

UNDERWORLDS UNLIMITED

A Warhammer Underworlds®: Embergard Campaign System

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V1.0

A fan-created miniatures campaign system for the Games Workshop® *Warhammer: Underworlds*® game.

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What is UNDERWORLDS UNLIMITED?

UNDERWORLDS UNLIMITED is a fan-created miniatures skirmish campaign system designed to expand upon the models and rules provided in Games Workshop®'s *Warhammer: Underworlds®* series of games.

UNDERWORLDS UNLIMITED takes *Warhammer: Underworlds®* and creates an ongoing narrative where players' warbands can grow and change over time, pursue and accomplish their own objectives and achievements, and win Renown. The campaigns created with these rules can be used for ongoing friendly campaigns or in a tournament format.

UNDERWORLDS UNLIMITED requires, at a minimum: these rules, the current *Warhammer: Underworlds®* rules set (Embergard as of this publication), associated boards, tokens, and dice, plus a warband and Rivals or Nemesis deck per player.

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A. Introduction to Campaigns

UNDERWORLDS UNLIMITED is an extension of materials presented in Games Workshop®'s *Warhammer: Underworlds*® products to allow for campaign play. What is a campaign? A campaign is a series of linked games (or matches, for tournament play) where the events of one game influence the events of subsequent games, and the warbands players use change and evolve over the course of the game. A campaign can tell a planned story, or have an emergent story with unlinked scenarios connected only by the evolving warbands. Two players can play a campaign together, or an entire club or league can participate in campaign events. A campaign can also be played in a tournament format where players are competing not just to win games but to gain the most Renown over the course of campaign play. Possession and knowledge of at least one Underworlds core set product is required to fully understand and employ these campaign rules.

1. **Game Material.** To build an Underworlds campaign, for every two players you will need:
 - a. These rules.
 - b. A copy of the current *Warhammer: Underworlds*® core rules (Embergard as if this writing, available as a free download at warhammer-community.com).
 - c. A warband per player.
 - d. At least one set of Underworlds dice; ideally one set per player.
 - e. At least one Underworlds board, ideally both currently available (from Embergard and Spitewood)
 - f. Tokens: Move, Charge, Guard, Stagger, Wounds, Glory, Activation, Treasure, and Aqua Ghyranis (from Spitewood).
 - g. Fighter cards and warscroll(s) for each warband.
 - h. An Objective deck of 12 cards and a Power deck of 20 cards (10 play and 10 upgrade) per player, to start. Additional cards will be needed over the campaign. This deck should be built in Nemesis format with cards from two Rivals decks (setting aside cards not used at start). Additional Rivals deck cards may be brought into play during a campaign.
 - i. Warband and Campaign Tracking sheets (see **Appendix B** for one format).
2. **Structure of the Campaign.** Over the course of the campaign, players will:
 - a. Assemble their starting warbands.
 - b. Play games or matches as clashes between these warbands. For the rest of this document, the terms “clash” and “game” mean the same thing, where a “match” consists of a best two-of-three series of games typically played in a tournament.
 - c. [Optional] Track achievements and progress toward warband goals.
 - d. Use out-of-game Interludes to upgrade and modify warbands based on the Renown earned from clashes.
 - e. [Optional] Take part in side treks and solo events during Interludes between clashes.
 - f. Accomplish the goals of the campaign, until the campaign story is complete or a campaign winner is declared in a competitive campaign.
3. **Campaign Formats.**
 - a. UNDERWORLDS UNLIMITED campaigns can take multiple formats, depending upon how many players are taking part, whether the setting is a casual or competitive one, and whether the players want an overarching story to the campaign or simply want a way to experience the growth of their warbands over the course of the campaign.
 - b. The Standard campaign format may be followed by two or more players, and may be used for tournaments. The campaign is “Standard” in the sense that no specific overarching story drives the specific clashes the warbands will fight; the story of the campaign is emergent from the gameplay. The focus is on the development of the warbands over the games that are played. Rules remain the same from game to game. For a Standard campaign:
 - 1) Determine the number of players who will participate.

- 2) Determine a number of rounds to be played in the campaign. A campaign round is one game for a casual event, and a match (best two-of-three games) for a competitive event. A campaign should be a minimum of 3 rounds; competitive events should be structured so after all rounds have been played there is one undefeated player.
 - 3) For campaigns with more than two players, select a pairing method that will allow all players to play a new opponent each round. Swiss-style pairings are ideal, but other methods are fine.
 - 4) Determine whether Standard or Customized Warbands will be used (see section **B. Warbands**), and allow players time to build their warbands and decks (ideally, before the campaign begins!).
 - 5) Determine which Optional rules will be employed: **Interlude Adventures**, **Achievements**, or **Warband Goals**. For tournament play, Interlude Adventures are typically not recommended as they prevent predictable timing of an event. The optional rules provide additional ways for players to earn Renown in the campaign.
 - 6) Play the selected number of rounds, with one Interlude between each. Games are played per standard Warhammer: Underworlds® rules, with any modifications as needed specific to the campaign scenario. Players should keep track of the status of their warband at the end of each round – what fighters were defeated, inspired, upgraded, and so on, so that Interludes can be completed.
 - 7) After the last round, the campaign concludes. In a tournament event, there should be both a tournament winner (most matches won) and a campaign winner (the player with the most Renown) -- they may not be the same player!
- c. Narrative Campaigns have specifically formatted clashes to allow the conduct of the games to tell a story as the games play out. Rules may change from game to game in a narrative campaign. For specific examples and rules for Narrative Campaigns, see the rules section **H. Sample Campaigns** on page 11 below, which provide four different campaign formats.

B. Warbands

1. Each player will assemble a warband to play the campaign. The warband will consist of fighters (models and fighter cards), one or more warscrolls, and the Objective and Power decks that accompany the warband.
2. There are two methods to build warbands, outlined below: the Standard method and Customized method. Players should agree on which method to use and all should use the same method when starting the campaign.
3. Standard Method
 - a. Standard warbands use Warhammer: Underworlds® warbands exactly as configured
 - b. Players select a warband with associated fighter cards and warscroll.
 - c. Each player builds a Nemesis deck from any two Rivals decks, resulting in a 12-card Objective deck and a 20-card Power deck with 10 ploys and 10 Upgrades. Competitive rules regarding banned and restricted cards should be followed when building the decks (see Tournament rules and FAQ on Warhammer-community.com).
 - d. (Optional) Select a Warband Goal if this rule is used (see section **G. Warband Goals**).
 - e. Warbands will be modified during Interludes (see section **D. Interludes**).
4. Customized Method
 - a. Customized warbands are assembled from multiple different warbands allowing a combination of abilities. The selected leader will determine the basic character of the warband.
 - b. First, select the Grand Alliance for the warband: Order, Chaos, Death, or Destruction.
 - c. Second, select a leader for the warband from the leaders of warbands in the Grand Alliance. The selected leader must bear the Leader runemark; no other fighters in the warband may

- carry the leader runemark. The leader will determine which Faction of the Grand Alliance the warband aligns with (e.g. Stormcast, Nighthaunt).
- d. Third, select additional fighters for the warband from the fighter models available in the Grand Alliance, ignoring any other leader models. A total of seven (7) Bounty worth of fighters, including the leader, make up the warband. Zero (0) Bounty fighters may only be added to the warband if they belong to the leader's Faction, and no more than two zero bounty fighters may be included. The resulting warband will initially have from three to nine fighters total.
 - e. Fourth, collect the warscroll card associated with the leader, plus the warscroll card for each fighter from a different warband. The player may instead choose to use only the Standard Grand Alliance warscroll for the warband (downloaded from Warhammer-community.com). Warscroll cards work slightly differently for Customized warbands:
 - 1) If the Standard Grand Alliance warscroll is used, it applies as written to all fighters in the warband. Abilities and conditions on warband-specific warscrolls do not apply.
 - 2) Otherwise, if the Grand Alliance warscroll is not used, follow the rules below.
 - i. Inspired conditions (orange box, upper left of the warscroll) are specific to each model from a specific warband. For example, in an Order warband assembled from the Emberwatch and Hexbane's Hunters fighters, the Emberwatch fighters would use the Inspired condition from the Emberwatch warscroll and the Hexbane's Hunters fighters would use the Inspired condition from the Hexbane's Hunter's warscroll.
 - ii. Warband abilities in the grey box on the lower left of the warscroll operate the same as Inspired conditions: they only apply to fighters from that specific warband.
 - iii. Warband abilities in the white box to the right of the leader's warscroll operate slightly differently. If a specific model is not called out in the ability, then that ability can apply to any model that shares a Faction with the leader. For example, in a Death warband whose leader is the Briar Queen from Thorns of the Briar Queen, but also includes fighters from the Grymwatch and Headsman's Curse, fighters from the Thorns and Headsman's Curse may use the warband abilities from the Thorns' warscroll as they are both from the Nighthaunt Faction, but the Grymwatch fighters may not use those abilities.
 - f. Next, each player builds a Nemesis deck from any two Rivals decks, resulting in a 12-card Objective deck and a 20-card Power deck with 10 ploys and 10 Upgrades. Competitive rules regarding banned and restricted cards should be followed when building the decks (see Tournament rules and FAQ on Warhammer-community.com).
 - g. (Optional) Finally, select a Warband Goal (see **G. Warband Goals** below).
 - h. Warbands will be modified during Interludes (see section **D. Interludes** below).

C. Renown

1. Renown is the measure of how successful a warband is during the campaign. While individual games are won or lost by scored Glory, Renown wins the campaign, and also serves as a currency by which warbands are upgraded and modified over the campaign.
2. Players should track Renown for their warband over the course of the campaign. Renown is tracked in two categories: Total Renown and Available Renown. Total Renown is the total amount of Renown the warband has earned throughout the campaign; it only increases through the campaign. Available Renown is the amount of Renown a warband has to spend on upgrades, fighters, skills, and other benefits (see **D. Interludes**, below). Once Available Renown is spent, the Available Renown pool is reduced, and does not increase until a warband gains more Renown.
3. Renown is earned in the following ways:
 - a. Scoring Glory in clashes. Each point of Glory gained through scoring Objective cards adds to the warband's Renown. Count up the value of scored Objective cards at the end of the game

and add that amount to the warband's Total and Available Renown. In match play, keep track of the Renown scored in each game; the warband earns Renown equal to the highest Renown scored in any one game in the match. Add clash Renown to the warband's Total and Available Renown at the end of the game or match.

