

CampaignScape

Setup

Player 1 Jandar

Player 2 Utgar

The Jandar player starts with 300 points in Nastraland, 200 points in Luar, and 200 points in Ekstrom, and Utgar starts with 300 points in Kinsland, 200 Points in Braunglayde, and 200 points in Crumland.

The Board

Use some sort of marker for each player to determine whose territories are whose. Keep notes on how many points are in each territory.

Territories with wellsprings:

Upper Bleakwood

Anund

Jutangarit

Haukeland

Volcarren

Thaelenk Tundra

Starting Armies

Both players draft a general and a bodyguard from their Faction (Jandar, Utgar). The general must be a single spaced, Unique Hero figure and the bodyguard must be a unique squad. You have 200 points for both put together. (see general)

Both players begin the campaign by drafting a 600 point army from the faction you are playing with. This army will be the pool from which you draft for each battle. Then players choose 400 point armies for Ullar, Einar, and Vydar. These will be the armies that are received when you gain an alliance with that general (you may also purchase new cards for them too if you have an alliance (see army points)).

Object of Campaign

To control all of the wellspring territories. The first to do so for a full round wins the campaign. So if you took the last wellspring territory on the first battle of a round then the other person gets to do his battle (only if he is attacking a wellspring territory or else it is irrelevant and you win).

During a round:

1. Receive army points

At the beginning of your turn look at all the territories you control. Count how many army points you receive by this chart:

Obtaining army points:

Each territory you control gives you 10 army points.

If the territory contains a wellspring it gives you 50 army points

Collect that many army points then precede to spending your army points.

(see army points)

2. Spend army points

Army points are used to reinforce, gain alliances, build strongholds, additional cards

Using army points:

(all players do this secretly on a piece of paper)

Reinforce: You may spend army points to reinforce your territories. No more than 100 points may be put on 1 territory per turn.

Gain alliances: You may spend points to gain alliances.

Jandar: Ullar: 300

Einar: 400

Vydar: 600

Utgard: Ullar: 500

Einar: 400

Vydar: 300

Once you have an alliance with that general then you may draft figures from him as well.

Changing alliances: If a general pays 100 points more for a general than the other is paying then that general switches alliances. Exception: Einar only costs 50 more than the opposing army to switch.

Build Strongholds: Build any size of castle in territories.

You may only put one per turn in each territory. To upgrade you must do it during a later turn. If the territory is captured the Stronghold loses 1 grade so watch towers would be destroyed.

Watch tower: One level of tower with battlements on top and a ladder.

Stronghold: One level of tower with gate and room for many units inside with ladders and battlements.

Fortress: The fortress of the Archkyrie with one and two level towers, gate, battlements, ladders, and room for many units inside.

Each upgrade costs 100 army points.

Gain additional army cards: add to your card total that you may draft from.

Each card costs half of the total point value on the card. Ex. Sir Denrick 100 points costs 50 army points.

Armies now reveal what they did with their points and mark it down.

3. Choose where to attack

Each player writes down on paper where to attack, from which territory(s), and how many points from each. Ex. Laur, from Elswin and Upper Bleakwood, 80 points from Elswin and 100 from Upper Bleakwood. (you do not have to leave any points behind but you may to guard the territory).

Everyone then reveals what they wrote. Now each player rolls a 20 sided die, the highest battle goes first.

If both armies attack the same territories roll the 20 sided die to determine attacker and defender. The battle only takes place once. Ex. Anund attacks Upper Bleakwood and Upper Bleakwood attacks Anund.

Or if Player 1- Anund attacks Upper Bleakwood

Player 2-Kinsland attacks Anund

If this happens roll the 20 sided die. The higher number plays out their battle and the other doesn't occur.

4. Battle

Draft

The defender chooses to either draft first or second. The draft continues as normal until both armies have the army equal or less than the points they have in that territory or were attacking with. Each army can only draft from their general and your allies.

Battlefield

The same battlefield is used in all battles except if it is in a wellspring territory or with a stronghold or fortress (see stronghold battlefields). If the defender has a watch tower place it on the indicated spot on the map. Set up army in your starting zone.

Battle

To win the battle you must destroy all remaining opponents figures. Battle plays like normal heroscape except: any of your figures that you move off the edge of the board has retreated and is out of the battle, each battle lasts a max of 10 rounds either general has a chance to retreat his full army and concede the battle before the placement of order markers at the beginning of round 7. After that point no figure may retreat off the battlefield. The neither general can concede after that point. If a general concedes he moves all of his remaining points to an adjacent territory he controls. If the tenth round finishes and the battle is not over then whoever has the most points on the battlefield at that time wins. That many points enters the territory (or stays there if the defender wins) and the loser's points retreat to an adjacent territory they control. If there isn't one they are destroyed.

