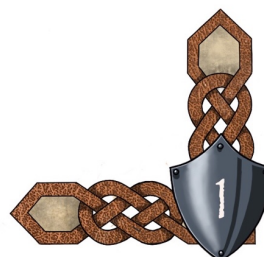


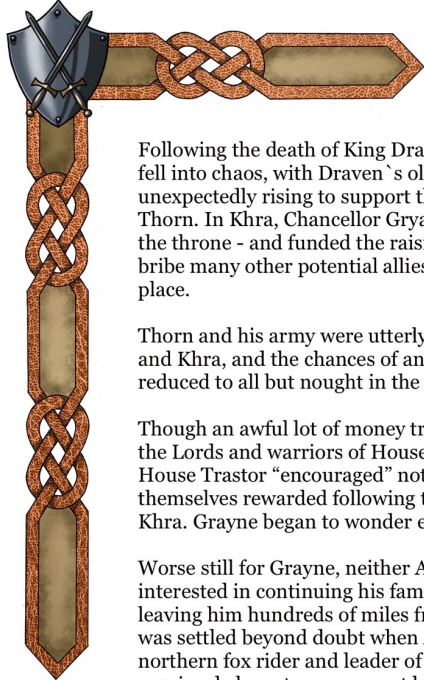
THE BATTLE GAME
OF
FANTASY CIVIL WAR

(Public) Version 2
By Rich Chappell

THE SHATTERED CROWN

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Following the death of King Draven V, the Eastern provinces of Rosodtir immediately fell into chaos, with Draven`s oldest son Aedan crowned in Helles but Trastor Vale unexpectedly rising to support the claim of Aedan`s unacknowledged half-brother Thorn. In Khra, Chancellor Gryane initially supported his nephew Aedan`s claim to the throne - and funded the raising of an army to battle Thorn and his allies and to bribe many other potential allies not to raise banners in aid of Thorn in the first place.

Thorn and his army were utterly destroyed by the combined forces of Hellesburne and Khra, and the chances of another attack from the direction of trastor Vale were reduced to all but nought in the great defeat known as *The Humbling of the King*.

Though an awful lot of money travelled from Khra to Deastir, to fund this war, it was the Lords and warriors of House Hellesburne, and many Lords and lesser nobles of House Trastor “encouraged” not to raise their banners to Aid Thorn, who saw themselves rewarded following the *Humbling of the King*, rather than those of House Khra. Grayne began to wonder exactly what he had bought with his investment.

Worse still for Grayne, neither Aedan nor his daughter Nave seemed in the least bit interested in continuing his families alliance with the throne through marriage, leaving him hundreds of miles from the halls of power, and feeling it. This matter was settled beyond doubt when Aedan announced his betrothal to Antonia a northern fox rider and leader of one of the hill tribes whose loyalty to Hellesburne previously been tenuous, or at least negotiable.

So it came to pass that, months after rising him to the throne, Grayne Khra let it be known in every corner of the Country that he was now refusing to recognise Aedan as ruler, and instead declaring, the younger son as King, stating that Aedan must of been conceived out of wedlock and as a bastard should not rule.



Immediately, scuffles broke out along the boarders of Deastir and Helles - a situation not at all calmed by Grayne`s decision to send his own daughter, Nave (who was not, as she had always been in the past, in her father`s favor at the time) and her renowned Stagriders to guard the boarder. Inevitably Aedan responded in kind, calling out Hrashnarr the hunter to lead his Bear riders to police what he of course, considered to we his kingdom.

This was just the beginning, of course, and soon not only were the skies of the boarder with the flapping on leathery wings, but eventually the twin brother Kings would be drawn into the battle themselves.

Some 3 years after the death of their father the two brothers met, in a small village on the banks of the river Deas. What happened in the tent where they met and spoke is known only to them, but the meeting ended in Aethor fleeing, and the beginning of all out war between the brothers and their Houses.





Rosodtir

The battles that followed became known as *The war of The Lion and the Wolf*, and the skirmishes that proceeded them as *The Beastrider Wars*, though in truth most were little more than skirmishes.

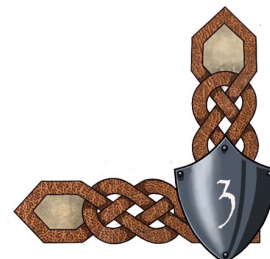
The rules allow you to refight both skirmishes and great battles with your Hellesburne and Khra forces, and battles throughout Rosodtir as additional forces are added.

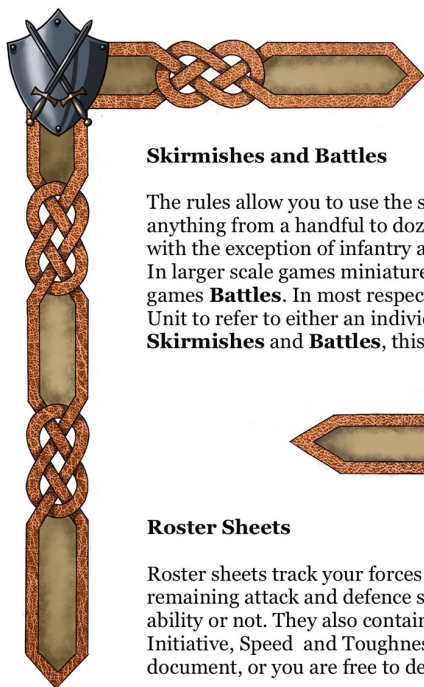


You will need

To play *The Shattered Crown* you will need:

- Miniatures - Stunning and detailed miniatures are available to refight *The Beastrider Wars* and *The War of the Lion and Wolf* as 3D printable STL files from Dead Earth Games - these can purchased now through their site on MyMiniFactory. Alternatively, you can find a number of vendors licensed to print the miniatures and sell those prints. You do not need all of the miniatures to play *The Shattered Crown*, it's fine to start with just a few.
- A good number of D20 dice
- Something to measure with, in inches
- 2 roster sheets and pen or pencil
- Character cards, one for each of the units in your Warband





Skirmishes and Battles

The rules allow you to use the same miniatures and accessories to play games with anything from a handful to dozens of miniatures. For smaller games, all miniatures with the exception of infantry act as characters: we call these games **Skirmishes**. In larger scale games miniatures are arranged into groups or squads: we call these games **Battles**. In most respects, the rules will be the same and we use the term Unit to refer to either an individual character or a group. Where rules differ between **Skirmishes** and **Battles**, this will be highlighted in the relevant section.



Roster Sheets

Roster sheets track your forces through the game, allowing you to note their remaining attack and defence strength, and whether a unit has used their Special ability or not. They also contain the basic information about the Character's Initiative, Speed and Toughness. You can find Roster Sheets at the end of this document, or you are free to design your own.

