

Campaigns are a great way to develop a grander scale to your battles, and we here in the Studio are no different. Dylan Owen has reprised his role as campaign coordinator for one such conflict, and here he reveals some of his secrets.

The first Studio Warhammer campaign which I ran began over a year ago, and the final battle was fought just after the new year, 2003. This was the Seven Realms campaign. Some of the battles from that campaign were documented in Paul Sawyer's articles concerning the evolution of his Chaos army. That campaign started out as a straightforward map-based game with simple rules governing army movement and empire expansion, but developed into a full-scale conflict of wits and diplomacy as the players outmanoeuvred each other, not only on the battlefield, but also using their powers of intrigue and subterfuge. Realms played each other off against their rivals, plots were hatched and alliances forged and broken.

Crazy schemes were planned, such as the breeding of a giant mutated squid by the forces of the Skaven and Chaos designed to wreak havoc amongst their enemies but, being totally uncontrollable, it escaped and marauded the Skaven lands. Catastrophies occurred, such as the Wood Elves collapsing a circle of stones of power with an unintentionally massive *Comet of Casandora*. This released a horde of Daemons from the subsequent void of Chaos which erupted from the shattered stones – a

menace which could only be vanquished by a warband of Skaven and Wood Elf heroes joined in an unholy alliance (the Wood Elves were subsequently cut to pieces by the Skaven as soon as the Daemons were routed into the Realm of Chaos!). Magnificent inventions were created, such as a High Elf flying ship which soared above the battlefield, reaping carnage with its bolt throwers, a wonder of the world eventually destroyed by a lucky shot from a Dwarf ballista.

The beauty of a narrative campaign is that you are limited only by your imagination. All the events above were the result of the players hatching grandiose plans to outdo their rivals. As the referee of the campaign, I invented special scenarios, inspired by the players' plans, and the games were played moved away from being straightforward battles and became part of an ongoing epic.

Integral to the different realms were the characters who led the Realms' armies and ruled the lands. As these characters accrued fame for their victories, or harboured grudges after their defeat, the players became more and more attached to them, and took great pains to rescue a favourite general captured in battle, or to avenge the death of a beloved leader.

THE BLOODLANDS

The Studio Warhammer campaign

With the end of the Seven Realms campaign (the conclusion of which you can find on the next page), we were so fired with enthusiasm for continuing a Warhammer campaign that we decided to run another one! Rather than allow the heroic tales and feats of the previous games to be forgotten, we let the previous campaign shape our new one, setting the Bloodlands a thousand years after the final battle which marked the fate of the Seven Realms, although the world is a very different place. At first the players are in the dark about this new era, but as they explore the world, their knowledge of the secrets of the ancients and the fall of their empires will become more apparent.

To enable you to share the players' exultant victories and humiliating defeats, and so that you can see how much fun a long-running campaign can be, we decided to chronicle the events that would shape the Bloodlands in the pages of White Dwarf, complete with overviews of the progression of each player's empire and hints on how to run your own map-based campaign. Also included are the rules which we used to govern our campaign. We hope you have as much fun watching the progression of this campaign as we have had playing it.

CAMPAIGN RULES

What follows are the basic rules we used for the campaign. In order to add flavour to the campaign we added other rules, such as events, subterfuge, fleets and so on, and these will be included in future articles.

THE REALM

At the start of the campaign each player begins with a city (the capital, protected by a great wall, wherein dwells the empire's ruler), three towns (bustling centres of commerce where the majority of your people live) and two garrisons (outposts securing control of those parts of your empire which have not yet been populated by your civilisation). Your city provides you with an army which you can use to invade enemy territories. All the action is recorded on the campaign map, which is updated after each battle by the campaign referee. We'll discuss the role of the referee, and how to design maps in the next issue, but for now take a look at the map of the Bloodlands overleaf to see how we set up the realms in the Studio campaign.



Campaign organiser Dylan Owen warms up with a game.

THE CAMPAIGN YEAR

Each Campaign turn is called a year, and each year is divided into the Campaign season, and the Winter season.

WINTER SEASON

The Winter season is when armies are forced to retreat to their barracks as snow and bitter storms make journeys hazardous to even the most hardened veterans, cutting off supply chains and turning roads into impassible mires.

During the Winter season, players concentrate on spending the Revenue they earn from their settlements. As Spring approaches and the ice melts, it is time for armies to be deployed ready for when the paths of invasion are once again open. The Winter season is divided into three phases:

- 1) Revenue
- 2) Construction
- 3) Order Armies

After the third phase a new Campaign season is started.

REVENUE

In this phase each Realm gathers revenue from its towns and cities. During Winter, resources are collected to enlarge your empire and consolidate your gains.

- Cities and towns provide 2 Revenue.
- Garrisons provide 0 Revenue.

Any revenue not spent during the Winter is lost, so it pays to spend as much of your revenue as possible. This excess revenue is used to hold great banquets in honour of the generals, or to erect mighty statues of the realm's illustrious leader, frivolities which have no effect on game play.

CONSTRUCTION

During the relative peace of Winter you can spend Revenue to found new towns or construct cities.

BUILDING SETTLEMENTS

- You can spend 4 Revenue to turn one of your garrisons into a town. This strengthens your hold over

the territory, improving defences and making it more difficult for enemies to invade.

- You can spend Revenue to upgrade a town into a city. This fortifies the town with a strong defensive wall that can only be taken by siege, and provides the means to raise and maintain a new army.

It costs a variable amount of Revenue to build a city. The more cities you have, the more expensive it is to construct new cities. The cost is determined by the City Building chart below. No Realm can have more than six cities.

CITY BUILDING CHART

Cities in Realm	Cost of new City	Support (SP) for new City
1 City	8 Revenue	6 SP
2 Cities	12 Revenue	9 SP
3 Cities	20 Revenue	16 SP
4 Cities	32 Revenue	20 SP
5 Cities	52 Revenue	30 SP

A town that has been built this Winter season cannot be upgraded to a city in the same season.

A new city can only be built if, at the end of the Construction phase, the Realm has enough Support Points (determined by looking at the chart above). Each town provides 1 Support Point. Garrisons and cities provide 0 Support Points. So, for example, to build a second city in their realm, a player will need seven turns in total, six to provide enough Support Points and one to upgrade to the city.

