



In response to the Warmaster Campaign Design contest, I have put together this narrative campaign. The report features a Dark Elf army attempting to strike at a Slann city in Lustria, though any armies could be used to play through the campaign. The campaign is one in which both players will face each other in repeated battles, and the outcome of each battle impacts the forces they will have available for the following battle.

Doltharion looked over the battlefield, evaluating the preparations of his army. There had been indications of the growing presence of the reptilian inhabitants of these lands, primarily in the form of scouts that didn't return from their rounds. A few lizard corpses had been returned, and Doltharion recognized them as the smaller breed, the clever and stealthy type. The information he had been able to gather regarding these creatures was very limited, and for some reason, the scrying of his sorceresses was strangely inconclusive.

He had chosen this area for the battle because it was relatively open ground compared to the rest of the lush region; his cavalry should be able to strike for some effect here, and his infantry was actively clearing firing lanes and building defensible positions as he watched. The scouts that were able to get back were reporting the signs of a sizable force approaching, though much smaller than his own. The only reason for such a small force to engage his much larger one was to slow him down while a larger army was gathering to actually attempt to stop him. Very well. He would wipe their sacrifice aside, and then move to hinder their preparations. They would learn the folly of challenging the Druchii!



Introduction

In the time before the coming of Sigmar and the twin-tailed comet, Dark Elf raiders began to invade the coastline of Lustria and loot the cities of the Lizardmen, gathering relics and magical items left by the Old Slann. Though this would ultimately lead to the Slann retaliating against them and defeating the Dark Elves in Naggaroth centuries later, they were successful at the time. This campaign revisits the events of one of these raids.

The Campaign

Welcome to Invasion, a narrative campaign written for Warmaster. The campaign takes place over the course of four battles, and the results of each battle will effect the forces available to each player for the next battle. This puts pressure on both players right from the start; the Dark Elves begin with a huge advantage in manpower, and can defeat anything that the Lizardmen can throw at them, but must do so as quickly as possible, to stop them from building too much additional strength for the battles to come. In addition, they need to conserve their forces as much as possible, because the Lizardmen will be getting stronger, and the Dark Elves already have all the forces they will have for the duration of the campaign.

The Lizardmen will have a tough time in this campaign, as they will likely be outnumbered and overpowered in all of the early battles. They must keep their focus on slowing the advancing Dark Elves and doing as much damage as possible; every casualty caused weakens the attacker, and brings them a little closer to defeat in the next battle. In addition, the longer they can hold off the advancing force, the more time their forces have to prepare, and the more points they will be able to field during the next battle.



Preparing the Starting Forces

Each player will bring a series of armies to each battle, the size of which will be determined by the results of the previous battles. For the initial battle, each player will bring the following forces:

Dark Elves - 3,000 points

Lizardmen - 1,500 points

Each player's army must be chosen as described in the Warmaster rule book, and follow the restrictions described in the rules and the relevant army lists.

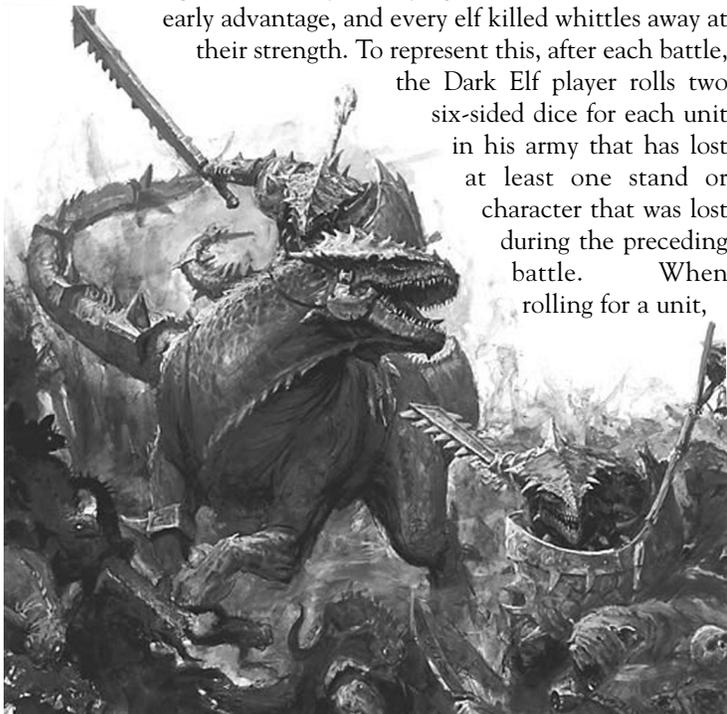
The System

Once the armies are chosen, the first scenario is played. Games are played in accordance with standard Warmaster rules, and each scenario will describe the objectives and results of the battles. The rules for Battle Honours, as described in the Warmaster Rulebook, are also used during this campaign.