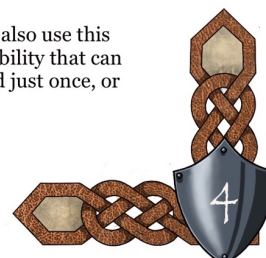
They are laid out as follows:

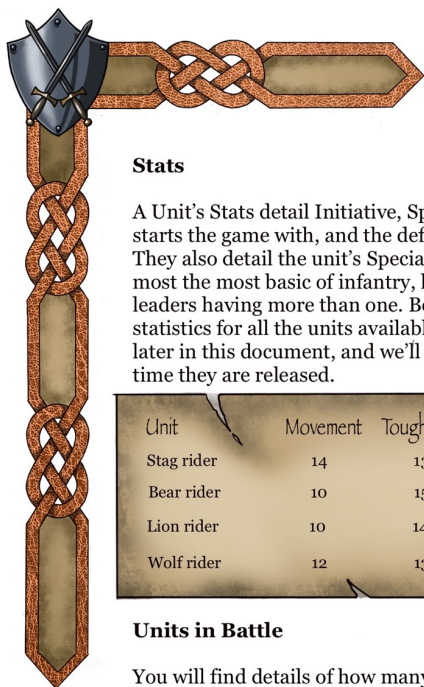
Unit	Speed	Toughness	Attack	Defend	Special	Initiative
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Under **Unit**, note down the way you will identify each miniature from others - you may know them well enough to refer to them simply by name, you could paint that name or number on their bases, armour or shields a specific colour or pattern. It is important that BOTH players are able to identify Units

Under **Attack**, note down how many attack dice the Unit has remaining to use - the amount they begin with is detailed in the Stats section of their relevant **Warband List**. Under **Defend** similarly note the amount of dice the character has remaining to defend with. In **Battles** simply add together the number of Attack and defend dice and write the TOTAL in this box.

Under Special, write down the Special abilities the unit has. You can also use this box to tick or cross out when this character has used any Special ability that can be used once per game. Each ability will detail whether it can be used just once, or more than once, per game.





Stats

A Unit's Stats detail Initiative, Speed, Toughness, the default amount of Attack dice it starts the game with, and the default amount of Defend dice it starts the game with. They also detail the unit's Special and their "Cost" in Battle Points. All units, except the most the most basic of infantry, have at least one Special ability, with some heroes or leaders having more than one. Below are some examples, you'll find the complete statistics for all the units available in each warband in the relevant **Warband List** later in this document, and we'll make the statistics available for new characters every time they are released.

Unit	Movement	Toughness	Attack	Defend	Special	Initiative	Battle points
Stag rider	14	13	3	3	Stag charge	4	3
Bear rider	10	15	5	4	Berserk	4	5
Lion rider	10	14	6	4	Ferocious attack	5	7
Wolf rider	12	13	4	6	Pack	5	6

Units in Battle

You will find details of how many miniatures make up a Unit on the **Warband List** for your chosen faction. The Unit's Initiative, Movement, Toughness and Special remain exactly the same regardless of how many miniatures make up the unit. The Attack, Defend and Battle Points cost multiplied by the number of miniatures, so a Bear Rider unit, which consists of 3 miniatures, has 15 attack dice, 12 defend dice and costs 15 battle points (BP)

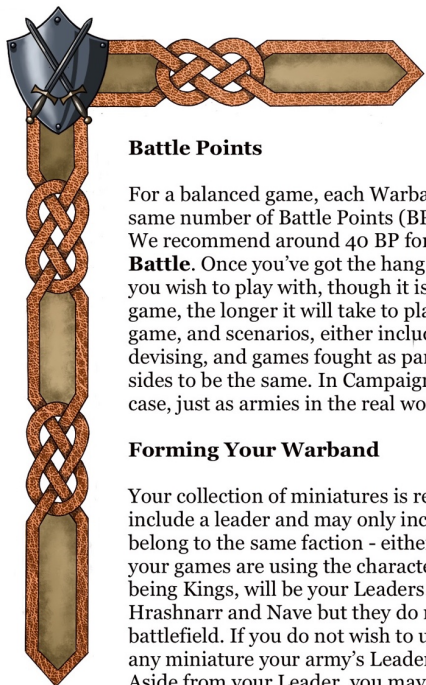


Infantry

Against giant birds, bears and wolves, individual infantry would stand little chance, and so in *The Shattered Crown* they act in squads of multiple figures, whether in **Skirmishes** or **Battles**. Multiple the number of dice and BP as explained above. In **Battles**, the size of an infantry unit will be described in their Warband List. In **Skirmishes**, you can field as few or as many infantry in your unit as you wish. The effectiveness of infantry is also dependent on how they are armed, as such the following Infantry types receive twice as many attack dice, rounded up, against the noted target type:

Infantry armament type	Double dice against
Spear	All beast riders
Sword	Spear armed infantry
Bow/Crossbow	Any character who has not yet moved this turn
Axe/dual wielded	Units with one or more remaining Defend dice
Hand weapons	





Battle Points

For a balanced game, each Warband in an engagement should be made up of the same number of Battle Points (BP). Each available Character has a Battle Points value. We recommend around 40 BP for your first few **Skirmish** games, or 160 BP for a **Battle**. Once you've got the hang of the game it is entirely up to you how many BP you wish to play with, though it is probably obvious to point out that higher BP limit a game, the longer it will take to play. Of course, you do not have to play a balanced game, and scenarios, either included in supplements to these rules or of your own devising, and games fought as part of campaigns, do not require BP values of both sides to be the same. In Campaigns, it is inevitable that this will not always be the case, just as armies in the real world wars are not fairly balanced!

Forming Your Warband

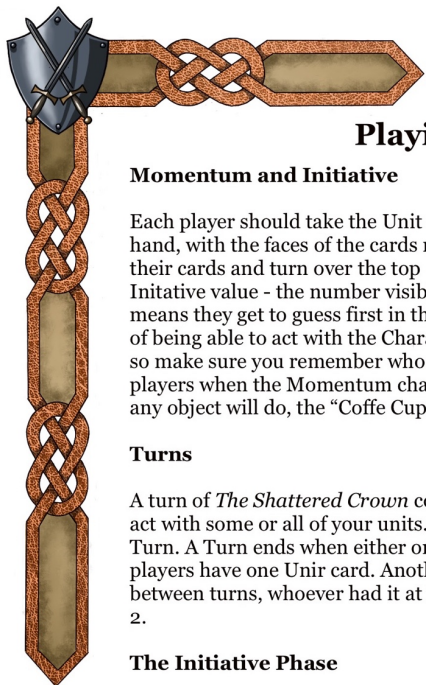
Your collection of miniatures is referred to as your Warband. All Warbands **must** include a leader and may only include 1 Leader. All the units in your Warband should belong to the same faction - either House Hellesburne or House Khra for now. If your your games are using the characters Aedan and/or Aethor, then these characters, being Kings, will be your Leaders. You may still field other named characters such as Hrashnarr and Nave but they do not act as Leaders when their Kings are on the battlefield. If you do not wish to use any named characters in a game, you may make any miniature your army's Leader.

Aside from your Leader, you may use any number of any unit type to make up your war Warband, so long as you do not exceed the agreed Battle Points value - you could have a Warband entirely of wolf riders, for example, or a mix of wolves, ravens, bears, foxes and infantry!

