

# BATTLE COMPANIES

EVIL CAMPAIGN 2018



# HOUSE RULES

## CAMPAIGN

### **Free For All (3+):**

To determine the difference of influence between companies for games that involve more than 2 players in a single scenario, compare the individual Effective Ratings to the average of all Effective Ratings involved.

### **Allies Amidst Rivalry:**

If a company has a substantial enough rating, making it difficult to fight individually, players may decide to opt for a multiplayer engagement. 2 or more players may fight against the powerful company and combine their Effective Rating for the battle, treating each other as allies for the duration of the game.

### **Bounty:**

A player may spend any number of influence to put a Bounty on any model in the campaign, typically a hero. When that hero faces a 'Death' result in the injury table, the opposing player may collect the bounty in full.

### **Holding a Hero Ransom:**

If a hero suffers the 'Lost in Battle' injury, the players may agree to make the hero a captive of any opposing company that participated in that battle. That company may then offer a ransom of any number of Influence points for

the return of the hero (typically 3-5 influence or a piece of wargear available to the other company). The hero's company may, instead of paying the ransom, choose to play the 'Daring Rescue' scenario before the next Narrative Scenario with the following adjustments:

- If the Prisoner causes any defender casualties, the Defender may Charge the prisoner.
- The defenders may not harm the Prisoner in any way until it is freed or otherwise.
- If the attackers lose the scenario, their hero is considered 'Dead' and all equipment is lost.

### **Entities of War**

A Battle Company may attempt to acquire a unit that would otherwise be reserved for the War of the Ring, such as a Mumakil or an Avenger Bolt Thrower, for an exchange rate of 1 Influence per 4 points of value. (Base Mumakil would be 100 Influence.) An alternative method could be an agreed upon scenario requirement, such as 'Secure the Area' with a Mumak as the objective against many players!

### **Bribery:**

Players may give Influence to other players in exchange for services such as:

Not attacking the player, attacking another player, assisting in a scenario, etc.

### **Venom:**

Treat the 4+ roll as a roll made to avoid 'Death' results inflicted by *Venom* attacks.

## **IN-GAME**

### **Order in the Ranks!**

Heroes in the Making may benefit from the Stand Fast! of any Sergeants or Lieutenant from their company.

### **In the Way?**

A Model's base forces in-the-way checks, not the model itself. However, the model is useful for gauging whether it is tall enough to be in the way. (Such as obscuring the targeted model's base.)

### **'Against the Odds' Re-Rolls**

You may not re-roll opposing dice.

### **Special Strikes**

Nope. Not happening.

### **Throwing Weapons**

Remove the -1 Penalty for moving.

## **COMPANY MANAGEMENT**

### **The Lieutenant's Armory**

The Lieutenant may purchase standard wargear from the wargear table that is available to their faction in their appropriate sourcebook. (IE: A High Elf

Lieutenant of the Last Alliance may take a Horse & Lance and a Minas Tirith Lieutenant could take a Two-Handed Sword.)

### **Mounts**

Add 1 Influence to the cost of all Mounts. (Except armoured horses)

### **Expanded Promotion Trees:**

Haradrim Warrior with Bow-> Warrior of Karna; Haradrim Warrior -> Warrior of Abrakhan. Corsair of Umbar -> Warrior of Umbar (Use Warrior of Numenor profile). Easterling Black Dragon -> Black Dragon Kataphrakt. Ranger of Arnor -> Ranger of Eriador (Ranger of Ithilien).

### **Proportional Influence:**

The following factions increase the Influence cost of rolling on the reinforcement table by 1: Isengard, Rivendell, Thranduil's Halls, Iron Hills, Dol Guldur, Warg Riders, Far Harad.

### **Moria, Shire, Goblin Town, Laketown Increased Recruitment**

#### **Moria**

- |   |
|---|
| 1 - Nothing<br>2 - Moria Goblin with Orc bow<br>3 - Moria Goblin with shield or spear<br>4-5 - 2 x Moria Goblins with choice of weapon<br>6 - Roll on Special chart below |
| 1 - Moria Goblin Prowler with choice of weapon<br>2 - Moria Blackshield<br>3-4 - 2x Moria Goblin Prowler with choice of weapon  |

5-6 - 2x Moria Blackshield with choice of weapon

### Goblin Town

1 - Goblin Warrior  
2 - Goblin Warrior w/ Two-handed axe  
3 - Goblin Mercenary  
4 - 2x Goblin Warrior  
5 - 2x Goblin Mercenary

### Anti-Heroes:

Half Trolls of Far Harad may not become heroes, similar to Cave Trolls & Spectres. Spectres may not become heroes in any way.

### Promotion Paths:

A model may be eligible for multiple promotion options depending on their equipment. For example, a Warrior of Rohan with Shield & Throwing Spear would be able to choose between Rohan Royal Guard or Rider of Rohan.

### Racial Equipment Restriction:

A model may only have equipment that is realistic within the lore, in addition to normal requirements, therefore a Warg in the Warg Riders company could not purchase a Throwing Spear, but could perhaps wear Armour. Uruks cannot ride Wargs. Horses do not trust Orcish.

### Company Creation:

You may opt to have your Lieutenant start as an infantry model that advances from your basic warriors on your promotion table. (ie: Uruk-Hai Warrior). Laketown extends this to Sergeants as well. If your faction's sourcebook has a special unit upgrade,

such as Warrior of Karna or Marauder, you may choose that instead of a promotion option for your Lieutenant.

When making your Battle Company, you **must** choose to use the alternate Starting Company rules. Your Starting Company may not include any models that are on the Special Reinforcement table or are options via the promotions table. When completed, run it by the organizer before playing using the format in the table below. Special units will not be allowed! (Except the Lieutenant, of course)

**Company Rating: x**  
**Starting Points Left: x**

**Lieutenant: x Company points / x Points**

Base Unit : x Points  
Wargear : x Points  
*Transition into Hero*  
M/W/F: 15 points  
Hero Wargear : x Points

**Sergeant: x Company points / x Points**

Base Unit : x Points  
Wargear : x Points  
*Transition into Hero*  
M/W/F: 15 points  
Hero Wargear : x Points

**Sergeant: x Company points / x Points**

Base Unit : x Points  
Wargear : x Points  
*Transition into Hero*  
M/W/F: 15 points  
Hero Wargear : x Points

**Warriors: x Company points / x Points**

x Units: x Points  
x Units: x Points

# SCENARIOS

## **Burn & Pillage:**

Models may attempt to burn the objective markers instead of making strikes in the Fight Phase in addition to the normal rules.

## **Infiltrate & Assassinate:**

Sentries rules only last for the initial turn.

## **Tame the Beast:**

Cave Troll is only fitting for companies with an average rating of up to 200 rating. Anything further requires a more substantial monster.

200-299: Mordor Troll

300+: Troll Chieftain, Dragon, etc