

**The
Night
Dragon**

A Warhammer

Campaign

Introduction

Summer is with us, and to devoted Warhammer players this means only one thing – the welcome opportunity to play Warhammer! Great! However, rather than playing the odd game here and there, why not play a series of linked battles in the form of a campaign? Convinced? Well, read on.....

The Night Dragon

Legends speak of a terrible creature spawned from the depths of nightmares – the Night Dragon. Thousands of years ago, when humanity was just beginning to emerge from primitive society, this creature terrorised the Kingdoms of Ind and Grand Cathay, before turning on Nehekhara. There, it met its match. The armies of the priest Kings, under the rulership of mighty Settra defeated the Dragon, and imprisoned it on a deserted island. Using the sorcery of liche priests, Settra built the Tower of the Sun, a construction that radiates invigorating sunlight forever, an anathema for the Night Dragon. Mighty Settra cast the dragon in a cavern beneath the tower and left it to rot.

Years turned to centuries. The Dragon raged and raged. Everyone had forgotten it, with the exception of one.....the Changer of the Ways. In ways unknown to Man, the radiant sunlight started to dim. If the Tower of the Sun ceased to radiate the power of light, the Night Dragon would emerge once more, casting all the Warhammer World into eternal darkness.....

Armies Gather

Armies from the forces of Order assemble to depart to the island, their mission to restore the balance and if too late, to slay the Dragon once and for all. For the common warriors however, the lure of the treasures hidden in the Night Dragon's cave is enough reason to take up arms.

The forces of Destruction sail for the island for different reasons. They attempt to free the Dragon and ally with it. No one would then stand against them. Nefarious sorcerers also seek to unlock the arcane knowledge that binds the Dragon to the island. Such power would give them prestige in the eyes of their masters,

The Neutral forces also attempt to reach the island. Tribes of Ogres march to the coast, not wanting to be omitted from a scrap. Settra remembers his struggle against the Dragon, and wants nothing more than crush the upstart once more. He readies his fleet in the Gulf of Fear, marshalling the Tomb Kings for an overseas campaign.

And there you have it.....

Thus are the armies gathering for war. Will you remain skulking at home, or will you muster your troops and march under proud banners to do battle with the enemy forces and ultimately the evil Night Dragon? The choice is yours!

Basic Stuff

The campaign is going to be controlled by a games-master. Each player takes command of an army and participates in the campaign. The army must be selected on enrolment in the campaign but the army list can be changed from one game to another. (Example: on enrolment John chooses to enter the campaign with Skaven – he may write a fresh army list for each battle, provided it is chosen from the Skaven army book). Players play as many games as they want.

Format

Each campaign phase takes one month. Prior to each phase, the games-master will present three reports circulating about the island. Each player can choose to pursue any one of these reports by informing the controller that he wishes to do so. Any players who pursue the same report can fight each other over the course of the month, playing as many games they wish against the same or different opponent. This represents the competing armies clashing as they race towards the objective. Territories are staked and won for each battle as will be explained later on. Players must keep track of how many battles they won and territories gained or lost – after each battle they must fill in the post-battle sheet and handed to the games-master.

The top two players in each group will then fight a special battle and the winner gains a special territory, or uncovers a unique reward, or learns something to his advantage as will be described later.

No matter how many players participate, it's still possible for one player to plumb for an option which everyone else has ignored. If this happens, the player has arrived in his destination unhindered, achieved his objective and selects another objective for the month. This means he automatically wins the report of the first objective and can compete for another objective too.

Battle Points

To determine the top two players of each group, the following schedule applies:

Win – 3 points

Draw – 1 point

Loss – 0 points (fairly obvious, isn't it?)

Army Selection/Restrictions

Players choose an army worth up to 2,000 points normally as stated in pages 134 and 135 of the rulebook. The only restriction is that Special Characters are disallowed in the campaign. Note that possession of certain territories may alter the number of points in the army or duplicate choices. See territory chart later.

Territories

Once landed on the island, the armies vie each other for control of territories, essential to their armies for supply, safety and improvement of troop quality. At the start of the campaign, each player randomly rolls 3 territories from the standard territory chart. When generating territories at the start of the campaign, duplicate territories may be re-rolled. Thereafter, duplicate territories may not be re-rolled.