The only changes to the standard rules occur in the post-game; the Dark Elf player will need to determine any casualties that have been suffered as a result of the battle, and the Lizardman player will need to determine how many Rally Points have been earned during the battle, as described in the scenario rules. Each of these Rally Points will allow the Lizardman player to field an additional 100 points during the next battle, so the Lizardman player will need to prepare or modify his army list before the beginning of the next scenario. **Note:** *The Lizardman player does not roll for casualties after each scenario; it is assumed that destroyed or weakened units are replaced and strengthened from the gathering pool of Lizardman forces.*

Casualties

The Dark Elves, however, do not have a mustering force to draw additional strength from; they are trying to make the most of an early advantage, and every elf killed whittles away at their strength. To represent this, after each battle, the Dark Elf player rolls two six-sided dice for each unit in his army that has lost at least one stand or character that was lost during the preceding battle. When rolling for a unit,



add two to the result for each stand destroyed after the first. (Thus, a standard unit which was entirely wiped out during the battle would add a total of +4 to the result; skirmisher stands lost do not count towards this penalty, nor must a unit which has only lost a skirmishing stand roll for casualties.) The results of each roll are added together and compared to the relevant chart below to determine what has happened to the unit or character.

Units

Roll	Result
2 - 5	The unit regroups and may fight on as normal.
6 - 8	Unit loses any Battle Honors, but may fight on as normal.
9	Unit loses one stand permanently.
10	Unit loses two stands permanently*.
11+	The unit is destroyed, and can't fight in any other battles.

* *This unit may be destroyed to add one stand to another weakened unit of the same type (ie. cavalry to cavalry, infantry to infantry).*

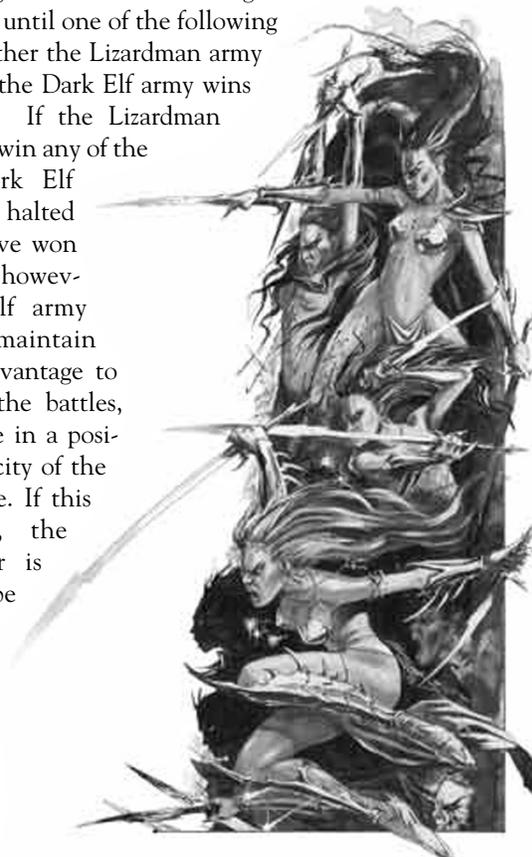
Characters

Roll	Result
2 - 5	The character escapes and may fight on as normal.
6 - 8	Character loses any items carried, but may fight on as normal.
9 - 10	Character loses any mount, but may fight on as normal.
11+	The character is killed, and can't fight in any other battles.

Any losses suffered as the result of a roll on these charts last for the remainder of the campaign.

Winning the Campaign

The campaign will continue through the battles described, until one of the following has happened; either the Lizardman army wins a battle, or the Dark Elf army wins the final battle. If the Lizardman army manages to win any of the battles, the Dark Elf advance will be halted and they will have won the campaign. If however, the Dark Elf army manages to maintain enough of an advantage to win all four of the battles, then they will be in a position to loot the city of the Slann and escape. If this should happen, the Dark Elf player is considered to be the winner.

