

KING OF THE PRINCES

EFGC WFB Campaign 2025

My fellow princes, disaster has struck our lands! A series of earth-shattering tremors has reduced some of the finest cities in the lands to rubble, turning some of our fellow princes to mere beggars. These quakes have unearthed long-forgotten ruins – some claim perhaps even the legendary Findias itself!

Unfortunately, from the depths of these recesses have poured legions upon legions of vile ratmen. We are calling on all nobles and men of honour to lend your banners to aid our principedom and drive the vermin horde back to the abyss.

— Morgan Carlsson, Lord of Wissenheim

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I Premise

Before the Elves abandoned the Old World, the city of Findias was one of the richest south of the Black Mountains. Some say it was one

A series of natural disasters has ravaged the Border Princes destroying many towns and cities. However, these have also uncovered many ancient ruins in the region. Some believe the lost city of Findias to be among them.

Various artifacts have been found in the recently uncovered ruins. Hence, many of the Princes have now sent troops, and hired

of the few cities in the Old World built on a pre-existing site, but the Elven loremasters discount this as nonsense.

When humans discovered Findias, it was clear it had been hastily abandoned as many magical artifacts were discovered. The most prized of these being the *Coronfaul*, the Crown of Destiny. The humans at the time were ruled by a High King who governed the entire region enclosed between the Vaults, the Black Mountains, and the World's Edge Mountains. When the Coronfaul was placed upon the true king's head, it was said to glow an ethereal white.

After the eventual defeat of the last High King, and subsequent sacking of Findias, the region was invaded by Orcs tribes. Without a united army, the kingdom fell into ruin and the location of Findias was lost to time. Some scholars claim the Coronfaul was stolen away before the sacking of Findias, others claim it was lost during an Orc raid, while most doubt its existence entirely.

mercenaries, to explore these ancient ruins hoping to find the Coronfaul and cement their claim to be the true King of the Border Princes.

During the campaign, the Earl of Wissenheim (in the southwest of the map) will give news of certain events as well as some missions and objectives.

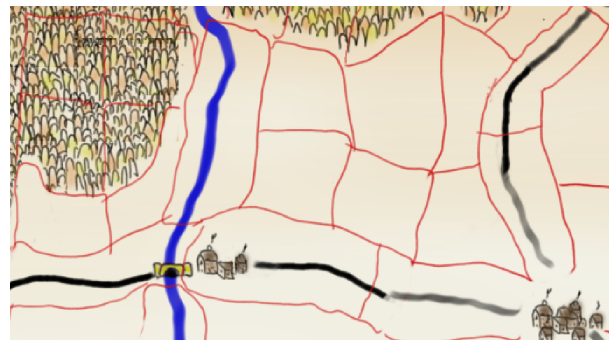


II Goals

Each player picks a region and settles their capital there. Players begin with two banners in their territory of 1,500 points.

The first player to reach 10 victory points and is in possession of the Coronfaul wins. Players earn victory points as follows:

- having a banner in your capital in winter
- the wealthiest player at the end of the year (current gold + current troops)
- the player who defeated the largest number of other banners over the year
- taking another player's capital
- for every 5 non-barren regions in your territory at the end of the year
- each time a Skaven lair is destroyed
- being the first player to discover Findias
- each winter the player hold the Coronfaul.



III Banners

Each turn corresponds to one month in the year. The map is divided into subregions which the banners explore and can claim as their territory.

There are 9 months of the campaign season and then the banners return to their own territory for winter to be restrengthened and reequipped.

Each turn each banner goes through the following sequence:

- Subsistence — each banner starts with 3 baggage points. Each turn a banner requires one subsistence point either by foraging or using one baggage point.
- Move — a banner scouts and moves may choose to move into a neighbouring region
- Battle — movement may result in a battle with another banner or encounter
- Fortify/Raze — enhance the defence of a region the banner is in or raze it removing subsistence and revenue from there.

If a banner does not perform either of the last two actions (a small encounter not including the full banner does not count as a “Battle”), then it may make a second move in the same turn.

Each banner begins with 3 baggage points (and can have a maximum of 6). Starting banners are 1,500 points each (which can be expanded to a maximum 2,000 in winter). One of these must spend D6 turns setting up their capital. This banner may not leave a player’s home territory in the first year as they secure it. A newly created banner can be between 1,000 and 2,000 points. These banners follow the 6th edition army book composition (i.e no Lords, up to 3 Heroes, etc.). Initially, heroes are limited to *common magic items* only. As they explore the map and encounter ruins, they will discover other magic items.

When composing your banner, bear in mind that units with Fast Cavalry or Scout special rules are particularly useful for smaller skirmishes (see Battles below for more details).

