

The Border Princes Part I: Akendorf

Context

South of the Empire, on the far side of the Black Mountains, lies the small city of Akendorf. It is a rare island of civilisation in a region otherwise rife with petty barons and constant turmoil: the Border Princes. Everyone from fugitives to entrepreneurs come here looking to start something new; the trick is to avoid the bandits, the greenskin tribes, and whatever else is roving about the land.

Most settlements in the Border Princes have little ability to defend themselves, and generally kowtow to whoever turns up with an army and a shiny hat proclaiming their rulership. Not so with Akendorf. The city has strong walls, and trained soldiers to patrol them. They are a ring of stone and iron around a treasure chest. Should an army ever sack the city, its conquerors would have their pick of bank vaults, food stores, commodities, and of course the inhabitants themselves.

Being situated on the Old Dwarf Road makes Akendorf a major centre for trade, which means its reputation relies on keeping troublemakers out. Its ruler, Lord Durant, has enacted laws designed to promote confidence in Akendorf as a safe place to do business. All forms of violence - even duelling and drunken brawls - are banned within the city's walls, and weapons are to be turned in to the watch upon entry, stored in heavily guarded warehouses near the smiths' district. Anyone found inciting a fracas or smuggling weapons into the city will be, at best, thrown out with nothing but the clothes on their back. Almost anything else that turns a profit, however, is fair game.

Of course, a would-be conqueror wouldn't necessarily have to besiege the city to bring it to its knees; it is dependent on trade with the surrounding area for food and other essential commodities, but lacks the power to patrol those lands and keep them safe. In theory, if anyone ever achieved dominance in the Northern Border Princes, Akendorf's independence would be threatened, and its riches ripe for the taking. This is of course something both the dwarfs and Imperial agents are keen to prevent, but with so many other factions and tribes in the area, some say nothing lasts in the Border Princes for long, and Akendorf's doom is long overdue...

Playing the Campaign

1: Establish starting point

Each player rolls a D20 to establish the order in which people choose their first territory. Note that different types of terrain are dis/advantageous to different factions. When you nominate a territory as your starting point, you immediately gain 2 control points in that territory.

2: Initial expansion

Go around each player in the order established above. Each player carries out the *strategy phase* described in the post-game sequence as if they had fought and won a battle (meaning you gain 1 control point for winning a battle in addition to any other effects your territories confer). Once this has been done, do it once more, then *declare war* as described below.

3: War declared

It's time for the first round of battles. Follow the Campaign Game Sequence described overleaf. Try to fight two games against each player if you can: once as the attacker, and once as the defender. When you've done so, mark it green on the Google Sheet named Border Princes Campaign Opponents.

4: The march of time

Every two months, regardless of whether you've managed to play everyone, the Campaign Opponents sheet will move on to the next campaign season, effectively resetting. There will be three seasons in the campaign.

5: The final fate of Akendorf

At the end of the third season, the player with the most territories (yes that's territories, not control points!) has achieved enough leverage over the region to instigate their outcome of choice. If the lead faction is only ahead by one territory, they must then fight the runner up in a siege game to successfully hold on to their new prize! It is strongly suggested that said siege game is broken up into several thematic scenarios to make it more compelling than "run towards wall, attack wall."

What are control points?

Armies replenish their numbers by using the locals for food, labour, and sometimes even recruitment. If you lose the ability to control the population, either by having the resources to look after them, or by keeping them pinned beneath your iron boots, they'll stop working for you, undermining your control. There is also a limit to how many troops one small area can feed and supply without suffering economic collapse, which is why territories have a cap on how many control points can be allotted to them.

Campaign Game Sequence

Determine attacker

The players roll off; the winner is the attacker, and chooses one of their opponent's territories to attack. The defender chooses a scenario from the *Warhammer* rulebook.

Determine army size

Count up how many models are in your army. This will be important for calculating casualties later.

- War beasts count as 1
- Cavalry and swarms count as 2
- Monstrous cavalry/infantry/beasts, war machines and chariots count as 5
- Monsters count as 10

Optional rule: bigger battles, bigger risks!

