

Introduction

Welcome to the Vale of Renegades 9th age campaign, hopefully the first of many. Before I go into details and rules and boring stuff like that let me give you a bit of background as to what this campaign aims to achieve and how it will run so you know what you can expect and is expected of you.

I wanted to generate some interest in getting away from just playing tournament style games for some games of epic fluff and storytelling. I also wanted to get as many people involved with creating the ideas behind it hence all the voting previously so there should be something for everyone. I wanted winning to be a secondary concern to having a fun game so you will find lots of things that are not balanced and deliberately so and people to take things they may not to try new things etc.

The story telling and character building to be a major part in the campaign and credit to everyone you have all helped do that with the fluff you have created. Casual attitude, if people cannot get their games in then so be it, don't want to be in the campaign any more no problem, have to move to outer Mongolia well that can't be helped so have a nice life and keep in touch. The rules are kept simple and easily amended to keep it going smoothly should they need to (well that's the idea I did think there would be less interest but I'm sure I will cope). Fun. Well no point doing this if it's not fun so enjoy yourself.

Rules

So what are the rules? Well here they are and bear in mind they may not be perfect so keep criticism constructive though I am not a delicate flower it just saves time if you do not like something so say why and offer a replacement idea and we can have chat about it.

Starting Territory

Everyone starts with one tile on the map, this is selected from the pre-determined starting points. (I have done this for you all).

This tile contains your Capital & is the jewel in your empire, it needs to be protected at all costs. If you lose it you are out of the campaign so if the only tile remaining in your empire is your capital and you are forced to lose a tile game over man, game over.

Your capital & the 6 tiles around it form your starting realm, they are made up of small villages and farms. These will provide you with revenue in the forms of tributes, taxes extorted goods, slaves, warpstone, corpses/blood... Whatever you would have your empire built upon! So the bigger the realm, the better.

Win Conditions

The campaign will be played until the end of January and there will be turns per month. I will keep you informed about dates and when deadlines are for games etc. If players cannot manage to play any games we will carry on without them and we will find a way of making sure people can get back in without disruption or being behind. Real life happens to us all.

The general with the most VP's at the end wins it all, yay!

Each tile is worth 3 VP's at the end of the campaign. Do not count the tiles in your starting realm meaning if you lose any of these they need to be replaced before you score any points from new tiles.

Each city in your realm is worth 1 VP.

Each battle you win is worth 1 VP.

There are random events which may increase VP score.

Starting Armies

Every empire needs a standing force of troops & a general to lead them - yours will be no different.

The starting force will consist of 1000pts of troops from the army book of your chosen race. The units included in your initial army may not be changed they have to be present in all your armies going forward. They may be upgraded and de/in-creased in size but must be present in some form. Characters can die so if this happens they are obviously not available as they cannot get reinforcements like units. If a character dies you are allowed to replace them provided you have available slots this new character can be of a different type available to you. Write some fluff for how it happened

in your head and use that next time you need to write fluff.

There may be only one character & only choices from the core section may be taken (initially). Armies may never exceed 6000pts.

So how do you gain these VP's? & how can you stop others from gaining more territory? Well, open combat of course!

Victories in a combat will give you the ability to expand your empire or upgrade it, so you are better equipped to engage in further conquest at the expense of your hapless opponents.

Phase 1 - The Challenge Phase

This is how the turn begins, starting with the player with the smallest empire- working towards the player with the largest.

Each player chooses who they would like to challenge, this player has to play a game against that player. Once you are in a challenge that is it, no one else can challenge you but you both have the option of requesting an ally 1 other player to help you conquer or defend. These players do not count as being challenged but can only aid one player per turn. They do not have to help but get the gold for winning a game so a bit of an incentive to merc out and have a few multi-player games. If by the time you get to challenge there are no opponents who have not already been challenged then you may challenge somebody who has already been challenged this is the only time a player may be challenged more than once. The player who has been challenged for a second time does not lose or gain any gold/tiles as a result of this second battle (it is doing the odd man out and me a favour so they get a game). In the event that a player is unable to get a game in before we would be due to start the next campaign turn then the odd player may step instead. Players who cannot play their game count as drawing the game.

