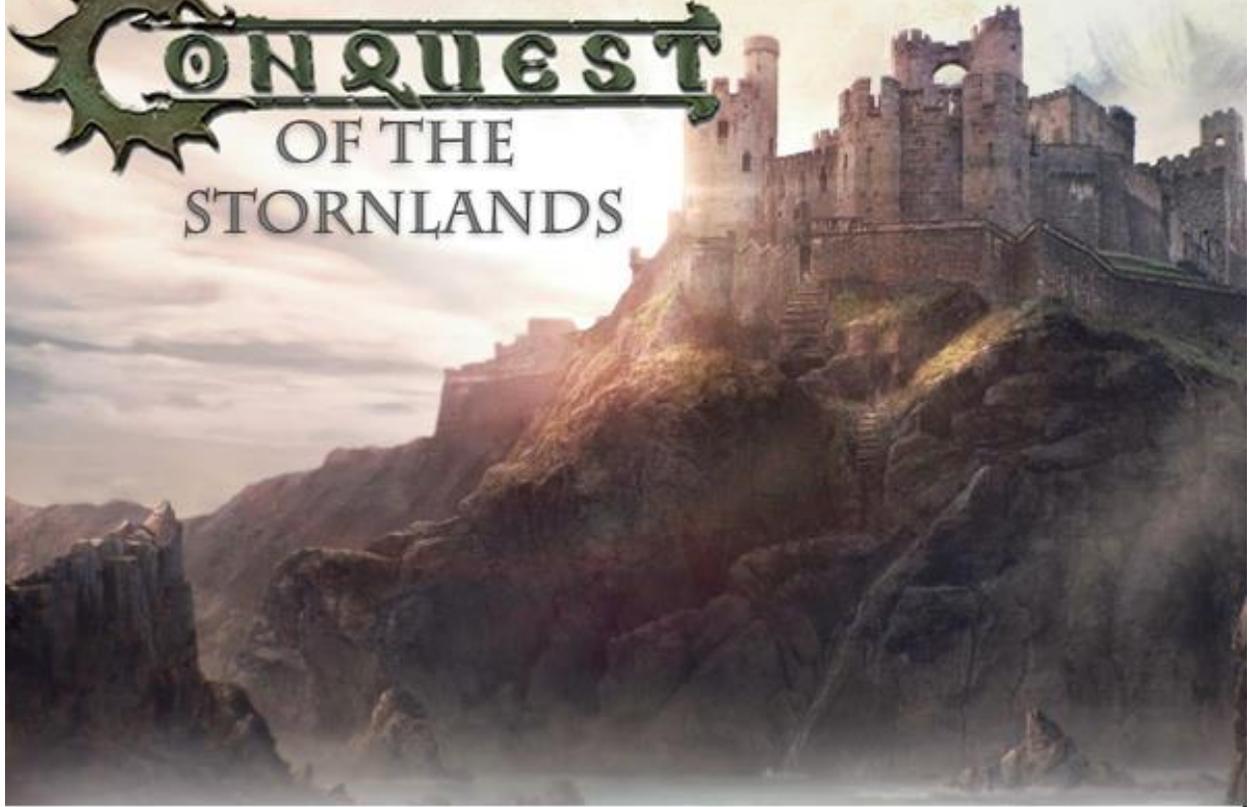


CONQUEST OF THE STORNLANDS





THE WEAVERS OF FATE
SPUN A FAR TALE
UPON A STONE LAND
LONG FORGOTTEN
BEARS THE SOUL OF
THE WORLD

DESIGNER COMMENTARY

The first thing that I would like to stress is that this work is in no way, shape, or form affiliated with Para Bellum Wargames or endorsed by them. This is a fan project written as I understand the background of the game of Conquest.

I have been a part of map campaigns and narrative for a very long time. I remember fondly the first time I read the gem that was Mighty Empires and how enthralled I was at the prospect of marching fantastical armies across a map, and waging war against my enemies for conquest, gold, and glory.

I never really got over those adventures and have always wanted more of them.

Conquest of the Stornlands was an exciting project to undertake because it takes place in a brand-new game, on a brand-new world, with brand- new players and models. Anything can happen, and we are as of this writing in a place where the game has not yet been shaped by any tournament metas or internet wisdom.

It is my intention to continue the story of the Stornlands past this chapter in the months and years to come as my group wages more battles in the lands of Conquest. There are so many untold tales waiting to be found!

Happy Adventuring
~Chris "Auticus" Nye
December 2019

Dedication and Credits

This work is dedicated to my gaming group, for whom without, there would be no Stornlands to fight over.

All artwork found in this document was found on the internet. I do not claim any ownership over any art, I am using them in this document without profit.

THE STORY SO FAR

Long ago after the fall of the empire, there was a kingdom in the north that men called the Stornlands. The land was harsh and cold, with little sun and ground that took much labor to yield any crops.

Along the northern coast of the Stornlands sat the city named Pax. Pax was a port, and the sails of ships from many differing regions colored its skyline as trade goods were brought in and shipped out.

Pax made an excellent port, for it sat along a sheltered cove that was easy for mariners to navigate. Further west, a great river flowed south from the sea to the capital Vur Burin, also known as the City of Swords, for northern steel was a highly prized commodity and the weaponsmiths of the Stornlands were famous for their craft.

The Old Vairn Road crossed the region, connecting Vur Burin with Pax and to the rest of the world to the south. A testament of the engineering feats that the Armatellum Dynasty had brought during the age of its imperial rule, the road was an engineering marvel that was still heavily used even hundreds of years after the fall of that empire.

It was during this time that the king of the Stornlands, a man named Sardis, had been on the throne for a number of years. King Sardis began to ponder his own end, as men who begin to leave their younger days behind often do. He began funding projects headed by his alchemists and wizards to unlock the means to prolong his life.

It was during this time that King Sardis was approached by a gaunt shadowed figure that called itself The Shaper. The Shaper told Sardis that if prolonging his life was what the king really wanted, that he could have his wish, though it would come with a price.

The king was skeptical but asked the creature what the price would be for such a gift.

“The first-born child born of every woman in your kingdom shall be the price. They will be given at the Feast of Ascendance where they will be taken by my servants unto me, where they shall serve me the rest of their days.”

King Sardis contemplated the price that was asked, and then replied that if the Shaper could prove that his elixirs worked as promised, that he would have the first-born children of his kingdom in payment.

“A taste I shall give you then King. A taste, and then I shall return on the next moon to get your answer.” The Shaper handed the king a phial filled with a dull brown liquid. Desire to cheat death was stronger than skepticism over what could be contained within the liquid, and so King Sardis drank the contents of the vial.