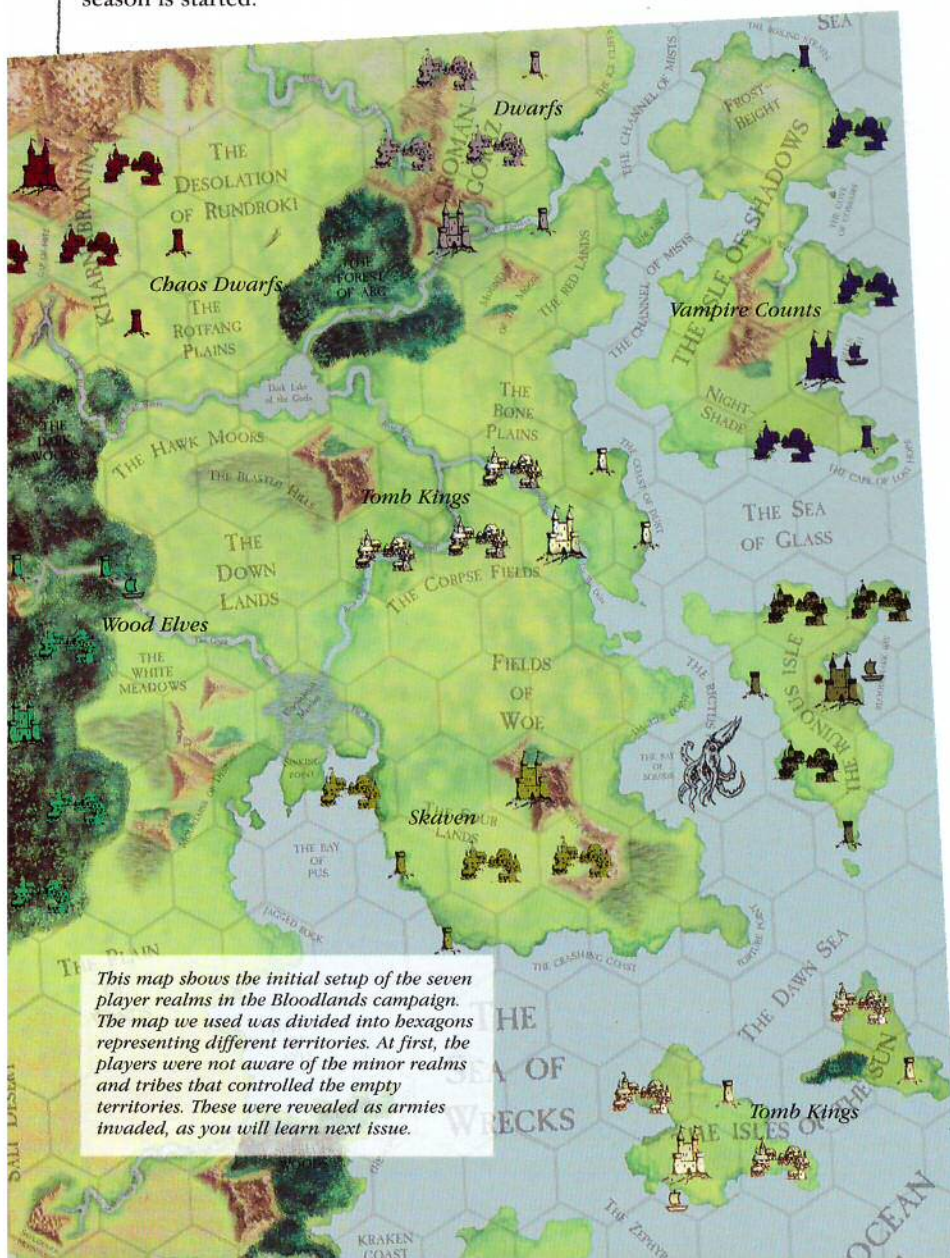
A Realm cannot build any cities if it does not have a capital – so if it is ever reduced to no cities, it cannot build any more! The player is effectively out of the campaign.

ORDER ARMIES

In this phase, players declare the orders they want to give to their armies and the territories they want them to invade. This is best done in secret, each order given to the referee of the campaign. After all orders have been announced, the referee can reveal the position of armies on the map.

Each city provides the manpower and resources to maintain one army, and each can be given an order in this phase.

- You cannot order more than one army to attack from a territory, unless you are attacking a city, in which case you can order two armies to attack from the territory.
- Armies can only be ordered to attack from a friendly territory.
- Declare which adjacent enemy territory each of your armies will be invading.



This map shows the initial setup of the seven player realms in the Bloodlands campaign. The map we used was divided into hexagons representing different territories. At first, the players were not aware of the minor realms and tribes that controlled the empty territories. These were revealed as armies invaded, as you will learn next issue.



The final battle of the Seven Realms Campaign under way.

CAMPAIGN SEASON

It is during the Campaign season that players implement the orders they gave in the Winter and fight their battles.

BATTLES

When fighting a battle, a Pitched Battle is usually fought, but you can agree to fight any scenario if you want, or even design your own! We played the campaign using invading armies worth 2,000 points. As you need two armies to attack a city, a siege game is fought using double the number of points, or 4,000 points for our campaign. Depending on the size of your collection, you can decide to use armies worth fewer or more points.

INVADING A CITY

This is always played out as a Siege. The defenders have half as many points as the attackers (so in our campaign, besieged armies were 2,000 points in size). If the invaders win then they raze the city and loot 4 extra Revenue which is added to the Revenue they get next Winter season. The invaders replace the captured city with one of their towns. The invaders can also pillage two territories belonging to the loser.

INVADING A TOWN OR GARRISON

This is usually a Pitched Battle. The defenders of a town have an army of equal points value to the invading army.

The defenders of a garrison have an army worth only 3/4 the points value of the attackers, so for example, 1,500 points of defenders versus 2,000 points of invaders (garrisons are weaker forces).

- If the invaders score a draw or worse then they fail to take the settlement.
- If the invaders score a winning draw, they can only pillage the settlement (see below).
- If the invaders score a Minor Victory, they take the settlement and replace it with one of their own garrisons.
- If the invaders score a Solid Victory, they take the settlement as above and can also pillage one of the adjacent territories belonging to the loser.
- If the invaders score a Massacre, they can pillage two of the adjacent territories belonging to the loser in addition to taking the settlement.
- If the invaders are unlucky enough to be massacred by the defenders, their defeat is so thorough that the defenders pursue them and pillage the territory they invaded from with no resistance. Such is the penalty for utter defeat!

INVADING A MINOR REALM

Territories not controlled by a player are inhabited by a minor realm of any race, controlled by the referee. Minor realms are treated as garrisons – for more information see next issue.

PILLAGING

The scale of victory determines how much resistance the victors will meet when their army splits up and roams the surrounding enemy territories, burning, looting and spreading terror.

TOWNS

When an army pillages a town, the town is reduced to a garrison, but remains under control of the defender.

GARRISONS

When an army pillages a garrison, the garrison remains a garrison, but under the control of the pillaging army.

CITIES

No army can pillage a city. It is too well defended.

YEAR END

When the final battles have been fought it is time for another Winter season. It is best for the campaign referee to set a time limit for each Campaign season to keep the campaign running smoothly. Any invasions not played by the end of the deadline are put off as Winter encroaches, making attacks impossible. You can continue the campaign for as long as you like, perhaps stating that the winner is the first person to control a certain number of territories, or playing for a set number of years. It is always best to end the campaign with a massive final battle involving all the players, as was done for the Seven Realms campaign described earlier in this article. This means that the campaign will end with a bang, remaining a memorable event for all the players involved.

NEXT ISSUE

Campaign maps, referees, minor realms and allies, and closer look at the Kingdom of King Phat.

