

Battle Masters™

INSTRUCTION
BOOKLET



CONTENTS

1 Battle Mat, 25 Bases, 25 Flag Poles, 3 Label Sheets, 4 Hedges, 1 Tower, 59 Battle Cards, 6 Ogre Champion Cards, 10 Mighty Cannon Tiles, 6 Combat Dice, 4 Terrain Tiles, 3 Rubble Tokens, 22 Elite Tokens, 50 Skull Tokens, 25 Unit Tokens.

THE CHAOS ARMY — 14 UNITS:

3 Champions of Chaos, mounted (1 unit)
10 Chaos Warriors (2 units)
10 Chaos Archers (2 units)
10 Orcs (2 units)
10 Goblins (2 units)
6 Wolf Riders, mounted (2 units)
10 Beastmen (2 units)
1 Ogre Champion (1 unit)

THE IMPERIAL ARMY — 11 UNITS:

3 Lord Knights, mounted (1 unit)
9 Imperial Knights, mounted (3 units)
15 Imperial Men-at-Arms (3 units)
10 Imperial Archers (2 units)
5 Imperial Crossbowmen (1 unit)
1 Mighty Cannon, with 2 Crew (1 unit)

ASSEMBLY INSTRUCTIONS

Before you play your first game of *BATTLE MASTERS*, follow these few simple steps:

With a pair of scissors, carefully snip the plastic pieces from their runners, one by one, removing and discarding any excess plastic. All figures will fit together — you should not need any glue for assembly.

All of the plastic figures form 25 military units, which must be assembled. The units are divided into two armies: the Imperial army with 11 units, and the Chaos army with 14 units. Refer to the chart below and then assemble each unit using the appropriate assembly diagram(s) on the enclosed assembly sheet.

Around the bottom of the box are color illustrations showing how to combine the correct figures with the correct shields, flags and name labels to complete each of the 25 units.

PLASTIC UNITS AND COMPONENTS

SEE ASSEMBLY SHEET DIAGRAM(S)

All mounted units: Imperial Lord Knights, Imperial Knights, Champions of Chaos, and Wolf Riders (3 figures per base).....	1 & 2
Imperial Archers, Imperial Crossbowmen and Chaos Archers (5 figures per base).....	3A
Imperial Men-at-Arms, Chaos Warriors, Chaos Orcs, Chaos Goblins and Chaos Beastmen (5 figures per base).....	3B
The Imperial Mighty Cannon and Crew	4
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INTRODUCTION

BATTLE MASTERS is an epic game that puts you in command of mighty armies locked in a mammoth conflict.

It is a battle that pits the forces of good — the Imperial army, against the forces of evil — the Chaos army.

THE STORY

The Empire lies besieged by evil, its borders wasted by hordes of Chaos Raiders. Yet a darker cloud now looms. The forces of Chaos have raised an army beneath their dark banners the likes of which no man has ever seen.

The fate of the Empire lies in the hands of its noble Lords. The Imperial banners are once more unfurled for battle. The ranks of the Imperial army stand defiant before a tide of evil . . .

You and your opponent must now determine the survival — or destruction — of the Empire!

OUTLINE OF THE GAME

BATTLE MASTERS is a two-player game where each player commands an army and attempts to defeat his opponent in open battle. Each army is made up of a number of units. These units represent different types of troops such as men-at-arms, archers and mounted warriors.

Players do not always take alternate turns to move their armies. Instead, a deck of Battle cards determines which player moves next, and which of his units can move and attack. No one knows whose turn will be next until the top Battle card on the deck is flipped over. In this way, the play sequence remains a mystery. The same player might flip over several consecutive cards that allow his army to move and fight before his opponent has an opportunity to take a turn. The game continues until one army has been "destroyed."

OBJECT: The first player to eliminate all of his opponent's army units from the field of battle wins the game.

TEAM PLAY

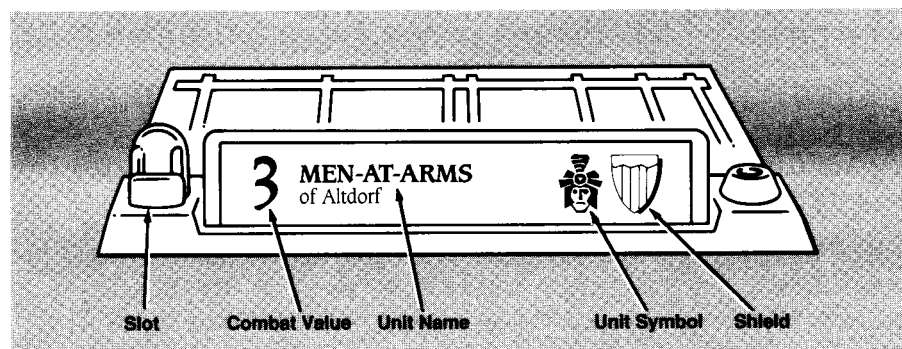
You can play *BATTLE MASTERS* with more than two players. Here's how: A *team* of players controls each army and each member of the team is assigned to control certain units in the army. As each Battle card is drawn, the player commanding the unit(s) represented on the Battle card decides how those units will move and attack.

THE ARMIES

There are two armies in *BATTLE MASTERS*: the Imperial army and the Chaos army. Players decide which army they will command and then each player prepares the units for the start of the battle.

Almost every fully-assembled unit carries the following information:

- The unit's name and shield insignia. (Not every unit has a shield.)
- The unit's Combat Value — the number of dice the unit rolls in battle.
- The unit's symbol — used only in Campaign battles. (See pages 21 & 22.)
- A slot for Elite tokens — used only in Campaign battles. (See pages 20 & 21.)

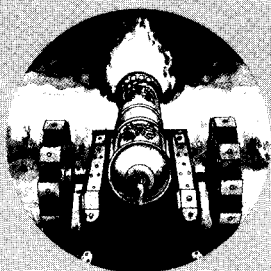


Ogre Champion Cards



The Chaos army player takes the 14 Chaos army units and the six OGRE Champion cards, which contain three move and three attack cards.

Mighty Cannon Tiles



The Imperial army player takes the 11 Imperial army units and the 10 circular Mighty Cannon tiles.

PREPARING FOR BATTLE

Lay out the Battle Mat on a table or on the floor, wherever it can stretch out fully.