If *both* players wish, they can imbue larger battles with heftier consequences. When it comes to establishing the victor and resolving casualties during the post-game sequence (i.e. *not* the strategy phase!), multiply the control points gained and lost according to the points limit of your game, as described below:

Up to 1,999 points: x1

2,000-2,999 points: x2

3,000-3,999 points: x3

4,000-4,999 points: x4

...and so on.

Ending the game

The game ends immediately if any one of the following conditions are met:

- It is the end of the final game turn as determined by the scenario.
- One side has no unbroken troops.
- At the end of a *game* turn, one side concedes defeat.

Post-game sequence

1. Establish the victor and apply the result.
2. Resolve casualties & veterancy.
3. The Strategy phase.

I: ESTABLISH THE VICTOR

Attacker wins

If the attacker wins, the defender loses one control point from the territory being attacked, and the attacker may immediately add it to one of their territories as they carry off loot, slaves, and other plunder (*this might temporarily take a territory above its maximum control points; this will be resolved in the Strategy phase*).

If the attacker still had over half of their troops in play at the end of the game, they can conduct further raids with impunity while the defender licks their wounds. The attacker may take a further control point from the territory they attacked, or any one of the enemy's territories adjacent to the one they attacked, and add it to one of their own territories.

If any of the defender's territories are reduced to 0 control points, they become unclaimed territory.

Defender wins

The defender gains a control point by ransoming, looting and/or eating their vanquished foes. Assign that control point to the territory you were defending, unless it already has the maximum number of control points, in which case you can assign it to another territory of your choice (*this might temporarily take a territory above its maximum control points; this will be resolved in the Strategy phase*).

The attacker must now choose which of their territories will lose a control point.

If the defender still had over half of their troops in play at the end of the battle, the defender can go and raid the attacker's territory safe in the knowledge that their army is still recovering from its defeat. Take a control point from the attacker's nearest territory, and add it to any one of your own.

If any of the attacker's territories are reduced to 0 control points, they become unclaimed territory.

Draws

If there is no clear winner at the end of the game, use victory points to establish one. If it's still a draw, because the difference in victory points was <20% of the battle's points value, then the territory being attacked loses one control point and the attacker must choose one of their own territories from which to lose a control point as well.

2: RESOLVE CASUALTIES AND VETERANCY

Casualties

If your army takes significant losses in battle, you'll need to divert resources from your lands to keep the army operational, or perhaps you might find the locals have heard of your losses and don't think you're still able to enforce your edicts.

In any game in which your army loses over half its numbers, you must choose a territory to lose one command point.

Voluntary rule: persistent casualties

Any regiment that loses at least 75% of its members cannot be used in your next game while fresh recruits are trained, and the injured are healed. Note that this is voluntary to avoid players with smaller armies being at a disadvantage.

Unit veterancy

Following any battle that lasts at least 5 game turns, any of your **regiments** still in play with 75% of its members uninjured can roll on the experience table. If, in subsequent games, that regiment lose 75% of their members, all accrued bonuses are lost. Each bonus may only be gained once; re-roll any duplicates.

1. Well Drilled. Automatically pass tests to swift reform.
2. Seasoned. Choose +1 to WS or re-roll 1s to hit with shooting attacks.
3. Determined. +1Ld.
4. Bloodthirsty. Once per game, re roll a failed charge or pursuit.
5. Survivors. Once per game, re roll a single dice when fleeing.
6. Stoic. Once per battle, re roll a dice in a leadership-based test.

If there are any characters in the unit, they will move with the unit, but do not gain any other benefits.

3: THE STRATEGY PHASE

1. Both sides apply any positive territorial effects. This might temporarily create more control points than the maximum allowed for your territories.
2. The victor redistributes control points within their territories however they wish. Following their success in battle, their troops also have the confidence to claim new ground, which allows the victor to assign control points to any unoccupied territories adjacent to their current territory. You can also occupy territories that are not adjacent to your existing ones, although 50% of any control points you allocate in this way will be lost, rounding down (i.e. you would need a minimum of 2 control points to take a territory in this manner, and spending 3 control points would still only produce 1 control in the target territory).
3. The vanquished now redistributes control points within their territories however they wish.
4. Both sides apply any negative territorial effects.
5. Both sides discard any control points they don't have slots for. Slots are displayed as rings at the top of the territory.

