



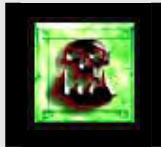
Welcome to the Warhammer Border Princes campaign!

In the war torn and lawless lands of the Border Princes, far from the heart of the Empire, it's every man for himself. Recently these lands have seen attacks from factions intent on weakening these fiefdoms as a prelude to invasion of the Empire. Now the Border Princes and Elder races must put aside their petty conflicts or face destruction at the hands of these rampaging forces.

Campaign Counters

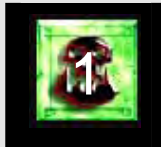
In order to help prepare the campaign each player must cut out and stick their army counters to the bases provided.

There are three different types of counter as follows:



Objective Counters

Placed whenever a faction secures a Strategic Location.



Army Counters

A faction can have upto 5 armies of varying strengths roaming the map.



HQ Counter

The starting location of a faction and its most defensible position.

Players & Forces

There are ten players fighting in this campaign.

Each player will have a number of armies during the campaign, which they use to represent his forces expansion into the Border Princes realm. Army counters are used to show the locations of your armies on the campaign map.

At the start of the campaign, each faction starts with two armies of 300 points in size. Note the sizes of these forces don't represent the size of the battles you can play. This is explained later.

In turn 1, the HQ marker is placed in the relevant faction square and two armies markers are placed, one on top of the HQ marker, the second in any adjacent space

Raising these armies has drained your coffers and you will start with an empty treasury. In order to keep the troops happy and increase your forces you will need to secure more money for your treasury. This is explained further in the gathering resources section.

Initiative Roll

At the start of the campaign, each player will roll a dice and compare the results to determine the order in which they will take their Turn Actions. This dice roll happens once at the start of the campaign and will dictate the running order for the duration. Any duplicate rolls will be re-rolled until there is a clear running order.

Gathering Resources

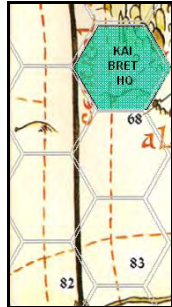
Certain spaces on the campaign map are identified with numbers shown in a white circle, these are objective locations. When your faction controls one of these locations, it has the potential to generate resources that you can later spend on creating or reinforcing armies.

When you move an army over a strategic location, roll a D6, on a roll of 4+, the GM will add 100 gold coins to your treasury. This occurs once when you land on the strategic location, you don't get 100 gold each turn. Your HQ location counts as a strategic location, but it generates 100 gold coins for your treasury every turn, without needing a roll.



Warhammer Border Princes Campaign

A captured enemy HQ does not generate 100 gold coins every turn; instead a dice roll is required once when the HQ is captured.



GATHERING RESOURCES

Kai's Bretonian force can immediately march south and capture objective 68. Rolling a dice he would need to roll 4+ in order to claim an additional 100 gold coins for his armies treasury.

NOTE: Some of these locations are sometimes located under more than one hex, where this is the case, confirm the correct location with the GM.

Moving Armies

In order to capture Strategic Locations, an army simply has to move into the relevant hex and end that army's current movement there. The player then places one of his objective counters to show he retains control of the objective, even if his army moves away in a later turn.

If a player's army moves onto a Strategic Location which already has an enemy objective counter, that counter is removed and replaced by one belonging to the new arrival. However, if the enemy has positioned an army in the hex to guard the Strategic Location, a battle must be fought (as described in the Conflict section later) and control goes to the victor.






Moving an army involves two things – first a scouting roll, followed by a forced march roll. If an army fails either of these roles, it stays where it is and can move no further that campaign turn.

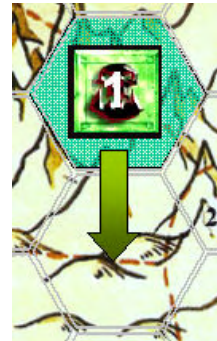
- An army cannot move into a space occupied by another army from its own faction.
- If an army moves into a space occupied by another faction's army, it can move no further. The other army cannot move either, even if it is its turn to move. The two become locked in combat and a battle is fought at the end of the campaign turn to see which army will remain in that space and which will be vanquished.
- When two armies are locked in combat, other armies can also move onto the locked hex and in doing so the battle fought at the end of the turn could be fought by 3 or more factions. Yes, multi player games are allowed!



Scouting Rolls

To represent the problems of moving armies over different terrain, before an army can move into an adjacent space it needs to make a Scouting roll. To do this, first check what type of terrain you want your army to cross – determine by checking with the GM. Next check that against the scouting chart below. This will give you the number you need to roll on a D6 in order to find passage into the next space. Remember, an army cannot move any further once it has failed a scouting roll.

Scouting Chart	
Terrain Type	Dice Roll
 (clear)	Automatic
 (Forest)	2+
 (Swamp)	3+
 (Mountain)	4+
 (River)	5+



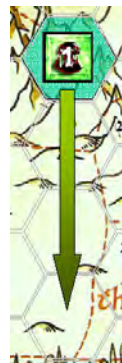
SCOUTING ROLLS

Lets say Dan's Orcs want to move from their HQ due south through the mountains. In order for Dan's army to move into the space he requires a 4+ roll on a D6 for his scouting roll.