- b. Winning clashes. The winner of a clash gains 4 Renown; a drawn clash earns both warbands 2 Renown, and the loser of a clash gains 1 Renown. In tournament match play, use this scoring of Renown for the match rather than individual games. Add this Renown to the warband's Total and Available Renown at the end of the game or match.
- c. Gained by completing Achievements (see **F. Achievements** below) or Warband Goals (see **G. Warband Goals** below) if these Optional rules are used.
- d. Gained during Interludes, see **E. Interlude Adventures** below, if this Optional rule is used.

D. Interludes

1. Interludes are the periods between clashes, where the warbands will rest, recover, upgrade, learn new skills, and potentially go on short adventures. Interludes is where warbands spent Available Renown (and potentially earn additional Renown). During an Interlude, players first assess defeated and surviving fighters, then decide if they will seek additional Renown (if the optional rules for Interlude Adventures are used), and finally spend Renown to upgrade the warband. Interlude Adventures and Spending Renown can take place in any sequence, and if warbands have sufficient Available Renown they may spend Renown both before and after an Interlude Adventure.
2. Surviving fighters.
 - a. For each fighter defeated in the prior clash, determine whether the fighter suffers any lasting effects. Roll two attack dice and consult the following table:

DICE RESULTS	FIGHTER EFFECT
2 x Critical	DRIVEN TO WIN! The fighter will start the next clash Inspired, plus equip any Upgrades that were equipped when the fighter was defeated.
1 x Critical	MOTIVATED! The fighter will start the next clash Inspired.
2 x Hammer; 2 x Sword; or 1 x Hammer + 1 x Sword	RECOVERED. The fighter is fully restored for the next clash.
1 x Hammer + 1 x Surrounded/Flanked	FATIGUED. For the next clash only, reduce this fighter's Move by 1 while Uninspired (Move returns to normal when Inspired).
1 x Sword + 1 x Surrounded/Flanked	MINOR INJURY. For the next clash only, reduce this fighter's Health by one (to a minimum of one)
2 x Surrounded; or 1 x Flanked + 1 x Surrounded	MAJOR INJURY! The fighter permanently loses one Health (to a minimum of one)
2 x Flanked	DEAD! The fighter is permanently removed from the Warband

- b. Fighters who survive the clash may be upgraded as outlined below.
3. (Optional) Earning more Renown. As an optional rule, players may send their warband on an Interlude Adventure (see **E. Interlude Adventures**, below). These short solo mini-games provide ways to test a warband and gain additional Renown. Only one Interlude Adventure may be attempted per Interlude, and each type of Interlude Adventure may only be attempted by a warband once per campaign. Any Renown gained in an Interlude Adventure is added to Total and Available Renown.
4. Spending Renown. Players may spend Available Renown during Interludes to upgrade their warbands. Any Renown spent is subtracted from Available Renown.

- a. **Inspiration.** A player may spend Renown equal to a fighter's Bounty score to take a fighter who completed the last clash Inspired and allow then to start the next clash Inspired. A player may spend Renown equal to 2 times a fighter's Bounty score to Inspire a surviving fighter who finished the last clash Uninspired.
- b. **Upgrades.** A player may spend 1 Renown to retain an Upgrade that was equipped during the last clash on a surviving fighter for the next clash. A player may spend Renown equal to the Upgrade's glory cost plus 2 to put an Upgrade that was not equipped in the last clash on a fighter for the next clash. For any Upgrades equipped this way, the player must add Upgrade cards to the Power deck so that there are minimum of 10 Upgrades in the Power deck. If in a future Interlude these Upgrades are not retained on fighters, the player will have more than 10 Upgrades in the Power deck and these cards may not be discarded.
- c. **Ploys.** A player may spend 4 Renown to place a Ploy card from their deck into their starting hand for the next clash. This card is in addition to the Power cards drawn at the start of the game, so a player can start with six or more Power cards in hand. For each card placed into hand, place an additional Ploy card into the players Power deck to a minimum of 10. Once the Ploy is played in the clash, it is discarded to the Power discard pile, and recycled in the next Interlude – meaning that in a future clash the player could have more than 10 Ploy cards in the Upgrade deck.
- d. **Skills.** A player may spend 8 Renown to permanently attach a Ploy to a fighter as a special Skill. That Skill may then be used once per game in the Power Step as if it were a Ploy card played from hand, but the Ploy will only apply to the attached fighter. Banned and Restricted Ploy cards cannot be converted into Skills.
- e. **Warscroll Abilities.** A player may spend 5 Renown to activate a single Warscroll ability from the right side of a Warscroll card associated with a fighter that is not from the warband leader's Faction. This ability can only be used for fighters sharing a Faction with the Warscroll. Once activated, this ability may be used for the rest of the campaign.
- f. **Replacing fighters.** Players may spend Renown to replace Dead fighters or exchange fighters for others. A player may spend 1 Renown to replace a Dead fighter in the warband with a fighter of equal or lesser Bounty value. A player may spend 1 Renown to exchange a surviving fighter in the warband with a fighter from the same faction of equal or lesser Bounty value. A player may spend Renown equal to a fighter's Bounty value for a fighter from the same Grand Alliance, but different Faction, to be exchanged for a fighter of equal or lesser value in the warband.
- g. **Expanding the warband.** A player may spend 5 Renown to increase the warband's Bounty value by 1, and then spend additional Renown to add additional fighters to the warband's roster (equal to the Bounty value of the fighter added). A warband may never place more than 7 Bounty worth of fighters into play in a clash, even if the warband contains more fighters – but the player may freely substitute fighters on the warband roster for those in a clash between clashes, and between games in a multi-game match (in card game terms, increasing the Bounty value of the warband creates a "Sideboard" of fighters to use).
- h. **Increasing Starting Hand.** Spend 3 Renown; at the start of the next game draw 4 Objective and 6 Power cards instead of the usual 3 and 5.
- i. **Access Restricted Card.** Spend 8 Renown to include an additional restricted card in your deck.
- j. **Summary Table.** The table below summarizes how Renown may be spent.

ACTION	RENOWN COST
Inspire surviving Inspired Fighter	Bounty Value
Inspire surviving Uninspired Fighter	2 x Bounty Value
Retain an Upgrade	1
Equip an Upgrade	Upgrade +2
Place a Ploy in hand	4
Convert a Ploy to a Skill	8
Activate non-Faction Warscroll ability	5
Replace a dead Fighter	1
Exchange a Fighter (same Faction)	1
Exchange a Fighter (different Faction)	Bounty value
Increase Warband total Bounty value by 1	5
Add Fighter to Warband above 7 Bounty	Bounty value
Increase starting hand to 4 and 6	3
Add Restricted card to deck	8

E. (Optional) Interlude Adventures

- Interlude Adventures are short solo games that a player can use during an Interlude to earn additional Renown for their warband. If successfully completed, Renown from the Interlude Adventure is immediately added to the warband's Total and Available Renown, and may be spent for upgrades during that Interlude. Interlude Adventures are an Optional rule; players should agree before starting the campaign whether they will be used. Interlude Adventures are not recommended in a competitive tournament campaign due to the additional and unpredictable time that could be added to the tournament.
- A warband may only attempt one Interlude Adventure per Interlude.
- A warband may only attempt each Interlude Adventure type once per campaign, regardless of outcome.
- The following are options for Interlude Adventures:
 - Visit a Tavern.** The warband spends an evening gambling in a tavern.
 - Roll five attack and three defense dice. Retain any Critical results.
 - The player may exchange two Sword or Dodge results for one Critical result, or three Hammer or Shield results for one Critical result.
 - The player may sacrifice any one die to reroll any number of remaining dice.
 - When the player decides to stop rolling or exchanging dice, the number of Criticals in hand is the total Renown earned.
 - Seek Buried Treasure.** The warband has found a map claiming to show buried treasure.
 - Select a board at random. Orient it such that five hexes form neutral territory, then the player selects one side of the board to be friendly territory.
 - Place one Treasure token in neutral territory, one in friendly territory, and three in enemy territory, using normal treasure token placement rules.
 - The player then deploys the warband to starting hexes in friendly territory.
 - Using core actions, warscroll abilities, and equipped upgrades and Skills, the player has four activations to occupy as many treasure tokens as possible.
 - At the end of four activations, the player scores one Renown for each occupied treasure token.
 - Defeat a Dangerous Foe.** The warband hunts down a challenging foe to defeat. Face a Fomoroid Crusher, an Ogroid Myrmidon, a Gaunt Summoner, a Chaos Champion, or a Ravenous Troll.

- i. Select a Foe from the list in **Appendix A.A**. The Foe will have instructions for what actions it takes at each activation.
 - ii. Set up the board with the warband in Friendly territory and the Foe in the center hex of neutral territory.
 - iii. The Foe activates first, and alternates activations with the player.
 - iv. The player has eight activations to defeat the Foe.
 - v. For each unspent activation after the Foe is defeated, the warband earns one Renown.
 - vi. Make checks for surviving fighters as normal after the adventure.
- d. **Hunt a Legend.** The warband seeks out a creature of legend to try their skill against. Face a Dragon, a Chimera, or a Hydra.
 - i. Select a Legendary Creature from the list in **Appendix A.B**. Each Creature will have instructions for what actions it takes at each activation.
 - ii. Set up the board with the warband in Friendly territory and the center of the Legendary Creature in the center hex of neutral territory.
 - iii. The Creature activates first, and alternates activations with the player.
 - iv. The player has eight activations to inflict as much damage on the Creature as possible.
 - v. For each successful attack, the warband earns one Renown. Earn 3 bonus Renown if the Creature is defeated.
 - vi. Make checks for surviving fighters as normal after the adventure.
- e. **Survive an Onslaught.** The warband's leader is caught in a tide of rampaging threats and must survive.
 - i. Select an Onslaught opponent from **Appendix A.C**.
 - ii. Set up the board such that there are nine hexes in neutral territory and set up the leader on a starting hex in friendly territory. Set up the opponents in neutral territory leaving the center hex empty.
 - iii. The opponent activates first, and activates creatures in turn over eight activations, starting with the fighter closest to the leader.
 - iv. The warband earns a point of Renown for every two friendly activations the leader completes and survives.
 - v. The Onslaught ends after eight friendly activations.
 - vi. Do not make survival checks after this Adventure; if the leader is defeated they automatically are Recovered.
- f. **Survive a Trial by Combat.** The warband's leader takes on a challenger in single combat.
 - i. Select a Foe from the list in **Appendix A.A**.
 - ii. Set up the board with the leader on a starting hex in Friendly territory and the Foe in the center hex of neutral territory.
 - iii. The Foe activates first, and alternates activations with the player.
 - iv. The adventure lasts eight activations; for every two activations the leader survives, earn one Renown. If the leader defeats the Foe, earn two bonus Renown.
 - v. Do not make survival checks after this Adventure; if the leader is defeated they automatically are Recovered.
- g. **Take a Respite.** The warband finds a safe place to rest and recover.
 - i. No Renown is earned during a Respite.
 - ii. All Minor Injury and Fatigued fighters are Recovered.
 - iii. Fighters that completed the last clash Inspired will start the next clash Inspired.

