

Warhammer: Diskwars

Campaign rules



I do not own this material. All images and text compiled or rewritten from various sources.

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Section 1

Getting started



Campaign aids

- Two **players**, each with a copy of Warhammer:Diskwars.
- A set of **army markers** for each player. How many markers each player needs depends on how many armies you agree to have per player (+/- 6 per player)
- A set of **control markers** for each player. The little flags you get in the Mighty Empires set are quite nice, especially if you use the Mighty Empires tiles. The number of markers you need depends on the victory conditions, (+/- 12 per player)
- A **map**. The Mighty Empires tiles (old or new set) are good for this and highly recommended, but any kind of map will do.

The game map

- The game map can be created using any method you prefer.
- The map size should be determined using one of the following methods
 - Chose a map size that both players can agree on (10 – 20 tiles per player)
 - Roll 1d6 and consult the Table 1: Map size

Table 1: Map size

Dice roll	Easy	Medium	Hard
1-2	16	14	11
3-4	18	16	12
5-6	20	18	13

- When map tiles are being placed care should be taken to ensure that the layout is symmetrical.

Tile (territory) types

For the purpose of this rule set, the territories are divided into the following types:

- **Mountains** – Territories containing mountains.
- **Woodlands** – Territories that contain dense forests.
- **Rivers** – Territories with rivers in them.
- **Swamp** – Territories with swamps. For some purposes these are lumped with river tiles. In these cases this will be mentioned.
- **Farmland** – Territories with fields in them that are not also containing rivers.
- **Plains** – Any other territories.

Territory layout

The way this method works is that you first place any rivers on the map, and then fill in any blank spaces after that. From experience it is a lot easier to place rivers in first.

Placing a river

Players should agree on whether to have a river on the map or not before setting up the map.

Start by selecting a random place on the edge and place a river marker there. Number the river territory edges from 1 to 6 and roll 1d6, the river will now continue onto the territory touching the initial river territory on that edge.

Now roll 1d6, if the die roll is 1-5 the following territory is a swamp (see Table 2: Swamp territories), on a roll of 1-5 the territory contains a river section. Continue doing this until either river exits the map or it end in a swamp. River are subject to the following rules:

- A river cannot exit from the map from the same edge as it entered
- Rivers cannot loop back on itself.

If you'd get this kind of situation, replace the last river territory with a new random river territory instead. You may occasionally find that you have to remove several old territories and determine new ones.

For every 6 river territories 1 bridge must be built, roll 1d6 to determine on which river territory the bridge is built. Bridges may not be built on swamp territories.

If you roll for a swamp territory, roll a 1d6 and refer to the table below to find out how many rivers exit from the swamp (not including the one you have already placed).

Table 2: Swamp territories

Dice roll	Easy
1	No exit
2 – 5	One exit
6	Two exits

Exits should be placed in random positions around the swamp determined as you would determine where to continue a normal river section.

Other territory

Once the entire length of the river (if any) has been charted, the rest of the map is ready to be filled in. Start at any point on the edge of the map and work your way across it. For each territory you get to, roll 1d12 and look up the result in Table 3: Terrain territories to find which terrain type the territory is. The roll is also modified by the adjacent territories that have already been placed, which means that mountains tend to cluster together in mountain chains and people tend to build their farms close to water.

Table 3: Terrain territories

1d12 roll	Territory type
1 – 2	Swamp
3 – 6	Farmland
7 – 9	Plains
9 – 10	Woodlands
11 – 12	Mountains

- For each adjacent swamp or river territory: -1 on the dice roll.
- For each adjacent mountain territory: +1 on the dice roll.

Example: If you are rolling for a territory where one of the adjacent territories you have already placed contains mountains, you'd roll 1d12 and add one. If you were rolling for a territory that had two adjacent river territories you'd roll 1d12 and subtract two. If you were rolling for a territories that had both one adjacent mountain territory *and* two adjacent river territories, you'd roll 1d12 and subtract one.

Check the result

After all territories have been determined you should always check the map and see if it's interesting. You should always feel free to swap some territories around or - if the setup is utterly ridiculous – restart the map design process.

Additional terrain and map rules

Difficult terrain

- Any terrain containing swamps, woodlands or mountains are considered to be difficult terrain.
- Rivers may not be crossed except at bridges.

Army placement

- Each territory can only hold one army at a time, except when a player sends an army into a territory occupied by an enemy army, which will lead to a battle.

Initial game setup

Hero recruitment

Players must first agree on how many heroes each player will have and who will play either Order or Destruction. Along with the number of heroes to be fielded players must decide how these heroes will work together. Table 4: Heroes recruited gives some examples as to possible numbers of heroes and how they work together.

Table 4: Heroes recruited

Campaign Type	Number of heroes
Skirmish	2 Heroes
Dispute	3 Heroes
Border clash	4 Heroes
Conquest	5 Heroes
Epic	6 Heroes

Starting realms

In order to determine the starting realms each player rolls 1d6 (re-rolling ties). The high roller selects which of the territories on the map will make up the starting realms. Starting realms must abide by the following restrictions:

- The two starting areas must contain the same number of territories, equal to the number of regiments each player has. So if both players have four regiments, each starting area must have four territories.
- The two starting areas cannot be touching.
- The starting areas must be placed symmetrically opposite each other.
- All territories in each starting area must be connected.

After this is done, the second player claims one of the two starting realms, leaving the other for his opponent. See Image 1: Starting realm suggestions below for some suggestions how to lay out starting realms.

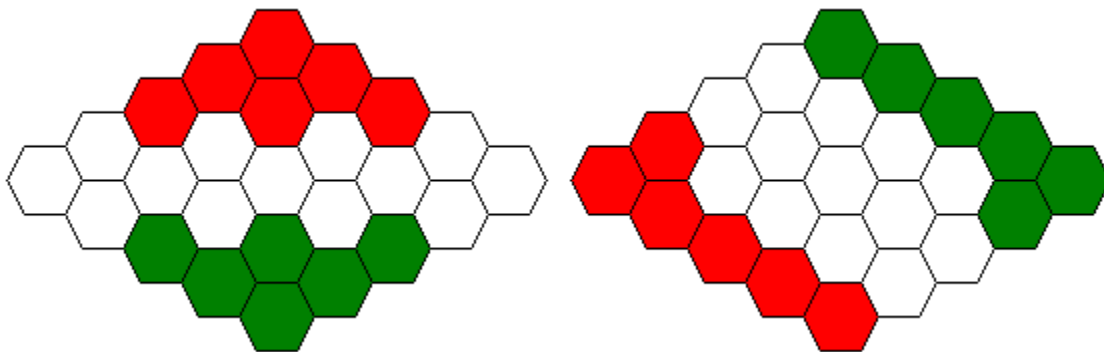


Figure 1: Starting realm suggestions

At the start of the campaign these are the only friendly territories you have. You gain more territories by moving armies into them and then claiming the territory at the end of the turn, assuming your opponent doesn't send in his own army to reclaim the territory.