During the Challenge Phase the Challenger must choose a form of combat: Border Dispute, skirmish or Raid.

Playing the Game

That is why we are here and the most important part. After it is established who will be playing who then mutually decide what kind of game you will be playing set the scenery up in a mutually agreed manner, remember make it fluffy. Play out the game with any secondary from the book or even ones you have made/found online etc., just agree it with your opponent. If you are outnumbered in points and your opponent/s have twice or more your points you may opt to play a last stand scenario (details will follow). The last stand cannot be refused if the points criteria are met so as long as the lower pointed player wishes to play it they may. Whatever type of game you are playing you will need to roll on the weather table and apply the results to your game.

Border Dispute	-	The winner gains an Empire Tile.
Skirmish	-	No Tiles are lost or won.
Raid/counter raid	-	The winner captures all stored Empire Points or people of interest kidnapped also any artefact that grant VPs any the losing player owns.

History is Written by the Victor

As this is a fluff based campaign and so we have a record of what went down if you have won a game you will need to write a story detailing what happened from your armies point of view or a battle report in any style you like written, you tube video, podcast, whatever you want and send it to me (BEEF). You won't be able to play another campaign game until this is done.

And to the victor the spoils	-	In addition to the benefits of winning a raid or border dispute the winning player gains 3 gold for their empire.
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Phase 2 - The Empire Phase

Players need to improve the size & quality of their empire & must pay for the upkeep of their troops. At the start of each phase each player gets 3 gold coins for their opening realm and then additional gold as stated described later.

- At the start of each Empire Phase, each player must pay 1 gold coin for each 1500pts of army they have or part thereof.
- If this cannot be paid, then reduce the size of the army to what you are able to pay.
- Then the players roll on the random events table and apply the result.

Thereafter you earn gold coins by meeting the following conditions:

- +1 For each tile in your Empire beyond the starting tiles in the realm. If any tiles have been lost from the starting realm these have to be replaced before any extra tiles are purchased or added from border disputes.
- +1 for each city in your realm not counting your capital.
- +3 gold coins If you won your game in the Challenge Phase or were an ally helping attack or defend.
- +1 gold coins If your game was a draw.

Gold coins may be stored and carried over to future turns. Gold coins may also be spent on the following upgrades:

Upgrades

Expand the Empire by one tile	-	3 gold coins
Bespoke Defence	-	1 gold coins
Build a Town	-	2 gold coins
Build a Fortress	-	5 gold coins
Build a city	-	8 gold coins
Upgrade a Town to a Fortress	-	2 gold coins
Upgrade a Fortress to a City	-	3 gold coins

You cannot build a structure and upgrade it in the same turn.

You cannot upgrade a structure twice in the same turn.

Buildings

Every tile is considered to have a village in it, when it is added to your realm these do nothing but are the starting point for upgrades. Upgrades work in the following order:

Village-Town-Fortress-City

The following rules apply:

Town	-	Allows you to expand your army by 250pts & add 1 extra unit of special troops.
Fortress	-	Allows you to increase your army by 500pts & add 1 unit from any 1 non-Core category of troops except characters.
City	-	Allows you to inflate your army by 750pts & add 1 extra Character to your army.
Bespoke Defence	-	Choose a player, that player cannot choose you in the next Challenge Phase

The points added to your army are not cumulative so if you have a starting force of 1000 points for example and manage to get a city your army could then be 1750 points. This does not apply to the extra selections so again if had the same city you would be allowed an extra special and extra from any other category and an extra character.