Winning a battle

Once someone has won the battle, record how many points the winning general has left. If the attacker won then that many points is now in the newly captured territory. If the defender won that many points remains in that territory. If there was a watch

tower, stronghold, or fortress in the captured territory degrade it one level and keep it. (a watch tower would be destroyed)

5. Record Loses/Gains

Unique Units

If any unique squad or hero was destroyed remove it from the campaign.

Common Units

If a common squad or hero was destroyed it stays in your draft pool unless that is the fifth time it has been destroyed. After five times the unit(s) go back to the pile of nonpurchased units and may be rebought and enter the draft pool until they are destroyed five more times.

6. Transport Troops

At the end of your turn you may transport up to 200 points from one territory to another as long as they only move through your territory. You lose 5% of the points for every territory you move through. Ex move to an adjacent territory with 100 points, only 95 points make it there. Ex You move 100 points 2 territories away. Only 90 points make it there. You may not drop off points as you go. You may only make one transport from one territory to one other.

Now start a new round.

General

If your general was destroyed then the bodyguard is also destroyed and removed from the campaign. If your general is destroyed you must hand over all your army points to the enemy. Do not choose a new general.

Territories

Record the gained or lost points and territories accordingly.

Generals

Generals are powerful unique heroes and give bonuses to the territory they're in. After choosing a general, he receives +1 attack and defense. He also gives +1 attack to anyone adjacent to him in battle. But beware, if he dies you must hand over all your army points to your enemy. You may not draft your general for a battle he accompanies the points that are invading. So your general attacks Elswin with 250 points. You draft 250 points then add your general and bodyguard.

Bodyguards

A bodyguard is a powerful unique squad that protects and follows the general wherever he goes. When you choose your bodyguard they receive a +1 defense bonus.

Bodyguards and Generals always move together around the map like points. You can leave them behind when you attack from that territory or attack with them. Generals can retreat off the battlefield but the bodyguard can't unless the general does. If the general retreats then the bodyguards automatically are taken off the battlefield and put in an adjacent territory you control.

Battlefields

These are the battle fields for the wellspring territories:

Upper Bleakwood-Trollsford Swamps

Anund- Table of Giants

Jutangarit- Durgeth Swamps

Haukeland- Forsaken Waters

Volcarren- Volcarren Wasteland

Thaelenk Tundra- Battlefield of Frozen Souls

All other battlefields will be on the Meatgrinder Battlefield.

Army Points

Army Points are like money and resources. **THESE ARE NOT TROOPS.** These can be used to purchase more points for a territory (see points), extra reinforcements, alliances, etc. They are collected for each territory and extra for a wellspring territory. You collect these at the beginning of your turn. These **may** carry over per turn. Ex. Receive 70 army points. Spend 50. Remainder 20. Next turn receive 70 army points. 90 army points total.

Points

Points represent a certain amount of troops in a certain territory. They can be transported, attacked, or defended. These represent how many points you can draft from your general and your alliances for a certain battle. Ex. 200 points attacking Elswin. You then draft Johnny Shotgun, Dzu-teh, and Izumi Samurai.

Stronghold Battlefields

If the defender has a stronghold or fortress in his territory (even if it is a wellspring territory) battles on the CampaignScape Stronghold Battlefield. Set up a fortress on the yellow dots or a stronghold in the blue dots. The defender may set up on their stronghold or starting zone. If you are in a wellspring territory then the glyph of brander represents a wellspring. If the attacker is on this glyph at the end of a round then he wins the battle. Both players may still retreat or give up the battle. All remaining defending points retreat to a neighboring territory. If there isn't one they are destroyed. If you aren't in a wellspring territory then there is no glyph and the normal battle rules apply.

Wellspring Battles

Wellspring battles work the same way as normal battles except that:

At the beginning of the battle the defender must place the glyph of brander somewhere in his starting zone. If the attacker has a figure on it at the end of a turn then he wins. If the defender destroys all of the attackers figures or if the ten turns are up then the defender wins.

Counting Points

When counting remaining points on the battlefield or in a draft use the following rules:

All heroes count for the amount shown on their card. You can draft a whole squad for the point value on the card or a single figure or two etc for what that figure is worth. Ex One squad of Izumi Samurai for 60 points or 1 Izumi for 20 points (60/3). Same thing for counting remaining points. If you have two samurai left then that is worth 40 points.