As the Shaper had promised, the elixir rolled back the years on the king. His vision became clearer, his hair and beard darker, and his strength and vigor returned to where it had been as a younger man.

When the Shaper returned at the next moon, the king agreed to the exile's terms, for his children were grown and his people could afford to pay the price for his lengthened life. From that night, all first-born children born of every woman would be given unto the Shaper to serve for the rest of their days, and that delivery would happen annually at the Feast of Ascendance during the spring equinox.

The people of the Stornlands chaffed at this royal decree, and a number of revolts had to be put down by the soldiers of the realm. Such was the price that the king felt he could afford to pay to cheat death.

As years rolled by, the king's wife and queen took ill and passed of her advanced age. The king, however, stayed young. Already unpopular, the people began to whisper that their ruler was in league with demons and necromancy, and trade began to strain as those once friends began to turn away from suspected heresy. The church as well began to look closely at King Sardis, though they could find no trace of dark magic upon him.

Through all of this, the king met a dark eyed, dark haired beauty named Cirilla. The two fell in love, and a royal wedding was celebrated throughout the north. It did not take long for the couple to consummate their wedding, and Cirilla became pregnant and soon after bore a son that they named Phillip.

During the Feast of Ascendance, Sardis bore Phillip away to his mountain retreat, intent he was on saving the boy from the Shaper. Surely, the king thought, one boy would not be missed.

The Shaper noticed the missing babe, and the night after the Feast had been held, the exile visited King Sardis in his bed chamber.

"Our agreement was for all first-born children born of every woman in your kingdom to be given freely, yet you have failed to deliver yours unto me." The Shaper said, leveling an accusatory finger toward the king.

"You cannot have my son creature." King Sardis spoke back, his voice full of venom and passion taking his heart. "Begone from my chambers and never return to this place." He commanded.

The Shaper nodded his head, for humans he knew would turn against their word when they felt it suited them.

"Ashes King Sardis. Ashes are what you and your kingdom will be. Cursed will be your nobles. Cursed will be your generals. Your landowners and your sheriffs, they shall live alongside you until the end of the world. No food will satisfy, nor drink will satiate your thirst. From this day

on I promise, your kingdom will remain forever a golden treasure cursed for all time.” With that, the Shaper left the king to ponder those words.

The morning after the Shaper’s departure, the king and queen were awakened with a terrible hunger that gnawed at his belly. No servants were around to serve their breakfast. There were no soldiers patrolling the streets. No children were playing, and no vendors were selling their wares.

The city was eerily quiet.

Sprouting from bedchambers in many houses as well as on the streets were beautiful golden fungus that spilled a warm light. The Shaper had turned all of the kingdom of the Stornlands into a glorious creation that served naught but by the light that was once their spirit.

King Sardis and his nobles slowly eroded and became twisted parodies of what once was. Driven by an unsatisfiable hunger, their teeth became pointed and their hands twisted into claws. They stooped to lope on four limbs like dogs, and like a feral pack they haunt the cities of the Stornlands to this day.

This is the curse of the north. To this day, the Stornlands lie in ruin. Nature has begun to reclaim the cities and the farmsteads. Those that have traveled north either do not return or come back speaking of twisted creatures that are neither living nor dead that haunt the countryside.

Yet the curse of the north is not enough to stop nations from sending armies to reclaim what was once a bustling and thriving kingdom. The saga of the Stornlands has not been fully told, and it will be up to you to pen the next chapter in the tale.



THE CAMPAIGN

The Conquest of the Stornlands is a map-based campaign that takes place in the northern Hundred Kingdoms and is set for between two and four players.

What if my playgroup has more than four players?

Simply assign players to a faction and that faction can act as a single player. For example, if you have three Hundred Kingdoms players, they can all be a part of the Hundred Kingdoms faction.

Preparing the Map

Once you have assigned your players their faction, either print out the campaign map provided, or use the image to digitally add colored markers or pins to represent the armies of each faction. We refer to an army as a Banner in this campaign.

Banners

Banners represent a fighting force or army for a faction. They are abstracted and can be of any size that your playgroup sees fit. The important thing to note is that Banners are all the same size in terms of points, so when two banners clash on the map, the battle that follows will default to a game between two evenly matched armies!

Foraging and Baggage

Banners not only consist of fighting warriors, but also of their support personnel such as cooks, servants, and craftsmen. A province on the map can support up to ONE banner at any given time. As such, a province can never have more than one banner occupying it at the end of a turn.

Adding Points to Banners

Unless otherwise noted, banners will always be of the same point values as determined by your campaign organizer. There are some circumstances where that can be changed.

- **Reinforced Banners** – A banner brought to battle in a province can be reinforced by a friendly or allied banner if that banner is adjacent to the battlefield province, AND if the reinforcing or allied banner itself is not brought into combat as well. If this is the case, the fighting banner may add +10% of the points value in MAINSTAY units only (this must be declared separate). For example, a 2000-point banner would add 200 extra points to its roster for the battle. This bonus can only be claimed one time no matter how many additional banners are reinforcing a fighting banner.
- **Capital Banners** – A banner brought to battle in its capital province will be reinforced by an additional 25% points, which can be of any type (unlike reinforced banners which must be MAINSTAY models). This represents household guard and garrison units that do not march with the main army being brought into the battle.

TURN SEQUENCE

- Roll Random Event that impacts the entire map. Only one roll is made which affects everyone.
- Factions take it in turn to roll initiative, rolling 2D6 each.
- Starting with the player that rolled highest, players may issue an order to one of their banners on the map. Players move down the initiative order issuing an order to their banners. Once the last player has issued an order, if there are remaining banners that need to have orders issued, initiative goes back to the top and continues until all banners have received orders.
- Banners execute their orders in the order that they are given. Any banners brought to battle are noted. Any banners brought to battle before they are able to act will default to a Hold order.
- All battles that need fought are scheduled, and games are played. Outcomes are then recorded. Defeated banners will retreat into an adjacent friendly province. If there are no friendly adjacent provinces, the banner is *Scattered* and will reform at the player's faction capital.
- All banners that received experience from battle may spend points on upgrades and experience awards.
- The map is adjusted to reflect the turn and the turn is concluded.

BANNERS

As noted above, banners represent the forces clashing on the map. Not only do they represent the warriors that will do the fighting, they represent the baggage train carrying the supplies that feed the armies, the cooks and servants and blacksmiths and armorers and other miscellaneous individuals that help keep a fighting army fit for battle.

Each faction will always at a minimum be able to field a single banner. If a banner is *scattered* in combat, it will reform at its HQ province the following turn. If the faction no longer possesses their HQ province, they are defeated. Players that are a part of a defeated faction may still participate in the campaign as allies of factions still fighting, however.

