

The Valley Grismerie Campaign

The campaign uses the Bretonnia in Flames map.

Map tracking

- Pins can represent armies; labels are needed for each map space a player controls, with a list of what is in that map space.

Army size

- 1800 points basic size of a banner
- Each player must have a Lord that represents the ruler of their realm. Also if players wish they can make up a Wizard Lord, however he cannot be your ruler, unless you have special reasons or is in character with your army. These characters are fixed and any race specific items you chose for them cannot be used again by any other characters you chose to make
- Each banner must have a Hero type lieutenant that leads the army. He/she is also fixed and any race-specific items chosen cannot be used by any other characters.
- NB: In high elf armies the Intrigue at Court rule is ignored. Instead the Hero made up is in charge. Roll as normal if your ruler is with the army.
- Each player begins with a HQ, 1 banner, 1 watchtower and 1 Supply Centre

Turn Sequence

- Campaign Turn
 1. Move army banners
 2. Organise games with banners in the same map space
 3. Make after battle rolls for injuries to characters
 4. Move retreating and scattered banners
- Season's End Phase
 1. Collect supply points from each supply center
 2. Each player rolls a random event
 3. Players can cast Campaign Magic if they wish
 4. Spend supply points and update maps and army banners if they wish
 5. Place new defining markers for banners and buildings.
 6. Declare Alliances
 7. Write orders for each banner
 8. Roll priority for the next campaign turn

Campaign Turn Movement

- Each banner can move one space on the map
- *A Difficult Terrain Test* is needed to move through mountains, bogs and across rivers. The banner rolls a D6. On a 3+ the banner can move normally. On a 1 or 2 it must **Hold** instead.
- *Living of the Land*. No two friendly banners can occupy the same map space.
- When 2 enemy banners are in contact then a battle is fought
- If there are buildings in the space with an enemy banner then a battle is fought between the standing forces and the enemy banner.

Battles

- When fighting battles, players need to do some pre battle preparation
- Each player has an initial 1800 points. If the defending player has **Fortified** the map space then he gets another 200 points. Also any banners that the realms have in an adjacent map space that are not involved in a battle also add 200 points. This works for both sides. If an allied map not involved in a battle is in an adjacent map section, the allied player can command a 200 point allied contingent
- The scenario played is completely up to the players. I suggest using the random scenario generator from WD 292. If players decide to perform an ambush because it fits the terrain, on a road for example or a capture scenario on a bridge. It's completely up to the players.

Character injuries and bonuses

- If your general finds himself remove as a casualty then you must roll on the table below

Character Recovery (2D6)	
2-3	DEAD, can make up a new character for the banner, but can't use the dead characters magic items again in the campaign
4-5	Injured, roll on the injury chart
6	Stunned, roll a D6, on a 1-3 roll on the injury chart, else full recovery
7-9	Recovery, on a roll of a 1 roll on the injury chart, else full recovery
10-11	Full Recovery
12	Full Recovery, Suffers <i>hatred</i> of the race that injured him/her

Character Injury Chart (2D6)

2	Severe Injury, lose an arm (-2WS) or a leg (half movement)
3	Battered! -1T
4	Head Wound. Suffers from stupidity
5	Loses an eye (-2BS)
6-8	Beaten Down! Half attacks for the next 2 campaign turns
9	Old War Wound (-2I)
10	Leg Injury (-1M)
11	Lost hand. Replaces the hand with a hook, counts as add. Hand weapon, but cant use two handed weapons
12	Impressive Scars. Causes Fear

- On the plus side if your character does something suitably impressive he may gain experience. Keep track of how many challenges the character wins. For every 3 challenges the character wins, (i.e. actually slays his opponent, doesn't count if the opponent runs away) he gets to roll on the chart below.

Character Advancement Chart	
2	Toughened Veteran, +1T
3-4	Heightened Senses, +1I
5-6	Strengthened Sword arm, +1S
7-9	Master of Weapons, +1WS
10-11	Awesome Fury, +1A
12	Inspiring Presence, +1Ld

After Battle moves

- Retreating, the loser of the game must retreat their banner into an adjacent friendly map section.
- Scattered. If the banner is unable to retreat the banner is scattered and reformed at the player's capital in the next season's end turn. It is also scattered if the result was a Massacre. A banner that has been scattered also halves its points value for the next turn.

