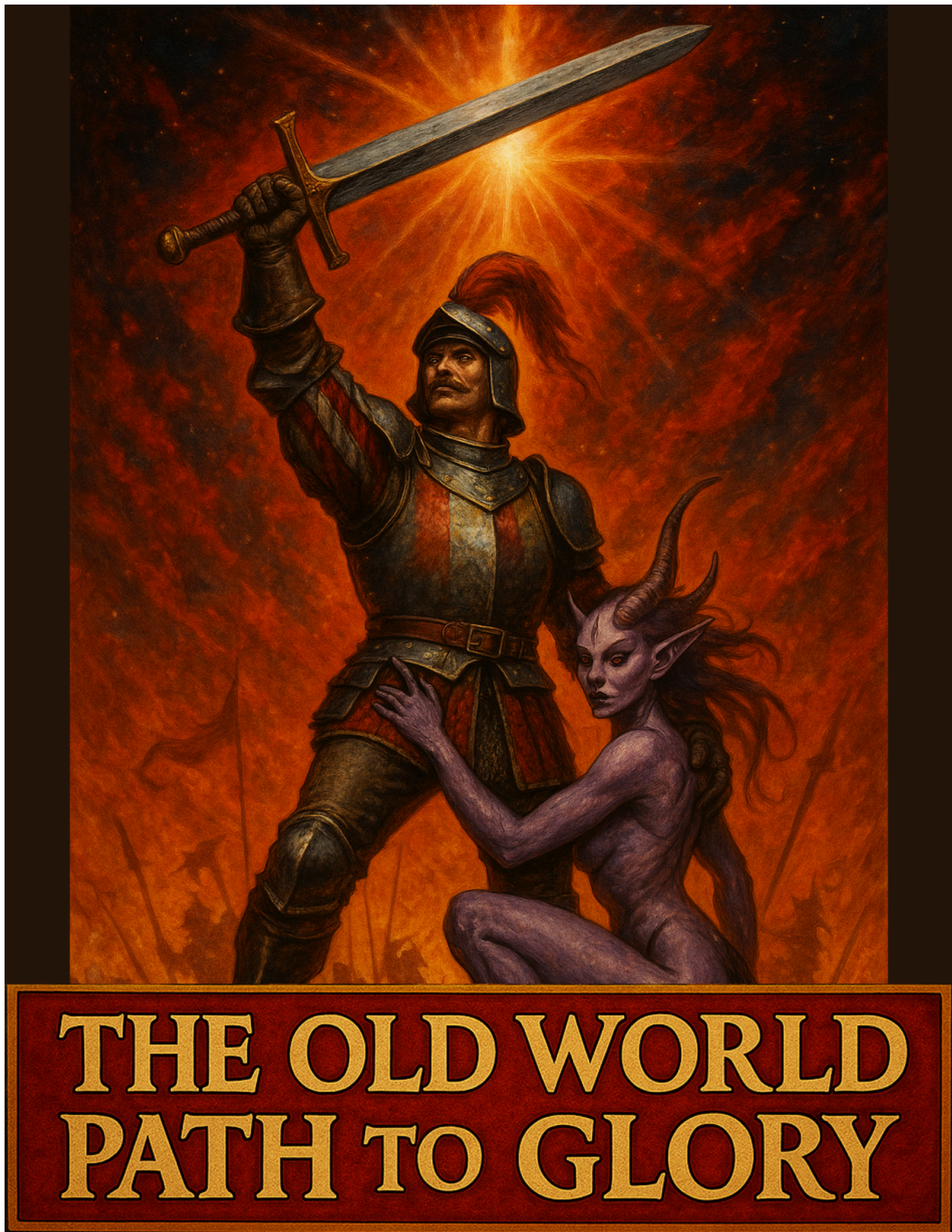


This is a work in progress.