Campaigns are a great way to develop a grander scale to your battles, and we here in the Studio are no different. Dylan Owen has reprised his role as campaign coordinator for one such conflict, and here he reveals some of his secrets.

The realms of the Bloodlands campaign have been expanding their frontiers since last month, nibbling away at the tribelands on their borders. The realms have yet to come to blows against each other, preferring to consolidate their power to the detriment of their weaker neighbours, either through brute force or subtle diplomacy. The rules for conquering or manipulating minor realms are given later in this article. But first, a few words on the role of the campaign referee and an insight on the creation of the campaign map...

The Campaign Referee

If you are intending on playing any campaign, a campaign referee is integral to its success. The referee is there to sort out any queries the players have about the campaign and to iron out any rules disputes. He organises opponents for the players to battle against and, to keep the campaign flowing, ensures that battles are resolved should players might have difficulty playing all their games. Another role is to design unusual scenarios and events to keep the players interested (playing Pitched Battles all the

THE BLOODLANDS CAMPAIGN

The Studio Warhammer campaign

time can eventually lose its appeal). Essentially, he should be an impartial adjudicator, there to maintain fairness and the players' enthusiasm.

The referee could control a realm of his own, though this puts him at an unfair advantage as he is aware of exactly what the other players are up to. It is best, if he wants to involve himself in battles, that he takes the part of the minor realms, defending their territories against the larger empires.

Minor realms are territories not controlled by any player, and I wanted to include these in my campaign for several reasons. First, I wanted to play games myself, and including minor realms allowed me to fight battles against the other players without having to jeopardise my position of neutrality. Also, I used minor realms as a buffer zone between players' realms, allowing them to expand their empires without encroaching upon each others' territories from the word go. In their first battles they would face a different array of races and would not get bogged down fighting the same players each season, and weaker players would not fall prey to stronger ones right from the

start, giving everyone a fair chance at expanding their empire.

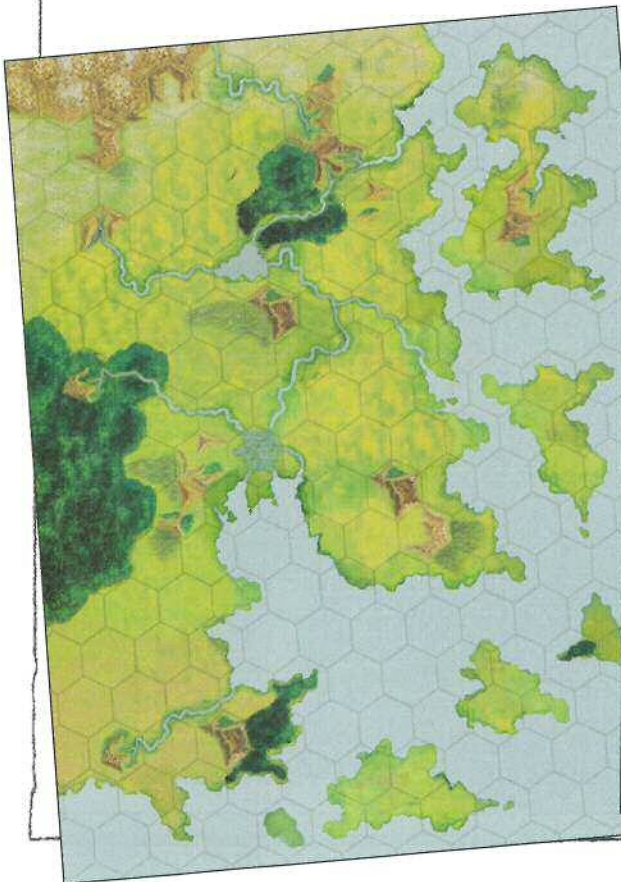
I also wanted to be able to draft in other players who wanted to participate in the campaign but could not commit themselves to playing a couple of games every season – they could take the role of a minor realm when needed.

One aspect of the campaign I am running which makes being the referee so much fun is that of creating scenarios for players who want to perform acts of subterfuge or sabotage against their rivals. At the end of the Winter season, I set aside a special 'Subterfuge phase'. During this phase each player could spend Revenue to buy acts of subterfuge (at an incremental cost of 1 for the first act of subterfuge, 2 for the second, 3 for the third and so on to stop filthy rich empires swamping their enemies with dirty tricks). Each player had then to describe in secret to me what he intended. So far the Bloodlands has seen raiders attacking enemy towns to steal their Revenue, Skaven Plague-Monks attempting to poison a tribe of Lizardmen to soften them up for invasion, and a kidnap attempt on the General of a Chaos horde by the Ghouls

We have Dylan's campaign map along with a set of icons to represent your cities, towns, garrisons, armies and fleets for download on our website.

All you need to do is go to the White Dwarf page on our website at the following address and follow the on-screen instructions:

www.games-workshop.com/whitedwarf



of Lord Krassus the Nocrarch. These games were played as skirmishes (each side having about 250 points of troops) and gave us an excuse to dig out our copies of the Mordheim rulebook, providing a fun break from the full-scale battles usually played during the Campaign season.

The Map

If you want to design your own map, Appendix One in the Warhammer rulebook (page 232) has some useful guidelines. I had a copy of the old Mighty Empires map tiles which I used to design my own map, and these tiles have been resurrected on the Games Workshop website for you to download:

www.games-workshop.com/whitedwarf

The map I created works best if there are between six and twelve realms – any more and it becomes increasingly time consuming for the referee to keep track of everything. I had eight players interested in controlling realms at the start of the campaign, but left enough spare territories in case others decided to enter at a later date. I designed a rectangular map using about 170 map tiles to accommodate these realms. This map and all the icons that you need to represent player's realms, minor realms and fleets have been included on the Games Workshop website as above.

Realms

Once you have your campaign map, you should decide where the player realms are located. Each player should begin with a city, three towns and two garrisons. If you have fewer than seven players, you should consider making the map smaller or giving each realm more settlements at the start. Settlements should be grouped together so they are adjacent to at least another one in the realm. A coastal settlement could be within two or three territories away from another coastal settlement in the realm, as seafaring nations can have better links with settlements further away, using the ocean as a channel of communication. The referee may wish to give realms with settlements on the coast a free fleet to begin with otherwise their choice of invasion may be restricted (fleets will be discussed in full next month).

Bear in mind the background of a particular race when placing a realm – High Elves prefer islands or coastland, Dwarfs dwell in mountainous areas, while Men settle around rivers. Wood Elves and Beastmen, thrive in forests. The effects that different types of terrain have on the campaign will also be covered next issue.

As a guide, note how the realms are distributed on the map from last month's Bloodlands article. No player settlement is placed closer than three territories away – it should take at least a couple of seasons before players are able to attack each other. Intervening territories are settled by minor realms.



Steve Cumiskey's Empire army clashes with Gareth Richards' Tomb Kings.

Minor realms can be of any race you choose. The type of minor realm that populates your map is determined by the types of armies available among your friends or gaming group. In our campaign, players wanting to play games as tribes in the campaign fielded Chaos, Beastmen, Skaven, Orc, Strigoi and Lizardmen armies, so these were the minor realms I chose to populate the map. There was little point having a Bretonnian minor realm as no one plays with a Bretonnian army, for example.