F. (Optional) Achievements

1. Achievements are an Optional rule that allows players to earn additional Renown by accomplishing specific feats during a clash.
2. The following table lists achievements that both players may earn during a clash. Each achievement may only be earned once during a clash by each player. Warbands earn the indicated number of Renown points for the achievement as soon as it is achieved. This Renown does not impact the

scored Glory for a particular game. However, some achievements may also match player objectives. An objective card scores Glory as normal and may result in extra Renown if the Achievements rule is in effect.

ACHIEVEMENT	RENOWN EARNED
Decapitation: Defeat the opposing Leader	1
Annihilation: Defeat all opposing fighters	2
Survival: Lose no fighters during the game	2
Can't Touch This: No fighter has suffered a wound at the end of the game	2
All The Glory: Score all Objective Cards	1
Expert Treasure Hunter: Hold all five Treasure tokens at the end of the game	1
Pity Them: Score no Objective Cards during the game	2
Quick to Score: Score all Surge Objectives in the deck	1
Ploymaster: Play all Ploys in the Power Deck	1
Pack Rat: Equip all Upgrades in the Power Deck	1
Pacifist: Defeat no enemy fighters during the game	2
Shining Beacon: All surviving fighters are inspired at the end of the game	1
Can You Roll A Crit? Roll three or more Critical Results on an attack or defense roll	1
We Need a Hero. Warband Leader survives a clash Inspired	1

G. (Optional) Warband Goals

1. Warband Goals are an Optional rule that allows players to increase Renown by achieving a series of warband-selected objectives over the course of the campaign.
2. At the start of the campaign, each player should select five warband goals appropriate to their Grand Alliance to accomplish from the list below (or more if the campaign will be more than five clashes – players should have at least one more goal than number of clashes to be played).
3. At the start of the clash, players share their list of warband goals with their opponent, identifying which goals have been accomplished during the campaign thus far. Then, each player secretly selects up to two goals they will attempt during the current clash.
4. Once a warband goal is accomplished, the warband earns the indicated Renown. Only one goal may be accomplished per clash. An accomplished warband goal may not be selected as a goal during subsequent clashes in the campaign.
5. The following is the list of warband goals players may select by Grand Alliance (O = Order, De = Death, Ds = Destruction, C = Chaos).

O	De	Ds	C	WARBAND GOAL	RENOWN
	x		x	Khorne Cares Not. Earn 1 Renown per friendly fighter defeated	1/fighter
x	x	x	x	Blood for the Blood God. Earn 1 Renown per opposing fighter defeated	1/fighter
x	x			Defend the Weak. All friendly fighters survive the clash	3
		x		Sneaky Gitz. A friendly fighter on a Waystone may be removed from the game during a Power step; this does not count as a Defeated fighter. Earn one Renown per fighter removed this way.	1/event
x	x			Water of Life. Earn Renown for each Glory Point scored from holding an Aqua Ghyranis token	1/event
			x	Dripping with Blood. All surviving friendly fighters have Wound tokens	2
x		x		Treasure Hunter. The warband delves all five Treasure Tokens	3
x		x		Beacon. All surviving friendly fighters are Inspired	2
	x			Darkness. No surviving friendly fighters are Inspired	2
			x	Agent of Change. No Treasure tokens remain on the board at the end of the game	3
	x	x		Assassin. Kill the opposing leader	2
x	x	x	x	Total Victory. Defeat all opposing fighters	5
	x			Victory for Nagash. All fighters are defeated	10
x		x		Spread the Wealth. All surviving friendly fighters are Upgraded	2
x		x		Boundless Riches. All surviving fighters are Upgraded.	3
	x		x	Sickly. All surviving fighters have wound tokens	3
			x	Chaos Unbound. At the end of the game, the warband holds treasure tokens whose values total to 8.	3
			x	Glory to Nurgle. At the end of the game, only Treasure Token 3 is on the board	3
			x	Glory to Slaanesh. At the end of the game, only Treasure tokens whose values total to 6 are on the board.	3
		x		WAAAGH! All surviving friendly fighters Charged in each round of the game	2
x				Sigmar's Victory. All surviving friendly fighters are in enemy territory, and all remaining Treasure tokens are in enemy territory	3

H. Sample Campaigns

1. The Standard campaign system described above uses standard Underworlds games for each of the clashes, which make the campaign system easy to use with less preparation or to apply in a competitive tournament setting.
2. This section will provide examples of alternate formats, some of which will describe a narrative campaign arc, and others which will provide different ways of structuring clashes to provide more variety and greater interest to the campaign. Use these, adapt them, or invent your own using the basic Renown and Interlude systems presented here.
3. **Variable Conditions Campaign**
 - a. A Variable Conditions campaign provides a way to change the battlefield from round to round that makes player choice in board setup even more meaningful.
 - b. A Variable Conditions campaign will be played over four rounds with two players (one game per round), and uses all four currently available Underworlds boards (two from Embergard, two from Spitewood). Each board will be used once over the four rounds. Aqua Ghyranis hexes may be placed on all boards so long as one player wishes to place the hexes.

- c. Before the start of the campaign, each player secretly assigns a Condition from the list below to each of the four boards.
- d. The player who wins the roll-off for initial board selection is the Attacker. The other player is the Defender, and reveals which Conditions they selected for which boards. The Attacker then selects the board to be used. The Defender's chosen condition for that board will be active for the game.
- e. The winner of the initial game will be the Attacker for the next game, repeating step (d). The Attacker cannot select a board that has already been used in the campaign thus far.
- f. In the last round, with only one board available, board selection is automatic. Both players' conditions will be applied to the board for that round.
- g. Conditions:

Enhanced Charges. Fighters add +1 Move when Charging.
Storm. Attacks are limited in range to Range 2 maximum.
Waystone Gates. A fighter in a Waystone hex may spend one hex of movement to move to a different, unoccupied, Waystone hex. This may occur at any point in a Move action so long as the fighter has sufficient Movement available.
Slippery Conditions. Drive backs are automatic; Overrun is not optional.
Surface Treasures. When Delving, Treasure Tokens are not flipped to the opposite side. The fighter still gains any other effects from a Delve action.
Stream Crossing. A fast-moving stream runs through neutral territory; all neutral hexes become Stagger hexes.
Mud. All movement is reduced by 1 hex to a minimum of 1.
Lethal Territory. Stagger hexes become Lethal Hexes. Entering, being pushed into, or being placed in a Lethal Hex inflicts one Wound.
Warped Reality. The left and right edges of the board are connected; a fighter may exit the left or right edge of the board and move into the hex most directly opposite on the other edge of the board.
Illusory Treasure. At the end of each round, after the Power step but before scoring occurs, remove the Treasure Token with that round number from the board.
Waterspout. A fighter in an Aqua Ghyranis hex may spend one Movement to move to the other Aqua Ghyranis hex if that hex is unoccupied. This may occur at any point in a Move action so long as the fighter has sufficient Movement available.
Warded Waystones. Waystone hexes are Lethal hexes in addition to their other abilities. Entering, being pushed into, or being placed in a Lethal Hex inflicts one Wound.
Corrupted Spring. A fighter holding an Aqua Ghyranis hex at the end of and end phase takes one Wound. If the fighter survives, then the warband earns one Glory.

4. Narrative Campaign: Realms of Sigmar

- a. This campaign can be played either between two players as a four-round campaign, or in a tournament of four rounds (up to 16 players to have a clear winner with no tie breakers). The Interlude Adventures optional rule is not recommended in a tournament campaign.
- b. Each warband has been tasked to enter four different Realms and bring back Treasures from that Realm. The warband has been gifted four Tokens that each bestow an Elemental Power for the duration of a clash but the token must be activated before the location of the clash is announced and the warband is gated to the new Realm.
- c. Before the campaign begins, players should review the list of the Elemental Powers below. They will be able to use one Elemental Token Power per round, but that Power may only be used once during the campaign. Each Element may only be selected once as a Token Power, so only one of the two Elemental Powers for each element will be used. However, when a clash takes place in a particular Realm, both players also choose to benefit from one of the Elemental Powers associated with that Realm, so it is possible for a warband to have two Powers from a single Element active at once.