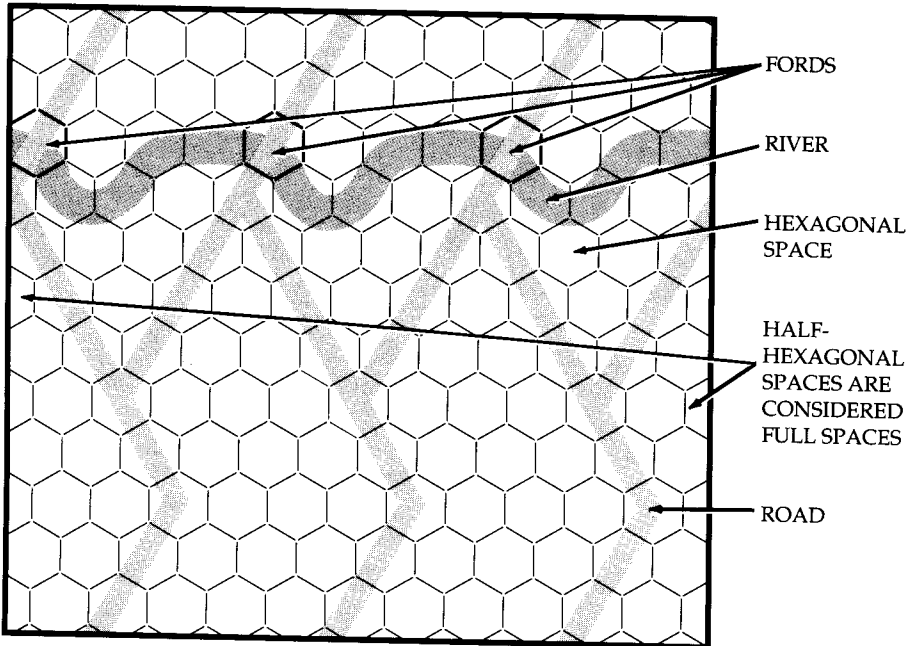
SETTING UP THE BATTLEFIELD

The first step is to determine how the battlefield will look. Natural features such as the river and the roads already form part of the terrain, but others, such as hedges and marshlands, can be added, as well as man-made ditches, river fords, and a giant tower.

One player sets up the battlefield on the Battle Mat and places as many plastic and cardboard features as he wishes. Once in place, features remain in position for the duration of the game, with the exception of the Tower which can be "destroyed" and removed from the Battle Mat.

The other player then has his choice of any of the 4 sides of the completed Battle Mat to position (that is, "deploy") his army. Both players then deploy their armies on opposite sides of the Battle Mat. (See "Deploying for Battle" on page 8.)

FIGURE 1



The Battle Mat is made up of hexagonal game spaces.

BATTLEFIELD FEATURES

In most cases, battlefield features may be placed anywhere on the Battle Mat. However, a few simple rules apply when laying out the battlefield before you start the game.

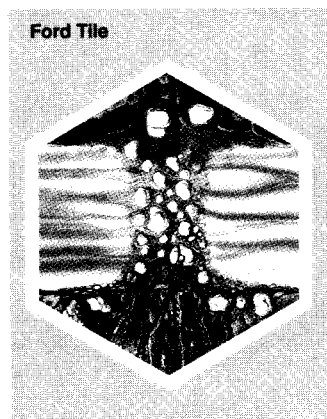
IMPORTANT! Only one feature may cover any hexagonal space.

THE RIVER

No unit may enter a space if that space contains the river. You may only cross the river at a Ford. (See "Fords" below for more details.) Notice there are 3 Ford spaces printed right on the mat. See Figure 1 on the preceding page.

THE ROADS

The roads wind through the Battle Mat. Any unit can land on a vacant road space. See Figure 1 on the preceding page.

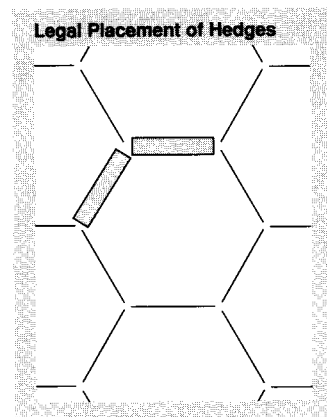


FORDS

Fords provide the only means of moving units from one bank of the river to the other, which makes them important objectives in battle. In addition to the 3 Ford spaces printed on the Battle Mat, there are 2 Ford tiles.

A Ford tile may be placed on any space through which the river flows. Once the tile is placed, any unit can move onto it from any adjacent space to cross the river.

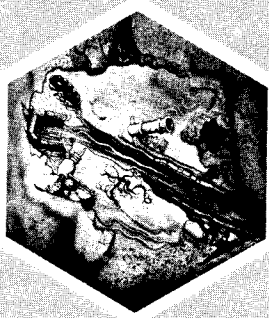
NOTE: On the flipside of the Ford tiles are a marsh and a ditch.



4 PLASTIC HEDGES

Hedges present an obstacle to units moving across the battlefield. No unit may move across a hedge. Hedge pieces may be placed on any side of a space, but not across a road or the river. Several hedges can border the same hexagonal space. (For more about plastic hedges in combat, see page 13.)

Marsh Tile

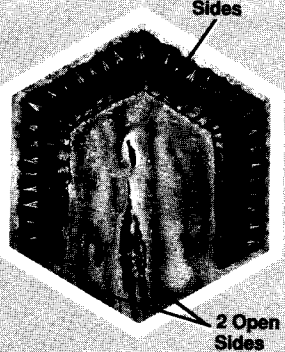


3 MARSH TILES

Marshland or soft ground is a common obstacle that commanders must face on the battlefield. No unit may enter a space that contains a Marsh tile. A Marsh tile may be placed on any empty space, except one that contains a road or the river.

NOTE: On the flipside of the Marsh tiles are 2 ditches and 1 ford.

Ditch Tile



3 DITCH TILES

Battlefield defenses are often constructed by units fighting a determined defensive battle. No unit may move across any fortified side of a Ditch tile. A unit may, however, move onto or off of a Ditch tile through its open sides. A Ditch tile may be placed on any empty space, except one that contains a road or the river. (For more about Ditch tiles in combat, see page 13.)

NOTE: On the flipside of the Ditch tiles are 2 marshes and 1 ford.

THE TOWER

All along the borders of the Empire stand great Border Keeps that help to defend the outer reaches of the Empire against the Chaos Raiders. The Tower is one of these and may be placed on any empty space except one that contains a road or the river. (For more about the Tower, see pages 10 and 18.)

IMPORTANT: All other terrain features printed directly on the Battle Mat, including stone walls and bushes, are considered empty spaces. Hedges, Marsh tiles, Ditch tiles and the Tower *may* be placed on these spaces.

DEPLOYING FOR BATTLE

Players will deploy (that is, "position") their units on opposite sides of the Battle Mat. Here's how: The player who didn't lay out the battlefield features chooses *any* of the 4 sides as his own. The other player must take the opposite side.

Players take turns placing one unit onto the mat on a space, starting with the Chaos army player.

