

THE CAMPAIGN

CAMPAIGN TYPES

There are two types of campaigns that can be run. The simpler is the Mapless Campaign while the more advanced is the Mapped Campaign. In a Mapless Campaign, players simply create a kingdom, write up some background information on their kingdom and the Legendary Heroes and Units leading their Armies, and then fight battles to earn Glory for their Empire. In a Mapped Campaign, a map is created and players fight battles to claim specific territories. Overall victory or defeat will come from a combination of territory conquered and Glory earned by fighting battles.

CAMPAIGN TOTAL

Many rules refer to the Campaign Total. In a Mapless

Campaign, the Campaign Total is simply the Glory Total of the Empire earned through fighting battles. In a Mapped Campaign, the Campaign Point total is the summation of Empire Size and the Glory Total of the Empire. For example, at one point during the Campaign, your Empire Size was 15 and you had 12 Glory, your Campaign Total would be $15+12 = 27$ (see Empire Size for more information on how Empire Size is calculated).

WINNING THE CAMPAIGN

The campaign will consist of six turns. At the end of six turns, the Empire with the greatest Campaign Total will be declared the winner. If there is a tie, then the tying Empires must fight a final battle to determine the ultimate winner.

CREATING ARMIES, LEGENDARY HEROES, AND LEGENDARY UNITS

At the start of the campaign, each player will create three Armies. These are the Armies which will both conquer new lands as well as defend their territories. It is recommended that each Army be thematically distinct, but they can be similar depending on the miniature collection of the player. Note – you can use the same models for each army (we don't expect you to have 6000 points of miniatures available for this Campaign). Each Army will initially contain one Legendary Hero and one Legendary Unit. The Legendary Heroes and Units are the narrative focal points of the each Armies in their Empire. Note - the Legendary Heroes need not be the generals of their Armies, but must be present in all battles fought by that Army.

Each player should come up with a name for their Hero a brief description with at least three things about them (description, personality, history, etc.). They may be given magic items, these will be permanent additions to the Hero (i.e. they are their personal weapons and items and they may not swap them out between games). The players will also create three units, one to accompany each Hero in their respective Army. These units are known as Legendary Units and always accompany that Hero into battle. As battles are fought, Legendary Units may gain abilities and magical items. A Legendary Unit may be of any unit type (troop, regiment, horde, or legion). Naming Legendary Units both gives them character and makes it easier to keep track of them. Note: you initially start with three Legendary Units, but you can create more from the Spoils of War table.

Example: Mike has chosen Elves for his Empire. He likes the concept of the Southern Kin, Elves living in ancient, wind-blasted cities well past their glory days holding off the ever encroaching desert. His Army #1 is called the Desert Panthers. He has chosen a Master Hunter for his Legendary Hero. He names her Agathiél Windblade. He equips her with a Blade of the Beast Slayer. His Legendary Unit are the Black Suns, a Troop of Elven Scouts. They have Dwarven Ale (which we, of course, call Elven Wine). Every time Army #1 fights, it will include Agathiél Windblade and the Black Suns.

Note that the composition of each Army can change from game to game, only the Legendary Hero and Unit

are fixed. So, feel free to vary your Army composition to try out new units or match tactics with your opponent.

GLORY

Glory is a measure of the overall morale of your Empire. You earn Glory through the heroic actions of your Legendary Heroes and Units and from fighting battles. The initial Glory total is the number of Legendary Heroes and Legendary in your Army (i.e. you should start with 6 Glory). As you fight battles, you will earn Glory. Results from the Spoils of War table may also add to your Glory total. Don't forget that if you gain more Legendary Units, this will also increase your Glory.

Agathiél Windblade leads the Desert Panthers, the elite scouting force of Prince Aradhelon. She frequently ranges ahead, seeking to slay the opponent's leader to sow chaos in their ranks. She is accompanied by the Black Suns, a scout troop composed of the stealthiest warriors of the realm.

