

Lizardmen vs. High Elves

A Two Person Campaign for Battleground: Kingdoms

Instructions:

Print this booklet in landscape format.

Start on page 2.

Fight the battle described in the **black bar**. Use the Muster Tables and Special Situation Table on this page, if called for.

After the battle, *before* updating VPs, follow the instructions in the **grey box**.

Circle the entry in the table that shows which page you are being sent to next.

In pencil, update all three VP totals in the table below.

Go to the page that was selected and repeat process.

If directions ever distinguish between the player with more or fewer VPs and the players are tied, randomly select player.

Special Situation Table:

D6	Special Situation
1,2	None
3	Stormy Weather
4	Oppressive Heat
5	Bloodlust
6	Muddy Field

Muster Tables:

Table A:

Total VPs	Muster Card Value
0 – 5	4
6 – 11	5
12 – 17	6
18 – 29	7
30 – 41	8,9
42 – 47	10

Table B:

Total VPs	Muster Card Value
0 – 11	4
12 – 23	5
24 – 35	6
36 – 47	7

Current VPs:

Lizardmen: _____
High Elves: _____
Total: _____

Note: Use *Total* VPs when consulting the Muster Tables. Then look up the line corresponding to the Muster Card Value on the Kingdoms Muster Card to find scenario parameters and available units.

Lizardmen

General C'thiss,

We have heard several reports of incursions along our Northern border, near the Emerald Fens. The stories are both vague and inconsistent, but are numerous enough that they must be investigated. Given the history of this region, it goes without saying that any threat in this area would almost certainly come from The High Elves.

You are ordered to lead a small force to the area. Investigate the situation and report back as soon as possible. If you see evidence of military encroachment into our lands, pursue and destroy the aggressors. Offer no quarter.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

A routine inspection of the Southern extent of our demesne has revealed that a colony of Lizardmen have settled within our borders. In the mere 200 years since our last tour of the region, they have clear cut forests, drained lakes, and cultivated foreign crops to reshape our land to their purpose.

Remove these ragged invaders and secure our border. If you encounter organized resistance, crush it utterly. The Lizard Folk do not respect mercy, and a small kindness now will be repaid with further insolence later, leading to even more escalated conflict.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Total Warfare Special Situation: None Map: 4F Muster Table: A Attacker: Lizardmen

Draw: Go to page 3. Otherwise, victor chooses one of three options, and both players use page indicated in victor's row:

<u>Victor</u>	<u>Press on without respite</u>	<u>Seek to re-engage cautiously</u>	<u>Attempt to seize nearby strategic hill</u>
Lizardmen	Go to page 4	Go to page 5	Go to page 6
High Elves	Go to page 7	Go to page 8	Go to page 9

Important: Don't forget to record running VP totals on Cover Page!

Lizardmen

General C'thiss,

This standoff cannot continue. The war with the Necromancer in the East drags on; we cannot find ourselves in prolonged wars on both fronts. You must force the issue, regardless of the cost.

You have our full confidence. We know that you would not willingly choose to risk your men without first seeking out every advantage; yet, this is what you must do. We must see progress, and soon.

Do not fail us, General.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

This stalemate cannot be to our advantage. The Council is restive, and they have no appetite for a prolonged campaign that shows no progress.

Time is not your ally. You must push for a decisive engagement, even if you must cast the dice to do so.

I cultivate my contacts on The Council, and we are not without friends there. But a clear victory would do more than a thousand soft words and handshakes.

May the Light of the Bright Star shine upon you.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Total Warfare Special Situation: None Map: Random Set 6 Muster Table: B Attacker: High Elves

If either player has > 24 VPs, go to page 24. Draw: Repeat page 3.

Otherwise, victor chooses one of three options, and both players use page indicated in victor's row:

<u>Victor</u>	<u>Press on without respite</u>	<u>Re-engage cautiously</u>	<u>Seize nearby strategic terrain</u>
Lizardmen	Go to page 4	Go to page 5	Go to page 6
High Elves	Go to page 7	Go to page 8	Go to page 9

Important: Don't forget to record running VP totals on Cover Page!