Starting realm improvements

Each realm has improvements, consisting of a capital city. The other territories of the realm may contain villages, cities or fortresses, or it may be barren and unoccupied. Each player determines what lies within his realm contain improvements using Table 5: Territory improvements below. A player first nominates one of his realm territories, then rolls 1d12 and compares the result to the territory type (Mountains, Woodlands, Rivers, Swamp, Farmland, Plains). The result indicates the type of improvement in that tile. The player places a settlement marker of the appropriate type and colour on the territory. Swamps are always considered to be barren. Players alternate rolling for improvements until all the starting realm territories have been rolled for.

Table 5: Territory improvements

1d12	Plains	Rivers	Farmland	Woodlands	Mountains
1	-	-	-	-	-
2	-	-	-	-	-
3	-	-	-	-	-
4	-	-	-	-	-
5	-	-	-	-	-
6	-	Village	-	-	-
7	Village	Village	-	-	-
8	Village	Village	-	-	-
9	Village	Village	-	-	-
10	Fortress	Village	Farm	-	-
11	Fortress	Fortress	Farm	-	-
12	City	City	Farm	Logger	Mine

Territory improvements

Village

The presence of a village counter in a tile does not indicate that there is literally one village in the area. It means the area is productive and inhabited by a substantial population spread throughout villages and small market towns. These areas provide the lifeblood of the realm and are every bit as important as cities and fortresses.

Fortress

A fortress counter represents a great castle or fortress built to defend the realm against attack. A tile that has a fortress is not necessarily otherwise empty. As well as the fortress; the tile contains villages and other settlements.

City

The city counter represents a city with outlying villages and communities. The city attracts wealth and trade from the surrounding area, and has a large population. The capital city represents the very heart of the player's realm.

Farm

A farm counter indicates that the land is fertile and that one or more farmers have taken up residence in these territories. These areas provide nourishment to the realm, no army can march on an empty stomach and no realm can live off water alone.

Logger

Logger counters indicate that the woodlands on which it is situated is being worked and is producing wood. Wood forms the iron fist that any army needs to wage successful siege warfare on a heavily defended territory.

Mine

No realm can exist without a solid foundation and mines can give you a foundation so survive even the most traitorous of storms. Mines produce rock which can be used to strengthen your realm or which can be sold to traders from faraway lands for Crowns (See trading).

Regiment recruitment

Regiment recruitment is done according to the standard Warhammer: Disk wars rules. As reference the rules are summarized below:

Standard regiment recruitment rules

- A player must choose a hero to lead each regiment. Each hero has recruitment points that are spent to recruit units into the regiment.
- Each unit has a recruitment cost which indicates how many points that unit costs to recruit. A hero cannot recruit disks whose total recruitment cost exceeds that hero's recruitment points.
- Additionally, when building an army, players must obey the following restrictions:
 - A player cannot have both Order and Destruction disks in the same regiment.
 - A player cannot have more than 1 copy of a unique disk in his regiment. The unique symbol appears in front of a disk's title.
 - A hero cannot recruit disks affiliated with another race.
 - A hero must recruit an equal or greater number of small disks than the total number of medium and large disks. The hero itself does not count toward this limit.
 - A player must have at least 1 unique hero in each regiment.
 - There cannot be more than 3 copies of a small disk, 2 copies of a medium disk, and 1 copy of a large disk per regiment.
 - There cannot be more than 1 elite disk per regiment. The elite symbol appears in front of a disk's title.

Additional regiment recruitment rules

- Command cards are not chosen during this step of the setup.
- Disks may be used in several different regiments.
- Regiments may be recruited from any faction in the player's alliance. Thus a player with three heroes may have two Empire heroes and one High Elves hero, a player with four regiments may have two Chaos heroes and two Orc heroes.
- Each hero may only be used to lead one regiment.

When players have completed the recruitment step a register should be drawn up to keep track of each of the regiments as battles may affect the size for future regiments. After the regiment recruitment phase 2d6 dice determines the amount of supplies players receive. Each player receives the same amount of supplies.

Battle planning

During this phase of the setup the generals of each realm assemble to plan the campaign that lays ahead. The players shuffle the command cards and distribute them face down into four piles of six cards each. Players then select one pile each and draft one card from that pile into their battle plan. Cards left in the players' hand are exchanges and another card is drafted.

After each player has selected a two command card the remaining cards, along with the unchosen piles are reshuffled and four new piles are created containing five cards each. The command card drafting continues until each player has one card per recruited hero. This now forms the starting battle plans for each realm.

The remaining cards are now reshuffled and two new piles are created. Players each select one pile and draft a card from that pile, unused cards are exchanged with the opposing player. Players continue to do this until they have drafted command cards equaling one less than the amount of heroes recruited. The cards chosen in this phase of battle planning represent the reserve battle plans that may be developed (See research and development). All undrafted command cards are placed off to the side.

Starting resources

Each player, once at the beginning at the game, adds 4 Crowns, 2 stone and 2 wood to their resource pool.

Campaigning



Campaign rounds

Each campaign can last any number of rounds depending on which victory condition is chosen (See Victory conditions). Each round consist of four phases/seasons that follow one after the other. Round phases/seasons are detailed below.

Before the campaign round can begin initiative must be determined, during the first round the initiative belongs to the player who chose their starting realm second, in subsequent rounds the initiative switches back and forth between players.

Season 1 – Summer

Summer is the time for battles, regiments are issued move orders and can engage enemy regiments in battle. The summer season is divided into four turns, each turn representing four weeks or one month. During each turn players complete give orders detailing all actions for that turn according to the sequence below. Detailed rules for each sequence is given later on.

1. Subsistence – No regiment marches on an empty stomach and so each regiment must be fed.
2. Scouting – Effective planning is the secret of every successful commander.
3. Movement – A regiment may move into an adjacent tile that has been scouted (either by the regiment itself or another regiment even if it was an enemy regiment).
4. Battle - If a regiment moves into a tile already occupied by an enemy regiment, or an independent territory, battle ensues.
5. Raze - A regiment may raze any uncontested tile that it occupies, whether its civilian inhabitants are friendly or not. A fortress or city cannot be razed while it remains defended.

Subsistence

Armies require a constant source of supply in the form of food, clothing, arms, and transport. Subsistence is calculated in terms of subsistence points. A single banner requires one subsistence point at the beginning of each of the player's campaign turn. Subsistence can be obtained from two sources:

Foraging

A banner may obtain subsistence by foraging in the tile it occupies at the beginning of the player's turn. Foraging encompasses the gathering and requisitioning of crops and livestock and housing of troops on the local population. Every tile has a subsistence value depending on its improvements. Two points of subsistence value allows a regiment to subsist for a turn. This is shown in the table 6: Foraging below.

Table 6: Foraging

Territory	Subsistence Value
Barren	0
Logger/ Mine	1
Village/Fortress	2
Farm/City/Capital	4

In cases where a logger or a Mine is foraged from the deficit must be made up from supplies.

Supplies

A regiment may subsist from its supplies. Two points of supplies enables a regiment to subsist for that turn. The player deducts two points of supplies from the supply train for that regiment. Supplies may also be acquired from the enemy following a battle, or because of razing settlements. No banner may ever have more than six points of baggage at a single time. If a banner gains more, the surplus is lost immediately.

