

Mighty Empire Campaign rules

When using Man O'War ships

SHIPS

Cities in a coastal tile are also trading ports where large merchant ships can dock. Some of these cities have a resident fleet of ships, represented in the game by the Man O'War ship models. If a player's realm includes one or more city ports the player may purchase a fleet.

A player may only purchase individual ships for their fleets. The number of ships, just as with bridges and fortresses, is dictated by the number of tiles that include wooded areas. Count the number of tiles in the empire with forests marked on them (this includes highland tiles which have small green forest areas as well as lowlands which have large areas of forest). This is the maximum amount of bridges, ships, or fortresses that the empire can build in the construction phase.

CROWNS FOR POINTS

A gold crown of revenue buys 50 points worth of Man O'War ships. Alternatively a gold crown of revenue buys 2 Man O'War Battle Honors, for the event of purchasing an admiral or wizard or upgrading your current wizard cabals, or just buying Man O'War cards.

THE LIMITS OF THE FLEET LIST

Players using fully worked out fleets may purchase new ships. The realm's fleet is considered as a force for this purpose, and the limitations of the fleet must be satisfied at this time. Because of the limitations of building ships per wooded tiles, you may build a fleet slowly towards its minimums. The wood limitation does not apply towards the fleet built at the beginning of the game and a player may build as many ships as they like at that time.

A fleet does not automatically start out with an admiral and must be purchased. A fleet does not start out with any minimums and you may only purchase Man O'War ships towards the minimums until they have been achieved. An Admiral or Chaos Lord cannot be purchased or accompany a fleet without a Man O'War flag ship to sail on (it is beneath him/her to sail on anything less).

A fleet can be any point size and may be split into any number of battle groups of 1,000 points maximum each. Each battle group may have a maximum of 1 Admiral or Chaos Lord and a maximum of 1 wizard cabal. Only the ships admirals may gain battle honors and only the ships during those battles can obtain battle honor upgrades per the Man O'War rules. This may need careful record keeping during the campaign years. Simply using different colored pens or pencils could suffice. All Battle Honors attached to an admiral as well as all Battle Honors assigned from his accrued total are lost with the drowning or capture of the admiral. The Battle Honors can be regained and reassigned as seen fit by the player when an admiral is re-acquired in the diplomacy phase.

MOVING SHIPS

Ships may occupy any of the ocean map tiles. A ship model may be placed in the tile to represent the fleet's position on the map. Ships cannot be moved out to sea or off the map into the imagined area of open sea.

There is no need to provide subsistence for ships as it is assumed they collect fresh water and supplies from the coasts they pass, sending out small boats to forage or buy provisions. If a ship is carrying a banner, then the player must provide subsistence from its baggage in the normal way.

Ships may move one tile during the player's turn. The passage of the ship does not affect possession of the coastal territories unless the tile is unknown and the ship is carrying a banner as noted. Unoccupied ships may not scout and so may not acquire territory. Ships that are carrying a banner may scout coastal tiles using the normal coastal scouting table. It is assumed that the army is sending out small landing parties to explore the terrain.

A fleet/battlegroup of any size that has moved that turn must roll on the random encounter table shown below. If a battle is fought and lost due to a random encounter then the fleet/battlegroup willz-P66qE65t0NPNNEE5 0-N/P/

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ENCOUNTER CHART	
D6	Result
1-3	Calm seas with no enemies.
4	Bad weather. Roll on the following ocean weather chart to determine the outcome.
5	Monster. 1D12 to determine which monster shall be encountered. An opposing player shall play as the given monster. 1-3 Rumors of a great beast hunting them are proved to be unwarranted and no monsters actually attack. 4 – Promethean 5 – Sea Elemental 6 – Behemoth 7 – Gargantuan 8 – Triton 9 – Megaladon 10 – Kraken 11 – Sea Dragon 12 – Black Leviathan
6	Pirates! A Pirate fleet, equal to the player's own fleet/battlegroup, is encountered. The pirate fleet will be a maximum of 2 war galley squadrons and 1 ironfist squadron. Only when facing a 900-1,000 point battlegroup will the pirates deploy a Bretonian Galleon as their Man O'War with an admiral. An opposing player shall play as the given pirate fleet.