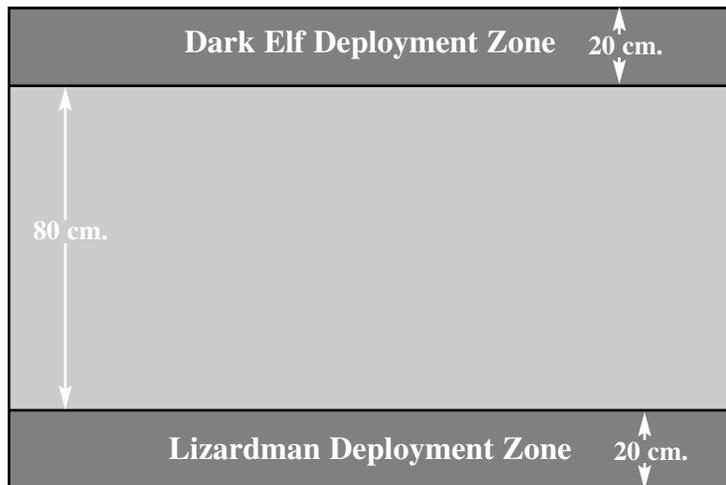


Scenario 1 - Delaying Tactics

Dark Elf Overview: Your forces are trying to break through the enemy picket line as quickly as possible in order to allow the Lizardmen the least amount of time to prepare for your arrival. You need to break the force ahead of you quickly and without suffering heavy losses.

Lizardman Overview: This army is a delaying force, intended to buy time for strength to be gathered. Though vastly outnumbered, you need to hold back the tide of the Dark Elf army for as long as possible, and to cause as much damage as possible in the process.

Set-up: Both armies set-up according to the diagram below. There should be fairly heavy terrain, approximately one half to two thirds of the board covered. The Dark Elf player takes the first turn.



Results: Either player wins if he manages to break the opponent's army. The Lizardman player earns one Rally Point at the end of each of his turns during which his army is still on the board. Each of these points can be used to add an additional 100 points to his army size for Scenario 2. The Dark Elf player can prevent the Lizardman player from gaining a Rally Point on any turn in which a Dark Elf infantry or cavalry unit can be moved off of the Lizardman player's board edge. The Dark Elf player rolls for casualties as described above.

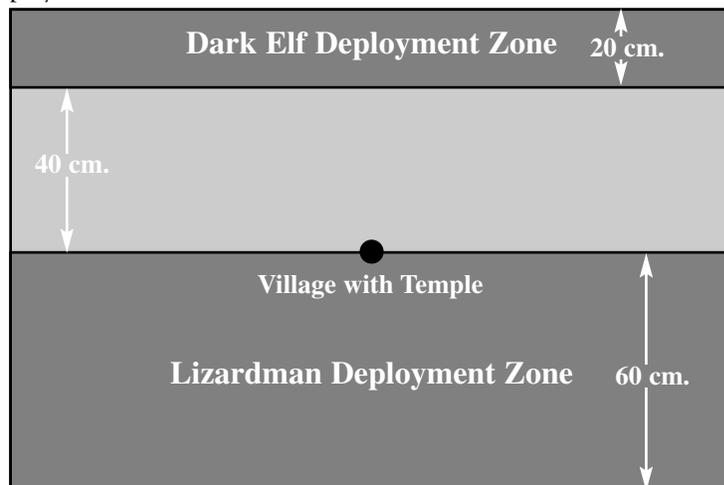
Scenario 2 - The Village

Dark Elf Overview: After defeating the advance force of the Lizardmen, your army is approaching a small outlying village with a temple in the center. This is your first opportunity to capture some of the relics and treasures that you are seeking with this expedition. Winning these items would surely improve the morale of the entire force, encouraging them to fight their best.

Lizardman Overview: The invaders have made better speed than expected approaching this village, and now you need to remove the sacred treasures stored in the temple before they can lay claim to them. Your army will attempt to prevent the enemy from interfering with this effort.

Set-up: Both armies set-up according to the diagram below. The village should be placed in the center of the board. Six tokens representing the treasures start in the center of the village. These can be given orders by the Lizardman characters, and move in the same way infantry, though they can not be brigaded with each other or

any other unit. The Dark Elf player can capture a treasure by moving a unit into contact with the item; the unit is then considered to be carrying the treasure. If a unit carrying a treasure is destroyed by an enemy unit, it is taken by the victorious unit. The Lizardman player takes the first turn.