Gaming Charts

Random Events Table

D6	Effect	
2	Dimensional Breach	<i>The dark and foul beings are driven into frenzy as the chaotic energies wash over them the undead rise and march forth daemons swell with power and the numberless broods of the foul beasts that inhabit the shadows multiply. This tide of corruption flows over the lands of the righteous desecrating and pillaging as it does.</i> Non Daemon Legions, Warriors of the dark gods, Infernal Dwarfs, Vermin swarm, Orc And goblins, Beast herds, Dread Elves, Undying Dynasties or vampire covenant empires lose a tile and any stored empire points. In addition one randomly upgraded tile reverts to the last upgrade state e.g. a city becomes a fortress. Daemon Legions, Warriors of the dark gods, Infernal Dwarfs, Vermin swarm, Beast herds, Undying Dynasties or vampire covenant may gain a tile and upgrade random tile. Warriors may also include an additional choice from any category in their book apart from characters.
3	Deserters	<i>Disillusioned with your rule/lack of battlefield success/poor use of the winds of magic.</i> Lose 250 points from the total size of your army, this effect is permanent. Non Dread Elf and Infernal Dwarf armies ignore this.
4	Wayward Magai	<i>Unlicensed/maniac mages destroys half of the settlement he/she is in.</i> Randomly select an upgraded tile and revert that back to its state before its most recent upgrade. Orcs and Ogres ignore this result (it takes a lot to downgrade a Orc or Ogre settlement). Warriors of the dark gods revert 2 tiles.
5	Important Figurehead	<i>In your empire the king queen or whatever equivalent non-military person of importance, is at work in your empire; improving morale or threatening the mutinous dogs and general being useful to the cause.</i> This person is worth an extra VP at the end of the campaign but is also captured in any raid. When captured the person is a great trophy and worth 1 VP to the empire that captured them at the end of the campaign. Any battle involving the side the person belonged to initially and kidnappers the units in the kidnapped person's empire have hatred towards the kidnapper's empire.
6	Plentiful Harvest	<i>Bumper crops / larger tribute from the gods / plague filling the morgues, whatever would cause your empire to have a good year has happened.</i> Gain D6 extra gold coins these can only be spent in the empire phase following this one. If this is the final turn you gain D6 VP instead KOE and Empire gain D6+1.
7	Sacred Item	<i>Your troops have managed to uncover an item of great power and significance.</i> You may include a magic item up to the value of 200 pts, this item can be carried into battle by any character in addition to their usual items. They cannot have two items of the same type i.e. two weapons or two sets of armour. If the army is defeated in battle then this item is captured by the victors and may be used by them in the same way. The sacred items cannot be duplicated within the army as normal so adjust any lists as appropriate this item is worth 1 VP at the end of the campaign to whoever holds it. If a good Dwarf or elf army holds it, it is worth 2 VPs.
8	Plague	<i>Your empire has been hit by a plague / magical instability or some other equivalent disaster, killing/ and having a negative effect on the empire as a whole.</i> Reduce the size of the empires army by 250pts and downgrade a random tile if you have no upgraded tiles lose a tile instead. Undead and daemons armies led by either a general with mark of pestilence ignore this result and vampire counts armies gain 250pts of troops (fresh meat), elves lose 500pts (every elf that dies is a tragedy).
9	Perfect Training	<i>The general has not spent the forced inactivity of the winter idle he has been drilling troops and planning strategies to for the perfect attack/defence.</i> The end result of this is that during the next battle you may choose table side (where applicable) and your opponent must deploy before you and you have the choice of first or second turn. Also due to the fact your army has been training during winter conditions any negatives of fighting during freezing weather are ignored by your troops. Orcs and Ogres ignore this result as they are too unruly to be that well trained. Elf armies may ambush with half of the non war machine units in their army in addition.
10	Scientific/Spiritual /Dimensional Breakthrough	<i>The scientists / engineers / occult leaders / head daemons or equivalent have made a massive breakthrough allowing for the improvement of the empire.</i> Upgrade a tile in the empire to the next available status. Orcs and Ogres may upgrade 2 tiles (it does not take much to upgrade an Ogre or Orc's settlement).
11	The Mother Load	<i>Your Mining operation has hit the mother lode a rich vein of gold / silver / warpstone / ancient burial mound, whatever would be desirable for your empire.</i> Gain D6 Empire Points. Dwarf, infernal dwarf and Vermin Swarm empires gain d6+1. These points cannot be spent until the empire phase following this one. If this is the final turn you gain D6 VP instead.
12	Holy Crusade	<i>Across the realm there is an increase in religious fervour resulting in a crusade by the masses to strike down the unworthy and drive the daemons from the lands, purge the unclean beasts and lay to rest the vile undead.</i> Warriors of the Dark Gods, Infernal Dwarfs, Orcs and Goblins, Daemons, Beast Herds, Vermin Swarm, Dread Elves, Undying Dynasty or Vampire Covenants armies lose a tile and downgrade a random tile as they are driven back by the forces of good. If they have no tiles that have been upgraded then they lose a tile instead. Other armies gain a tile and upgrade a random tile.

