

# Mightier Empires

---

## Overview

### Kingdoms:

Each player starts with a kingdom of between one and four hexes. One hex will contain his Capital and the kingdom may contain other features (such as a fortress or watchtower).

### Armies:

The number, size and composition of your armies is always dictated by the number and type of hexes in your kingdom. Wherever possible you must always maintain a minimum of two armies but may raise more, as long as your kingdom can support enough troops.

Each turn you will assign each of your armies an order to either Invade or Patrol.

- An army with Invade orders enters a specified neutral or enemy hex adjacent to your kingdom and battles any defenders there. If you are victorious, you will add the hex to your kingdom.
- An army with Patrol orders defends an area of your kingdom and will fight any enemy army that enters that area; it can defend against multiple invaders in one turn.

Since you can issue either order to each of your armies, your turn will usually be a mixture of invasions and defences.

All armies recover completely at the end of the turn, but not between battles that take place in the same turn. If an army has to fight more than once during a turn, it will have to make recovery rolls for lost models and units at the end of each battle and play the next battle with the resulting, diminished army.

A winning army recovers better than a losing army. Some circumstances will allow you to improve your armies' casualty recovery rate and this benefit will apply whether the army wins or loses.

### Character experience and injury:

Characters (but not units) gain experience by surviving and winning battles. Characters who fall in battle must also make a recovery roll and may suffer death or permanent injuries (physical, psychological or both) affecting their performance in future battles.

### Exploration

Your armies will invade new hexes to increase the size of your kingdom. New hexes allow you to:

- accumulate Power and increase the size of your kingdom, both key to winning the campaign
- increase the size and number of armies you have
- reach new hexes on the campaign map (since you can only invade hexes adjacent to your kingdom)
- discover special terrain features that give special benefits to your kingdom

### Power:

Power is an abstract measure of your kingdom's might and influence and is a key resource in the campaign. You earn power at the end of each campaign turn based on your kingdom's military strength, industry and civilisation. You most often earn Power by issuing special Edicts to the hexes in your kingdom. An Edict instructs all resources in a single hex to perform a single, special power-generating activity. Special criteria for obtaining Power are outlined later in the rules.

You can also spend Power to affect the campaign map - usually by improving the hexes in your kingdom but also by interfering with neutral enemies and the kingdoms of other players.

### Winning:

After a certain number of turns the campaign is over and the player with the highest combination of Power and territory is declared the victor. Alternatively, in the unlikely event that you eliminate all other players from the map, you win immediately.

---

# The Campaign Map

The campaign map consists of a set of hexes which can be represented using Mighty Empires tiles or a graphic map. The size of a map will vary with each campaign, largely based on the number of players and the selected turn limit. A small campaign, with four players and lasting ten turns, could take place on a map of about 40 hexes.

## Hexes

Hexes depict one or more types of terrain:

- fields
- rivers
- forests
- swamp
- mountain
- lake

The first time a hex is explored during a campaign, the GM rolls to determine the contents of the hex. See [Table 13: Major terrain features](#) for more information about the types of features you might find in a hex.

If a hex contains a river, you must explore it as a river, not as the other terrain it contains.

Lake hexes are impassable; armies cannot enter them and they cannot belong to any kingdom.

## Neutral armies

Neutral armies will sometimes defend unowned hexes, depending on the contents of the hex. See the exploration tables for what type of neutral armies are most likely to be defending a given terrain type or special feature. Characters in neutral armies gain experience and suffer injury exactly as player characters do.

## Player kingdoms

Players start with a small kingdom and expand from there across the campaign map. Normally you should be able to trace a friendly path from each hex in your kingdom back to your capital. Any hex in your kingdom that cannot trace such a path is considered Orphaned and are at a disadvantage.

### Orphaned hexes

It may happen that by losing some hexes of your kingdom, one or more hexes of your kingdom is no longer connected to your capital by an unbroken line of friendly hexes. Should this happen, the cut-off hexes are "orphaned". An orphaned hex cannot:

- be issued an Edict
- be the target of a Power expenditure
- be defended, or used as the launching point for the invasion of an adjacent hex

The orphaned hexes still provide Supply and Entitlements.

## Conquered player kingdoms

When you eliminate a player from the campaign map, the remaining hexes in his kingdom become neutral.

Any hexes containing special features will defend themselves against invaders as though freshly explored. This represents the remnants of the former player's kingdom clinging to their old loyalties.

## Neutral kingdoms

Some areas of the map will be designated as neutral kingdoms belonging to a specific race. A typical neutral kingdom consists of three hexes, although they may have more or fewer hexes at the GM's discretion. Each neutral kingdom contains a capital, and the capital contains a fortress. Each neutral kingdom also typically contains a "megafeature": a deep mine, deep wood or mighty fortress.

Each neutral kingdom is defended by a single army, constructed without regard to normal rules for support or entitlements. The army numbers 2,500 points and contains at least one Lord and one hero.

You can conquer each hex of a neutral kingdom individually and add them to your own kingdom

normally. Each hex you conquer reduces the size of the neutral army by 250 points on the following turn.

Upon conquering the capital of a neutral kingdom, all of its hexes that are not owned by other players are immediately added to your kingdom.

Also, upon conquering the neutral capital, the following occurs:

- the neutral Lord is permanently removed from the game
- the neutral army is reduced in size to 2,000 points
- The neutral army returns to its permanent patrol based in the neutral capital, patrolling those hexes from the neutral kingdom which are now part of your kingdom.
- Create and add one hero to the neutral army who acts as its general and the kingdom's regent. The cost of the hero does not count against the army's 2,000 points but does count against your support.
- Your own kingdom gains an entitlements to one additional Lord

if you have conquered the whole of the neutral kingdom, you do NOT add the support or entitlements of the conquered neutral kingdom's hexes to yours. All of these resources are devoted to maintaining the neutral army. However, as long as you hold the neutral capital you gain an entitlement to a second Lord in your own kingdom.

You CAN issue edicts to the neutral kingdom's hexes and spend Power in them (to improve features, for example). You gain all of the benefits of these Edicts and Power expenditures normally. These do not affect the size of the patrolling Neutral army.

The neutral army will only ever Patrol, and only within the bounds of its own kingdom. Player armies may not patrol hexes within a neutral kingdom but may launch invasions from those hexes.

If another player successfully invades a hex of a neutral kingdom, he adds that hex to his own kingdom and reduces the strength of the neutral army by 250 points on following turns. If another player conquers the neutral capital, he gains all hexes in the neutral kingdom at the end of the turn (before Edicts take effect) and all the benefits that do with ownership. The former owning player loses the Lord he gained for owning the kingdom at the end of the turn.

## Player knowledge of neutral kingdoms

Players do not know where neutral kingdoms are at the start of the game.

On any turn that a player fights a battle in a hex of a neutral kingdom, he has a chance of learning the kingdom's extent and the location of its capital. This chance is improved if he wins the battle.