Results: Either player wins if he manages to break the opponent's army. The Lizardman player earns one Rally Point at the end of the battle for each token that was moved off of his starting board edge. Each of these points can be used to add an additional 100 points to his army size for Scenario 3 (This is in addition to the points added from Scenario 1). The Dark Elf player rolls for casualties as described above, but will subtract one from the result of each roll for each token held by a Dark Elf Unit at the end of the battle.

Scenario 3 - Divisiveness

Dark Elf Overview: After you have invested the Lizardman village, you begin to look into how to approach the Slann city. Your scouts have determined that there are three paths through the intervening terrain.

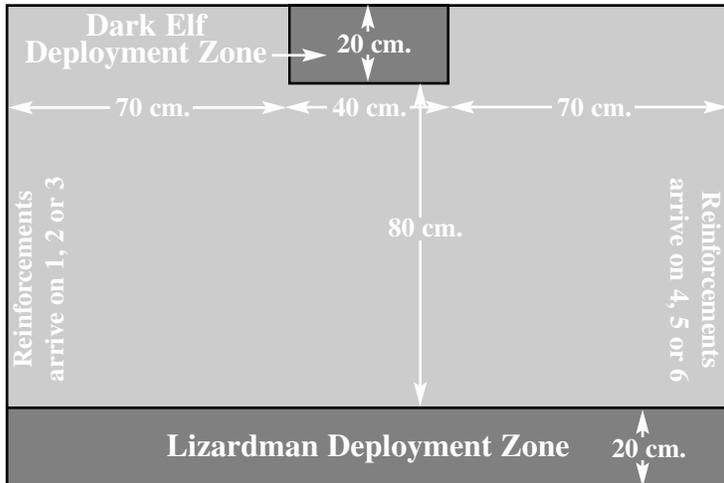
Lizardman Overview: The invaders are rapidly approaching the city. There are three ways to move an army towards the city itself, and this could be your first opportunity to inflict some serious damage. By setting up a holding force guarding each of the paths, and converging all of your forces when they arrive, you may be able to meet them with almost equal strength.

Set-up: The Lizardman player divides his army into three sections; each section must have at least one character and at least one unit. These sections are numbered 1-3. Prior to set-up, the Lizardman player rolls 1D3 to determine which of the three sections will start on the table. The other two sections will show up during the battle. At the beginning of each turn, roll 1D6 for each of the two reserve sections still not present on the board. Consult the chart below to determine if the section arrives:

Turn	Result needed for section to arrive
1	6
2	5+
3	4+
4	3+
5+	2+

As each section arrives, roll an additional 1D6 to determine where the section arrives from: on a 1-3, it will be from the short board

edge to the Lizardman player's left, on a 4-6 it is from the right. Units move on to the table from the board edge. There should be fairly heavy terrain, approximately one half to two thirds of the board covered. Only units that are present on the table count toward the total number of units in the Lizardman army; if half of the units present at any time are destroyed, the Lizardman army will break. The Dark Elf Player has a very limited area in which to set up, and once that area is filled, the remainder of his units move onto the table from the board edge. The Dark Elf player takes the first turn.



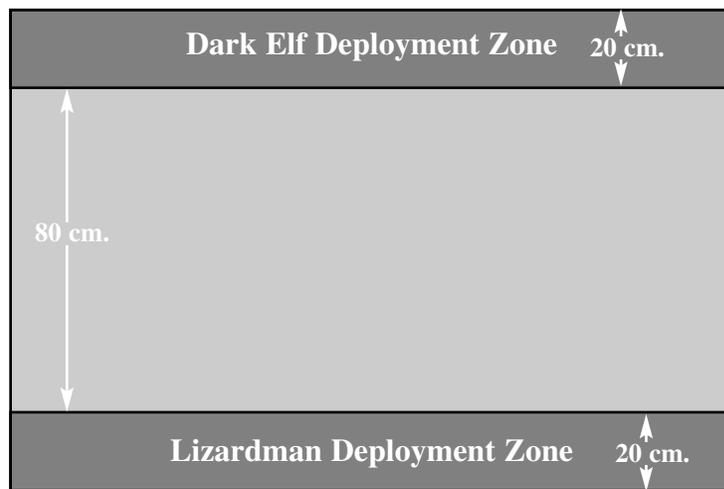
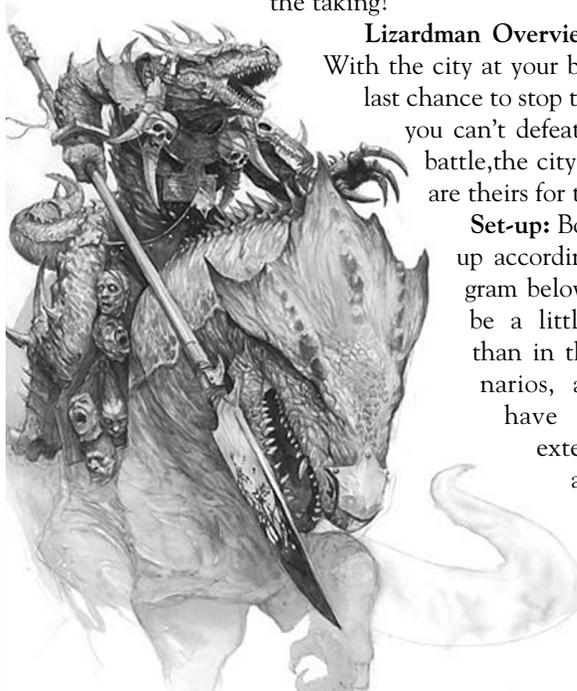
Results: Either player wins if he manages to break the opponent's army. The Lizardman player earns one Rally Point at the end of each of his turns during which his army is still on the board. Each of these points can be used to add an additional 100 points to his army size for Scenario 4 (This is in addition to the points added from Scenario 1 and 2). The Dark Elf player rolls for casualties as described above.