As players take provinces, they grow their forces. The table below shows how many additional banners may be fielded for every number of non-razed provinces taken and held. When a faction has enough territory for a new banner, it appears at their capital the following turn.

<i>Factions</i>	Additional Banners
2	For every six provinces held
3	For every five provinces held
4	For every four provinces held

RANDOM MAP EVENT

At the beginning of every turn, one roll is made to determine a random event that will impact the entire map region and affect all players.

<i>2D6</i>	Event
2	Ancient Dragon – An ancient dragon surfaces from its hidden mountainous lair. The dragon flies over the region, setting ruins alight with its flaming breath. All games this turn will require the participating army rosters to shrink their size by $D6 * 10\%$. (for example if you rolled a 5 and you and your opponent were playing a 2000 point game, it will be reduced by 50% to a 1000 point game for this turn) to reflect the damage and confusion inflicted by the dragon as it tears apart the forces fighting in the Stornlands!
3	Quake – A large earthquake shudders the Stornlands. Already damaged ruins crumble even further, and fortifications and defenses are shaken up. Every owned province on the map <i>except for HQ provinces</i> must roll a D6. On the roll of a 1 or a 2, that province is considered <i>Razed</i> . Already razed provinces do not need to roll for this effect as they are already razed.
4	Blizzard – A massive winter storm blankets the Stornlands, covering everything in a layer of snow and ice. Banners attempting to move must first roll a D6. On the roll of a 1, they may not move as they are snowed in their encampments. This stacks on other effects that may impede movement, such as crossing rivers (so if you normally needed to roll a 2+ to proceed, the blizzard will make the roll required a 3+ to move). Additionally, during all battles this turn, all enemy units are counted as <i>Obstructed</i> due to the heavy snow fall regardless of their range.
5-9	No Event – Nothing happens this turn, and normal rules of play should be followed.
10	Encouraging Omen – An encouraging omen fills the warriors of the Stornlands with courage. For every battle fought during this turn, each player gains a Resolve token. That token can be spent once during the entire battle to allow one series of resolve rolls to automatically pass, such is the inspiration of the omen.
11	Learned Veteran – All players may immediately upgrade one of their heroes in their force with a veteran ability.
12	Inspiring Leader – The commanders of the forces striving for control over the Stornlands make monumental speeches, and otherwise drive their forces into great acts of valor and determination. Warlords may use their Supremacy Ability twice during the game instead of only once. Warlords whose supremacy abilities are always active instead gain 3 re-roll tokens which may be used to re-roll any one d6 during the game.

ORDERS

Players take it in turns to issue a single order to a single Banner under their command, the order which is determined by an initiative roll at the beginning of the turn. Each player rolls 2D6 and then from highest to lowest, the players will issue their orders. Ties should be re-rolled until there is a clear initiative order.

If a Banner is ever brought into battle before it is given an order, it will default to the *Hold* order.

<i>Order</i>	Description
<i>Hold</i>	The Banner digs into their current position and remains encamped. If the province that the banner is in is fortified, and if the Banner is brought to battle, then the Banner will benefit from the fortifications as well. This is the default stance of a banner if it is not given any orders, and if a Banner is brought to battle before it receives orders, this is the order that it will carry out.
<i>March</i>	<p>The Banner marches to another province. If the province that they are in requires a Difficulty Check, it must make that first. If a Difficulty Check is required and it is failed, the Banner will revert to the Hold order.</p> <p>A Banner can never end its movement in a province that is occupied by another friendly or allied force. If a Banner marches into a province occupied by an enemy Banner, a battle will be fought.</p> <p>If a Banner ends its movement in a province that its faction does not possess, and no enemy Banner can defend it, the province becomes a part of that faction's dominion.</p>
<i>Forced March</i>	<p>As a march, except that the Banner attempts to march across two provinces. A forced march is a dangerous thing as it can exhaust your men. Banners force marching cannot claim the province that they move through to arrive at their destination. Banners may march through friendly or allied provinces but may not march through provinces held by enemy Banners.</p> <p>After making the forced march, roll a D6. On the roll of a 3+, the banner operates as normal. On the roll of a 1-2, the banner can only receive a Hold order in their next turn.</p> <p>Banners brought to battle after having completed a Forced March and having rolled a 1 or a 2 on their result suffer from the effects of <i>Exhaustion</i>. Exhaustion lasts for the entire battle, and units that are Exhausted suffer a -1 penalty to Clash, Volley, and Resolve scores (to a minimum of 1).</p>

ORDERS (CONT...)

<i>Order</i>	<i>Description</i>
<i>Fortify</i>	<p>The banner fortifies the province that it is currently in. This order cannot be given if the province that the banner is in is Razed. Fortified provinces remain fortified until they are razed. Banners arriving in a fortified banner that has no other banners within it may claim the fortifications for themselves.</p> <p>A defending banner within a fortified province may, after terrain has been deployed and sides have been chosen, deploy a single building which may be garrisoned, and may deploy up to 12" of linear obstacles such as walls or fences (hindering terrain) or 12" of ditches (Broken Ground) which may be placed anywhere on the table that the defending player wishes.</p>
<i>Search</i>	The Banner spends the turn searching for artifacts or lore within the province it is currently in. Roll on the Artifacts table in the appendix.
<i>Repair</i>	The banner repairs a province that has been Razed, restoring its ability to have fortifications built upon it as well as repairing any structures that were on the province such that they are operable again.
<i>Raze</i>	<p>The banner destroys fortifications, salts the earth, and burns down any structures, effectively rendering the province unusable. The province does not grant victory points for possessing it, cannot support banners, and any bridges or other structures do not function. Any fortifications built are removed.</p> <p>When attempting to raze a tile, the banner rolls a D6. On the roll of a 2+ the raze is successful. On the roll of a 1, unforeseen events occur to hamper the banner's destructive rampage and the razing is not successful.</p>
<i>March & Raze</i>	The banner attempts to march and raze the province that it ends up in or attempts to raze the province that it is currently in and then march to a different province. Such a hasty command can bear productive results but can also end up in non-action for the banner. Roll a D6. On the roll of a 3+ both actions succeed. On the result of a 2, only the first action succeeds. On the result of a 1, the banner is not able to coordinate its efforts well enough and defaults to a Hold order.



BATTLES AND RESULTS

When two banners (or more if multiple sides attack the same province in a turn) collide, a battle takes place. The campaign organizer will arrange the size of the battles. Both players will play a game of the given size. Battles can range anywhere from 1000 points on up to whatever maximum the campaign group wishes to explore.