CAMPAIGN TURNS - UNMAPPED CAMPAIGNS

TURN ORDER

1. Challenges
2. Fight Battles
3. Resolve Victories and Defeats
4. End of Turn

1. Challenges

Start with the Empire with the lowest Campaign Total (roll off or the GM decides if tied). Each player may challenge one other opponent. This opponent cannot be an opponent they have played the previous week if possible. The Empire issuing the challenge is the invader while the Empire accepting the challenge is the defender. The challenger will chose one of their Armies (with the corresponding Legendary Hero and Unit) and invades another player's Empire. The other player must defend their Empire with one of their Armies. An alternative to this would be the GM creating a schedule so that each player is guaranteed to play all other armies. Whatever works best for your Campaign – remember, this is all about playing Kings of War and having fun!

2. Fight Battles

Choose an appropriate Army size (we recommend 2000 points for typical games, less if the players are just getting started). Remember, you **MUST** take any Legendary Heroes and Units that you have associated with the Armies that are fighting. Determine terrain, randomly roll for scenario, and play the game and indicated in the Kings of War rulebook.

3. Resolve Victories and Defeats

Victorious Armies must roll a D6 on the Spoils of War table while the defeated Armies must roll a D6 on the Agony of Defeat table. If a game is a draw, then both players roll on the Draw table.

4. End of Turn

At the end of the turn, the GM will tabulate all Glory totals and then start the next round.

CAMPAIGN TURNS - MAPPED CAMPAIGNS

STARTING GEOGRAPHY

The starting geography of your island will be randomly determined by the Game Master (GM). Accommodations should be made based on the races involved. (i.e. make sure there are mountains if you are playing dwarves). It is recommended that each Empire start with an Empire consisting of seven hexes. There should be at most one empty hex separating each Empire. Too many empty hexes makes for a less involved campaign. Each Empire should choose a hex and place their Capital City in that hex. Make sure you give your Capital City and Empire a name. Lastly, place Armies 1, 2, & 3 each in a different hex of your Empire. You are now ready to begin!

EMPIRE SIZE

The Empire Size is a measure of the size and strength of your Empire. It is simply total number of hexes controlled by the Empire. Each Fortification adds +1 to Empire Size. Each Capital City earns +3 to Empire Size

CAMPAIGN PHASES

Each Turn of the campaign consists of five Phases. Players act in order of lowest Campaign Total to largest Campaign Total. Roll off to resolve ties. The five Phases are:

1. Move Armies
2. Challenges
3. Fight Battles
4. Resolve Victories and Defeats
5. Conquest and Fortifications
6. End of Turn

1. Move Armies

Players move their Armies up to D3 hexes from their current location. To keep things simple, terrain type does not matter (although you are free to come up with your own rules regarding movement across rivers, mountains, etc.). An Army does not have to move in a turn if it doesn't want to.

At least one Army must always remain within a player's borders to defend their Empire, but they may move about within their borders. This Army is called the Defending Army.

Note - you cannot have two Armies from the same Empire in the same hex. The only time two Armies may be in the same hex is when one Army is challenging another Army. The GM will determine if they will allow three- or four-way battles.

2. Challenges

Starting with the force with the lowest Campaign Total, each player can challenge another player to battle, attempting capture their land or drive off invading Armies. A player may issue one challenge a turn. If a player issues a challenge to another player who has not been challenged, the challenge must be accepted. If a player issues a challenge to another player who has already been challenged, that player may refuse the challenge if their schedule will not permit a second battle. A player that has already been challenged may choose not to issue a challenge in their own turn unless they want to play more than one game in this turn. Make sure you can schedule these extra games with your opponents as the campaign can bog down waiting for players to complete your turn. Basically, each player must play at least one battle per turn, but they can play more if challenged. If, for some reason, a player cannot schedule a game during a turn, they will be unable to claim territory during the Conquest and Fortifications

The position of the Armies in the campaign map is crucial in determining who can issue a challenge. When it comes to your turn to issue a challenge, you must use the following criteria to determine which opponent you should challenge in a Mapped Campaign:

- If you have an Army in the same hex as another Army, you must issue a challenge to them. If you have more than one Army in the same hex as other Armies, you may choose which of your Armies issues the challenge.
- Otherwise, if another player's Army has invaded territory in your Empire, you must issue a challenge to them from the Defending Army of your Empire. Again, if you have more than one Army invading your Empire, you may choose which opposing Army to challenge (leaving the other Army unchallenged in your Empire). The Defending Army is mobilized and moves to the hex occupied by the invader.
- Otherwise, if you have an Army invading another player's Empire, you must issue a challenge to the Defending Army.
- If none of the above apply, you may challenge any player's Army who is not in an occupied hex or who has remained behind in their Empire and not currently defending their Empire from an invader (i.e. challenge an Army in the field, seeking to claim a hex or an unengaged defending Army). The GM will have the final call as to which is the most logical Army to challenge. Remember, this is about playing games and having fun.

3. Fight Battles

When picking an Army for battle, you are restricted in a few ways:

- The game size must be of any mutually agreed upon size (usually 2000 pts)
- You **MUST** take any Characters and Legendary Units that you have associated with that Army
- You may get bonus points to your Army size due to reinforcements or results of the Spoils of War table. You may never have more than a 20% point advantage over your opponent. If this is the case, the extra points are lost (i.e. in a 2000 point game, you can never have more than a 400 point advantage over your opponent).

When you fight a battle, you should consider what terrain the hex is in. A forested hex should contain lots of forests, a marshland hex should contain marshes, etc. Both parties should agree on any special rules for terrain. Both parties should either agree to a scenario or randomly determine the scenario as indicated in the Kings of War rulebook. Play some games & have fun!

4. Resolve Victories and Defeats

Victorious Armies must roll on the Spoils of War table while the defeated Armies must roll on the Agony of Defeat table. If the Armies were in the same hex, the winning Army remains while the losing Army is driven back one hex toward their capital. If a game is a draw, then both players roll on the Draw table and both Armies are driven back one hex toward their capital.

An Army which fought and was Victorious gains +4 Glory to its Campaign Total in addition to any other bonuses they may have earned on the Spoils of War table. An Army which fought and the battle was a Draw earns +2 Glory. An Army which fought and Lost earns +1 Glory.

5. Conquest & Fortifications

After battles, your Armies can launch expeditions such as conquering enemy hexes and fortifying your Empire. Starting with the smallest Empire, resolve the Conquest and Fortifications for each Army:

- If an Army was driven back by another Army (i.e. you drew or lost), it may not claim any hexes or build Fortifications

- If an Army won its battle or did not fight and is in an unclaimed hex, it may be claimed for the Empire
- If two Armies are occupying the same hex and a battle was not fought, roll a D6 and apply the results of the chart below. The GM will arbitrarily choose one Army to be the Invader and one Army to be the Defender if this is not obvious.

ROLL	RESULT
1	The battle was fought and the Invading Army was defeated. Roll on the Agony of Defeat table and apply the results. The Invading Army is driven back one hex and may not claim the hex. The Defending Army remains and may claim the hex or build Fortifications.
2-3	The battle was fought and Invading Army was driven back a hex. They may do nothing else this turn. The Defending Army remains and may claim the hex or build Fortifications.
4-5	The battle was fought and Defending Army was driven back a hex. They may do nothing else this turn. The Invading Army remains and may claim the hex or build Fortifications.
6	The battle was fought and the Defending Army was defeated. Roll on the Agony of Defeat table and apply the results. They are driven back one hex and may not claim the hex. The Invading Army remains and may claim the hex or build Fortifications.

- If an Army is in its own Empire, it may build a Fortress if there is not already a Fortress or Capital City occupying the hex. If one of these is already present in the hex, the Army may do nothing else this turn.
- If an Army is invading an enemy hex it may attempt to conquer it. This can happen if there was no opposition, or if a battle was fought and the Invader was victorious. The Invader rolls a D6 - on a roll of 4+, they capture the hex. If the hex contains an enemy Fortress, they must roll a 5+. If the hex contains an enemy capital city, they must roll a 6+.

6. End of Turn

The Game Master will adjust the map and calculate the Campaign Total for each player. They will then start the next turn.