Lizardmen

General C'thiss,

Your decision to pursue the enemy without pause is bold. Neither army will be well rested or resupplied, but surely this will be to our advantage: the Elves have never had an appetite for the depravations of true war.

We are sending you some fresh troops, straight from the East. Crush the Elves quickly; it may be that you will be chosen to lead not just a border defense army, but a true army of retribution, striking deep into their realm and insuring that our lands are safe for many hatchings.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

I understand your frustration with The Council, my old friend; I am doing what I can, but it has been many years since we have faced any true threat, and many are slow to acknowledge change. There are a few nobles who recognize the danger, and we have mustered what reinforcements we can.

We know that you remain hard-pressed and harried. It seems impossible that you will have time to adequately rest and resupply. Endure; I will rally the other nobles to your cause.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Breaking Point Special Situation: Battle Weary Map: Random Set 4 Muster Table: A Attacker: Lizardmen

If either player has > 24 VPs, go to page 24. If Draw go to page 10; if High Elf victory go to page 13.

Otherwise, High Elves choose (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Fall back and defend border	Go to page 15
Stake out defensible terrain	Go to page 17
Hold out for reinforcements	Go to page 19

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

General C'thiss,

Again you remind me why you are known as 'C'thiss the Cunning'. With the advantage being ours, it makes no sense to risk everything on a single throw of the dice. A limited encounter under controlled circumstances must be the wisest course, though few indeed have the discipline to follow it.

We are sending you some fresh troops, straight from the East. Continue to grind the Elves down; it may be that you will be chosen to lead not just a border defense, but a true army of retribution, striking deep into their realm and insuring that our lands are safe for many hatchings.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

I understand your frustration with The Council, my old friend; I am doing what I can, but it has been many years since we have faced any true threat, and many are slow to acknowledge change. There are a few nobles who recognize the danger, and we have mustered what reinforcements we can.

Continue your dance with the enemy, and try to avoid a decisive battle. I can more easily convince the nobles to aid an army in the field than I can to dispatch another army altogether.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Ticking Clock Special Situation: Well Prepared Map: Random Set 1 Muster Table: A Attacker: Lizardmen

If either player has > 24 VPs, go to page 24. If Draw go to page 11; if High Elf victory go to page 13.

Otherwise, High Elves choose (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Fall back and defend border	Go to page 15
Stake out defensible terrain	Go to page 17
Hold out for reinforcements	Go to page 19

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

General C'thiss,

There can be little doubt that the Elves will respond to your victory, probably in great force. We agree with your decision to prepare by seizing positions in key areas. If your opponent is not a complete fool, he cannot allow this effort to go unopposed; be vigilant.

We are sending you some veteran troops, straight from the East. Do not falter or relent; it may be that you will be chosen to lead not just a border defense, but a true army of retribution, striking deep into the enemy's realm and insuring that our lands are safe for many hatchings.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

I understand your frustration with The Council, my old friend; I am doing what I can, but it has been many years since we have faced any true threat, and many are slow to acknowledge change. There are a few nobles who recognize the danger, and we have managed to divert some veteran troops to your cause.

If we are to continue sending fresh troops and supplies, you will need to keep the way clear. Past experience warns that the Lizardmen may prepare ambushes from strategically located positions; you will need to prevent any such attempts.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Key Obj. Special Situation: Veteran Troops Map: Random Set 5 (not 5a) Muster Table: A Attacker: Lizardmen

If either player has > 24 VPs, go to page 24. If Draw go to page 12; if High Elf victory go to page 13. Otherwise, High Elves choose (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Fall back and defend border	Go to page 15
Stake out defensible terrain	Go to page 17
Hold out for reinforcements	Go to page 19

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

General C'thiss,

It is unlike the Elves to pursue a battered but not broken foe so relentlessly; of old, they were ever cautious. It may be that they underestimate your resources and resolve, and seek to sweep you aside in short order. Let their arrogance be their undoing.

You are going to have to find a way to make do with the limited forces at your disposal. The war in the East moves slowly; the Necromancer does not yield an inch that is not paid for in blood. We cannot spare significant numbers from that front.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

How like you to seek a quick resolution! I have already told Yoriah to expect you home by the Solstice.

