

Advanced Mighty Empires

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One of the greatest ‘second tier’ games of GW history has to be Mighty Empires. For those who have never seen this gem of a game, it was a stand-alone boardgame of empire and conquest set in the Warhammer world. After randomly creating a game board out of numerous hexagonal land tiles, you and up to 4 other people (or more if you owned numerous sets) could gleefully set about expanding their empires at the expense of their neighbours. Best of all, it was specifically designed to work as a campaign system for Warhammer Fantasy Battle, giving your tabletop battles a purpose and background.

When I heard that Mighty Empires had been reborn for Warmaster, I immediately went to the GW Website to download the rules. Though the inclusion of the tiles and the new, ‘piece-less’ method of warring against one another have definitely given new life to the old girl, and it serves quite well as a simple system for arranging Warmaster battles, I felt that something was missing.

The older game had elements of exploration, intrigue and random disaster that complicated it a bit, but it also gave it the feel of actually building an empire in an unknown land. Floods, plagues and famine could devastate your population. You could explore the Wilderness, finding hidden places of power, treasure hoards, and wandering warbands. You could even awaken a hoard of dragons who would terrorize everyone! At times it could be very random, but it was always very, very exciting indeed!

What I have attempted to do is recreate the feel of the old rules by expanding the new ones to encompass these elements. Except where noted, the basic Mighty Empires rules are in effect, with the following additions.

Setting Up

The Mighty Empires map is laid out and starting empires chosen in the same way as in the basic rules, except:

1. No special locations are placed. These will come into play as you explore the Wilderness surrounding the Empires. Alternately, you could place them and then say that they are legends, awaiting discovery by intrepid explorers with ancient parchment maps marked with a very large ‘X.’

You will need additional Attack Arrow counters for designating exploration (see below). You will also need counters for Gold Crowns, an abstract coinage that represents the manpower, resources and trade wealth of an empire all in one easily traded unit of currency. These can be actual coins, small stones, or whatever else takes your fancy. You may even call up mail order and see if they can’t lay their hands on some Talisman coins...

Turn Sequence

Campaign Turns are now ‘Seasons,’ with 4 per year: Spring, Summer, Autumn and Winter. Treat the Spring through Autumn as normal turns, declaring attacks as in the basic ME rules, but with the following additions:

1. In lieu of attacking a neighbouring empire, an empire may choose, instead, to ‘attack’ the unexplored areas of the map bordering its territory, hereafter known as Wilderness tiles. This represents the empire focusing its forces on uncovering the secrets of the Wilderness, finding new resources to exploit and unclaimed land to absorb. Treat this as a normal attack, with any attacks by opposing empires canceling any exploration in order to defend the borders. Should an empire succeed in its ‘attack’ on the unexplored area, it is treated as though it had scored a ‘win,’ gaining three VP to spend on taking adjacent Wilderness tiles, and only adjacent Wilderness tiles, into its territory.
2. For every Wilderness tile an empire claims, whether gained from attacks on an opposing empire or into unexplored territory, it must make a roll on the appropriate column on the Exploration Table (see the Exploration section for details) and apply the results immediately.
3. Any unused VPs left over after claiming territory may be ‘banked’ until the Winter Season, where they will be converted into Crowns. This represents your forces pillaging and looting any land they can’t or won’t hold and taking the spoils back to your empire. Note: these cannot be accumulated and converted back into ‘Territory’ once they are ‘banked.’

Exploration

Whenever an empire attempts to lay claim to a Wilderness territory, it must first explore it and contend with any possible difficulties from current inhabitants, monsters and the like. For each Wilderness tile claimed, roll on the Exploration table below. This will lead you either to a second table, or a result, which must be applied immediately.

Exploration Table

D6	Highland	Lowland	River Valley	Island	Ocean
1	Disaster!	Disaster!	Disaster!	Disaster!	Sea Monster
2	Disaster!	Thing	Thing	Thing	Pirates
3	Thing	Place	Place	Thing	Bad Weather
4	Place	People	People	Place	Clear Sailing
5	People	Add Tile	People	People	Clear Sailing
6	Add Tile	Add Tile	Add Tile	Add Tile	Clear Sailing

Note: The Ocean Encounters are described in the Improvements Section under Ports.

Disaster! Table

Unless otherwise noted, the tile that produced the Disaster remains Wilderness, wasting the VP used to claim it.

