STRATEGY & OBJECTIVES FOR WARMASTER

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(With all due respect and credit to Peter Pig's Civil War Battles, from which the inspiration for these rules came from)

The following gives a ready made scenario for any Warmaster game. It introduces some strategy into terrain set-up, and imitates other higher level strategy to give a campaign feel to one-off games, where wider influences are at work and your generalship is not just tested on the battlefield.

Procedure:

The following details the sequence in which decisions should be made, and the game set up and played.

1. Draw up army lists as normal

2. Allocate 'Strategy Dice' (SDs explained below)

3. Set up scenery as mutually agreeable.

NB: *It doesn't matter how the terrain is set up at this moment, as any perceived advantage one player may have over the other in terrain set-up may be significantly altered by the use of Strategy dice (see below).*

4. Three pieces of terrain are assigned as objectives (as below)

5. Players use Strategy Dice to decide who will be the 'Attacker' and who will be the 'Defender' (as below: Strategy Dice)

6. The Attacker chooses which table edge he will enter from

7. Players use Strategy Dice to decide 'terrain advantage'
   - winner changes terrain (as below: Strategy Dice)

8. The Attacker deploys his entire army
   - Centre area only (see below: Objectives), up to 20cm from table edge

9. The Defender then deploys his entire army
   - Any where in his third of table (see table sector in 'Objectives').

NB: *This give the Defender a significant advantage, as he will have seen the enemy's composition and deployment before he then deploys. The Attacker is also (usually) unable to deploy on the flanks, making it harder for him to gain position for an effective flank attack, and giving a further advantage to the Defender.*

10.   Roll for the Defender's losses as per 'Attack' strategy result (see below: Strategy Dice).
- Lost units are placed in reserve.
- The Defender may choose a single character to be placed in reserve. They may arrive with any arriving unit as the defender wishes.

NB: *This rebalances the game in favour of the Attacker. The Defender will now have a number of unplanned gaps in his lines as units have been removed to reserve. This is a game mechanic to represent the fact that the player who allocated enough Strategy Dice into attacking to win the 'attack' roll, has been able to choose when and where to attack his enemy. He has attacked where his enemy's line is weakest, so the Defender must rely on his generalship on-table to reform his lines, and upon his reserves off-table to reinforce his army as soon as possible.*

11.   Roll for further strategies (see below: Strategy Dice), and carry out any consequences.

12.   Attacker has first turn.

Game Length:

The Defender rolls d6 at end of each of his turns, and keeps a running tally of the sum of the scores achieved. Once 21 is reached, the game ends immediately.

NB: *This will give a random game length (though on average 6 or 7 turns), meaning there is less 'unrealistic' play on the last turn, such as objective grabbing and suicidal attacks (as you can't guarantee when the last turn will be!). It should also be noted that the random VPs for objectives will also counter unrealistic play.*

Winning the Game:

Victory is based on Victory Points (VPs). At game end, VPs are tallied
- Enemy units completely destroyed are worth their points value in VPs
- Enemy units reduced to one stand are worth *half* their points value in VPs
- Reserves that never arrived are not worth any VPs
- Units lost permanently due to strategies are worth their points value in VPs
- The objective closest to the Defender's base edge is worth 5d6 x 40 VPs
- The objective furthest from the Defender's base edge is worth 5d6 x 10 VPs
- The objective in the 'mid' area of the table is worth 5d6 x 20 VPs

- Armies that break their enemy claim all objective VPs, plus any VPs for destroying enemy units or reducing enemy units down to one stand, *plus* half the points value of all enemy units that were on table before breaking.

Difference in VPs:
- <100:   Draw
- 100-250:   Minor Victory
- 250-750:   Major Victory
- 750+:   Massacre

Objectives:

Objectives are now introduced to simulate important areas of the battlefield that the armies are vying to control, or are indeed, the reasons for the fight. It may be that these objectives seem meaningless to the battlefield commanders, but rest assured they are vital in terms of the wider campaign of which this is but one battle…

The objectives are evenly distributed across the battlefield using the process below. The nearer to the Defender's table edge an objective is, the more it is worth in VPs.

1. Consider the table as a grid of 9 'sectors' (as diagram below)

2. Three 'area' terrain pieces must be chosen to represent the three objectives. The 3 objectives must be chosen such that one – and only one - objective is in each of the three rows and columns of the grid (e.g. below)

	Left flank	Centre	Right flank
Far		Objective	
Mid	Objective		
Near			Objective

- It is suggested that road entry points make excellent objectives, as do hills, town / village areas, as well as shrines or other sacred places.

- Objectives can only be claimed at the end of the game if there are no enemy units in or adjacent to that terrain. If there are unit from both sides either in or adjacent (i.e. touching) the terrain, then the objective is contested and no VPs are awarded to either side.

NB: *This increases the value of infantry in the game, as cavalry may well be unable to enter – and therefore capture – an objective.*

- Terrain pieces marked as Objectives are not allowed to be removed (in 'terrain advantage' below). They may be moved, but must remain in the table sector in which they were originally placed.