Ideally banners will be consistent, so the same army list until units are replaced as the campaign goes on. However, this will not be strictly enforced as we don’t want to stop people using new units they acquire. Surviving banners in Winter can use the 5th edition Battle Book veteran upgrades.

Casualties will be randomised based on how a battle goes (see “Casualties” section later). Replacement core troops can be purchased in towns, Special, Rare, or Heroes, in cities, provided your empire has the funds.

III.I Banner Actions

Banners move around the map, each turn each banner goes through the following sequence.

1. Subsistence

Each banner requires one subsistence point per turn. Each region may grant subsistence points, eg. A city provides 2 points, a village 1, barren regions none. If a banner runs out of baggage, they take casualties. A banner can carry no more than 6 baggage points at a time.

2. Move

Banners may scout and subsequently move into a neighbouring region. The scouting part is determined from the exploration tables in section V. Some tiles have difficult terrain, eg. forests (which do not affect Wood Elves or Beastmen), mountains (which do not affect Dwarfs), or rivers to cross, so the Dangerous Terrain table in section V is used to determine the effects of this.

When crossing **rivers** in summer, banners gain +1 to the above roll, but in winter rivers are impassible. In winter when travelling in the **mountains**, banners receive -1 to the above roll (to a minimum of 1). In winter when travelling through **forests**, banners gain +1 to the above roll.

3. Battles

When two banners are in the same territory they play a game of Warhammer. If they two armies moved into the same region then they fight a pitched battle. If one banner moves into a region they have scouted, on a roll of a 5+ they may choose a Flank Attack instead of a Pitched Battle.

If a banner moves into a region another

banner moves out of, the moving banner can send a small force to attack the enemy's baggage train. This is 500 points of attackers which can consist of maximum one Hero, Core units, and any fast cavalry or scouts. The defenders have 300 points of only core units and a wagon to represent each baggage train.

If two banners are adjacent to each other at the end of a turn, they have a 500 point skirmish. This consists of maximum one Hero, Core units, and Scouts, Fast Cavalry or fliers, that are in that banner.

4. Fortify/Raze

A banner can spend the rest of their turn to either fortify or raze the region they are in.

They fortify it by training locals and constructing a watchtower and defensive structures in a region. If this region is attacked, the banner receives an additional core unit with 4D6 models, a watchtower with 8 archers, and D6+1 defended obstacles they can place at the end of their deployment phase. Treat that watchtower and gate as castle towers and gates from the Siege appendix, each with +2 modifier for attacks made against them.

If the banner leaves, the watchtower remains and if attacked, the defenders have D6x100+300 points of core units, a watchtower and D6+1 defended obstacles.

A banner can choose to raze a region. This removes all subsistence and settlements from the region (which may recover at the end of the year).

Supporting Banners

If you have a banner in a territory next to one where another banner of yours is fighting, you may lend 250 points (from Core or with Fast Cavalry, Scout, or Flyer special rules) to join that battle.

Two banners may also be in the same territory at once, but each will still require

appropriate supplies.

Winter Season

For the final 3 months of the year, the banners hunker down and prepare for winter. Banners can still move on roads however. When not on roads, treat the region as dangerous terrain.

During this time each player earns revenue based on their territory. Territories earn the following revenue:

- 300 gold from each city
- 200 gold from each town
- 100 gold from each village

Gold can be spent on banners to reinforce or increase their size (to a maximum of 2,000 points). Baggage can be purchased for 100 gold. A town can be upgraded to a city for 500 gold. If a capital is lost, a city can be designated a new capital for 250 gold. For every 5 regions in a player's territory after the first 5, a new banner can be purchased (minimum 1,000 points).

During the winter months, players can enter alliances amongst themselves, ransom captured heroes, and razed regions recover.

We have rules for Winter Campaigns that will be released when the time nears.



IV Further rules

Capitals

Each empire has a capital. This provides 4 subsistence and new banners begin here if they can be afforded (see winter below). In addition, each capital has a Lord who

may have 25 points of common Magic Items initially, and they can be equipped with weapons in the army list and a horse if desired. This Lord may not leave the capital in the first year, so may only be used if the capital is attacked. In year two, they may join a banner but will not leave their own territory. If the Lord is killed or captured, a new Hero may become the ruler but does not gain any stat bonuses. From the beginning of year 3, the Lord may join a banner as normal but the banner cannot be greater than 2,000 points.