There is also a chance after each battle that the position of the kingdom and its capital will become public knowledge of all players (possibly after a delay of one or more turns). When the kingdom becomes public knowledge, its position is shown on the campaign map. Until then, only the conquering player knows about the kingdom's location.

The GM issues information about neutral kingdoms as part of the rumours in subsequent turns.

---

## Starting assets

You start the campaign with the between one and four contiguous hexes on the campaign map (enough to support 1,500 points of troops), one of which contains your Capital, and two armies.

### Initial kingdom

Your Capital has a fortress. Its 250 point garrison is separate from your 1,500 points of troops.

### Initial armies

You must create two starting armies at the beginning of the campaign subject to the following limitations:

- Each kingdom's armies are to be chosen from a current WFB army book. Dogs of War units cannot be included in any armies other than those hired as [mercenaries](#), as described later.
- The two starting armies together are worth a minimum of 1,500 points
- Armies are built in multiples of 250 points (e.g. 500, 750, 1000, 1250, etc.
- The smallest legal army is 500 points.

- Both armies must be led by a character. One army will contain a Lord. You must pay for all characters using your starting points. *This will allow you to include a Lord-level character in an army whose point value wouldn't normally allow it. This is one of the few exceptions to the rule that all armies in the campaign must be legal Warhammer armies.*
- Unless you conquer a Neutral kingdom, you will only ever have one Lord-level character at a time in the campaign. The Lord you choose at the beginning of the game will always accompany one of your armies and, unless he should die, he will always remain the same (other than experience and wounds he acquires in battle). In effect, the Lord is a constant representative of you in the campaign.
- If your Lord should die for any reason, you must replace him at the end of a campaign turn with a new Lord representing the original heir, successor or usurper (as appropriate for your army). This new Lord can be a different Lord type to the original.
- Together, the starting armies may include one Special unit and one Rare unit (or more, if your initial kingdom provides additional Entitlements). Whenever you have an entitlement to a Rare unit you may substitute it for a Special unit if you prefer. All other units must be Core.

---

## Player Armies

Your armies in the campaign have a size and composition determined by the number of hexes you control and the features they contain.

These factors are your kingdom's **support** (the total army size your kingdom allows) and **entitlements** (the number of characters, special and rare units you can maintain). These are described in more detail below.

As you conquer territory on the map, you will gain additional support to increase the size of your armies and new entitlements allowing you to add more characters and special and rare unit types.

### Number of armies

You begin the campaign with two small armies. You must always maintain two armies using your kingdom's available support, except under the following circumstances:

- *Desperate Measures*  
If your kingdom's maximum possible support drops below 1,000 points you may combine your tattered forces into a single army. You cannot cause this to happen voluntarily; you must have made every available effort to generate 1,000 points of support from your kingdom's assets.
- *Grand Marshall*  
Whenever one of your armies has attained a size of 2,000 points you may add a new army to your kingdom. No more than two of your armies can ever have fewer than 2,000 points.

You can invade or patrol the hex with more than one of your armies but only a maximum of 2,500 points of the combined force (constituting a legal 2,500 point army) can deploy on the tabletop for battle (but see the [Mercenaries](#) section for exceptions).

### The Army General

Each army in your kingdom must be led by at least one character. One of these will be your kingdom's Lord; he is the general of the army he leads. Each of your other armies must select a General following the normal Warhammer rules.

Where a particular General affects your army construction rules (such as a Mortal or Beast general for Chaos armies, or Tomb Kings making chariots Core selections for Tomb Kings), consider each army separately and construct it according to the character who is its general in the current turn.

An army may lose all of its characters in the course of a battle. If this occurs, the army cannot move - it will retreat to an adjacent hex if it lost the battle, or stay in the current hex if it won). It cannot retreat from a battle and is considered to be patrolling solely its own hex for the remainder of the turn.

### Army point values

The minimum size of any army is 500 points.

The maximum size of any army is 2,500 points.

Armies must be built in 250-point increments (i.e. any army must be 500, 750, 1000, 1250, 1500, 1750, 2000, 2250 or 2500 points).

In all cases there is a 10 point leeway to allow for the difficulty of reaching an exact sum using Warhammer armies. A 490 point army will count as being close enough to the 500-point minimum and a 1010 point army still conforms closely enough to the 250 point increment rule. The overall total points spent across all armies must not exceed the support available.

## Support: determining army size

Each hex in your kingdom provides a certain number of points in **support** of your military forces. The total support offered by all the hexes in your kingdom dictates the maximum total point value of all your armies combined.

Generally speaking, each hex in your kingdom will allow you to maintain 250 points worth of models in your armies.

Many special terrain features will increase the support that a hex provides.

Edicts you issue to hexes in your kingdom will reduce the support that hex provides in exchange for other benefits

Support applies to the current turn only; it is not a persistent resource that you can save for future turns. The only exception to this rule is support gained by looting, which applies to the next turn (and sometimes the next d3 turns).

## Entitlements: determining army composition

Unlike normal Warhammer armies, you cannot freely add characters, special units or rare units to the armies of your kingdoms. You must earn **entitlement** to these units by adding special terrain features to your kingdom.

Entitlements allow you to include such units in your armies but they do not grant the units themselves; you must pay for the units using the points of support available to your kingdom.

Edicts that reduce the support a hex provides do not affect the entitlements it grants you.

Some armies have access to 2-for-1 slots in which two models or units occupy only one special or rare slot. Such units must remain in the same army - you cannot purchase them with one entitlement and then divide them between armies.

In all cases you can use a Rare entitlement to take a Special unit instead.

## Armies must be legal

Regardless of your kingdom's current entitlements, each of your armies must conform to the normal rules for maximum (and minimum) number of characters, Special units and Rare units based on its current point size, as described in the appropriate Warhammer army book.

If your entitlements mean that you have access to a Lord and one Hero then you may only have a maximum of two armies, regardless of the support points you may have available.

There are a couple of exceptions to this rule, usually granted by special events or terrain features, but the most important exception is the following:

- You must always include your Lord in one of your kingdom's armies. Your Lord may be part of any one of your armies, even if an army point value is less than 2000 points and so would not normally be entitled to a Lord.

## When to calculate your kingdom's support and entitlements

At the beginning of each turn, you must calculate your kingdom's total support and entitlements based on:

- the territories you possess
- any special features in those territories
- the Edicts you have issued for that turn (which may reduce the amount of support available to your kingdom)

- any special events in play that affect your support or entitlements

## Magic items

Magic items belong to your kingdom, not just individual armies. As a result, a magic item can only appear once in all the armies of your kingdom; you cannot duplicate items in different armies.

The standard common magic items are an exception to this rule; you can have multiples of each common item in your kingdom, but only one per army except for dispel scrolls and power stones. So, for example, each of your armies could include the War Banner.

Your characters can freely change their magic item select at the start of each campaign turn but not between battles which occur in the same turn.

### *Magic from Arcane Ruins or Wizard Towers*

Keep in mind that magic items generated by owning Arcane Ruins, by looting Arcane Ruins or a Wizard Tower are persistent and can never be swapped for other items, although the items may be given to different characters each turn.