The scenario that is used for the battle can be one assigned by the campaign organizer or determined randomly by the available scenarios found in the rulebook (see later in this document).

The game is then played to determine the victor.

It is important to note that by default, a banner does NOT represent an individual player. A banner represents an army, and that army can be a player, or it can be a group of players. This all will be determined by your campaign organizer and your play group.



Designer Note: having played many map campaigns over the past couple of decades, one pitfall to watch out for are assigning factions to a single player. Players drop in and out of campaigns, and the loss of a player that owns an entire faction can cripple a campaign. To get around that, I assign a faction to a group of players, which allows people to come and go without hurting the campaign's flow.

The winning banner stays in the province that the battle took place in and if it didn't own the province, it now does. The defeated banner will do one of two things:

- If the defeated banner was not destroyed (there was at least a model left on the battlefield at conclusion) then it must retreat into an adjacent friendly province. If none exists, the banner is said to be *scattered*. The banner is removed from the table and appears at its capital in the following turn.
- If the defeated banner was destroyed, it is *scattered* the same as above.

Players Without A Battle

Sometimes it happens that there are factions that don't get engaged in battle for a turn (or more). This can cause frustration for players who don't get to play any games that campaign turn.

Not all battles fought in the Stornlands have to be large scale banners that decide the fate of a province. Border skirmishes are just as common. It is perfectly fine for players with no banner fighting to engage in border skirmishes for army experience so that they can continue to participate as well.

EXPERIENCE AND UPGRADES

As units fight on the battlefield and experience both victories and defeats, they gain upgrades to reflect their prowess on the battlefield.

A unit that is upgraded is considered a *Veteran Unit*. Units that are upgraded may never field more stands than they had during the battle when they were upgraded.

A Veteran Unit that is destroyed loses their veteran status.

If a Unit rolls an ability that they already possess, the player may re-roll the result until an ability that they do not have is gained.

Gaining Experience

At the end of a battle, each player may nominate a unit that has survived the battle and roll on the upgrade chart.

Veteran Unit Upgrades (max 1 per unit)

<i>2D6</i>	Description
2	Drilled – The unit has become experts at maneuver and gain the Fluid Formation special rule
3	Tip of the Spear – The unit has become a feared forward element, gaining the Linebreaker special rule.
4	Defensive Training – The unit has trained with their weapons to negate enemy attacks, gaining the Parry special rule.
5	Deadly Repute – The unit has earned a reputation and gains the Fearsome special rule.
6	Well Disciplined – The unit increases its Resolve score by 1.
7	Combat Training – The unit increases their effectiveness in combat through drills and field exercises. You may increase either their Clash or their Volley score by 1.
8	Stalwart – The unit has seen it all. It gains the Fearless special rule.
9	Monster Hunter – this unit gains the Fiend Hunter special rule
10	Assassins – the unit gains the Deadly Blades special rule
11	Masterwork Weaponry – The unit gains +1 to their Cleave value (if they do not have Cleave, then they have the Cleave(1) special rule)
12	Flurry – The unit has become expertly attuned to their weapons, and strike their enemies with deadly precision, gaining the Flurry special rule.

HEROIC UPGRADES

Heroes, like units, can earn experience on the battlefield and can gain upgrades to reflect their newfound abilities. Unlike a unit, a hero may take up to THREE upgrades.

An upgraded character is worth a bonus victory point as a secondary objective.

Gaining Experience

Once a character has achieved a goal from the following list, they may upgrade to the next level at the end of the game (these values are cumulative from game to game, players keep track):

Combat Character	<ul style="list-style-type: none">• Slays 5 characters in a duel• Causes 30 wounds in clash actions
Casting Character	<ul style="list-style-type: none">• Successfully cast 10 non-damaging spells• Causes 30 wounds through abilities
Tactical / Support Character	<ul style="list-style-type: none">• Successfully holds an objective for three or more consecutive turns• Slays 1 character in a duel or causes their opponent to refuse 2 duels

Injuries and Death

If a character is slain in a duel or through his unit being destroyed during the battle, after the battle has concluded roll a die for each slain character. On the roll of a 6, the character is permanently slain. Any upgrades that they had are lost.

On the roll of a 5, the character is injured but will survive. They lose an upgrade and will miss the next game as they recover.

On the roll of a 1-4 the character recovers with no negative effects and can fight in the next battle.

HEROIC UPGRADE TABLES

To upgrade a character, consult the below list of perks and choose one

Combat Characters

- Combat retinue member is free (for each selection of this perk, the first combat member is free. Example: if a character has two combat retinues for free, the first and second model would be free, but the third must be paid for)
- Gains Flurry in duels
- Gains +1 in either Clash, Attacks, or Cleave
- Can Seek New Escort with a Regiment in contact with an enemy and issue a Duel as a free action in the same turn.
- The character and any Regiment the character is currently with gains +1 March
- The character gains the Linebreaker special rule



Spellcasting Characters

- Arcane retinue member is free (for each selection of this perk, the first arcane member is free. Example: if a character has two arcane retinues for free, the first and second
- God-like – gains smite
- Character may re-roll one failed spell dice per casting
- The character adds +1 to the total number of hits caused during Spellcasting Actions
- After this character targets a friendly regiment in contact with an enemy regiment, that regiment heals 4 wounds
- After this character targets an enemy regiment in contact with a friendly regiment, that regiment gains the Decay (+1) until end of their next activation

Tactical Characters

- Tactical retinue member is free (for each selection of this perk, the first tactical member is free. Example: if character has two tactical retainues for free, the first and second would be free, but the third must be paid for)
- Combat retinue member is free (for each selection of this perk, the first combat member is free. Example: if a character has two combat retainues for free, the first and second model would be free, but the third must be paid for)
- Inspiring – friendly regiments within 6” of the character may use this Character’s resolve
- Slippery – the character increases their Evasion score to 2
- Once per battle, any Regiment joined by this character may perform a Clash action twice, counting as Inspired for their first action.
- While within 3” of an Objective, the character and any Infantry regiment they are in gain +2 Defense



Spires Pheromancer or Biomancer

(counts as spellcaster – may choose from Spellcaster as well)

- Gains Resist Decay +1
- Combat Control Node – any friendly infantry regiment targeted by Pheromancy or Biomancy gains +1 Clash and +1 Evasion

ARTIFACTS

Players can search for artifacts which give bonus abilities. Artifacts are carried by banner warlords. The location of an artifact must be noted on the player's faction roster. Artifacts can be passed to allied banners should the two banners be adjacent to each other on the map. This happens as a Free Action at the beginning of the turn.