OCEAN WEATHER CHART	
D6	Result
1-2	Calm seas. The ocean remains calm and the fleet successfully moves into the tile without hazard.
3-4	Becalmed. The wind and currents fail leaving the ships stranded in the sea tile. The fleet may only move out of the tile again by rolling a 4 or higher at the beginning of a subsequent turn. If the fleet is unable to move out of the sea tile before the end of the year, it is lost.
5	Strong Winds and Currents. Strong seasonal winds and currents carry the fleet far off course. Pick a ship and nominate each tile edge as 1 to 6 and roll a D6. The nominated ship is immediately moved into the map tile indicated. If the ship is moved off the map playing area then the ship is swept away and lost. If it is a land tile, the ship runs aground and is sunk. Any banners carried by the ship are lost.
6	Storms. The fleet is overtaken by storms. Roll a D6: 1- Heavy weather takes its toll on the crew, any banner carried by the fleet suffers 6xD100 points as casualties and any baggage carried is lost. 2- A ship loses rigging and drifts around on the currents. Pick a ship in the fleet/battlegroup. The ship may only move at the beginning of any subsequent turn on the D6 roll of a 6 and up. The ship may be re-fitted by visiting any harbor after which it may move as normal. This ship may also be towed around until such time. Both ships are removed from all battles and treated as ships that escaped during dusk. 3- A ship is capsized and is lost, pick any ship. Banners aboard are also lost. 4- A squadron or Man O'War is blown wildly off course. Nominate each sea edge as 1 to 6 and roll a D6. The squadron of Man O'War ships is immediately moved into the map tile indicated. If the ship is moved off the map playing area then it is swept away and lost. If it is a land tile then roll for running aground for each ship. Damage is as normal. Any banners carried are also lost if on a sunken ship. 5- The fleet/battlegroup is blown onto a sandbank and becomes stuck fast. All ships must roll against below the waterline as running aground. Any banners carried are also lost if on a sunken ship. 6- The fleet weathers the storm and is propelled into a fast oceanic current. The fleet is moved again immediately – the player has no choice but to move as the current is far too swift to allow the fleet to remain where it is

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ENGAGING ENEMY SHIPS

If a ship successfully enters a tile containing an enemy fleet counter, either side may attempt to bring the other to battle, note however, that both sides may choose not to fight in which case both sides occupy the tile peacefully. Note, if a fleet battles a monster during a random encounter its movement is halted.

To bring an enemy fleet to battle both sides roll a D6. The highest scoring side has out-sailed the other and may decide whether to force a battle or not. If no battle is fought, all ships remain in the tile and may move away in their following turn. In this situation, rival ships may occupy the same tile without fighting.

In the event of a tie during a dice roll to engage, roll again to engage with the following special occurrence added to the battle

SPECIAL OCCURRENCE CHART

D8	Result
1-2	Accidental engagement. Confusion among the fleets allows opponents to deploy the other player's fleets in any formation or facing any direction inside their deployment zones. Play scenario 1 from the Man O'War rulebook.
3-4	Heavy Rain. No fires can start on any ship. All weapons that cause a fire to break out will cause damage as normal but never gain a Critical hit.
5-6	Heavy Fog. All firing ranges are reduced 3 inches. Any boarding actions by flying units cannot be met with defensive fire by a ship's crew.
7	Ambush by the attacker. Play out scenario 3 in the Man O'War rulebook
8	A mysterious island appears between both fleets. Play out Scenario 4 in the Man O'War rulebook. The treasure found is equal to 5 Gold Crowns for your empire.

HARBORS

Any settlement in a coastal map tile or river-valley map tile that ends on the coast automatically has a harbor. No other settlements have harbors. Fleets at sea within a map tile that contains a harbor may put into the harbor during their turn – this does not affect their normal movement so it is possible to move into a tile and into a harbor in the same turn. Similarly, ships in a harbor at the start of their turn may put to sea and then move one further tile during their turn.

If a ship decides to enter a harbor already occupied by an enemy ship, there will be a naval battle. Neither side may avoid the engagement in this situation.

TRANSPORTING TROOPS

A banner entering a friendly tile that contains a friendly ship in harbor may be placed in the ship on its same movement phase. The player can do this by making a note, or placing the banner counter directly next to the ship counter. Any one ship can only hold 200 Warmaster points maximum per any battery on its ship template. This is deliberately set at 200 to keep some of the much larger units off of ships.

A banner may only embark if terrain or besieging forces do not block its way to the harbor. If the city is besieged it will still be able to. If mountains lie between the banner and city, a route roll will have to be made to cross them. Certain scenarios may come up during siege attacks that will be a judgement call for the game master.

When a banner embarks onto a fleet, mark which units are where on your ship templates. If a random event were to happen you will need to know which troops are on which ships in case of combat or a sunken ship. During any combat a ship carrying troops cannot fire that battery. For example, an Empirical Wargalley carrying 4 Halberdiers does not have enough space in that area for the ship's crew to operate. The guns cannot fire during combat. Any ship brought into a boarding action has a +1 to its roll for every battery location on its template carrying a maximum # of troops. This is to represent the extra fighting men aboard. If the Man O'War crew are all killed during the boarding actions then the Warmaster troops aboard are considered captured or left to sink and or die with a scuttled ship.