SPECIAL RULES

REINFORCEMENTS:

Fortresses and Capital Cities add to your Empire Size (+1 for Fortresses and +3 for the Capital City). Additionally, these structures can provide reinforcements to battles fought near them. If a battle is fought in a hex adjacent to one of your fortresses and cities, the following rules apply:

Fortresses and Cities can provide Reinforcements for battles fought in the hex or adjacent hexes. Fortresses can provide +10% of the Army size in reinforcements. Capital Cities can provide +20%. These are cumulative, but remember that one force cannot have more than a 20% advantage over their opponent. Example: Ed is invading Mary's Empire in a hex with a Fortification. They fight a 2000 point game - Ed will have a 2000 point Army, Mary will have a 2000 point Army with 200 points of reinforcements.

Reinforcements are not part of the standing army and will appear after the battle has begun. Reinforcements

can be of any type except war machines. The full army list + reinforcements must be a legal force (i.e. all heroes and monsters must have been unlocked by units in either the reinforcements or the main army). Reinforcements appear on turn 2 on a roll of 4+, turn 3 on a roll of 3+, and all subsequent turns on a roll of 2+. Reinforcements must roll on the chart below to see where they arrive:

- 1-3 Army's deployment zone
- 4 Army's right flank (on table edge)
- 5 Army's left flank (on table edge)
- 6 Enemy's deployment edge or they may choose any other option above

SPOILS OF WAR	
1	<i>Pillage and Burn:</i> Tales of the misdeeds of your Army spreads amongst the enemy, fostering a burning hatred at the sight of your banner. Whenever your Army next fights a battle against your defeated foe, all of their units will have <i>Vicious</i> toward your units when in melee (NOT ranged combat or magic). If the unit already has <i>Vicious</i> , they will also have <i>Elite</i> in melee. If they have both, they don't need any extra help.
2-3	<i>Ranks Bolstered:</i> The next time you fight with this Army, you may take an additional D3+1 x 50 points.
4	<i>Glory to the Empire!</i> You recover a holy artifact. Increase the Glory of your Empire by +2
5	<p><i>Tales of Inspiration.</i> Roll a D6:</p> <p>1-3 If your Legendary Heroes is not <i>Inspiring</i>, they become <i>Inspiring</i>. If they are inspiring, they become <i>Very Inspiring</i>. If they are already very inspiring, then treat this as result 4-6</p> <p>4-6 A Legendary Unit in your Army may always force a reroll of a Nerve Test that breaks them (like a <i>Helm of Confidence</i>)</p> <p>If you already have both of these results, then treat as a roll of 2-3 on the Spoils of War table</p>
6	<p><i>Valorous Deeds.</i> Roll on the table below</p> <p>1-3 Pick one your units in your Army to be recognized for their efforts. They are now a Legendary Unit. Gain +1 Glory</p> <p>4-6 A Legendary Unit in your Army is now either Elite or Vicious, your choice. If they are already both, then treat as a roll of 5 on the Spoils of War table. Gain +1 Glory</p>

DRAW TABLE	
1	<i>Rematch:</i> Both Armies retreat to lick their wounds. However, both sides are itching for revenge. If possible, they must challenge each other next turn if possible.
2-5	<i>Mutual Retreat:</i> Both Armies retreat a hex toward their Empire or capital.
6	<i>Mutual Respect:</i> Both Armies retreat a hex. They may not attack each Army next turn.

THE AGONY OF DEFEAT	
1	<i>A Sound Beating!:</i> Your Army was utterly crushed by your opponent. When your Army next fights the Empire that defeated them, all of the enemy units will have +1 to their Nerve rolls as if they all had <i>Pipes of Terror</i> . Note this only applies to Melee, not ranged or magic attacks. Also, -1 Glory
2-3	<i>Walking Wounded:</i> Your Army is depleted. The next time you fight with this Army, you are short D3+1 x 50 points.
4-5	<i>Green Troops.</i> The next time this Army fights, one of its non-Legendary Regiment, Horde, or Legion units has the Yellow Bellied rule in this Army's next battle (if they already have Yellow-Bellied, then they fail on 1-2). Note that this cannot be applied to a Troop.
6	<i>Vengeance Will Be Ours!</i> When your Army next fights a battle against the Empire that defeated it, all of your units will have the <i>Headstrong</i> rule. If the unit already has <i>Headstrong</i> , they will be <i>Elite</i> or <i>Vicious</i> , your choice.

