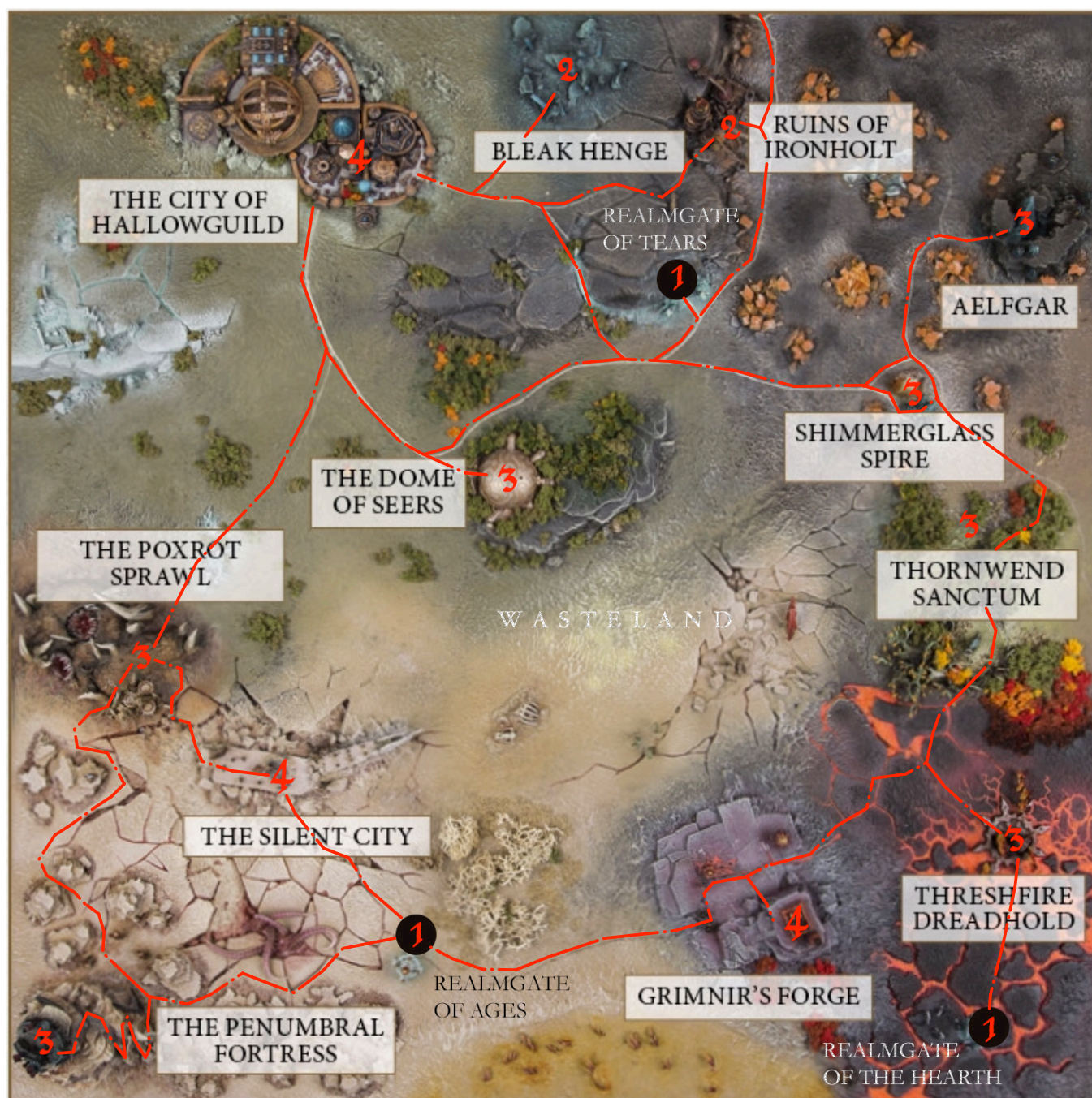


# RIGHT OF CONQUEST

EXPANDED RULES FOR THE MAP CAMPAIGN IN  
'THE GENERAL'S HANDBOOK' **V1.4**



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## Introduction

This document expands on the map campaign published by Games Workshop in 'The General's Handbook', fleshing out some of the detail, whilst keeping the map setting and the SPOILS attributed to each locale. The campaign can be played with any number of players, but the examples here assume that there are 2 players. The aim of the campaign is to be the first player to obtain **18 EMPIRE POINTS (EP's)**. These can be obtained by controlling cities, by conquering your opponent on battle, by completing secret missions, or occasionally by allocating the resources of your Empire.