The Council has not yet turned its attention to this conflict, but I feel strangely certain that this will soon change. If you are able to produce another victory like the last, I believe that there will be some support for driving beyond our own borders. It may be that it is time to remind the short-lived ones that our patience has limits. In the meantime, I have sent you what troops can be spared, and trust that they will suffice.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Breaking Point Special Situation: Battle Weary Map: Random Set 4 Muster Table: A Attacker: High Elves

If either player has > 24 VPs, go to page 24. If Draw go to page 10; if Lizardmen victory go to page 14. Otherwise, Lizardmen choose (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Fall back and defend border	Go to page 16
Stake out defensible terrain	Go to page 18
Hold out for reinforcements	Go to page 20

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

General C'thiss,

How like this foe to mistake hesitation for prudence. While he dithers and frets, we regroup and plan. Turn his lack of resolution to your advantage: do not seek to press the issue, for we recover more and more with each day that passes without a decisive engagement.

You are going to have to find a way to make do with the limited forces at your disposal. The war in the East moves slowly; the Necromancer does not yield an inch that is not paid for in blood. We cannot spare significant numbers from that front.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

“Patience is a bitter plant, but it bears sweet fruit.” Bide your time and wait for the opportunity to strike the decisive blow.

The Council has not yet turned its attention to this conflict, but I feel strangely certain that this will soon change. If you are able to produce another victory like the last, I believe that there will be some support for driving beyond our own borders. It may be that it is time to remind the short-lived ones that our patience has limits. In the meantime, I have sent you what troops can be spared, and trust that they will suffice.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Ticking Clock Special Situation: Well Prepared Map: Random Set 1 Muster Table: A Attacker: High Elves

If either player has > 24 VPs, go to page 24. If Draw go to page 11; if Lizardmen victory go to page 14. Otherwise, Lizardmen choose (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Fall back and defend border	Go to page 16
Stake out defensible terrain	Go to page 18
Hold out for reinforcements	Go to page 20

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

General C'thiss,

You must not allow the Elves to gain a foothold in the area. Once he becomes entrenched, we are committed to a lengthy conflict, which will bleed resources needed elsewhere. You must deny him possession of strategic locations or readily defensible positions, or the situation will become dire.

You are going to have to find a way to make do with the limited forces at your disposal. The war in the East moves slowly; the Necromancer does not yield an inch that is not paid for in blood. I have diverted some veteran troops to your cause; I do not know when I will be able to do so again.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

“First, drive the enemy from the field; next, claim objectives of strategic importance.” It is as if you are using this opportunity to train your junior officers in classic military doctrine.

The Council has not yet turned its attention to this conflict, but I feel strangely certain that this will soon change. If you are able to produce another victory like the last, I believe that there will be some support for driving beyond our own borders. In the meantime, I have managed to enlist some veterans to your cause, and am confident that they will prove decisive.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Key Obj. Special Situation: Veteran Troops Map: Random Set 5 (not 5a) Muster Table: A Attacker: High Elves

If either player has > 24 VPs, go to page 24. If Draw go to page 12; if Lizardmen victory go to page 14. Otherwise, Lizardmen choose (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Fall back and defend border	Go to page 16
Stake out defensible terrain	Go to page 18
Hold out for reinforcements	Go to page 20

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

Lord C'thiss,

I am sending this message by several routes, as I judge it imperative that it reach you quickly.

As instructed, we have succeeded in infiltrating behind the Elven front. As you suspected, reinforcements are fast approaching. We have seen at least two hosts, each led by a Noble, arrogant and haughty even from a distance. One marches under the banner of crossed swords over a golden sun; the other, of a dark heron on a field of blue.

Their numbers are not great; I judge that even if both reach the enemy in time, we still may outnumber them.

N'thia æ C'ndrak

High Elves

Aristos,

Sirídrin and I are close on your heels. We should be joining you within a day, two at the most.

The Council continues to treat this as nothing more than a minor border skirmish, and have not yet released any troops to your command. We therefore come with our own retainers.

It has been too long since we took the field together, side by side, swords flashing in the sun. Together we will sweep these interlopers back into the foul swamp from whence they came, and wreath ourselves in glory once more.