No subsistence

If a regiment is unable to subsist, it is in deep trouble. Supplies will gradually run out; starvation will lead to desertion, equipment will be lost, ammunition is used up, transport is abandoned or eaten. If a player is unable to provide subsistence for a regiment, he must make an immediate test for subsistence shortfall. Roll a 1d6 and consult Table 7: Subsistence shortfall below.

Table 7: Subsistence shortfall

1d6	Effect of Subsistence Shortfall
1	No movement – This regiment may not take another action this turn, the capitol must send supplies (Costing 2 Crowns).
2 - 3	Disease - The regiment is stricken with a mysterious disease and one small disk of the players choosing dies. The regiment may take other actions this turn
4	Mutiny – They regiment rises up against the capitol, abandoning their leaders to pillage the territory. This regiment may not take another action this turn.
5-6	No effect

Scouting

When regiments move it is assumed that small detachments are sent ahead to locate settlements, assess forage potential, and ensure the safe passage of the army. This is referred to as scouting. During the scouting step, the player indicates which regiments are attempting to scout an adjacent tile. Each regiment may attempt to scout one adjacent tile per turn. The following scouting rules apply:

1. If the tile has not yet been scouted (by anyone) it will be empty or unknown. By successfully scouting the tile, the player finds out what improvements have been built on the territory
2. A regiment may not move to a territory unless the regiment has scouted that territory this turn been scouted. Scouting is therefore an important limitation on the movement of large forces.
3. The presence of mountains and rivers that would normally hinder the movement of a regiment makes no difference to scouting. Terrain of this kind can prevent a large body from moving, but does not hinder a tiny group of scouts.

Scouting unknown territories

To scout a territory roll 1d12 and consult Table 8: Scouting for appropriate for the type of terrain.

- An unknown territory is empty – it contains no improvements.
- The existence of settlements in the unknown territory is established when the tile is scouted and an appropriate settlement piece is placed in the territory. Once a territories improvements have been established, they are fixed; further scouting cannot alter or affect what is in a territory.
- If the result is barren, the territory contains no improvements.
- If the result indicates an event, then some problem has beset the force and the territory is not successfully scouted. A further roll is made on Table 9: Scouting events.
- If the result indicates that there is an improvement in the territory the appropriate marker of an independent colour is placed in the tile.

Table 8: Scouting

1d12	Plains	Rivers	Farmland	Swamps	Woodlands	Mountains
1	-	Event	-	Event	-	Event
2	Fortress	Village	Event	-	Event	-
3	Event	-	Farm	-	Event	Event
4	-	Village	-	Event	-	-
5	-	-	-	-	-	-
6	Event	Fortress	Event	-	Logger	Event
7	Village	Event	-	-	-	-
8	City	Village	Farm	Event	Event	Mine
9	-	-	-	-	Event	Event
10	Village	City	Event	Event	-	-
11	-	Event	Farm	-	-	-
12	Event	-	-	Event	Event	-

Table 9: Scouting events

1d12	Event
1	Sickness sweeps the regiment. One small disk has to be treated and is not available for battle this turn. The territory is successfully scouted and is revealed to be barren.
2	The regiment's supplies go rotten. The regiment loses 1 supply point from its baggage. If a banner has no supplies, consult the Subsistence Shortfall Chart.
3	Due to an unfortunate breakdown in communications, the army's scouts head off in the wrong direction. Nominate a tile side as 1 and number the remaining sides 2 to 6 clockwise. Roll 1d6. Roll again on the scouting table.
4	The scouts are ambushed by bandits and fail to return. The scouted territory remains unknown and the forces are unable to move into that territory this turn.
5	The scouts encounter a merchant convoy carrying food and supplies. The scouts abandon their scouting mission in order to redirect the convoy to the regiment. The territory remains unknown but the scouts return carrying 1d6-2 (Minimum 1) extra points of supply back to the regiment.
6	The scouts encounter a mercenary band. Roll 1d6. On a roll of 1-4 they succeed in recruiting 1 small disk. On a roll of 5-6 they are brutally slaughtered by the mercenaries and are never seen again. Whatever the result of the encounter the territory remains unknown and regiments cannot move into it this turn.
7	A serious sickness sweeps the regiment. One medium disk has to be treated and is not available for battle this turn. The territory is successfully scouted and is revealed to be barren.
8	The cooks prepare a meal containing poison berries. One small disk of the players' choosing dies and is removed from the regiment.
9	The army is forced to a halt by localized storms. The force may not move this turn.
10	The territory is successfully scouted but seems to be barren. As the scouts return to camp they are followed by a band of barbarians who take the unsuspecting hero hostage. The capitol must pay 1d6 Crowns in ransom. Until the ransom is paid the hero is still a captive and the regiment may not take any actions, they fortify themselves and may not be attacked.
11+	If the territory is Plains, Rivers, Farmland, Swamps or Woodlands ignore a result of 11 and roll again on this table instead. If the result is 12, or if the territory is a Mountain territory on a result of 11 or 12, the scouts discover a Dragons Lair and retreat without scouting the territory. The force is therefore unable to move into the tile this turn. Furthermore, the scouts may have disturbed the sleeping dragons. Roll 1d6. On a result of 1-3 the dragons are not woken and there is no further effect. On a result of 4-6 1d6 dragons are woken and emerge from their lair to lay waste to the countryside (see Winter Events for details of dragon attacks).

Scouting known territories

A tile, which already contains an improvement, and which is not part of your realm must still be successfully scouted before a regiment can move into it. It is still necessary to roll on the scouting charts to see if a special event occurs, but ignore all other results, as any settlements are already known.

If a territory belonging to a rival player is successfully scouted, and if there is no regiment or improvements in the territory defend it, then the tile changes hands and becomes part of your empire. This does happen in the case where there are improvements on the tile. A regiment must occupy territories that contain improvements before they change allegiance.

If the territory has an independent improvement in it, this territory remains independent. If a player wishes to capture this territory, he will have to move a regiment into the territory and win a battle. If a territory is scouted and contains an enemy regiment the territory will only become part of the scouting player's empire if he enters the tile with a force and defeats the defending player's regiment.

Movement

During the movement phase of the turn a banner may move into an adjacent tile that has been successfully scouted during the scouting phase or any territory that belongs to the realm.

Whenever a territory containing a player controlled enemy regiment is being moved to, roll 1d6 and consult Table 10: Scout skirmish chart. The scouts spied on the enemy's regiment, while the enemy's own outriders and pickets will naturally tried to screen their forces and see off any intruders.

Table 10: Scout skirmish chart

1d6	Result
1	No information about other regiments is gained by either side.
2	The defending regiment captures the scouts and gains information on imminent attack. The defending regiment lays an ambush for the attacking regiment who loses all support. The defending regiment has the initiative if he should be attacked.
3	No information about other regiments is gained by either side.
4	The attacking regiment gains information on the camp placement of the defending regiment. The defending regiment will be taken by surprise and will not be able to receive support from any other regiment. The attacking regiment has the initiative if he should decide to attack.
5	No information about other regiments is gained by either side.
6	No information about other regiments is gained by either side.