Unit Cards

We refer to the miniatures in *The Shattered Crown* as Units. All units need to Unit Card to represent them which you will use in the game to signal your intention to Act with that Unit next. You'll find the Unit Cards currently available at the back of these rules. Each Unit card features a depiction of the unit type, room for you to write the units name or number in the top right-hand corner, and a large number in the centre bottom of the card. This number is the Units **Initiative**.





Playing the Game

Momentum and Initiative

Each player should take the Unit cards for their Warband and keep them in their hand, with the faces of the cards not visible to their opponent. Players should shuffle their cards and turn over the top card. Whichever player's Unit has the highest Initiative value - the number visible on the card - now has the "**Momentum**" - this means they get to guess first in the Initiative phase, and have a slightly higher chance of being able to act with the Character they wish to. **Momentum** can be important, so make sure you remember who has it. You could use an object and pass it between players when the Momentum changes to remind you - a chit or special die is fine, but any object will do, the "Coffe Cup of Momentum" will work just as well!

Turns

A turn of *The Shattered Crown* consists of a number of Activations during which you act with some or all of your units. No unit can act more than once during a single Turn. A Turn ends when either one player has no Unit cards left to play, or both players have one Unit card. Another Turn then begins. **Momentum** carries across between turns, whoever had it at the end of Turn 1 retains it at the beginning of Turn 2.

The Initiative Phase

At the beginning of a Turn, each player chooses and then places one card face down in front of them. This is the unit they will with could they win the Initiative. With both players having placed a single card face down, the player with the **Momentum** guesses out loud which card the other player has played, and then the other player guesses out loud which card they think the player with **Momentum** has chosen, before the cards are turned over at the same time, revealing which cards have actually been chosen.

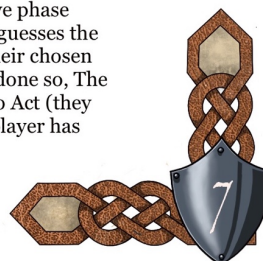
- If only one player has correctly guessed their opponents cards, the player who guessed correctly Acts with the unit on their card.
- If both players have guessed correctly, the player whose card has the higher Initiative (the number on the card) now Acts with the unit represented on their card, unless the Initiative on both cards is the same, in which case the player with the **Momentum** Acts with their Character.

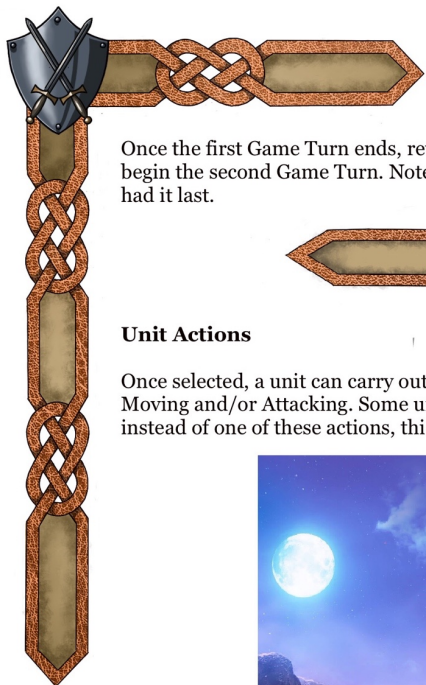
The player who Acted with their Unit now has the Momentum - the unit card representing the unit they have acted with is discarded until the next Turn, whilst the other players unit card is returned to their hand. And can be selected again.

Once the Actions of the first Character chosen are completed, the process is repeated until either:

Both players have only 1 card left. The Game Turn ends or

One player has only has only 1 card left. In this is the case, the Initiative phase carries out as above, except if the player with only one card remaining guesses the card of the player correctly, the player with one card gets to Act with their chosen unit, regardless of any other factors such as Initiative. Once they have done so, The Game Turn Ends. If they do not guess correctly, the other player gets to Act (they have essentially guessed correctly, as they know which card the other player has remaining).





Once the first Game Turn ends, return all Character Cards to both players hands, and begin the second Game Turn. Note that the **Momentum** remains with the player who had it last.



Unit Actions

Once selected, a unit can carry out it's actions in any order. For most units this will mean Moving and/or Attacking. Some units have special abilities which can also be used instead of one of these actions, this will be detailed in their warband entry.

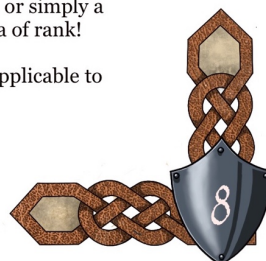


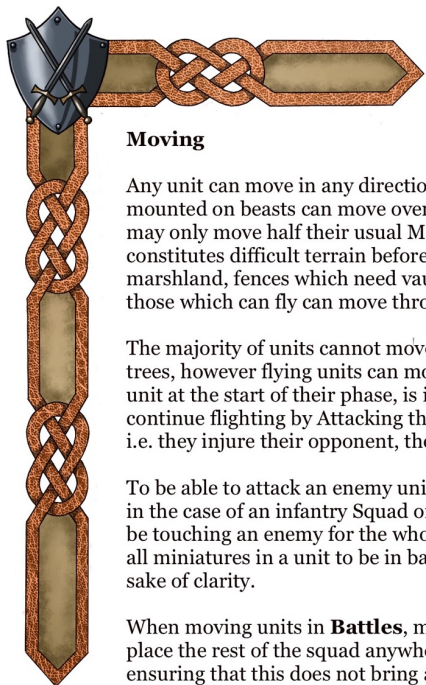
Hrashnarr the Hunter

Unit Leaders

When playing **Battles** and when using infantry squads in either game type, units must have a Leader. This model, nominated by the player in command of the Warband, is used when determining distances, movement and line of sight and is the same in all other respects as the other miniatures in the unit. Ensure your opponent knows which miniature is your unit leader - you could use a particular flag or banner, or simply a marker on the miniature's base such as a skull or even a painted insignia of rank!

Unless stated otherwise, treat applicable to units in **Battles** as always applicable to infantry units, regardless of game type





Moving

Any unit can move in any direction the number of inches indicated by their stats. Any unit mounted on beasts can move over any terrain except deep water without penalty. Infantry may only move half their usual Movement over difficult terrain. Players should agree what constitutes difficult terrain before the game begins, but the designer considers things like marshland, fences which need vaulting and small streams to be difficult. No units except those which can fly can move through or over deep water.

The majority of units cannot move through physical objects, such as buildings or larger trees, however flying units can move over them, they ignore all terrain when moving. If a unit at the start of their phase, is in base-to-base contact with an enemy, they must continue fighting by Attacking them, they cannot move. If they Attack and are successful i.e. they injure their opponent, they may then move freely.

To be able to attack an enemy unit, move your miniatures so that their bases are touching, in the case of an infantry Squad or units in **Battles**, only the base of the Unit Leader need be touching an enemy for the whole unit to attack, though where possible you should move all miniatures in a unit to be in base-to-contact with a miniature in the enemy unit for the sake of clarity.