Thanôs

Scenario: Split Command Special Situation: None Map: Random Set 2 Muster Table: B Attacker: High Elves

If either player has > 24 VPs, go to page 24. If Draw go to page 11.

If the Lizardmen began with fewer VPs and won, go to page 13. If the High Elves began with fewer VPs and won, go to page 12.

Otherwise, player that lost this battle chooses (must choose an option that is not circled, if possible):

<u>Victor</u>	<u>Fall back and defend border</u>	<u>Stake out defensible terrain</u>	<u>Hold out for reinforcements</u>
Lizardmen	Go to page 16	Go to page 18	Go to page 20
High Elves	Go to page 15	Go to page 17	Go to page 19

Important: Don't forget to record running VP totals on Cover Page *after* making choice, and circle choice made above!

Lizardmen

Lord C'thiss,

All is in readiness, and we but await your word before setting the plan in motion.

The site of the ambush is exactly as it was described, and we have prepared ample concealment. We have anticipated what paths their scouts will follow, and will post sentries to eliminate them if they come too close. By the time their absence is noted, the trap will already be sprung. It is only left for you to finalize which units will lay in wait and strike from the East, and those which will attack the garrison and pincer from the West. We await your command.

N'thia æ C'ndrak,
3rd Imperial Eye

High Elves

Flame of Ošši,

The Lizard folk have been clumsy. Our scryers have penetrated their lax defenses, and we bring you news of their counsels.

Within the fortnight, they will strike our garrison at Ashenfield with a portion of their forces. They have judged that there is only one path we can take to come to the garrison's aid, and the remainder of their army will be hidden in advance along the way. The two elements will then ambush from either side simultaneously, seeking to overwhelm us in the first moments of battle.

Ària, Daughter of Éllene,
Moon Mistress of Ošši

Scenario: Ambush or Trap Special Situation: None Map: Random Set 3 Muster Table: B Attacker: Lizardmen

If either player has > 24 VPs, go to page 24. If Draw go to page 12.

If the Lizardmen began with fewer VPs and won, go to page 14. If the High Elves began with fewer VPs and won, go to page 13.

Otherwise, player that lost this battle chooses (must choose an option that is not circled, if possible):

<u>Victor</u>	<u>Fall back and defend border</u>	<u>Stake out defensible terrain</u>	<u>Hold out for reinforcements</u>
Lizardmen	Go to page 16	Go to page 18	Go to page 20
High Elves	Go to page 15	Go to page 17	Go to page 19

Important: Don't forget to record running VP totals on Cover Page *after* making choice, and circle choice made above!

Lizardmen

Lord C'thiss,

In my locker, I have a tabard: white as snow, untouched by the passing of hundreds of hatchings. Stitched in threads of night black and cornflower blue, a heron on a cloudless sky adorns the chest. It has been passed from father to eldest son for many generations. It is twin to a tabard worn by an officer of our enemy.

My ancestor took this garment from the body of an Elf that he slew, boots still covered in the broken shells of the eggs that he had trampled, sword still slick with the blood of the matrons that he had murdered.

I demand the Privilege of Justice. I demand vengeance.

S'orodos, First Talon

High Elves

My lord,

I have hesitated to bring this matter to your attention, and even now I am reluctant to do so. But duty compels me.

In the last battle we fought, I observed a young Lieutenant—Aranthar by name—overcome with battle lust. While he disobeyed no orders that I saw, I do not think that he was fully in control of himself or his men, either. I have begun making inquiries, and it seems that both his sire and his grandsire were slain in the last war with the Lizard Folk. He may have a personal vendetta, though I cannot say whether it is of a general or specific nature—but I fear it may make him unreliable. I must advise that we have him closely watched.

Commander Telíos

Scenario: Ancient Feud Special Situation: None Map: Random Set 2 Muster Table: B Attacker: Random

If either player has > 24 VPs, go to page 24. If Draw go to page 10.

If the Lizardmen began with fewer VPs and won, go to page 13. If the High Elves began with fewer VPs and won, go to page 12.