Difficult terrain

A regiment may take any route from the edge of the territory that it is in to its destination territory but regiments that are entering territories with mountains, woodlands, rivers (without a bridge) or swamps - even if this territory belongs to the realm - must make a roll to determine whether safe passage could be found into the destination territory. See the route roll rules. The test is taken when the regiment declares its destination but before it moves. If no route is found, or the regiment is not moved, then the regiment's move is over for this turn.

Some special rules apply to movement into difficult terrain:

- A city in a river territory is presumed to have a bridge over the river. A regiment friendly to the city may therefore move across the river without having to make a route roll. This does not apply to any other improvements.
- A city in a mountain territory is presumed to have roads in passes from each edge through the city. A regiment friendly to the city may therefore move into and through the territory without having to make a route roll. This does not apply to other improvements.
- Movement from one mountain tile to another does not require a route roll to be made.
- Movement from one woodland territory to another woodland territory does not require a route roll to be made.

Other terrain

Plains and farmland territories do not effect movement at all.

The route roll

A regiment moving into a territory that contains difficult terrain must make a route roll to determine whether a safe route has been found. Roll 1d6 and consult Table 11: Routes.

Table 11: Routes

1d6	Result										
1-2	Failure. No route is found. The force may not move this turn.										
3-4	Perilous Route. A route is found but is perilous. The force decides whether to risk it or not. If it does, roll 1d6: <table> <tr> <td>1</td><td>The regiment encounters impassable terrain and is forced to return to the destination territory</td></tr> <tr> <td>2</td><td>A small disk (Of the players choosing) from the regiment is severely injured and will not be available for battle this turn.</td></tr> <tr> <td>3</td><td>One point of supply is lost during the travel.</td></tr> <tr> <td>4</td><td>The regiments gets lost and is forced to hire a guide to escort them to the destination territory. The capitol must pay 2 Crowns for the guide.</td></tr> <tr> <td>5-6</td><td>Entire force passes through with no losses.</td></tr> </table>	1	The regiment encounters impassable terrain and is forced to return to the destination territory	2	A small disk (Of the players choosing) from the regiment is severely injured and will not be available for battle this turn.	3	One point of supply is lost during the travel.	4	The regiments gets lost and is forced to hire a guide to escort them to the destination territory. The capitol must pay 2 Crowns for the guide.	5-6	Entire force passes through with no losses.
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4	The regiments gets lost and is forced to hire a guide to escort them to the destination territory. The capitol must pay 2 Crowns for the guide.										
5-6	Entire force passes through with no losses.										
5-6	Safe Route. The force may move without danger										

If no route is found this does not prevent another attempt next turn. Routes do not persist but must be discovered afresh each time a force wishes to move through the blocking terrain.

Moving into battle

If a force moves into a tile with another, presumably enemy, force there may be a battle. The moving force is referred to as the attacker, and the forces in the tile are referred to as the defenders. Defenders may avoid a battle by taking refuge in a fortress or city, or retreating from the tile. If they retreat to a fortress or city, there will be a siege. Battles against independent settlements are fought using the Simulated Battle rules.

Battle

When a regiment moves into a territory occupied by an enemy regiment a battle is fought. Battles are resolved by means of the standard rules of Warhammer: Diskwars with amendments as given below. Alternatively, battles with independent territories are resolved using the Simulated Battle rules. These rules are discussed in more detail later.

Rule amendments

- A regiment that is involved in a battle in a territory bordering on other territories where friendly regiments are stationed receives support from these regiments. Support is given in the form of additional command cards. Each adjacent regiment provides one additional command card.
- Command cards can only be chosen from the cards drafted during the realms Battle planning phase or cards received through Research and Development actions.
- When a territory with either a fortress or a city is attacked the attacking regiment will need to build siege weapons – using wood from loggers - to be able to engage in battle (See Paying dues).
 - Where a territory has the fortress improvement 1 wood will be needed to build the required siege weapons.
 - Where a territory has the city improvement 2 wood will be needed to build the required siege weapons.
 - Where a territory has the capital city improvement 4 wood will be needed to build the required siege weapons.
- An attacking regiment *MUST* spend the wood required if it has chosen to move into a territory containing an enemy regiment and is able to do so.
- If the attacking regiment is unable to spend the required wood to engage in battle it may still chose to enter a territory containing an enemy regiment. If this situation occurs a standoff takes place (See Siege).

Standoff

When an attacking regiment is unable to pay the required wood required to build the siege weapons to engage in battle with an enemy regiment occupying the territory it has chosen to move into a standoff occurs. While a standoff takes place the following rules apply:

- No regiment may forage for supplies during the Subsistence turn.
- Regiments are unable to receive supplies from the capital.
- Neither regiment may take any action (scout, move, battle or raze) while the standoff continues
- If in subsequent battle turns the capital is able to supply the attacking regiment with the required wood to build siege weapons the standoff ends and battle may occur.
- If in subsequent battle turns the capital of the defending regiment is able to pay the Crown's equivalent of the wood required by the attacking regiment a sell sword regiment may be hired to drive the attacking regiment from the territory, the attacking regiment must then retreat to any territory owned by its realm that is adjacent to the standoff territory. This retreating regiment is routed (see Routed).

Resolving the conflict

The winner and loser is determined using the standard Warhammer: Diskwars rules. When the winner and loser has been determined follow the rules below to determine resultant actions.

Resultant actions

- If the attacking regiment is victorious the defending regiment retreats to any territory owned by its realm then is adjacent to the standoff territory. This retreating regiment is routed (see Routed). Roll 1d6, 1-3 the retreating regiment makes a safe escape taking any supplies with them, 4-6 the retreating regiment leaves behind half of their supplies (rounded up). The upper limit of 6 supply points per regiment continues to apply and any excess is immediately lost
- If the defending regiment is victorious the attacking regiment retreats to any territory owned by its realm that is adjacent to the standoff territory. This retreating regiment is routed (see Routed). Roll 1d6, 1-3 the retreating regiment makes a safe escape taking any supplies with them, 4-6 the retreating regiment leaves behind half of their supplies (rounded up). The upper limit of 6 supply points per regiment continues to apply and any excess is immediately lost

If a regiment is unable to retreat they are all captured and held hostage (NOT HELD PRISONER). For each disk removed from the battle field on the defending regiment's side roll 1d6, 1-4 the disk survives and is held hostage (NOT HELD PRISONER) with the rest of the regiment, 5-6 the disk dies. The regiment may be ransomed by the capital city (See Phase 3: Winter).

Disks removed from the battle field are not necessarily slain. Some will be dead, but the majority are wounded, exhausted, or otherwise incapacitated. Following the battle some of the wounded may die, but others will recover sufficiently to rejoin the ranks. Once the battle is over and the two forces have completed any retreats, each side recovers a proportion of its battlefield losses. Recovered casualties are placed back in their regiments and may fight normally from then on.

Any hero disk that dies on the battlefield is found by a holy man after the battle, the hero is resurrected to rejoin his regiment without the need of a Disk recovery roll.

Roll a separate 1d6 for each disk removed from the battle field and apply the modifiers below, then compare to Table 12: Disk recovery.

- -1 if force defeated.
- +1 if force victorious.