- d. Elemental opposition. Elements are in opposition; Fire opposes Water; Earth opposes Air. Some powers will have different effects or be negated by their opposition power.
- e. The Powers are:

REALM	ELEMENT	POWER
Aqshy	Fire	Either (a) Fires of Aqshy : Fighters' attacks gain Ensnare except against Fighters using Tides of Ulgu ; or (b) Fury of Aqshy : Fighters' attacks gain Critical: Grievous except against those using Torrent of Ulgu .
Ghur	Earth	Either (a) Stone of Ghur : Fighters cannot be driven back or pushed except by fighters using Zephr of Azyr ; or (b) Quake of Ghur : Fighters' attacks gain Stagger except against those using Reap the Whirlwind .
Azyr	Air	Either (a) Reap the Whirlwind : Fighters' attacks gain Brutal except against fighters using Stone of Ghur ; or (b) Zephyr of Azyr : Gain +1 Move when Charging except against fighters using Quake of Ghur .
Ulgu	Water	Either (a) Tides of Ulgu : Fighters' attacks gain Grapple except against Fighters using Fury of Aqshy ; or (b) Torrent of Ulgu : Fighter's Attacks gain Cleave except against Fighters using Fires of Aqshy

- f. For a two-player campaign:
- Before a clash, the players secretly select the Elemental Token Power that their warband will activate for the clash.
 - Players roll off.
 - The winner of the roll-off selects the Realm in which the initial clash takes place. The Elemental Power of that Realm is available to both warbands for the duration of the clash. After selection, players secretly select the Elemental Power associated with that Realm that they will use, then reveal both the Elemental Token Power and Realm Power that they will use.
 - The loser of the roll-off selects the board that will be used for the clash; setup proceeds normally from that point.
 - During the clash, a fighter who Delves a Treasure token scores that token for their warband; each token may only be scored this way once.
 - At the end of each clash, warbands earn 1 bonus Renown for each Treasure token scored.
 - Each player rolls on the Treasure Table below appropriate to the Realm to determine what Treasures were recovered, one roll per each Treasure token scored. For each 100 gold crowns (g.c.) of value, score 1 bonus Renown. Upgrade items recovered may be used in future clashes at no additional Renown cost.
 - The winner of the clash selects the Realm for the next round; the opponent will select the board to use.
 - At the end of four rounds, after all four Realms have been visited, the player with the most total Renown wins the campaign.
- g. For a tournament:
- Before the tournament starts, the tournament organizer should secretly determine in what order the Realms will be visited, one Realm per each of four tournament rounds. The tournament organizer should select a system such as Swiss pairings to pair players from round to round.
 - At the start of each round, the tournament organizer directs players to select an Elemental Token Power to be applied to their warband that round. Players select and note their power. The tournament organizer then announces what Realm that round's clash will take place in. Players then select the Realm Elemental Power from that Realm that their warband will use, and inform their opponent of both Realm and Token powers they will use. The clash may be a single game or best-of-three. If best

- of three, the players may opt to select a different Realm Elemental Power in each game, but may not change their Token power.
- iii. Players roll-off to select boards and set up as normal.
 - iv. During the clash, a fighter who Delves a Treasure token scores that token for their warband; each token may only be scored this way once. At the end of each game, warbands earn 1 bonus Renown for each Treasure token scored in this way. Then Roll on the Treasure Table below appropriate to the Realm to determine what Treasures were recovered, one roll per each Treasure token scored. For each 100 gold crowns (g.c.) of value, score 1 bonus Renown. Upgrade items recovered may be used in future clashes at no Renown cost.
 - v. There are two winners for the tournament: the tournament winner is the player with the best win record (and tie-breakers as appropriate per the tournament rules). The campaign winner is the player with the most total Renown. If two players are tied for total Renown, then the player with the highest placing in the tournament among those tied is the campaign winner.

h. Treasure Tables:

Aqshy Treasure Table	
Roll	Treasure
Critical	Upgrade: Emberstone Axe (R1, 2 Hammers, 2 damage, Critical: Grievous)
Hammer	25 gold crowns (g.c.)
Sword	Small red garnet (40 g.c. value)
Surrounded	Steel warrior statue (25 g.c. value)
Flanked	Gold segment of the Rod of Sigmar (25 g.c. value; 400 gc total value if four different segments are joined)

Ghur Treasure Table	
Roll	Treasure
Critical	Upgrade: Soultooth Bow (Range 4, 2 Hammers, 1 Damage)
Hammer	10 ancient electrum coins (25 g.c. value)
Sword	Cut emerald (50 g.c. value)
Surrounded	Jade animal figurine (30 g.c. value)
Flanked	Silver segment of the Rod of Sigmar (20 g.c. value; 400 gc total value if four different segments are joined)

Azyr Treasure Table	
Roll	Treasure
Critical	Upgrade: Guardian Glaive (Range 2, 2 Hammers, 2 Damage, reroll attack dice if on a Treasure Token)
Hammer	Pouch of silver coins (20 g.c. value)
Sword	Diamond ring (50 gc value)
Surrounded	Painting of a landscape (10 gc value)
Flanked	Sigmarite segment of the Rod of Sigmar (60 g.c. value; 400 gc total value if four different segments are joined)

Ulgu Treasure Table	
Roll	Treasure
Critical	Upgrade: Penumbral Dirk (Range 1, 3 swords, 2 damage, Cleave)
Hammer	100 ancient bronze coins (25 g.c. value)
Sword	Hematite bracelet (40 g.c. value)
Surrounded	Obsidian sacrificial knife (35 g.c. value)
Flanked	Onyx segment of the Rod of Sigmar (15 g.c. value; 400 gc total value if four different segments are joined)

5. Narrative Campaign: Heart of Kurnoth

- a. This campaign is intended for two players to play a series of five games in a competitive race to find the resting place of the Heart of Kurnoth and either save or corrupt it. Each scenario is a single clash between warbands; the winner of each clash is the one with the most Glory, but many scenarios have a mission Objective to be accomplished as well that increase Renown for the campaign.
- b. The two players should roll-off; the winner chooses whether their warband's motive is Ruin or Preservation. The opponent takes the opposing motive. Then the player chooses a specific goal for the warband to pursue from the table below.

MOTIVE	GOAL
Ruin	Poison Springs of Aqua Ghyranis. 3 Renown per game if a spring is Poisoned; Delve on an Aqua Ghyranis hex to Poison the Spring.
Ruin	Deface Waystones. 5 Renown per game if <u>all</u> Waystones on a Board are defaced; Delve in a Waystone hex to deface the Waystone.
Ruin	Corrupt the Heart of Kurnoth. +10 Renown in the final Scenario if the Heart is Corrupted.
Preservation	Recover Aqua Ghyranis. 3 Renown per game if Aqua Ghyranis is recovered. Delve on a pure Aqua Ghyranis hex to fill a flask (and retain as a Potion of Healing).
Preservation	Cleanse Waystones. 5 Renown per game if no Waystones are defaced and all have been cleansed; Delve on a Waystone hex to cleanse.
Preservation	Save the Heart of Kurnoth. +10 Renown in the final Scenario if the Heart is preserved.

c. Scenario 1: Into the Spitewood

- i. Introductory text, Both: *Legend says that in the Age of Myth, Alarielle the Everqueen hunted the great Black Stag of Ghyran, killing him and planting his heart in a hidden grove deep in the Spitewood. From that seed sprang Kurnoth the Hunter, whose power still stems from the hidden stag's heart somewhere in the wood.*
- ii. Text, Ruin: *Long have the worshippers of Kurnoth held sacred rites of living humanoid sacrifice in an attempt to restore the divinity of the Great Hunter. To maintain the balance of the Realms, the source of power for these rituals must be stopped. Your warband has resolved to enter the Spitewood and do what it can to weaken the potential of Kurnoth's power ...*
- iii. Text, Preservation: *You have learned that forces seek to locate the Heart and destroy it to weaken Kurnoth's influence in the Realms. Gathering your warband, you head to the Spitewood to try to preserve Life ...*
- iv. The goal of this mission is to seek clues to the location of Kurnoth's Heart.
- v. Setup: Use Embergard Board 1 (no blocked hexes). Player's roll off as normal; the winner may choose to select the board orientation and place two treasure tokens, or to place three treasure tokens and give the opponent choice of board orientation. Do not place any Aqua Ghyranis tokens.
- vi. **Special Rules:** A fighter occupying a Treasure Token at the end of a round discovers a clue to the location of Kurnoth's heart. Keep track of how many clues each warband locates.
- vii. The warband with the most clues to the location of Kurnoth's Heart will choose the next location to explore.

d. Scenario 2: A Fork in the Trail

- i. Text, player with most clues in S1: *The clues you have found indicate that the Heart is located in a grove somewhere along the path ahead. As you pass down the trail,*

you hear a rumble of thunder in the distance. The trail forks and you know you must take the path to...

- ii. Text, opposing player: *Your clues were inconclusive, but it seems your opponents know a bit more. Stealthily, you follow their trail as dark clouds begin to gather overhead...*
- iii. The player with the most clues will select the next battlefield:
 1. Realmstone Falls (Spitewood board 1, two Waystone hexes)
 2. Darkwood Grove (Embergard board 2, two blocked hexes)
- iv. Realmstone Falls:
 1. Setup: the winner of S1 chooses the board orientation; the opponent will place three Treasure Tokens. Place Aqua Ghyranis tokens.
 2. The Waystone hexes function as normal, but the line of hexes between them is an intense waterfall starting at one waystone hex and proceeding in a straight line to the other (the player who selects the board orientation has the bottom of the waterfall in their territory). It is impassible to normal movement; fighters who enter, are pushed, or are placed in a waterfall hex immediately suffer 1 damage and are pushed to the bottom of the waterfall, ending in the waystone hex. Any fighter already in the waystone hex at the bottom is pushed into an adjacent hex selected by the fighter's player.
 3. The Aqua Ghyranis tokens represent a path behind the waterfall. A fighter Moving into an Aqua Ghyranis hex may choose to use 1 movement to move into the opposite Aqua Ghyranis hex if that hex is unoccupied.
 4. Goal: Best the other warband to continue deeper into the Spitewood. The winner is the warband that scores the most Glory.
- v. Darkwood Grove:
 1. Setup: the winner of S1 chooses the board orientation; the opponent will place three Treasure Tokens. Do not place Aqua Ghyranis tokens. The two blocked hexes are Animated Trees.
 2. Special Rules:
 - A. After each activation, randomly select one tree. That tree makes an attack against each fighter in Range 2. Animated Tree Melee Attack [Range 2, 2 dice (Swords), 1 damage]
 - B. An Animated Tree may be defeated by inflicting 5 total damage (Defense 2 Shield), earning two Glory to the warband inflicting the final blow and halting any attacks from that tree.
 - C. At the end of each Round, each fighter occupying a Treasure Token may roll two Attack dice on the table below to potentially discover a Treasure. Any upgrades recovered may be equipped for free and retained for future Scenarios.
 - D. Play is otherwise as normal; the winner is the warband that earns the most Glory.