The campaign is played over a series of seasons. Each season is composed of the player **RESOURCE PHASES** followed by the **BATTLE PHASE**, and finally by the **END OF SEASON** phase.

1. **PLAYER 1 RESOURCE PHASE**
2. **PLAYER 2 RESOURCE PHASE**
3. **BATTLE PHASE**
4. **END OF SEASON PHASE**

Once completed the next season begins but the order of the players is switched. As an option, players may adopt Seasonal Effects (see appendix) which give each season some special characteristics. Simply keep track of which season you are in, and cycle them in order, applying the effects to the season you are in.

To begin the campaign roll off to see who goes first. The winner of the roll-off can choose any city worth up to 3 EPs. (the value of each city is shown on the map above). This is their starting city, or **CAPITAL**. The second player then does the same. All other cities count as **NEUTRAL** to begin with. A **CAPITAL** city automatically begins the game with the **DEFENDED** status. (see below).

Players must keep track of the total number of EPs as the campaign progresses and as they take control of more cities. If cities are lost then those EPs are subtracted from their running total.

## The Resource Phase

The player rolls a dice for each city they control **plus** one extra dice. Depending on the numbers shown on those dice, the player may then perform various actions, spending those dice as they do. Check the difficulty of each action on the table below.

The player may spend as many or few dice as they like, however at the end of their resource phase any unused dice are lost.

DIFFICULTY (number on D6)	ACTION	EFFECT
1+	BOLSTER A CITY'S DEFENCES	<i>Choose a city that you control. Make a note that it is now DEFENDED. A defended city cannot be attacked by your opponent until the defences have been destroyed. Defences cannot be destroyed in the same season that they were bolstered.</i>
1+	USE SPIES TO UNCOVER A SECRET MISSION	<i>The opposing player must reveal one of their secret missions to you. (Randomise if they have more than one secret mission active)</i>
1+	SET UP or DESTROY ROAD BLOCKADE	<i>Mark a point on one of the roads with an 'X'. It must be connected to your Empire. If the enemy army must travel across the blockade in order to reach a battlefield, then they must suffer the penalty of 50 points deducted from their army. (for each blockade traversed). They remain in play until destroyed by another player in a subsequent season.</i>
2+	CLEAN UP A DISEASED CITY	<i>This action removes any disease that may be affecting one of your cities, unless the disease was spread this season.</i>
2+	SPREAD DISEASE	<i>Choose a city controlled by your opponent. It is now worth one less EP, until the disease has been cleared. (Disease cannot be cleared in same season it was spread) If another player takes control of this city, then it still keeps the diseased status.</i>
3+	TRAIN YOUR ARMY	<i>Choose one warscroll from your army, which fought in the last battle phase, then roll on the 'Regiments of Renown' chart from the 'All-Gates' publication. This applies for the remainder of the campaign. Only units who survived the previous battle are eligible to be trained!</i>
3+	RAISE TROOPS TO YOUR ARMY	<i>(once per city you control) Add D3x25 Army Points to bolster your force in this season's BATTLE PHASE. After the season's end, they disband.</i>
4+	TACTICAL OUTMANEUVER	<i>You may add +1 to your dice roll when determining where the next battle will take place in the next Battle Phase. (This action can be taken more than once in the phase if you wish to stack the odds in your favour even more!)</i>