CHARACTER INJURY TABLE

If a Legendary Hero is killed in battle, roll a D6 and consult the table below:

CHARACTER INJURY TABLE	
1	Serious Injury: Roll another D6. These effects are permanent. 1 Dead, 2 Me and Ra become one less (i.e. a 4+ becomes a 5+) 3 -1 Ne 4 -1 Att 5-6 -1 Sp
	If any characteristic is reduced to 0, then the character becomes too infirm to take place in battles and must retire (i.e. for the sake of the campaign, they're dead) unless their characteristic started at 1, in which case re-roll the result. Injured Heroes also cause -1 Glory to the Empire. Dead Heroes cause -3 Glory to the Empire
2	Captured! The enemy has taken your Legendary Hero hostage. The enemy gains +1 Glory, you are -1 Glory. Next game, you may fight a special scenario to recapture them. If you win, you reclaim your Legendary Hero. Gain +1 Glory. If this is not possible, then during the next round, the Legendary Hero attempts to flee. Roll a D6 - on a roll of 1-3, the Legendary Hero escapes but is injured. Roll on the Serious Injury table above. On a roll of 4-6, they escape unscathed and may rejoin their Army on the subsequent turn
3	Minor Injury: Roll as for Serious Injury as above, but the effects only affect the next battle in which this character fights. If you roll 1, Dead, roll twice and apply both results, ignoring further rolls of 1. There is no loss of Glory due to a Minor Injury
4	Psychological Injury: Roll another D6. These effects are permanent 1 = Loss of Inspiring (Very Inspiring becomes Inspiring, etc.) 2-3 = Yellow Bellied 4-5 = -1 Ne 6 = Fury
5	Tales of Cowardice: Tales of the Hero's Defeat have spread throughout the realm. The Empire loses -1 Glory and will continue to lose -1 Glory every round until the Army containing Hero wins a battle.
6	Heroic Escape! Not only has the Hero recovered, but they is changed by this ordeal. Roll a D6. On roll of 4+, the Hero gains Inspiring. If they are already Inspiring, they may either become Very Inspiring, Elite, or Vicious

TERRAIN RECOMMENDATIONS

You and your opponent may choose what terrain to have in your battles, but here are some recommendations. Feel free to modify these as you see fit.

FIELDS

Fields are your typical Kings of War battlefields. They are generally flat, but may have some small hills and forest patches. Roll D3+1 and have this many terrain items on the table. The terrain may be normal or magical.

FORESTS

Forrest battlefields are more densely terrained. There should be D3+3 terrain items, over half of which should be forests. Terrain may be either normal or magical.

MARSHLANDS

Marshlands have many areas of difficult terrain. There should be D3+3 terrain items, over half of which should be difficult terrain. You should decide ahead of time whether war machines may be initially placed in difficult terrain during deployment. Terrain may be either normal or magical.

DESERTS

Deserts are typically devoid of terrain. There should be

D3+1 terrain items on the battlefield. They almost never have wooded areas, but frequently have hills, difficult terrain (quicksand), buildings, or arcane ruins. Terrain may be either normal or magical.

HILLS AND MOUNTAINS

Hills and Mountains can either be represented by numerous hills, or by having areas of impassible terrain on either side of the battlefield. Alternately, battles may be fought underground and special rules may be created for those battles. Difficult terrain, random pitfalls, magical terrain are all common underground.

RIVERS AND STREAMS

Rivers and streams should have a river running through the battlefield, typically running down the center of the battlefield. It should be decided if the river can be forded anywhere (and whether or not this is difficult terrain) or if there are D3+1 fords. Marshlands, hills, and forests are common terrain items found in River and Stream hexes.

FORTRESSES & CITIES

Roll D3+1 for terrain features. Buildings should be used, either in the middle of the battlefield or on one side (i.e. You are fighting just outside the city). You should discuss whether the buildings can be fortified or not beforehand.