Table 12: Disk recovery

1d6	Result
<1	Dead
2-3	Unconscious. If his side won, or is a draw, then the disk recovers. If his side lost, then the disk is captured.
4-5	Wounded but rescued by friendly troops.
>6	Lightly wounded, the character avoids permanent harm. The character makes a full and complete recovery and rejoins his regiment.

Routed

If a regiment is forced to retreat it becomes routed. Routed regiments may not support any other regiments that engages in battle this turn. At the end of the turn all routing effects are lifted.

Prisoners

Disks taken prisoner after being discovered lying wounded on the battlefield are added to the victorious' regiment's baggage train. At the end of the turn all disks are sentenced to be executed, roll 1d6 and compare to Table 13: Disk executions.

Table 13: Disk executions

1d6	Result
1	The character overpowers the guards and escapes by means of heroic subterfuge, spectacular swordplay, and unrivaled bravado. The character immediately rejoins his regiment.
2	Character escapes by feigning illness, slipping past his guards and leaving his enemy's camp dressed as a servant, leper, or beggar. The character immediately rejoins his regiment but is wounded during the escape and will not be able to participate in the battle portion of the following turn.
3	The character escapes by bribing the executioner to substitute his body or fake his death. Abandoned and destitute, the character makes his way towards the capital, reaching it at the end of the season.
4	Character's execution is stayed at the last moment due to evil omens, portents of doom, and other irrefutable indications of divine disfavor. The character remains a prisoner to be executed by the end of the battle portion of the following turn.
5-6	The character fails to come up with a convincing plan of escape and is duly executed by his captors.

Simulated battle rules

When a force moves into a territory occupied by an independent regiment a battle is fought. In order to determine the winner in a simulated battle a combat factor is determined by means of the rules below.

Strategic modifier

The player engaging in battle with the independent regiment rolls 1d6 for himself and 1d6 for the independent force consulting Table 14: Strategic battle modifier to determine the applicable strategic modifier.

Table 14: Strategic battle modifier

1d6	Result for player regiment		Result for independent regiment	
	Type of attack	Strategic modifier	Type of attack	Strategic modifier
1 -2	Direct attack	-2	Withdraw	-2
3-4	Surprise attack	0	Hold	0
5-6	Flank	+1	Counter attack	+1

Random modifier

There is no such thing as certainty in battle. The player rolls 2d6 and adds them together to obtain the random modifier. If the roll is a double, then a random disk is also a casualty. Refer to the disk casualty rule. The player then roles 2d6 to determine the random modifier of the independent regiment.

Support modifier

For each adjacent friendly regiment the support modifier increases by +1. In the case of an independent regiment for each adjacent independent territory the support modifier increases by +1.

Battle result

Add all modifiers together and determine the final score of the battle by subtracting the independent regiment score from the player regiment score. Consult Table 15: Simulated battle results to determine the outcome of the battle.

Table 15: Simulated battle results

Final score	Result	
Less than -5	Independent regiment wins convincingly	Player regiment must retreat and is routed (see routed). In the rush one supply point is lost.
-1 to -5	Independent regiment wins	Player regiment retreats and is routed.
0 to 5	Player regiment wins	Territory (including improvement) becomes part of player's realm.
More than 5	Player regiment wins convincingly	Territory (including improvement) becomes part of player's realm. The regiment searches the territory and discovers supplies equal to the improvements' foraging value.

Disk casualty rule

Any double rolled on the random factor means that a character has been slain during the battle. Roll 1d6 to determine whether it is a small or a medium disk (1-3 Small disk, 4-6 Medium disk). The player then choses which disk was slain during the battle.

Raze

Armies make demands on the lands through which they move: foods for the troops, fodder for their horses, draught animals and carts for transport, and so on. This is represented by the subsistence rules that allow regiments to subsist in tiles containing improvements. These demands may impose hardships upon the local inhabitants, but they are not as great as to prevent further subsistence or to destroy the settlements.

Razing a territory is more destructive altogether. A razed territory is looted of everything of value, all crops are harvested or destroyed, the area is stripped of its livestock, and everything that is useful to the army is taken. Once a territory has been razed it cannot support even its own population, and regiments will be unable to gain subsistence from it.

Razing a territory

A regiment may raze the settlement it is in at the end of the player's turn. The only exception is during a standoff, when a territory may not be razed until it has fallen to its besiegers.

The player declares that he is razing the territory and places a razed territory marker on it. The improvement marker remains in place. Territories that have been razed do not really belong realm

The regiment takes supply points equivalent to the improvements' subsistence value and places them in its baggage. This represents the loot taken by regiment, stripped from the fields and pilfered from the inhabitants. A regiment is still subject to the usual limitations on the amount of baggage carried and any excess is immediately lost.

Razzed territories

Once a territory has been razed, it is treated as a barren area belonging to no realm. It cannot be used for subsistence, and it yields no revenue at the end of the year. If the territory contains a city or fortress, a player does not have to pay the required wood to claim the territory. A razed tile remains barren until the following winter when a test is made to restore all razed tiles.

Season 2 – Autumn

During the autumn the regiments return home to their families. This is the time when improvements are developed, when commanders have time to do research and when Autumn magic may be used.

Autumn retreat

All regiments, except from territories that are currently involved in a standoff, are returned to the capital and placed within territories as to have the total distance of all regiments from the capital be as low as is possible. All supplies from each regiment is stockpiled by the capital city and becomes part of the capital resources.

Research and development

During this phase of the round players may make any number of decisions that will improve their realm and battle plans. Below sections for research and development describe options available to players, all orders are completed at the same time and a realm can chose to not make any improvements or do any research.

During the autumn commanders have time to research at a price. Each autumn players may choose to spend Crowns to move any ONE of the command cards in the reserve battle plans to the main set of command cards. The first command card added to the main set costs 2 Crowns, each additional command card added to the main set costs 3 more Crowns than the previous card.

Autumn equinox magic

Players of Warhammer: Diskwars will be fully acquainted with the effects of magic on the battlefield. Equinox magic is altogether different; it is far more powerful and dangerous than battle magic. Equinox spells may only be attempted once during the year: the autumn equinox.

On the night of the autumn equinox the planets align and the magical power is palpable in the night sky. Equinox spells can only be cast from the realm's capital where it's most sacred and arcane sanctuaries are located. Magical power is channeled through these ritual centers during the autumn equinox, drawn by the conjunctions of planets and the mystic rite of the season, ready to be directed in the form of a spell.

Each player selects one tier of spell consisting of one primary and one secondary spell from Table 16: Equinox Magic to cast during the autumn equinox, roll 1d12+Sacrifice modifier to determine if the spell is cast successfully. If the primary spell should fail an attempt to cast the secondary spell is automatically made. If the secondary spell fails no spell is successfully cast during the equinox.

Table 16: Equinox Magic

Tier	Success test	Primary spell	Secondary spell
0	3+	Abundance	Rot
1	4+	Reign of Madness	Storm
2	7+	Withershins	Quake
3	8+	Magical Protection	Call of men
4	11+	Prosper	Deluge
5	13+	Chaos Void	Inundation of Blood
6	15+	Bumper Crop	Blight Crop

Sacrifice modifier

The wizards and mages that perform the equinox spells have a dark secret, in order to cast stronger spells they require blood sacrifices. The sacrifice modifier must be determined before the spell success roll is made. In order to increase the sacrifice modifier remove disks from your regiments and refer to Table 17: Sacrifice modifier. Disks removed for sacrifice modifiers can stack.

