

# WARMASTER

Mighty Empires Campaign Book





## Mighty Empires Campaign Handbook

Compiled by Czech Warmaster Community

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## INTRODUCTION

This campaign rules are based on rules written by Rick Priestly and Jervis Johnson for Mighty Empires campaign supplement designed for 8<sup>th</sup> edition of Warhammer. The supplement included a map consisting of hexagonal map tiles and variety of markers. We adjusted the rules for Warmaster environment. Though our rules are designed primarily for the original map supplement, it can be used for any map system as long as it is segmented into sufficient numbers of fields.

Our experience is that complex campaign systems tend to stumble and die out rather quickly. Philosophy of this system is to keep it as simple as possible yet still motivating to fight and contest over new territory. In current digital age it is well possible and even most convenient to master the whole campaign on-line because to gather more than two players to make the campaign moves is mostly the biggest obstacle for campaigns to go on.

## WARMASTER CAMPAIGN

You will need at least two – and preferably three – players to play the campaign. In the campaign, rival players compete for territory until one player conquers the others or establishes an empire of such size and power he is declared the victor. During each round of the campaign the participating players play a game of Warmaster and, depending upon degree of success, they can expand their territories of their neighbours.

The map is used to show the territory that each player controls. Each player begins with one tile marked with a banner in his chosen colour. When games of Warmaster are fought, players are awarded „Empire Points“, that are used to take over adjoining tiles as explained below. As a player's empire expands he places banners on the tiles to mark his territory.

The winner is the first player to carve out an empire of ten tiles – this is a simple way of working out who has won and you can set this target higher or lower as you wish.

## STARTING A CAMPAIGN

The map needs to have at least seven tiles for every player taking part. You will need banner markers in a distinctive colour for each player. Once you have a map, each player must now choose a capital city from amongst the cities on the campaign map. Choose an order in which players pick a capital city available on the map. A capital cannot be chosen next to another capital – there must be a gap of at least 1 tile between them. If there are no available capital cities left on the map then the player may add a new city to the map to claim as their capital. Once each player has selected his capital you are ready to play. Note that no other tiles are claimed at this stage – players will get to do that as the game progresses.

It is a good idea to put few objectives on a map to motivate players to fight over them (see Objectives). They should be placed and spread in neutral area so all players have similar chance to reach them.

## THE LARGEST EMPIRE

During the campaign players will often need to do things in a certain order depending on the size of their empires. This is determined by counting the number of tiles each player controls. Tiles that contain a city count as two tiles when working out the size of a player's empire. At the start of the turn, count how many tiles each player controls. The player with the most tiles has the largest empire, the player with the second most tiles has the second largest empire, and so on. If players are tied for the number of tiles, use the number of cities as tiebreak, then number of castles, and finally a dice roll if they are otherwise identical. This order is for the whole turn, even if circumstances change.

## SEQUENCE OF PLAY

The campaign is fought over a number of rounds. Ideally – all players must be present for each round or alternatively (and most likely) it can be organised online through internet forums. There are also many online dice roll rooms on internet these days, which are ideal to solve all the required rolls online. A typical group of players will usually work through one round every week, but it all depends on how often you can get together. It is even possible to play a whole campaign over a single weekend. At the end of each round, players must organise and play any Warmaster games that are required before next round can proceed. In each round all players work their way through the following sequence of play. All the players carry out the event phase, then all carry out the revenue phase, and so on.

1. Events
2. Revenue
3. Challenge
4. Battle
5. Conquest & Build

## Events Phase

Each player picks one event from the event chart, starting with the player with the smallest Empire. You may not pick an event that another player has chosen unless all the events have been taken once each you may pick any event you like., even if it has been taken once by other players.

1. **Fool's Gold** – Pick a Player. That player cannot collect any revenue during this round.
2. **Building Boom** – You may place a castle, mine or shipyard in any tile that you control, or replace a castle you control with a city.
3. **Disaster** – Pick one player. They must roll a D6 for each Castle, City, Shipyard or Mine. On a roll of 1 the place is destroyed.
4. **All or Nothing** – You receive an extra 2 empire points this round as long as you don't lose or draw any battles. If you lose or draw then you receive no empire points at all this round.
5. **Scouts** – In any battles you fight in this round, your opponent must deploy their whole army before you deploy your army, and you decide who gets the first turn.
6. **Diplomacy** – Pick one player. They may not issue a challenge against you this round.
7. **Land Grab** – The first tile you claim this turn only cost 1 empire point rather than the normal 2.
8. **Elite Army** – In any battles you fight this round, you may take one unit over Min/Max value.