DICE RESULTS	Treasure Discovered
2 x Critical	Upgrade: Emberstone Greatsword. Melee Range 2, 2 dice Hammers, 2 damage + Critical: Grievous
1 x Critical	50 gold crowns. Every 100 gold crowns may be exchanged for 1 Renown.
2 x Hammer; 2 x Sword; or 1 x Hammer + 1 x Sword	Upgrade: Potion of Aqua Ghyranis. Use on a Power Step to Heal (2).
1 x Hammer + 1 x Surrounded/Flanked	Upgrade: Shadeglass Axe (Range 1, 3 swords, 2 damage, Cleave)
1 x Sword + 1 x Surrounded/Flanked	Upgrade: Soultooth Bow (Range 4, 2 Hammers, 1 Damage)

2 x Surrounded; or 1 x Flanked + 1 x Surrounded	Nothing of interest
2 x Flanked	Nothing of interest

vi. The winner of the scenario will select the location for the next scenario.

e. Scenario 3: The Storm Breaks

- i. Text, winner of S2: *Inspired by the success of your last clash and informed by the clues you have gathered, you choose the trail to follow ahead. The weather is worsening ... will you take shelter or risk pressing on?*
- ii. Text, opposing player: *Your opponent may have gotten the better of you, but now you see where they are heading and perhaps you can press your advantage in the storm ...*
- iii. The winner of S2 will select the next battlefield:
 1. Stormswept Hilltop (Spitewood board 1, four Waystone hexes)
 2. Sheltered Grove (Embergard board 1, no blocked hexes)
- iv. Stormswept Hilltop:
 1. Text: *You crest a bald hilltop just as thunder rolls and the rain begins.*
 2. Setup: the opponent chooses the board orientation and places three Treasure Tokens. Do not place Aqua Ghyranis tokens.
 3. Special Rules:
 - A. Waystone hexes function as normal.
 - B. Forked Lightning. At the end of each round, lightning randomly strikes the Waystones (roll an attack die for each hex; Lightning strikes on a Critical or Hammer result). A fighter in a Waystone hex struck by lightning takes 1 Wound.
 - C. Risk's Reward. Fighters occupying a Waystone hex at the end of a round may roll 2 Attack dice and consult the Treasure Table below.

DICE RESULTS	Treasure Discovered
2 x Critical	Upgrade: Emberstone Shield. Add 1 to Defense.
1 x Critical	10 Sigmarite coins (20 gold crown value). Every 100 gold crowns may be exchanged for 1 Renown.
2 x Hammer; 2 x Sword; or 1 x Hammer + 1 x Sword	Upgrade: Potion of Speed. Use on a Power Step to increase Move by 1 for the remainder of the round.
1 x Hammer + 1 x Surrounded/Flanked	Upgrade: Penumbral Scythe (Scything; make a Range 1, 2 Hammer, 1 damage attack against each enemy at Range 1. Then gain a Stagger token)
1 x Sword + 1 x Surrounded/Flanked	Upgrade: Shadeglass Throwing Dagger (Range 3, 3 Swords, 1 Damage, Brutal; single use)
2 x Surrounded; or 1 x Flanked + 1 x Surrounded	Nothing of interest
2 x Flanked	Nothing of interest

4. Goal: Best the other warband and continue deeper into the Spitewood. The winner is the warband that scores the most Glory.

v. Sheltered Grove:

1. Text: *You take shelter in under the boughs of a giant tree. Its thick leafy coverage means no rain will get through, and there are even pools from which to refresh yourself.*
 2. Setup: the opponent chooses the board orientation and will place three Treasure Tokens. Place Aqua Ghyranis tokens.
 3. Special Rules: None.
 4. Goal: Win the clash; the loser retreats into the storm and gets wet.
- vi. The winner of this Scenario will choose the location for the next scenario.

f. Scenario 4:

- i. Text, player who won S3: *The storm clears as you move further down the path. Two trails, one along a ridge and another in a small valley lead forward and appear to head toward a massive tree in the distance. You see odd blue lights flickering down the valley path, and hear only silence from the ridgeline. You know the Heart is probably just ahead, so you will have to take one of these paths. ...*
- ii. Text, opposing player: *Driven out into the storm, you gradually collect yourselves and pursue your quarry marking where they took a fork in the trail that appears to head toward a giant tree in the distance...*
- iii. The player with the most clues will select the next battlefield:
 1. Flickering Gates (Spitewood board 1, two Waystone hexes)
 2. Ancient Menhirs (Embergard board 2, two blocked hexes)
- iv. Flickering Gates:
 1. Setup: the opponent chooses the board orientation and will place three Treasure Tokens. Do not place Aqua Ghyranis tokens.
 2. Special Rules:
 - A. The Waystone hexes function as normal, but they are connected by malfunctioning gates. If a fighter enters or is pushed or placed in a Waystone hex, roll a die. On a Critical or Hammer result, the fighter is teleported to the opposite Waystone hex (if it is empty), or to a randomly selected Stagger hex (if the Waystone hex is occupied but one or more Stagger hexes are empty). If the opposite Waystone hex and both Stagger hexes are empty when the fighter teleports, the fighter is removed from the board and replaced at the end of a round in which an opposing Waystone hex or Stagger hex is vacant.
 - B. Delving a Treasure Token may result in discovering a treasure. Roll two Attack dice on the table below. This may only be done once per Treasure Token.

DICE RESULTS	Treasure Discovered
2 x Critical	Upgrade: Ring of Freedom of Movement. The first time each game this fighter would be given a Move token, remove that move token.
1 x Critical	A small ruby (25 gold crown value). Every 100 gold crowns may be exchanged for 1 Renown.
2 x Hammer; 2 x Sword; or 1 x Hammer + 1 x Sword	Upgrade: Potion of Stability. Use on a Power Step to remove a Stagger token.
1 x Hammer + 1 x Surrounded/Flanked	Upgrade: Wraithbone Spear (Range 2, 3 Sword, 2 damage with Stagger)
1 x Sword + 1 x Surrounded/Flanked	Upgrade: Wings of Flying. The Fighter gains the Flying runemark.
2 x Surrounded; or 1 x Flanked + 1 x Surrounded	Nothing of interest

2 x Flanked	Nothing of interest
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3. Goal: Best the other warband to continue deeper into the Spitewood. The winner is the warband that scores the most Glory.
- v. Ancient Menhirs:
 1. Setup: the opponent chooses the board orientation and will place three Treasure Tokens. Place Aqua Ghyranis tokens. The two blocked hexes are immense menhirs (standing stones).
 2. Special Rules:
 - A. The menhirs are on ground that has become unstable. Each time after initial setup that a fighter enters, is placed in, or is pushed into a hex adjacent to a menhir, roll a die. On a Critical Result, the menhir topples into the hex directly opposite the fighter triggering the collapse. If a fighter is in the target hex, it must make a Defense roll to avoid being crushed (1 success needed, otherwise defeat the fighter). Successfully evading the falling menhir allows the fighter to move to an adjacent unoccupied hex. The fallen hex is now a blocked hex along with the original menhir hex.
 - B. A warband that topples a menhir gains a point of Renown.
 3. Goal: Best the other warband to continue deeper into the Spitewood. The winner is the warband that scores the most Glory.

g. Scenario 5: The Heart of Kurnoth

- i. Introductory text: *You have located the hidden grove where the Hearth of Kurnoth is located. In the center of a square of four Waystones are two pools of bluish liquid and a gigantic tree. From the tree's trunk shines a pulsing red light. A quiet lub-dub sound beats in time with the pulses of light...*
- ii. The goal of this mission is to either save or destroy the Heart at the center of the Tree.
- iii. Setup: Use Spitewood Board 2 (4 Waystone hexes). Place Aqua Ghyranis tokens. The center Stagger hex is considered to be blocked – it is the trunk of the tree with the Heart of Kurnoth contained within.
- iv. Special Rules:
 1. The Heart begins the game with a 0 Corruption score. It is an immobile object that is considered to permanently hold a Guard token, is always considered to be Flanked, and has two Defense dice (Shields).
 2. If the Ruin player lands a successful attack on the Heart, assign a number of Corruption points to the Heart equal to the number of Wounds inflicted. The player earns 1 Glory for each successful hit.
 3. If the Preservation player lands a successful attack on the Heart, heal a number of Corruption points equal to the number of Wounds inflicted. The Heart may go to a negative Corruption score in this process. The player earns 1 Glory for each successful hit.
 4. At any time during the clash, a player may spend a point of Total Renown to reroll a single die – or multiple points to reroll multiple dice. A die once rerolled may not be rerolled again. Renown points used this way are permanently lost from the player's Total and will not count for final campaign scoring.
- v. If the Heart ends the game with a positive Corruption score, the Heart is Corrupted and the Ruin player has won the Scenario. If the Heart ends the game with a negative Corruption score, the Heart is preserved and the Preservation player has won the Scenario. If the corruption score is exactly zero, the Heart is neither preserved nor corrupted, and the player with the most Glory wins the scenario. The winner of this Scenario scores 3 Bonus Renown in addition to the normal Renown earned for winning a clash.

- h. At the end of Scenario 5, check warband goals to determine any additional Renown earned. The winner of the campaign – Ruin or Preservation – is the warband with the most total Renown earned over the campaign.