LAND BRIDGING

It is possible to position a fleet between 2 land tiles for a Banner to use as a bridge. All movements are of course in the movement phase. The first will be the fleet to move to one shore to pick up the banner. Then the fleet will move to the other shore for the banner to disembark. You will need to roll for a random encounter for the fleet during this move. The banner will then need to roll to scout the land tile it wishes to disembark onto. If an event brings the fleet

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into battle then the movement is halted. If the banner cannot move into the land tile because of a scouting event then it must remain on their ships.

DEFENDED HARBORS

Banners disembarking into a tile are treated exactly like those entering from an adjacent land tile. If the tile already contains enemy troops, a battle is fought for possession or the defender may retreat as normal. If a battle ends in defeat for the invaders, the banner immediately re-embarks and the ships are moved out into the open sea in the same tile. If the ship is moved off then the defeated force cannot retreat and so is destroyed, if they need to retreat.

When a fleet/battlegroup decides to make land fall in a territory occupied by an enemy banner, outside of the settlements harbor and away from its naval defenses, that enemy banner may choose to allow the troops to safely disembark or to force a landing party battle. Roll as you would to force a naval engagement without any special events for a double to see if the land force can keep up with the fleet to meet its landing parties in combat. This combat would take guts for the defender as they would face a fleet's entire amount of guns.

Although harbors are associated with cities, it can be assumed that the actual landing area may be somewhere slightly apart from the city docks. With this in mind, it is possible to fight a tabletop war game to represent the invasion, anywhere along the coast.

A force disembarking into an unoccupied city takes it over exactly as a land force would in the same situation. First, roll to scout as normal to see if they succumb to your rule or against you as an independent. A force which defeats an enemy defending force assumes occupation of the city and the tile passes into the hands of the conquering empire.

Independent coastal cities may have ships; this is determined previously during scouting. Independent ships remain in the harbor. They will attempt to bring any ship entering the ocean tile to battle, and will automatically attack any ships that enter the harbor. An independent ship driven off during a naval battle is destroyed.

Each settlement with a coast is imagined to have some sort of defense. Any village will have a Defense Tower. A Fortress or City will have a Shore Fort and a capital city will have a Coastal Bastion. Any independent settlement will have a fleet to defend itself. A village will have a squadron of a ship of the line of its race chosen by an opposing player. A fortress and city may have a squadron of a ship of the line and one Man O'War, all by the opposing player's choosing. Any Man O'War ships present in these battles are accompanied by an admiral. An opposing player can only table a fleet that they can bare but can still deploy the default harbor defenses.

BEACH LANDINGS

A banner may embark or disembark from coastal tiles not containing a harbor. They cannot, however, embark onto ships during the same time they entered the coastal tile as they would if there was a friendly settlement harbor.

NAVAL BOMBARDMENTS

To begin a bombardment of a settlement, a fleet must enter the harbor of the neighboring settlement and defeat the defenses in a battle as per the normal rules shown above. On the fleet's next turn a bombardment can commence. Roll 1d6 for each battery of the fleet/battle group that could be brought to bear on a single target (an Empirical Greatship may bring 3 broadsides at most to bear at a single time). Each 6 rolled is a structure point scored. These structure points are accumulative and will need to be recorded during the campaign battle sequences. Roll 1D6 for each structure point at the end of that player's battle sequence. If the score is equal to or more than the structure points of the settlement then the settlement is razed.

All settlements have 5 structure points for each point of subsistence it provides. For example, a Village provides 1 subsistence point and therefore has 5 structure points. A fortress, however, always has 10 structure points. These rules are very similar to destroying a wall section during a Warmaster siege game.

In the event that an independent settlement has been razed by naval bombardment, the Warmaster troops that would have defended the settlement have moved

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away like the rest of the population. You may capture with a Warmaster banner as if it was an empty tile for the player to rebuild during their winter season.

NAVAL COMBAT

Before a game of Man O'War can begin and after the players decide on terrain and deployment, roll 2D6 to determine how long the game will last. After the fleets make contact there is no escape until dark. The number of turns represent what time of day the fleets meet. A larger number means they met earlier in the day and will need to survive longer until nightfall to escape.

Once the originally determined number of turns has expired, roll 1D6. On a 1 it is too dark to continue. If the game continues for another turn, then at the end of that turn roll a 1D6 and on a roll of 1-3 it is too dark to continue. If the game continues another turn then roll 1D6 after that turn and only on a 6 does the game continue. This will be the last turn. The extra turns represent dusk.

For example: Before combat begins the attacker rolls 2D6 and rolls an 8 for an 8 turn game. After 8 turns the attacker rolls and scores a 4, the game continues 1 more turn. After that turn the attacker rolls another 1D6 and scores a 5 to play 1 more turn. After 10 turns the attacking player rolls 1D6 for one more turn but rolls a 5, the game is over. This game had lasted 10 turns. A possible 15 turns can be played.