Units must be placed anywhere on the first two full rows of spaces of a player's side, including any of the half spaces along the edge of the mat. (See Figures 2A and 2B below.)

Units may be placed onto any space, *except*:

- A space that already contains another unit;
- A space that cannot be moved onto, such as a river space or a Marsh tile space.

FIGURE 2A

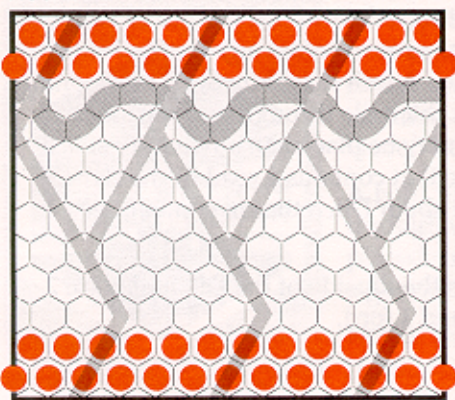
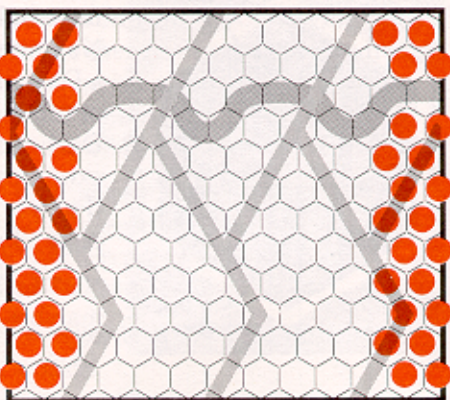


FIGURE 2B



Players alternate placing units onto the mat, one at a time, until both players have deployed all of the units in their armies.

THE BATTLE CARDS

Shuffle the 59 Battle cards and place them facedown to one side of the Battle Mat. Choose one player to flip over the cards, one at a time.

The Battle deck contains cards that dictate which player's units may move and attack. The banner on the cards directs either the Imperial army player to move or the Chaos army player to move. (See page 9 for cards.)

Any figure shown on a card represents all of the units of that type.

For example: In the Chaos Army Battle Card shown on page 9, the Chaos army player can move and attack with his 2 Goblin units, his 2 Beastmen units, and his 2 Wolf Rider units.

Red Banner: The Imperial Army



Black Banner: The Chaos Army



Goblins Beastmen Wolf Riders

When a card is flipped over, any unit represented on the card may *first* move and *then* attack. Archers and Crossbowmen, however, may only move *or* attack. (See page 14.) The Mighty Cannon may also only move *or* attack. (See page 15.)

IMPORTANT: To correctly identify which types of units are represented on a card, refer to the charts on pages 26, 27 and the back page of this book.

Units do not *have* to move, but if they do wish to, they must move *before* they attack. If the card drawn shows different types of units, any, all or none may be moved in any order. **Each unit should be moved and any attack resolved *before* moving the next unit.** If a player chooses not to move a unit, he may still attack with it. Attacking a unit is also optional.

Champions of Chaos Wolf Riders



EXAMPLE: During the game, a Battle card is drawn referring to Champions of Chaos and Wolf Rider units. The Chaos army player decides to move his Champions of Chaos unit first, moving it one adjacent space and then attacking with it. Having completed that unit's actions, he may now move and attack with his two Wolf Rider units.

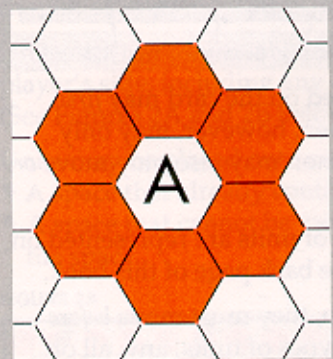
NOTE: If a Battle card represents more than one type of unit and one of these units has been eliminated, only the surviving unit(s) may continue to do battle.

When you have flipped over all of the cards, reshuffle the Battle deck and use them as before. If a card is drawn and all of the units it represents are no longer in play, put the card out of play.

MOVING

Each unit represented on the card drawn may move to an adjacent space. (See Figure 3.) Moving is optional. A player may move his units in any order.

FIGURE 3
The red spaces are adjacent to space "A."



- Units may not move onto a space already occupied by another unit, or through other units.
- Units may not move onto a river space without a ford, or onto a marsh space.
- Units may not move across the sides of a space with a hedge, or across the fortified sides of a Ditch tile.

MOVING ONTO THE TOWER

A unit that moves onto the empty Tower space takes command of the Tower. The unit is placed on top of the Tower.

All units, except those mentioned below, may occupy the Tower. The following units may NOT be placed on the Tower:

IMPERIAL KNIGHTS

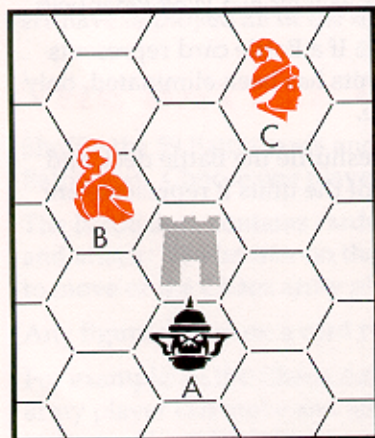
CHAMPIONS OF CHAOS

LORD KNIGHTS

WOLF RIDERS

THE MIGHTY CANNON

THE OGRE CHAMPION



EXAMPLE

The Chaos army Orc unit (A) is adjacent to the Tower. The next Battle card to be flipped over that features a picture of an Orc will allow that unit (A) to be moved onto the Tower, provided, of course, that no other unit has moved onto the Tower first.

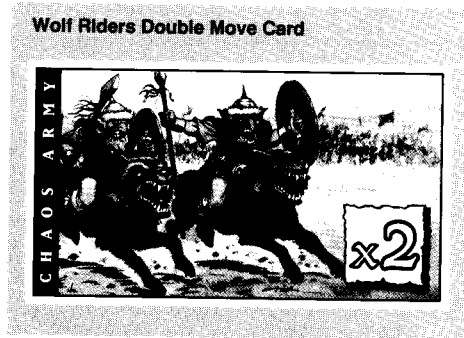
The Imperial Knights unit (B) is also adjacent to the Tower. It is not, however, a unit that may be moved onto the Tower. The Imperial Archers unit (C) is not adjacent to the Tower.

For more information about the Tower, see page 18.

SPECIAL MOVEMENT CARDS

WOLF RIDERS DOUBLE MOVE CARD

Wolf Riders are able to move with great speed across the battlefield. When a Double Move card is drawn, all surviving Wolf Rider units may move up to two adjacent spaces before attacking. They each, however, may attack only once.