Reserves:

The following rules must be used by both sides (though usually only the Defender) to see whether, when and where reinforcements will appear:

1. Reserves are rolled from the end of the defender's 3rd turn

2. The defender rolls a d6 for each unit in reserve:
   1-4:   The unit does not arrive, try again next turn
   5:        The unit arrives, but is positioned on your table edge by your opponent
   6:        The unit arrives, and is positioned on your table edge by you

   - It is important that it is clear to both players which units is being rolled before the roll takes place (i.e. The Defender cannot roll and then allocate the result to the unit of his choice)

   - Units may not be grouped as brigades off-table and allocated a single dice roll as a brigade, each unit must be rolled for separately

3. Each unit arriving is placed on the player's table edge. Units don't all have to be placed at the same entry point.

4. Each unit may be ordered as normal in the player's *next* turn.

   - If forced to move whilst on the table edge (e.g. retreating in combat or pushed back by missile fire), a unit doesn't actually move, but is treated as though it had.

Strategy Dice:

Strategy Dice simulate higher level strategies and events that the players' armies engage in to gain advantage on the battlefield. The process for finding out the results of the strategies and the consequences for the fighting armies is as follows:

1. Each player has a pool of 10 Strategy Dice (SDs) to allocate to the various strategies available in addition to the base 3d6 and any racial modifiers to the number of d6 rolled. The Strategies and their base modifiers are shown on the table below. This

allocation of SDs should occur as army lists are drawn up (i.e. before the game proper starts):

2.   Each Strategy is decided in turn (as shown in the game Procedure above).

    (a.)   The 'Attack' strategy is decided upon first, before armies are deployed, but after initial scenery has been set-up. The consequences of this strategy are not played out immediately but as detailed in the game procedure above

    (b.)   The 'Terrain Advantage' Strategy is then decided upon, again before armies are deployed, but after initial scenery has been set-up. The consequences of this strategy are played out immediately

    (c.)   The consequences of the 'Attack' strategy are then played out, in line with the game procedure above

    (d.)   Other strategies are then decided, and their consequences played out immediately.

3.   To decide a strategy, each player rolls the total number of dice shown for any specific strategy (i.e. the base 3d6, plus his allocation to that strategy from his pool, plus any racial modifier)

4.   Each 4+ is a success. Compare the number of successes rolled by each player, and consult the appropriate section below to see the consequences. Draws mean there is no effect.

Strategy	Base	Pool	Empire	Tomb Kings	Chaos	Orcs	High Elf	Dwarf	Skaven	Lizardmen	Bretonnia	Kislev	Dark Elf	Vampire Counts	Daemons	Total
Attack	3d6			+1	+3	+2								+1	+3	
Terrain	3d6						+1	+1		+2	+1					
Fortify	3d6		+1					+2				+1				
Comms	3d6		+1				+1						+1			
Scouts	3d6								+1			+2	+1			
Espionage	3d6		+1	+1			+1		+2				+1			
Leadership	3d6			+1		+1				+1	+2			+2		

5.   The consequence of each strategy is shown.

NB – *'Win by 1-2, etc.'* means that the player who rolled that many more successes than his opponent applies this result. If both players rolled the same number of successes, then there is no effect as both players efforts have cancelled each other out.

Strategy Consequences:

Attack:

Win by 1-2: *A player rolling one or two more successes than his opponent takes the fight to the enemy and attacks where the line is weakest.* The Defender must roll d6 for each defending unit (after it has been deployed on the table), on a 6 the unit is removed and placed in reserve

Win by 3-4: *A player rolling three or four more successes than his opponent springs a surprise attack on the Defender, catching him unprepared.* The Defender must roll d6 for each defending unit (after it has been deployed on the table), on a 5+ the unit is removed and placed in reserve

Terrain Advantage:

The player with the most successes has outmanoeuvred his enemy and chosen his battlefield well. He may add, move, or remove one piece of terrain for every success more than his opponent.

NB – You cannot remove terrain pieces chosen as objectives, or move them out of their table sector (see above)

Fortifications:

Win by 1-2: *A player rolling one or two more successes than his opponent has concentrated on fortifying strong points on the battlefield as part of his strategy.* You may 'fortify' one piece of terrain on the table (i.e. it goes from giving *defended* status to *fortified* status)

Win by 3-4: *A player rolling three or four more successes than his opponent has heavily fortified the battlefield as part of his strategy.* You may 'fortify' one piece of terrain on the table (i.e. it goes from giving *defended* status to *fortified* status), plus you may place a 12cm length of wall (giving *defended* status) any where on the table

Win by 5+: *A player rolling five or more successes than his opponent has forced the enemy to fight where his line is most heavily fortified.* The player rolling most successes may 'fortify' two pieces of terrain on the table (i.e. it goes from giving *defended* status to *fortified* status), plus you may place a

12cm length of wall (giving *defended* status) any where on the table.