Table 17: Sacrifice modifier

Sacrifice	Sacrifice modifier
Small disk	+1
Medium Disk	+3
Large disk	+5

Equinox spells

Abundance

Chose one territory within 1d6 of the capital. The territory blossoms with life, its soil enjoys unheard of fertility and its population thrives. The territory will provide will provide additional Crowns/Wood/Stone equal to the Sacrifice modifier during the Pay dues step in Season 3 - Winter (See Pay dues)

Rot

The supplies stored in the rival realms capital rots. Remove 1d6+Sacrifice modifier worth of supplies from the rival capital.

Reign of Madness

This spell may be cast against a territory containing an enemy village. The entire population is infected with a whirling madness and they dance off never to be seen again. The territory is razed and any regiments in the territory is suffers madness. Regiments that suffer madness turn on each other and kill one small disk of the players choosing. If the regiment hold any hostages or prisoners they are executed.

Storm

A territory within 1d6+Sacrifice modifier of the rival capital is beset with storms of terrifying intensity. These storms last until the next autumn, making movement difficult and disabling any improvements. Regardless of improvements within it, the tile provides no subsistence throughout the season. Regiments may move into the territory as normal, but any scouts attempting to scout from this territory to another territory are driven back on a 1d6 score of 4,5 or 6.

Withershins

An enchantment is placed upon a territory within 1d6+Sacrifice modifier of the rival capital, affecting any force within it until the start of the next autumn. A force wishing to scout from the tile must determine its direction randomly using a 1d6 corresponding to each of the six territory sides. The force does not have to move in the direction scouted; it may remain stationary instead.

Quake

An earthquake devastates the walls of a city or fortress in a territory within 1d6+Sacrifice modifier of the rival capital. Any city or fortress in the target territory can be attacked without the need of building siege weapons. The devastation is rectified automatically and without cost during the following autumn season.

Magical Protection

This spell is cast on a territory within 1d6+Sacrifice modifier of your capital city and nullifies the effects of any equinox spells already cast on the target territory. This spell also prevents any further equinoctial magic being cast upon the target tile until the following autumn.

Call of men

This spell is cast on the capital and so always works. Willing men from all over the land are drawn towards the capital where they offer their aid to the player. The player may recruit one additional disk for each point of the Sacrifice modifier during the coming winter phase. Disks are chosen as normal.

Prosper

This spell is cast against a razed territory adjacent to the player's own empire. The territory recovers immediately, the razed counter is removed and the improvements become part of the player's empire. During the recovery phase this recovered territory counts as part of the realm, and may therefore affect territorial ownership of other recovered territories (see Recovery).

Deluge

This spell may be directed against a river territory, causing the river to swell, forming a tidal wave of destruction. Any improvement in the tile is razed on the 1d6 score of a 2+ if it is a bridge, 3+ if it is a farm, 4+ if it is a village, 5+ if it is a fort, 6 if it is a city.

Chaos void

This spell may be cast on any territory within 1d6+Sacrifice modifier of either capital that does not contain a regiment. It brings the powers of raw magic into a deadly coalescence, dissolving the contents of the territory and creating a vortex of chaos.

Any force moving into the territory during the campaign season is instantly destroyed. The territory is not considered to be difficult terrain. The chaos void is automatically closed up at the beginning of the following autumn. After the chaos void closes the territory is restored as a plains territory containing no improvements.

Inundation of Blood

A territory within 1d6+Sacrifice modifier of the enemy capital is submerged under a deluge of blood that pours from the sky, drowns crops, and sweeps away any improvements. No dues may be gathered from the territory during the coming winter season, and any regiment in the tile loses 2 small disks. Any improvement in the territory is destroyed on the D6 roll of a 6. The territory is considered razed until the blood drain away at the beginning of the next autumn.

Bumper Crop

This spell has no range and effect ALL farms on the map. Crop yields throughout the player's own empire exceed all expectations. Add 1d6+Sacrifice modifier per farm to the friendly realm's total Crowns this year. Crop yield for the enemy realm are also larger than expected. The enemy realm adds 1d6 per farm to its Crowns. In both cases roll once for every farm and use the casting player's Sacrifice modifier.

Blight Crop

This spell has no range and effect ALL farms on the map. Crops shrivel and fail, reducing the yield of the entire harvest. Deduct 1d6 per farm from the friendly realm's total Crowns this year. Crop yield for the enemy realm are also lower than expected. The enemy realm deducts 1d6+Sacrifice modifier per farm from its Crowns. In both cases roll once for every farm and use the casting player's Sacrifice modifier.

Season 3 – Winter

After the final turn of the campaign season, play ceases for the duration of winter. The winter may be inactive from the point of view of battles, but it is a busy time for the rulers of the various realms. Gains must be consolidated, fortifications built, armies brought up to strength and re-equipped.

Winter is a time of rest and renewal for the armies of the empire and a time of hardship for many of the empire's inhabitants. While seasoned campaigners toast themselves with ale and log fires and bards add new verses to their heroic songs, for many the winter brings only privation and despair.

Now is the time when newly conquered people may be tempted into dissent, and when disease can wreak havoc among populations already weakened by hunger and war. The turning of the seasons also brings with it the fear that this year might once more be the year of the Dragonrage.

During the winter, each player works through the following phases in the order given. The procedures and rules are given in detail in this section. Players will need to consult with each other to resolve some procedures, but each player can make most calculations independently.

1. Events. Roll on the Events Chart to determine any unexpected occurrences within your Realm.
2. Paying dues. Collect revenues due from the territories.
3. Trade. Supplies, stone and wood is traded in preparation for the following season.
4. Diplomacy. Players may attempt to ally with independent realms to plot intrigue against other realms.
5. Recruitment. Fresh troops can be raised and existing units upgraded.
6. Recovery. Razed territories are tested to determine if they recover.
7. Construction. During the construction phase a player may spend revenue on the construction of improvements within the boundaries of their realms.

Events

Every few years, for reasons unknown, Dragons come roaring from the heart of the mountains, bringing terror and destruction to princes and paupers alike. These events and others are covered during the events phase and are represented by means of a test made once by each player. The player rolls 2d6 and consults Table 18: Events.