When moving units in **Battles**, measure the move of the Unit Leader model first, and the place the rest of the squad anywhere within 2 inches of a least 1 other model in the unit ensuring that this does not bring any model closer to an enemy model than the first.



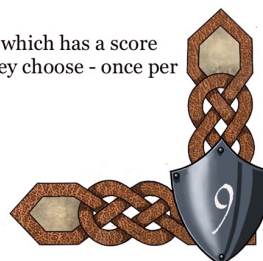
Attacking

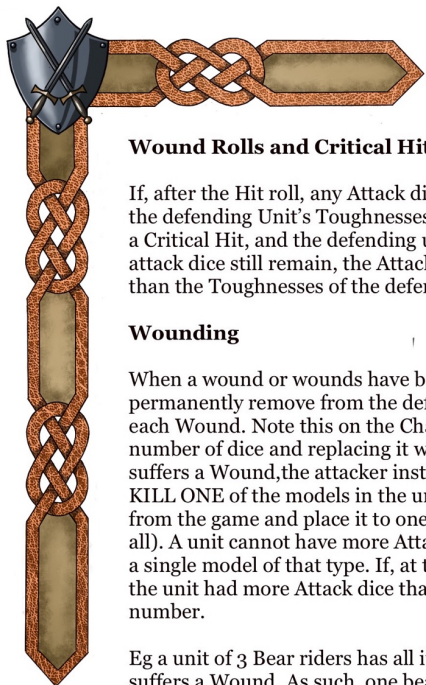
If a Unit Leader is in base-to-base contact with an enemy, the unit may Attack. An Attack consists of two phases, the Hit roll, and the Wound roll.

Hit Rolls

The Attacking Player rolls the number of Attack Dice (D20) which the unit has according to their Roster entry. The Defending Player rolls the number of Defend dice their unit has according to their roster entry (note that these two stats will decrease throughout a game, make sure you are using the current, remaining number of dice, not what the unit started with!)

The Defending player then removes any die the Attacking player rolled which has a score which is *equal to or lower* than one of their Defend die, in any order they choose - once per defend die.





Wound Rolls and Critical Hits

If, after the Hit roll, any Attack dice remain, the Attacker compares the scores against the defending Unit's Toughnesses stat. Any score of equal to or greater than this value is a Critical Hit, and the defending unit is Wounded - no Wound roll is required. If any attack dice still remain, the Attacker rolls them again: any which score equal to or better than the Toughnesses of the defending model cause a Wound.

Wounding

When a wound or wounds have been caused the attacker then chooses whether to permanently remove from the defending unit the use of an attack die or a defence die for each Wound. Note this on the Characters line on the Roster, crossing out the previous number of dice and replacing it with new value. If a unit which has no defence dice suffers a Wound, the attacker instead chooses either to remove an Attack die OR to KILL ONE of the models in the unit. When this is done, remove one of the unit's models from the game and place it to one side (it makes sense to move the unit Leader last of all). A unit cannot have more Attack dice than the number of models x the Attack stat of a single model of that type. If, at the point a model Killed and removed from the unit, the unit had more Attack dice than this, reduce their number of attack dice to that number.

Eg a unit of 3 Bear riders has all its attack dice and no defence dice remaining and suffers a Wound. As such, one bear is killed. As the unit is now 2 models, it cannot have more than 10 attack dice (as each bear contributes 5) and as such the Killing of one bear results in the loss of 5 attack dice. When a unit has no models remaining, it is destroyed. If a unit loses all their Attack die, they flee. Remove all the models from this unit from the game and place them to one side, remembering that they have fled, not been killed.



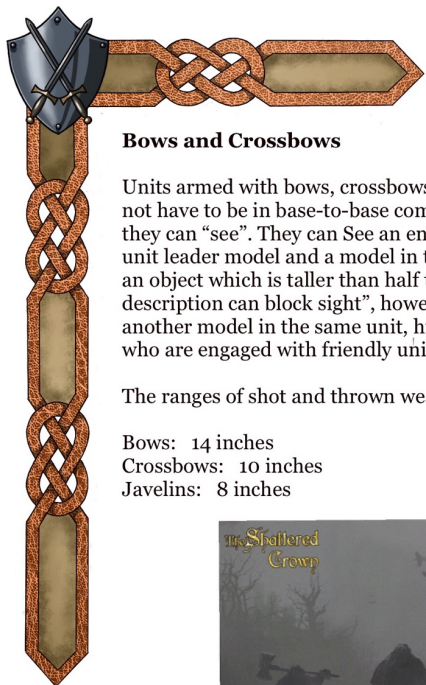
Flanking

When Attacking an enemy which is not already engaged (i.e. in base-to-base contact with an opposing model), the defending unit is turned to face the attacker, and where possible miniatures should be in base-to-base contact with their attackers. This is done without any impact on that character's own ability to Move or Act this turn. If a further attacker attacks the same enemy from the side or rear, moving into base-to-base contact with any miniature of that unit by touching a different facing, they are **Flanking**, add an extra die to their attack for each model in the attacking unit.

Counterattacking

If a unit which has yet to act this Turn is Attacked, they may counterattack. Discard their unit card and then Attack as if it were the Unit's own phase. Note that a Unit cannot move, only Attack, when Counterattacking. You cannot Counterattack ranged attacks, only those made in base-to-base contact.





Bows and Crossbows

Units armed with bows, crossbows and javelins Attack in the normal way, except they do not have to be in base-to-base combat with their target but can Attack any enemy unit they can "see". They can See an enemy unit if a tape measure can be placed between the unit leader model and a model in the target unit without it crossing any other model or an object which is taller than half the height of a model. Anything which fits this description can block sight", however if the Unit leader can draw the same line to another model in the same unit, his unit can still attack. Units will not shoot at enemies who are engaged with friendly units.

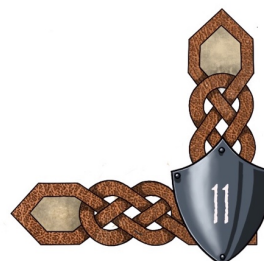
The ranges of shot and thrown weapons are as follows:

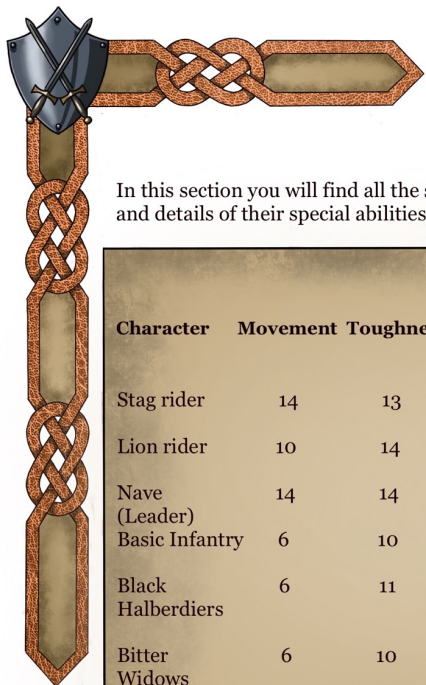
Bows: 14 inches
Crossbows: 10 inches
Javelins: 8 inches



Winning the game

Out side of ant specific winning conditions detailed by a specific scenario: The game is won when only one player can Act at the beginning of a turn because the other player has no units who have not fled or been killed. The player with units remaining in play has won.