1	Horsemen of the Apocalypse	Place a counter on the map in this tile representing the 4 Horsemen and roll again on this table, applying the results to this tile. Each season, they will move into one random, adjacent tile and force you to roll again on this table, applying the results to the tile they are currently in. They will continue to move in this way until a season goes by where no empire attacks another.
2	Plague	This tile is infested with a virulent plague and remains Wilderness. Each season, roll a D6: on a 1-3, the plague spreads that many tiles out, turning all the tiles affected into Wilderness tiles. On a 4-6, the plague dies out. Tiles infected by the plague may not be claimed until the plague dies out.
3	Civil War	A rival for the throne throws the empire into conflict with itself. You may not attack next season, and if you are attacked next season, you may only defend with half your army (normal min/max restrictions as for the full army) as your forces are busy sorting it out.
4	Earthquake	This tile is the epicenter of an earthquake of continent spanning proportions. Every Fortress, Port or Place within D6 tiles of the epicenter is destroyed. Any empire within this distance that has the Roads Improvement loses one level of that improvement unless they can pay 1 Crown.
5	Flood	A heavy rainy season swells the major rivers to destructive proportions. Destroy any Places located in river valley tiles and reduce the Roads Improvement of any empire containing river valley tiles by one level unless they can pay 1 Crown.
6	Famine	Add this tile to your empire. Unfortunately, the Empire loses D6 Crowns fighting a famine caused by an insect or crop blight brought back from here. For every Crown unpaid, one of your empire tiles becomes Wilderness.

Thing Table

1	Dragon	Your scouts stumble upon a the lair of a sleeping dragon, who awakens and immediately lays claim to this tile and the surrounding tiles, taking them from their respective empires and laying waste to anything in them (destroy any Improvements, Places, People or Things in the tiles). Mark the territory. At the beginning of every season, the dragon will attack one random empire within 3 tiles of its territory and demand tribute in the form of D6 Crowns. For every crown not paid, it will lay waste to a tile belonging to the empire, destroying the contents as above, and turning it Wilderness. This continues until the Dragon is slain (See the Espionage section).
2	Warband	A mighty warband arises in the Wilderness and wanders the land seeking glory in battle. Place a warband counter in this tile. This can be 1000 points of any army, preferably a spare one in your collection, but once the army type is defined, it can't be changed. Each season, the warband moves one tile in a random direction. If it moves into an empire tile or is located in a Wilderness tile that an empire lays claim to, fight a battle between the warband and the empire. This battle is treated as though a rival empire has attacked, and the warband will remove a number of territories based upon its VP total, though they will revert to Wilderness tiles, as the warband has no interest in holding them. Once defeated, the warband disperses.
3	Bandits/Raiders	Add this tile to your empire. A band of brigands raid your supply train. Lose any remaining 'Banked' Territory VP you have left, including those from previous seasons.
4	Angel/Daemon	Roll a D6: 1-3 A Daemon appears Evil Army: add this tile to your empire. Also, choose a rival empire's capital and apply a roll on the Disaster table to it. Whatever the result, the capital tile will remain in the empire's control. Good Army: you suffer a roll on the Disaster table, centered on your capital. Whatever the result, the capital tile will remain in the empire's control. Neutral Armies: Become Evil 4-6 An Angel appears. Good Army: add this tile to your empire. Also, choose a rival empire's capital and apply a roll on the Disaster table to it. Whatever the result, the capital tile will remain in the empire's control. Evil Army: you suffer a roll on the Disaster table, centered on your capital. Whatever the result, the capital tile will remain in the empire's control. Neutral Armies: Become Good NOTES: Good Armies: Brettonian, Dwarf, Empire, High Elf Evil Armies: Chaos, Dark Elf, Skaven, Undead
5	Mercenaries	A group of mercenaries offers their services to the highest bidder. At the beginning of each season, the highest bidder may add an extra 150 points to their army.
6	Treasure Hoard	Your scouts discover a treasure hoard squirreled away in the Wilderness. Roll a D6 and add that many Crowns to your empire. On a roll of '6,' the hoard also contains a host of magical treasures! Your army may now include an extra 50 points in magic items (and only magic items) to its point limit.