Abandoning territory

Whilst redistributing your control points, you can voluntarily remove all your control points from any territories you wish, at which point they will become unclaimed territory. As this happens before step 4, this can also prevent you losing control points.

Armies with no territory

It's perfectly conceivable that an army may lose all its territory. When this happens, its troops will become so desperate that they'll keep fighting despite dwindling supplies, hopeful that they might just find a new place to call home.

When establishing a victor, a defeated army may cease to exist on the map. In any future battles, they will automatically be the attacker. If they win, then when Establishing the Victor in the post-battle sequence, they may choose any one unoccupied territory on the map to be their new Headquarters, including the territory they just attacked if the battle caused it to become unoccupied. They immediately gain 2 control points in that territory. In the Strategy phase of the post-battle sequence in which they claim it, they cannot annex any adjacent territory as their exhausted troops recover.

Allies & Diplomacy

Allies in Battle

After the attacker has been determined, if *both* players agree, one or both players can call on other factions for help. This might involve two or more players ganging up on a faction they all want to go after, or it might be an equal number of players on both sides.

In either event, the total points value of each *side* should be equal, just like in any other game. When determining casualties and army size, the allied force is treated as a single army until the end of the post-game sequence.

Gains or losses in control points made prior to the strategy phase must be shared as evenly as possible between allies. If an odd number of points are gained/lost, the primary attacker/defender gains/loses those points. Victorious armies that come to the aid of friends may assign any control points gained to any one of their own territories, and if defeated they choose which of their territories lose control points.

Strategic diplomacy

It is assumed that some trade and diplomacy occurs between the appropriate factions all the time, and doesn't have any significant impact on the campaign. However, should a faction wish, they can:

- **Form a defensive alliance:** The two factions agree not to fight each other during the current campaign season. As soon as this option is agreed upon, both parties carry out a strategy phase as described in the *initial expansion*. If these players later renege on this agreement, the sudden demand for additional patrols, spies and defences means they lose 4 control points before the battle, from territories of their choice, once the attacker has been determined during the campaign game sequence.
- **Loans:** Factions can donate control points to each other.* These donations can only be made after step 5 in the post-game Strategy Phase, and are immediately assigned to empty control slots in territories owned by the faction they're donated to.

**Of course, such generosity might come with caveats. Perhaps donations must be paid back with interest if hostilities are to be avoided, for example.*

Territories

All territories are displayed on the map with their name and two or more rings. These rings show the maximum control points that can be allotted to the territory by the end of the strategy phase. Many territories provide additional benefits, and are described below.

Black Mountain territories

Black Fire Pass

The great trade route joining the Dwarfen capital of Karaz-a-Karak to the Empire.

If held by the Empire, they gain 1 control point per strategy phase thanks to plentiful supplies.

Black Mountains

A bleak wilderness offering occasional mild bouts of lava to the face.

-1 control point per strategy phase.

Grung Tepskaf

This old mine still has plenty of untapped seams to exploit. Truly, one can never dig too deep.

+1 control point per strategy phase.

Migdhal Vongalbarak

An abandoned dwarf hold of modest size.

If held by Dwarfs, Skaven or greenskins, they gain 1 control point per strategy phase.

World's Edge Mountain territories

Kazad Urkbavak

The westernmost fortress of Karaz-a-Karak looks over the entrance to the Silver Road. If held by Dwarfs, you gain 1 control point in each strategy phase thanks to easy reinforcement from Karaz-a-Karak.

World's Edge Mountains

The only thing worse than exploring the many tunnels and abandoned lairs beneath these mountains is venturing forth onto the windswept surface.