Season's End Phase

Supply Centres

- At the start of the campaign you get 1 banner, 1 HQ, 1 watchtower and 1 supply centre
- Each Supply Centre generates 2 Supply points which can be spent on buildings and troops, this will be discussed later

Random Events

- Each player must roll on the random events table each turn
- These will be noted down and will effect the map, the armies or the buildings
- It seems a bit complicated, but it will add a bit of interest to the campaign

Random Events Table (2D6)	
2	Roll on the Catastrophic Events Table
3	What was the plan? Any banners more than 2 spaces away from the capital can't move and count as Holding
4	Spoiled Food. Lose 2D6*10 points from a randomly determined banner this turn
5	Confusing Orders. One random banner Moves in a random direction
6	Portents of Ill Fortune. You automatically lose priority this turn
7	Weather. Roll on the Weather Chart
8	Trading and Craftsmen. Roll on the Trading and Craftsmen Chart
9	Scouts find something. Roll on the Explorers Chart
10	Bumper Harvest! Add a Supply point to your total
11	Allies. You may place an Allied banner of a suitable race of 1000 points in your realm
12	Roll on the Glorious Tidings Chart

Weather (2D6)	
2	Flooding! One Supply Centre is reduced to 1 Supply Point next turn
3-4	Harsh condition. All movement requires a <i>Difficult Terrain Test</i> for the entire map
5	Ground Fog. No support bonuses can be claimed this turn
6-10	Normal Weather. No effect
11	Beautiful Weather. May collect an extra supply point next phase
12	Perfect Conditions. Each Supply Centre provides an extra point next turn for the player who rolled the result.

Trading and Craftsmen (D6)		
1	Shifty Traders	
	1	Lose 1 Supply Point
	2	Lose a random unit from a banner chosen by you
	3	Poor breeds. Lose 1" move from one cavalry unit this turn
	4	Faulty Armour. One unit equipped with armour lose it this turn
	5	No Wheels. One Chariot loses its wheels and so can't be used this turn
	6	Phony Magic. Lose one magic item from your characters permanently
2	Skilled Artisan. Your buildings look nicer but no effect	
3	New Weapons. Up to 2 Core units may be equipped with weapons they may not usually have in there options. This must be agreed with the GM.	
4	Advanced Husbandry. 2 Calvary units gets +1" movement for this turn	
5	Skilled Armourer. 2 units get heavy armour that don't usually have it	
6	You get 300 points of troops to add among your banners or standing forces this turn.	

Explorers Chart (2D6)		
1	Ancient ruins are found. Add a Stone Circle to the map	
2	Shortcuts. One banner may move 2 spaces this turn	
3	200 points of Core troops may be added to a standing force this turn	
4	You can purchase a Supply Centre for half cost immediately	
5	Add a watchtower for free anywhere in your realm	
6	Ancient Power Stone. Your wizards get an extra power dice while in your possession. Mark on the map where this is.	

Glorious Tidings (2D6)		
2	Hidden Passageway	
3	Extra Settlement, upgrade a Supply Centre into a town for free	
4	+1 Supply Point for each Supply Centre	
5	Add a monster mount suitable for your army to one of your characters for free	
6	Spy! Choose a realm to spy one and you can study the orders of that realm each turn if he passes a Ld test (Ld 8). If he fails he is caught and slain	
7	Extra Training. Add +1WS to any Core unit in one banner for this turn	
8	Add protective walls to a map space. May add defensive obstacles to a standing force	
9	+1 Ld to your ruler, up to 10. If 10 already extend his Ld radius to 18"	
10	One free reroll per battle in the next	

	turn
11	New Army, add an extra banner for free, so your basic banners go up to 2
12	Army Specific Glorious Tidings