CAMPAIGN STRUCTURE: PATH TO GLORY – GOLD & GLORY

STARTING POINT

- **Army Cap:** 500 points
- **Composition:**
 - 1 Legendary Hero (your named, growing character)
 - Core units only
 - Only **common** items/vows/gifts
- **No characters other than the Legendary Hero**
- No rare/special units at this stage

SPENDING GOLD

Gold to Points Conversion:

Unit Type	Gold Cost
Core	1 gold = 1 pt
Special	2 gold = 1 pt
Rare	4 gold = 1 pt
Character	Point cost x # of characters already in army

Upgrades:

- **Magic Items / Gifts:** Priced at normal point value unless restricted by territory.
- **Mounts:** Allowed if model's base is already on the field; otherwise, must be "trained" through a blacksmith or training grounds.
- **Character Retinue / Bodyguards:** May be introduced as narrative bonuses or minor units.

OTHER RULES

- **No standard army building restrictions:** No % caps.
- **Legendary Hero progression:** May gain boons, traits, or narrative bonuses and/or penalties

Underdog Bonus

If a player has **2+ fewer territories** than their opponent at the start of a match, they may:

- **Roll on the Catch-Up Table** before deployment
- Gain one temporary or situational advantage for that battle

D6	Event
1	<i>Desperate Measures</i> : One core unit may reroll all failed to-hit rolls in the first round of combat.
2	<i>A Favor Owed</i> : Start the game with +25g (usable post-battle only).
3	<i>Guided by a Dream</i> : You may pick one objective after deployment; if completed, earn an extra 50g.
4	<i>Saboteur!</i> : Opponent starts with 1 fewer Dispel Dice or loses Vanguard move (your choice).
5	<i>Fortune Smiles</i> : Gain one use of a reroll (any single dice) this battle.
6	<i>Mercenary Aid</i> : One core unit fights with +1 Strength this game (must be declared before start of turn 1).

Character Injury / Adventure Table

Roll a D6 for each character removed as a casualty in battle.

D6	Result
1 – Crippling Wound	-1 Movement (permanent unless healed for 25g).
2 – Scars of Shame	-1 Leadership (until redeemed by personal achievement).
3 – Brush with Death	Character survives... barely. No lasting effect.
4 – Battle-Tested	+1 Wound (permanent).
5 – Heroic Survival	Choose one permanent bonus: +1 Attack or +1 Initiative.
6 – Vengeance is Mine!	The unit that dealt the killing blow suffers D6 wounds before deployment in its next game.

Territories

How Territories Work:

- After each battle, the **winner claims 1 territory**.
- The **loser rolls a D6**:
 - **4+** = claim 1 territory
 - **1–3** = no territory gained
- Players may **benefit from all territories they own** (no cap, no upgrades).
- Players may **only lose territories through special narrative events or player trades**



Gold Mine

Effect: During each campaign turn, **before buying units and upgrades**, gain **+50 gold**.



Crop Field

Effect: During each campaign turn, **before buying units and upgrades**, gain **+75 gold**. This gold may **only be spent on buying additional models for core units** (not new units, just increasing size).



Blacksmith

Effect: When you claim this territory, you may immediately **spend gold to purchase a single magic weapon or suit of armor** for one of your characters. The cost is **1 gold = 1 point** of item cost.



Wizard's Tower

Effect: When you claim a Wizard's Tower, you may **spend gold to purchase one** of the following for a character in your army, gold is spent at a rate of **1 gold = 1 point** of item cost.

- **Magic talisman**
- **Enchanted item**
- **Arcane item**



Training Grounds

This is a work in progress.

Effect: When you claim this territory, you may nominate **one unit currently in your roster** to become a **Unit of Infamy**.

Immediately choose **one of the unit's stats** and **increase or decrease it by 1**.

- This choice must be made **when the territory is claimed**
- **Wounds and Attacks may not be modified** by this method
- Cannot reduce **Leadership or Movement** below 1
- Each Training Grounds may only affect one unit



Sacred Site

Effect: At the start of each campaign turn, you may **pay 25 gold** to maintain your Sacred Site.

If you do, your **Legendary Hero gains +1 to their Ward Save** until your next campaign turn.

If they do not already have a Ward Save, they gain a **6+ Ward Save** instead.

- This bonus does **not stack** with itself
- If not paid, the benefit is lost for that turn, but the territory remains
- Affects only the **Legendary Hero**, not other characters or units



Ruined Keep

Effect: At the start of each battle, you may place **one additional linear obstacle** on the battlefield.