6. Narrative Campaign: Reliquary of the Katophranes

- a. This campaign is intended for two players to play a series of eight games detailing a competitive race to descend into the city of Shadeshire and collect Katophrane relics. Each scenario is a single clash between warbands; the winner of each clash is the one with the most Glory, but many scenarios have a mission Objective to be accomplished as well that increase Renown for the campaign. Note: The Interlude Adventures optional rule is not recommended for this campaign.
- b. Scenario 1. The Banelands.
 - i. Introductory text: *Rumors abound of ancient magical relics of the lost city of Shadeshire, whose mad rulers the Katophranes mastered magic, death, and time. Your alliance has sent your band into the Desert of Bones in the Realm of Shyish to locate the ruins of the Mirrored City of Shadeshire and hopefully return with one or more relics of the Katophranes. Your first task is to search the Banelands to find a hidden map to the Mirrored City. But beware, others seek the same treasures ...*
 - ii. The goal of this mission is to recover the map to the city of Shadeshire.
 - iii. Setup: Use Embergard Board 1 (no blocked hexes)
 - iv. *Special Rules:* None.
 - v. The winner of the scenario has retrieved a map to the city of Shadeshire.
- c. Scenario 2. Into the City.
 - i. Text, Winner of Scenario 1: *Following the map, you arrive at the ruins of Shadeshire just as an eerie fog settles in – and must secure a safe base of operations within. Your competition is likely hot on your heels.*
 - ii. Text, Opponent: *You have tracked your opponents to the ruins of Shadeshire. Time to put them on their guard ...*
 - iii. The goal is to secure a base by holding the most objective points.
 - iv. Setup: The winner of Scenario 1 chooses the board and places three of the five Treasure tokens. The opponent gets to choose whether or not to take the initiative and the first action of the game.
 - v. *Special Rules:* None.
 - vi. The warband that holds the majority of the treasure tokens at the end of the game secures the base of operations and earns 3 bonus Renown. If both warbands hold equal numbers of tokens, the warband with the most Glory will have secured the base of operations but earns no bonus Renown.
- d. Scenario 3. The Shattered Quarter.
 - i. Text: *Searching the city, you have found an old library in the Shattered Quarter. Somewhere inside may be the key to finding where the Katophrane reliquary is. Knowing the competition is following, you split your band to try to ambush them. Beware, the library building is built of glass and appears highly unstable.*
 - ii. The goal of this scenario is to locate information about the location of Katophrane artifacts by locating Katophrane Tomes.
 - iii. Setup: Use Embergard Board 2 (with Blocked Hexes). The winner of the last scenario chooses the orientation of the board; the opponent places three Treasure tokens. Ignore starting hexes at setup; The winner's warband sets up in hexes adjacent to

the blocked hexes; the opponent's warband sets up in neutral territory or hexes adjacent to neutral territory in either players' territory.

iv. **Special Rules:**

1. When a warband delves a Treasure token, do not immediately flip the token. Roll a die; on a Critical Result the warband has located a Katophrane Tome. If a Tome has been located, flip the treasure token to its reverse side. This token cannot be delved again.
2. At the end of each round, Shadeglass falls from the roof, striking each hex adjacent to a blocked hex. Each fighter in one of these hexes must make a Defense roll; if no successes are rolled, the fighter suffers one Wound.

- v. Each warband gains 2 bonus Renown for each Katophrane Tome recovered. In future Scenarios a Katophrane Tome may be sacrificed to reroll one or more dice in a single dice roll.

e. **Scenario 4. The Scrimshaw Mines.**

- i. Text: *The tomes have revealed the location of the Katophrane Reliquary, but also that a special key must be recovered in order to access it. The key appears to have been lost in the Scrimshaw Mines, but your researches and auguries have lead you to the likely spot. You must search the mines looking for the key's hiding place.*
- ii. The goal of this scenario is to search hiding places until a Key is found.
- iii. Setup: Use Spitewood Board 2 (four Waystone hexes). The winner of Scenario 3 chooses the orientation of the board.
- iv. **Special Rules:**
 1. Muddy Conditions. All movement is reduced by 1, to a minimum one 1.
 2. A warband may Delve a Waystone hex. The first warband to Delve Waystone hexes a total of five times finds the Key.
- v. The holder of the Key gains 5 bonus Renown.

f. **Scenario 5. Recover / Defend the Key.**

- i. Text, Holder of Scenario 4 Key: *Your competition appears to have tracked you to your lair, and under the cover of a storm is attempting to try to steal your key!*
- ii. Text, Opponent: *You failed to recover the key first, but you can always take it from your opponent's corpse! Using a storm as cover, you sneak into their lair. Now who has that key ...?*
- iii. The mission is to retain control of the key, or seize and exit with the key.
- iv. Setup: The winner of Scenario 4 chooses the board.
- v. **Special Rules.**
 1. Storm. Line of sight and Ranged attacks are limited to 2 hexes.
 2. The key holder secretly selects one fighter to carry the Key recovered in S4; it is dropped if that fighter is defeated. The goal is to retain the key in the warband until the end of the clash.
 3. The opponent seeks to grab the key from the fighter carrying it and exit the board with the key. A fighter moving into or through the hex where the key was dropped automatically picks up the key. If that fighter subsequently enters an edge hex on the friendly side of the board, the fighter has exited the board and the warband has possession of the key.
- vi. The Holder of the key at the end of the clash gains 2 bonus Glory for determining the winner of the clash, and gains 3 bonus Renown.

g. **Scenario 6. Into the Faneway**

- i. Text, Holder of the Key: *You have used the key to unlock the Faneway, the mirrored center of the city of Shadespire and hidden storage chamber for the relics of the Katophranes. Only the holder of the Key may exit in normal fashion, but four mirrored*

pillars in the Faneway can be used as gates to escape the Mirrored City. Before searching, you plan to trap your opponent's so they cannot find their way back ...

- ii. Text, Opponent: *You manage to sneak into the Faneway behind your opponent, but you cannot get out the way you came in without the Key. There are teleportation Mirrors here which provide a way out ... but it looks like the other warband is attempting to smash them!*
- iii. Setup: Use the Spitewood 2 Board with 4 Waystones. The winner of S5 chooses board orientation. The Holder of the Key must set up all fighters first.
- iv. Special Rules:
 1. The Holder's goal is to smash the Mirrors, represented by the Waystone hexes, which otherwise function normally. A fighter in a Waystone hex that makes a successful attack action can damage the Mirror; Mirrors can take 3 wounds before shattering.
 2. The Holder secretly marks which fighter is carrying the Key.
 3. The opponent's goal is to either regain the Key (as per Scenario 5), or ensure at least one Mirror remains intact.
 4. Keep track of which Mirrors (Waystone hexes) were destroyed.
- v. The Holder gains 3 Renown for each Mirror smashed; the Opponent gains 3 Renown for each Mirror intact. Whichever warband holds the Key at the end also gains 2 Renown.

h. Scenario 7. Recover the Relics.

- i. Text: *Tremors shake the earth as a quake builds. You rush to search the Faneway to recover as many artifacts as possible before the area shatters.*
- ii. Setup: Use the same board as Scenario 6, but only intact Mirrors (Waystone hexes) function. The winner of Scenario 6 chooses the board orientation.
- iii. Special Rules:
 1. The goal is to retrieve Katophrane Relics (up to 5), and successfully exit the Faneway.
 2. Warbands gain a Katophrane Relic by Delving a Treasure Token. Roll a die to determine which Relic is gained; each relic can be gained only once:

Die Result	Relic	Ability
Crit	Katophrane's Belt	Reroll dice on defense
Hammer	Katophrane's Boots	+1 Move
Sword	Katophrane's Gloves	Reroll dice on attack
Surrounded	Katophrane's Plate	On activation, gain a Guard token
Flanked	Katophrane's Ring	Illusory Fighter 1/game

3. The Holder of the Key secretly marks which fighter holds the Key; the key may be dropped and recovered as per Scenario 5.
4. Retrieved Katophrane Relics may be immediately equipped and used.
5. Fighters must exit the board to retain a Relic for their warband. Fighters from either warband may exit via an intact Mirror (Waystone) hex simply by entering the hex, where they are immediately removed from the board. Fighters from the warband of the Holder of the Key may also exit from any board edge while the Key is on the board. If the Key changes hands during the clash, only the fighters of the band holding the Key may exit via board edges.
6. The Faneway collapses at the end of the third round. Fighters who did not exit the board by the end of the third round are permanently defeated (DEAD!) and may only be replaced in the next clash if the player has additional fighters assigned to the warband above base 7 Bounty.

- iv. A warband gains 1 Glory and 5 Renown for each Relic successfully retrieved from the Faneway. These Relics may be equipped for free to any warband fighter for the final Scenario.
- i. Scenario 8. Reckoning.
 - i. Text: *You've recovered some artifacts, but perhaps you can get more from your nemesis ... or at least make sure they never report back.*
 - ii. Setup: The winner of Scenario 7 chooses the board and orientation.
 - iii. Special Rules:
 - 1. A warband may have fewer than 7 Bounty worth of Fighters on the board depending on the results of Scenario 7.
 - 2. Relics are equipped and may be used from the start of the game.
 - 3. Players must identify which fighters are carrying Katophrane Relics. Relics are dropped if the Fighter carrying them is defeated and the attacker automatically picks up and equips the Relic.
 - iv. Warbands score 5 bonus Renown for each Relic equipped at the end of the game.
- j. Congratulations! You have completed the *Reliquary of the Katophranes* Campaign! The winner of the campaign is the player who earned the most total Renown over the course of the campaign.
- 7. Feel free to construct your own campaigns. Key things to consider:
 - a. Make warband decisions interesting and meaningful – there should not be a single clear strategy or way to play.
 - b. Don't overly reward winning or penalize losing. There can be consequences for either, but there should be a means for players to change their fates.
 - c. Give both players agency in how the campaign progresses. If the winner of a game gets a choice, find ways to give the loser a choice as well.
 - d. Avoid dead ends. If an action must occur in a game for the campaign to progress, consider what happens if that action does not happen.

APPENDIX A: Fighter Statistics

The following provides opposing fighter statistics and instructions for using them in Interlude Adventures.

A. Foes

1. Fomoroid Crusher

- a. This Stone Giant-kin has Move 3, Defense 1 Block, and 8 Health.
- b. The Crusher has two attacks: a Stone Club (Melee, Range 1, 3 dice Hammers, 3 Damage) and Hurlled Stone (Ranged Range 4, 1 Dice Hammer, 2 Damage).
- c. The Crusher cannot be given Move or Charge tokens
- d. The Crusher uses the following attack logic:
 - 1) If there is an enemy fighter at range 1, he attacks with his Stone Club; otherwise
 - 2) If there is a fighter within range 3, he Charges that fighter, positioning to avoid flanking if possible; otherwise
 - 3) If there is a fighter at Range 4, he executes a Hurlled Stone attack; otherwise
 - 4) If there is a fighter at range 5-7, he charges 3 hexes and executes a Hurlled Stone attack; otherwise
 - 5) He moves 3 hexes toward the closest fighter.
 - 6) If given a choice of targets, the Crusher prioritizes the fighter with the least remaining health first.