Discovering Artifacts:

When a banner is given the Search order, it spends the turn searching the province for any thing of value. The player rolls 2D6. On the result of a 10, an item is found, and a random artifact is generated from the list of remaining artifacts. Once an artifact has been discovered in a province, no further Search rolls may be done in that province for the duration of the campaign.

Should a warlord be removed from the table (either by being defeated in a duel or having his escort unit destroyed) and the banner be defeated overall in combat, the victorious player can roll a D6. On the result of a 4+, the victorious player recovers the artifacts possessed by the defeated warlord and the transfer of power should be noted on the army rosters.

Note: Banners that hold artifacts that are *scattered* but the victorious player was unable to recover the artifact lose the artifact. It goes back into the pool of recoverable artifacts.

If the artifact had been partially or wholly assembled, the assembled pieces stay assembled.

The Fragments each appear as if they were made of fired clay glazed to a white finish. They gleam in the light and etched upon their surface is what appears to be the intricate drawing of a form of map, though individually they are incomplete. Assembling the fragments create a circular plate roughly one foot in diameter and the completed detailed map shows a location that is miles west of the Stornlands (though what it points to exactly is unknown).

The history of this plate is unknown, though the Spires are very interested in recovering this lost piece of technology that one of their own wielded in times past.

A warlord possessing three or more pieces of the plate is referred to as *Combined*. Possessing three or more pieces unlocks special abilities which for rules purposes function as Supremacy Abilities. Remember, only one supremacy ability can be used per turn no matter how many a player may have available at a time.

There Can Be Only One – If the player assembles all five fragments, they may additionally re-roll the roll to determine who goes first per turn (as noted in the Turn Summary Supremacy Phase)

The Fragment of Eihr – this fragment holds power over the air element. By possessing the fragment, a strong breeze encircles the wearer, providing a bonus to their Evasion score of 1.

Combined: as a supremacy ability the warlord gains the Fluid Formation, Fly, and a Movement value of 10 as a Draw Event. The warlord's unit benefits from this as well.

The Fragment of Rhuo – this fragment holds power over the fire element. Barely conceivable wisps of flame encircle the bearer's wrist and weapon. When the bearer strikes with a weapon and scores a natural 1, that attack gains the Cleave (+1) value (adding 1 to the cleave of the bearer, or becoming a 1 if it does not exist).

Combined: as a supremacy ability, the warlord can nominate a point on the battlefield within 12". Everything within 3" of that point counts as Zonal Terrain with the Deadly special rule. This remains until the end of that Turn.

The Fragment of Yirrow – this fragment holds power over the water element. A cooling mist surrounds the bearer and calms those around. When the bearer's unit must make a Resolve roll, they may reroll values of 6.

Combined: as a supremacy ability, all friendly units within 12" of the warlord may re-roll failed Resolve rolls. This effect lasts until the end of that Turn.

The Fragment of Din – this fragment holds power over the earth element. The bearer's flesh takes on an ash grey pall, and flakes of stone fall from them as they move about the battlefield. The bearer and his regiment add +1 to their Defense value but lose a point of their movement.

Combined: as a supremacy ability, the bearer and his regiment may re-roll failed Defense rolls.

The Fragment of Yrindril – this fragment holds power over the spirit element. The bearer is illuminated by a golden light, such that even their eyes cannot be looked upon without causing discomfort. Enemy regiments in contact with the bearer or the bearer's regiment suffer -1 to their Clash score.

Combined: as a supremacy ability, the bearer's weapon is aflame with a spectral light. The bearer's attacks for the turn have the Smite special rule, while the attached regiment gains Cleave(+1) to their attacks for the duration of the Turn.

The Spear of Wyrdn'dae – this spear is made from bone and etched with obsidian runes written in an alien language that is unknown to all save the Exiles and Weavers. The bearer of the spear may lead his army over the lands faster, re-rolling failed Forced March rolls. This item does not combine with any other items.

CAMPAIGN DURATION AND VICTORY

It is important to set an end point to your campaign. The below are simply guidelines, and players should feel free to adjust the end point of the campaign to suit their own playgroup's needs.

A default Stornlands campaign will last 20 turns. At the end of the 20th turn, each faction will sum up the following:

- All of their functioning non-razed provinces are worth 1 victory point
- Each artefact found is worth 1 victory point
- If a faction has assembled (not just owned) three fragments of power, they receive an additional victory point
- If a faction has assembled (not just owned) four fragments of power, they receive three additional victory points
- If a faction has assembled (not just owned) all five fragments of power, they receive five additional victory points
- Each turn a banner is victorious is worth 1 victory point

The faction with the most victory points is declared the winner of the Stornlands!

FACTION SPECIAL RULES

Each faction has a special ability that is active throughout the campaign. Refer to the following table for the faction ability that matches yours.

<i>Faction</i>	Special Rule
<i>Hundred Kingdoms</i>	Defenders of their Realm – Hundred Kingdoms players may deploy up to two garrison buildings instead of one in any fortified province they are defending
<i>Spires</i>	Advanced Techniques – The spire exiles possess technology that far surpasses anything that the races that challenge them in the Stornlands have. When searching for artifacts and fragments of power, the Spires gain a +1 to search rolls.
<i>Dwexhom</i>	Masters of Stone – Dwexhom treat mountainous terrain as open terrain on the campaign map and are not impeded and need not roll to move through it
<i>Nords</i>	Raiders – Nords specialize in raids and forced marches and are only affected by a forced march on the roll of a 1 instead of a 1 or a 2.
<i>Wadrhun</i>	Bred for War – Reinforced banners may include both Restricted and Mainstay units

GENERATING TERRAIN

The Stornlands is a harsh land, comprising rocky hillsides, scrub, evergreen forests, icy cold creeks, majestic cliffs, and the ruined remains of an empire long past into shadow.

The point of battling on the tabletop is to create a landscape that is believable and gives a good game without becoming too overbearing.

This section shows how to randomly generate the terrain for a Stornlands battle set in the default wilderness. If your province has a different landscape than the default, adjust the features of your table accordingly. (For example city battles would feature a lot of city style terrain and not use this table)

Number of Pieces of Terrain

Each 2x2 section of the table has between 0 and 2 pieces of terrain. Simply roll a D3 and subtract one from the result. This means that on a 4x4 table, you will have between 0 and 8 pieces of terrain. For games at 1500 or more points, a 6x4 table may be more appropriate.

For each piece of terrain to be generated, roll 2D6 and consult the chart below.