The obstacle must be:

- At least **6" long** and no more than **12" long**
- Placed **before deployment**
- Positioned **no more than 3" beyond your deployment zone**
- Represents old ramparts, rubble, walls, or defensive ruins
- Encourages tactical play without overpowering the field
- This obstacle follows all normal terrain rules during play



Guild House

This is a work in progress.

Effect: When you claim this territory, you gain access to **Mercenaries**.

You may **hire units from any other army list** by paying gold at normal rates (including multipliers for Special/Rare).

Mercenary units do not count as Core, Special, or Rare for list construction purposes.

Mercenary Rules:

- You may field **any number** of Mercenary units
- Each Mercenary unit requires a **10 gold upkeep after every battle**
- If your gold income is **less than 10g per Mercenary unit**, they **take your entire post-battle income** for that round
- Mercenary units:
 - **Cannot be characters, battle standards, or generals**
 - **Do not roll on the Injury Table**
 - **Cannot gain traits, upgrades, or Infamy**
 - **Remain in your army unless you choose to sell or dismiss them**



Smuggler's Cove

Effect: At the start of each campaign turn, **each player who controls a Smuggler's Cove gains gold equal to $10 \times$ the total number of Smuggler's Coves in play** (including their own).

- Represents illicit trade routes, contraband markets, and back-alley deals
- Example: If 3 players each have a Smuggler's Cove, each of them gains **30 gold** at the start of their campaign turn
- Stacks with other income sources



Hidden Tomb

This is a work in progress.

Effect: While you control a Hidden Tomb, your **Legendary Hero gains +1 Strength**.

However, they are affected by the **Curse of the Tomb**:

- When your Legendary Hero is slain in battle, **destroy all Hidden Tombs** you control
- When rolling on the Injury Table, **roll twice and apply the worse result**
- This bonus is **cumulative** if you hold multiple Hidden Tombs (+2 Strength, etc.)
The curse applies regardless of how your character dies (combat, miscast, etc.)

Stone Circle

Effect: While you control a Stone Circle, your **Legendary Hero gains +1 Toughness**.

However, they are affected by the **Weight of the Stone**:

- When your Legendary Hero is slain in battle, **destroy all Stone Circles** you control
- When rolling on the Injury Table, **roll twice and apply the worse result**

Arcane Nexus

Effect: When you claim an Arcane Nexus, choose one of the following:

- Your **Legendary Hero gains +1 Wizard Level** (to a maximum of Level 3)
- **OR** you may recruit a **Wizard Outcast** as a Level 1 Wizard for your army

Wizard Outcast Rules:

- Follows the **Wizard Outcast profile** from the **Bretonnian Exiles list**
- May choose from **Battle Magic, Elementalism, or Necromancy**
- Costs gold at **1g per point**, but **ignores the character multiplier**



Legendary Hero Progression System



How it Works

- After each battle, your Legendary Hero rolls **1D6 on the Progression Table**.
- You may only roll if your Hero **survived the battle**.
- You may **reroll the result** if you:
 - **Win the battle, AND**
 - Have access to a **Training Grounds** OR pay **15g** to “refocus between campaigns”



Legendary Hero Progression Table (D6)

- 1 – Respected Veteran: +1 Leadership (max 10)
 - 2 – Swift Reflexes: +1 Initiative (max 10)
 - 3 – Brutal Duelist: +1 Weapon Skill (max 10)
 - 4 – Indomitable Will: Once per battle, your unit may automatically pass a Break test
 - 5 – Iron-Willed: Gain Magic Resistance (1) or improve existing MR by 1 (max MR3)
 - 6 – Roll on the Heroic Trait Table
-

Heroic Trait Table (D6)

- 1 – Paragon of War: Re-roll 1 failed To Hit roll per round of combat
- 2 – Tactician: Redeploy 1 unit within your deployment zone after both armies deploy
- 3 – Banner Slayer: Slay a model with a BSB or magic banner = +25g post-battle
- 4 – Veteran’s Instincts: Your unit may reroll Pursuit or Flee distances once per game
- 5 – Blessed by Fate: Gain a 6+ Ward Save, or improve an existing Ward Save by 1 (max 4+)
- 6 – Crushing Blow: Gain Killing Blow; if already has it, gain Multiple Wounds (2) instead.