## Adjusting army lists

Armies are semi-persistent. Once purchased, units will remain with your kingdom until they are killed or removed because you cannot support them. You do not create new armies from scratch for each battle. Some core, special and rare units will appear and disappear as you add or remove them to match your changing entitlements. Hopefully many of the same units will be with your armies for the duration of the campaign.

You can freely alter your character's equipment selection at the start of each campaign turn, including magic items.

After calculating your kingdom's total support and entitlements, you create this turn's list for each of your kingdom's armies. You may increase (or have to decrease) the armies' point values so that they match your current support levels. You may also upgrade (or may have to downgrade) units so that your armies match your current entitlements.

## Adding points

If new Support is available, you can add new units to any army or increase the size of existing units (subject to the overall maximum army size restriction above).

## Removing points

If Support has decreased from the previous turn you must remove units (or reduce the size of units) so that your combined armies fall within your current Support level.

## Upgrading units

If you have gained new entitlements, you can add the new Special unit, Rare unit or character to an army. You may need to remove a corresponding point value of Core troops to stay within your Support level.

*For example, Emrys captures the town of Attleborough which gives him an entitlement to a Hero, a Special unit or a Rare unit. He decides to add a Hero (the battle wizard "Marvo the Magnificent") to his armies. He later decided that Marvo isn't pulling his weight, retires him and adds a unit of Inner Circle knights to his army instead.*

## Downgrading units

If you have lost entitlements you must remove the special unit, rare unit or character to which you are no longer entitled. You may replace the lost unit with a corresponding point value of Core troops if you can support them.

## Reallocating units

You can freely move units between your armies at the start of the turn, always remembering that each resulting army must be legal.

## Special army construction rules

High Elf kingdoms treat Great Eagles and Repeater Bolt Throwers as 2-for-1 rare choices for the purposes of entitlements only - each is not required to be in the same banner as per the usual rules for 2-for-1 units.

---

## Movement on the Campaign Map

Unlike some campaigns, your armies do not have fixed locations or move across the campaign map using movement allowance. Instead, an army's location is usually abstract. Each turn your armies can either defend (part of) your kingdom from attack or attack outward from anywhere along your border.

Each turn you must order each of your armies to either Patrol or Invade.

**Table 1: Army orders**

Order	Effect
<b>Patrol</b>	Defend your kingdom; can fight any invading army that enters any hex in its patrol area.
<b>Invade</b>	Enter a hex you do not already own that is adjacent to any hex in your kingdom or adjacent to any hex in a neutral kingdom you control.

### Patrol

An army ordered to Patrol is assigned a specified, non-Orphaned hex within your kingdom as a base. It can then patrol that hex and any adjacent friendly hexes. The army is then considered to be moving throughout its patrol area, deploying scouts and moving to wherever they sense a threat to your borders. A defending army can fight any enemy entering any hex in its patrol area. A single defending army can even fight several invaders in different hexes in the same turn.

If you have more than one army Patrolling an invaded hex, then you can choose which Patrolling army fights each invader.

### Invade

An army ordered to Invade can enter any enemy or neutral hex on the map which is adjacent to a hex you already own as long as that hex has not been Orphaned. Each army ordered to Invade may only enter one enemy or neutral hex in a campaign turn.

### Issuing Orders

The orders you issue to one army don't affect any other armies so, assuming you have two armies, you could order both to Patrol, both to Invade or issue a different order to each army. Multiple invasion will allow you to expand your borders quickly but if you have no armies on Patrol then anyone invading your kingdom would claim the hex without a fight (although see Fortress and Mighty Fortress below).

### Invasions and Exploration

When you invade a neutral hex on the campaign map, the GM will roll on the Exploration table for that hex type to determine whether there are any Major or Minor special features present. In some cases, native defenders must also be overcome before you can claim the hex you have invaded.

See [Table 12: Exploration](#) for the detailed list of the types of features you can find and their probability of appearing in each hex type.

If two armies (owned by players or neutrals) find themselves in the same hex (or patrolling an invaded hex, in the case of a defender), the GM will reveal the size of the army as part of the initial turn results. More information may also be available, depending on the result of the Scouting die roll.

**Table 2: Scouting**

d6	Effect (cumulative)
----	---------------------

<b>1-2</b>	The race of the enemy army is revealed , as is an estimate of the enemy's total strength (including garrisons, mercenaries, etc.). Accurate to +/- 250 points. The GM secretly rolls d3 to determine which estimate to reveal.
<b>3-4</b>	Exact army strength is revealed
<b>5</b>	As above, plus the units in the enemy army are revealed (but not characters)
<b>6</b>	As above, plus the enemy characters are also revealed (but not equipment)
<b>Die roll modifiers</b>	
<b>+1</b>	You are defending
<b>+1</b>	Your army includes at least one Scouting unit

Once the results of scouting are revealed, each player army has the option to retreat from the hex rather than fight. This decision is made secretly by each player and shared with the GM. Only after all decisions have been made does the GM reveal the results.

## Invading neutral hexes

Roll for exploration and calculate the strength of defending neutrals (if any).

The invader may choose to retreat. Otherwise the invader and defenders fight (using the randomised battle results tables).

A victorious invader claims the hex. An invader who loses or draws must retreat from the hex, which stays in the neutrals' hands.

## Invading enemy hexes

Attacker invades. The owner defends with any army on Patrol plus any local defenders.

Each player secretly chooses whether to fight or withdraw. If neither army remains then control of the hex does not change. If only one army remains, that player claims the hex. If both armies remain, they must fight.

The losing army retreats and the victorious army claims/retains the hex. In the case of a draw, both armies retreat but ownership of the hex does not change.

## Multiple invasions

As players maneuver around the campaign map, they may choose to coordinate their attacks or invade a hex with two or more armies at the same time.

### Case 1: A single player invades a single hex with more than one army

If two or more of your armies Invade in a single turn, both could attack a single hex. In this case, you can combine both attacking armies together or a maximum size of 2,500 points. The combined army which you deploy on the tabletop must be legal.

If the two armies total more than 2,500 points you can choose which unit(s) to leave out of the battle. The part that does not participate in the battle does not need to be legal army. The survivors of the battle return to their original armies immediately after the battle.

### Case 2: Two or more friendly players invade the same hex

Two players could also plan to invade a single hex of a common enemy (or may simply find themselves invading the same neutral or enemy hex by unhappy chance). The GM will ask both players whether they wish to cooperate or compete for the hex.

If both players agree to cooperate against the defender then they can combine their armies to a maximum of 3,000 points. Each participating army must be legally composed (except for the normal exception of including your Lord in an army below 2,000 points).

The cooperating players must agree between themselves who will gain control of the hex or get the benefits of looting or razing the hex should they be victorious.

Each army will behave on the tabletop as an Allied army of the other player. See the [Allied Armies](#)

section for details.