Scenario 4 - Pitched Battle

Dark Elf Overview: This is it! With the city in sight, the Lizardmen are ready to throw everything else they have at you. If you can succeed in this battle, the city and its riches are yours for the taking!

Lizardman Overview: This is it! With the city at your back, it is your last chance to stop the invaders. If you can't defeat them in this battle, the city and its riches are theirs for the taking!

Set-up: Both armies set-up according to the diagram below. Terrain can be a little more open than in the earlier scenarios, as there will have been more extensive clearing around the Lizardman city. The Dark Elf player takes the first turn.



Results: Either player wins if he manages to break the opponent's army. This is the final battle in the campaign, so the winner takes all!

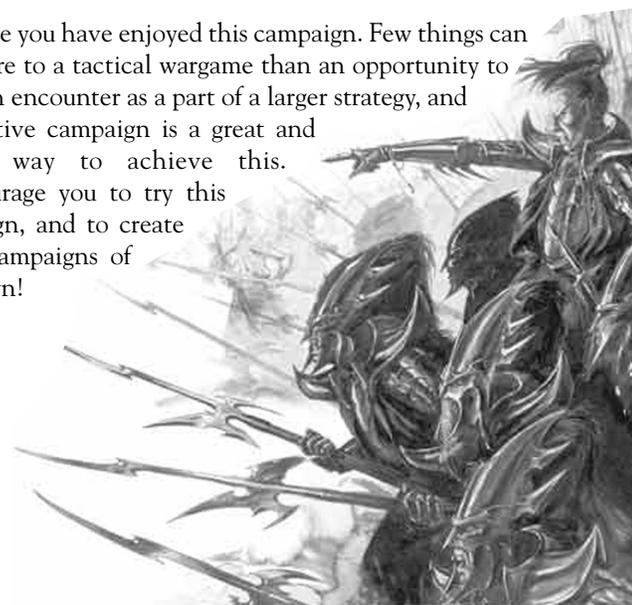
Doltharion watched over his army from the bow of the ark; even now, there were soldiers falling, poisoned darts and arrows piercing their backs as the lizards continued to attack from the forest's edge. The majority of the treasures they had gathered had been dropped in the rapid retreat outside of the city.

Grimly, he considered how to explain the outcome of the expedition. How could he have known there would be so many of them, or anticipated the horrific effectiveness of the gigantic beasts they drove into combat? How should he describe the reactions of the Cold Ones to the smell and sight of their own kind across the battlefield? There was no way. Perhaps it was time to begin thinking about striking out on his own. Maybe he should think about piracy -

Doltharion was startled from his thoughts when he became aware that he was not alone. He heard the whisper of the assassin's clothing at the same moment as he felt the point of the blade entering his back...

Conclusion

I hope you have enjoyed this campaign. Few things can add more to a tactical wargame than an opportunity to see each encounter as a part of a larger strategy, and a narrative campaign is a great and simple way to achieve this. I encourage you to try this campaign, and to create other campaigns of your own!



Tristan Hoag has been playing Warmaster since it was first released, and has worked on several articles for the game, including [The Art of Siege](#) with Lex Van Rooy and [The Night Before the Battle](#) with Kevin Kent.