Otherwise, player that lost this battle chooses (must choose an option that is not circled, if possible):

<u>Victor</u>	<u>Fall back and defend border</u>	<u>Stake out defensible terrain</u>	<u>Hold out for reinforcements</u>
Lizardmen	Go to page 16	Go to page 18	Go to page 20
High Elves	Go to page 15	Go to page 17	Go to page 19

Important: Don't forget to record running VP totals on Cover Page *after* making choice, and circle choice made above!

Lizardmen

General C'thiss,

Only a fool believes that it is possible to win a war against the Elves without losing a single battle. Sadly, there is no shortage of fools in the Capitol.

Word of this setback has been suppressed for now. It must leak out before long, but by then I expect that you will have recouped these losses, and little will be made of it.

It has been many hatchings since we fought this foe, and we have forgotten much; but many you fight against took the field against our ancestors in the past. Learn quickly.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

Well done, my old friend. You have turned the tide, and I rejoice in your success.

News of your victory has spread quickly, and those who whispered doubts and innuendos are now silent. Your health was toasted tonight by all who know you.

You must consolidate your gains and begin hammering the Lizardmen where they feel safe. Like all the short-lived races, their moods are mercurial; they can easily succumb to despair, and are surely despondent at their recent reversal.

Yanapol, Son of Àppalon,
Voice of the Bright Star

Scenario: Total Warfare Special Situation: Random Map: Random Set 4 Muster Table: B Attacker: High Elves

If either player has > 24 VPs, go to page 24. Draw: Go to page 3. Otherwise, victor chooses one of three options (must choose an option that is not circled, if possible), and both players use page indicated in victor's row:

<u>Victor</u>	<u>Press on without respite</u>	<u>Re-engage cautiously</u>	<u>Seize nearby strategic terrain</u>
Lizardmen	Go to page 4	Go to page 5	Go to page 6
High Elves	Go to page 7	Go to page 8	Go to page 9

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

General C'thiss,

You have rewarded my faith in you. I have placed my future in your hands.

Be careful; the Elves have long memories, and they do not make the same mistake twice. If they have been overconfident until now, you will soon see how careful and methodical they can be. You now have their full attention, and it may be that you have made it easier for their commander to make his case for more resources.

Follow this success with another. The pendulum has swung in our favor; we cannot allow it to swing back again so quickly.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

This setback is unfortunate, but not fatal. You still have time to salvage the campaign, but you must do so quickly. The other day I heard a Councilmember ask, "Of what use can this province be, if it has been colonized for 100 years without our noticing?" I fear that with another loss, he and others like him will no longer just be asking questions.

From your report, it sounds as if the Lizard folk have developed new tactics since last we made war on them. This is to be expected, I suppose, as it has been many of their generations. You will need to adapt in order to prevail.

Yanapol, Son of Appalon,
Voice of the Bright Star

Scenario: Total Warfare Special Situation: Random Map: Random Set 5 Table: B Attacker: Lizardmen

If either player has > 24 VPs, go to page 24. Draw: Go to page 3. Otherwise, victor chooses one of three options (must choose an option that is not circled, if possible), and both players use page indicated in victor's row:

<u>Victor</u>	<u>Press on without respite</u>	<u>Re-engage cautiously</u>	<u>Seize nearby strategic terrain</u>
Lizardmen	Go to page 4	Go to page 5	Go to page 6
High Elves	Go to page 7	Go to page 8	Go to page 9

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

Lord C'thiss,

The enemy's strategy is now plain. We have confirmed that a large relief force has been stripped from a nearby province, and is even now hastening to their border garrisons. If they are able to reinforce before we break through, the best we will achieve is a stalemate, until winter ends the campaign season. It is for this reason that they have avoided pitched battles, and sought to slow our advance with little regard to inflicting real damage.

If you intend to drive on to their Capitol, we must break through the existing defenses quickly.

N'thia æ C'ndrak,
3rd Imperial Eye

High Elves

Lord Aristos,

Our scouts have confirmed that the Lizardmen are approaching in full force. The amount of supplies and other supporting infrastructure makes it clear that they intend to drive on towards the heart of the realm.