WHOLE ARMY MOVE CARD

This card enables the army specified to move and attack using all of its units (except the Mighty Cannon for the Imperial army player and the Ogre Champion for the Chaos army player) during that card turn.

Whole Chaos Army Move Card



Whole Imperial Army Move Card



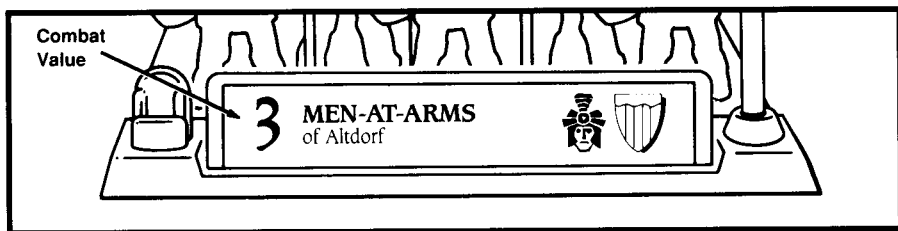
COMBAT

ATTACKING

Only those units represented on the Battle card may attack. Attacking is optional. Each unit represented may only make one attack on that turn of the played Battle card.

With the exception of Archers, Crossbowmen, and the Mighty Cannon (see pages 14 & 15), units may only attack opponents on adjacent spaces. The attacking player chooses the unit he will attack with and which of his opponent's units he will attack.

The number of Combat dice which an attacking unit can roll is shown on each unit's base: this is the unit's Combat Value.



A skull, a shield or a blank can be rolled on each die. For each *skull* an attacking player rolls, the opponent's unit takes 1 hit. Any shields or blanks rolled are ignored. The attacked unit immediately defends.



Skull



Shield



Blank

DEFENDING

The defending player rolls the number of dice equal to his unit's Combat Value. Each *shield* rolled cancels out one hit the attacking player *just made*. Any skulls or blanks rolled are ignored.



HIT POINTS

Any hits the defending unit does not cancel out are marked by skull tokens, one token per hit. The token or tokens are placed right on the base of the unit. **Once a skull token is placed, it cannot be removed for the remainder of the game. As soon as any unit has accumulated three skull tokens, it is immediately eliminated and removed from the battlefield. EXCEPTION: This does not apply to the Ogre Champion. See page 18.**

Skull tokens mark hits.

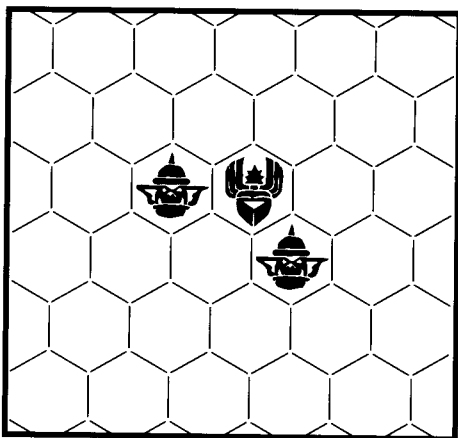
MORE ABOUT COMBAT

The same unit may be attacked several times on the same turn of a Battle card by successive enemy units. However, the defending unit always defends against each attack separately.

IMPORTANT: A unit that carries 1 or 2 Skull tokens always continues to attack and defend at its *full Combat Value!*

EXAMPLE

When drawing a Battle card showing Orcs, the Chaos army player finds that both of his Orc units are adjacent to a unit of Lord Knights. He chooses not to move and attacks immediately. The first Orc unit attacks the Lord Knights by rolling three combat dice. One skull and two shields are rolled — ONE HIT! The Lord Knights unit rolls five dice in defense. Two shields, two skulls and one blank are rolled — the HIT is cancelled out.



Having attacked with that Orc unit, the Chaos army player then attacks the Lord Knights with the other Orc unit as well. This unit also attacks with three dice. Three skulls are rolled — THREE HITS! The Lord Knights unit continues to defend with five dice. One shield and four skulls are rolled — one HIT is cancelled out. The attack results in TWO HITS on the Lord Knights. Two skull tokens are placed on the Lord Knights unit.

DITCHES IN COMBAT

Any unit, including the unit standing on the Ditch tile, that attacks another *across a fortified side of a ditch* rolls one Combat die less and the defending unit rolls one Combat die more. **Exception: Archers and Crossbowmen attack across a fortified side of a ditch at regular Combat Value.** Players attacking or defending across the open sides of a Ditch tile space do so at regular Combat Value.

HEDGES IN COMBAT

Any unit may attack another unit across a hedge without affecting *either* unit's Combat Value. No unit, however, may move across a hedge.



ARCHERS AND CROSSBOWMEN

Archers and Crossbowmen are able to shoot at opposing units from a distance and so do not have to be adjacent to an enemy unit in order to attack it. However, Archers and Crossbowmen must choose whether to move or attack — they cannot do both on the same turn.

Each of these units may attack any other unit that is within its range:

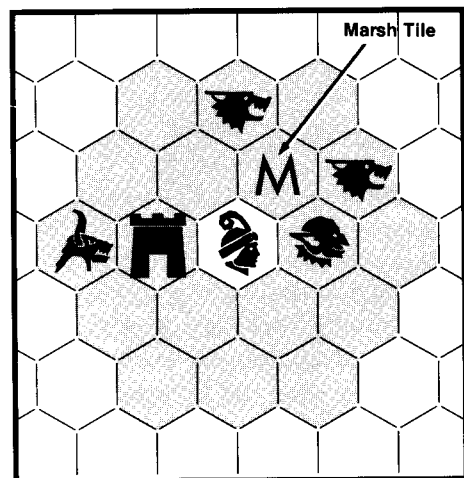
UNIT	ATTACK RANGE
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Archers	1 or 2 spaces
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Crossbowmen.....	1, 2 or 3 spaces
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Archers and Crossbowmen may shoot over friendly units, terrain features and even the Tower to hit an enemy unit. Units being shot over do not sustain any damage.

Archers and Crossbowmen attack and defend by dice rolls in the normal way.



EXAMPLE

The shaded spaces show the red Imperial Archer's attack range. He can attack any of the four Chaos army units shown, even by shooting through the Tower or over a terrain tile.



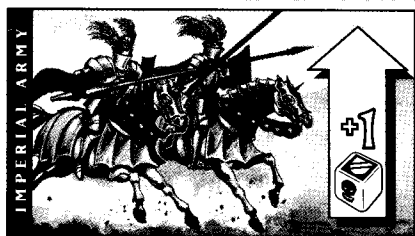
BATTLE CHARGE CARDS

There are four Battle cards that allow a charge to take place. Two are for the Chaos army, and two are for the Imperial army. When one of these Battle Charge cards is drawn, the unit(s) move as normal, but each unit rolls one extra Combat die for any attack it makes on that turn.