During dusk battered ships may make a break for the table edges to escape the battle. Each ship that makes it off the table must roll to meet up with the fleet/battlegroup after the battle is over. You can

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25% of their points. They can dig trenches and erect make shift walls.

MOVEMENT

All movements are the same. The game turns will be determined for Man O'War as normal per the Man O'War rules. After all ships have moved and fired, then Warmaster troops will determine their drive backs if needed as normal in the Warmaster rulebook. As the Warmaster banner first makes land fall they will give up the initiative to the defenders and go second during the Warmaster phases. As the ocean is an impassable terrain to Warmaster troops they will be confused and stop 1cm away from it during all drive backs and as per the usual Warmaster rules they will be destroyed if they lose combat in the water or need to retreat into the water after losing combat.

SHOOTING

Shooting distances are the same for each game. Only when a Man O'War ship fires onto a Warmaster troop type will any scale be different. The normal 3" distance sections on the distance marker for the Man O'War game will then represent 20cm each. Equal to the normal 60cm distance used for most Warmaster cannons/machines but 80cm for elf ships. Each race of ships will have an equal counterpart in the Warmaster machine rules. Elves will hit in open ground on a roll of 3+. Each battery of cannons will fire just like Cannons and count as 1 stand of cannons, 2 shots with the additional bounce rule.

No distant modifiers to armor will be enforced like in the normal game of Man O'War; an imperial wargalley firing at 8" would normally give a +1 to the armor save of the receiving ship. No malfunction tables will be used to determine a Man O'War weapon malfunction if the normal Warmaster rules apply to them. A Khorne bloodship will fire its weapons using the same rules per the dwarf flame cannon but without rolling on the malfunction table during doubles.

If a ship decides to fire against Warmaster troops on its turn then consult the targeting rules for Warmaster siege rules. The ship would need to fire at the first possible Warmaster troop or it can select a wall section or siege engine specifically.

All troops on the docks or in the city/village will be "defended" against ship fire as per the Warmaster siege rules. All troops on the cliffs will be "fortified" as per the Warmaster siege rules. All other troops will be in open ground when receiving fire from Man O'War ships.

WEAPONS

Any catapults fired from Man O'War ships will be fired as if an Orc Rock Lobber.

All drive back rules are worked out in the usual manner as in the Warmaster rulebook.

ATTACKING SHIPS

Only Warmaster Machines can fire upon Man O'War ships. These attacks will then be worked out in the opposite manner as when Man O'War ships attack Warmaster troops. 1 stand of cannon will fire 1 shot attacking a ship in the usual Man O'War game rules. Etc.

A player will need to imagine a Man O'War ship keeping its distance a bit after unloading the banner of troops. So they cannot be attacked by Warmaster troops of any kind with melee attacks. Any other hand fired missile weapons such as bows or even black powder rifles should be considered negligible as the crew of the ship are at an elevated level and well protected behind such immense timbers. The crew of the ship could also not return fire in any sort of way that would need to be accounted for and their arms fire should also be considered negligible.

REVENUE

Because of your fleet, you are able to protect the local merchant ships on the high seas delivering goods along the coast. The extra production and sales of goods add 1 Gold Crown to your Revenue for every city harbor in your Empire.

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WINTER QUARTERS

During the winter months a fleet must make anchor in a City harbor. If one is not available to a player then the fleet must make due elsewhere, in a river mouth or an open cove. The harsh winter conditions will then take its full toll on the ships. Roll on the following chart for each of the ships that cannot make anchor in a city port

WINTER AT SEA DAMAGE CHART

D6	Result
1-3	Repairs can be easily made and the ship can sail as soon as possible.
4	Rigging is completely gone. The ship can only begin to move on a roll of a D6 of 4-6. The ship operates normally after that. If during the entire year the ship cannot move it is then scuttled as a lost cause.
5	Extensive repairs are needed to the hull. You may scuttle the ship or repair it for 2 Gold Crowns.
6	Sunk! The crew returns in spring to their entire ship barely peeking out of the waters.

Note, Flying units as part of the Man O'War game are immune to winter damage and can always find shelter.

NOTE TO THE GAME MASTER

Other special weapons exist in the Man O'War game. Try to find an equal weapon in the Warmaster rule book. For example, the Khorne blood cauldrons could easily be played as a dwarf flame cannon but with a 40cm range and no malfunction table. Nurgel's rot may easily be stricken from the game when played against Warmaster troops in this way. Or feel free to make up new rules for certain weapons. Using the nurgle rot you can use a scatter dice roll to determine where the pile of filth lands. Then use a marker and explain that a choking green gas has affected the area with a -1 to command rolls. Be sure to explain any weapon rules before the beginning of any campaign season begins.

Always try to rule in favor of keeping as many Warmaster troops alive to fight another day. Each player will come across this judgement during the campaign and no one will be upset if their troops are kept alive.