Warband Lists

In this section you will find all the statistics for the various units available to your faction, and details of their special abilities.

Khra								
Character	Movement	Toughness	Attack	Defend	Special	Initiative	Battle Points	Battle Unit Size
Stag rider	14	13	3	3	<i>Stag Charge</i>	4	3/15	5
Lion rider	10	14	6	4	<i>Ferocious attack</i>	5	7/26	*
Nave (Leader)	14	14	3	5	<i>Rally</i>	7	10	n/a
Basic Infantry	6	10	1*	1	<i>None</i>	2	1/10	10
Black Halberdiers	6	11	1*	1	<i>Defender of the King</i>	3	2/20	10
Bitter Widows	6	10	1	1	<i>Shield leap</i>	3	2/20	10
Falcon rider	14	11	2	4	<i>Circling</i>	6	6/18	3
Aethor on Lion (Leader)	10	15	7	5	<i>Inspire Ferocious attack</i>	12	12/26	*



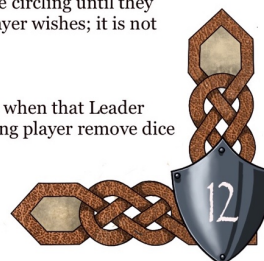
*In battles Aethor forms a unit consisting of himself and 2 Lion riders for 26 Battle Points, using Aethor's initiative score.

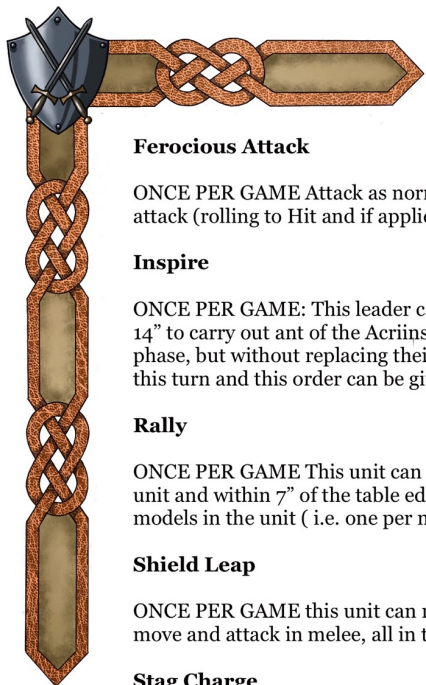
Circling

This Character begins circling the enemy in the air, firing arrows from a distance. Whilst Circling, this Character can neither attack nor be attacked except with projectiles. This Character starts circling when the player informs their opponent they are doing so and is considered to be circling until they move, choose to stop, flee or are killed. This ability can be used whenever the player wishes; it is not limited to once per game.

Defender of the King

Passive, always in effect: If this Unit is within 7" of the Leader of their Warband, when that Leader suffers a successful Wound, the defending player can choose to make the attacking player remove dice from this unit instead of the Leader.





Ferocious Attack

ONCE PER GAME Attack as normal, but for every Wound caused, roll an additional attack (rolling to Hit and if applicable then to wound as normal).

Inspire

ONCE PER GAME: This leader can use an Order to allow any other Character within 14" to carry out ant of the Acriins normally available to them as if it were their own phase, but without replacing their phase and without having to discard their unit card this turn and this order can be given to a Unit which has acted this turn.

Rally

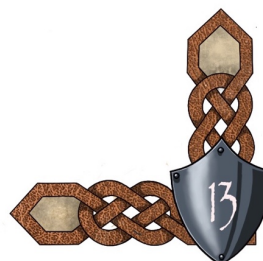
ONCE PER GAME This unit can return a fled unit to the battlefield within 7" of this unit and within 7" of the table edge. The returned unit has as many attack dice as models in the unit (i.e. one per model)

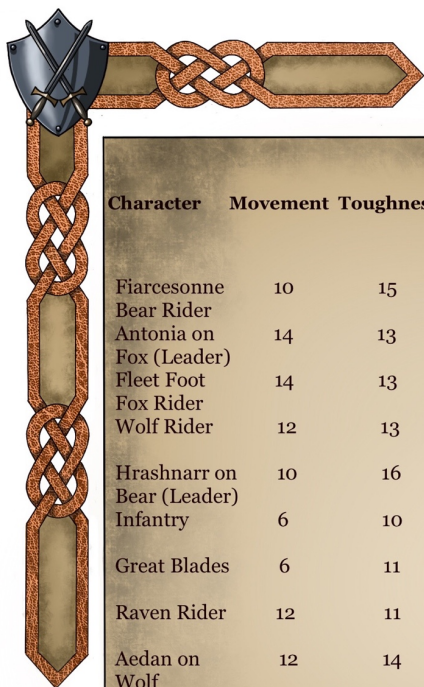
Shield Leap

ONCE PER GAME this unit can make a ranged attack, throwing their javelin, then move and attack in melee, all in the same turn.

Stag Charge

ONCE OER GAME If there is an enemy unit in clear sight (i.e. no other characters ofjr buildings, trees etc are in the way) and are more than half but not more than the total Movement of the Stag, so between 7 and 14 inches away, the Stagrider moves into base-to-base contact with the enemy and Attacks with an additional 2 Die.





Hellesburne								
Character	Movement	Toughness	Attack	Defend	Special	Initiative	Battle Points	Battle Unit Size
Fiarcesonne Bear Rider	10	15	5	4	<i>Berserk</i>	4	5/15	3
Antonia on Fox (Leader)	14	13	4	3	<i>Withdraw True Shot</i>	7	7/13	*
Fleet Foot Fox Rider	14	13	3	3	<i>Withdraw</i>	5	3/5	15
Wolf Rider	12	13	4	6	<i>Pack</i>	5	6/24	**
Hrashnarr on Bear (Leader)	10	16	3	5	<i>Heroic True Shot</i>	6	10/20	***
Infantry	6	10	1*	1*	<i>None</i>	2	1/10	10
Great Blades	6	11	1*	1	<i>Rend</i>	3	2/10	20
Raven Rider	12	11	3	3	<i>Dive</i>	6	6/18	3
Aedan on Wolf (Leader)	12	14	5	7	<i>Inspire Ferocious attack Pack</i>	12	12/24	**



* Antonia forms a unit comprising herself and 2 other Fleet feet for 13 BP, using Antonia's initiative.

** Aedan forms a unit comprising himself and 2 other Wolf riders for 24 BP, using Aedan's initiative.

*** If used as a Leader Hrashnarr may form a unit comprising herself and 2 other Bear riders, using Hrashnarr's initiative, this unit would have a ranged attack of 3 as only Hrashnarr is armed with a bow

Berserk

ONCE PER GAME When the Bear-rider has successfully Wounded their enemy, they may immediately carry out another Attack, repeating the entire Attack process again, with the defending unit able to defend in the same manner as usual.

