

FINAL RULES

Leeds Night Owls/ Leeds Games Club
2009 Warhammer Campaign

Each player will start with 3 territories in addition to their Capital to start with; one of these can be selected, and the other 2 will have to be rolled for randomly.

Once a player has rolled for their territories they may find that they are allowed to take a force larger than 1,000pts and with fewer restrictions than is normal to start with (see below).

Each play will have to play one and only one campaign game against an opponent who is also playing in the tournament each week; these can be at the club, or at a Games Workshop.

Before a game is played each player has to write down a territory they own that they are willing to lose in the event of a loss, these are kept secret through until the end of the game. Once a game has finished, the winner can select to take the opponent territory, or can roll a random territory. If you win a territory please write the name of the player you won it from by the side.

The loser will either keep the territory they wrote down, or lose the territory; the loser doesn't gain a territory.

In the case of a draw, both players keep their territories.

At the start of the campaign, each player will have to roll for their territories in front of someone, and write down their results on the Campaign sheet, along with their name and army. These will also need to be submitted to me each week to make sure everything is running smoothly.

If a player is left with just their capital they may lose this, if the capital is lost the player is eliminated from the game, and the winner can choose to take the capital in the normal fashion, the Capital will count as Ruins.

The Campaign will end once a player has 10 territories (not including their capital), that person is the winner.

The basic limits provided by the Capital are as follows:

1,000pts army.
One Character
Two Special Units
One Rare Choice
No Skirmishers.
One Warmachine
One Monster.

Three Magic Items with a combined points cost of no greater than 100.

Dark Elf Assassins count as a Hero.

Beastmen and Wood Elves should endeavour to select a Forest or Ruins as their first territory.

Bretonnians must have a Shrine as their first territory.

The points limit on Magic Items is extended towards any non-mundane weapon upgrades, Bretonnian Vows, Ogre Kingdom Big Names, Chaos, Mark and Gifts of the Gods, etc.

Monsters are any model that's unit strength is determined by their number of starting wounds.

TERRITORY TABLE

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11-12 Wizard's Tower

Each Wizard's Tower allows a level 1 or 2 Wizard in the army.

13-14 Sacred Grove

Each Sacred Grove allows an extra Rare choice.

15 Shrine

Only one allowed, the shrine allows a hero who has to be a Battle Standard Bearer. (re-roll if already owned.)

16 Temple

Each Temple allows a level 3 or 4 Wizard in the army.

21-32 Village

Each village allows an extra special choice.

33-34 Town

Each town allows an extra hero, may not be a wizard.

35-43 Road

Each road allows you to increase your army by 25pts.

44-46 River

Each river allows you to increase your army by 50pts.

51-52 Bridge

Each bridge allows you to increase your army by 75pts.

53 Silver Mine

Each silver mine allows you to take one magic item up to 50pts.

54 Gold Mine

Each gold mine allows you to take one magic item up to 100pts.

55 Mountain Pass

Each mountain pass allows you to increase your army by 100pts.

56 Mountain

Each Mountain can count as a Mountain pass, or you can take two extra monsters, any monsters that are 2-1 can count 2 as one monster.

61-65 Forest

Each forest allows you to take two extra Warmachines, or Skirmisher units, or a combination of the two.

66 Ruins

Each ruin allows you to take 3 units of Skirmishers, or allows you to take one magic item up to 100pts