I predetermined the position of minor realms on the Bloodlands map after deciding where the player realms would go. I grouped two or three minor realms together to represent a conglomeration of weaker tribes forming a loose empire – it seemed more realistic than having the different races scattered haphazardly about the map.

With the map now populated, all that is left to do is give the landmarks and settlements names.

Settlement names

Your map will become a much more 'real' place if you name the different areas. If you look at the campaign map from last month you will see such enigmatic places as The Bone Plains, The Sea of Wrecks, or the Desolation of Rundroki. Naming areas on the map immediately gives a sense of narrative to the campaign – it sounds so much more stirring when a player orders his army to march across the Fields of Woe to invade their enemies! Also, players should be persuaded to name their settlements and the referee should give names to the minor realms. This has a practical importance when it comes to giving orders. If towns and garrisons are left unnamed, it will be difficult for the players to describe where they want their armies to invade to and from. Write the name of the settlement neatly on the settlement marker below the icon.

THE EIGHT GREAT CITIES OF THE BLOODLANDS

The most sinister settlements are the crumbling necropoli of the Tomb Kings: Auropolis, whose shining walls are capped with gold, and the Sceptre of Light, over whose sprawling mausoleums the sun is said never to set.

In the icy north are the rival holds of Karak Angaz of the Dwarfs, and Dundhagabab of their Chaotic kin. These are set deep in their mountain fastnesses, fire and smoke from their furnaces blackening the sky.

The dark cliffs bordering the bay of Hell's Mouth in the Isle of Shadows are dominated by the blasphemous tower of Ravenburg, where the Nocrarch Krassus performs his twisted experiments. Southwards is the Ruinous Isle, home of Castle Threnodes, its brass walls groaning with the still living captives encased within – sacrifices to the dark gods.

Far westwards, hidden among the sea of green known as Fellhallow Forest, is the Elven city of Darkmere, crafted from the living trees themselves, invisible in the vast canopy to those wandering the forest floor far below.

Finally, secreted among the tunnels and caverns of the Chitterdeath Peaks sprawls the city of Fellkeep, home to a million ratmen. The stink of the filthy warrens, and corruption of the warpstone gathered there pollutes the air and waters for leagues around.

MINOR REALMS

Players who control minor realms only take part in the campaign to defend their territory when it is attacked by one of the player realms. Minor realms never invade, except in certain circumstances detailed below.

Of course, if a player who controls a minor realm wants to take a more active part in the campaign, and the referee agrees, he can do so, perhaps leading his underdog army in a bitter revolt against the power of the major empires. Anything is possible within the confines of the campaign – it is up to the referee to reward innovative ideas that improve the story.

During the course of the campaign, the major realms – those controlled by the main players – will be able to interact with minor realms in several ways:

- They can invade them.
- They can seek out alliances with them.
- They can attempt to subdue them with a display of military supremacy.

Invading Minor Realms

When you invade a minor realm, simply challenge a player who fields an army of the type which inhabits the invaded territory.

The defenders of a minor realm usually consists of 1,500 pts. Minor realms are weaker and less well-led than organised armies. However, players controlling minor realm armies should not be put off by the fact that they have 500 points less than the invaders (invading armies are always 2,000 points). Bear in mind that all they have to do is secure a winning draw in order to achieve the mission objectives – to defend their territory. Even if they force the attackers to win only a minor victory, they have succeeded in slowing down their advance, as invading armies can only pillage adjacent territories if they score a solid victory or a massacre (see last month's article).

As mentioned before, many players in the Studio campaign have excelled themselves playing the defenders of minor realms, humiliating more powerful armies. If you can consistently do well against an opponent who outnumbers you in points, you have truly proved that you excel at the game of Warhammer!

Victory or Defeat?

At the end of a battle where a 2,000 points invading army has attacked a 1,500 points minor realm army, use the chart below to determine the scale of victory instead of the chart in the Warhammer rulebook so as to take into account the unbalanced forces involved:

VP Difference	Scale of Victory
0-149	Draw
150-449	Minor Victory
450-749	Solid Victory
750+	Massacre

You can pillage adjacent territories belonging to minor realms of the same race as the one which you conquered following the normal rules for pillaging (see last month's Bloodlands article). Minor realms count as garrisons, so pillaging a territory belonging to a minor realm means that you replace it with one of your own garrisons.

If the usual Pillaging rules were followed, it would be disadvantageous to invade a minor realm that did not have neighbouring territories of the same race – you would be unable to reap the reward of a great victory because you would be limited in which territories you could pillage. Because of this, the Subjugation rule has been introduced.

Subjugation

Instead of pillaging you can try to subjugate other neighbouring minor realms (but not territories belonging to major realms) by intimidating them with demonstrations of military prowess. Essentially, a subjugated minor realm sends envoys to your court offering their unequivocal loyalty – if you can't beat 'em, join 'em!

After a battle's results have been resolved, for every Pillaging action you sacrifice, you can attempt to subjugate any Minor Realm adjacent to the territory you have conquered that season, even one allied to another player's realm. You can only attempt to subjugate an adjacent territory once each season.

The Subjugation roll

Make an immediate D6 roll with the following modifiers:

+1 if you scored a Massacre against the minor realm you attacked this season. Minor Realms are more likely to swear fealty to you if you shock and awe them with acts of brutal violence against their neighbours.

+1 if you are already allied with a territory belonging to a minor realm of the same race.

-1 if the minor realm is allied to another realm.

-1 if you are trying to subjugate a minor realm in mountainous or forest terrain. Dwellers of such wild lands are notoriously unfriendly to outsiders.

On the score of a 4 or more the minor realm you are trying to subjugate allies with you. A natural roll of 1 always fails to subjugate a minor realm. For rules on allies, see below.

Multiple Envoys

If two or more major realms attempt to subjugate the same minor realm then each player follows the procedure given above. The minor realm allies with the player who achieves the highest score, assuming that a score of 4 or more was achieved. If two or more players score an equally high score then the minor realm is undecided and does not ally with anyone.

Losing a Battle versus a Minor Realm

If you lose the battle and the victorious minor realm massacred your army, it pillages the territory you invaded from.

The minor realm is so flushed with success that it pursues the defeated invaders as they retreat homeward, and sack the undefended lands.

DIPLOMACY

Minor realms are not just on the map for you to invade or subjugate. You can also spend Revenue as gifts to persuade neighbouring minor realms to join you in alliance. This takes place during the Winter season, between the Construction and Order Armies phases:

Winter Season phases

- 1) Revenue
- 2) Construction
- 3) Diplomacy
- 4) Order Armies

Diplomacy with Minor Realms

To win an alliance with a minor realm you must send over an envoy to begin negotiations with it. You can send out as many envoys as you want, but can only attempt to win over each minor realm once per Diplomacy phase.

You can only send envoys to a minor realm adjacent to your realm that is not already allied to another player's realm.

