Mighty Empires: Battle Masters Campaign

Preparation

Each player starts with a total force of 150 Battle Masters points. (1 Battle Masters point = 20 Warhammer points.)
Divide force into banners with 1 or more characters and 1 or more units. (Respect upper limits.) Each banner's value should be at least 25 up to 75 points. Characters are either Lords or Heroes.
Each player receives 7 baggage points to put under banner (max 6 per banner, discard excess).

Campaign Season

After 6 campaign season turns comes a winter season.
In each campaign season turn, every player takes one individual turn.
Each individual turn consists of 7 phases:

1. **Subsistence**: pay 1 subsistence for each banner. (Pg 17)
2. **Scouting**: each banner may scout any 1 adjacent tile except swamps. Roll 2D6. (Pg 20)
3. **Movement**: a banner may move to the tile it successfully scouted. D6 Route roll needed for blocking terrain.
4. **Battles**: the moving banners are called attackers. Terrain does not block. Scattered loses all baggage to winner. Winner has option to pursuit. See pincer-timing at page 53!
5. **Sieges**: attacker may split banner(s) and either besieges or returns when defender seeks refuge in city or fortress. Besiegers assault or batter. (Pg 29)
6. **Raze**: loot the current tile at end of turn and place razed counter to make tile barren at least until next winter season. (Pg32)
7. **Reorganization**: combine banners smaller than 25 points. Stockpile up to 6 baggage to city or fortress at same tile.

Winter Season

Consists of 12 phases. All players act simultaneously in every phase.

01 - **Autumn magic**: a wizard in a banner at your capital grants 1 spell (1D12). (Pg 36) Call Of Heroes: gain 1 Hero or 1 Lord.
02 - **Winter Quarters**: remove all allies. Return all unbesieged banners to realm. Winter retreat roll if blocked. Besiegers may stay. Pay subsistence. Remove all their baggage. Put ships in friendly harbour or destroy them.
03 - **Winter Events**: page 40. Razed tiles by dragonrage remain razed next campaign season.
04 - **Revenue**: gather revenue when capital is not razed and yours.
05 - **Diplomacy**: exchange hostages. Send diplomat to independent neighbour. (Pg 43)
06 - **Recruitment**: 1 crown = 5 points, limited by amount of units provided by Battle Masters (per winter). Ignore elites and re-equiping. Apply Battle Masters elite status to unharmed lords and units with hero(es). Allies come from own allegiance (good or evil).
07 - **Recovery**: recover razed settlements. (Pg 46)
08 - **Construction**: each harbour city may build 1 ship (fleet). Revert a village to a fortress = 5 crowns. Fortress at empty tile = 10 crowns. Revert a village to a city = 15 crowns. Limited by forests. (Pg 46) Bridges cost 1 or 2 crowns. (WD 135)
09 - **Baggage**: 1 baggage = 1 crown. Besieged pay D6 per besieger. Perform winter sieges. (Pg 47)
10 - **Deployment**: reform banners, include allied units. Reorganize baggage. Deploy ships to any harbour in your empire.
11 - **Espionage**: hire assassins, agents, spies or saboteurs. (Pg 48) Assassin 3+: lose hero or lord. Agents: use White Dwarf 135 revised rules.
12 - **Spring magic**: a wizard in a banner at your capital grants 1 spell (1D12). (Pg 36) Raise Dead: virtual battle.

Ground Battles

Use Battle Masters to decide battles where point difference between both sides is 10 or smaller. Winner/Defeated conclusion at page 54. Victory for control of a hill is replaced by 'control of tower'. Fords are considered bridges.
Casualty Recovery: units without any wound gain elite status. Dead units recover at 4+ on modified D6. Dead characters roll D6: 1 = dead, 2 = captured if defeated, 3-5 = lose elite status, but survive. (Pg 55)
Ignore wounds and routers. Ignore banners. Ignore altars and engines.

War at Sea

The attacker chooses to either use the abstract rules or to use the appropriate Pirates Pocketmodel fleet. (Pg 33)
Only 1 banner per Mighty Empires (ME) ship. (Embark if at a harbor.) Sea battles are one ME ship versus one ME ship. One ME ship represents a Pocketmodel fleet. A Pocketmodel ship's cargo capacity of 1 can host 2 units from a banner. Note down which unit boards which ship. (Pg 34)
ME Ships use no subsistence, but transported banners do. ME Ships transporting a banner may scout coastal tiles.
To initiate a sea battle with 1 enemy ME ship present at the same tile is optional: both roll 1D6, highest decides if fighting a naval battle.

Pocketmodel Fleet

Create a PM fleet worth 50 points and enough capacity for the transported banner every time a new sea battle commences. A naval battle is 1 ME ship versus 1 ME ship, but for every friendly ME ship also present at the same tile, receive +10 Pocketmodel points.
No PM crew is allowed, no equipment. Defender places 1 island or obstacle outside the fleet deployment zones. Attacker places two. Islands and obstacles must be at least 1L from each other. A player loses the sea battle if his PM ships worth half or more of total PM points are derelict or sunken. This ends the sea battle. Units at sunken ships are lost (and removed from the banner).Use result 1 from Naval Engagement Chart. (If all PM ships were sunk, remove banner and ME ship.) Ships cannot move off table. Should a player wish to end the PM sea battle prematurely, then he loses the ME ship.