Before playing a game, each player stakes one of his territories. Also, a new territory is generated for the battle. After the battle, the winner retains his staked territory and may either gain the enemy's staked territory or the one generated at the start of battle. The loser takes the remaining territory. (Example: Nicky stakes a Village and Ron stakes a Temple. The territory they roll at the start of battle is a Bazaar. Nicky wins the battle – he retains the Village and takes Ron's Temple. Ron loses the Temple but gains the Bazaar) In the event of a draw, both players keep their staked territories.

Note that a player cannot have more than 12 territories. If a player wins further territories, he can swap each new territory with an existing one.

Underdogs

Sometimes a player must face an opponent with a massed collection of territories and might feel disheartened to fight such a battle. Fear not – there are rewards for the brave. If a player fights an enemy which has at least twice as much territory as his, and wins the game, he takes the enemy's staked territory and the one generated at the start of battle! (Example: Marco has 9 territories and John has only 4. Marco stakes a Castle and John a Village. They generate a Smithy at the start of battle. John wins and takes the Smithy and Marco's Castle whilst retaining the Village. Marco ends up with 8 territories!)

Standard Territory Chart

Below is the standard territory chart. Note that a player cannot have more than one of each from choices 61 – 66. In the event of earning a duplicate of such a territory, roll on the chart to get another common territory.

D66	Territory
11 – 16	Village Add 25 points to your army.
21 – 24	Quayside Add 50 points to your army.
25 – 26	Castle Add 75 points to your army.
31 – 32	Road One Core unit gets the Vanguard special rule.

- 33 – 34** **Hidden Pathway**
One Core unit gets the Strider special rule.
- 35 – 36** **Pass**
One Core unit gets the Ambushers special rule.
- 41 – 42** **Mercenary Encampment**
You may add one Core unit of not more than 100 points as mercenaries. The unit cannot be Frenzied or Immune to Psychology. The unit follows the rules given in pg 397 of the rulebook. Undead and Daemons re-roll this result.
- 43 – 44** **Smithy**
One Core unit gets the Armour Piercing special rules for all its attacks.
- 45 – 46** **Poisoner's Guild**
One Core unit gets the Poisoned Attacks special rules for all its attacks.
- 51 – 52** **Assassin's Coven**
One unit of skirmishers gets the Scout special rule.
- 53 – 54** **Fletcher Workshop**
One Core missile unit increases its range by 6".
- 55 – 56** **Bazaar**
One unit Champion gets a magic item worth up to 20 points.
- 61** **War Shrine**
One Core or Special unit gets the Devastating Charge special rule.
- 62** **Construction Yard**
One War Machine ignores its first misfire.
- 63** **Elite Training Ground**
You may have 4 duplicate Special Choices or 3 duplicate Rare Choices.
- 64** **Healing Waterfall**
One character carries a Potion of Healing in addition to his equipment and doesn't count as an Enchanted Item.
- 65** **Wizard's Tower**
The army gets a free Power dice to be added to the Power dice pool each turn.
- 66** **Temple**
The army gets D3 re-rolls of a D6 to be used during the battle.

The Dragon's Island Chronicle

Being a report of the rumours and discoveries made upon the island, compiled for the benefit of adventurous lords in their search for wealth, sorcerous devices and wordly power.

Issue 1

Each player may choose one of the following reports to investigate:

Report 1: Mysterious Caves. Wild tales have reached your ears that a number of sea caves may contain dark secrets and ancient lore.....

Report 2: Ancient Ruins Uncovered. On the south cliffs, a building of what looks like a light house and a small fort has attracted numerous scouts to investigate. Only a few returned.....

Report 3: Wild Woodland. A strange looking forest sprawls from the southern beachhead onwards. Witch lights have been spotted and eerie chanting heard along the wistful sound of the wind.....

Important Bits to Remember:

1. Choose the report you want to investigate and tell the gamesmaster what is it.
2. Always fill in the post-battle sheet – otherwise the battle would be declared null!
3. Check the pages overleaf to discover the kind of games you are going to play.

Q & A

Can I play with Dogs of War or Chaos Dwarfs?

Obviously. Next question please.....

Why haven't you given us the rules for the group play-off?

Simple. It is a secret! After all, you don't know what you're venturing into. They will be available a week after starting group games.