Army Specific Glorious Tidings	
Beasts of Chaos	A Giant Minotaur joins your army this turn
	M WS BS S T W I A Ld
	6 7 3 5 5 5 6 6 10
Bretonnians	May reroll all Psychology tests this turn
Chaos Dwarfs	Add 2 Supply points to your coffers
Dark Elves	Add a Core Unit from another army to one of your banners. These represent a slave unit. They are at -1WS and -1BS to normal however
Dogs of War	Add 2 Supply points to your coffers
Dwarfs	Add 6" to the range of a certain war machine this turn. So all Flame Cannons for example
Empire	Add 500 points of free troops among your banners
High Elves	Create a Hero of up to 200 points and add it to one of your banners. Intrigue at Court will apply between the 2 characters
Hordes of Chaos	Can add a unit of daemons for free to your banners this turn
Lizardmen	Add a Salamander Hunting Pack to each banner for free this turn
Ogre Kingdoms	Each banner gains a free Gorgor for this turn
Orcs and Goblins	A Giant of enormous size joins a banner of your choice. He has 3 extra wounds and +1 T
Skaven	Infect one supply center with plague. The Supply Centre is destroyed
Tomb Kings	Distribute 200 points of magic items for free among your banners
Vampire Counts	Recruit d6*100 points of troops to add to your banners, and any 3 units may take either armour or a weapon upgrade
Wood Elves	Gain D3 Treeman to one of your banners

Catastrophic Events (2D6)	
2	Plague! Each banner loses D3*100. One supply center is wiped out
3	Rebellion! A 2d6*100 point force of your race turns up at your capital. All your banners must move towards your HQ while the army still exists
4-9	Monster Invasion!
10	Winds of Magic. Your wizards get half the number of power dice
11	Crops Go Bad. Your Supply Points are halved rounding down
12	Skaven Tunnel. A Skaven banner of 500 points attacks a random landmark.

Monster Invasion (D6)	
1	Dragon! Roll each turn until killed
	1 Supply Centre destroyed
	2 Attacks a random watchtower. On a 4+ its destroyed
	3 Banner attacked. Lose D6*100 points
	4 Banner attacked. Lose D3*100 points
	5 Banner attacked. Lose D3*50 points
	6 No effect
2	Flock of Harpies! Halve one supplies from one supply center this turn
3	A random monster attacks a random location
	1 Griffon
	2 Hippogriff
	3 Cockatrice
	4 Chaos Spawn
	5 Wolf Packs (20 wolves)
	6 Marauding Ogres (8 Ogres)
4	3D6 Trolls attack a supply center
5	2D6 Giant Spiders attack a random supply center
6	A supply center is attacked by 2D6 Swarms

Campaign Magic

- If the Wizard Lord character of a realm is not used in a game he/she may cast campaign magic
- Roll 2D6 on the chart below

Season's End Spells (2D6)	
2	Roll on the Miscast of Epic Proportions Table
3	Lightning Storm. Take d3*50 points off the standing force in the capital and any banners in the capital
4	Power Drain. The Wizard will generate half the normal amount of power dice and can't cast campaign magic in the next turn
5	Shrouding Mists. Choose a map space; it now needs <i>Difficult Terrain Tests</i> .
6	Scrying. The Wizard may choose an enemy banner to reveal their army list at the start of the game
7	Flood/Drain River. The Wizard can drain a river section to allow armies to move across it without making a <i>Difficult Terrain Test</i> . It lasts for D3 turns
8	Prosper/Curse. The wizard may add or subtract d3 supply points from any realm
9	Swarms. D6 Swarms may be added to any friendly banner on the map for free or an enemy Standing Force may be reduced by D3*100 points
10	Forge Magic Item. Choose an item for him to make. 0-25 points it is ready now 26-50 points finished in d3+1 turns 51+ points finished in d6+1 turns The wizard cannot be used or cast magic while making an item
11	Wizard Duel! Choose an enemy's Wizard Lord Character. On a 3+ he may not cast for d3 turns. On a 6 he loses one wound permanently
12	Choose any result

Miscast of Epics Proportions! (D6)	
1	The Wizard is slain in a burst of energy
2-3	The Wizard loses a wound permanently
4-5	The Wizard is in a coma and may not be used or cast until after the next Season's End Phase
6	The Wizard ages rapidly. He halves his Move permanently

Spending Supply points

- You can convert your supply points into buildings or extra troops
- Below is a list of things you can purchase

Landmarks		
Item	Supply Points Cost	Standing Force
Watchtower	2	400 points of Core troops and up to one war machine
Fortress	4	500 points of Core troops and up to 2 war machines
Supply Centre	4	250 points of Core troops
Town *	2+	300 points of Core troops
City*	6+	400 points of troops of which 200 points may be Special or Rare
Reinforcements	1	300 points of extra troops to one banner. Can only be bought once per turn