Depending on their race, some minor realms will never ally with each other. If a race suffers from *hatred* against another race (such as Dwarves against Greenskins) then those races can never ally (or be subjugated).

The method of seeking an alliance with a minor realm is determined as follows:

- Pay Revenue to represent the expenses of sending out the envoy on his mission. It costs 1 Revenue for every territory controlled by the minor realm you are attempting to ally with.
- Roll 1D6 in the presence of the campaign referee or another player. Add the following modifiers:
 - Add +1 to the score for each extra

Revenue in bribes you want to spend to sway the minor realm's decision.

+1 to the score if you scored a Massacre in a territory adjacent to the minor realm you want to ally with last Campaign season. Minor realms will be more compliant with such an impressive show of your empire's strength.

+1 if you are already allied with a minor realm of the same race as the one you are seeking an alliance with.

-1 if any of the territories you are trying to ally with are in mountainous or forest terrain.

-1 if, this season, you have attacked a minor realm of the same race as the one you are trying to ally with.

If you score 5 or more then the minor realm you are attempting to ally with accept the terms of your treaty and joins your realm as an ally. If you score 4 or less, or roll a natural 1, the ruler of the minor realm scorns your blustering efforts at diplomacy, kicks your envoy out and steals any gifts he brings. Any Revenue spent on this attempt is lost.

Multiple Envoys

If two or more players send envoys to the same minor realm then each player follows the procedure given above. The minor realm allies with the realm which scores the highest, assuming a score of 5 or more was achieved. If two or more players score an equally high score then the minor realm is undecided and does not ally with anyone. All Revenue during such diplomacy is lost.

ALLIED MINOR REALMS

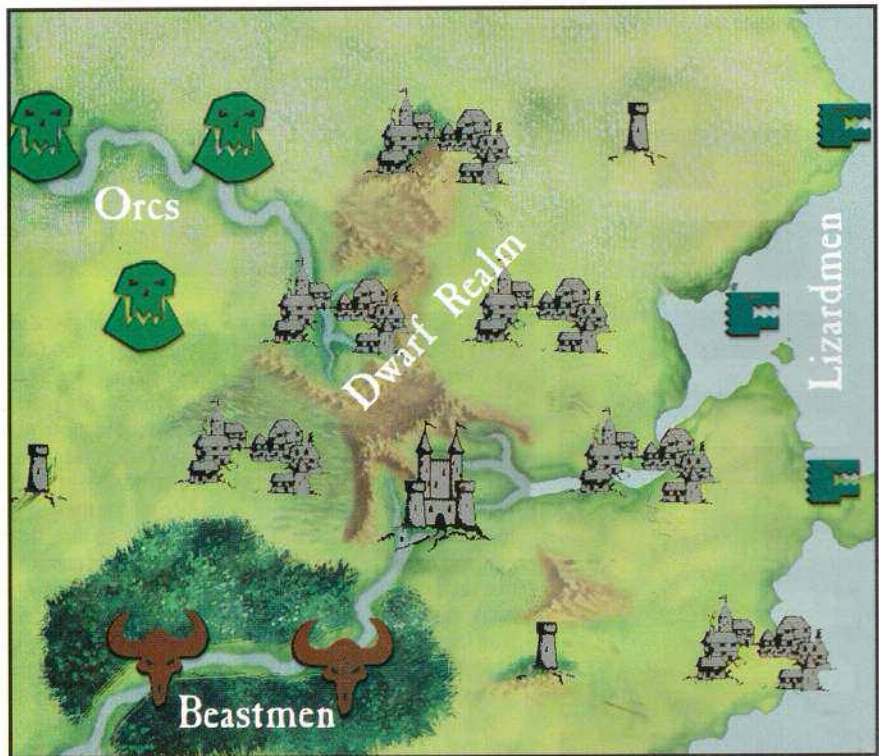
Treat allied minor realms as you would territories you control, except that they provide you with no revenue or city support, and you cannot build anything in the territory at all. You can attack from the territory with one of your armies, however. You can also attempt to raise an allied army to fight for you!

If anyone attacks one of your allied minor realms use a 1,500 points army of the appropriate race to defend. It is best to find a player who has an army of that race to fight the battle for you.

Hiring Allied Armies

If your realm has secured alliances with neighbouring minor realms then you can try to persuade one of them to provide you with an army.

Each ruler can try to hire one allied army each Winter. The race of this army must be the same as the ally you are trying to raise an army from. Eg, if you have allied minor realms of Orcs and Marauders, your allied army must be either a Greenskin or a Marauder army.



Example of allying with minor realms: The Dwarf Realm shown on the map above has three different minor realms on its borders. One minor realm is Orcs, which Dwarfs hate, so can't ally with. Another is Beastmen in forest terrain, and the other is Lizardmen.

The Beastmen control two territories, so it costs a minimum of 2 Revenue to send an envoy to them. However, it is worth the Dwarfs putting an extra amount of Revenue, perhaps up to 4 more, if they want to ally with the Beastmen as they are forest dwellers and less inclined to be friendly towards outsiders.

The Lizardmen control three territories, so it would cost the Dwarfs at least 3 Revenue to seek an alliance with them. None of the Lizardmen's territories are in mountains or forest, so the Dwarfs can spend less extra Revenue persuading them. They decide to try to ally with the Lizardmen, spending the minimum 3 Revenue plus an extra 3 revenue in bribes.

The referee determines whether the Dwarf ambassador is welcomed or turned away (or perhaps put in a pot and eaten!). He rolls a 2, adds +3 to the score for the extra Revenue spent on gifts, and the diplomacy succeeds, meaning that Dwarf armies can now attack from the Lizardmen's territory, and the Dwarf Realm can petition their Lizardmen allies for an army to fight for them.

Find a player who has an army of that race to fight the battle. If you cannot find a player then the tribe makes its excuses and refuses to fight for you.

It costs 1 Revenue for you to equip and supply the allied army. However, first you must try to persuade your allies to provide you with a force.

Roll 1D6 and the following modifiers:

- +1 for each extra Revenue in bribes to spend to sway the tribe's decision.
- -1 if you are trying to persuade a minor realm in mountainous or forest terrain to fight for you.

If you score 4 or more then your ally acquiesces. You may deploy the allied army as a 1,500 points army during the Orders phase (treat any of the army's home territories as its home 'city').

After the allied army has invaded, it returns to its homeland and you must persuade it once more next Winter season if you want it to fight for you next Campaign season.

If your ally refuses to send you an army, the Revenue you spent is lost and you cannot try to persuade another ally in the same season.

In next month's article, the scope of the Bloodlands campaign is further explored – you'll find details on specific terrain and how it affects troop movement, plus rules for using fleets to invade distant shores. We will also take a look at how the Undead realm of the proud Tomb King Phat the Indefatigable is faring against the mortal races, as Phil Kelly explains how his dreams of world domination are unfolding...

THE BLOODLANDS CAMPAIGN

The Studio Warhammer campaign part 3

Campaigns are a great way to develop a grander scale to your battles. Dylan Owen has reprised his role as Studio campaign coordinator for one such conflict, and here he reveals some of his secrets.