Champions of Chaos Charge Cards



Lord Knights Charge Card



Lord Knights and Imperial Knights Charge Card



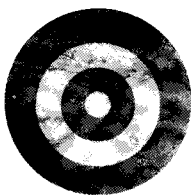
THE MIGHTY CANNON

The Mighty Cannon is a very powerful unit and can be used only by the Imperial army player. It does NOT attack like other units. Each time a Battle card showing the Mighty Cannon is drawn, the player commanding the Imperial army may *either* move the Cannon *or* fire it. The Cannon moves one space in the same way as other units.

DEFENDING WITH THE CANNON

If attacked, the Cannon defends in the normal way. It always rolls two Combat dice in defense.

Target Tile



FIRING THE CANNON

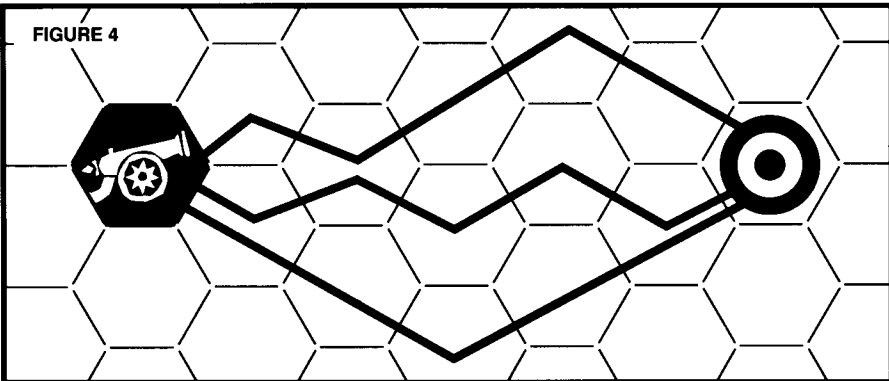
The Imperial army player must first choose a target and mark that target by placing the Target tile on the unit on that chosen space.

If you choose a target on a space adjacent to the Cannon, turn over the Target tile. That target is automatically destroyed. **WARNING!** Possible damage may also occur to the Cannon itself. See "Cannon Misfire" on page 18.

If your target is farther afield, you must then attempt to lay a path of Cannon tiles the *least* amount of spaces in *any* direction *towards* the chosen target. (See Figure 4 on page 16.) The target must be no farther than 8 spaces away.

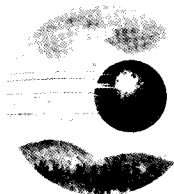
NOTE: The Cannon can also fire at a unit on top of the Tower and at the Tower itself. (See page 19 for details.)

FIGURE 4



Here are some examples of paths that can be taken to the same target. Each of these paths is 6 spaces, the least amount of spaces to the target.

To fire the Cannon, shuffle the other 9 Cannon tiles while holding them face-down. Then turn them over, one at a time, and place them faceup on adjacent spaces heading in the direction of your target. The spaces can be vacant; or occupied by units, the Tower or any other battlefield features. React to each tile as it is turned over as directed below.



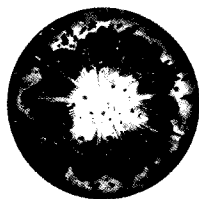
FLYING CANNON BALL

If this tile turns up, the cannon ball whizzes through the air. No damage is done to anything on that space. Now turn over the next tile and place it on the next space of the path heading toward your target.



BOUNCING CANNON BALL

If this tile turns up, any unit on that space, regardless of whose it is, will automatically take 1 hit and be given a skull token. Battlefield features, including the Tower, are not damaged by a bouncing cannon ball. Now turn over the next tile and place it on the next space of the path heading toward your target.



EXPLOSION

If this tile turns up, Ka-Boom! It destroys any unit on that space. This is where the shot falls, so no more tiles can be placed on the Battle Mat towards your target. If an Explosion tile is placed on an empty space, nothing happens, but no more tiles are laid down. **NOTE:** No battlefield feature, except for the Tower, is damaged in any way by an Explosion tile. (See page 19.)

If you place an Explosion tile before you reach your target, your attempt has failed. You do not blow up your target, but any turned-over Bouncing Cannon Ball tiles hitting a unit do still inflict 1 hit of damage.

For more Mighty Cannon details, see "Cannon Misfire" on page 18.

TARGET DESTROYED!

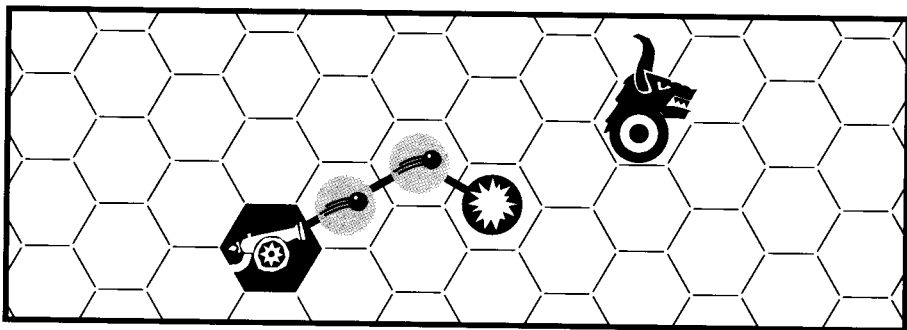
If you successfully lay a path of Flying or Bouncing Cannon Ball tiles to your target, then flip over the Target tile to reveal an explosion. The target unit is eliminated and removed from the battlefield.

Cannon tiles must be removed from the Battle Mat immediately after an attack has been resolved. Of course, the Imperial army player can use these tiles again if a Mighty Cannon Battle card is drawn again.

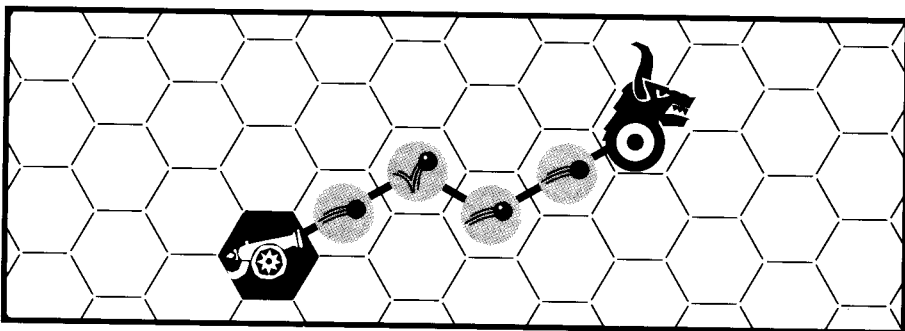
EXAMPLE

Having drawn a Mighty Cannon card from the Battle deck, the Imperial army player decides to fire at a unit of Beastmen five spaces away.