- Each landmark has a Standing Force. When an unoccupied map space is attacked the Standing Force will fight, but if the player wants it can surrender as it may be a very uneven game. If a map space is occupied then the banner will meet the invading force and no bonus is gained from the Standing Force. They are only a garrison force, they cannot send out reinforcements
- If the banner is defeated, then the banner must defeat the standing force if its total sum comes up to half the points of the banner. If not it is assumed that the garrison leaves in the face of insurmountable odds.
- A space with several landmarks will add up its standing forces
- Towns and Cities are upgrades to supply centers. You can upgrade a Town to a City for +4 points. You can't have more than 1 town or city per space. Towns and Cities still generate supply points.
- HQs have a standing force of 500 points of which 250 may be Special or Rare
- More than 1 supply center may be built however. A HQ may have 3 supply centers, a city 2 and a town 1.
- When a landmark is sacked by an enemy banner, the enemy may immediately add half the landmarks cost to his coffers.

Placing new banners

- The number of spaces in a player's realm is what decides the number of banners he/she controls
- For every 3 map sections a player controls they get an extra banner. This is counted up every turn. You can place banners anywhere in your realm

Alliances

- You can declare alliance with one player at this point if you wish. You can only ever be allied with one player
- Banners may move through allied map spaces without control changing hands.
- Banners may defend allied map sections
- Banners may *Retreat* into allied map sections
- Banners may support allied map sections in battle. The allied player may take a 200 point contingent in the game which he controls, if he wishes
- Alliance may be broken in the following way
 1. Announcement. During this phase a player may announce the alliance is broken. The allied rules no longer apply.
 2. Invasion. A banner can take an allied map section. The campaign organizer must be informed, otherwise he will assume you are just moving through as normal.
 3. Raze. A banner can **Raze** the map section and take control of the section
 4. Withdraw Support. If you are supporting your ally in battle you may withdraw support. In the movement phase, after charges have been declared but before they have been moved. You then announce you are withdrawing support. None of your troops move but any charges you ex-ally has made follow through as normal. Your troops now act normally on your former opponents turn.

	Beasts of Chaos	Brettonians	Chaos Dwarfs	Dark Elves	Dogs of War	Dwarfs	Empire	High Elves	Hordes of Chaos	Hordes of Chaos	Lizardmen	Ogre Kingdoms	Orcs and Goblins	Skaven	Tomb Kings	Vampire Counts	Wood Elves
Beasts of Chaos	†	N	Y	Y	*	N	N	N	†	†	N	Y	Y	Y	Y	Y	N
Brettonians	N	Y	N	N	*	Y	Y	Y	N	N	M	N	N	N	N	N	M
Chaos Dwarfs	Y	N	Y	N	*	N	N	N	Y	Y	N	Y	Y	Y	Y	Y	N
Dark Elves	Y	N	N	Y	*	N	N	N	Y	Y	N	Y	Y	Y	Y	Y	n
Dogs of War	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Dwarfs	N	Y	N	N	*	Y	Y	M	N	N	M	M	N	N	N	N	m
Empire	N	Y	N	N	*	Y	Y	Y	N	N	M	Y	N	N	N	N	M
High Elves	N	Y	N	N	*	M	Y	Y	N	N	M	M	N	N	N	N	Y
Hordes of Chaos (Daemons)	†	N	Y	Y	*	N	N	N	†	†	N	M	M	Y	Y	Y	N
Hordes of Chaos (Mortal)	†	N	Y	Y	*	N	N	N	†	†	N	Y	Y	Y	Y	Y	N
Lizardmen	N	M	N	N	*	M	M	M	N	N	Y	M	N	N	N	N	M
Ogre Kingdoms	Y	N	Y	Y	*	M	Y	M	Y	Y	M	Y	Y	Y	Y	Y	M
Orcs & Goblins	Y	N	Y	Y	*	N	N	N	Y	Y	N	Y	Y	Y	Y	Y	N
Skaven	Y	N	Y	Y	*	N	N	N	Y	Y	N	Y	Y	Y	M	M	N
Tomb Kings	Y	N	Y	Y	*	N	N	N	Y	Y	N	Y	Y	M	Y	†	N
Vampire Counts	Y	N	Y	Y	*	N	N	N	Y	Y	N	Y	M	M	Y	†	N
Wood Elves	N	m	N	N	*	M	Y	Y	N	N	M	M	N	N	N	N	y

Orders

- The following orders may be given to your troops.