2. Ogroid Myrmidon

- a. This Ogre warrior has Move 4, Defense 2 Dodge, and 10 Health.
- b. The Myrmidon has two attacks: a Spear Thrust (Melee, Range 2, 4 dice Swords, 3 Damage) and Spear Sweep (Melee attack against each target at Range 1, Range 1, 2 Dice Hammer, 1 Damage).
- c. The Myrmidon cannot be given Move or Charge tokens
- d. The Myrmidon uses the following attack logic:
 - 1) If there are multiple enemy fighters at range 1, he attacks with his Spear Sweep, otherwise
 - 2) If there is a single fighter at range 1, he attacks with a Spear Thrust and pushes the target if successful; otherwise
 - 3) If there is a fighter at Range 2, he executes a Spear Thrust attack; otherwise
 - 4) If there is a group of fighters within range 5, he charges into the middle of them and executes a Spear Sweep against all of them; otherwise
 - 5) If there is a fighter at Range 6, he Charges to Range 2 and executes a Spear Thrust; otherwise
 - 6) He moves 4 hexes toward the closest fighter.
 - 7) If given a choice of targets, the Myrmidon prioritizes the fighter with the least remaining health first.

3. Gaunt Summoner

- a. This Tzeentch Sorcerer has Move 2, Defense 2 Dodge, and 7 Health.
- b. The Summoner has one attack: a Sorcerous Blast (Ranged, Range 4, 3 dice Swords, 2 Damage)
- c. The Summoner cannot take the Charge action and cannot be Flanked.
- d. The Summoner has a Teleport Special Ability; after an activation he may Teleport to anywhere on the board, gaining a Move token.
- e. The Summoner uses the following attack logic:
 - 1) If the Summoner is not on Guard, he goes on Guard; otherwise
 - 2) If there is an enemy fighter at Range 1 or 2, he executes a Sorcerous Blast attack and then Teleports, seeking a space where the closest enemy is at range 4 (preferred) or out of range of an enemy; otherwise

- 3) If there is an enemy Fighter at Range 3 or 4, he executes a Sorcerous Blast attack; otherwise
- 4) He teleports to a position to have an enemy fighter at Range 4 – avoiding fighters closer.
- 5) If given a choice of targets, the Summoner prioritizes the fighter with the most powerful Range 2 melee attack, then the fighter with the least health.

4. Chaos Champion

- a. This Dark Knight of Chaos has Move 3, Defense 2 Block, and 6 Health.
- b. The Champion has two attacks: a Greatsword (Melee, Range 2, 2 dice Hammers, 3 Damage with Critical: Grievous) and a Shield Bash (Melee Range 1, 3 Dice Hammers, 2 Damage). On a miss with the Shield Bash, the Champion may make a follow-up Greatsword attack.
- c. The Champion cannot be given Move or Charge tokens
- d. The Champion uses the following attack logic:
 - 1) If there is an enemy fighter at range 1, he attacks with his Shield Bash, pushing the target back; otherwise
 - 2) If there is a fighter within range 2, he attacks with his Greatsword; otherwise
 - 3) If there is a fighter at Range 3-5, he Charges to Range 2 and executes a Greatsword attack; otherwise
 - 4) He goes on Guard if not in Guard; otherwise
 - 5) He Moves 3 hexes toward the closest fighter.
 - 6) If given a choice of targets, the Champion prioritizes the fighter with the most remaining health at closest range first.

5. Ravenous Troll

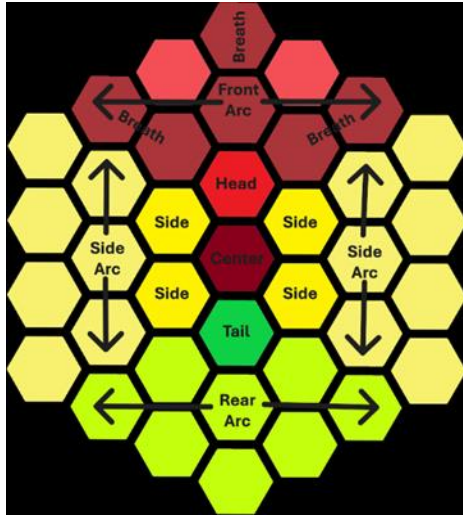
- a. This Hungry troll has Move 3, Defense 2 Block, and 5 Health.
- b. The Troll has two attacks: a Tree Trunk Club (Melee, Range 2, 2 dice Hammers, 3 Damage) and a Hurling Spore Mushroom (Ranged attack against each target in or adjacent to the target hex; Range 4, 1 Dice Hammer, 1 Damage).
- c. The Troll cannot be given Move or Charge tokens.
- d. At the start of each Activation, the Troll regenerates; Heal (1). The Troll cannot regenerate Wounds inflicted by flame, mundane or magical.
- e. The Troll uses the following attack logic:
 - 1) If there is an enemy fighter at range 1-2, he attacks with his Club; otherwise
 - 2) If there is a group of fighters at range 3-5, he hurls a Spore Mushroom, seeking to strike as many fighters as possible; otherwise
 - 3) If there is a single fighter at Range 3-5, he Charges to Range 2 and executes a Club attack; otherwise
 - 4) He goes on Guard; otherwise
 - 5) He moves 3 hexes toward the closest fighter.
 - 6) If given a choice of targets, the Troll prioritizes the fighter with the least remaining health first.

B. **Legendary Creatures**

1. Legendary Creatures are giant monsters that occupy multiple hexes on the board and have facing. Seek to use a miniature with a 100mm to 120mm base, or as close as possible. Common rules include:
 - a. The Creature is immune to player Knockback and Push effects.
 - b. The Creature is always considered to be supported when attacking. Flanked (single support) die results count as successes when attacking.
 - c. The Creature occupies seven hexes: a central hex and the six hexes surrounding the center hex.
 - d. The Creature does not receive a Move token for a Move Action. When taking a Move action the it may rotate in either direction up to 120 degrees (two hexes), and then Push up to its

Move value in any direction. It ignores Stagger and Blocked Hexes when moving or charging, and can Push enemy fighters out of hexes it moves into.

- e. The Creature is directional. One of the six outer hexes represents its head and is the Creature's Front. The hex opposite the head is the tail, the Creature's Rear. The two hexes on each side are the Creature's Sides where its wings (if any) and claws are.



2. Dragon

- a. The Dragon has Move 1, Defense 2 Dodge, and 20 Health.
- b. The Dragon has five options for attacking. Each attack works in a different area around the dragon. The attacks are:
 - 1) Breath weapon: Front arc. Attack three hexes in a straight line from the Dragon's head hex; make one attack roll and use the result against all three hexes. The Dragon may only use its Breath Weapon once per four activations. [Ranged. R3/3 dice-Swords/2 damage]
 - 2) Bite: Front arc. [Melee R2/2 Dice-Swords/2 damage with Critical: Grievous]
 - 3) Claws: Front and/or Side arcs. Execute two Attacks each against a different target [Melee R1/2 Dice-Hammer/1 damage]
 - 4) Wing Buffet: Side arcs. Execute two attacks, one per side. [Melee R2/3 dice-Swords/1 damage with Stagger]
 - 5) Tail slap. Rear arc. [Melee R2/2 Dice-Hammer/2 Damage + target knocked prone (target gains a Move token)]
- c. To Charge, the Dragon leaps into the air and lands in a different set of hexes. Pick a different center hex and relocate the Dragon. It may reorient in any direction upon landing. Any fighters in the seven hexes the Dragon lands in take one Damage and are pushed to hexes at range 1 to the Dragon, or range 2 if no range 1 hex remains legal. The Dragon loses any Guard token when Charging and may not conduct additional attacks after a Charge. It does not gain a Charge token.
- d. On its activation the Dragon follows the following logic:
 - 1) Takes the Guard action if not on Guard; otherwise
 - 2) If there are either (1) a group of three or more fighters clustered together adjacent to one another, or (2) there will be no fighters in range of the dragon after performing a regular move action, perform a Charge action. Leap the Dragon onto the largest group of friendly fighters; otherwise
 - 3) The Dragon performs an Attack action. Follow the following logic. If the logic leads to a suboptimal choice for the Dragon, override the logic and select a better attack:
 - i. If there are multiple fighters in a straight line to the Dragon's front, use the Breath Weapon attack.

- ii. Otherwise, if there is a fighter in the Frontal arc in range of the Bite attack, perform a Bite attack.
- iii. Otherwise, if there are two fighters in range 1 in the Front and side arcs, the Dragon performs a Claw attack.
- iv. Otherwise, if there are one or two fighters within range 2 in the side arcs, perform a Wing Buffet attack.
- v. Otherwise, if there are no targetable fighters in the Front or Side arcs, but targetable fighters in the rear arc, perform a Tail Slap attack.
- 4) Otherwise, if there are no valid fighters to attack, perform a Move action: If there are no fighters in the Dragon's frontal arc, rotate the Dragon so the most number of fighters are in its frontal arc. Then if there are no fighters at range 1, push the Dragon toward the nearest fighter in its Frontal arc.