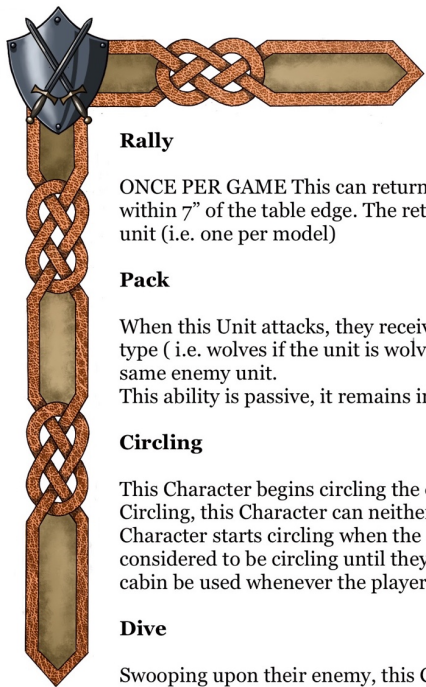
Heroic True Shot

This ability is passive, it is always in use: when ever this Chracter attacks with her bow, the enemy may roll no defend dice

True Shot

ONCE PER GAME When this Unit attacks with their ranged weapon, the enemy may roll no defend dice.





Rally

ONCE PER GAME This can return a fled unit to the battlefield, within 7" of this unit and within 7" of the table edge. The returned unit has as many attack dice as models in the unit (i.e. one per model)

Pack

When this Unit attacks, they receive an additional die for any and all Units of the same type (i.e. wolves if the unit is wolves, foxes if the unit is foxes) who are also attacking the same enemy unit.

This ability is passive, it remains in play at all times.

Circling

This Character begins circling the enemy in the air, firing arrows from distance. Whilst Circling, this Character can neither attack nor be attacked except with projectiles. This Character starts circling when the player informs their opponent they are doing so and is considered to be circling until they move, choose to stop, flee or are killed. This ability can be used whenever the player chooses, it is not limited to once per game.

Dive

Swooping upon their enemy, this Character can perform an attack on an enemy without becoming engaged. If they have not used all of their Move allowance this turn at the point of Attacking they may use any remaining AFTER they have attacked. This ability is passive and is always in play.

Inspire

ONCE PER GAME: This Leader can use an Order to allow any other Character within 14" to carry out any of the Actions normally available to them as if it were their own phase, but without replacing their phase and without having to discard their unit card this turn and this order can be given to a Unit which has already acted this turn.

Ferocious Attack

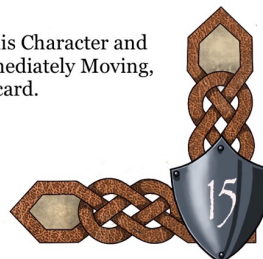
ONCE PER GAME Attack as normal, but for every Wound caused, roll an additional attack die (rolling to Hit and if applicable then Wound as normal).

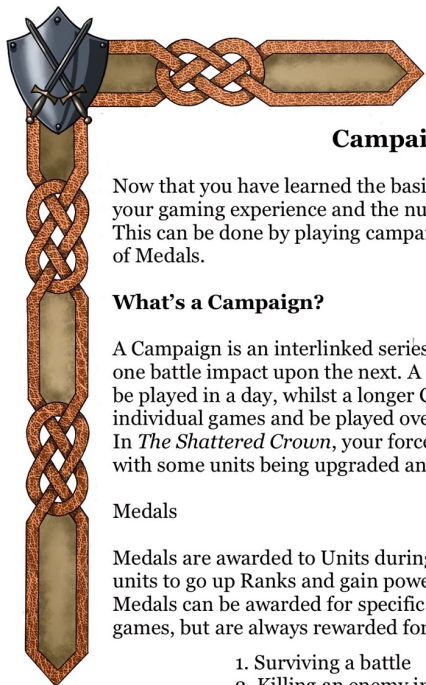
Rend

Any Unit this Unit is attacking must defend with one less defence dice than they otherwise would. This ability is passive, it is always in use.

Withdraw

ONCE PER GAME If an enemy moves into base-to-base contact with this Character and they have not yet moved this Turn, they may use their Actions now, immediately Moving, shooting if they wish to. They may not act again this turn, discard their card.





Campaigns, Medals and Ranks

Now that you have learned the basics of TSC, you might well be wanting to expand both your gaming experience and the number and complexity of the Units used in the game. This can be done by playing campaigns and improving your Unit's Ranks through the use of Medals.

What's a Campaign?

A Campaign is an interlinked series of games which tell a story, during which the events of one battle impact upon the next. A short Campaign could be as little as 3 or 4 games and be played in a day, whilst a longer Campaign could feature an almost limitless number of individual games and be played over the course of many gaming sessions.

In *The Shattered Crown*, your force will change throughout the course for a Campaign, with some units being upgraded and others perishing.

Medals

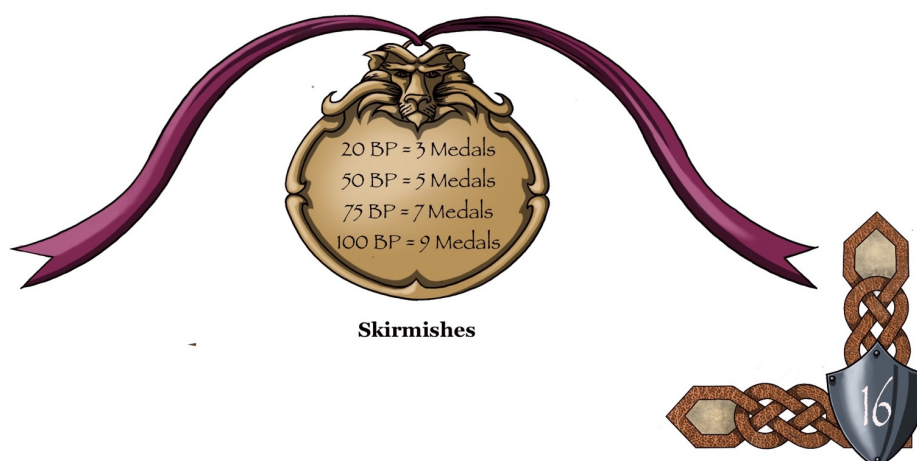
Medals are awarded to Units during and after games and collecting them allows those units to go up Ranks and gain powerful upgrades.