Each of the following territories loses 1 control point per strategy phase if held by any faction other than Dwarfs, Skaven or Greenskins:

- World's Edge Mountains (North)
- World's Edge Mountains (West)
- World's Edge Mountains (East)

Human towns

The owning faction gains 1 control point per strategy phase, unless they're wood elves or beastmen, who instead lose 1 control point per strategy phase.

- **Styratia:** *a farming village with a dilapidated palisade and inhabitants with eyes suspiciously close together. Travellers are advised not to eat the meat pies served in the Broken Cart Inn.*
- **Munzig:** *this village essentially exists to provide lodging and supplies to people travelling the Old Dwarf Road, and is riddled with people offering "expert" guidance for following the incredibly obvious road ahead. A town of swindlers, con artists, and semi-legitimate traders.*
- **Browska** *boasts extensive farmland, and being on the main road heading west to Moslac and the rest of the Border Princes, it has plenty of traders and peddlers too. It is a town in which unwary travellers often find their coinpurse mysteriously vanishing, and a con man behind half the stalls.*
- **Zenres:** *Repeated greenskin raids mean that this town has learned the hard way that if you don't give orcs a decent fight, they'll get bored and leave you alone, whereas if you don't give them a decent fight, goblins will take everything they can carry. As such, the town's approach to defence is to keep a few scouts in the Eastwatch ruins and dispatch archers on fast horses to harry greenskin raiders before they reach the town, making an attack more trouble than it's worth.*
- **Neubücke** *makes most of its money selling lumber to the dwarfs, and spends most of its profits on mercenaries to protect them from the Bloody Spear goblins. Waterwheel-powered sawmills line the northern bank of the river, and a toll is extracted from amenable travellers in exchange for bridge maintenance... or possibly just the guard's pocket.*
- **Ebenstadt** *used to be a tiny town supporting a few hunters and trappers, but now has a reputation as a destination for wealthier hunters. Gentrified and full of coaching inns and guest houses but sold as a genuine rural experience.*

Zweibrücken

As the only easy crossing point over the Schüdel and Thunder Rivers for a hundred miles in either direction, this town is cursed with huge strategic and financial importance. Anyone who controls the two toll bridges stands to make a lot of money... until their inevitable ousting by someone with an even bigger army. People have learned not to build houses close to the bridges, as their back yard inevitably becomes a battlefield...

For each control point invested in Zweibrücken at the start of the strategy phase, gain 1 control point, unless you're playing as wood elves or beastmen, in which case you lose 1 control point per strategy phase.

Roads

Regular armed trade caravans: Any faction other than Dwarfs, Empire and High Elves can only ever have 1 control point in these territories.

- Sudengehölz - *light forest and sparse houses.*
- Starnek Road - *grassland and sparse houses.*
- West & East Matorca road - *grassland, sparse houses, and the occasional copse.*
- Dead Man's Lookout - *an abandoned watchtower looms out of the thinning forest.*
- Old Dwarf Bridge - *heavily wooded, but not full-on deepwoods.*
- Whitewater Valley - *heavily wooded terrain with rocky outcrops.*

Deepwoods

All of these heavily forested territories lose one control point per strategy phase unless you're playing as Wood Elves or Beastmen, in which case you gain one instead.

- **Hagwood:** *Repeated attempts to pacify Hagwood have met with inexplicable bad luck. It is rumoured that a powerful witch lives in the wood, cursing any who would tame it.*
- **Silverwood:** *This area's natural beauty is described by many as a trap, as the steep, forested hills are disorienting in the extreme.*
- **Thunder River (North & South):** *Fast-moving streams converge to form Thunder River, so named for the booming noise made by the waters as they echo out of the gorge it has carved through the heavily forested foothills of the Black Mountains.*
- **Schädel River (North):** *The terrain here is fairly flat, but the trees are thick, only receding as one gets near the fields surrounding Akendorf. A wealth of woodland game provides sport and food in equal measure, and a few isolated hunting lodges can be found here and there.*

Cursed Forests

All of these heavily forested territories lose 1 control point per strategy phase unless you're playing as Wood Elves, Beastmen, Undead or Greenskins.