Exception: If the hex is defended by a player then the defending player may choose to attack the invaders rather than waiting for them to combine forces against him. If he does this, he may choose which army to attack but both armies will count as attacking in the ensuing battle since the defender has left his fortifications to seize the initiative.

### Case 3: Two or more hostile players invade the same hex

If two players invade a single hex and choose to compete (or, rather, don't agree to cooperate), each player must decide whether to press home the attack or retreat from the hex.

If both proceed, they *must* attack each other before attacking the defending forces. After the battle, the loser must retreat from the hex. The victor may choose to continue with his attack on the defenders or may himself choose to retreat.

Exception: If the hex is defended by a player then the defending player may choose to attack the invaders rather than waiting for the result of their battle. If he does this, he may choose which army to attack but both armies will count as attacking in the ensuing battle since the defender has left his fortifications to seize the initiative.

### Sequence of multiple battles in the same kingdom

If a player's kingdom is invaded by multiple attackers, then the battles are resolved in random order. Alternatively, the defender can control the sequence of battles by attacking the invaders. As above, the defender loses the benefits of defending if he chooses to do this.

---

## Battle

The core of the campaign game is the clash of mighty Warhammer armies on the tabletop reflecting armies encountering each other on the campaign map.

### Battle options

When a battle occurs on the campaign map, there are three options for determining the outcome:

- *Tabletop battle*  
Players should make every effort to play out campaign battles on the Warhammer tabletop.
- *Abstract Battle Resolution*  
If the players cannot meet to play out the battle then the GM can work out the result using the rules in [Appendix E: Abstract Battle Resolution](#). Each character (if they survive) gains one experience point.
- *Lost Cause*  
If one army is at least twice the size of the other then the larger army automatically wins the battle. Each character in the victorious army gains one experience point. Any characters in the defending army are unharmed, as they are assumed to have scattered before the battle took place. Armies fleeing due to Lost Cause have their scouting rolls for further battles in this turn limited to a maximum of 4 (including modifiers).

### Attacker and Defender

Knowing which army is attacking and which is defending can be important for setting up a tabletop battle.

Attacker: An army that is acting on an Invade order this turn is normally the Attacking army.

Defender: An army acting on a Patrol order this turn is normally the Defending army.

The defending army gains the following advantages:

- After the players have set up the table and chosen sides, the defender may place one piece of terrain of his choice (roughly 8" by 8" in size) anywhere on the table.
- If defending a hex containing a Fortress or Mighty Fortress the player may also place a Tower model and two walls (or two Towers and four walls for a Mighty Fortress) on the board after choosing sides; see [Minor Terrain Features](#).

If both armies used an Invade order this turn to move into the hex where the battle takes place, both are considered Attacking armies and neither gains the benefit of defending. This can happen if two players move into a neutral hex, or the hex of a third player, on the same turn.

Sometimes an army defending against two attackers will choose to launch a preemptive attack on one of the invaders. In this case, both armies are considered to be attacking for the battle; the army that would normally be defending has chosen to seize the initiative by leaving the safety of its defences. Once the battle is over, if the defender wins, he returns to his defences and gains their benefit when facing the second invader.

## The tabletop battle and the campaign map

Minor terrain features may be present on the tabletop and will have an effect on the battle.

The terrain generation tables in [Appendix G](#) indicate the types of terrain that are likely to appear in games in particular hex types on the campaign map. Where a river appears in a hex, each player may choose whether to roll on the River terrain or the hex's basic terrain table before making the roll.

## Board size for tabletop games

The size of the board used is determined by the size of the largest participating army:

- If the larger army is 1,500 points or fewer, play the game on a 4' by 4' board.
- If the larger army is 1,750 to 2,500 points, play the game on a 6' by 4' board
- If the larger army is larger than 2,500 points play the game on an 8' by 4' board

## Terrain Deployment

If playing on a 4' by 4' table, roll d3+1 for the number of terrain features present. On a 6' by 4' table roll d6+3 and for an 8' by 4' table roll d6+5 instead.

Minor Terrain Features present in the hex are deployed first. The defender nominates a point within 8" of the centre of the table to deploy the Minor Terrain Feature, then scatters it 2d6" (unless the rules for the Minor Terrain Feature specify otherwise).

Roll off to determine which player chooses and places the first piece of terrain. Each player then takes turns randomly generating terrain pieces according to the hex type where the battle is occurring (use the terrain tables in [Appendix F](#) and then placing them. Terrain may not be placed within 8" of the centre of the table for 4'x4' tables or within 12" of the centre for larger tables. Terrain pieces may not overlap.

## After the battle

### *Calculating unit losses and recovery*

If the army will not be fighting again this turn there is no need to calculate unit losses and recovery. All units return to full strength at the end of the current campaign turn. In this situation, if a Special or Rare unit is destroyed may be replaced by a different unit for the next campaign turn.

### *Character experience, injury and advancement*

Characters who fight in and survive a battle gain experience. If a character falls in battle you must check for the character's fate, and possibly roll on the injury table. Characters who accumulate sufficient experience will gain advancement in the form of a stat increase or skill acquisition. Characters gain experience according to the [Experience table](#). Any character can accomplish each feat except for *General of a victorious battle*, which only your General can earn.

For every **three** points of experience a character earns, he can make one roll on the Advancement table. See [Table 18: Advancement](#) for the benefits of experience.

**Table 3: Experience**

Character feat	Experience Earned	Notes
Participate in a battle	1	-
General of a victorious battle	0/1/2	Depends on the relative army strengths - see the Generalship table for details. Total army sizes include all modifiers (extra

		items, mercenaries, etc.)
Slay the enemy General by any means	1	A character counts as "slain" if he is killed directly by damage (missiles, magic or combat). Run down characters or those forced to flee off the table do not count. These feats are cumulative, so you gain two points for slaying the enemy General in a challenge!
Defeat any enemy character in a challenge	1	
Capture an enemy army battle standard and retain control of it at the end of the battle	1	If the enemy army has no battle standard, you gain a point of experience by capturing one or more regular standards in the opposing army. You can only gain this bonus if your own army includes at least one standard.

**Table 4: Generalship**

Army point size difference is ...	General of larger army, if victorious	General of smaller army, if victorious
0-10%	Gain 1 experience	Gain 1 experience
11-50%	Roll d6: 1-3: Gain 1 experience 4-6: Gain no experience	Roll d6: 1-3: Gain 1 experience 4-6: Gain 2 experience
51% or greater	No experience	Gain 3 experience

Please note that all army sizes are rounded to the nearest 50-point increment for the purposes of the Generalship table.

### Determining the victor when armies have different point sizes

To determine the victor in all cases, add up the victory points for destroyed and reduced units, table quarters, etc.; the player with the higher victory point total is the victor. That player then consults the victory point table in the back of the rulebook using the size of HIS army, to determine the scale of his victory (either a draw, minor victory, solid victory or massacre). The system is not adjusted to make each battle an even contest - stronger armies are naturally more likely to win a game than a smaller opposing force.