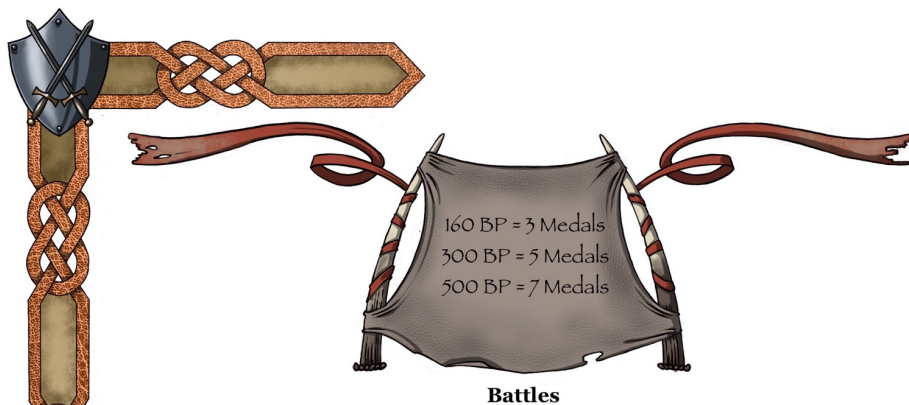
Medals can be awarded for specific actions or goals as laid out in individual scenario games, but are always rewarded for the following:

1. Surviving a battle
2. Killing an enemy in battle/causing an enemy to flee
3. Winning a battle

In the first two instances, each individual Unit wins one medal for being alive and not having fled at the end of battle, and one for enemy Unit they kill or cause to flee during a battle. To keep track of these, write it or place a marker of some kind on the roster, next to the Character's stats.

In the third instance: The Commander of the winning side of a Skirmish or Battle also receives a number of medals to distribute to any Units in their force as they see fit. The number of medals awarded to the winning team can either be decided between the players, or you can use the Battlepoints limit the game was set at to determine the number of models as follows:





Ranks

All units in a game start at Rank 1. Ranks are relative to the Unit's specific role, they do not relate to any hierarchy between roles, so a Rank 1 leader is still the Leader of the Warband even if it is made up of Rank 4 Units of any other type.

Each Unit TYPE has their own Upgrade table. The number of medals the Unit requires to gain a skill of each rank is given in brackets after the Rank itself. Units can only gain a Rank when they have earned sufficient medals and can only move one Rank up - for example from Rank 2 to 3 or 4 to 5. For each Unit, you must choose whether to Upgrade the along the Defensive or Aggressive paths of the Upgrade table, allowing them them to perform different strategic roles on the battlefield.



How to Link Battles in a Campaign

There are a number of ways to link battles in a Campaign - the simplest way is to play games of *The Shattered Crown* exactly as explained in the core rules but two Warband rosters in between battles. The roster must be updated in two ways - Units who have been killed in battle are permanently removed from the roster, and surviving Units can be upgraded by the player. This allows both players to really personalise their forces and make every Unit unique on the battlefield. Two Units with very similar models and starting statistics might end up with very different specialisms.

The other ways in which players can play campaigns are Narrative Campaigns, and Map Campaigns.





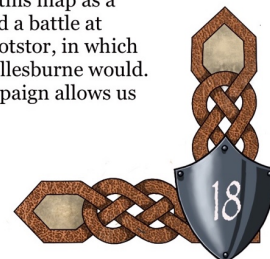
Narrative Campaigns and Map Campaigns

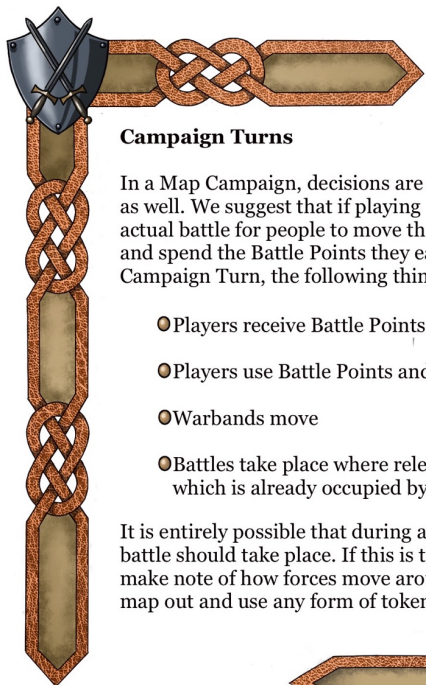


A narrative campaign tells a specific story, and the battles which take place within the campaign move the story onwards. Players can create their own Narrative campaigns, and one is laid out here for you to get started.

Above is the region of Rosodtir where *The Beastrider Wars* and the following *War of the Lion and the Wolf* took place, with the purple line encompassing the lands belonging to House Khra at the beginning of the period, those encompassed by the red lines belonging to House Hellesburne, and the other section belonging to House Trastor.

The settlements on the map also have colour co-ordinated flags, purple for Khra and red for Hellesburne. The number of flags on the flagpole indicate the size and significance of the settlement. There are a number of ways we can use this map as a basis for a campaign - for a short campaign, for example, we could hold a battle at Debba, and dependent on the winner, the next battle would be at Darrotstor, in which Khra could take up a defensive position, or in Hell's Maw, in which Hellesburne would. This is using the map as a basis for a Narrative Campaign. A Map Campaign allows us an additional layer of strategy and game play.





Campaign Turns

In a Map Campaign, decisions are made not just on the battlefield, but in between games as well. We suggest that if playing a Map Campaign, you allow 15 minutes or so after each actual battle for people to move their forces on the map, make upgrades to their forces, and spend the Battle Points they earn. We call this the Campaign Turn. During a Campaign Turn, the following things happen in this order:

- Players receive Battle Points from the settlements they hold.
- Players use Battle Points and medals to upgrade their forces if they wish
- Warbands move
- Battles take place where relevant (i.e. whenever a Warband moves to a settlement which is already occupied by an enemy Warband)

It is entirely possible that during a Campaign Turn, no circumstances occur under which a battle should take place. If this is the case, simply start the next Campaign Turn. You can make note of how forces move around the map with a pen and paper, or you can print the map out and use any form of token or counter to represent forces as they move or split up.



The Deas Marshes Campaign

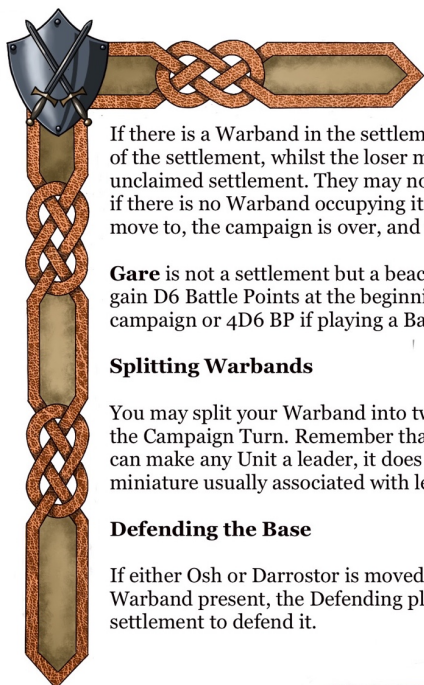
This campaign focuses on the lower half of the map and uses the following locations:

Darrostor
Osh
Hell's Maw
Debba
Brael
Gare (beacon)

At the beginning of this Campaign the Khra player has their forces based at Darrostor and the Hellesburne player has their forces based at Osh. As you can see, both settlements have 3 flags - in this campaign, each player will receive an additional number of Battle Points each Campaign Turn for every flag on the settlement they control if playing a Skirmish campaign, or 4x the number of flags if playing a Battle campaign - so as things stand, each player would receive 3 Battle points or 12 BP, dependent on the game type chosen.