The Dösterwald, NW, NE, SW, S, SE

The tangled boughs of this vast forest stifle both wind and daylight. Legend has it that the trees have grown over the ruins of an old human kingdom, but its name is lost to history.

When controlled by undead or beastmen at the start of the strategy phase, roll a dice. On a 4+, these territories gain a control point. Factions other than Wood Elves, Beastmen and Undead lose one control point per strategy phase.

Black Spider Valley & Silkwood

Silken web stretches out between many of the tree trunks in this region. It's a hundred miles from the nearest human road, but rangers and hunters speak of spiders the size of horses, and goblin shamans cackling when the moons are high in the sky.

+1 control point per territory if held by greenskins.

Maidenwoods

*Maidenwoods are worshipped and tended to by Wood Elves. **Erui Naneth** is the uncorrupted first tree of this region. **Cuil Ethuil** is one of the oldest known trees outside Athel Loren.*

A Wood Elf faction controlling a maidenwood gains 1 control point each turn. If they have the maximum control points allotted to the maidenwood, and *also* control all of the territories surrounding the maidenwood, they gain a second control point.

Any faction other than Wood Elves controlling this territory lose 1 control point from it during the strategy phase.

Wilderness Regions

The following wilderness regions lose one control point per strategy phase:

- **Schädel River (South):** *open grassland with occasional hills and, of course, the river.*
- **Starnek Headwaters:** *rivers, trees, and grassland with some isolated farms towards the south.*
- **Starnek River:** *Hilly grassland, with brooks and streams all converging on the Starnek.*
- **Starnek Grasslands (North & South):** *Open, flat, and empty, with the occasional copse of trees.*
- **Eastwatch Ruins:** *A ruined watchtower sits among small hills and streams leading to the river.*
- **Howling River:** *Fast-moving rivers surge through the foothills of the World's Edge Mountains.*
- **Eastern Plains (North & South):** *Near-endless grassland populated by migrating grazers.*
- **Gargant's Run:** *The Longfoot Tribe of giants live here, and have little interest in anyone else, even races that might encourage lonely giants to join them. Locals have learnt that if you leave them alone, they'll leave you alone too.*
- **Rand Foothills (North & South):** *The lightly forested foothills of the World's Edge Mountains have a variety of habitats, and with it, an incredibly diverse array of plants and animals - quite at odds with the mountains at their backs!*
- **Stechen Swamp:** *Possibly the least pleasant place in the province. It is rumoured the mosquito swarms can drain a man of blood in an hour, although this is probably an exaggeration.*
- **Devil's Fork:** *Named for the difficulty of getting from Ebenstadt to Zenres thanks to the convergence of two unbridged rivers, this flood basin might one day be excellent farmland but for now is just alternating grassland and wetland.*

Geistenmund Hills (North & South)

Also known as the Barrow Downs, these old battlegrounds are littered with burial mounds and ancient mass graves.

This territory gains +1 control if held by undead. If its control points are already full at the start of the strategy phase then you can assign that control point to any adjacent territory that is either unclaimed or controlled by you, regardless of whether or not you won your last battle.

Varenka Hills

This region's proximity to Barak Varr means that any Dwarfen faction controlling it gains +2 control points per turn. However, this is still a wilderness area, so it also loses 1 control point per turn! You can choose to use these points elsewhere, of course, or you can use one of them to keep your outpost in the hills provisioned against frequent raids and near-constant rain.

Wightwood

The Dead King stalks these woods, but legend has it that if you can strike a bargain with him, he'll grant you the services of his household guards. They're all dead, of course, but that isn't as useless as it sounds...

If undead control this territory, it produces 1 control point during the Strategy phase. If held by any other faction, it loses a point instead.

The Broken Stones

This ancient site has seen so many dark rituals over the years that the stones are saturated with dark magics. Whoever controls the area can enact any number of evil rites to bolster their forces.

Generates +2 control points in each strategy phase for Beastmen, Chaos, Skaven, Dark Elves & Undead. All other factions lose a control point instead.