Place

1	Necropolis	Undead Armies: Add the tile to your empire. You may increase your army size by 150 points while you hold this tile. Others: An undead army bursts forth to plague the land! Treat as the ‘Warband’ result from the Things Table. Once the army is defeated the tile may be claimed and scoured for treasure. Treat as a ‘Mine’ result.
2	Wizard’s Tower	You may visit the Wizard. Roll D6 to see how he reacts to your presence: 1-2 Hostile: You are repulsed from the tile and he casts a devastating spell on the closest tile in your empire. Roll on the Disaster table for the effect. 3-4 The Wizard ignores you: The tile remains unclaimed. 5-6 The Wizard joins your empire: Add the tile. He agrees to train worthy apprentices. You may add a free Wizard to your army while possessing this tile
3	Temple	Roll a D6: 1-3 Chaos Temple Evil Armies: Add this tile to your empire. While you possess this tile, you may add one Unit (from the appropriate list below) to your army for free. Chaos: Wizard, Hero, Chaos Spawn Dark Elf: Witch Elves, Sorceress Skaven: Plague Monks Undead (Vampire): Liche Priest, Sphinx (Vampire Lord in Black Coach) Good & Neutral Armies: You must besiege the temple, which is garrisoned by an evil army of 500 points, or retreat from the tile. 4-6 Temple of Good Good Armies: Add this tile to your empire. While you possess this tile, you may add one Unit (from the appropriate list below) to your army for free. Bretonian: Enchantress, Grail Knights Empire: Wizard on War Altar, Flagellants Dwarf: Troll Slayers, Rune Smith on Anvil High Elf: Sword Masters of Hoeth, Sorcerer Evil & Neutral Armies: You must besiege the temple, which is garrisoned by a Good army of 500 points, or retreat from the tile. NOTES: All character models come unmounted. You must purchase mounts as normal unless they are included in the listing.
4	Stone Circle	Neutral Armies gain +1 to their casting rolls once per battle for each Stone Circle in their possession. NOTES: Neutral Armies: Lizardmen, Kislev, Orc & Goblin Guardians of Albion benefit in the same way as neutral armies, even if they are in a good or evil army. Other wizards in these armies still gain no benefit, however.
5	Fortress	You have found an independent settlement with a Fortress. Roll on the People table to see how they react to you.
6	Mine	You have found a mine, which will yield D6/2 Crowns every year during the Revenue phase of the Winter Season. If you roll a ‘1’, the mine is played out and discarded.

People

A People result on the Encounter Table means that you have come upon an independent settlement or minor kingdom. This settlement will have its own standing army of $500 + (D6 \times 50)$ points, which is lost as soon as it is absorbed into an empire (the people expect the empire to take care of that for them!).

Roll below to see how the settlement reacts to your presence:

1	Very Hostile!	The people of the settlement see you as such a great threat, that they automatically join the nearest enemy empire (dice off ties) for protection! The enemy may add the tile to his empire.
2	Hostile	The settlement opposes your presence in its sovereign territory. Treat them as a minor empire that will not attack beyond its borders, but will defend itself if an attack is declared on it. You may send diplomats during the winter phase to try and gain their allegiance, but they will be considered Hostile to you.
3 - 4	Neutral	The settlement opposes your presence in its sovereign territory. Treat them as a minor empire that will not attack beyond its borders, but will defend itself if an attack is declared on it. You may send diplomats during the winter phase to try and gain their allegiance, and they will be considered Neutral to you.
5	Friendly	The settlement opposes your presence in its sovereign territory. Treat them as a minor empire that will not attack beyond its borders, but will defend itself if an attack is declared on it. You may send diplomats during the winter phase to try and gain their allegiance, and they will be considered Friendly to you.
6	Allied	The settlement sees you as kindred and joins your empire for mutual advantage. Add the tile to your empire.

The Winter Season

During the Winter Season, no attacks may be made, as all forces retire to winter quarters (except besieging forces that are supported, see the new siege rules under Improvements). The following internal turn sequence is carried out instead, each empire working through each step before moving on to the next:

1. Winter Quarters – Any besieging force must retreat unless the controlling empire can pay for supply.
2. Events – Each player rolls a D6. On a roll of 4-6, they must roll on the Events Table and apply the results immediately.
3. Revenue – Convert every ‘banked’ Territory VP into 2 Gold Crowns. You may also collect any revenue generated from other sources.
4. Diplomacy - You may send ambassadors in an attempt to acquire the allegiance of independent settlements. See the Diplomacy section.
5. Construction – You may build any of the items listed in the Improvements section.
6. Espionage – You may purchase spies, assassins and saboteurs. See the Espionage section.