## Revenue Phase

Each player collects revenue from any mines they control. The gold is added to the player's treasury each round and can be spent or saved up and spent in future rounds. Players must keep track of how much gold they have.

Mines generate 2D6 x 10 gold pieces to a player's treasury each round if they are on a river tile, and 3D6 x 10 gold pieces each round if they are on a mountain tile.

### *Exhausting A Mine*

If all of the dice rolls are the same (eg. You roll two 1's on a river, or three 5's on a mountain) then the mine is exhausted. Collect revenue as normal and then remove the mine from the map, but leave the banner behind to show who controls the tile. A new marker may be created on the tile latter in the game if disared.

### **Challenge Phase**

Each player must issue a challenge to another player, starting with the player with the smallest empire. The challenger and the player they challenged must fight a Warmastre battle in the battle phase. A player who has been challneged cannot issue a challenge that round – his army is already committed to battle!

### *Forming A Team*

A player can challnege a player who has already been challenged to a battle. The player who has been challenged can choose to either fight on battle against all his challengers (see team battles), or he can choose to fight a series of individual one-on-one battles against each of his challnegers in turn (see multiple battles). Any number of players can form a team in this way.

### *Breaking Up A Team*

A player can challenge a player who is already par of a team – this will break the team up. For example, if Andy and Phil had formed a tema against Bob, the Max could challenge one of them in order to break up the team.

If you do this then the player you have challenged fights a battle with you, leaving the remaining team member(s) to fight their opponent. So, carrying on our example, if Max challenges Phil, then Max and Phil fight a battle, leavin Andy to fight against Bob.

### **Battle Phase**

Players can agree to fight battles of whatever size they find convenient – there is no need for all battles to fought at a preset size or with a pre-selected army list. Just play Warmaster games as you normally would at 1000pts, 2000pts, 3000pts or whatever your preferred size.

### *Army Bonuses*

Either player recieves a bonus to use when they select their army.

- The player who has the largest empire recieves a bonus of  $\frac{1}{20}$  of the total army points. So in 2000pts battle he may field 2050pts, in 1000pts he may field 1025pts.
- Any player may spend up to 200 gold pieces from his treasury to add extra points to his army. For those 200 gold pieces he may add  $\frac{1}{10}$  of total army points. So in 2000pts he may add 200 points, in 1000pts battle he may add 100 points. If the player spends less then 200 gold pieces, the nubere of points is proportional. So if he spends 50 gold pieces in 2000pts battle, he may add 50 points, in 1000pts battle he may add 25 points.

### *Multiple Battles*

Sometimes a player will have to fight more than one battle in a round (see challenges). A player can use all bonuses they are entitled to in each an every battle they fight that round. However, gold spent in one battle is used up, and may not be used again in a later battle.

### *Team Battles*

Sometimes players will fight together as a team (see challenge). When this happens the team must split the total points value of their force between all the players in the team in a mutually agreeable manner. For example in 2000pts game a two player team might take 1000 points each, or one might take 1500 and the other 500 and so on. Each player is then allowed to add bonuses to their individual total as described above.

- Each player in a team controls his own army. Both players move their units in the movement phase, both players shoot in the shooting phase etc.
- Units may not charge, shoot or cast magic spells against units controlled by another player in the team
- Characters form one player's army and may not join units belonging to a team member's army
- Commanders can only command units from their army.
- Only units that belong to the same army count as 'friendly units' for the purpose of the rules. Units belonging to a team member's army do not count as friendly units.
- In team battles the break point of each team army counts together, so both armies withdraw only when total break point is reached.
- Each army has its own general. If one general is killed, his army doesn't withdraw, however the team can no longer win the battle. It can only lose or draw. Commanders can only command their own armies and wizards can only cast bonus spells on their own troops.

### **Conquest and Building Phase**

When you play a game of Warmaster you earn empire points as shown on the chart below. Empire points are used to take territory, to build cities, castles, shipyards or mines or to remove territory from a rival player. Players take it in turns to spend their empire points, starting with the player with the smallest empire and working up.