Warhammer: The Old World Campaign Turn Structure

Each **campaign turn** represents one round of strategic growth and tactical engagements for all players. This structure repeats each round after all battles have been resolved.

Step 0 – Global Event Roll

Starting in **Round 2**, roll **d66** to determine the global event affecting all players this round. Apply its effects to every battle and campaign action that turn.

Step 1 – Battle Phase

- Players pair off and play a battle (following the current scenario)
 - Scenario determines gold rewards, and who claims a new territory
 - Record:
 - Battle result
 - Objectives scored
 - Legendary Hero status (alive/dead)
 - Territory gain
 - Any scenario-specific outcomes
-

Step 2 – Gold & Territory Phase

- **Collect passive income** from territories (Gold Mine, Crop Field, Smuggler's Cove, etc.)
 - **Apply upkeep costs:**
 - Sacred Site: 25g if maintained
 - Mercenaries: 10g per unit
 - If income is insufficient for upkeep:
 - Mercenaries **take all gold**, but remain
 - Sacred Site **effect is lost** for the round
 - **Winner of the battle** picks one territory
 - **Loser** rolls a D6: on 4+, they also choose a territory
-

Step 3 – Spend Gold

Players may now:

- Buy new units using gold (1g per point, with multipliers for Special/Rare)
- Increase size of existing units

This is a work in progress.

- Recruit characters (paying character multiplier cost)
- Equip characters via territories (e.g., Blacksmith, Wizard's Tower)
- Claim effects from Guild House, Arcane Nexus, Sacred Site, etc.

Unused gold carries over into future turns unless otherwise specified.

Step 4 – Legendary Hero Resolution

- If your Hero **survived** the battle:
 - Roll on the **Legendary Hero Progression Table**
 - If your Hero was **slain**:
 - Roll on the **Injury Table**
 - Apply any relevant curses or territory losses (e.g., Hidden Tomb destroyed on death)
-

Step 5 – Diplomacy & Trades (Optional)

Players may:

- Trade or negotiate territory swaps (requires mutual consent)
- Discuss truces, alliances, or rivalries
- Use effects from Smuggler's Cove (if applicable)

Some Global Events may suspend diplomacy.

Step 6 – Prepare for Next Round

- Roster sheets updated (gold, hero stats, territories, units)
- Scenario for next round chosen or assigned
- Players agree on pairings (random, rotation, rivalry-driven, etc.)

Scenario 1: Border Clash

Narrative Background

Two warbands meet at the edge of contested lands. Neither is willing to back down. These first skirmishes will decide who claims the foothold — and the fortune — that lies beyond.

Setup

- **Table Size:** 4'x4' or 3'x4' for 500pt games
- **Deployment Zones:** 12" from board edge
- **Roll-Off:** Winner chooses sides; opponent deploys first

Objectives

Place **three objective markers**:

- One at the **center of the table**
- One in each player's half (12" from any board edge, 6" from deployment zones)

Objective markers may be represented by:

- Ancient stones
- Supply caches
- Magical ruins
- Territory flags

Victory Conditions

At the end of **Turn 6** or if one side concedes:

Condition	Gold Earned
Control the center objective	+50 gold
Control more objectives than your opponent	+50 gold
Kill the enemy Legendary Hero	+25 gold
Win the battle (opponent routed or wiped)	+25 gold

- **Winner of the battle** gets a **pick of a territory**
- **Losing player** rolls a **D6**: on a **4+**, they may also choose a territory

Objective Control Rules

- A unit controls an objective if it is the **only scoring unit within 3"** at the end of the game
- **Scoring Units:** Core units, characters, and cavalry
- **Non-Scoring:** Monsters, war machines, fleeing units

RANDOM GLOBAL EVENTS TABLE **(D66)**

11 – Arcane Storm

Wizards cast with 3d6, drop the lowest die this round.

12 – Soaked Earth

All units treat open ground as Difficult Terrain this round.

13 – Ominous Whispers

At the start of Turn 2, all characters take a Leadership test. Fail = -1 WS for the rest of the game.

14 – Battle Lust

All units must declare a charge if able on their first turn, even if out of range.