DIFFICULTY (number on D6)	ACTION	EFFECT
4+	DEMORALISE THE ENEMY	<i>In the next Battle phase the enemy army suffers -1 Bravery across all units. This action does not stack!</i>
5+	SABOTAGE THE ENEMY ARMY	<i>Choose one warscroll from your opponent's army, excluding their general. This warscroll cannot be used to fight in this season's battle phase. Up to half of the points of this unit (rounding up) may be spent by your opponent to field an alternative warscroll. At the end of the season their army reverts to normal.</i>
5+	ACCEPT A SECRET MISSION	<p><i>Roll 2D6. Players may only have one secret mission at a time. Re-roll if the player rolls a mission that they have already completed. Missions are noted down and kept secret until the objective has been successfully completed.</i></p> <ol style="list-style-type: none"> <li><i>2. Control Dome of Seers, Thornweld Sanctum &amp; Silent City at the same time to gain control of the Wasteland, which is worth 1EP, it cannot be attacked. The wasteland also provides +100 army points for the rest of the campaign.</i></li> <li><i>3. Cast 5 spells successfully in a single battle, to earn +D3 Pots of UrGold (see below)</i></li> <li><i>4. Have 3 of your cities DEFENDED to gain +1 EP (a one-off perk)</i></li> <li><i>5. Spread DISEASE to 3 of your opponents cities at the same time to gain +1 EP (a one-off perk)</i></li> <li><i>6. Control all 3 RealmGates at the same time to gain +1 EP (a one-off perk)</i></li> <li><i>7. Control The city of Hallowguild to gain +1 ACTION DICE (for each of your resource phases as long as you control it)</i></li> <li><i>8. Control Poxrot Sprawl &amp; Bleak Henge to gain +1 EP (a one-off perk)</i></li> <li><i>9. Control Grimmir's Forge, Simmerglass Spire and 1 of the RealmGates to gain +100 Army Points for as long as you control both of these cities.</i></li> <li><i>10. Control The Silent City and 1 of the RealmGates to gain +1 EP (a one-off perk)</i></li> <li><i>11. Control Aelfgar to gain +1 ACTION DICE (for each of your resource phases as long as you control it)</i></li> <li><i>12. Control The Ruins of Ironholt and 1 of the RealmGates to gain +1 EP (a one-off perk)</i></li> </ol>
7+	BUILD YOUR EMPIRE'S REPUTATION	<i>You may Add +1 EP to your total</i>
City value or more	DESTROY A CITY DEFENSE	<i>Removes the DEFENDED status from one of your opponent's cities. Cannot be done to a city which was bolstered this season.</i>



## The Battle Phase

### 1. DETERMINE THE LOCATION OF THE BATTLE

At the start of the BATTLE PHASE, all players select a city they would like to attack, in secret. It can be either a NEUTRAL city or one that is OCCUPIED by their opponent. Reveal the players' target cities simultaneously, then roll-off to decide which battle is to be fought. In the unlikely event that a player has no cities, then they have been pushed out of the region, and may only choose to attack a Realmgate.

Campaigns with more than 2 players would need to establish a similar system for determining how many and which battles are fought in each season. (Ideally, each player should get the opportunity to fight at least once each season)

**The winner of the roll-off is the ATTACKER. The other player is the DEFENDER.**

If the attacker is targeting a NEUTRAL city, then the defender may challenge them to take control of this city and fight for it, or simply let the attacker take it without a fight. If the attacker is targeting an OCCUPIED city then the defender has no choice but to defend it.

### 2. CHECK THE ROUTE TO THE BATTLE

If your army must pass through enemy territory or across an enemy road blockade to reach the battle, then you will lose 50 points from your army for each territory/blockade crossed. (Assumed lost during the hazardous journey). This applies if you are the attacker or the defender. You can pass between the Realmgates to find a safe route as long as they aren't controlled by the enemy.

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### 3. FIGHT THE BATTLE

Each Player has a basic army of 1500 points throughout the campaign. This can only be modified by raising troops, completing missions etc. The Army points are used to generate a force from the General's Handbook, using 'Points Only'. Each player must have 1 General who remains constant throughout the campaign. The entire army must be from the same Grand Alliance.

Each new battle season, up to 500 points in the army list can be changed to suit the general's wishes, and any troops that were killed are assumed to have been conscripted anew from the population. Sometimes a warscroll will gain experience from being trained, (see above) and they are also assumed to be replenished after each battle is fought.

Allegiance Traits, Command Traits and Artefacts are assumed to be in play, as well SPOILS gained by controlling the various cities (These are listed in General's Handbook p87). Only one SPOIL bonus can be used at a time. Also use any 'triumphs' from winning major victories which should be rolled when a battle is complete, using either the Time of War rules or the generic Triumph table in the core Rules.

Battles should be fought by rolling for one of the 6 Matched play battleplans, or if both players agree, using any other battleplan. Once the battle is fought, the effect of the outcome is shown on the table below.