Each Campaign Turn a player can move their Warband from one settlement to the next settlement along the road, or in the of the beacon at Gare they can move here from either Darrostor or Osh through mountain passes. If a settlement does not have another Warband in it, the player can take control of this settlement, and from the beginning of the next Campaign Turn onwards, they will gain the Battle Points associated with that settlement.





If there is a Warband in the settlement already, play a battle. The winner retains control of the settlement, whilst the loser must move their Warband to the closest friendly or unclaimed settlement. They may not move into another enemy claimed settlement, even if there is no Warband occupying it. If there is no friendly or unclaimed settlement to move to, the campaign is over, and the other Warband are victorious.

Gare is not a settlement but a beacon, if your Warband is currently occupying Gare, you gain D6 Battle Points at the beginning of the Campaign Turn if playing a Skirmish campaign or 4D6 BP if playing a Battle campaign.

Splitting Warbands

You may split your Warband into two or more Warbands during the movement phase of the Campaign Turn. Remember that each Warband should have a leader, though you can make any Unit a leader, it does not have to be a named character, or the type of miniature usually associated with leadership!

Defending the Base

If either Osh or Darrostor is moved into by an enemy and there is no defending Warband present, the Defending player may immediately move ONE warband to that settlement to defend it.



Campaign Upgrade Charts

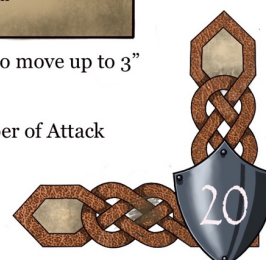
Hellesburne Upgrade Charts

Use these Charts to upgrade your Units in between games in Campaign play.

Bear Chart		
Rank (medals)	Defensive Rank	Aggressive Rank
2 (4)	Lucky - Roll 1D20 when attacked. If it is higher than your usual Toughness use this as your Toughness for this attack.	Special - Totally Beserk
3 (4)	Thick Skin - Treat defensive rolls of 19 as 20	Pinned - enemy Characters except those that can Fly cannot flee this Character
4 (5)	Improved Defence - Re-roll defense roll of below 5	Grab - Flying enemy Characters cannot flee this Character
5 (6)	Ultimate Defence - Re-roll all failed defense rolls	Special - Feel No Pain

Totally Beserk - in addition to the rules for Beserk, this Character can also move up to 3" to Attack another unit if they kill the first.

Feel No Pain - This Character continues to fight with their starting number of Attack dice regardless of how many they actually have until they have none.





Wolf Chart

Rank(medals)	Defensive Abilities	Offensive Abilities
2 (3)	Wolfheart: Roll 1D20 when attacked, if it is higher than your usual Toughness use this as your Toughness for this Attack.	Alpha: The Pack ability applies to all the Wolf's allies, not just other wolf riders.
3 (4)	Protect: Of this wolf attacks an enemy which is in combat with another friendly wolf, that friendly wolf may immediately move out of base-to-base contact, and move away up to 3"	Pin: An enemy in melee combat with this charater cannot move away, even if they wound the character.

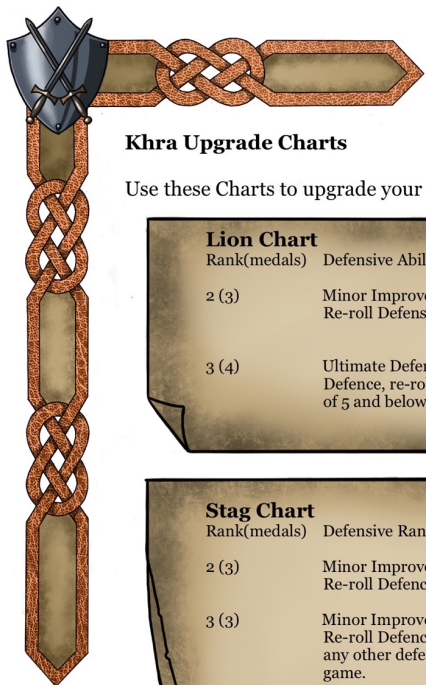
Fox Chart

Rank(medals)	Defensive Abilities	Offensive Abilities
2 (3)	Step Back: After suffering the loss of any die, this Character can immediately move 3" but must move away from the enemy that wounded them.	Fox Pack: This charater has gained the pack ability, except it works for other fox riders and not wolves.
3 (4)	Scatter: This charater can re-roll their defense rolls when hit with an arrow.	Natural Enemy: This character may re-roll and failed attacks against birds.

Raven Chart

Rank(medals)	Defensive Abilities	Offensive Abilities
2 (3)	Strong Defence: Treat all defensive rolls of 19 as 20.	Throwing Spear: This character is now armed with a throwing spear which it can make ranged attacks.
3 (4)	Twist Away: This Character can always leave melee without a penalty.	Prey: When this character attacks the same enemy on more than one turn successively, add 1 to it's attack dice rolls.





Khra Upgrade Charts

Use these Charts to upgrade your Characters in between games in campaign play.

Lion Chart

Rank(medals)	Defensive Abilities	Offensive Abilities
2 (3)	Minor Improved Defense: Re-roll Defence rolls of 1.	Prey: When attempting to reach an enemy which is fleeing, this lion can move an additional D20 inches.
3 (4)	Ultimate Defence: Improved Defence, re-roll defence rolls of 5 and below.	Bloodlust: If this Lion kills an enemy, and there is another enemy within 6 inches, they may immediately move and attack that enemy.

Stag Chart

Rank(medals)	Defensive Rank	Aggressive Rank
2 (3)	Minor Improved Defence: Re-roll Defence rolls of 1	Special: Devastating Charge
3 (3)	Minor Improved Defence II: Re-roll Defence rolls of 1 + any other defence roll per game.	Special: Reckless Charge
4 (4)	Improved Defence: Re-roll Defence rolls of 5 and under	Throwing Spear
5 (5)	Ultimate Defence: Re-roll all failed defence rolls.	Fearless

Devastating Charge - Replaces Stag Charge, instead of an additional 2D20, this Stag rolls an additional 3D20

Reckless Charge - Replaces Devastating Charge - instead of an additional 3D20, this Stag rolls an additional 6D20

Throwing Spear - This character carries an additional Spear, allowing them to Attack up to a range of 8"

Fearless - This character ignores the first loss of an Attack die

Falcon Chart

Rank(medals)	Defensive Abilities	Offensive Abilities
2 (3)	Minor Defence: Re-roll Defence rolls of 1	Prey: When this character attacks an enemy on more than one turn successively, add 1 Attack Die
3 (3)	Twist Away: This character. leave melee without penalty	Special: Fire arrows, for each successful wound this Attack roll an additional Attack Die