### Tabletop battle events and the campaign

Events on the tabletop that "permanently" affect characters only last until the end of the current campaign turn.

#### *Miscasts*

Miscasts that "permanently" alter characters - like losing a level or forgetting a spell - only last until the end of the current turn. If a character fights additional battles in the current turn, he will carry the effects into those battles but by the start of the next campaign turn, he is fully recovered.

If a character is killed by a double-1 miscast result and survives the "leader fate" die roll at the end of the battle, he remains "in the warp" only until the end of the current turn. He is available for use at the start of the next campaign turn.

#### *Raised troops*

At the end of a battle including an Undead army all Undead units are capped at the size they were when the campaign turn started. This means that Undead armies can replenish losses from earlier in the turn by raising new models but they cannot carry units swollen beyond their original size into a subsequent battle.

### Allied armies

If the armies of two different players participate in a battle together against a common enemy, the following rules apply:

- Units cannot benefit from the leadership bonus of enemy characters, nor can the character of one army join any unit of the other

- For magic, the allied armies must split the basic two dispel and power dice. They may then choose to share those dice by some mutually agreed method
- Nothing forbids the players from breaking their alliance at any instant during the course of the battle. Once the alliance is broken, power dice from the pool must remain evenly divided and cannot be shared again during the same battle for any reason.

A unit must take a panic test when an allied unit breaks or runs through them; but they take this test at +1 Leadership. An allied army does not gain the "ignore panic by ..." rule with respect to the other army's troops. So, goblins don't panic orcs but allied Empire troops still panic at the sight of breaking goblins (though with a +1 Ld modifier as mentioned above).

Fleeing troops are not destroyed if they run into an allied unit.

## Power

Power represents the ability of a player to influence the fate of his kingdom and the entire campaign map. Power comes in many forms, some of more interest (and natural affinity) to some races than others.

Power has two effects in the game:

- You can spend power to affect the campaign map and the game's progress.
- The amount of power you have accumulated contributes to determining who wins the campaign.

See [Winning and Losing](#) for the rôle of Power in determining the campaign victor.

This means that you need to balance the benefits of spending power against the cost of diminishing your store of power and your chance at campaign victory.

### Acquiring Power

At the end of each campaign turn, the GM consults the following list and adds to each player's total any Power they have earned.

**Table 5: Acquiring Power**

Category	Power Gained	Notes
Capital	1	Your capital produces one point of power each turn (in addition to any it produces through other edicts).
Mighty Conquest	5	Each enemy capital you conquered this turn yields five points of power.
Grand Civilization	2	Each city or capital in your kingdom which you assigned a Civilization edict this turn produces two points of power.
Formidable Industry	1 per 3 points of production	For every three points of Production your kingdom accumulates through an Industry edict, you gain one point of power. Production - whether ore, lumber or farming - is created by hexes when under an Industry edict. See <a href="#">Table 13: Major terrain features</a> for the Production of each hex and special feature type. You need to collect 3 matching points of production to trade in for a Power point (i.e. you cannot trade in a point of ore and two of lumber to get a point of Power; instead you'll have to create a further point of lumber or two points of ore).
Living Legend	1	If any character in your kingdom has attained five advancements through battlefield experience (and is

		not dead or retired), his renown earns you one point of power each turn.
--	--	--

For Capital, Civilization and Industry you must retain the target hex at the end of the turn in order to gain the power for that action.

## Spending Power

You can invest your accumulated Power to improve your kingdom and otherwise influence events on the campaign map.

Because Power is acquired at the end of a turn, you can spend the power you acquire through your actions on the current turn. Each player starts the campaign with no power, so the first opportunity to spend power will be on turn 2.

Any power expenditure that creates or alters a terrain feature only takes effect at the end of your turn - so, for example, you cannot build a mine and issue an edict to it on the same turn. The mine will appear on the map at the end of the turn (provided you still control the target hex) and you can use it toward an Industry edict on the following turn. A battle taking place in the hex does not prevent the benefits of your power expenditure as long as you still control the hex at the end of the turn.

If you do lose control of a hex on the same turn in which you expended power there, then the power is still lost, but neither you nor the hex's new controller gain the benefit of the power expenditure.

**Table 6: Spending Power**

Action	Power cost	Effect
Establish town	1	Creates a town in an otherwise empty hex; cannot be adjacent to another town, city or capital
Found city	2	Upgrades one town to a city
Improve Farmland	1	An empty hex acquires the Fertile Fields feature
Sink Mine	1	Creates a mine in any hex
Upgrade Mine	2	A Mine becomes a Deep Mine
Build Fortress	1	Creates a Fortress in any hex
Upgrade Fortress	2	Upgrades a Fortress to a Mighty Fortress
Conscription	varies	Adds $d2 \times 250$ points of troops to one of your armies on the following turn (only) per point of Power spent. The enlarged army must be composed normally using your kingdom's current Entitlements. The maximum you can spend on Conscription is $\lceil \text{current turn number} / 3 \rceil$ , rounded up. The conscripted troops count normally against maximum army size but not towards your kingdom's support
Incite Rebellion	varies	See below for effects
Appease Neutrals	varies	See below for effects
Alter minor terrain feature	varies	Some minor terrain features can be created, altered or removed by spending Power. See <a href="#">Table 14: Minor terrain features</a> for details

## Inciting Rebellion

Your agents persuade rebels to rise up and revolt in an enemy hex anywhere on the map. The rebel army's strength is based on the power you spend: the first point always results in  $2d6 \times 100$  points. For each additional point of Power you can add another one or two dice to the roll (see "Whoops!" below to see

why you may only want to add one).

You cannot incite rebels in a hex containing an enemy capital or city; your enemy's influence is too strong in these vital population centres.

You can only incite rebellion once per turn and cannot do so two turns in a row. The maximum power you can spend to incite rebellion is the current turn number divided by three (rounded down).

In all cases, if the rebel army is defeated in battle by a patrolling force then the raised rebels have no effect. If they are not defeated then at the end of the turn one of the following occurs. Point values refer to the strength of the rebel army **after** any battle and following recovery rolls.

*Rebels of 500 points or less:* The rebels loot the hex and disperse. Roll for the possibility of the hex going neutral as normal for looting.

*Rebels of 501-999 points:* The rebels raze the hex and disperse. The hex automatically goes neutral, as normal for razing.

*Rebels of 1000 points or more:* The army recovers completely. It immediately and permanently Conscripts an extra  $d2 \times 250$  points of troops. The rebel army remains until defeated and will increase in size at the start of each turn like other neutral defenders.

*Whoops!*

When inciting rebellion there is some risk that your shenanigans will backfire, If the dice rolled for the size of the rebel army include two 1s, the GM rolls all dice again for the size of the army and draws a straight line on the campaign map from the centre of the target hex to the inciting player's Capital. The resulting rebellion arises in the first hex owned by the inciting player along that line instead of the target hex. Work out consequences as above.