3. Chimera

- a. The Chimera has Move 2, Defense 2 Dodge, and 15 Health.
- b. The Chimera has four options for attacking. Each attack works in a different area around the creature. The attacks are:
 - 1) Dragon Head Breath: Front arc. Attack three hexes in a straight line from the Chimera's head hex; make one attack roll and use the result against all three hexes. The Chimera may only use its Dragon Breath once per four activations. [Ranged. R3/2 dice-Swords/2 damage]
 - 2) Head Bites: Front and/or side arcs. The Chimera bites up to three targets, one with each of its heads. All three heads may bite in the Front arc; only one head may attack in each side arc [Melee R2/2 Dice-Swords/2 damage with Critical: Grievous.]
 - 3) Wing Buffet: Side arcs. Execute two attacks, one per side. [Melee R2/3 dice-Swords/1 damage with Stagger]
 - 4) Tail Stinger. Rear arc. [Melee R2/2 Dice-Hammer/1 Damage + Stagger + Poison (Fighter suffers an additional damage after the next friendly activation if not Healed)]
- c. On its activation the Chimera follows the following logic:
 - 1) Takes the Guard action if not on Guard; otherwise
 - 2) If there are one or more targets within Range 2, the Chimera performs an Attack action. Follow the following logic. If the logic leads to a suboptimal choice for the Chimera, override the logic and select a better attack:
 - i. If there are multiple fighters in a straight line to the Chimera's front, use the Breath Weapon attack if it has not been used within the last four activations.
 - ii. Otherwise, if there is at least one fighter in the Front arc and additional fighters in the front or Side arcs within Range 2, perform a Bite attack. If three separate fighters can be attacked, attack all three, otherwise perform 2 or three bites against a fighter in the Front arc and the remainder against a secondary target.
 - iii. Otherwise, if there are one or two fighters within range 2 in the side arcs, perform a Wing Buffet attack.
 - iv. Otherwise, if there are no targetable fighters in the Front or Side arcs, but targetable fighters in the rear arc, perform a Tail Stinger attack.
 - 3) Otherwise, if there are no valid fighters to attack, but a fighter is at range 3 to 4 in the Frontal arc, perform a Charge action with a Bite attack.
 - 4) Otherwise, if there are no fighters within range 4 in the Front arc, perform a Move action. Rotate the Chimera so the most number of fighters are in its frontal arc. Then push the Hydra two hexes toward the nearest fighter in its Frontal arc.

4. Hydra

- a. The Hydra has Move 2, Defense 1 Block, and 18 Health.
- b. The Hydra has six heads; each has 3 health. Each time a Hydra has 3 Wounds, or a multiple of three wounds (3X), it loses a head (or X heads). Each lost head reduces its number of bite attacks by 1.

- c. At the start of each activation, the Hydra regenerates a Wound. For every three Wound points it regenerates, it regrows a head.
- d. The Hydra has four options for attacking. Each attack works in a different area around the creature. The attacks are:
 - 1) Fire Breath: Front arc. If there are four or more fighters in the Hydra's Front arc within Range 3, and the Hydra has three or more heads remaining, the Hydra's heads all breathe a cone of fire. Make an attack against each fighter within the Range 3 front arc [Ranged. R3/2 dice-Swords/1 damage]
 - 2) Head Bites: Front arc and/or Side arc. The Hydra executes a bite attack with each head, up to six, one with each of its heads. All six heads may bite in the Front arc; only one head may attack in each side arc [Melee R2/1 Dice-Hammer/1 damage with Critical: Grievous.]
 - 3) Claws: Side arcs. Execute two Attacks each against a different target [Melee R1/2 Dice-Hammer/1 damage]
 - 4) Tail Slap. Rear arc. [Melee R2/2 Dice-Swords/2 Damage + target knocked prone (target gains a Move token)]
- e. On its activation the Hydra follows the following logic:
 - 1) Takes the Guard action if not on Guard; otherwise
 - 2) If there are one or more targets within Range 3 Frontally, or Range 1 or 2 in the side and Front arc, the Hydra performs an Attack action. Follow the following logic. If the logic leads to a suboptimal choice for the Hydra override the logic and select a better attack:
 - i. If there are four or more fighters in the Hydra's Front arc, use the Breath Weapon attack.
 - ii. Otherwise, if there is at least one fighter in the Front arc and additional fighters in the front or Side arcs within Range 2, perform a Head Bite attack. If three separate fighters can be attacked, attack all three with two bites each if possible, otherwise perform three or more bites against a fighter in the Front arc and the remainder against secondary targets.
 - iii. Otherwise, if there are no fighters in the Front arc but fighters in the side arc at range 1, perform Claw attacks.
 - iv. Otherwise, if there are no fighters in the Front arc but fighters in the side arc at range 2, perform a single Bite attack in each Side arc.
 - v. Otherwise, if there are no targetable fighters in the Front or Side arcs, but targetable fighters in the rear arc, perform a Tail Slap attack.
 - 3) Otherwise, if there are no valid fighters to attack, but a fighter is at range 3 to 4 in the Frontal arc, perform a Charge action with a Bite attack.
 - 4) Otherwise, if there are no fighters within range 4 in the Front arc, perform a Move action. Rotate the Hydra so that the largest number of fighters are in its frontal arc. Then push the Hydra two hexes toward the nearest fighter in its Frontal arc.

C. Onslaught

- 1. In an Onslaught Interlude Adventure the warband's leader must survive a wave of deadly minions. Each Onslaught will use eight of the selected minion foes, for eight activations. Use the provided statistics and behaviors for the selected minions. Miniatures can be used to represent them if available, or simply use wound or other tokens, chess pawns, or checker pieces.
- 2. Snotling Horde
 - a. A rampaging horde of speedy mini goblins armed with daggers charges in your direction.
 - b. Snotlings have Move 4, Defense 2 Dodge, Health 1. They have two attacks: a Wicked Dagger [Melee, Range 1, 1 Dice-Hammer, 1 Damage with Critical Grievous] or a Thrown Dagger [Ranged, Range 2, 1 Dice-Swords, 1 Damage].
 - c. When used:

- 1) Activate the closest snotling to the warband leader able to take an Attack, followed by a Charge action.
- 2) First option: make a Wicked Dagger Attack.
- 3) If not possible, Charge to make a Wicked Dagger attack, seeking to Flank or Surround the Target.
- 4) If not possible, Charge to a position to make a Thrown Dagger attack.
- 5) If not possible, Move as close to the target as possible.

3. Mire Kelpie School

- a. A galumphing school of diseased swamp creatures pursues you.
- b. Mire Kelpies have Move 2, Defense 1 Dodge, Health 1. They have two attacks: a Bite [Melee, Range 1, 2 Dice-Hammer, 2 Damage] or an Acid Retch [Ranged, Range 3, 1 Dice-Hammer, 1 Damage].
- c. Special: If a Successful Attack roll against a Mire Kelpie contains a Critical result, the Kelpie bursts drenching the attacker in acid, inflicting 1 Wound.
- d. When used:
 - 1) Activate the closest Mire Kelpie to the warband leader able to take an Attack, followed by a Charge action.
 - 2) First option: make a Bite Attack.
 - 3) If not possible, Charge to make a Bite attack, seeking to Flank or Surround the Target.
 - 4) If not possible, Charge to a position to make a Retch attack.
 - 5) If not possible, Move as close to the target as possible.

4. Zombie Crowd

- a. A crowd of shambling zombies pursues you.
- b. Zombies have Move 2, Defense 1 Block, Health 1. They have one attack: a Slam [Melee, Range 1, 2 Dice-Hammer, 1 Damage].
- c. Special: When a Zombie makes a Move, Attack, or Charge action, any Zombie adjacent to the Zombie taking the action may take the same action.
- d. When used:
 - 1) Activate the closest Zombie to the warband leader able to take an Attack, followed by a Charge action.
 - 2) First option: make a Slam Attack.
 - 3) If not possible, Charge to make a Slam attack, attempting to Flank or Surround the target.
 - 4) If not possible, Move as close to the target as possible.

5. Spider Swarm

- a. A swarm of hunting spiders pursues you.
- b. Spiders have Move 3, Defense 1 Block, Health 1. They have one attack: a Poisonous Bite [Melee, Range 1, 2 Dice-Swords, 1 Damage + Poison – at the end of the next friendly activation, make a second Defense roll; if no successes suffer an additional Wound].
- c. Special: Spiders may move through another spider's hex provided it does not stop in the hex; moving through a hex occupied by another spider does not count against a spider's Move allowance.
- d. When used:
 - 1) Activate the closest Spider to the warband leader able to take an Attack, followed by a Charge action.
 - 2) First option: make a Poisonous Bite Attack.
 - 3) If not possible, Charge to make a Poisonous Bite attack, attempting to Flank or Surround the target.
 - 4) If not possible, Move as close to the target as possible while staying adjacent to other spiders attempting to form a "bridge" across which the Spiders can Charge to extended distances.

APPENDIX B: Campaign Record Sheets

UNDERWORLDS UNLIMITED WARBAND ROSTER

Player: _____

Grand Alliance: _____

Total Renown: _____

Available Renown: _____

Total Bounty Value: _____

Nemesis Decks: _____

Leader: _____	Inspired? _____	Faction: _____
<u>Upgrades:</u>		<u>Skills:</u>

Fighter: _____ Inspired? _____	Fighter: _____ Inspired? _____
Faction: _____	Faction: _____
<u>Upgrades/Skills:</u>	<u>Upgrades/Skills:</u>

Fighter: _____ Inspired? _____	Fighter: _____ Inspired? _____
Faction: _____	Faction: _____
<u>Upgrades/Skills:</u>	<u>Upgrades/Skills:</u>

Fighter: _____ Inspired? _____	Fighter: _____ Inspired? _____
Faction: _____	Faction: _____
<u>Upgrades/Skills:</u>	<u>Upgrades/Skills:</u>

Fighter: _____ Inspired? _____	Fighter: _____ Inspired? _____
Faction: _____	Faction: _____
<u>Upgrades/Skills:</u>	<u>Upgrades/Skills:</u>

Warband Treasure: _____ gold crowns

Other Notes:

UNDERWORLDS UNLIMITED CAMPAIGN TRACKER

Player: _____ Campaign: _____

Warband Leader: _____ Grand Alliance: _____

Total Renown: _____ Available Renown: _____

Clash: _____ Glory: _____ Renown: _____		
<u>Undeclared Fighters</u>	<u>Defeated Fighters</u>	<u>Upgrades Retained</u>
Objectives / Achievements:		
Total Renown: _____ Available Renown: _____		

Interlude: _____		Adventure: _____
Additional Renown Gained: _____		Renown Spent: _____
<u>Renown Redeemed For:</u>		<u>Cost</u>
Available Renown: _____		

Clash: _____ Glory: _____ Renown: _____		
<u>Undeclared Fighters</u>	<u>Defeated Fighters</u>	<u>Upgrades Retained</u>
Objectives / Achievements:		
Total Renown: _____ Available Renown: _____		

Interlude: _____		Adventure: _____
Additional Renown Gained: _____		Renown Spent: _____
<u>Renown Redeemed For:</u>		<u>Cost</u>
Available Renown: _____		