Hornounge Canyon

Plentiful herds of deer, boars, and auroxen. Ogres & greenskins gain +2 control points per turn and can assign them to any of their territories, other factions except undead gain +1.

Little Squighorn

The site of a famous battle in which some foreigners from the Empire got a proper kicking, this is a hot, dry, dusty region of hilly grassland. Many minor greenskin tribes make their home here, and spend most of their time fighting among themselves.

+1 control point for greenskins.

Bloody Spear Valley (East & West)

This valley has been infested with goblins of the Bloody Spear tribe for as long as anyone can remember. When they're not warring with the Black Spider tribe, they're raiding caravans on the Old Dwarf Road. Repeated attempts to wipe them out have never been entirely successful.

If greenskins control both these territories, they gain 1 control point per turn.

Faction Rules

The Old Alliance

If Empire or Dwarfs hold Black Fire Pass, Kazad Urkbavak and every territory containing the Old Dwarf Road connecting them (except Akendorf, of course), then you gain +2 control points after each battle, as do the other Empire/Dwarf players who control any of those territories. Control points gained when not fighting a battle can only be used to reinforce existing territory rather than taking new ground.

Norscan Domination

Chaos armies should note down each time they directly cause another faction to lose control of one of the seven human towns. If they ever get to the point where they have done this to all seven towns, they will from that point on double all the control points they accrue until they are defeated in battle *and* lose over half their numbers in that fight.

Skaven Under-Empire

The Skaven do not have to double the cost of claiming non-contiguous territory.

Holy Waaaagh!

If a greenskin faction wins three battles in a row, they embark on a little Waaaagh! and immediately gain 3 control points. If the greenskin faction goes on to win its next battle, it embarks on a Waaaagh! and immediately gains another 4 control points. If they then win their fifth battle, they embark on a Big Waaaagh! and immediately gain 5 control points.

If they go on to win the sixth battle, they embark on a Holy Waaaagh! and attract clans from far and wide, causing utter devastation across the entire region. All other factions must lose a total of 3 control points, taken from whichever territories the owning player wishes.

Having ruined the area completely, the Waaaagh! will naturally succumb to infighting, with most of the participants going home to enjoy their spoils. Da Viktory Klok is then reset to 0.

Cleanse the Forest

Whenever Wood Elves defeat an army containing beastmen, skaven, forest goblins or chaos in a wilderness area, you can choose to remove the corruption rather than plundering it. Instead of gaining control points by taking them off the enemy, you can forego gaining anything, but the enemy loses twice as many control points as they are subjected to a lengthy series of ambushes.

Druchii Slavers

When Dark Elves go raiding, they *really* go raiding. Following a battle in which you defeated your foe with over three quarters of your troops remaining, you can steal an extra control point from your foe.

...and the Dead shall Claim the Living

The following territories are drenched in dark magics, the earth rich with the dead of aeons past:

- The Broken Stones
- The 4 D sterwald Forest territories
- Wightwood
- The 2 Geistenmund Hills territories

If all these territories are claimed by undead factions, a grand ritual can be enacted to stir the undead all over the Northern Border Princes. Each undead faction loses 1 control point from a territory of their choosing as necromancers, ghouls and thralls are dispatched across the land. Then, immediately, every other faction loses 1 control point on all their territories, to a minimum of 1 control point, as their armies struggle to turn back the tide of the dead. Strike now, while the enemy is weak!

You must fight at least 3 battles before you can attempt the ritual again (assuming you still control all the necessary territories).

Ogre Migration

As an ogre player, when it's your turn to redistribute control points during the strategy phase, you can remove all your control points from the map and place them on any one unclaimed territory, even if that's more control points than the territory can usually support. In your next strategy phase, you must find space for all those spare control points using the normal rules for claiming new territory, even if you lost the battle. Any surplus control points are then discarded.

If you lost the battle so spectacularly that you lost the territory you migrated to, then move your control points to the closest unoccupied territory. If there *are* no longer any unoccupied territories, you lose all your control points and follow the rules for armies with no territory as described in the Strategy Phase.

After completing a migration, you must have at least one normal strategy phase before you can migrate again.