Entering the Campaign

Players can join the campaign at any time. They are given two banners and a choice of starting territories. One banner must stay in the capital for D6 turns as mentioned earlier. When a player begins, he will be attacked by Skaven. Only character casualties will count here. If the Skaven win, Skaven activity will be higher in that area (i.e. random events will be more likely to have Skaven). If the Skaven lose, Skaven activity will be low.

Random Events

When encountering hostile enemies not belonging to another player in a new territory, the enemy have $2D6 \times 100 + 300$ points. The types of battle will depend on the enemy side:

- If this is 800 points or less play a Rear Guard mission.
- If this is between 900 and 1100 points, randomly determine to play an Ambush (player's banner is ambushed) or Newbury Pass style game ($WD223$, player's banner is the attacker).
- If this is 1200 or greater, roll a D6, on a 1-3 use 5th edition Breakthrough (player's banner has to break through), 4-5 use Pitched Battle, 6 use Flank Attack.

Ruins

After the disaster, many cities and settlements have been destroyed, and some of the earthquakes uncovered long-forgotten ruins. When a banner moves onto one of these tiles, the player and GM choose one of the following options:

- A devastated city is said to have a horde of magic items. However, the city still harbours some inhabitants. Play a game of Mordheim (or Warhammer skirmish) making a warband from your heroes and appropriate unit-types from your banner up to 250 points. If they are successful, they receive a magic item.
- An entrance to a cave is found leading to a series of long abandoned catacombs. Play a game of Warhammer Quest, choosing 3 heroes appropriate to the banner. If successful, a magic item is found in the Objective room.
- An enemy has already discovered an ancient artifact and have camped in the vicinity. Play a Capture mission using 500 points from the banner with the objective in the enemy deployment zone. The enemy force is $4D6 \times 100$ points.

If you incorporate ruins into your territory, they are treated as a settlement one tier lower (i.e. treat a ruined town as a village, a ruined city as a town) for reinforcements and revenue.

Casualties

After each battle a banner will receive a random amount of casualties based on how they fared. Roll on the below table.

Casualties	
Loss	Lose $D6 \times 50 + 50$ points of troops
Draw	Lose $D6 \times 30 + 40$ points of troops
Win	Lose $D6 \times 20 + 30$ points of troops

Casualties can be replaced in settlements in your empire's territory provided you can afford the gold (points) required:

- Village: D3x10 points of troops
- Town: D6x10 points of troops
- City: 2D6x10 points of troops.

In the winter season, any amount of casualties can be replaced in a banner provided it has the required gold.

Envoys

The first month after a player has visited Wissenheim, each capital will be given an Envoy. Envoys can only travel on roads, it takes one month for an envoy to get from one capital to another. If there is a banner not belonging to that player on the road to the capital the envoy is headed, that banner can try to capture the envoy. Treat as the Ambush below where they can take 500 points of troops from their banner.

An envoy must roll on the below table to determine if their journey is successful. If the result is an ambush, D3x100+300 points of enemy ambush the envoy. The Envoy as a mounted non-spell-casting hero with no magic items. The envoy has one unit of Fast Cavalry up 125 points. The envoy can hire Road Wardens for D6x10 gold coins. This allows them to take an additional 200 points of Dogs of War. This is played on a 4'x4' board, the envoy has to escape.

Envoy Journey Events	
1D6	Result
1	Hazardous journey. Between bandits and bad weather events, the journey takes twice as long as normal.
2	Ambush! The envoy is ambushed on their journey (see below).
3	Tolls. Between road repairs and unscrupulous gangs on bridges, the journey costs your empire D6x10 gold.
4-6	Uneventful journey.

Weather

Roll on the following table before each battle. In summer add 2 to the weather roll, in spring and autumn add 1.

Weather (Summer +2, Spring/Autumn +1)	
D6	Result
1	Hailstorm. Flying movement at half normal rate. All missile fire at -2 to hit. War machines may only shoot on a 5+ on 1D6. Rally attempts at -1.
2	Heavy wind rain and rain. Flying movement at half normal rate. All missile fire at -1 to hit. War machines may only shoot on a 4+ on 1D6.
3	Rain. All missile fire at -1 to hit. War machines may only shoot on a 3+ on 1D6.
4	Fog. At the start of each turn, roll and Artillery dice and multiply by 3 to determine how far in inches troops can see. A Misfire means the fog momentarily lifts. You cannot shoot, charge, or cast spells against targets you cannot see.
5+	Treat as normal conditions

Seasonal Magic

The winds of magic are capricious and never to be relied upon. During Spring the Lore of Life is more potent, though easier to cast it can be more challenging to control also. Similarly,

Death and Necromancy is harder to cast in Spring, but easier in Winter.