#### *Earning Empire Points*

The number of empire points a player has to spend depends on how well he did in the battle phase. Players who lose earn 1 point, drawing players earn 2 points, and winners earn 3, 4 or 5 depending upon level of victory. Result of a battle is determined as follows:

- **Lose – 1 Empire Point.** Army is forced to withdraw while earning less victory points than the opponent OR army earns less victory points when no side withdraws. A player also loses when he willingly surrenders.
- **Draw – 2 Empire Points.** In case one army is forced to withdraw but gains more victory points than its opponent the battle is a draw and both armies get 2 EP.
- **Minor victory – 3 Empire Points.** Army is victorious when it forces enemy to withdraw and earns more victory points at the same time.
- **Major Victory – 4 Empire Points** Army breaks the enemy while not losing more units than half of its break point.
- **Massacre – 5 Empire Points.** Army massacres an enemy when forcing him to withdraw while not losing more than 25% of its break point.

In a team game all players in a team earn one less empire point (so if their side wins a victory each player earns 2 Empire points).

If a player fights more than one battle in a turn then he must average out the empire points for the battles they fought, rounding any fractions down. For example if a player fights two battles, loses one and scores a massacre in the other, then he would score  $(1+4)/2=2,5$ , rounded down to 2 empire points.



### *Spending Empire Points*

Empire points can be spent as follows. Only one unused empire point can be carried over to the next campaign round.

- **Claim Tile (2 EP)** – place a banner on a tile without a banner that is adjacent to one of your own tiles.
- **Conquer Tile (3 EP)** – Remove another player's banner from a tile that is adjacent to one of your own tiles and replace with your own. You must have fought and won a battle against the player in the preceding battle phase.
- **Build (1 EP)** – Add a castle, city, mine or port to a tile you already control (see Buildings).
- **Raids (1 EP)** – Player can raid a free territory in which case he gains 3D6 x 10 gold pieces. Alternatively he can raid territory of another player. He gains 2D6 x 10 gold pieces that are taken from the treasury of the player whose territory was raided. You cannot get more gold pieces than the raided player actually has. You also cannot get the gold guarded in castles and cities (see Castles and Cities).
- **Plunder (2 EP)** - If you win a battle against another player, you can plunder one of his tiles. You don't need to border to his territory. Choose one opponent's tile. If there is a mine or port, remove them. If there is no building on the tile, remove opponent's flag. Tiles with castles or cities cannot be plundered.

*Mountains* – It costs 1 extra empire point to Claim or Conquer a Mountain tile.

*Castles or Cities* – It costs 1 extra empire point to Conquer a tile that contains a castle or city.

### *Buildings*

You can spend empire points to add a castle, city, mine or shipyard to a tile that you control. Alternatively, you may instead replace a marker on a tile you control with another one.

### **Castle**

Makes it more difficult for players to conquer the tile (see above). Castles can also hold 25 gold pieces against enemy raiders. Cannot be built on marsh tiles.

### **City**

To build a city there must already be a castle on the tile. You may upgrade a castle in the same turn that you build it, and the city replaces the castle. The tile counts as having a castle and in addition counts as two tiles when working out who has the largest empire. Cities cannot be built on mountain or marsh tiles.

### **Mine**

Generates gold pieces in the revenue phase. Can only be built on river or mountain tiles. You can spend gold from your treasury to increase the point size of your army in a battle (see Revenue phase). Gold mines on a river generate 2D6 x 10 gold pieces, gold mines in a mountain generate 3D6 x 10 gold pieces.

### **Port**

Can be built on river or shore tile (if you have any on your map). Player with a port can claim river or shore tile which is not adjacent to player's own tiles.

### **OBJECTIVES**

#### **Mage Tower**

Player who owns a tile with Mage Tower may re-roll one unsuccessful spell during a battle.

#### **Dwarf Brewery**

Player who owns a tile with Dwarf Brewery may once per battle re-roll one save roll each round of a single combat phase.

#### **Orc Idol**

Player who owns a tile with Orc Idol may once per battle add one attack dice to a single unit during one combat phase.