Events

1	Treachery!!!	One of your nobles betrays you! An enemy empire bordering your empire may choose any one of your tiles that is adjacent to their border and take it into their possession. If multiple enemies border your empire, they must roll off to determine who gets the traitor. If no player empires border your empire, then a bordering independent settlement gains one of your bordering tiles, your choice. If no other empires border your empire, then a border tile of your choice becomes an independent settlement that is considered Hostile to you.
2	Disaster!!	Choose a tile in your empire. Roll on the Disaster Table and apply the results to that tile immediately.
3	Revolting Peasants!	A charismatic rabble-rouser stirs the peasantry up against you. You may send an assassin after him in the Espionage phase or spend 3 Crowns to buy him off by making him a noble. If the assassin fails and you refuse to buy him off, you lose 1 Crown or one tile each following winter season until he is dealt with.
4	Tribute	Your people gladly pay a little extra this year to aid in the protection of the land. Gain 1 Crown.
5	Increased Trade	Your strong fortresses and mighty ports encourage traders to increase their presence in your empire this year. Gain 1 Crown for each fortress and port in your empire.
6	Good harvest	A favourable climate and hard working peasants increase crop yields this year. Gain 1 Crown for every 3 lowland or river valley tiles in your empire.

Diplomacy

During the Diplomacy phase of the Winter turn, you may spend 1 Crown to fund a diplomatic envoy (the money spent on gifts, displays of greatness, etc.) to an independent settlement. Diplomats are heard in a strict order based upon the settlements current diplomatic standing with your empire: Friendly empires first, neutral empires second, hostile empires third. In the case of empires with the same diplomatic status, roll off, with the highest being heard first.

Once the order is determined, each empire rolls on the table below in turn, applying the following modifiers:

Settlement is Hostile to your empire:	-1
Settlement is Friendly to your empire:	+1
Settlement is temporarily allied to your empire:	+2
Per opposing diplomat:	-1

1	Very Hostile!	Your diplomats are humiliated and killed or imprisoned! You may never attempt diplomacy with this settlement again and all other empires gain +1 to their diplomacy rolls.
2	Hostile	The settlement's diplomatic standing towards you is now Hostile.
3	Neutral	The settlement's diplomatic standing towards you is now Neutral.
4	Friendly	The settlement's diplomatic standing towards you is now Friendly.
5	Temporary Alliance	The settlement has a non-aggression pact with you. While it maintains this, you may attack other Empires through its territory as per the basic ME rules. You may NOT, however, attack other empires that also have a temporary alliance with the settlement.
6	Total Alliance	The settlement sees you as kindred and joins your empire for mutual advantage. Add the tile to your empire. You are free to dispose of the opposing diplomats however you see fit!

Improvements

You may use your hard earned (or stolen) Gold Crowns to purchase the following improvements for your empire. With the exception of roads, each Improvement should be marked on the map to indicate where it is located and there may be no more than one type of Improvement in any tile. All Improvements cost 6 Gold Crowns each.

Fortress

Empires may now build fortresses in the Construction Phase of the Winter Season. These form a line of defense that an enemy army cannot easily ignore. If they attempt to bypass the fortress in order to attack the interior of an empire, the defenders can sally out, harassing supply lines and even delivering a devastating blow to their flank or rear as they engage the main enemy force in battle.

To represent this, any empire whose most direct line of attack passes within or includes the seven tiles surrounding and including an enemy fortress must first overcome the fortress and its garrison in order to attack the enemy empire proper. This means that until the fortress is brought down, your attacks do not cancel out those of the empire you're attacking (you have to deal with the garrison first) and you may not claim any territory owned by the enemy empire until you are victorious, regardless of the results.

To set up the siege battle, the attacker uses his entire army while the garrison of the fortress is represented by a force equal to half the points value of the owning empire.

Play the battle as per the Warmaster siege rules. At the end of the battle, there can be three possible results:

1. The Attacker Wins – If the defenders are wiped out to a unit (the standard break point does not apply to the defender), the fortress is assumed destroyed and the attacker claims the tile as his own. He may now launch attacks against the empire as normal next season unless, of course, there are other fortresses blocking the way.
2. The Attacker Withdraws – The attacker retreats from the assault. He may encamp his forces in order to starve out the defenders. While the attacker is encamped, the defender is unable to replace any destroyed units (although all existing units are brought back to full strength). The attacker, however, is fully reinforced.
3. The Attacker loses – If the attacker withdraws because their general was killed or they have lost more than half of their units, the siege is broken and the defender is brought back to full strength. The defender does not, however, claim territory for the victory, as the garrison is bound to the fortress.