Territory description is a bit odd if related to Daemons or Beastmen. Can you explain?

Well, they are standard territories but don't let the lack of imagination put you off. An Assassin's Coven, for instance, might represent sorcerous mists for Vampire Counts, enabling a unit of Wraiths to get to an advanced position.

Further questions can be e-mailed to Robert on iconj@maltanet.net

Report 1 – Mysterious Caves

Games fought in this group represent running battles with armies wanting to explore the caves as yourself. To reach the caves, you must cross the coastal plains and that is where you will fight your battles.

Scenario Table

D6 Scenario

- 1 – 3 Battleline (pg 144)
- 4 – 6 Meeting Engagement (pg 149)

Use the following chart instead of the one in the rulebook. Roll D6+4 times.

Random Terrain Chart

2D6 Result

2 – 3 Sinister Structure

Roll a further D6:

- 1 – 2 Altar of Khaine
- 3 – 4 Bane Stone
- 5 – 6 Tower of Blood

4 – 5 Mysterious River

Roll a further D6 when first unit enters (replace chart in pg 120)

- 1 – 3 Normal River
- 4 – 5 Raging Torrent
- 6 River of Light

6 – 7 Hill

Roll a further D6:

- 1 – 4 Ordinary Hill
- 5 – 6 Scree Slope

8 – 9 Obstacles

Roll a further D6:

- 1 – 2 Fence
- 3 – 4 Wall
- 5 – 6 Ghost Fence

10 Magical Mystery

Roll a further D6:

- 1 – 3 Sinister Statue
- 4 – 6 Sorcerous Portal

11 – 12 Marshland

Roll a further D6

- 1 – 5 Earthblood Mere
- 6 Quickand

Report 2 – Ancient Ruins Uncovered

Games fought in this group represent running battles with armies wanting to explore the ancient ruins as you. Battles will be fought around the south cliffs to reach the objective.

Scenario Table

D6 Scenario

- 1 – 3 Battleline (pg 144)
- 4 – 6 Blood and Glory (pg 148)

Use the following chart instead of the one in the rulebook. Roll D6+4 times.

Random Terrain Chart

2D6 Result

2 – 3 Steadfast Sanctum

Roll a further D6:

- 1 – 3 Elven Waystone
- 4 – 6 Acropolis of Heroes

4 – 5 Obstacles

Roll a further D6:

- 1 – 3 Wall
- 4 – 5 Blessed Bulwark
- 6 Blazing Barricade

6 – 8 Hill

Roll a further D6:

- 1 – 3 Ordinary Hill
- 4 – 5 Scree Slope
- 6 Anvil of Vault

9 – 10 Magical Mystery

Roll a further D6:

- 1 – 2 Ancient Ruins
- 3 – 4 Wyrding Well
- 5 – 6 Magic Circle

11 – 12 Mysterious Forest

Roll a further D6 when first unit enters:

- 1 – 2 Ordinary Wood
- 3 – 4 Wildwood
- 5 – 6 Abyssal Wood

Report 3 – Wild Woodland

Games fought in this group represent battles fought inside the woods. Armies are venturing inside the forest intent on unlocking its secrets.

Scenario Table

D6 Scenario

- 1 – 3 Battleline (pg 144)
- 4 – 6 Surprise Encounter (pg 389)

Use the following chart instead of the one in the rulebook. Roll D6+4 times.

Random Terrain Chart

2D6 Result

2 – 3 Magical Mystery

Roll a further D6:

- 1 – 2 Sinister Statue
- 3 – 4 Magic Circle
- 5 – 6 Ancient Ruins

4 – 5 Marsh

Roll a further D6:

- 1 – 3 Earthblood Mere
- 4 – 6 Mist-Wreathed Swamp

6 – 8 Mysterious Forest (as in page 119)

9 – 10 Sinister Structure

Roll a further D6:

- 1 – 2 Haunted Mansion
- 3 – 4 Idol of Gork
- 5 – 6 Charnel Pit

11 Mysterious River (as in page 120)

Roll a further D6:

- 1 – 3 Sinister Statue
- 4 – 6 Sorcerous Portal

12 Steadfast Sanctum

Roll a further D6

- 1 – 2 Grail Chapel
- 3 – 4 Sigmarite Shrine
- 5 – 6 Wizard's Tower