Raze and Hold

Raze and Move

Move

Fortify

Recover

Hold

Raze: When a map section is razed it does not count towards the number of banners for that realm. If attempting to **Move** after razing a banner must pass a *Difficult Terrain Test*.

Move: A banner may move as described in the first section.

Fortify: Banners attacked in a fortified map section may add 200 points to the army list. The fortify bonus is lost if the banner moves, and also doesn't count if attacked on the same turn it tries to fortify before it has a chance.

Recover: Banners in Razed sections may recover them. On a 4+ the section no longer counts as razed. For each turn after the first that the banner tries to recover the map section you add +1 to the dice.

Banners may not recover a map section if brought to battle before they get a chance. They then count as holding

Hold: The banner can't move.

Priority

- Each player rolls 2D6. The player with the highest moves first and so on. Re-roll any ties.

Special Rules for Armies and Map Sections

Army Specific Rules		
Beasts of Chaos	May re-roll any failed <i>Difficult Terrain Test</i>	
Bretonnians	May only break an alliance by Announcement. If an ally breaks an alliance in a dishonourable fashion they will hate all turncoat troops	
Chaos Dwarfs	May move through mountains without making a <i>Difficult Terrain Test</i>	
Dark Elves	When Fortifying a map space, instead of taking the 200 points extra they can sacrifice the populace and take d3+1 re-rolls of a D6 instead.	
Dogs of War	May take an extra 100 points in each banner, and can ally with anyway	
Dwarfs	May move through mountains without making a <i>Difficult Terrain Test</i>	
Empire	May add 250 points instead of 200 when fortified	
High Elves	May add +1 to priority rolls	
Hordes of Chaos (Daemonic)	When scattered, Daemon banners chose 6 adjacent map spaces in his realm and will reform in a random one.	
Hordes of Chaos (Mortal)	When a Chaos banner forces another banner to retreat it may pursue into the territory on a 5+, passing any required <i>Difficult Terrain test</i> . Both banners must Hold next turn and a battle is played again. May not pursue banners that are scattered	
Lizardmen	May cross rivers without making a <i>Difficult Terrain Test</i>	
Ogre Kingdoms	When Fortifying a map space, may eat the local populace and so gain +1 Power dice and +1 Dispel dice for each Butcher in the banner.	
Orcs and Goblins	May use Forced March . Roll a dice and consult the table below. Note that battles are only fought in the space they stop moving and that you must move into different map sections	
	Forced March table	
	1	Mutiny. Counts as Hold orders
	2-3	Fatigue. Can Move one space as usual
4-6	Forced March. Can Move 2 spaces	
Skaven	May Move Underground . On the first turn the banner is removed from the map. On the 2 nd turn it does nothing. On the 3 rd turn on a 3+ it may appear in any <i>Razed</i> map section. On a 1-2 it returns to the original map section	
Tomb Kings	If <i>Massacred</i> may <i>Retreat</i> into unoccupied enemy or uncontrolled map sections if unable to move into a friendly map section. If <i>retreat</i> is still impossible they are <i>Scattered</i> as normal	
Vampire Counts	Each time a banner is victorious it may add 250 points to its total for the next turn	
Wood Elves	May add 100 additional points to banners fighting in woods	

Special Map Sections

The Jousting Grounds

Campaign Rules

Control

No special rules gained from Control

Battles

Regular Pitched battle, but the Joust is performed beforehand, which uses Skirmish rules

Razed

No special rules apply

THE JOUST

Models needed

The general from each banner involved, no monster mounts, chariots or flying mounts can be used. Characters may use any Magic Items they usually, however they have no effect if they cast bounds spells, bestow additional attacks or are missile weapons

Battlefield

18" long and 6" wide, with a large fence splitting the battlefield in 2 lengthways

Objective

Vanquish the enemy character

Deployment

Characters are deployed at opposite ends of the fence

Jousting

No Shooting or Magic phases

At the start of the turn move the characters towards the center of the board until they are on the same position on opposite sides of the fence.

As the opponents pass each other, each makes a single attack. To determine who strikes first calculate the characters Jousting Score.

Roll 2D6 and add the WS and I of the character, and modify appropriately.

