

The following is a system for Warmaster terrain placement that is quick and gives both players some control over the layout of the battlefield, but neither player has complete control of the arrangement of terrain. It has the added benefit of making certain there is enough terrain on the field, not too much or too little. It uses Region tiles, cards that are essentially a set of rules for building a battlefield. You can use the tiles for a quick pick-up battle or at a tournament, just draw a card randomly and that's the battlefield being fought over, or you can use it in conjunction with a Campaign. I've also included a number of quick Campaigns that can be played using the Region Tiles.

Region Tiles: Each tile has rules for how terrain is placed for this battlefield. Region tiles specify the number and type of terrain that MUST be placed by both players. Starting with the Defender terrain is placed one piece at a time alternating between both players. A terrain piece listed in brackets [] is Fixed, and may not be moved or removed through random scattering (see below) or Special Effects. All other terrain may scatter randomly; roll three dice and a scatter die (This is a die used in a number of GW games. It has an arrow on four sides, and a target on the other two). If the scatter die is an arrow, the terrain is moved in the direction of the scatter die for a total distance of the dice result in cm. Then troops are deployed, one command at a time, starting with the defender. Lastly any special effects take place (these are listed on the Region tile, such as "Attacker removes one piece of terrain").

Rivers: Rivers are handled slightly differently. The shape and course of a river is randomly determined, before placement. Roll a die:

- 1 River cuts a corner, runs straight diagonally across one quadrant, or runs along the quadrant border (placer's choice).
- 2-4 River runs Left to Right (lengthwise across the battlefield, and may not be placed in either side's set-up area)
- 5-6 River runs Top to Bottom (runs from one player's set-up area to the other side's set-up area)


The player placing the river chooses the exact location of the river, within the restrictions above. When placing fords and bridges, they must be placed at least 20cm apart and at least 20cm from the board edge. These are then moved up or down river 2d6 cm, determined randomly. This movement may bring the fords and bridges closer than 20cm.

Commands: Each player must designate their Commands and place these Commands on the board, to represent where the units in their Commands will set up. Each Character is a Command, and each Command consists of a Character and at least one unit. You must predetermine which character will have which units in his Command, and record these secretly. There are no other limits to the number of units in a Command. Note however that all the units in a Command will have to deploy within 15cm of the character and will still have to conform to the 80cm No-Man's land for setup, so things can get a little cramped. Wizards are the only exception to this rule. Wizards may be a Command, or they may be included in another Character's command. However, an army MUST have at least one command per full 1000 points. Thus, for example, a 1000 point Undead army, which has no heroes, could have just one command, the General, with all the units and Liche Priests under him. If it were a 2000 point army, however, at least one of those Liche priests would have to form a second command.

Sample Region:

Copperton

This village is the center of the local copper mines and bronze manufacturing



Defender:
[Village] Hill Farm

Attacker:
Hill Fields

Special Effect:
Defender may move one Command
after all Commands are placed

If the above region is where a battle is being fought the defender would have to place a Village, a Hill, and a Farm (consisting of a building and four walls or hedges). The attacker must place a Hill and a Field. Starting with the defender each player places one terrain piece. Then we scatter the terrain. The defender's Village is a Fixed terrain and does not scatter. Each player now places their Command on the board, one at a time starting with the Defender. Lastly the Special Effect of the card allows the Defender to move one of his Commands.

Campaigns: Each player is dealt a number of Region Tiles, say 4 regions for each player. At the start of a campaign turn each player puts up one region to be risked this turn. We randomly determine who is fighting who and the battle is fought in the Defender's Region. The winner gets the loser's Region tile. Here's the sequence of play:

- Select Region tile
- Find out who you are going to fight
- Build your army
- Fight
- Winner gets loser's Region tile

There is a token for each empire. These are shuffled together and randomly paired out. These two empires are at war this turn and will fight (In this campaign you're the Kingdom's General, not the King, so Foreign Policy is chosen for you). The armies are 2000 point armies.

Whoever has the most region tiles is the attacker. If tied, roll randomly. Some regions may say the holder is Always Defender; then the holder is the defender. If both players have an Always Defender tile, determine the defender normally.

The terrain is set up according to the defender's region tile. Fight the battle. The winner gets the loser's Region tile. In case of a draw, no region tiles change hands.

The Campaign ends when one player has no region tiles left. The player with the most region tiles is the winner. Some region tiles are Valuable, and count as two region tiles for counting victory.

A slightly more complex alternative: Rather than each player choosing which region to risk each turn, they lay all their regions out in a line. The attacker gets to choose which way to attack from, the left or the right, and the battle takes place in the leftmost or rightmost region. When one player wins a region tile from someone they may place it on the far left or far right of their own line.

An even more complex alternative: Instead of choosing which region to risk, each player has a token for each of his enemies. He places these tokens on any tile(s) he likes. These show which regions border each player's empire. That is the region fought over. Whoever wins the battle and the region takes the region tile, places his token for the loser on the taken tile, and may now place the loser's token on any region in the loser's empire. These two tiles are now the border between the two regions. If a lost tile has tokens from other players as well as the winning player, then those players also get to choose a new border tile.

Example: I choose my region of Sleepy Hollow as the border to Bob's empire, and place Bob's token there. Bob places my token on his Tiki River region tile. If Bob and I fight this turn, the battle will take place either in Sleepy Hollow or Tiki River, depending on who the defender is. Let's say Bob is the defender. We fight in Tiki River, and I beat him. I take the Tiki River tile, add it to my collection, and move Bob's token from Sleepy Hollow to Tiki River. I can then choose one of Bob's remaining regions as the new border region, in this case the City of Wheat. If Bob and I fight again, the battle will take place in either Tiki or the City of Wheat.

A Map-based campaign: Simply make an area or hex map, and assign each area/hex to a region card. Use the movement rules from the Haunted Hills campaign for movement and determining attacker/defender.

The actual Region Tiles are located in a separate file, Region Tiles.pdf. This includes 24 Region tiles for your use, which may be changed or added to as you see fit. Feel free to make your own. Try to make certain there are around 4 to 7 pieces of terrain per tile, and try to give a slight advantage to the defender if possible.