



MAP CAMPAIGNS

OVERVIEW

These pages contain the core rules for a campaign system designed for use along side Warhammer: Age of Sigmar matched play games.

When a campaign begins, armies will fight as small Vanguards, of only a handful of warscrolls. In time, and with success in battle, your armies may grow into grand Warhosts, allowing you to take command of a wider selection of warscrolls.

The campaign structure has been designed to allow new players to begin with only a few models, adding to their collection as they progress. It also allows experienced players to hone their army in the face of a changing enemy, each time they are victorious.

THE MORTAL REALMS

Before a campaign begins, players should decide in which of the eight Mortal Realms the campaign will be fought.

When this has been decided, players should refer to the *Warlords of the Realms* document. This document includes narrative threads and rules specific to each of the Mortal Realms.

Before each battle, players may also choose to use the appropriate *Time of War* rules for the realm they are fighting in.

STARTING ARMIES

When a player joins a campaign they should select up to 600 points worth of warscrolls. This army must be selected entirely from a single Grand Alliance: Order, Chaos, Death, or Destruction.

Battles use the army composition rules from the *General's Handbook*. Initial battles will therefore be fought using the Vanguard rules. The 600 points must include at least one warscroll with the **Hero** keyword and at least two battleline units.

It is possible for an existing player to add an additional army to a campaign at any time. They should do so in the same way as a new player.

FIGHTING A BATTLE

In order to fight a battle, you must agree to a points limit for your warbands. The points limit agreed should ensure that the two warbands are evenly matched.

After you have agreed a points limit, each player should select an appropriately sized warband from the warscrolls in their army.

Depending on the points limit you decide upon, you must ensure that you are able to field a warband using the Vanguard, Battlehost or Warhost army composition rules.

You should also select a scenario to fight.

THE CAMPAIGN MAP

The area a campaign is fought over is represented by a hex grid. When your army wins its first battle, you gain a foothold in the area and may select a starting hex. The starting hex may not be adjacent to a hex already controlled by another player, unless it is impossible to avoid doing so.

If your new army wins its first battle and there are no unoccupied hexes left on the map, you may attempt to conquer a hex controlled by the army you defeated (see *Conquering an Occupied Hex* below). This hex may not be adjacent to another army's starting location.

If control at least one hex, and you win a battle, you have two choices:

Conquering an Unoccupied Hex. You may choose to conquer an unoccupied hex, adjacent to one they already control. If so, roll a dice. On the roll of a 3 or more the hex is conquered. If the roll is less than 3, the attempt to conquer the unoccupied hex fails.

Conquering an Occupied Hex. Alternatively, you may attempt to conquer a hex which is occupied by the player you have just defeated. This hex does not need to be adjacent to one that you already control. The warband has been aggressive enough to strike into the heart of enemy territory! Conquering a hex occupied by an opponent is a much more difficult task. The defending warband may have been defeated, but there may be patrols or even fortified locations scattered throughout the area. Therefore, the roll to conquer an occupied hex is only successful on a 5 or more. If the roll is less than 5, the attempt to conquer the hex fails.

An army may never conquer another army's starting location. Such locations are too heavily fortified and are not considered viable targets.



EXPANDING THE ARMY

Each time you conquer a new hex, you may recruit an additional 200 points of warscrolls to your army.

Army composition rules do not apply to the warscrolls in the total army. Restrictions only apply to the warband selected for each battle.

When new warscrolls are recruited they are added to the existing army. In other words, over the course of a campaign, a player expands the choice of warscrolls they have to choose from for each battle. Each new warscroll acquired is an important decision. Choose carefully!

All points do not have to be spent on recruitment immediately following a victory. Instead, they may be hoarded in order to recruit larger warscrolls or multiple warscrolls simultaneously. For example, your winning army conquers a territory and you only add a 60 point warscroll. The next time you conquer a new hex, you may recruit up to 340 points of warscrolls.

If a player loses a hex to an opponent, their army is not reduced in size. Although the army has lost territory, its forces fight to regain what they have lost. In fact, it is likely that they do so with even greater determination than before

REWARDS

Before each battle, roll a dice for each hex that you control. For each dice that rolls a four or more, you receive one reward point. You may spend reward points before each battle by selecting rewards from the appropriate rewards table in the *Path to Glory Campaigns* section of the *General's Handbook*.

If the unit has the **Hero** keyword, the reward should be selected from the Champion Rewards Table for that unit's faction.

If the unit does not have the **Hero** keyword, the reward should be selected from the Followers Rewards Table for that unit's faction.

Note that, if your army contains warscrolls from different factions, it is possible to select rewards from different reward tables for use within the same army.

The first reward a unit receives costs one reward point, the second reward a unit receives costs two reward points, and so on.

Each reward may only be used once by an army, in each battle.

Rewards only last for one game. They do not carry over from battle to battle.

CHAMPIONS

Before each battle, you may choose to name one of your units with the **Hero** keyword as your champion.

When your army attempts to conquer a new hex, if you nominated champion for the battle and the champion survived, you may add 2 to the roll to see if you are successful. This represents the champion's ability to motivate his troops to march further and fight harder. Therefore, the roll to capture an unoccupied hex is automatically successful, and the roll to capture an occupied hex is successful on a 3 or more. However, if your champion did not survive the battle, you must subtract one from the roll to conquer a new hex. Therefore, the roll to capture an unoccupied hex only successful on a 4 or more, and the roll to capture an occupied hex is only successful on the roll of a 6.

WINNING THE CAMPAIGN

The victory condition for the campaign should be decided by the players before battles begin. You might want to create your own victory condition or you could pick from the following options:

- i) Decide on total number of hexes required to claim dominion over this particular region. As soon as one player controls that many hexes, they have won the campaign.
- ii) Ignore the rule prohibiting armies from conquering another's starting hex. If at any point only one player controls any hexes, they have won the campaign.

Alternatively, the additional rules specific to the realm you are fighting may specify a victory condition. If this is the case, you may instead choose to use that to determine the winner of your campaign.

