Conquest of the Border Princes Campaign

WARHAMMER FANTASY ESCALATION CAMPAIGN RULES

Conquest of the Border Princes

Morrslieb rises above the Border Princes. Heralded by a great rain of warpstone, the Border Princes alone bear witness to the moons light. It is invisible to the Reiklanders who have not crossed the Black Mountains or those who have not breached the Stretto Pass. The seers and wizards of all kingdoms are uncertain what this event will foretell for no prophecy can be found that would explain such an unnatural celestial convergence.

Armies from throughout the Old World have rallied around heroes from every kingdom. Their banners trailing as the winds of magic blow them towards the Border Princes, there they will meet upon the field of battle. Conquest of these lands will make Heroes into Lords. Conquest of the Border Princes.

THE RULES

Conquest of the Border Princes is an Escalation Campaign in which players build forces of Warhammer Fantasy armies to clash over the magical resources of this long contested territory. Each week on Sunday those players wishing to participate will meet at the Fantasy Flight Games Event Center at 1pm to declare attacks and actions within the Border Princes. It is advisable that you arrive earlier to ensure that nothing goes wrong!

What you need to play:

Each month the point totals for games will increase. The first month will be 1000 points, the second 1500 and the final month 2000 points. You will need:

- A Warhammer Fantasy army of the appropriate point total
- The Army Book for your Army
- A copy of the Warhammer Fantasy 8th Edition Rulebook
- Three (3) copies of your TYPED army list
- Dice and Templates
- 5 "Markers" made by painting your personal armies symbol onto a small square Warhammer base.

READING THE MAP

Armies in the campaign move along the roads (the dotted lines) from one town to the next. There are some locations that are not towns, to move to them your must move from one of the three closest locations. Closest locations are determined by measuring from the center first letter in the locations name to the center of the first letter in the destinations name.

SETTING UP

The first session will begin with the players populating of the map of the Border Princes. Each player will randomly draw a card from the stack of Location Cards provided. That is the players starting location. Each player will place there marker on that location to signify that his forces are stationed there. Each player will then place a copy of their army list in the campaign folder, for record keeping.

One player will be elected to shuffle all the Location Cards and face down. A second player will then place one in each of 12 envelopes. A third player will then place another location card in each of the 12 envelopes. This process will repeat until all the cards have been placed as evenly as possible into the 12 envelopes. Lastly, a final player will mix the envelopes up and number them 1 to 12. These are the weekly Conquest item locations for the campaign.

PLAYING THE CAMPAIGN

Each week will begin with Attack declarations and then games of Warhammer Fantasy will be played to resolve those attacks. Afterwards the week's envelope will be opened and players who control those territories will be awarded magic items. Declare attacks in the following steps:

DECLARE ATTACKS

The players with the fewest territories at the beginning of the week roll off to determine who will be declaring their attacks first. Next the group with the second fewest will declare and so on until the players with the most territories at the beginning of the week declare their attacks.

When a player declares an attack he first chooses a territory he controls that he is attacking from. Then he must attack a location next along the road from that location he controls or a location not along the road which the chosen location is a "closest location". See READING THE MAP.

The players with no territories may choose to attack the Badlands, Loren Highway, Via Nano, Stretto Pass, Argalis, Myrmidens, Dragonback Mountains, Death Pass, Mad Dog Pass, Silver Road, The Forest of Gloom, Black Fire Pass or the Black Mountains.

When a player attacks a location not controlled by another player he takes the territory without a fight. He places his marker on the location and IMMEDIATELY declares another attack.

When a player attacks a location controlled by another player the attacked player chooses to defend or let the attacker have the location. If he lets the attacker take the location then the attacker places his marker on the location and IMMEDIATELY declares another attack. If the attacked player is already paired off then he automatically chooses not to defend.

If the attacked player chooses to defend then the two players are paired and will be playing a game of Warhammer Fantasy to determine control of the attacked location!

If at any time a player has 5 territories he must remove his marker from a territory (thus giving it up) to attack another territory. Logistics makes holding more than 5 territories impossible during the campaign.

The next player then declares his attacks and so on until every player has been paired off.

PLAYING THE GAMES

The week's scenario will be determined randomly by a store employee by rolling a single die. All players will play that scenario. If it is the same scenario as the one played in the previous week it will be re-rolled until a different scenario is chosen.

The players then bid Conquest items before sides are chosen or deployed. Any player who has at least one Conquest item must bid one. Conquest items are identical to magic items found in the Warhammer Fantasy 8th Edition rulebook. A single Hero or Lord is given the item. The character does NOT have to pay points for this item and it may violate point total restrictions on the character it is given too. Players may only bid one Conquest item.

The winner of the game takes the location being fought over and any bid Conquest items!

CONQUEST ITEMS

The players then open the weeks Conquest Item Envelope. Whoever controls that location is awarded one Conquest item, which is noted on their army list in the Campaign Folder. To determine the Conquest items awarded the store employee will roll 1d6 and add it to the week number once for each item.

Roll	Conquest Item	Conquest Points
2	Warrior Bane	1
3	Tormentor Sword	1
4	Charmed Shield	1
5	Enchanted Shield	1
6	Pigeon Plucker Pendant	1
7	Ironcurse Icon	1
8	Relic Sword	2
9	Obsidian Trinket	2
10	Sword of Battle	3
11	Glittering Scales	3
12	Talisman of Endurance	4
13	Crown of Command	4
14	Ogre Blade	5
15	Armour of Silvered Steel	5
16	Armour of Destiny	6
17	Talisman of Preservation	6
18	Fozzrik's Folding Fortress	7

WINNING THE CAMPAIGN:

At the end of the campaign each player will count the number of territories he controls and then add it to the total Conquest Points of the items he possesses. The player (or players) with the most Conquest points wins!