<i>2D6</i>	Terrain
2	Deep River – should have a beginning and end point on the table. Can cross multiple tiles but counts as a piece of terrain in one 2x2 section. For every 2x2 section of battlefield it is on, there should be a crossing point of some kind that can accommodate a stand wide at the minimum. Deep Rivers are Water terrain and count as Very Dangerous Terrain. Crossing points only count as Hinderling.
3	Impassable Terrain – a piece of terrain that cannot be passed through such as a cliff or spire or an icy lake.
4	Difficult Ground – a patch of broken ground, such as boulders or jagged stone or thorns and briars. Counts as Broken Ground.
5	Steep Hill or Marsh – a hill that is difficult to climb that counts as Hinderling Terrain or marshy terrain that counts as Hinderling Terrain.
6	Forest – a stand of trees that is obscuring and additionally counts as Hinderling Terrain.
7	Forest or Hill – counts as either a Forest or a Hill (player choice)
8	Hill – an elevated position.
9	Obstacles – hedges or ruined fences that were once a part of a farmstead. They count as Hinderling Terrain and additionally as Obscuring terrain.
10	Building – a structure that can be garrisoned. Can be a tower, a barracks, or even an abandoned farmhouse. The building's capacity will vary depending on what is in your collection but has Defense (2).
11	Ruins – ruined structure that is similar to a building only in worse condition. It grants Defense (1) for garrisoning.
12	Shallow River – functions identically to a Deep River except counts as Dangerous Terrain.

GENERATING SCENARIO

Before the game begins, roll a D6 and consult the table below to see which scenario will be played.

Table Size Adjustment

All games of 1500 points or greater should be played on a 6' x 4' table. Games smaller than 1500 points can be played on either a 6' x 4' table or a 4' x 4' table at the players' discretion.

Victory Points Adjustment

All scenarios from the Conquest Rulebook have their Game Length adjusted so that the total Victory Points value is listed as 12 points. (*this was done in the 1.5.1 rules but pdfs that are older still list older values*)

D6	Scenario
1	Head to Head (Conquest Rulebook)
2	Breakthrough (Conquest Rulebook)
3	Pincer Attack (Conquest Rulebook)
4	Ambush in the Forest
5	Take and Hold
6	Behold the Fruits of War

AMBUSH IN THE FOREST

The trap has been sprung. The Shaper deploys his forces to engage Alfred and his men in the southern forests. Hit on all sides by the unnerving enemy that up to that point had only existed in fables and scary stories told around the campfire, the men of Alfred's army must come to grips with what they are engaging and keep their column together, that they make the ruined Imperial fort with numbers enough to continue the campaign.

ARMIES

Players can play whatever point limit they feel comfortable with, though 1500 points is recommended for this battle.

BATTLEFIELD

The table of play is 72" wide by 48" deep. The table should have 7-8 pieces of forested terrain as well as one or two hills. The battle takes place in the forests of the Stornlands. Forested terrain should count as Hindering as well as breaking Line of Sight. Units within forested zonal terrain can see out and fire (and be fired upon) though count as being Obscured.

GAME LENGTH

Ten turns or until one side is completely destroyed or one side has scored 12 points.

DEPLOYMENT

Standard, both players roll off and the winner chooses their battlefield edge from the wide table edges.

VICTORY CONDITIONS

At the end of each turn, players score points for the following

- 1 Point for each enemy non-warlord command card removed from play
- 2 Points for killing the enemy warlord

SPECIAL RULES

Players should randomly determine who the ambusher is. That player may grant one character and every regiment in that character's warband the *Flank* special rule.

To offset this from gameplay perspective, the Ambushed player scores +1 additional point for removing any character command cards (cumulative).

TAKE AND HOLD

An important strongpoint, tower, or other garrisoned objective must be taken and secured at all costs.

ARMIES

Players can play whatever point limit they feel comfortable with, though 1500 points is recommended for this battle.

BATTLEFIELD

The battlefield should be 72" wide by 48" deep. The center of the table should have a watchtower or other fortified structure placed. This is the objective. The objective should be able to hold up to five stands.



GAME LENGTH

The game plays for a random game length, one player has been eliminated, or one player has conceded.

VICTORY CONDITIONS

At the end of each turn, players score points for the following:

- 1 point if the garrison terrain is held by a medium regiment
- 2 points if the garrison terrain is held by a heavy regiment
- 1 point if the enemy warlord is slain or removed from battle

SPECIAL RULES

Character stands do not count as scoring in this scenario, only medium or heavy regiments capable of garrisoning terrain.

Random Game Length – at the end of turn 6 and on, a player rolls a d6. The game continues if the result of that roll is a 2+. The game ends after ten turns otherwise.

BEHOLD THE FRUITS OF WAR

Alfred takes what remains of his army and makes a final surge toward an ancient plaza where the King Stone lies, in an effort to join it with the Primordial Shard that he carries.

Unbeknownst to him, this shard is a fraction of the essence of the Horseman known as War, and by setting the actions of that day into motion he unleashes a force that cannot be contained which is the price for the king's victory.

ARMIES

Players can play whatever point limit they feel comfortable with, though 1500 points is recommended for this battle.

BATTLEFIELD

The battlefield should be 72" wide by 48" deep. This battle takes place within a ruined city. There should be a good number of ruined buildings. Some can be garrisonable, but the defense values of these buildings should not be greater than a 1. Piles of rubble are also prominent which are impassable or are hindering zonal terrain.

GAME LENGTH

The game plays for 10 turns or until one side concedes.

VICTORY CONDITIONS

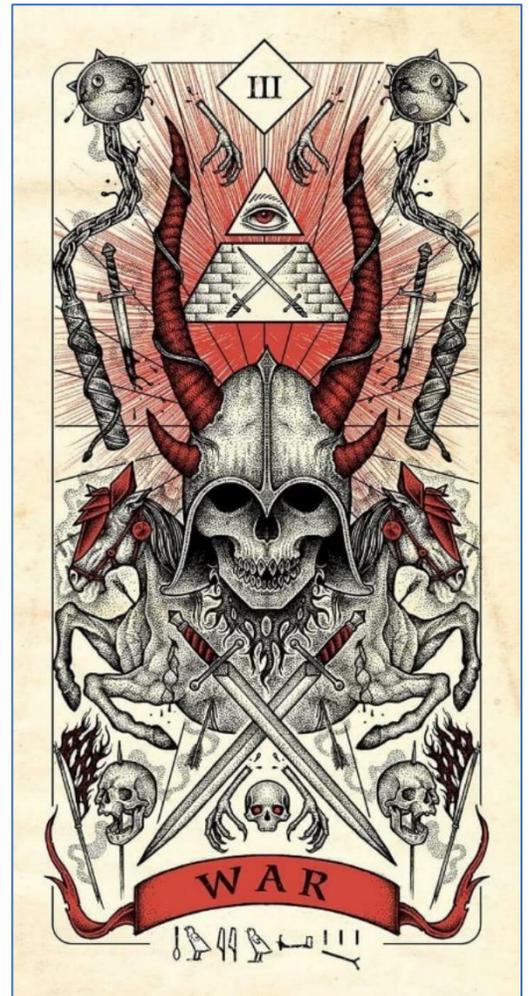
At the end of each turn, players score points for the following:

- 1 point for each card removed from the command deck
- 2 points for removing the warlord from the command deck (does not stack)
- 1 point for each secondary objective

SPECIAL RULES

War Without End – Mainstay regiments that are removed from the table may recycle and come back on following the rules for Reserves in the following turn. Characters are not regiments and do not recycle.