Table 18: Events

2d6	Result
2	Dragon Rage From the heart of the mountains at the center of the world, great Dragons come roaring forth to raze the land and strike terror into all who lie in their path (see The Dragonrage.)
3	Peasant Revolt Lose D6 crowns of revenue this year.
4	Rebellion An underling rebels against your rule. Randomly select a fortress in the empire, which becomes an independent improvement. Any troops in the territory stats are chased out to an adjacent territory that contains no other regiment losing 1 small disk in the process. If no adjacent territory without a regiment exists the regiment is moved back to the capitol losing 2 small disks. The fortress yields no revenue this year.
5	Plague Plague ravages the land. Randomly select one farm in your realm. Any troops in the territory stats starving and move out to an adjacent territory that contains no other regiment losing 1 small disk in the process. If no adjacent territory without a regiment exists the regiment is moved back to the capitol losing 2 small disks. The territory yields no revenue this year.
6	Raids Test for each improvements lying in a territory adjacent to an enemy held territory (including independents). Roll 1d6. If the result is 4, 5 or 6 raids and banditry prevent revenue being collected from that territory this year.
7	Increased Revenue Your merchants and traders have had a very successful year with goods and wares being sold and transported to the far reaches of the world. The traders bring back 1d6 worth of Crowns to be added to the realms revenue.
8	Plentiful Harvest The fine weather and hard work of your farmers has resulted in a bountiful harvest. For every three farms in your realm, receive 1 additional Crowns of revenue this season. Razed farms yield no revenue at all.
9	Special Tribute Collect an additional 1d6 Crowns revenue this year.
10	Famine Widespread famine makes it impossible for your realm to rebuild and repopulate razed territory this year. No recovery roll is made in the recovery phase.
11	Treachery For each city or fortress in your empire that borders an opposing realm or independent territory, roll 1d6. On a roll of 6, the settlement switches its allegiance and makes peace with the enemy. Exchange your flag for that of the opposing realm or an independent territory. The revenue from that territory can now be collected by your enemy
12	Dragon Rage From the heart of the mountains at the center of the world, great Dragons come roaring forth to raze the land and strike terror into all who lie in their path (see The Dragonrage.)

The Dragonrage

The Warhammer World is a dark and terrible place, where monsters lurk and danger is ever near. But nothing strikes more fear into the hearts of the inhabitants of the Old World than the plagues of dragons that periodically devastate whole regions of the world. This destructive and highly unpredictable event is known as the Dragonrage.

Origins

The cause of the Dragonrage is lost in the mists of time. Some attribute it to the movement of the planets and stars, others to the changing flux of Chaos flowing from the collapsed warp gates at the poles of the earth. Though many theories abound amongst scholars, natural philosophers and magicians, no one can say why, when, or from where the next plague of devastation will come. All that is known is that over the years dragons gather in caves deep in the heart of the mountains. After many seasons conserving their strength, they suddenly issue forth and lay waste to the lands around in an orgy of destruction. Curious travelers or treasure hunters may occasionally disturb small groups of dragons from their slumber. When this happens dragons may be woken prematurely so that they issue forth, destroying all around before returning to their hidden caves.

Triggering Dragonrage

A Dragonrage occurs when a scouting force wakes a nest of sleeping dragons. A result of 11 or 12 on the Scouting Event Chart indicates that scouts may have found a dragon's lair. Roll a D6. On a result of 1-3, the dragons remain undisturbed and nothing further happens. If the result is a 4-6 then 1d6 dragons are disturbed with dire consequences. A Dragonrage also results when a player makes a roll of 2 or 12 on the Winter Events Chart. This is a far more destructive event involving 1d6+6 dragons. The dragon's lair is randomly determined from amongst the map territories that depict entirely mountainous territory.

Moving the dragons

First, place the appropriate number of dragon markers (1d6 or 1D6+6) onto the territory containing the dragons' lair. Nominate any of the six territories which are adjacent to the dragon's lair as 1, and the remaining adjacent territories as 2 to 6 counting clockwise from 1. Roll a 1d6 to determine which new tile the dragons will move into. One dragon marker is left behind in the old tile and the remainders are moved into whichever adjacent territory has been indicated by the dice throw. Repeat this process as many times as necessary, leaving one dragon behind in each territory. Eventually all of the dragons will have been used leaving a trail across the map. As the dragons cross the landscape, their movement may sometimes result in more than 1 dragon landing in some territories. These extra dragons have no additional destructive effects. Once all of the dragons have been positioned, roll 1d6 for each tile containing a dragon marker and consult Table 19: Dragonrage. Remove each marker after the effects have been worked out.

Table 19: Dragonrage

1d6	Result
1	The dragons roar overhead breathing fire and smoke, but wheel away in a new direction causing no damage.
2-5	The dragons swoop down upon the territory destroying everything in their path. If the tile contains an improvement, it is razed exactly as if an army had razed it. If there is a regiment in the territory, it loses 2 small disks.
6	The dragons set the territory alight causing any regiment on the territory to lose 3 small disks. If the tile contains an improvement, it is razed exactly as if an army had razed it. The fires burn intense and any army that ends its movement on the tile will lose 1 small disk. The fires will die down by the next autumn.

Duration

A tile razed by dragons during the campaign season remains razed for the rest of the campaign season. The tile may be recovered by rolling on the recovery chart during the winter recovery phase exactly like other razed tiles. No recovery roll is made for a tile razed during a winter event until the recovery phase following the next full campaign season.

Paying dues

Our fantasy states have medieval style economies where wealth is counted in terms of goods as much as in Crowns. This wealth is an important part of the campaign. It is needed to recruit new troops, bring depleted units up to strength, hire mercenaries and build improvements. The unit of currency used is the crown. During the first winter of the campaign, revenue is gathered for the first time. Players determine their revenue and note it down. During this phase territories with mine or logger improvements do not pay the tax with crowns but rather with stone or wood respectively.

Gathering revenue

Revenue may only be gathered if the player's capital city has not fallen to the enemy or been razed. If a capital falls to the enemy or has been razed the player is unable to collect revenue that year. Being unable to collect revenue does not necessarily mean the player is defeated as he may still have an army and other territories. Refer to Table 20: Paying dues for taxes received.

Table 20: Paying dues

Improvement type	Revenue Value
Capital city	4
Other city	2
Farm	2
Village	1
Fortress	1
Mine	2 Stone
Logger	2Wood

Additional rules

- Razed settlements provide no revenue
- During the course of the campaign season, realms expand outward from the capital cities. Newly conquered territory will be linked to the capital by friendly territories. However, as the campaign progresses this link may be broken: inter-linking territories falling to an enemy or being razed. If a territory can no longer draw a line to the capital via non-razed friendly territories, it is isolated. Isolated territories are part of the empire in every other respect, but they provide no revenue.
- Some events alter the amount of revenue that can be collected. Rebellion may also result in isolating some parts of the empire. This is why events should be resolved in the events phase before revenue is collected.

Trade

Traders come from all across the world seeking riches from the mighty empires. Realms are able to buy and sell stone, wood and supplies from these traders. Before trade can occur each player rolls 1d6 to determine the effect news about their campaign has influenced the traders.

On a roll of 1-3 the traders have heard stories of the tyrant ruler, the players influence modifier is -1, and on a roll of 4-6 the traders have heard tell of a strong and benevolent ruler in this land, the players influence modifier is +1. Each resource's trading opportunity must be completed before the players may move on to the next resource.

The minimum price for any resource, whether buying or selling and after all modifiers have been applied, is 1 crown. See Table 21: Trading for details.

Table 21: Trading

Resource	Price	Selling modifier	Buying modifier
Stone	1d6 + Influence modifier	+1	-2
Wood	1d6 + Influence modifier	+0	-1
Supplies	1d6 + Influence modifier	-1	+0

Diplomacy

During the winter, players will probably wish to spend their time fruitfully planning the destruction of their foes. Players may make use of the diplomacy phase to solicit the aid of independent empires.