Forced March Rolls

Each space on the map represents a considerable distance. Marching an army across such an expanse can be very tiresome. To represent the exhausting effect such manoeuvring can have, you will need to make a Forced March roll for each spaced moved. The Forced March chart tells you the number you need to equal or beat in order to successfully move into the next space. As indicated on the chart, you must roll for each successive space you wish to move to, and you will find it get progressively harder the further you go. If you fail a Forced March roll, the army does not move into the space and can advance no further that campaign turn.

Forced March Chart	
Movement	Dice Roll
First Space	Automatic
Second Space	3+
Third Space	4+
Fourth Space	5+



Forced March

Lets say Dan's Orcs make their scout roll and move into the mountains. Dan then doesn't need to make a scout roll for the next space as it is clear. He does however need to make a Forced March roll and because this is his second space he needs a 3+ to move.

Potentially he can move another two spaces, providing he can make the scouting and forced march rolls required.



Spending Treasury Points

Once a player has moved all the armies he intends to, he may spend treasury points. The treasury can be used to reinforce an existing army, create new ones or reinforce a strategic location. Spending treasury points is coordinated with the GM who will be keeping a running tally of how many points each army you control is currently and which strategic locations you have captured.

An army may only be reinforced up to a total of 600 points. To reinforce an army, move points from your treasury into your army points. These points may only be moved in multiples of 100.

A new army can be created at any Strategic Location you control as long as there is not already an army in that space. You need to have 300 treasury points to start a new army, as that is the minimum size an army can be, and the new army cannot exceed 600 points.

You may have a total of 5 armies on the board at any one time, each of up to 600 points. If you lose an army through conflict then you can raise a replacement army providing you have sufficient treasury points.

If an army is located over a Strategic Location it can choose to forego movement in favour of fortifying the location. The player must expend 100 points from their treasury in order to raise fortifications. Doing so allows a player to place two pieces of scenery (excluding fortress walls) on the board during any battle for that location.

Conflict.... It's inevitable.

Each army counter has a points total assigned to it. Every time an army clashes with the forces of another faction, the players create forces equal to the point's percentage difference of their army counters.

For example two factions clash over an objective, one is 300 points, the other 500 points.

300 is 60% of 500. Therefore the player with a 300-point army may play 60% of the agreed battle size. Therefore, if both players have agreed to play a 1000 point game, the forces played would be 1000 points vs 600 points.

Battle sizes can vary but in the interests of fairness will not exceed the maximum size either player can field or feels comfortable fielding. This must be agreed beforehand.

To calculate the percentage use the following formula:

$$(1/500) \times 300 \times 100 = 60\%$$

This helps to allow players of smaller armies to play balanced games against players with bigger forces.

Losing a battle

Losing a battle doesn't have to be the end of your army but your lads are likely to run for home to mummy!

If you lose with a massacre result then yes, it really is then end of that army. If you lose by any other result; lose 100 points of your army immediately and another 100 points if the enemy army outnumbered you by more than 200 points. Make sure the result is register by the GM.

Regardless, your boys are going to flee. Move your army 3 hexes directly back towards your HQ (to represent the retreat).



Warhammer Border Princes Campaign

If this causes the army to retreat into another army, then that player has the choice to cut you down or let you go. If they let you go then move the army to the other side of that player's army (towards your HQ).

NOTE: Retreating is immediate and requires no scouting rolls or forced marching and even if your army ends its turn on one, your army cannot capture any strategic locations while it is fleeing.

On your next turn the army will return to normal use and can move, capture objectives and fight as normal.

Attacking a HQ location

In the interests of giving everyone a chance to play, HQ locations cannot be attacked until turn 10. This represents the time it takes to coordinate a crushing attack against a faction's HQ.

A befits an HQ location; battles will be fought using the siege rules. That's right, you're attacking a castle!

Faction Bonuses

Each of the factions gains an advantage that is appropriate to their character and background:

Faction	Advantage
Orcs	Gains +1 to gathering resources roll.
Dwarfs	Gain +1 when scouting any hex containing mountains.
Empire	Gain +1 when force marching any hex containing a black road.
Skaven	May raise an army at any uncontested strategic location.
Lizardmen	Gain +1 when scouting any hex containing swamp or river.
Beastmen	Gains +1 when scouting any hex containing woods
Chaos	Gains +1 to gathering resources roll.
Brettonian	Gains +1 to forced march rolls.
Ogres	Gains +1 to gathering resources roll.
Wood Elves	Gains +1 when scouting any hex containing woods

Winning the Campaign.

- The campaign lasts for 15 campaign turns, at the end of which the player whose faction controls the most Strategic Locations is the winner.
- In the event of a tie, a sudden death match will be played for control of the Border Princes realm, the size of this battle to be agreed between the players.