15 – Cursed Skies

All shooting attacks suffer -1 to hit this round.

16 – Waylaid Supplies

All players lose 25 gold after their next battle.

21 – Heroic Feats

Winning a challenge grants +25 gold after the battle.

22 – Smuggler's Surge

Each Smuggler's Cove grants +15 gold instead of +10 this round.

23 – No Marching

Units may not March this round for any reason.

24 – Bounty Hunters

Slaying an enemy character earns +15 extra gold.

25 – Dwindling Morale

All Rally tests suffer -1 Leadership this round.

26 – Arcane Backlash

Wizards suffer -1 to cast, but ignore Miscasts this round.

31 – Sudden Fog

Line of sight for shooting and spells is limited to 18".

32 – War Drums

All units gain +1 Movement this round.

33 – Forgotten Cache

Place a new objective marker at the center of the battlefield. Controlling it at the end of the game grants +50 gold.

34 – Feral Howls

All mounts and animals suffer -1 Leadership this round.

35 – Ceasefire Rumors

No charges allowed on Turn 1 unless charged first.

36 – Supply Windfall

Each player gains +25 gold at the start of their campaign turn.

41 – Treacherous Ground

Difficult Terrain counts as Dangerous Terrain this round.

42 – Ration Shortage

All units suffer -1 Leadership this round.

43 – Magical Distortion

All casting attempts miscast on any double, not just double sixes.

44 – Glorious Skies

No penalties apply for terrain, range, or miscasts this round.

45 – Bitter Rivalries

All units gain Hatred during their first round of combat.

46 – War Spoils

Each battle winner gains +50 bonus gold.

51 – Fog of War

Inspiring Presence and Hold Your Ground are disabled this round.

52 – Reinforcements Delayed

No new units may be purchased during this campaign turn.

53 – Mass Panic

The first failed Leadership test by any unit results in an automatic Flee.

54 – Holy Visions

One character per army gains Stubborn for their next battle.

55 – No Rest for the Wicked

Units cannot Rally on Snake Eyes; they flee instead.

56 – Festival of Blades

Blacksmiths grant a free magic weapon (15 pts or less) this campaign turn.

61 – Blood Moon

All units gain Frenzy this round.

62 – Shifting Allegiances

All alliances, truces, and trades are suspended this round.

63 – Divine Intervention

Each player may reroll one die during their game for any reason.

64 – Bounty Season

Killing an enemy Legendary Hero grants +75 gold instead of +25.

65 – Broken Ground

No Pursuit or Overrun moves allowed this game.

66 – Legendary Moment

Any unit that survives the battle without fleeing gains +1 permanent Leadership.



Campaign Roster Sheet

LEGENDARY HERO

Name: _____

Starting Unit Type: _____

Equipment / Magic Items: _____

Wizard Level: _____ Ward Save: ☐ None ☐ 6+ ☐ 5+ ☐ 4+ ☐ 3+

Stats:

M: _____ WS: _____ BS: _____ S: _____ T: _____ W: _____ I: _____ A: _____ Ld: _____

Heroic Traits / Special Rules:

Injuries:

UNITS

Unit Name: _____ Type: _____

Size: _____

Core / Special / Rare (circle one) Infamous ☐ Mercenary ☐

Notes:

Unit Name: _____ Type: _____

Size: _____

Core / Special / Rare (circle one) Infamous ☐ Mercenary ☐

Notes:

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Unit Name: _____ Type: _____
Size: _____

Core / Special / Rare (circle one) Infamous ☐ Mercenary ☐

Notes:

Unit Name: _____ Type: _____
Size: _____

Core / Special / Rare (circle one) Infamous ☐ Mercenary ☐

Notes:

TERRITORIES

Territory Name: _____
Effect Summary: _____
Territory Name: _____
Effect Summary: _____
Territory Name: _____
Effect Summary: _____
Territory Name: _____
Effect Summary: _____
Territory Name: _____
Effect Summary: _____
Territory Name: _____
Effect Summary: _____

GOLD TRACKING

Start Gold: _____ + Earned: _____ - Upkeep: _____ - Purchases: _____

Gold Remaining: _____

CAMPAIGN NOTES

This is a work in progress.