Horsemen are Drawing Nearer – The effect of the Horseman War is felt keenly in this battle. Each regiment benefits from the Horseman's Fury special rule, granting Fury (+1).



THE STORNLANDS



Situated on the northwest coast of Nordven, the Stornlands are a desolate and grey landscape. Huddled copses of evergreens splash the landscape with green, and the slate grey of the rocky hills match the oft grey of the sky.

The Stornlands are locked in a ruined beauty, for its people have long ago vanished and have left behind abandoned farms, temples, and towns that have begun to be reclaimed by nature.

The following map illustrates the provinces that can be fought over in a Stornlands campaign.



- 1 – This stretch of land is covered in evergreen forest. It counts as Difficult Terrain and for a banner to pass through it they must roll a 2+. Any battles fought here count any hill terrain rolled as forests instead.
- 2 – This province has rolling plains and is dotted by evergreen forests.
- 3 – This stretch of land is covered in evergreen forest. It counts as Difficult Terrain and for a banner to pass through it they must roll a 2+. Any battles fought here count any hill terrain rolled as forests instead.
- 4 – The Old Vairn Road – the ancient bricks of this road are still in remarkably good condition. Province has the Road special rule.
- 5 – Baradughr Forest – the Forest of the Dead. Ancient burial cairns adorn this province, some dating back many hundreds of years. This counts as Difficult Terrain for a banner to pass through, and they must roll a 2+ to succeed. Additionally this province has the Feral Hunters and Treasure Hunters special rules.
- 6 – Diverse terrain features abound in this province. The river empties into the watershed here, leaving the southern part a marshy forest. Banners marching from the south must pass a Difficult Terrain check on a 2+ to cross the river.
- 7 – This stretch of land is covered in evergreen forest. It counts as Difficult Terrain and for a banner to pass through it they must roll a 2+. Any battles fought here count any hill terrain rolled as forests instead.
- 8 – The Old Vairn Road – the road stretches off from east to west. The bridge leading to the ruins of Vur Burin has been destroyed, and travel to the east across the river requires a Difficult Terrain roll of a 3+ to succeed. The province has the Road special rule.
- 9 – This province is split in half by an icy river. Travel through this province requires a Difficult Terrain roll of a 3+ to succeed.
- 10 – This province is a mix of swollen creeks, fertile topsoil, and evergreen forest. Fords help travel cross the rivers, but travel through this province requires a Difficult Terrain roll of a 2+ to succeed.
- 11 – The ruins of Vur Burin. This river city was once a bustling port. Now, its buildings decay and languish under the grey sky and weak sun. Magnificent golden fungus illuminates the ruins, giving off a beautiful glow that can be seen from miles away at night. The ruins are prowled by the Feral Hunters, and are also a trove of treasure to the would-be discoverer. The ruins of Vur Burin have the City Fight, Feral Hunters, Treasure Hunters, and Conquest special rule. Armies attempting to travel east, west or north must make a Difficult Terrain roll of a 3+ to succeed. Armies traveling east via the Eastern Gate Bridge (Province 38) are not affected.

- 12 – This province is a marshy watershed. Few trees grow here and the land is particularly flat. Travel through this province requires a Difficult Terrain roll of a 3+ to proceed.
- 13 – The western outskirts of the old imperial fort teem with game, fish, and good land.
- 14 – This southern province has fertile land, plentiful game, and the remains of many farmsteads dotting the landscape.
- 15 – The old imperial fort. Its solid stone walls have been reinforced with timbers and has a deep ditch dug around the perimeter. This counts as the **Capital Province** of the Hundred Kingdoms. It has the Conquest and City Fight special rules.
- 16 – The southern outskirts of the old imperial fort teem with game and good land.
- 17 – This hilly plain is cut across by an icy river. Crossing this province requires a difficult terrain 3+ succeed.
- 18 – The plains here are broken by miles long chasms. Hundreds of years ago, an ancient battle took place in this province, and the sorcery that was unleashed was enough to crack the very earth. Crossing the province is impossible and the long way must be taken to move around the cracks, resulting in Difficult Terrain check of 2+ to successfully pass. The province has the Treasure Hunters special rule.
- 19 – These wide open plains are mostly featureless other than scrubland. Any battles taking place in this province roll terrain with a D3-2 pieces per section (minimum of 0).
- 20 – This rugged terrain is split by a tall rocky mountain. Crossing the mountain requires a Difficult Terrain roll of 3+ (with the exception of Dweghom banners who are not impeded at all).
- 21 – This rugged terrain is split by a tall rocky mountain. Crossing the mountain requires a Difficult Terrain roll of 3+ (with the exception of Dweghom banners who are not impeded at all).
- 22 – These southern lands are fertile and its forests are filled with game.
- 23 – This flat province is broken up by rocky hills.
- 24 – This forested province has rich ground and teems with game. It counts as Difficult Terrain and for a banner to pass through it must roll a 2+.
- 25 – This forested province is much like its southern neighbor, rich and teeming with game. It counts as Difficult Terrain and for a banner to pass through it must roll a 2+.
- 26 – This was an ancient battlefield in which dweghom warriors fought and slayed a terrible dragon. Its bones are still visible partially submerged in the glacial lake and can be seen. Due to

the lake, crossing this province counts as Difficult Terrain on a 3+ and has the Treasure Hunters special rule.

27 – This mountainous terrain is difficult to cross and requires a Difficult Terrain roll of a 3+ (with the exception of Dweghom banners who are not impeded at all)

28 – This mountainous terrain is difficult to cross and requires a Difficult Terrain roll of a 3+ (with the exception of Dweghom banners who are not impeded at all). A cave leads to a vast underground labyrinth of passages, some of which still hold vast secrets. This province has the Treasure Hunters special rule.

29 – This rugged terrain lies in the shadows of tall mountains.

30 – This rugged terrain lies in the shadows of tall mountains.