## Appeasing neutrals

If Exploration reveals neutral defenders you can use your kingdom's Power to dissuade them from battle and attempt to bring them into your kingdom through other means. Depending on your army, this could represent peaceful negotiations, gifts, diplomatic marriages, bribes, threats or assassination.

To pacify the neutrals, spend up to 1 point of power per 1,000 points (rounding up) in the neutral army's strength.

The GM will roll a d6 for each point of Power spent and consult the table below.

**Table 7: Appease Neutrals results**

d6	Effect (cumulative)
1	The diplomacy has failed disastrously; the defending army grows permanently by 250 points.
2	The diplomacy has failed and the diplomat is sent packing. No effect.
3-5	500 points of defenders desert.
6	The entire defending army surrenders regardless of other results
Die modifiers	
-1	You fought a battle against the defenders during the last campaign turn
-1	You fought a battle against the defenders during the previous campaign turn
Modifiers are cumulative, so if you've fought the defenders during both of the past two turns your diplomacy roll will be at -2 (giving you a 50% chance of making things worse). If this is the case you may want to give them time to forgive and forget before you approach them diplomatically.	

## Sharing power

As part of any turn's orders, a player can make a gift of power to another player (as part of an agreement reached when joining forces in a battle, perhaps). The receiving player, presumably advised of the gift, submits his turn normally and can include orders that spend the power gift.

Only after all turns are submitted does the GM reveal whether the generous player really did make a gift of

power in his turn orders as promised. If he did not, the fooled player must reduce his power expenditure by the amount of the promised gift if he does not have sufficient Power of his own to fund the expenditure.

## Notes on Industry and Production

The Industry edict causes a hex and the special feature it contains to focus completely on the production of raw materials to serve your kingdom's needs. Industries are stretched to their utmost capacity to stockpile material for strategic purposes.

Each time you issue an Industry edict to a hex, its production value in tokens is added to your kingdom's resources at the end of the current turn (provided you still control the hex). The production of a hex is referred to as "ore", "lumber" or "farming" but their type has no particular meaning - they are all just forms of production.

Production tokens are "banked" in your kingdom until one or more of the categories reaches a total of three, at which point they are immediately converted to one point of Power and the three tokens are removed from the "bank".

Note that you can also obtain production through looting. This represents your agents scouring the mine or other industries for all available production and pressing what it can from the workers during the period of looting. See [Effects of looting or razing](#) for the production available from looting industries.

## Edicts

Each turn you can assign strategic orders, called *Edicts*, to the hexes in your kingdom. The Edict assigned to a hex will determine how that hex contributes to your kingdom this turn.

An Edict is issued to an entire hex and automatically applies to all of its special features as well.

Most of the time you don't need to issue any Edicts at all. The default action for all hexes in the absence of an Edict is "Support Troops", so this is what a hex automatically does unless you order differently. Note that "Support Troops" is not itself an Edict. Under any Edict, however, the support available to your army is diminished:

- Any hex under an Edict will produce no support, either its base support or that normally provided by special features it contains.
- Special features in the hex will continue, however, to provide the normal entitlements to special, rare or character selections in your armies.

**Table 8: Edicts**

Edict	Effect	Condition
Civilization	Produce two points of Power this turn. <i>The leaders, artisans and craftsmen of the city devote themselves to impressive works of art and architecture, exemplifying the strengths of your particular civilization and striking awe in all who behold these great works.</i> <i>This could be a new Elven library of arcane insight, a mighty cathedral dedicated to Sigmar or a squat and massive idol of Gork crudely hewn from living rock.</i>	Hex must contact a City or your Capital
Industry	Each hex to which you issue an Industry edict contributes one or more tokens of production (ore, lumber or farming) to your kingdom. Empty hexes produce one token of farming when under an Industry edict. Some special features such as Mines will increase this amount.	None
War Footing	Improve recovery odds for all of your armies this turn. <i>The normal routines of the population are set aside and all devote themselves exclusively to producing supplies for your armies.</i> <i>Baggage trains loaded with weapons, armour, fresh mounts and</i>	Hex must contain a Town, City or your Capital

	<i>spare parts wind their way to the battlefield. With them come groups of freshly trained physicians with their gleaming saws and pliers and volumes of the latest medical insights from Araby.</i>	
Loot!	Your agents scour the hex for useful resources and items, at the risk of damaging local industry and settlements and alienating the abused population. See <a href="#">Looting and Razing</a> for details. You may only issue a Loot edict to be enacted by any invading armies and to one other hex per turn.	None
Raze!	Your agents pillage and burn madly or methodically, trying to inflict as much damage on the local industry and settlements as possible. Their efforts are entirely focused on destruction, not the gathering or preservation of valuables. You lose control of any hex you raze at the end of the current turn. See <a href="#">Looting and Razing</a> for details. You may only issue a Raze edict to be enacted by any invading armies and to one other hex per turn.	None

## Looting and Razing

Sometimes a king must abuse the settlements and industries he commands to server short-term needs at the expense of long-term interests.

### Looting

Sometimes you must quickly squeeze the maximum benefit from a hex, pressuring its population, ransacking property and storehouses and straining local industry to breaking point to serve some short-term need. This is Looting and will gain some resources but risk diminishing - or even losing - the looted hex.

You can issue a Loot edict to any hex in your kingdom at the start of your turn. You can also issue a Loot edict to a hex you plan to conquer this turn (along with Razing, this is the only time you can issue an edict to a hex you didn't own at the start of the turn). The effect of the Loot edict takes effect at the end of the current turn **if you control the hex at that time**.

See the [Effects of looting or razing table](#) for the effects of looting a hex and the features it contains.

### Razing

In some cases you will want to ravish a hex, pillaging and burning in an act of rampant and systematic destruction. Usually you raze a hex because you do not expect to hold it for long and you want to deny its benefits to future conquerors. You do NOT gain the benefits you do from Looting - your agents are entirely focused on destruction - but you deny further benefits from this hex to others.

You can issue a Raze edict to any hex in your kingdom at the start of your turn. You can also issue a Raze edict to a hex you plan to conquer this turn (along with Looting, this is the only time you can issue an edict to a hex you didn't own at the start of the turn). The effect of the Raze edict takes effect at the end of the current turn **if you control the hex at that time**.

### Risks and consequences

When you loot or raze a hex, you risk grave and unforeseen consquences. Sometimes the consequences are foreseen very much indeed.

**Table 9: Risks and consequences of razing or looting**

Action	Risks and consequences
Looting a hex	Roll a d6 and check the following after looting a hex: 1. Overzealous: treat the hex as though it was Razed as well as looted

	(which includes automatically becoming Neutral) 2-3. Rebellion: the hex becomes neutral after your Looting is complete. 4+. Suffer in silence: No effect.
Razing a hex	A razed hex automatically becomes neutral. Any feature in the hex is reduced or destroyed - see <a href="#">Table 10: Effects of looting or razing</a> for details. Any fortress in a razed hex is destroyed.