The Imperial army player places the Target tile on the Beastmen unit and shuffles the Cannon tiles. He then begins laying down the Cannon tiles one by one: first he draws a Flying Cannon Ball tile and then another Flying Cannon Ball tile. Unfortunately his third tile turns out to be an explosion, so the shot falls short and his turn ends. He removes the Cannon tiles from the Battle Mat.



However, the next Battle card also turns out to be a Mighty Cannon card, so the Imperial army player fires at the Beastmen again. This time he draws a Flying Cannon Ball, a Bouncing Cannon Ball and then two more Flying Cannon Balls. Having successfully filled the space between the Mighty Cannon and the Target tile, the Imperial army player flips the Target tile over and, "Ka-Boom!", the Beastmen unit is eliminated.



CANNON MISFIRE

Gunnery is not a precise science and cannons are far from reliable. There is danger of a cannon misfire if the *first* Cannon tile turned over is an explosion, regardless of whether you are firing at an adjacent unit or one farther afield. First, eliminate any unit in the space where the explosion happened. Then shuffle the remaining Cannon tiles, turn over the top tile and place this onto the space containing the Cannon.

If it is a Flying Cannon Ball tile, nothing happens. The Cannon is spared any damage.

If it is a Bouncing Cannon Ball tile, the Cannon automatically takes a hit and receives 1 skull token.

If it is an Explosion tile, "Ka-Boom!", the Cannon is caught in the explosion and is destroyed. Remove the Mighty Cannon from the battlefield.

THE OGRE CHAMPION

The Ogre Champion is a powerful unit of the Chaos army player. He has his own special way of moving and attacking. Each time one of the Ogre Champion Battle cards is turned over, he may move and attack several times in the following way. **Both moving and attacking are always optional.**

The Ogre has a small deck of six Ogre Champion cards made up of three Move cards and three Attack cards. These are all turned facedown, shuffled, and drawn one at a time by the Chaos army player. Each time a Move card is drawn, the Ogre may move one adjacent space; each time an Attack card is drawn, he may attack any one opponent unit in any adjacent space. It is possible on *one* turn of a Battle card that the Ogre Champion moves three adjacent spaces and attacks three times!

When the Ogre Champion is hit in combat, the unit's ability to move and attack is reduced. For every skull token the Ogre accumulates, the Chaos army player draws one less Ogre Champion card from the six he holds. Once the Ogre has accumulated *six* skull tokens, the unit is eliminated and removed from the battlefield.

THE TOWER

The first player to reach the vacant Tower may take possession of the strategic landmark. A player does this, during a normal move, by moving his unit from an adjacent space onto the top of the Tower.

The Imperial army player may only move onto the Tower with Men-at-Arms, Crossbowmen or Archers. The Chaos army player may only move onto the Tower with Chaos Warriors, Chaos Archers, Orcs, Goblins or Beastmen.

A unit on top of the Tower rolls one extra Combat die when attacking or defending.

ATTACKING A UNIT ON TOP OF THE TOWER

Any type of unit can attack a unit on top of the Tower. The attacking unit, however, must roll one less Combat die than normal.

Only one unit can occupy the Tower at any time. A unit on top of the Tower must be eliminated before an enemy unit can move onto the Tower.

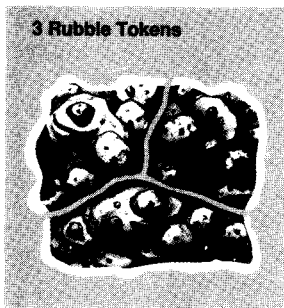
DEFENDING AGAINST AN ATTACK MADE BY A UNIT ON THE TOWER

A unit attacked by a unit on the Tower defends with its normal Combat Value.

CANNON FIRE CAN AFFECT A UNIT ON TOP OF THE TOWER AND THE TOWER ITSELF

If a Bouncing Cannon tile is turned up on a unit on top of the Tower, the unit takes 1 hit of damage and receives 1 skull token.

If an Explosion tile is turned up on a unit on top of the Tower, the unit is eliminated from the battlefield and the Tower itself is damaged.



Each time the Tower is hit with a Cannon Explosion tile, it receives one Rubble token. The Tower cannot be damaged by a Bouncing Cannon Ball tile. When the Tower is hit for the third time with an Explosion tile, it is removed from the game.

HOW TO WIN

Players continue to battle until one player's units are eliminated from the battlefield. The player with the last remaining unit or units on the battlefield wins the game.

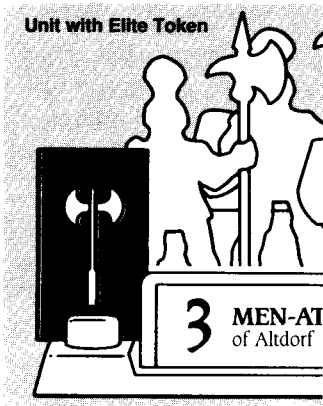
THE BATTLE SCENARIOS

The five Battle Scenarios are played using the same rules as before. The Scenarios may be played in any order. It is, however, much more fun to play them in the sequence outlined below and to fight a Campaign. If you choose not to fight a Campaign, simply choose the Scenario you wish to play and set up the battlefield as shown.

Each Scenario has a map that shows where the terrain features should be placed and where the armies are deployed. Some of the Scenarios also have special rules to be used when fighting the battle.

PLAYING A CAMPAIGN

When fighting a Campaign, you must try to win enough battles to finish as the overall winner. Remember: Winning one battle does not win you the war. You can lose one or more battles during the course of the Campaign and still win.



After playing each Scenario, the winner is awarded a number of Campaign points. Enter the victor's name in the Campaign Log; at the end of the Campaign, add up the points scored by each side to determine the winner.

ELITE UNITS

In a Campaign battle, any unit which survives the battle becomes an Elite unit and is awarded an Elite unit token. Place one of the tokens onto the unit's base in the slot provided. An Elite unit which survives a second battle does not gain a second token, but keeps the one it has. **IMPORTANT:** Elite units may roll one

extra Combat die when attacking and defending.