Seasonal effects	
	<i>Spring</i>
Life	+2 to cast (double 2s also miscast)
Heavens	+ 1 to cast
Death	-1 to cast
	<i>Summer</i>
Fire	+1 to cast
Light	+ 1 to cast
	<i>Autumn</i>
Beasts	+1 to cast
Metal	+ 1 to cast
	<i>Winter</i>
Death	+2 to cast (double 2s also miscast)
Shadows	+ 1 to cast
Life	-1 to cast

Enemy Banners

As banners explores the map, the GM will use encounter tables in the group chat to determine what a banner encounters. The GM will update the map with territory colours and settlements discovered. In year one, everyone's banners will be shown on the map. However, after this, each player is responsible for updating their own map. This requires moving their banners around (electronic copies of the map and icons will be provided) meaning that other players generally do not know where your banners are.

If, however, a banner is on a road, then this is known to all and added to the GM's map. Similarly, in some locations, Lord Carlsson might reveal the location of some banners (usually if it is too close to Wissenheim). If two players ally, they can decide to share information they have on other banners.

V Exploration Tables

Route Chart															
D6	Result														
1-2	Failure. No route is found and the banner moves no further (may not fortify/raze).														
3-4	Perilous Route. A treacherous route is found, if the banner moves roll a D6: <table> <tr> <th>D6</th><th>Result</th></tr> <tr> <td>1</td><td>Lose D6x20 points of troops and all baggage.</td></tr> <tr> <td>2</td><td>Lose D6x10 points of troops and 1 baggage.</td></tr> <tr> <td>3</td><td>Lose D6x10 points of troops.</td></tr> <tr> <td>4</td><td>Lose 1 baggage point (or D6x10 points of troops if no baggage)</td></tr> <tr> <td>5</td><td>The banner is ambushed by D6x100+500 points of enemies.</td></tr> <tr> <td>6</td><td>Banner passes through safely.</td></tr> </table>	D6	Result	1	Lose D6x20 points of troops and all baggage.	2	Lose D6x10 points of troops and 1 baggage.	3	Lose D6x10 points of troops.	4	Lose 1 baggage point (or D6x10 points of troops if no baggage)	5	The banner is ambushed by D6x100+500 points of enemies.	6	Banner passes through safely.
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5+	Success. A safe route is found and the banner continues as normal.														

If coming from a road, or a river, roll on the following table to determine the terrain on the region your banner has entered. If entering from terrain on this table, roll 2D6 and choose the result closest to the terrain you are coming from.

Region terrain chart	
D6	Result
1	Mountains
2	Badlands
3	Forest
4	Woodland
5+	Plains

Mountains are dangerous terrain (except for Dwarfs), Forests are dangerous terrain (except for Wood Elves and Beastmen). Once the landscape of the region has been identified, roll on the scouting charts in the following section.

V.I Scouting Charts

Road or River Scouting Table	
2D6	Result
2	Event.
3	Event, roll D6+6.
4	Town. If double 2, it resists banner, otherwise joins empire.
5	Fertile. No baggage point required.
6	Village. If double 3, it resists banner, otherwise joins empire.
7	Village.
8	Village. If double 4, it resists banner, otherwise joins empire.
9	Fertile. No baggage point required.
10	Town. If double 5, it resists banner, otherwise joins empire.
11	Event, roll D6+6.
12	Event.

Plains Scouting Table	
2D6	Result
2	Dangerous terrain +2 to roll.
3	Event.
4	Village. If double 2, it resists banner, otherwise joins empire.
5	Event, D6+5.
6	Village. If double 3, it resists banner, otherwise joins empire.
7	Event, D6+5.
8	Village. If double 4, it resists banner, otherwise joins empire.
9	Fertile.
10	Town. If double 5, it resists banner, otherwise joins empire.
11	Event.
12	Ancient site.

Mountain Scouting Table	
2D6	Result
2	Event, roll 1D6.
3	Event.
4	Barren
5	Event.
6	Barren.
7	Event.
8	Village. If double 4, it resists banner, otherwise joins empire.
9	Barren.
10	Town. If double 5, it resists banner, otherwise joins empire.
11	Event.
12	Ancient site.

Badland Scouting Table	
2D6	Result
2	Dangerous terrain with -1 modifier.
3	Event.
4	Village. If double 2, it resists banner, otherwise joins empire.
5	Event, D6+3.
6	Dangerous terrain.
7	Event, D6+3.
8	Dangerous terrain + Event.
9	Barren.
10	Event.
11	Dangerous Terrain.
12	Ancient site.