Jousting Score Chart	
+2	Mounted on a steed
+1	On foot with a spear
+2	On steed with a spear
+3	On steed with a lance
+1	Bretonnian Lord or Paladin
-3	If armed with a great weapon

The character with the highest jousting score strikes first. Rolls to hit are made as usual per the Skirmish rules.

If a character is Stunned or Knocked Down, he may not strike back this turn

If a character is taken Out of Action he loses the tournament.

The other character then attacks back

Passes are made until one character is taken out of action

Part of a larger battle

The victor may add +1 to his Leadership for the next game

The loser starts the game with -1 Wound or -1 Toughness if he only has 1 Wound.

Fields of Honour

Control

No special rules apply for controlling a Field of Honour

Battles

Play the On the Fields of Honour scenario

Razing and Fortifications

Bretonnian armies may not *Raze* or *Fortify* a field of honour.

If *Razed*, the special scenario is still played

ON THE FIELDS OF HONOUR

Battlefield

Roll D3+3 pieces of terrain. Each player then places a single piece of terrain in turn. Each terrain piece must be within 18" of a board edge. If players agree a small monument no bigger than 4" by 4" may be placed in the center of the board

Deployment

Deploy as for a Pitched Battle

First Turn

Both players roll a dice. The highest scoring player chooses whether to go first or second

A Bretonnian force must pray at the start of the game

Game Length

6 turns

Special Rules

Bretonnian Tenacity

Any Bretonnian Lord or Paladin may take the Virtue of Stoicism for no extra cost

Raise the Bretonnian Fallen

Vampire Count armies gain this special bound spell for their spell casters. Once per magic phase it is cast as a bound spell with a power level of 4. Place a marker within 36" of the caster. Place a marker and roll a Scatter dice and 2D6, and move it that direction 3D6". Then roll on the chart below to decide what forces have been raised

The Bretonnian Fallen	
1-4	10 Skeletons with hand weapons and shields
5	24 Zombies
6	5 Black Knights

Victory Conditions

Victory points are calculated as normal. Raised troops also count for victory point purposes.

If a Bretonnian army is involved then only Victory points from controlling table quarters are awarded.

THE SACRED LAKE

Control

If a map section is controlled by a Bretonnian army or one of its allies, then all Bretonnian armies fighting in that map section adjacent to it automatically receive the Blessing, they need not kneel. However if an enemy holds the lake no Bretonnian army may not gain the Blessing in any of the adjacent map sections.

Battles

Use the Battle for the Sacred Lake scenario

Razed

When razed all special rules still apply

Deployment

Deploy as for a Pitched Battle

First Turn

Roll a D6. The winner may choose to go first or second.

If a Bretonnian army is involved, and is in control of the lake, then it may choose to go first or second. If it is attacking the owner of the Lake may choose to go first or second.

Length of game

6 turns

Special Rules

Sacred Lake

Roll 2D6 on the table below

The Power of the Lady	
2-6	Dense Fog. All ranges for shooting are halved, except for Bretonnians and allies of Bretonnians. War machines may guess up to half the normal distance
7	No Effect
8-11	The Waters Are Alive! Bretonnians and their allies may move through the Lake with no penalty
12	Healing Water. A Bretonnian character or one of its allied characters may restore his full complement of wounds if he touches the Lake

Victory conditions

Calculate victory points as normal, the Lake counts as a 5th table quarter with a value of 300 points.

The Warpstone Pit

Control

Always counts as razed, apart from for Skaven. Always counts as Fortified for Skaven.

Battles

Use the Battle in the Warpstone Pit scenario

BATTLE FOR THE WARPSTONE PIT

Battlefield

At least half the battlefield should be covered with hills. In the centre of the table an exit from the pit should be placed.

Deployment

Deploy as for a pitched battle

First Turn

Roll a D6. The winner may choose whether to go first or second. Skaven players may always choose to go first or second.

Game Length

6 turns

Special Rules

Exit from the Under-Empire

Roll a D6 at the start of each players turn. On a 1, creatures emerge from the center of the board. Roll on the table below.

Creatures from the Pit	
1-2	Unit of 20 Clanrat Slaves
3-4	Unit of 20 Clanrats
5	Unit of 10 Night Runners
6	Chaos Spawn with no Mark of Chaos

The unit enters the board as if returning from pursuing off the table

All of these models, may be controlled by a Skaven player

If the battle does not involve a Skaven army then these units will move after both players have had their turns. They will move their full distance toward the closest unit and charge any unit within range. The Spawn will move is full random movement distance toward the closest unit.