The besieging empire, should they become encamped, may choose to continue the siege in the next season. If so, have the defenders roll on the Deprivation table below before attacks are declared:

Modifiers:

Each season the siege has lasted	-1
The Defender is at better than half strength	+1
Winter	-1

D6	Result
1	Plague and Famine: the Fortress falls immediately as the defenders are wiped out by starvation and disease. The attacker gains the fortress intact and may declare an attack on the empire the fortress was defending as normal during the declaration phase.
2-5	The Fortress defenders persevere for another season
6	The defenders sally forth and route the attackers in a courageous dawn raid! The siege is broken!

If the defenders manage to maintain control of the fortress, declare attacks as normal. If the besieging empire successfully attacks the fortress again (i.e. his empire is not attacked during attack declaration), then another siege battle is fought, with the same results as above.

If the besieging empire has his attack cancelled, or chooses to attack another empire instead this season, the siege is considered broken and the defenders are reinforced to full strength. Furthermore, the besieging army must retreat to winter quarters during the Winter Phase, unless they are properly supplied for the winter. Winter

supply costs 1 Gold Crown per tile between them and the border of the empire (minimum of 1).

As can be seen, a fortress is a mighty obstacle for enemies with expansionist policies, but a siege that is not broken can eventually wear down the defenders and gain the attacker a free fortress to use against you!

Capitals that are under siege use the same rules as those for a fortress, although they do not prevent attacks on the surrounding tiles. That's what the main army is for.

Roads

By building sturdy roads across your empire, you can increase the speed with which forces travel, allowing you to muster troops from much greater distances and increasing the amount of force you can bring to bear against threats.

For every 6 Crowns you spend on Roads, you may increase your maximum army size by 100 points. This improvement may be purchased multiple times up to a limit of +1000 points, at which point your roads are considered to criss-cross your entire empire from one end to the other!

Major Port

While many coastal regions will have a few smaller ports and numerous village docks, a Major Port is a massive place of shipbuilding and commerce. It is here that the empire builds the massive fleets that allow it to attack its enemies along their respective coasts and defend itself from those same attacks.

Each port is the home of a single Fleet. You may combine the fleets to do two things:

Attack: You may assign any number of your fleets to protect and transport your Army to attack another empire or explore Wilderness tiles. The advantage is that the fleet is assumed to have a direct line of attack to any tile bordering the ocean.

Travel by ocean is not the safest mode of transport and every voyage is fraught with peril. Whenever you declare an attack from a fleet, roll on the Ocean column of the Exploration table to find out if you make it safely to your destination:

Result	Description
Sea Monster	A bloody great sea monster boils out of the ocean and attempts to eat your fleet! Lose D6 Fleet markers from your force, before you can beat it off. If this reduces the number of fleets in the attacking force to 0 or less, the attack declaration fails.
Pirates	A pirate fleet attacks! Have a naval battle vs. a single fleet. Any fleets lost are lost for the season, and if you are reduced to 0 or less, your attack declaration fails.
Bad Weather	Storms rage about the fleet, forcing some ships to turn back. Roll a D6 for every fleet marker in the attacking force. For every '1' that comes up, a fleet is forced to return to port. If this reduces the number of fleets in the attacking force to 0 or less, the attack declaration fails.
Clear Sailing	Sunny skies and a steady wind see you through your voyage!

Should you attack an empire by sea and they have fleets allotted to their defense, you will have to fight a naval battle (see below).

Defense: You may hold back fleets to defend you from attack by the ocean. If an enemy attacks by sea, you may use as many of these defensive fleets as you feel

necessary to deal with the invading fleet. If you choose to intercept an attacker in this way, you engage them in a naval battle.

There are two ways you can resolve a naval battle:

1. **The Detailed Way:** Use Man O' War or some other detailed naval battle game to decide the conflict. This is beyond the scope of these rules and you will have to decide what, exactly makes up a fleet marker, as in how many ships, what types, etc.
2. **The Quick Way:** For each fleet in your force roll a D6. The side with the highest single die eliminates one fleet from his opponent's force. In the case of ties, one is eliminated from both forces. Continue with a new round, rolling a D6 for each remaining fleet and eliminating one or two per turn, until one side retreats or is eliminated. If the attacking force is destroyed or retreats, the attack declaration fails. If the defending force is destroyed or retreats, the attack declaration is carried through.

Espionage

During the Espionage Phase, you may purchase Agents (chose from Assassins, Hunters, Saboteurs and Spies) for use in the coming year at the cost of 1 Gold Crown each. You may save them up from season to season, year to year (representing their infiltration of the enemy until the right moment) and use them whenever you need them.