Woodland Scouting Table	
2D6	Result
2	Dangerous terrain +1 to roll.
3	Event.
4	Village. If double 2, it resists banner, otherwise joins empire.
5	Event, D6+4.
6	Fertile.
7	Event, D6+4.
8	Village. If double 4, it resists banner, otherwise joins empire.
9	Event, D6+4.
10	Town. If double 5, it resists banner, otherwise joins empire.
11	Event.
12	Ancient site.

Forest Scouting Table	
2D6	Result
2	-1 to dangerous terrain roll.
3	Event.
4	Village. If double 2, it resists banner, otherwise joins empire.
5	-1 to dangerous terrain roll.
6	Inhospitable land. Requires 1 baggage point.
7	Event.
8	Fertile.
9	Event.
10	Village. If double 5, it resists banner, otherwise joins empire.
11	Event.
12	Ancient site.

V.II Random Events

If an event is rolled, use the following table after the banner moves. If this is in the mountains, or a forest, subtract 1 from the result.



Random Event Table	
2D6	Result
1	Dragon's lair. D3 Dragons (see below).
2	Desertion. D6x25 troops desert and your banner is reduced by that amount.
3	Severe weather. Banner misses next move.
4	Sickness. D6x10 troops miss the next battle.
5	Scout ambush. Your scouts (250 points of core, and any units with Scout, Fast Cavalry (Flyers may join from turn 2) are ambushed by D6x100+200 points of enemies.
6	Enemy camp. An enemy camp with D6x100+1,000 points of enemies and D6 defended obstacles blocks banner's path.
7	Enemy blockade. You must breakthrough 2D6x100+500 points of enemies to progress.
8	Baggage train attacked. D6x100+100 points of enemies ambush 400 points of core troops (and any Fast Cavalry, Flyers may join from turn 2).
9	Ambush. 2D6x100+300 points of enemies ambush banner.
10	Explorers. Explorers tell of ruins or caverns in this region.
11	Merchants. One baggage point can be purchased for 75 gold.
12	Sellswords. For 50 gold coins, D6x20 extra troops join your banner.

If a dragon's lair is encountered, this contains D3 dragons. Dragons have 6 for all their statistics. They cause *Terror*, are *Unbreakable*, *Fly*, and breathe Fire which is S4 and due to its unnatural heat has *Armour Piercing*. If the dragon's are slain, they are guarding 100 points of magic weapons (can be purchased from your banner's army book) and 2D6x100 gold coins.

If a battle is rolled and the banner is defeated it is driven back to the region it came from. If it moves into the same region again, they must defeat the enemy to progress.

Notes on Editions

This campaign is setup with 6th edition in mind. However, many people in the club have the little 7th edition rulebook (and due to its size it is a bit easier to consult rules when playing). Hence, decide before playing whether you wish to use 7th core rules or 6th, and in either case use 6th edition armies books.

If you use 6th, I suggest the following changes:

- Like 7th, magic users may not use dice generated by other wizards. This stops someone bringing many low-level wizards to act as batteries for a high-level one.
- Allow a battle standard bearer and a regular standard in the same unit to each add +1 to combat resolution (they do in 7th).

It may also be worth considering to just use the entire 7th edition magic system.

If you use 7th, I suggest the following reversion to 6th:

- All combat takes place at the same time. This stops certain situations where a unit over-running may fight twice in one turn.
- A rank consists of a minimum 4 models rather than 5. This makes some units of infantry too costly (and requires more models).
- Swarms do not suffer from instability. In 7th a swarm loses wounds based on how much they lost combat by. This is fine if they are priced accordingly, however a Rat Swarm for example (5A,

5W) costs 45 points, this is the same price as 9 Clanrats. If it now suffers from instability it is too costly.

Most other differences to be aware of if you are playing different systems are in the Panic section. In 6th a panicking unit attempts to flee around friendly units. If a friendly unit starts a turn within 6 of a panicking unit, it takes a panic test. In 7th this is changed to a unit flees through friendly units but that causes a panic test.

All panic distances are 6 in 7th instead of some being 4 and others 6.

A unit in combat charged in the flank or rear no longer takes a panic test in 7th.

Although we have planned this in 6th/7th, there is nothing stopping two players from using another system should they both want to play The Old World or whatever. Just note

army composition should be similar to 6th to limit heroes and lords.

Some Trial House Rules

Discuss with your opponent before the game if you want to use any of the following trial rules:

- Chariots are destroyed if successfully wounded by a S8 hit instead of S7.
- If a unit wipes out an enemy unit, they may get a free reform after.
- Combat always goes in order of initiative, but chargers receive +1I for every inch they charge (up to a maximum of 3). Strikes last, drops initiative to 1.
- Skaven Ratlings guns must use at least 3 dice when shooting.