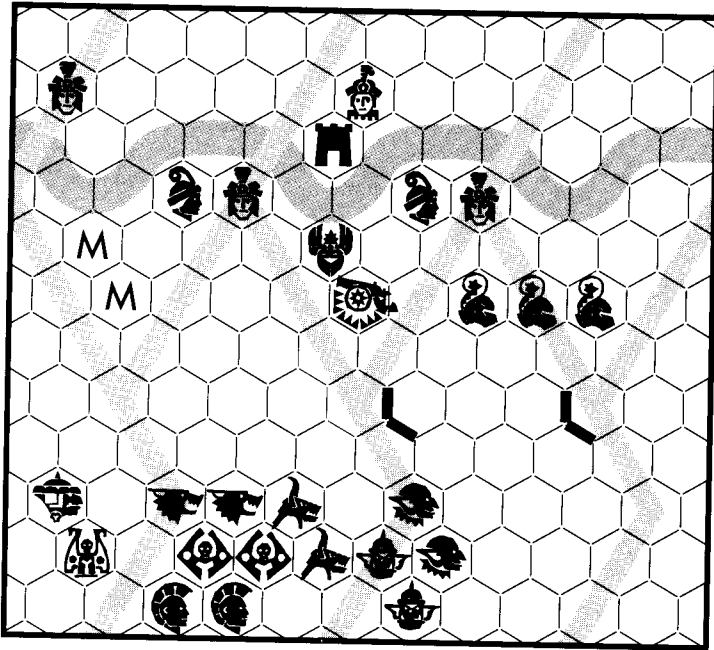
CAMPAIGN LOG

(Chart the results of 4 Campaigns here)

SCENARIO	CAMPAIGN			
	1	2	3	4
Battle of the Borderlands.....1 point				
Battle of the River Tengin.....1 point				
Battle on the Road to Grunberg1 point				
Battle of the Plains3 points				
Battle of Altdorf5 points				

BATTLE OF THE BORDERLANDS

Gorefist the Chaos Destroyer has sent his Chaos army across the border to destroy everything in its path. An Imperial Army is being assembled by the Grand Duke Ferdinand, one of the Empire's most decorated commanders. The Chaos army must be prevented from reaching and capturing one of the border watch towers which will give Gorefist a firm foothold in the Reikwald. The task of stopping Gorefist's Chaos army has fallen to you.



NOTE: Match each unit's location on the mat with its unit symbol. All symbols shown on the Battle Mat (other than the "terrain symbols") correspond to the unit symbol on each unit's label (see page 4). Refer to the key below for identification of terrain symbols.

TERRAIN SYMBOLS



Marsh Tile



Ditch Tile



Ford Tile



Hedges



Tower

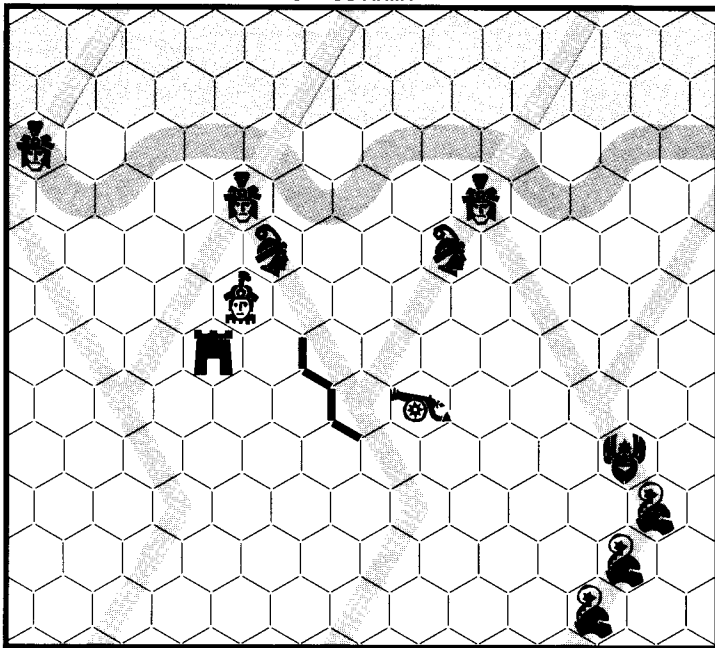
SETUP

Lay out the battlefield by placing the units onto the mat in the positions shown on the map. Shuffle the Battle cards and play the game in the normal way. As soon as the Chaos army player gets a unit onto the Tower, he wins the battle. All of his surviving Chaos army units are awarded Elite unit tokens. If the Imperial army player, however, prevents the Chaos army from getting onto the Tower and eliminates all of the Chaos army units, he wins the battle.

BATTLE OF THE RIVER TENGIN

Gorefist's Chaos Horde has broken through the Borderlands and has reached the River Tengin, the last great obstacle. Once across the river, they will be into the heartland of the Reikwald and only a day's march from Grunburg, the provincial capital. The forces of Chaos must not be allowed to cross the Tengin.

CHAOS ARMY

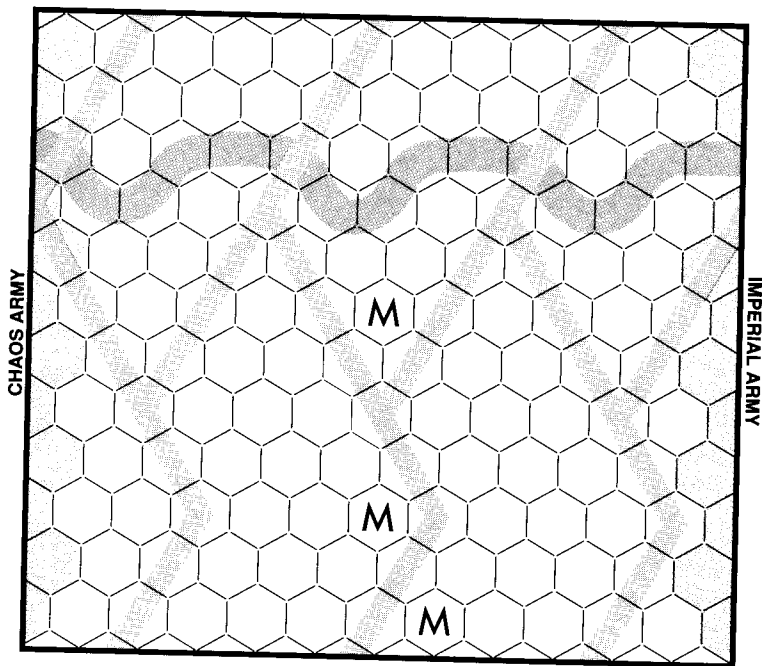


SETUP

Lay out the battlefield as shown on the map. The Imperial army player should place all of his units onto the mat first in the positions shown. The Chaos army player may then position his units on the mat on any spaces in the shaded area shown. Shuffle the Battle cards and play the game in the normal way. The player to eliminate all of his opponent's army units wins the battle.

BATTLE ON THE ROAD TO GRUNBURG

Gorefist's army has crossed the River Tengin. The Chaos Horde is marching hard to reach Grunburg before fresh Imperial forces can be called up from Altdorf, the Imperial capital. There is no time to organize a battle plan. As soon as the Imperial forces arrive, they must be thrown into battle.