Supplies & Communications:

Win by 1-2: If the Attacker wins this roll by one or two more successes than his opponent: *The Attacker has been successful in harassing his enemy's supply lines and communications*, the Defender must choose a unit to lose to reserve;

If the Defender wins this roll by one or two more successes than his opponent: *The Defender's supply lines and communications are well prepared to react quickly to any threat*, the Attacker must choose a unit the Defender lost to reserve to replace back in its original position

Win by 3-4: If the Attacker wins this roll by three or four more successes than his opponent: *The Attacker has significantly disrupted the enemy's supply lines and communications*; he may choose a unit for the Defender to lose to reserve;

If the Defender wins this roll by three or four more successes than his opponent: *The Defender is able to protect his supply lines and communications*, he may choose a unit lost to reserve to replace back in its original position

Win by 5+: If the Attacker wins this roll by five or more successes than his opponent: *The Attacker is able to ambush and destroy part of the enemy column before its arrival on the battlefield*, he may choose a unit for the Defender to lose permanently (counts as destroyed for VPs)

If Defender wins by five or more successes than his opponent: *The Defender's supply lines and communications are a model of preparation and efficiency*, he may choose one unit lost to reserve to place back in its original position, plus he may add +1 to all his reserve rolls for the entire game;

Scouts:

Win by 1-2: If the Attacker wins this roll by one or two more successes than his opponent: *The Attacker's scouts have revealed the enemy's deployment*, The Attacker may reposition one unit anywhere within his third of the table (i.e. outside his original deployment zone)

If the Defender wins this roll by one or two more successes than his opponent: *The Defender's scouts have disrupted the enemy's approach*; the Attacker must choose a unit to lose to reserve

Win by 3-4: If the Attacker wins this roll by three or four more successes than his opponent: *The Attacker's scouts have revealed a weakness in the enemy's deployment*; the Attacker may reposition two units and a character anywhere within his third of the table (i.e. outside his original deployment zone)

If the Defender wins this roll by three or four more successes than his opponent: *The Defender's scouts have been particularly successful in disrupting the enemy's approach*, the Defender may choose a unit for the Attacker to lose to reserve.

Win by 5+: If the Attacker wins this roll by five or more successes than his opponent: *The Attacker's scouts have successfully allowed the attacker to outflank the enemy*, the Attacker may reposition up to four units and a character anywhere within his third of the table (i.e. outside his original deployment zone) *or* remove up to four units and a character as a reserve (see below*).

If the Defender wins this roll by five or more successes than his opponent: *The Defender's scouts have successfully ambushed and destroyed part of the enemy column*, the Defender may choose one unit for the attacker to lose permanently (counts as destroyed for VPs)

*NB: *The Attackers reserve in this case – and **only** this case - enters the table as per the rules for Reserves (above), but the Attacker may roll for them from the end of his first turn onwards, may add +1 to the roll, and may roll for the units as single brigade (i.e. roll 1d6 and apply the result to all four units and the character, instead of rolling separately for each). When they arrive, they may be placed anywhere on any table edge, except the defender's own table edge.*

Espionage:
Win by 1-2: *The player rolling one or two more successes than his opponent has successfully sabotaged his opponent's preparations.* Your opponent must declare all his magic items. You may choose one magic item for him to lose, though it may not be a dispel scroll. If your opponent only has dispel scrolls or no magic items, then your opponent must choose one of his heroes or wizards to be removed from the table and placed in reserve. This character will enter the table as per the rules for reserves (see above)

Win by 3-4: *The player rolling three or four more successes than his opponent has significantly sabotaged his opponent's preparations.* Your opponent must declare all his magic items. You may choose one magic item for him to lose, though it may not be a dispel scroll. If your opponent only has dispel scrolls or no magic items, then your opponent

must choose one of his heroes or wizards to be removed from the table and placed in reserve. This character will enter the table as per the rules for reserves (see above)

Plus you may choose (another) one of your opponent's heroes or wizards to be removed from the table and placed in reserve

Win by 5+: _"Woe! Woe! We are lost!" The player rolling five or more successes than his opponent has completely sabotaged his opponent's preparations._

Your opponent must declare all his magic items. You may choose one magic item for him to lose, though it may not be a dispel scroll. If your opponent only has dispel scrolls or no magic items, then your opponent must choose one of his heroes or wizards to be removed from the table and placed in reserve. This character will enter the table as per the rules for reserves (see above)

Plus you may choose (another) one of your opponent's heroes or wizards to be removed from the table and placed in reserve

Plus your opponent's General has been assassinated. Your opponent's General stays as deployed, but has -1 Ld.

Leadership:

Win by 1-2: _Your army is inspired by strong leadership!_ The player rolling one or two more successes than his opponent may ignore a single blunder once in the game, and reroll the command attempt

Win by 3-4: _Your army's leadership is inspirational!_ The player rolling three or four more successes than his opponent may ignore a single failed command attempt (including blunders) once in the game, and reroll the command attempt

Win by 5+: _Your army's leader will go down in history…_ The player rolling five or more successes than his opponent may ignore a single failed command attempt (including blunders) once in the game, and reroll the command attempt

Plus your General may ignore the -1 Ld modifier when ordering units with lost stands.