Weather Chart

2D6	Effect		
2-3	Freezing Weather (Snow & Ice)	March, Charge and flee distances are reduced by 2". Units must take Dangerous Terrain Test for Marching or Charging, this effect applies to open ground. Other Dangerous Terrain Tests increase by 1. I.e. Failing on a 1-2 normally, would now fail on a 1-3 in these conditions. In addition before the battle starts roll a D6:	
		D6	Effect
		1-3	Heavy Snowfall
	4-6	It's cold, get on with it!	No further effect, phew!
4-5	Thunderstorm (Rain & Lightning Strikes)	At the start of each Player Turn turn roll a D6 for each opponent's units, on a 1 they unit takes D6 lightning hits with metal shifting. Shooting is at -1 To Hit, in addition any unit with Volley Fire always counts as having moved. Any units within a Forest must roll a D6 at the end of the movement phase, on a 1 the unit takes D6 S4 hits. March, charge and flee distances are reduced by 1". Flaming Attacks lose flaming.	
6-9	Perfect Fightin' Weather	Nice breeze & a bit of light rain at worst. No penalties.	
10-11	High Winds (Bad day for Banners)	Shooting is at -1 To Hit, in addition any unit with Volley Fire may not use that ability. Any units within a Forest must roll a D6 at the end of the movement phase, on a 1 the unit takes D6 S4 hits.	
12	Blazing Sunshine	Units have -1 WS & I on the turn they charge. Flaming attacks get +1 to wound vs flammable targets.	

Experience charts

Any unit that survives a game with 50% of its starting strength in model/wounds gets to roll on the experience chart shown below.

D6	Effect	
1	Grizzled Veterans	They have seen it all and fought it all nothing shakes them. The unit may re roll a failed panic or break test once per battle.
2	Tactical Awareness	They really know where and when they are needed on the battlefield. The unit gets vanguard if it already has vanguard it may vanguard 24".
3	Shieldwall	You don't get to be a veteran if you do not survive. The unit can parry even if it is not carrying a hand weapon and gets a 5+ward to attacks from the front if it is using a hand weapon.
4	Battle Rage	The units' gets thunderous charge if it has thunderous charge it gains devastating charge.
5	Battle Fury	The unit gets devastating charge if it has devastating charge it gains thunderous charge.
6	Ultimate Warriors	The unit gets either +1 WS, BS, S or I the players choice.

A unit may roll multiple times on the chart over the course of the campaign but only have one result applied to them at any one time so the previous result would cease to apply. If the unit is wiped out then the benefit is also lost from then on. Also if the unit is ever wiped out or reduced to 50% or less of its starting strength during a battle they lose their upgrade.

*undead units cannot lose their upgrades by being reduced to lower than 50% starting size in a game but do so if ever their general is removed as a casualty during a game.

Character experience

Any surviving character gets to roll on the following experience chart at the end of the battle.

D6	Effect	
1	Inspiring	The hero truly is a leader of men. Friendly units within 6" of the character may re-roll failed LD tests. If the character is the general they increase the range of their inspiring presence by 6" instead.
2	Heroic Intervention	The hero is always in the right place at the right time. The hero and any unit they accompany gain swift stride if they already have swift stride they may re roll failed charges.
3	Trophy Collector	This doesn't take names he takes heads, the character gains lethal strike if he has lethal strike it works on a 5+ instead.
4	Agile	The hero gains lightning reflexes if they already had that they may reroll missed attacks.
5	Fury	This warrior truly is a blending machine. The character may make an additional attack for each wound it causes in hand to hand if they already have this ability they gain an additional attack instead.
6	Ultimate Warrior	The hero gets +1 WS, BS, S, I or A players choice.