Dylan: The Bloodlands campaign is well underway and although it is too early to make out a clear winner so far, several players have already begun to forge themselves fledgling mighty empires. The Dwarfs have helped themselves to Greenskin lands to the west, making for the ore-rich mountains bordering their Chaotic rivals. The Wood Elves, despite an initial setback against the Undead kingdom of Mahmut the Prodigious, have succeeded in spreading the Great Forest eastwards. However, the most successful realm at this stage is the Kingdom of Phat the Indefatigable, and we shall take a look at how this ferocious Tomb King, played by the indomitable Phil Kelly, is faring later in this article.

Meanwhile, here are the rules I used to represent the movement of troops across the map, dealing with the adversities a general must consider when faced with having to march his army through a wall of seemingly impenetrable mountains or the dense thickets of a wild forest...

TERRAIN

Rather than playing on a featureless plain, I decided that the lie of the land should affect the movement of armies and the tactics which players employed to increase their territories. I also wanted each race to enjoy a particular advantage over others in some types of

terrain and to possess special abilities which would make them a unique force on the campaign map.

The different types of terrain found in the Bloodlands are listed below together with the way in which they affect the campaign.

Plains and hills

These types of territory are the most common terrain over which battles are fought. Armies suffer no penalties invading such terrain and battles are fought normally. If a battle is fought on a coastal plain, one short edge of the battlefield should consist of sea (impassible terrain), and units cannot rout towards or move on from, that edge of the table.

Rivers

Invading River Territories: If an army wants to invade an enemy territory containing a river, play a Capture scenario (Warhammer rulebook p. 207) with a river bisecting the table lengthways. A bridge in the centre of the table crosses the river and this counts as the objective. Unlike the normal victory conditions given in the Capture scenario, also work out Victory Points as for a Pitched Battle to determine the scale of victory so you can work out whether you can pillage enemy territories as a result of your conquest. However, if you fail to capture the

bridge, you count as losing the battle even if you score more Victory Points.

Pillaging River Territories: If you want to pillage an enemy territory containing a river, you must roll a D6. On a 1-3 you waste the pillage attempt as the enemy flee across the river, burning the bridges behind them. You can only attempt to pillage a territory once each season.

Lakes/Sea

No army can cross a lake or sea unless it is being transported by a fleet. The rules for fleets are given later in this article.

Mountains

Highland areas can prove a serious obstacle to armies on the move, with forces delayed as baggage trains slip to oblivion down precipices, or narrow paths become blocked by rockfalls.

Invading Mountainous Territories: Armies ordered to move into mountainous terrain can only do so safely on the D6 roll of 4+.

On a 1, some of the force is lost. Assign at least 500 points of your army (in points) to be the lost force. This must comprise of whole units (you cannot split units) so you may end up losing more than 500 points. The lost force does NOT take part in the battle.

On a 2-3, a suitable pass is found, but half the force is delayed. Instead of playing a normal Pitched Battle, a Flank Attack scenario is played instead. However, unlike the normal rules for the scenario, at least half the force (in points) must be assigned as the flank force instead of only a third.

If two armies are ordered to invade a city in highland terrain then roll a D6. On a 1-3, 500 points are lost from the force. Entire units must be lost and taken from either besieging force. On a 4+, both armies can lay siege to the city intact.

Pillaging Mountainous Territories: Victorious armies cannot pillage enemy territories in mountains as the inhabitants can flee into caves and hidden places, evading destruction. Emerging to regain control in the





Races with an affinity for Mountains: Skaven, Dwarfs, Chaos Dwarfs, Orcs & Goblins, Beastmen and Wood Elves all ignore the above rules for mountainous terrain, as they have an intimate knowledge of the tunnels under the mountains or the safe, hidden paths that lead through the peaks.

Mountainous terrain on the tabletop: Battles fought in mountains should be played on a table with many hills, crags and chasms to represent the difficulty of fighting a battle in such hostile terrain.

Building on Mountainous terrain: During the Construction phase of the Winter season, no race, except Skaven, Dwarfs, Chaos Dwarfs and Orcs & Goblins, can build a town or city in a mountainous territory – it's too barren to support a large population.

Swamp

Swampland is a fetid wasteland of evil smelling, sucking marshes.

Invading Swampland Territories: Armies ordered to move into swampland can only do so safely on the D6 roll of 5+.

On a 1-2, some of the force is lost, following the same rules given above for rolling a 1 when crossing mountains.

On a 3-4, a safe path is found, but half the force is delayed as baggage sinks or troops have to skirt around deadly marshes. Instead of playing a normal Pitched Battle, a Flank Attack scenario is played instead, following the same rules given above for rolling a 2-3 when crossing mountains.

Pillaging Swampland Territories: No armies can pillage into swampland, nor can armies pillage if they are in swampland.

Races with an affinity for Swampland: Skaven can ignore these rules for moving in swampland – they are at home in such a stinking environment.

Swampland terrain on the tabletop: Battles fought in a swamp should be played on a table cluttered with fens and marshes. Perhaps you could come up with rules for troops moving through marshes being sucked down to their doom if they are unlucky.

Building on Swampland terrain: During the Construction phase of the Winter season, no race can build a town or city in a swampland territory for the obvious reason that the swampland is utterly unsuitable for building on.

Forest

Few races dare enter the dark, twisted forests of the Bloodlands, where the very trees seem malevolent to intruders.

Invading Forest Territories: Armies ordered to move into forests can only do so safely on the D6 roll of 5+.

On the score of a 3-4, half the force is delayed, separated from the main army in the tangled half-light of the forest. Instead of playing a normal Pitched Battle, a Flank Attack scenario is played instead, following the rules given above for rolling 2-3 when crossing mountains.

On the score of a 1-2, the defenders may opt to ambush the invading force, taking advantage of the thick cover. Instead of playing a normal Pitched Battle, the defender may choose to play an Ambush scenario (Warhammer rulebook p. 209) instead. The defending force becomes the attackers in the scenario. The points which the attacking force would have spent on the ambush are instead spent on the attacking force.

minor empire, the ambushers have 1,500 points. If the forest is settled by a Wood Elf or Beastmen town, then the ambushers have 2,000 points, giving them a distinct advantage!

If two armies are ordered to invade a city in forest terrain then roll a D6. On a 1-3, 500 points is delayed or lost from the force. Entire units must be lost and can be taken from either besieging force. On a 4 or more, both armies can lay siege to the city intact.

Pillaging Forest Territories: If you want to pillage an enemy territory containing a forest, you must roll a D6. On a 1-3 you waste the pillage attempt as the enemy scatter and hide in the dense woods. You can only attempt to pillage a territory once per Campaign season.

Races with an affinity for Forests: Beastmen and Wood Elves ignore the above rules for moving in mountainous terrain, as their natural homes lie deep in the dark woods.

Also, Wood Elves have a special ability: whenever they capture a territory that does not contain forest, swampland or highland, they immediately use their powers of regrowth to regenerate the land; a forest grows in the territory spreading swiftly and covering the land with green. The newly captured territory is marked as forested on the map.