31 – A tall spire rises from the mountains, adding to the majesty of the structure. Its main body is flanked on either side by what appear to be ram's horns. This was the domain of the Shaper, and his exiles still dwell within the remote spire far away from the lands of men. This is a **Capital Province** for the Spires. It has the Conquest special rules.

32 – This province is mostly desolate and rocky. The northern border is cut by the icy sea.

33 – This seaside province is desolate and rocky, with huge cliffs falling down toward the booming sea crashing against it.

34 – This seaside province is desolate and rocky, that not only has cliffs falling down toward the booming sea, but also on the surface as well.

35 – The ruins of Port Pax. This ruin was once a city that was a major port of ingress, where materials and trade goods flowed into and out of the region. Today, its buildings lie decayed with only the sound of the sea crashing into the rocks and the sound of gulls overlaying the silence. As with Vur Burin, there are plentiful golden fungus that give off a bright glow that can be seen for miles away at night.

The ruins of Port Bax have the City Fight, Feral Hunters, Treasure Hunters, and Conquest special rule.

36 – 37 - The Old Vairn Road – the road stretches off from north to south leading to the ruins of Port Bax. The province has the Road special rule.

38 – The Old Vairn Road – leading from the Eastern Gate Bridge into the ruins of Vur Burin. The province has the Road special rule, and while the bridge stands there are no difficult ground checks. Should the bridge be razed, a Difficult Terrain roll of a 3+ will be required to enter the city from this province.

39 – 40 – This mountain range makes travel difficult, requiring a Difficult Terrain roll of a 3+ to cross successfully. Dweghom banners are not impeded at all.

41 – This province has rolling hills covered with sharp rocks and thornbrush and requires a Difficult Terrain roll of a 2+ to cross.

42 – These flat, featureless plains have nothing exceptional about them.

43 – This northern province features a massive slate spur of rock that rises into the air like a set of fingers pointing toward the sky. It appears to be natural, though its shape suggests something may have aided the natural progression through outside means.

44 – This seaside province is flat, with rocky beaches and roaring surf from the icy northern seas.

45 – The mouth of a long river begins here at the sea. Crossing the river into the lands beyond require a Difficult Terrain check of a 3+. Situated near the mouth of the river is a white stone statue of a female nord dressed in battle armor and wearing the winged helm of a valkyrie.

46 – The flat plains here are crossed by the swift waters of a river. Crossing the river requires a Difficult Terrain check of a 4+.

47 – These plains are cut across by tributaries of the main river, forming flat marshlands. The skeletal ruins of farmsteads can be seen within the ruins, propped up on stilt platforms.

48 – 50 – These rugged mountains are very difficult to cross. They require a Difficult Terrain check of a 3+ to successfully navigate, with the exception of Dweghom who are not impeded.

51 – Much like areas 48 – 50, this rugged mountain is difficult to cross and requires a Difficult Terrain roll of a 3+ to navigate. This province is also the **Capital Province** for Dweghom. It has the Conquest special rule. Dweghom banners are not impeded by this province.

52 – These rugged mountains are very difficult to cross. They requires a Difficult Terrain check of a 3+ to successfully navigate, with the exception of Dweghom who are not impeded.

53 – This province is mostly flat with some rolling hills and sparse evergreen trees.

54 – The archway of Ophidia is found here amidst ruins. Its white stone foundations are still intact, though the walls and pillars have long fell, leaving ghostly arches holding nothing standing like an ancient skeleton.

The archway once held a portal, but to where no one can currently say. The magical energies that come to conjunction here can still be felt by spell casters. Magic users may re-roll a single failed casting dice per turn.

This province has the Treasure Hunters special rule.

55 – This province is flat with some rolling hills and the remnants of long abandoned farmsteads.

56 – Flattened mesas dominate the area leading up to the sea. Their color like pale watermelon that deepens with the sunset. The nords have built a wharf here and their long houses have been constructed forming a small village. This province counts as their **Capital Province**. It has the Conquest special rule.

57 – 59 – The mesas continue up the coast, breaking the land from the sea with their pale melon colorature. Breathtakingly beautiful, these mesas are fairly easy to navigate.



Province Special Rules

<i>Rule</i>	Description
<i>City Fight</i>	<p>When fighting in a ruined city, it is not always possible to be fighting in closed ranks. With the amount of terrain on the table, this will prove to be a hindrance.</p> <p>Regiments fighting in a scenario with this special rule may split their stands up and move them independently of each other, provided they stay within 3” of each other. Units that are in this formation do not grant supporting attacks if they are not touching an enemy stand as they would normally. Units that are in this formation are not restricted to a minimum width; they may deploy in a one-stand-wide column or anything in between.</p> <p>City Ruin tables should have a good amount of terrain on them. Ruined buildings, fountains, roads, etc, are preferred.</p>
<i>Conquest</i>	The province is worth 2 Victory Points instead of just one.
<i>Road</i>	If a banner starts a turn in a province with this special rule, then it may add +1 to its forced march roll if it attempts that order.
<i>Treasure Hunters</i>	The province has a greater chance of discovering an artefact if searched. When the banner rolls 2d6, it may add +1 to the result.

Feral Hunters (optional rule)

Feral Hunters are the twisted remnants of King Sardis’ nobility. Cursed to an existence of torment, neither living or dead, and driven by an insatiable hunger that cannot be satisfied, the Feral Hunters are more beast than man.

During the roll to determine which player takes the first turn (after all re-rolls), if a player has rolled (or through modification of the roll made it such) a “1”, then that player may deploy D3 stands of Feral Hunters.

If on the roll of the D3 the player rolls a natural “6”, then the player deploys three stands of Feral Hunters and they are accompanied by a Feral King character (which will be on its own stand per the rules for infantry characters).

Deployment: The unit of Feral Hunters must be deployed at least 3” from any player forces and must be touching a piece of zonal terrain or building.

Activation: Feral Hunters activate after the Supremacy Phase has concluded, but before players begin their Action Phase. Feral Hunters will always attempt to charge the nearest player owned target (from any side). If they cannot charge the nearest player-owned target, they will move as quickly and as directly as they can toward the nearest player-owned target.

Feral King

Type	Class	M	V	C	A	W	R	D	E	Special Rules
Infantry	Light	6	1	3	5	5	4	1	3	Character, Cleave(1), Deadly Blades, Fearsome, Flurry
Draw Event	None									
Number of Stands:	1									
Models Per Stand:	1									

Feral Hunters

Type	Class	M	V	C	A	W	R	D	E	Special Rules
Infantry	Light	6	1	2	1	1	2	1	1	Fearsome, Flurry, Fluid Formation
Draw Event	None									
Number of Stands:	D3									
Models Per Stand:	4									