RESULT	CONTESTED CITY WAS NEUTRAL	CONTESTED CITY WAS OCCUPIED
<b>Major Victory</b> for the Attacker	<i>Attacker takes control of the City</i>	<i>Attacker takes control of the City</i>
<b>Minor Victory</b> for the Attacker	<i>Attacker takes control of the City, <b>but it has the DISEASED status initially.</b></i>	<i>Attacker takes control of the City, <b>but it has the DISEASED status initially</b></i>
Draw	<i>The city remains Neutral</i>	<i>Defender Keeps control of the city.</i>
<b>Major Victory</b> for the Defender	<i>Defender takes control of the City</i>	<i>Defender Keeps control of the city &amp; gains +1 EP, <b>and the city gains the DEFENDED status if it doesn't already have it.</b></i>
<b>Minor Victory</b> for the Defender	<i>Defender takes control of the City, <b>but it has the DISEASED status initially.</b></i>	<i>Defender Keeps control of the city &amp; gains +1 EP</i>

*URGOLD - SECONDARY OBJECTIVES : In every battle both players will have a secondary objective, which is generated at the start of the battle randomly on a D4, using the 'Sudden Death' objectives in the core rules. If the objective is completed the player will earn a pot of URGOLD. Keep a notes of this. A pot of URGOLD can be used in one of the following ways:*

- In the RESOURCE PHASE, to modify the result of an ACTION DICE (either yours or your opponents) up or down by 1 point. By 'Bribing Fate' in this way the player can achieve more difficult actions than they would have otherwise been able to.*
- In the BATTLE PHASE to raise your army by 100 Army Points. Once spent, the URGOLD is lost.*
- to add +1 to your dice roll at the start of the BATTLE PHASE, when determining where the next battle will take place.*

## The End of Season Phase

Calculate the state of play, both players count up their EP's, and if anyone has 18 then they are declared the winner of the campaign. If both players have exceeded 18 points at the same time, then the player with the higher total wins. If both players have equally exceeded the 18 point target, then a final season must be played, and the battle is fought with the winner taking all. A drawn battle here, results in a drawn campaign.

The player who has the lowest EP total gain D3x50 Army points in the next season.





## Appendix

### SEASONAL EFFECTS CHART (OPTIONAL)

SEASON	EFFECT
WINTER	<i>The difficulty level for SPREADING DISEASE is lowered to 1+ &amp; the difficulty for DEMORALISING THE ENEMY is lowered to 2+</i>
SPRING	<i>If you take a SECRET MISSION you can roll twice and choose the one you prefer.</i>
SUMMER	<i>All players gain +1 ACTION DICE during the Resource Phase</i>
AUTUMN	<i>All players gain +1 pot of URGOLD at the start of the resource phase.</i>



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## 'TIME OF WAR' RULES LINKED TO EACH LOCATION (OPTIONAL)

CITY	TIME OF WAR
AELFGAR	<i>none</i>
BLEAK HENGE	<i>Use 'Jotenburg Vortex' from 'Balance of Power'</i>
THE CITY OF HALLOWGUILD	<i>none</i>
DOME OF SEERS	<i>Use 'Crystalline Shores' from 'Path to Glory'</i>
GRIMNIR'S FORGE	<i>Use 'Brimstone Peninsula' from 'Age of Sigmar'</i>
THE PENUMBRAL FORTRESS	<i>Use 'Nulahmia' from 'Balance of Power'</i>
THE POXROT SPRAWL	<i>Use 'The Greenglades' from 'Age of Sigmar'</i>
RUINS OF IRONHOLT	<i>Use 'Storm of Sigmar' from 'Age of Sigmar'</i>
SHIMMERGLASS SPIRE	<i>Use 'Mount Kronos' from 'Balance of Power'</i>
THE SILENT CITY	<i>Use 'Hanging Valleys of Anvrok' from 'Quest for Ghal Maraz'</i>
THORNWEND SANCTUM	<i>Use 'Rotwater Blight' from 'Quest for Ghal Maraz'</i>
THRESHFIRE DREADHOLD	<i>Use 'Burning Catacombs' from 'Balance of Power'</i>
REALMGATE OF TEARS	<i>none</i>
REALMGATE OF AGES	<i>none</i>
REALMGATE OF THE HEARTH	<i>Use 'Burning Catacombs' from 'Balance of Power'</i>

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