Victory Conditions

Calculate Victory Points as normal. Models that emerged from the exit do not count for Victory Points, but models destroyed by them do.

The Grail Chapel

Control

Brettonnians may select a magic item to add to any banner defending a Grail Chapel

Other armies may add 50 points to each banner under its control while in control of a Chapel.

Battles

Use the Capture the Grail Chapel scenario

Razed

Once razed no special rules will apply again even if recovered

CAPTURE THE GRAIL CHAPEL

Battlefield

Set up a terrain piece in the center of the battlefield to represent the Chapel

Deployment

Deploy as the Capture scenario

First Turn

Roll a D6. The winner may go first or second

Brettonnians must kneel and pray for the Blessing

Game Length

Random Game Length. At the end of the fourth turn, roll a D6. 2 or more play a fifth turn. Then at the end of the fifth turn, on a 3+ play a sixth turn and so on

Special Rules

Defend the Chapel

Any Brettonnian Lord, Paladin or Knightly unit within 6" of the Chapel is Stubborn.

Hermit Knight

As soon as any unit moves within 12" of the Chapel, an old Hermit Knight appears with the stats below

Hermit Knight

	M	WS	BS	S	T	W	I	A	LD
Hermit Knight	4	5	3	4	4	2	4	3	10

Has a Hand weapon, Shield and Heavy Armour.

Has the Grail Vow, Virtue of the Penitent, Virtue of Empathy

Brettonnian armies may control the Hermit Knight.

Otherwise he remains beside the Chapel and will charge any unit that comes within 8" of the Chapel

Victory Conditions

The army with the unit closest to the Chapel at the end of the game, not including, fleeing units, monsters and characters, wins the game. If there are 2 units equidistant, then one player wins if his unit has more than twice the Unit Strength of the enemy unit.

THE GRAIL QUEST

Between Turns 12 and 13, a special turn is played. This turn is not a standard campaign turn.

All campaign participants will play in a mega battle called the Grail Quest.

Armies

The armies are two alliances of equal size. One alliance will be of all the 'good' armies, and the other all the 'evil' armies.

To determine the size of each alliance, multiply the number of campaign participants by 1,000. The armies in each alliance will be of equal size.

Battlefield

The battlefield should be at least 4' wide and 3' long for each army in the more numerous alliance.

The neutral Games Master should place hilly terrain on the board.

Also place a number of monsters on the board, equal to half the number of players rounded down. Monsters should be spread across the board as much as possible.

Next to each monster, place a marker to represent the treasure hoard. One monster must secretly be nominated to hold the Grail.

Game Length

6 turns

Special Rules

Command Structure

Each alliance is led by a Marshal, see pages 112-113 of the General's Compendium

Emnity

Any Allied pair of armies who are cross referenced as m or n will suffer from Emnity

Monsters, Treasure Hoards and the Grail

Each turn the monster act in between the player turns. A monster will do nothing until troops are within its charge range. If more than one unit is in charge range, the games master will decide which unit it will charge. The monster will use any Breath weapons it can. If the monster destroys its opponent, it will not pursue or overrun, and will return to its hoard in its next Movement phase.

If a unit or model makes contact with a hoard when the monster is not adjacent to it, then the GM should reveal if it contains the Grail. Any unit or model may then retrieve the Grail and must defend it as best they can until the end of the game. The Grail may not be transferred from one friendly unit to another.

Victory Conditions

The side that control the Grail at the end of the game wins the game

Results

The army that ends the scenario with the Grail may do one of 3 things

Brettonnians will drink from the Grail. Grail Knights are now Special or Rare choices and the 0-1 limit no longer applies

Good armies will roll a D6. On a result of 4+ all of the Wizards in the realm will generate 1 extra Power Die. Dwarfs will have 5 dispel dice instead of 4.

Evil armies will roll a D6. On a 4+ no Bretonnian force will receive the Blessing of the Lady for the remainder of the campaign.

CAMPAIGN VICTORY CONDITIONS

The campaign last 20 turns. At the end of 20 turns, count up the number of map sections that each player owns. Special map sections count as 5, and the Warpstone pit counts as none, except for Skaven where it counts for 3. All roads and riverbanks count as 2. The player with the highest total is the winner