To use them, discard the appropriate counter, declare what or whom you are using it on, and (as missions of espionage are fraught with peril) roll on the Espionage Table to determine the success or failure of their mission.

Espionage Table

D6	Result	Description
1	Diplomatic Incident	Not only does the mission fail, but it does so in such a spectacular way that it is clear that your empire was behind the attempt. All your Diplomacy rolls suffer a -1 from now on due to your reputation for treachery. If this happens more than once, the minuses to your Diplomacy are cumulative.
2-3	Failure	The mission fails, but there is no hard evidence linking your empire to it.
4	Minor Success	Assassin or Hunter: The target lives, but is shaken by the nearly successful attempt and suffers a -1 Command penalty this season from paranoia. Saboteur: If a place, treat as a failure. If a unit, the unit suffers a -1 command penalty due to damaged equipment and materials. Spy: Counts as Success.
5	Success	The mission is a complete success.
6	Target of Opportunity	Not only is the mission a complete success, another target presents itself during the course of the mission. You may immediately choose another target for the Agent. Roll on this table as normal for the second target.

Agents

Type	Targets	Effects
Assassin	Character Leader of Empire	Play after the armies are chosen for a battle, but before setup. If the mission is successful, the target character is killed and unavailable for the battle as the army has had no time to find a replacement. If the target character is a general, subtract 1 from the espionage die roll, but if the assassination succeeds, his army loses automatically. If you use 3 assassins, you may target the Leader of another Empire or Settlement, subtract 1 from the die result, but if successful, the empire is unable to act this season as a new leader is chosen or the throne is fought over. Independent settlements are torn apart by civil war and turn into Wilderness tiles. Minor successes have no effect, and it only takes one spy to counter the assassination attempt and discard all the assassins.
Hunter	Monster Unit Dragon Encounter Sea Monster Encounter	Play after the armies are chosen for a battle, but before setup. If the mission is successful, the target Monster Unit is destroyed and unavailable for the battle. If a hunter is used to target a Dragon or Sea Monster rolled up as a result on the Encounter Tables, treat results of '1' as a Failure result. If he rolls a '6', he not only slays the beast, he also discovers the location of its lair. Treat the 'Target of Opportunity' result as a 'Treasure Hoard' result from the Things Table, instead.
Saboteur	Place Improvement Artillery Unit	A successful mission renders the target unusable for the season. Note: this will render revenue generating resources useless for the following Winter.
Spy	Special	May counter (1) agent or look at the Attack Declaration of (1) enemy empire before it is made.

Further Ideas...

There's no reason why you have to limit the Mighty Empires campaign to Warmaster games. Here are some other scenarios that can be played along with the main campaign and allow you to work in other Fanatic games...

The Dragon King

If you roll a Dragon result on the Things table, have all the players play a game of Talisman before the start of the next season. Separate the Talisman characters by alignment and let the players draw from the pile that matches their Warmaster army alignment. This character represents a hero/mercenary from their realm. The character that slays the Dragon King gains a free Crown of Command for their Warmaster army. If all of the characters are killed, then the Dragon will plague the land each season until slain.

The Artefact

A priest of Malal has magically transported a hero from each empire to an ancient temple of the renegade chaos god to quest for a mighty artefact. The heroes may all be opposed, but their individual survival depends on cooperating to recover the item and return it to him. To further motivate them, he tells them the chamber of the artefact contains a vast treasure hoard that they may do with as they wish after the item is returned. He further points out that if any member of the party kills any other party member before he has the artefact, they will be struck down by the might of Malal!

This is a Warhammer Fantasy Roleplay adventure and one player should volunteer to create and run the adventure, in which case, he will gain D6-2 Gold for his empire due to 'good karma' if, and only if, the PC's achieve their objective (so no deathtrap designs!).

The artefact in question should be something that is useless to the PC's. The hoard, however, serves as a Treasure Hoard result of '6', which may be split up amongst the surviving players as they see fit (i.e. if they see fit to share and not attack each other)...

The Season of Nuffle

Whatever the beliefs of the various empires, they all hold high the sacred rite of Nuffle. And even in this time of war and uncertainty, they still lay aside their differences and gather together once a year to compete for the right to be known as the greatest race in the land when it comes his sacred game: Blood Bowl!

Pick a season. From now on, before any other actions are taken that season, a single elimination Blood Bowl tourney must be played (treat as the Spike! Championship). The winner gains D6+1 Gold Crowns for his empire. The teams may keep their roster from year to year, collecting advances as they go, or disband it and start with a new starting team.