Special mention must be made concerning a Wood Elf player's ability to place an extra wood anywhere within his half of the battlefield: in the Bloodlands campaign, to counter the benefit of being able to grow forest on captured territories, I restricted the use of this ability to when Wood Elves were fighting in forests. When invading out of their homeland into the open, I ruled that Wood Elves would be unable to use this ability.

Forest terrain on the tabletop: A battle fought in forest should be represented by covering the tabletop with woods in at least every quarter of the table, plus scrubland and plenty of hedges or bushes to slow the invaders down.

Building on Forest terrain: Except for Wood Elves and Beastmen, a race which wants to upgrade a garrison in forest territory must first cut down the forest. The forest is destroyed and removed from the map. This is free and part of the process of building a new town. You can only deforest one forest territory you control each Construction phase, so in effect you can only build one town in forested territory each Winter season.

The surplus timber available means that a town built in an area that has been deforested in the same Construction phase can be built in the same area in the next Construction phase.

later, so long as you have enough cities and docks to maintain the extra fleet.

You can deforest a territory which you control during this phase even if you do not want to build a town there, in which case you do not get the bonus Revenue if you build a town on the same territory in a later Winter season.

FLEETS

Realms with settlements on the coast can have access to fleets. At the start of the campaign, any realm with a coastal settlement also starts with a fleet. A realm can have no more than one fleet per city it controls, unless it begins the campaign with all its settlements on coastal territories, in which case it counts as a naval power – a player controlling a naval power can give one of his towns an improvement called docks for free, and also controls an extra fleet. An empire can maintain as many fleets as it has docks or cities. If a town containing docks is reduced to a garrison or built up into a city it retains its docks. If it is captured by an enemy, the docks are destroyed with the rest of the settlement and are lost.

Construction phase

Spend 3 Revenue to build a fleet.

Spend 3 Revenue to build a dock in any of your towns that does not have one.

Only one fleet can be built each Construction phase, plus an extra one for each territory deforested last Campaign season (see the previous section on Forests).

Remember you can only maintain as many fleets as you have cities and docks.

A new fleet is placed in any of your coastal settlements which does not already have a fleet in anchor.

Order Armies phase

During this phase, each player with a fleet can order it to patrol, to transport an invading army, or to engage a rival fleet in naval combat. Before giving orders, each player in order (see below) deploys each of his fleets in a coastal settlement belonging to their realm or an allied minor realm. No sea area can contain more than one fleet.

Order of fleet movement

Each fleet order is declared by players in order of fleet size. The player with the most fleets declares his orders first, followed by the player with the next highest number of fleets and so on. In the case of two or more players having the same number of fleets, decide by a random method the order in which these players declare their fleet orders.

Use icons on the map to represent where a fleet is patrolling or moving to this phase.

Patrolling

All players first declare which of their fleets are patrolling – this is done in the order described above. If a fleet is ordered to patrol, its controller must declare the area he wants it to protect. This can be either a territory under his control or belonging to one of his allies. The fleet remains in the territory for the rest of the Campaign season, and has a patrol zone covering the area it is in and all adjacent coastal areas (see the map below for details). A fleet cannot have a patrol zone in any ocean area (areas containing only sea) as such areas are too vast for a fleet to properly patrol.

A sea area can only be patrolled by one friendly fleet at a time, so if two friendly fleets share a patrol zone, declare which one is patrolling that area. No sea area can contain more than a single fleet.

Players then declare (in order) whether their patrolling fleets are engaging enemy patrolling fleets in their patrol zones. As soon as a naval engagement is declared, determine the outcome before the next order is given.

Attacking Enemy Fleets

Next, players declare in order which of their fleets are engaging enemy fleets in naval combat. Fleets can target any enemy fleets in a sea area they can move to. If an attacking fleet's path takes it through a rival patrolling fleet, then that patrolling fleet can declare that it is intercepting the attacking fleet, and the attacking fleet must end its movement in the sea area it was intercepted in. A naval combat must be resolved before the next order is given.

Transporting Armies

Finally, players declare in order where they want to transport their armies to, using any remaining fleets. A single fleet can carry one invading army. If the transporting fleet passes through a rival fleet's patrol zone, the patrolling fleet can intercept it and engage it in combat.

The transporting fleet must stop in the territory it was intercepted in.

You cannot deploy more than one fleet in a territory unless the fleets are transporting armies that are initiating a siege against a city. Then you can move two fleets transporting an army each into the coastal area containing the city you want to besiege. You cannot move two fleets like this into a territory that is being patrolled by an enemy fleet.

Naval Engagement

When a fleet engages another in naval combat, both players involved in the combat roll a D6. The winner of the naval combat is the player who scored the highest. In the case of a draw, a patrolling fleet always wins, otherwise the attacking fleet wins.

Multiple engagements

Keep a note of the number of times in one season that a fleet engages in combat. For every naval engagement after the first that a fleet has been involved in that season, it rolls an extra dice and chooses the lowest result. For example, a patrolling fleet has intercepted two previous enemy fleets and now faces a third one. The controller of the fleet must roll 3D6 and must pick the lowest score as his result.

Transporting fleet

To represent the firepower a transported army gives a fleet, the controlling player can add +1 to his D6 result.

Victory at sea

A defeated fleet is sunk and removed from the map. If the fleet was transporting an army, that army is lost at sea and is also removed from the map.

An alternative (and in my opinion far more exciting) way of representing naval combat is, if you can manage to dredge up a copy of this venerable game, play a ship battle using the classic Games Workshop game, Man O' War! Being veteran gamers, some of us had access to this and many a swashbuckling adventure on the high seas was had. Alternatively, why not make up your own rules for determining ship combat?



The fleet on the Zephyr coast has been ordered to patrol. It can intercept any enemy fleets entering the territory it is in, plus both adjacent territories (Harngarten and Wallindorf).

Here we present the last of Dylan Owen's articles explaining how he's been running the Studio Warhammer campaign. Over to Dylan for more new rules, as well as a look at two of the main protagonists...

Dylan: The Studio campaign is now about to enter its fifth season of battles. It has been seven months since we began playing this campaign, and empires have waxed and waned as the players have enjoyed successes or suffered defeats on the tabletop. Of the original eight players who controlled realms at the start, two have had to drop out due to work commitments – however the total number of players has risen to twelve!

Adam Hall has taken over the legacy of Paul Sawyer in the Ruinous Isle and the Skaven empire has been split asunder by a civil war (typical Skaven!), with John Michelbach and Jack Butler taking over the reins of power from Zak Gucklhorn. Meanwhile, Andy Jackson's proud Bretonnians have seized land in the south west of the Bloodlands, (though his entry in the campaign was nothing less than ignominious, as his Duke was captured by Night Goblins in a raid on their lair, his minions failed to rescue him, and he was served up as the main course on the Goblin King's menu!). The Isle of Sommerland has come under the governance of Steve Cumiskey's Empire, which has begun chipping away at the territories of the neighbouring Tomb King island. Finally, Paul Webber wanted to join in, but lacking space on the map, instead of giving him a realm I had to introduce his army as a roving Chaos horde, wandering the seas in search of glory and violence.