If your character is a wizard you may choose to instead roll on the wizard experience table if they survive a battle. Only one result for either table may apply at any one time.

D6	Effect	
1	Experienced Caster	Knows how to reduce the risks of playing in the winds of magic wizard and may re roll the result of any miscast.
2	Scholar	The wizard spends as much time reading tomes of knowledge and researching as they do on the battlefield casting spells. The wizard knows 1 more spell than normal (max 5).
3	Defence Against the Dark Arts	The wizard gets +1 to channel dispel dice up to the maximum possible.
4	Adopting the Dark Arts	The wizard gets +1 to channel power dice up to the maximum possible.
5	The Devil is in the Details	The difference between a good wizard and great wizard is the wizard can be very small indeed. The wizard may reroll 1 failed casting dice per turn.
6	The Perfect Storm	Managing and manipulating the winds of magic is key to an effective wizards arsenal, great wizards do this with ease. The wizard may re-roll 1 dice from the winds of magic once per battle.

Character Injuries

If a character is killed during a game then they must roll on the injury table below:

D6	Effect															
1	Dead	Your hero is killed in battle and you must replace them with another character (make new fluff etc.).														
2	Captured	Your hero is captured and is heavily tortured and never able to fight in battle again. He/she however is a trophy for the captors and a hero for the empire he/she belongs to treat as an Important Figurehead result from the events table.														
3	Injured	-1 to a random statistic for rest of campaign. Roll a D6 and consult the following table:														
		<table border="1"> <thead> <tr> <th>D6</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Movement.</td> </tr> <tr> <td>2</td> <td>Weapon Skill.</td> </tr> <tr> <td>3</td> <td>Ballistic Skill.</td> </tr> <tr> <td>4</td> <td>Strength.</td> </tr> <tr> <td>5</td> <td>Toughness.</td> </tr> <tr> <td>6</td> <td>Leadership.</td> </tr> </tbody> </table>	D6	Effect	1	Movement.	2	Weapon Skill.	3	Ballistic Skill.	4	Strength.	5	Toughness.	6	Leadership.
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4-6	Full Recovery	No further effect.														

Scenarios

The Last Stand

This is a secondary objective designed for 2 forces of un-equal size & may be used by the Defender(s) instead of the one that is rolled for at the start of the game. The objective replaces the rules for deployment & the scoring rules, as described later.

For the ease of explanation, all further reference to Defender refers to the player(s) that have the smaller of the two opposing forces, in points. The Attacker refers to the player(s) that have the larger of the two opposing forces.

Deployment

The way the players deployment will depend on the size of their force in different ways.

Defender

The Defender deploys in the centre of the battlefield in a 24" square, with its centre in the middle of the battlefield. Any units that will not fit on the board are placed in to Reserve. The defender may also choose to put 25% of their army into reserve but all scoring units must be deployed at the start of the battle. See "Look to the East" for details of how and when they arrive.

Attacker

Depending on the percentage difference in the two forces, the Attacker deploys within 6" of one or more table edges.

The table edges will be randomly determined e.g. rolling a D4 or D8.

Percentage Difference	Number of Table Edges
1-25%	1
26-50%	2
51-75%	3
76% or more	4

First turn the defender has had time to prepare so will deploy after the attacker has finished deploying and have the first turn if they choose to.

Look to the East

The Defender's reserves may enter the battlefield from Turn 3 & do so automatically from the board edge of their choice.

Victory or Glorious Defeat

The Defender in this scenario is unlikely to win, so the next best thing will be to survive as long as possible & take as many of the enemy with you! The game ends if all the Defenders Scoring Units are destroyed or at the end of turn 7.

The Defender scores based on how long their scoring units manage to survive:

Turn	Result
1	20-0 Defeat
2	18-2 Defeat
3	15-5 Defeat
4	10-10 Draw
5	15-5 Victory
6	18-2 Victory
7	20-0 Victory