### **HOW TO WIN**

A player wins instantly when he claims his tenth tile or if he knocks any other player out of the game by conquering the last tile that player controls. Tiles that contain a city count as two tiles for determining when a player wins the game.

## SIEGE

Big privilege of Warmaster is very well made siege system (see Warmaster magazine #2). Because there are fortified places such as castles and cities in the campaign system it would be shame not to include a possibility of siege battles. To play siege battle lot's of special terrain and models are needed (eg. fortress walls, siege towers, ladders etc.). Also it slightly breaks the fluency of game sequences. For these reasons siege battles are only considered as an option for players who want to play it. There is no need to play siege battles in your campaign if you don't want to. Siege battle is played only when both players agree to do so.

### *Into the breach!!*

When a player wins a battle and decides to conquer loser's tile with castle or city (assuming he has enough EP to do so), he can do it either in standard way or, if both players agree, he can start a siege. Both players must play a siege battle (Into the breach! scenario in Warmaster #2 magazine) before new campaign round begins.

In this battle the conqueror is attacker of course. If the attacker wins, he doesn't need to pay 1 extra EP for conquering a tile with castle or city on it. A siege can be started either when attacker has enough EP to conquer tile with fortress (usually 4) or when he has only enough EP to conquer an empty tile (usually 3). However two different situations occur when the attacker loses. If attacker loses and doesn't have enough EPs to conquer the tile with city or castle his EP used to conquer a tile are lost and he is pushed back. No conquering takes place. If the attacker loses while having enough EP to conquer a tile with castle or city, he conquers the tile, however the fortress remains still in defenders hands. In such situations such tile counts only as  $\frac{1}{2}$  for purpose of counting how big the empire is. In next campaign rounds the attacker may attempt to seize the fortress again or alternatively he may simply pay 1 EP to take it. In case the tile with besieged fortress is taken back, the conqueror doesn't need to pay the 1 extra EP for conquering a tile with castle or city.

## NAVAL OPERATIONS

Another option to spice a campaign is to add ship battles on sea. Main task of fleets is to support ground operation on shores. Of course this is only possible when your map includes sea. Furthermore ship battles are not included in Warmaster rules and so you need to play them according to some stand-alone rule system with its own models (eg. old Man O'War game). For this reason the naval operation rules are optional and can be used only when at least two players agree on that.

### *Set sails!*

Naval operation can only take place on sea, not on rivers. Playes who agreed on involving in naval operation can challenge each other to fight see battles in the same manner as ordinary ground battles. Sea battles are fought in Battle sequence no matter the order.

Players involved in naval oprations who own a port built on sea shore can conquer shore tiles of other involved players even if they are not adjacent to their own territory. However such conquering costs 1 extra EP (usualy 4).

Player who wins a sea battle gets *Naval Advantage* over defeated player. Naval Advantage means you can conqer a shore tile of defeated player for 1 EP less (usualy 3). The Naval Advantage is carried over to next campaign rounds and lasts until the player with advantage is defeated by 'disadvantaged' player. Involved players with no shore ports can still fight sea battles for Naval Advantage, however they cannot conqer other players shore tiles until the port is built.

## Abstract Battle Resolution

To keep a campaign going players must be active. However there are situations when even the most enthusiastic players cannot find free time to play a battle, whatever are the reasons.

In case a player cannot fight a battle against his opponent/s he can either find a volunteer to fight it for him (no matter what army he uses) or he can use Abstract Battle Resolution system. This system is designed to decide the battle with just simple dice roll. This can happen online in virtual dice room.

In this roll-off the challenger is considered attacker and challenged player defender. First find out a strategy bonuses your army has:

Strategy Bonus	Attacker	Defender
Elite army	+1	-1
Scouts	+1	-1
Largest empire	+1	-1
Each 100 GP spent (max 200)	+1	-1

### *Roll for outcome*

Third person who is not involved in the battle rolls 2D6 and apply any strategy bonuses. A high result favours the attacker, an a low result favours the defender.

Adjusted die roll	Result
2 or less	Defender major victory
3-5	Defender minor victory
6-8	Draw
9-11	Attacker minor victory
12 or more	Attacker major victory

## RESOURCES

Migty Empires tiles for print: <http://talisman.clift.org/talismanisland/mightyempires/Memaptiles.pdf>

Virtual Dice Room: <https://rolz.org/>