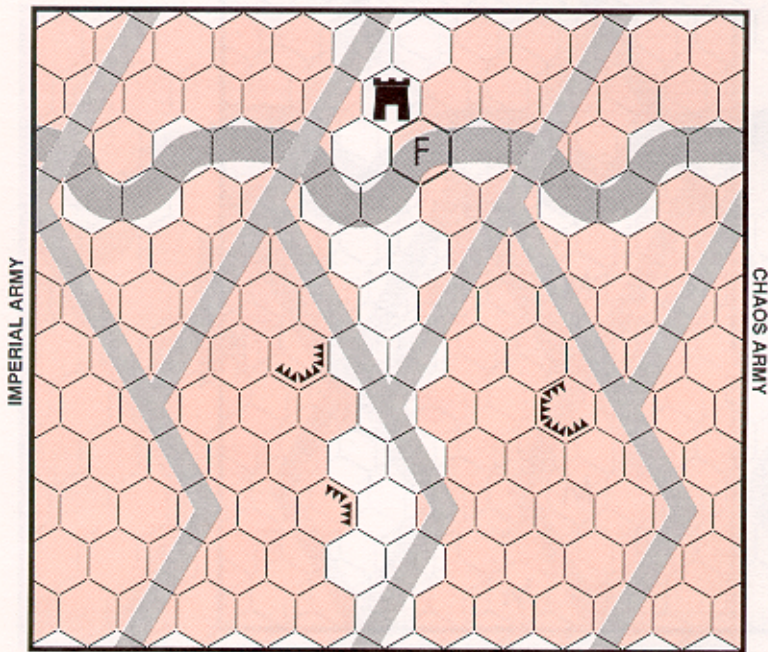


SETUP

Do not deploy the units onto the mat at the beginning of the game. Instead, place each unit onto the Battle Mat as you turn over each Battle card. The unit(s) shown on the card may be placed onto any empty space within the shaded area designated for the army's deployment on the map. A unit that has just been placed onto the mat may *not* move or attack until its next card is drawn. Play then continues in the normal way until one army is eliminated.

BATTLE OF THE PLAINS

Grunburg has fallen. The gates to the city have been treacherously left open by Chaos spies within the city. An Imperial army has been sent to avenge the loss of the city and Gorefist's Chaos army has marched to meet them. As they deploy for action, a heavy fog rises from the River Reik, completely obscuring the field of battle. As the fog clears, the two armies find themselves facing each other across the plains of Reikwald.

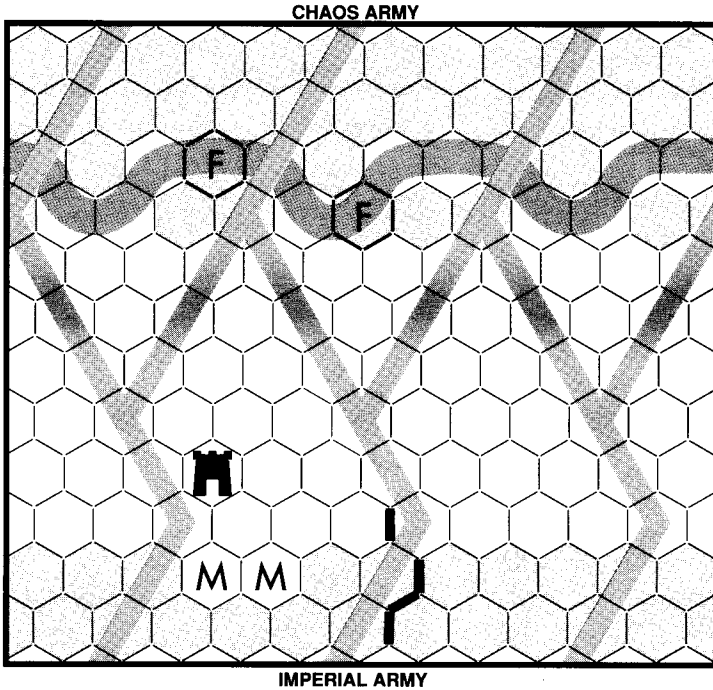


SETUP

Each player takes the special Unit tokens for his army and deploys his forces by placing the Unit tokens facedown on the battlefield in the shaded areas shown on the map. This way, their placement is kept secret from the opposing army. (Players take turns placing Unit tokens, starting with the Chaos army player.) Once all of the Unit tokens have been placed, they are revealed and replaced with the appropriate units themselves. Next, shuffle the Battle cards and play the game in the normal way until one army is eliminated.

BATTLE OF ALTDORF

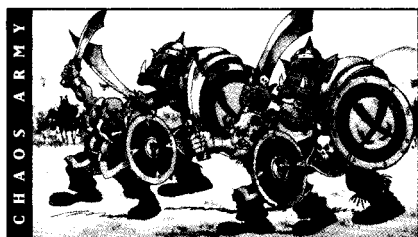
The Campaign has reached its conclusion: Gorefist and his army stand before the gates of Altdorf, the Imperial capital. All of the remaining Imperial forces have been called to the city's defense. The fate of the Empire rests on the outcome of this battle.



SETUP

Lay out the battlefield as shown on the map, deploying units onto the Battle Mat from the shaded sides as shown. (See DEPLOYING FOR BATTLE on page 8.) Shuffle the Battle cards and play the game in the normal way until one army is eliminated.

CHAOS ARMY BATTLE CARDS



Goblins and Orcs



Goblins, Beastmen and Wolf Riders



Goblins and Wolf Riders



Champions of Chaos and Wolf Riders



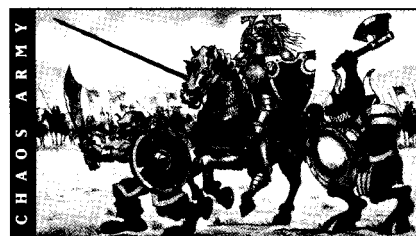
Champions of Chaos Charge (see page 15)



Chaos Archers and Champions of Chaos



Beastmen, Orcs and Goblins



Goblins, Champions of Chaos and Beastmen



Chaos Warriors, Champions of Chaos and Chaos Archers



Chaos Warriors, Beastmen, Orcs, Chaos Archers and Goblins



Wolf Riders Double Move (see page 11)



Whole Army Move (see page 11)



The Ogre Champion (see page 18)

IMPERIAL ARMY BATTLE CARDS



Imperial Knights



Lord Knights

(Continued on back cover)



Imperial Archers



Imperial Knights and Lord Knights



Men-at-Arms and Imperial Archers



Men-at-Arms, Crossbowmen and Imperial Archers



The Mighty Cannon (see page 15)



Whole Army Move (see page 11)



Lord Knights and Imperial Knights Charge (see page 15)



Lord Knights Charge

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