**Table 10: Effects of razing or looting**

Feature	Effect of Looting	Effect of Razing
Empty hex	Gain 250 extra Support next turn	Produces no support for d3 turns
Capital	Gain 500 extra Support for the next d3 turns	Reduced to a Town
City	Gain 500 extra Support for the next d3 turns	Reduced to a Town
Town	Gain 250 extra Support for the next d3 turns	Hex becomes Empty
Fertile Fields	Gain 250 extra Support for the next d3 turns	Hex becomes Empty
Mine	Gain 250 extra Support for the next d3 turns and one ore token at the end of this turn	Hex becomes Empty
Deep Mine	Gain 250 extra Support for the next d3 turns and two tokens of ore at the end of this turn	Reduced to a Mine Roll a d6: On a 1 you Awaken the Beast
Wood	Gain 250 extra Support for the next d3 turns and one lumber token at the end of this turn	Hex becomes Empty
Deep Wood	Gain 250 extra Support for the next d3 turns and two tokens of lumber at the end of this turn	Reduced to a Wood Roll a d6: On a 1 you Awaken the Beast
Wizard Tower	Gain 250 extra Support for the next d3 turns. Also, roll a d6: On a 1, permanently lose one random magic items from one of your armies. None of your armies can take this magic item again for the duration of the campaign. If you loot a hex you conquered this turn, the item must be selected from the conquering army. On a 2-4 gain a magic item worth up to 25 points permanently for one of your characters. This item does not count against his item allotment or the army point value but cannot be transferred to any other character unless the character is killed. On a 5 or 6 gain a magic item as above but with a value of up to 50 points.	Hex becomes empty Also, roll a d6: On a 1, permanently lose one random magic items from one of your armies. None of your armies can take this magic item again for the duration of the campaign. If you raze a hex you conquered this turn, the item must be selected from the conquering army. 2-5 No effect On a 6 you Awaken the Beast
Arcane Ruin	Gain 250 extra Support for the next d3 turns. Also, roll a d6: On a 1, a random character loses his	Hex becomes empty Also, roll a d6: On a 1, a random character loses his most recent advance; if the

<p>most recent advance; if the character has not attained an advance, he dies. If you loot a hex you conquered this turn, the item must be selected from the conquering army.</p> <p>On a 2-4 gain a magic item worth up to 25 points permanently for one of your characters. This item does not count against his item allotment or the army point value but cannot be transferred to any other character unless the character is killed.</p> <p>On a 5 or 6 gain a magic item as above but with a value of up to 50 points.</p>	<p>character has not attained an advance, he dies. If you raze a hex you conquered this turn, the item must be selected from the conquering army.</p> <p>2-5 No effect</p> <p>On a 6 you Awaken the Beast</p>
---	---

## Winning and Losing

### Campaign Length

The length of the campaign is variable in order to discourage unrealistic, last-turn gambits which would normally prove disastrous if there was a subsequent campaign turn.

Starting on a turn announced at the beginning of the campaign, the GM rolls a d6 at the end of the turn after all battles have been resolved. On a 4+ the campaign is over and there is no subsequent turn. On a 1-3, the campaign continues and the same check is performed at the end of that turn.

### Winning

There are three ways to win the campaign:

- Be the player with the most Effective Power at the end of the campaign
- Eliminate all other players (see Losing)
- Control more than 50% of the tiles on the campaign map at the end of a turn

Effective Power is the sum of the following, calculated at the end of the final turn of the campaign:

**Table 11: Calculating effective power**

Source	Value
Each point of unspent Power	1 point
Each hex in your kingdom which you looted this turn	0
Each unlooted hex in your kingdom containing no major terrain features	1
Each unlooted hex in your kingdom containing one of the following terrain features: Town, Mine, Wood, Wizard Tower, Arcane Ruin or Fertile Fields	1.5
Each unlooted hex in your kingdom containing one of the following terrain features: Capital, City, Deep Mine, Deep Wood	2

The player with the highest effective power level at the end of the last turn wins the campaign.

### Losing

If your Capital is conquered, choose a City in your kingdom to be your new Capital and continue. If you don't own a City, you are eliminated from the campaign.

## Campaign gameplay: the turn sequence

The campaign game is played in turns, each turn normally taking a month to resolve. In the early turns of the campaign several turns may be resolved in a month since there are fewer decisions to make.

## GM issues Rumours

The GM posts rumour for the upcoming turn, which may indicate events on the campaign map and mercenaries available for hire.

## Prepare and submit orders

A [campaign order sheet](#) will guide you through the planning phase for a turn:

- List the extent of your kingdom and its features
- Specify edicts for the turn, and their target hexes; adjusting support accordingly
- Specify the size and composition of each army, and its orders
- Specify any power expenditures for this turn

## GM determines intermediate results, including random events

After receiving turn orders from all players, the GM resolves the results of player actions:

- Rolling for exploration and determining the strength of any defenders
- Informing players of battles, including enemy strength and obtaining player decisions on attack or withdrawal from the hex in question

## Battle phase

Players now arrange to fight the battle(s) they have incurred during the remainder of the month and report the results to the GM. The GM then determines the post-battle rolls (or the player can make the following rolls himself, but his opponent during the battle must witness the results):

- Unit recovery (if the army is fighting again this turn)
- Character recovery, if any characters fell
- Experience advances, if one or more characters obtained enough experience for an advance

## GM posts results

Once the results of all battles are available, the GM determines the final turn results, including:

- Adds hexes to the kingdoms of victorious invaders
- Update the special features on the map based on exploration and power expenditure
- Tallies the current Power score for each player

Battle results will be shared with players but bear in mind that news can travel slowly. Players will be informed if any hexes bordering their kingdom - or two hexes away from a hex with watch towers - were the site of a battle or changed hands during the previous turn. Events from further away will be reported in future turns.

## Timeline

During a normal week-long campaign turn, phases are timed as follows:

### First week of the month

GM posts rumours

Players submit orders

GM posts intermediate results

*Players may need to indicate whether they'll fight other players or retreat from them; please be available to indicate your decision within 48 hours*

### Weeks 2-4 of the month

Battle phase: play games and report battle results to the GM before the fourth meeting of the month. *You will have three club meetings to fight your battles but it's appreciated that you'll have other games taking your attention. While it is possible for all battle results to be abstracted it's preferable for battles between players to be fought on the tabletop whenever possible. If a player has more than one battle scheduled for a turn, the GM will suggest which battle should be given priority. This decision will be based on the relative army strengths (favouring evenly matched armies) and the*

features present in disputed hexes (so a battle for a City will be deemed more important than a battle for an empty hex). Any suggestions are just that, however, and players are free to agree to play whichever battles they wish to.

If players have not reported their battle results by the end of the fourth meeting (or selected a strategy for abstract battle resolution), the GM will roll to resolve the battle using the worst strategy modifier possible (against a neutral hex) or no modifier (if between players) - so remember to report results or choose a strategy before the fourth Tuesday of the month!

## Random Events

At the start of each turn, after player orders have been submitted, the GM rolls to see if a random event occurs for each player.