Tomb King Phat, played by Phil Kelly, is currently the most renowned ruler in the Bloodlands; his vast empire now spans as far north as the Forest of Arg at the edge of the Dwarf kingdom, all the way south, to the Sourlands, deep in Skaven territory. In this article, we will take a closer look at the two empires whose fame closely rivals that of the Tomb King, the Dwarf kingdom and Fellhallow, haunt of the Wood Elves.

But first some further ideas on how kingdoms can spend more of their Revenue. We have seen previously how players can persuade allied minor realms to fight for them, but there are other forces in the Bloodlands eager to sell their swords for money. What follows are the rules we used in the Studio campaign to represent realms hiring bloodthirsty bands of mercenaries, wandering Dogs of War

THE BLOODLANDS CAMPAIGN

The Studio Warhammer Campaign, Part 4



Andy Jackson-Hall ponders his next move as his Bretonnians take on five marauding Giants, played by Phil Kelly, in one of Dylan's many special scenarios.

who owe fealty to no realm but are prepared to sell their strength to the highest bidder...

MERCENARIES

Usually realms can only field as many armies as they have cities. However, in the Winter season, rulers can persuade armies of mercenaries to fight for them instead, hiring itinerant bands of professional fighters with the promise of loot, food or captives. Mercenary armies can be notoriously unreliable, but if paid well enough prove to be experts in the art of warfare.

Hiring mercenaries takes place at the end of the Construction phase of the Winter season, after all building has taken place.

Hiring Mercenaries

Each ruler can hire one Mercenary army each Winter season.

It normally costs 4 Revenue to hire a mercenary force, although you can choose to skip on the payment (see below) if you want to risk it. This is a 2,000 points army and can be of any race which the realm can hire, but must

be of a different race to the one the player is controlling in the campaign.

Here is a list of which races refuse to fight as mercenaries for a particular realm on account of hatred or distrust:

Beastmen and Wood Elves will never fight for each other, neither will Dark Elves and High Elves; Dwarfs and Greenskins, or Dwarfs and Skaven (*Er, Dylan – aren't you forgetting that the valiant, yet beleaguered Dwarfs will never side with those treacherous Elf-types? Ed*). Strigoi will not fight for any realm.

The hired Mercenary army can either be played by the player who has hired it, assuming he also collects an army of that race, or he must find another Warhammer player (other than a rival who controls a realm in the campaign, of course) to fight on his behalf. Hiring mercenaries is a good way of getting other players into the campaign, particularly if there is no room on the map to accommodate a new realm.

Underpaying the Mercenaries

A ruler can pay his Mercenary army less Revenue, but this will increase their



unreliability. Instead of paying the mercenaries the full 4 Revenue, a ruler can pay them 2 or 3 Revenue instead.

Ordering Mercenaries

Mercenary armies are given orders to attack from a friendly territory exactly as you would a normal army.

Mercenary Reliability

After the Mercenary army has been given orders, but before the Campaign season begins, roll on the chart below to see how reliable the mercenaries are.

At the end of the Order Armies phase roll a D6 and add the amount of Revenue paid to hire the mercenaries.

Score Reliability

- 10 For such a full purse, the mercenaries will do their utmost to prove their worth. During the battle increase the Leadership bonuses provided by the General and the Paymaster to 18".
- 6-9 The mercenaries will fight for you.
- 5 The mercenary commander sends fewer of his troops than expected, and does not bother to turn up himself. The Mercenary army is only 1,500 points strong.
- 3-4 Revolt! Your feeble offer infuriates the mercenaries who seek revenge by looting your own territory. You cannot use the Mercenary army, and the settlement they are deployed in is looted. If this is a city, the city's army is recalled to defend it. No battle is fought, but you cannot invade with that army in the coming Campaign season. If it's a town, the mercenaries reduce the town to a garrison. If it's a garrison, the mercenaries

sack it and hand it over to the realm's enemies – the garrison now belongs to the realm that the mercenaries were supposed to invade. After the Mercenary army has attacked the settlement they were in, it departs before it suffers any repercussions and takes no further part in events this season.

As an alternative to the Revolt! result, if the Mercenary army is controlled by a player who is not otherwise participating in the campaign but wants to join in, he can fight a battle against the territory his army was ordered to attack from. If the mercenary player wins then he now controls that territory which effectively becomes a new player realm (the mercenaries immediately fortify their newly-won land so the player gets a free city to place there!). If the territory the revolting mercenaries were in was a city, fight a battle between the mercenaries and the army which that city provides (that army cannot invade in the ensuing Campaign season). If the mercenary player wins, the loser must bestow upon him a town or garrison he controls of the mercenary's choice where the mercenary player can build his first city.

Loyal Mercenaries

If the mercenaries are loyal, they can attack from the territory they were deployed in during the Campaign season into any adjacent enemy territory.

After they have invaded, whether successful or not, the Mercenary army leaves the employment of the realm which hired them. A player will have to pay again if he wants to hire another (or the same) Mercenary army for the next Campaign season.

THE END

So here ends the treatise on the basic rules which we used to run our Studio campaign. You should have enough inspiration now to run a detailed campaign of your own, using the rules for invading, earning Revenue, building settlements, dealing with allies and hiring mercenaries given in the Bloodlands articles, as well as rules for terrain and hints and tips on map building and refereeing the campaign.

What we haven't had space to include so far are the ideas for subterfuge, Skirmish games, special events, settlement improvements, Ogham stone circles etc, which we used to bring the Bloodlands campaign to life, and which added an extra dimension of gaming to the campaign. But that is for another time.

The final question remains: how do you bring a successful and enjoyable campaign to an end? Having run a complete campaign last year, the Seven Realms, I have already faced this problem. The campaign had endured seven long years of game time, equating to an entire year in real life. The reason I ended the Seven Realms campaign was simply because the players requested it, and I think that this is the most important reason for bringing a campaign to a close – the referee should always listen to the players. Many of the players had entered late in the campaign, taking over from predecessors who had to drop out. As a result, they were controlling empires forged by other people, and what they most wanted to do was start again with a fresh empire of their very own.

The way I finished the Seven Realms campaign was by having a final battle involving every single one of the other players. Each player had an army of a size in proportion to the size of their realm, and the protagonists were divided between the two front runners of the campaign, in this case Phil Kelly's Skaven and Gil Surepi's Dwarfs. The other players had to choose which side they would fight for, and the winner would take all, scattering the ashes of the losers' ruined empires to the wind.

Not only was this a game of cataclysmic proportions, looking fantastic with the entire table covered in models, but it also brought all the participants together one final time. The campaign ended with a bang, and proved a memorable event. A huge, multi-player mother of all battles is, in my experience, by far the most satisfying way of bringing your campaign to a close.

But all this talk of finality is far too premature. The Bloodlands has a long life in it yet, and so will your campaign with a little bit of dedication. So what are you waiting for... go forth and conquer!