If an independent settlement or empire borders your empire, you may send a diplomatic mission. If the independent empire borders two or more empires, players intending to send a mission must declare they are doing so at the beginning of Season 3 - Winter. It costs the player 1 Crowns to send a diplomatic mission. The player may send only 1 mission each winter. Assuming the player's mission is the only one to visit the empire, the player rolls a 1d6 and refers to Table 22: Diplomatic missions.

Table 22: Diplomatic missions

1d6	Result
1-4	The diplomats are thrown out of the king's presence and sent back to their master bearing some terrible humiliation. Examples: stark naked and dyed blue, shaven if Dwarfs, obscene tattoos on forehead, shackled together in chains.
5	The empire's ruler is reasonably impressed with the statesmanlike wheedling and diplomatic pleading of the mission. He agrees to a temporary alliance. The player places his own territory counter/s in the independent empire but the settlement models still carry the orange independent flags. The empire now has flags indicating that it is independent, and territory markers showing its allegiance. The allied player may move his forces through the empire without being attacked. The player's banners may not subsist from the allied empire without breaking the alliance. The player may not annex tiles from the empire to his own empire without breaking the alliance. Espionage does not affect the alliance: such acts can always be blamed on someone else!
6	The empire's ruler is completely overawed by all the attention, and his empire enters into a complete alliance with your empire. His entire court is soon adopting the fashions and manners of your empire. The independent empire is quickly absorbed into your empire as a technically independent ally, but is really little more than a semi-autonomous province. Replace the independent settlements with those bearing your own flag and treat it as part of your empire from now on.

If several players attempt to send a mission to the same independent empire, they must first vie for an audience with the king. Roll 1d6 and refer Table 23: Competing Diplomatic missions.

Table 23: Competing Diplomatic missions

1d6	Result
1-4	The risible antics of the competing missions convince the king that all foreigners are fools. They are sent back home in humiliation.
5	Each player rolls a 1d6. The highest scoring player impresses the king and he enters into a temporary alliance as described for 5 above. The opposing diplomats disappear into the dungeons and are never seen again.
6	Each player rolls a 1d6. The highest scoring player has ingratiated himself with the king and he enters into a complete alliance as described for 6 above. The opposing diplomats suffer a horrible fate (the successful players can decide what!)

Temporary alliances last only for the duration of the following campaign season. Complete alliances amount to the total absorption of the independent empire into the player's empire. Revenue is not collected from an independent empire that has been absorbed during that same winter season.

Recruitment

During the recruitment phase, players can spend crowns to recruit and train new troops to reinforce or upgrade existing units.

Crowns for disks

The purchasing cost per disks is given in Table 24: Recruitment.

Table 24: Recruitment

Disk size	Cost
Small	2 Crowns
Medium	4 Crowns
Large	6 Crowns

A realm with an income of 24 crowns therefore has a potential to buy 12 small disks, 6 medium disks or 3 large disks over the winter. All disks bought are kept in reserve until Season 4 – Spring.

Recovery

Territories that have been razed may recover over the winter as citizens return to their homes and new settlers take over abandoned territory. A test is made for each razed territory on the map. For every razed territory, roll 1d6 and refer to Table 25: Razed territory recovery.

Table 25: Razed territory recovery

1d6	Result
1-3	The territory remains abandoned and uncultivated. Cities and fortresses remain charred ruins populated only by squatters and bandits.
4-5	The inhabitants gradually trickle back to their homes. Villages, farms, loggers and mines recover fully and can provide subsistence as normal. Cities and fortresses remain abandoned and provide no subsistence.
6	The territory recovers sufficiently to provide full subsistence from the beginning of the campaign season.

When a territory recovers, its allegiance must be determined once more. A recovered territory that does not border any tile already belonging to a player's realm becomes an independent territory. If the recovered territory borders a tile belonging to a player's realm, the territory automatically belongs to that empire.

If the recovered territory borders more than one empire, an adjoining territory containing a city takes precedent over a fortress, a fortress over a farm, a farm over a village, a village over a logger/mine, and a logger/mine over unoccupied territory. If claims are equal, the recovered territory will be independent. Recovered territories are treated exactly like other territories. A recovered city or fortress reacquires its full defensive value.

Rebuilding

A player may use part of his realm's revenue to rebuild a razed territory that adjoins his empire so long as it does not adjoin a rival player's territory as well. Once the recovery test has been made, the player may spend revenue to rebuild territories that have failed to recover.

Every crown spent adds +1 to the 1d6 score already rolled. A city which fails to recover on the 1d6 roll of a 2 can therefore be brought to full recover at a cost of 4 crowns.

Construction

Realm owners may spend resources to improve any of the realm territories. Refer to Table 26: Improvement development for costs of each improvement. Territories may be improved from one tier to the next paying the associated cost.

Table 26: Improvement development

Tier	Cost	Plains
0	-	Barren
1	2 x Wood + 2 x Wood per Village in realm	Village
2	2 x Stone + 2 x Stone per Fortress in realm	Fortress
3	2 x Stone + 2 x Wood + 3 Crowns per City in realm	City

Tier	Cost	Rivers
0	-	Barren
1	1 x Wood + 1 Wood per bridge on map	Bridge
2	2 x Wood + 2 x Wood per Village in realm	Village
3	2 x Stone + 2 x Stone per Fortress in realm	Fortress
4	3 x Stone + 3 x Wood + 4 Crowns per City in realm	City

Tier	Cost	Farmland
0	-	Barren
1	2 x Wood + 2 x Crowns per Farm in realm	Farm

Tier	Cost	Woodlands
0	-	Barren
1	2 x Stone + 2 Crowns per Logger in realm	Logger

Tier	Cost	Mountains
0	-	Barren
1	1 x Stone + 1 x Wood + 2 x Crowns per Mine in realm	Mine

Season 4 – Spring

After the winter disks allocated to existing regiments were called to the capital and the entire army now needs to be reorganized. Players distribute all disks, including the newly recruited disks, to new regiments lead by the recruited heroes.

Each player prepares new force lists to accommodate his army for the coming season. Once regiments are properly organized, they are positioned in territories within the player's empire. Regiments cannot be deployed in barren or razed tiles. All standard regiment rules apply as given in the Wathammer: Diskwars game and also in previous sections of this rule set.

Once regiments are in position, supply counters are distributed, or may be stockpiled in territories as required. Supply limitations are still in effect.

Winning the campaign

The victory conditions must be determined before the campaign starts. Below you will find three basic types of victory conditions that can be used. Players can either agree on which to use or roll a D3 for it.

1. The player who first gets a given number of territories is the winner. A good number is about three times the number of starting territories each player has.
2. The player with the most territories after a given number of rounds is the winner. This can be any number depending on how much time you have, though three should be the absolute minimum. If you want a random number, try D6+2.
3. The player who first gains a large enough lead on his opponent in the number of territories he controls is the winner. This number could for example be equal to the number of starting territories, so in a campaign with four armies (and thus four starting territories), a player wins if he controls four territories more than his opponent at the end of a campaign round.

Section 3

Additional resources