2d6	Event
2	<b>Untimely death</b> A random hero in your army (but not your Lord) is struck down by an unknown cause. He will not be available to fight in your armies this turn but you may replace him with a new hero at the start of your next turn.
3	<b>Disaster</b> Mighty earthquakes collapse the industry in one part of your kingdom, giant sinkhole swallow a settlement or some other calamity befalls your domain. A random hex in your kingdom is Razed. Cannot occur in a player's capital - the gods favour such mighty enclaves too well!
4	<b>Storms</b> An invading army belonging to your kingdom is hampered by heavy storms and muddy roads and makes no significant progress beyond your borders. Its invasion fails this turn and no exploration is possible. If you have more than one invading army, the GM will choose one randomly.
5-9	No event
10	<b>Reinforcements</b> A mercenary unit (worth 250 points or less - selected by the GM) joins the army containing your Lord for d3 turns.
11	<b>Bountiful resource</b> One of your sources of Industry production - either a Mine, Wood or empty hex - is immediately improved to a Deep Mine, Deep Wood or Fertile Fields.
12	<b>Unlikely ally</b> A nearby settlement (town or city) has been swayed to join your cause. The settlement will be first of the following possibilities: <ul style="list-style-type: none"> <li>• the closest neutral settlements revealed on the campaign map immediately joins your kingdom</li> <li>• an empty neutral hex closest to your border is revealed and joins your kingdom. It contains a town.</li> <li>• the nearest town belonging to another player joins your empire</li> <li>• the nearest non-Capital city belonging to another player joins your empire</li> <li>• a town is added to a random empty hex in your kingdom</li> </ul>

## Mercenaries

The kingdoms of the campaign map have long seen war. As a result, there are plenty of restless warriors about ready to hire their sword out to anyone who can pay (or, in some cases, simply offer steady meals).

### Hiring mercenaries

As part of the rumours for each turn the GM may announce that one or more mercenary units is available for hire. The GM identifies the basic point cost of each mercenary unit.

As part of their orders for the turn, players may secretly bid for the mercenaries' services. The currency used in bidding is support from your kingdom's next turn. The minimum bid for any mercenary is its basic point cost.

The GM will confirm whether a bid has been successful as part of the rumours for the following turn, at which point the winning player can use the mercenaries on his upcoming turn (so mercenaries announced as being available for hire in turn 3's rumours will be hired and included in armies for turn 4). Mercenaries remain with the winning player for as long as he is willing to pay the upkeep he bid for them.

The player who bid highest must hire the mercenaries for at least one term. Hired mercenaries are added to one of your kingdom's armies and **do not count against the army's maximum size**. However, your kingdom must forfeit an amount of support equal to the mercenaries' hiring price.

For example, assume that at the start of turn 5 the GM announces that a unit of mercenary Orc Boyz is available for hire with a basic point cost of 225 points. With their turn 5 orders, players bid for the Boyz but do not learn who has won.

On turn 6, the GM either repeats that the Boyz are available for hire (if nobody had a winning bid) or, if the player's bid was the highest, that they have been hired (with a victorious bid of, say, 300 points). Unsuccessful bidders will simply be told that the Boyz are no longer available for hire.

The winning bidder must use 300 points of his kingdom's available support to include the mercenary unit in one of his armies on turn 6. Without the mercenaries one of his armies numbers 2,500 points and other numbers 700 points. The player adds the Orcs to his 2,500 point army. Even though 2,725 point armies are not normally allowed this is legal because mercenary units do not count as part of an army's maximum point value.

In the case of ties nobody gains the mercenaries.

Failed bids are refunded and the support can be used in the players' armies as usual in the same turn.

Because mercenary bids are not in increments of 250 points, the presence of mercenaries is an exception to the requirement that all armies be built in 250-point increments.

If a player decides he no longer wants to pay for mercenaries (after paying for them for at least one, as per above), they will offer their services again.

For example, assume that the player above who bid for the Boyz uses them for three turns but then decides he no longer wants to retain their services for turn 9 (having, perhaps, secured the services of another mercenary unit following bids with Turn 8's orders). In turn 10's rumours the Boyz will once again be offering their services to the highest bidder.

## Special mercenaries

Exceptional mercenaries, consisting of powerful characters, units or even monsters, will occasionally become available for hire in the campaign as well. In addition to a point cost, these units will have a Power cost and, like other mercenaries, the winning bid must be repaid at the beginning of each subsequent turn or the special mercenary will desert.

When evaluating bids, the highest Power bid wins. In the case of tied Power bids, the tied bid offering the most support wins. If still tied, nobody gains the Special Mercenary.

Failed bids are refunded and the support can be used in the player's armies normally in the same turn.

## Dramatic Personae

In addition to mercenaries, some special characters may become available in the course of the campaign. These mercenaries have agendas of their own and will fight with or against player and neutral armies at the GM's discretion. In all cases, Dramatis Personae will fight to support or to oppose armies in a way befitting their own particular story.

For example, after the neutral kingdom of Krung is invaded by Emrys's armies, the Krungian hero Igbood the Grey offers his services to any kingdoms to fight against Emrys. He will only fight against Emrys although you can retain his services for future turns by paying the necessary Power and support costs each

turn. If he doesn't get to fight Emrys for two turns he will desert and try to find someone who will help him liberate Krung.

---

## The Beast Awakes!

There are many ancient beasts that slumber in the dark places of the Warhammer world. Sometime a kingdom's agents unwittingly awaken one of these nightmares from its sleep and tests just how mighty a kingdom really is.

### Awakening the Beast

There are several means to stumble across and awaken a Beast.

When conducting Industry in a Deep Wood or Deep Mine you may awaken the Beast; see [Table 14: Minor Terrain features](#) for details.

When Looting a Deep Mine, Deep Wood, Wizard Tower or Arcane Ruins you may awaken a Beast; see [Table 10: Effects of Looting or Razing](#) for details.

### Provoking the Beast

Some twisted princes actually seek out Beasts and provoke them into action for their own twisted purposes.

You may, for your own twisted purposes (see above), wish to provoke a Beast from its sleep intentionally. In this case, at the start of your turn issue an Industry edict to a hex that you own that contains a Deep Mine or Deep Wood. Gain no production from the hex but the GM will roll d6: on a 4+ you will have awoken a Beast.

### The Rampage of the Beast

A beast always Razes the hex in which it appears.

On subsequent turns, the Beast travels 1 hex in a random direction (possibly even retracing its route). Each hex it enters is Razed.

This rampage continues until the Beast is defeated in battle by a player army.

Beasts are known to be drawn to nearby battles, sometimes moving surprising distances to appear on the battlefield unexpectedly.

### The Nature of the Beast

The exact nature of the Beast will be determined by the GM but it will be a force of monstrous creatures totalling between 1,000 and 2,000 points (tending to be higher as the game proceeds).

Examples might be:

- Two or three dragons
- Four to six giants
- A bloodthirster and assorted daemonic followers
- One very, very, very large and unique monster.