruined building. 3 hills are not allowed! Note that a wall and a hedge both count as a linear obstacle so you are only allowed to bring one or the other.
- Player's terrain features cannot be impassable or very difficult ground to other armies.
- Terrain pieces count as **ONE** terrain type. If you have a wood on a hill, then you may only count the scenery as a wood or a hill NOT both.
- Open ground is **NOT** an allowable piece of terrain.

TERRAIN PLACEMENT

We all know how important terrain can be to a game of Warhammer. An army that can fight on favourable terrain can have a distinct advantage. Securing a wood or river to anchor a flank or choosing a clear field for glorious cavalry charges is one of the challenges of generalship. The rules for the placing of terrain can be found below. Please read these carefully.

Remember when placing your terrain, you don't know the type of battle you will be fighting or what deployment zones you will be using, so be careful when giving too much of an advantage to one side or the other. You might just end up handing victory to your opponent!

1. Terrain is placed before player's roll-off to determine choice of deployment zones.
2. Both players combine their terrain to create a single pool of six scenic pieces.
3. Players should mark an area one-foot square in the centre of each table before set up and deployment. No terrain may be placed in this area for any of the games during set up and deployment. Terrain may scatter into this area. (See scatter of terrain further on in these rules). Use some suitable markers to indicate this area (or bring a piece of card or tiling). Do not use a permanent marker as distances can be estimated much easier! The marked area should be removed before play begins.
4. Both players roll a D6; the highest roll may choose a single piece from the pool to place.
5. The piece is placed anywhere on the table, as long as it is not within 6" of any other piece of terrain already placed.
6. The second player then chooses a single piece of terrain from the remaining pool, and places it as in the previous step (5).
7. Placement continues until both players' terrain pieces are used.
8. Each piece is then scattered 3D6" in a random direction determined by the roll of a scatter dice. If a 'Hit' is rolled, the piece stays where it was initially placed. Roll a scatter dice again to determine the facing of the terrain piece if applicable.
9. If the roll of the scatter dice is sufficiently high to take the piece off the table, then the piece will bounce back as soon as it makes contact with the table edge the remaining distance at 180 degrees to the direction it initially scattered.
10. Terrain may not be scattered such that it ends up on top of any other pieces. Should this happen then 'bounce' the piece as soon as it comes into contact with an existing piece as per 9 above.
11. Hills should have a line of sight over units of troops but not over buildings, woods and other unusual features. Use some common sense and judgement here.
12. We would suggest that you take a 'what you see is what you get' approach but suggest that both players agree prior to placing any terrain or commencing their game what any restrictions are for the terrain on the table.



Warhammer Fantasy Campaign 2006

Entry Form

(Entries may instead be emailed to nettle.tribe@ntlworld.com, provided they contain all the relevant information.)

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 be passed to players in the campaign, but will not be passed to any third party.