We have prepared detailed maps of all possible approaches. They cannot know the terrain, as no scout can hope to trespass so near our Homeland undetected. We should have time to maneuver at least some units into position before they arrive. If we can capitalize on this advantage, we should be able to prevent them from punching through.

Óriandes, Son of Analeus,
First Scout

Scenario: Border Defense Special Situation: None Map: Random 1D, 4B, or 4E Muster Table: A Attacker: Lizardmen

If either player has > 24 VPs, go to page 24. If Draw go to page 21; if High Elf victory go to page 11. Otherwise, High Elves choose how to defend their Homeland (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Prepare stakes	Go to page 22, use Map 3B
Prepare hedges	Go to page 22, use Map 2B
Hold River	Go to page 22, use Map 2C

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

Lord C'thiss,

The accursed Elves continue their drive towards the Capitol. They do not seem to weary or rest, and sing around their fires until late into the evening, even after a full day's march.

We have calculated their rate of advance, as well as the projected arrival of our own reinforcements. It will be a close thing. Every hour we can slow their advance increases our chances for success. If we can prevent the bulk of their army from reaching the Imperial Highway before our relief arrives, I do not believe that they will be able to continue. To this end, I enclose a map of the most likely spot for a final defense.

N'thia æ C'ndrak,
3rd Imperial Eye

High Elves

Lord Aristos,

As you suspected, the Lizardmen have diverted a substantial portion of the army that has lately been waging war against the Necromancer in the East, and it is even now racing to intercept us.

If we are to end this war before the end of the campaign season, we almost certainly must break through their existing defenses before their relief force arrives. They know the terrain better, and have the advantage of being able to prepare in advance; but by utilizing our superior mobility, I believe that it can be done.

Óriandes, Son of Analeus,
First Scout

Scenario: Border Defense Special Situation: None Map: Random 1D, 4B, or 4E Muster Table: A Attacker: High Elves

If either player has > 24 VPs, go to page 24. If Draw go to page 21; if Lizardmen victory go to page 11. Otherwise, Lizardmen choose how to defend their Homeland (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Prepare stakes	Go to page 23, use Map 3B
Prepare hedges	Go to page 23, use Map 2B
Defend Swamp	Go to page 23, use Map 3F

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

Lord C'thiss,

It shames me to admit, but we have been unable to scout more than a few miles ahead of our vanguard. Every Eye we send forward fails to return. The closer we come to the heart of the Elven homeland, the stronger their magic; I fear that even the beasts and the trees will conspire against us 'ere long.

We must assume that our thrice-cursed foe will be preparing to meet us at a time and place of his choosing. Unless something unforeseen has occurred, our army is still the superior; might must triumph where vision fails.

N'thia æ C'ndrak,
3rd Imperial Eye

High Elves

Lord Aristos,

The enemy is like a blind Giant: clumsy and unsure of his bearings, yet strong enough to be dangerous nonetheless.

The Lizardmen have abandoned sending out scouts, as we eliminate them almost before they break camp. They continue along the only paths they can find, and know not what lies over the next rise or around the next bend. With careful planning, we should be able to gain a significant advantage by selecting the appropriate battlefield. You have only to let me know your requirements, and we will begin searching for the ideal location immediately.

Óriandes, Son of Analeus,
First Scout

Scenario: Chosen Ground Special Situation: None Map: 1A Muster Table: A Attacker: Lizardmen

If either player has > 24 VPs, go to page 24. If Draw go to page 21; if High Elf victory go to page 12. Otherwise, High Elves choose how to defend their Homeland (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Prepare stakes	Go to page 22, use Map 3B
Prepare hedges	Go to page 22, use Map 2B
Hold River	Go to page 22, use Map 2C

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

Lord C'thiss,

The accursed Elves continue their drive towards the Capitol. They do not seem to weary or rest, and sing around their fires until late into the evening, even after a full day's march.

It may be that their arrogance will be their undoing. They appear lax in their scouting procedures, and do not reconnoiter any secondary paths. If we can force them to detour by means of a forest fire or flash flood, they will be forced to either delay while they send out scouts again, or else advance blind for a time; in their conceit, I am certain they will press on, and be diverted to a field that we have prepared.

N'thia æ C'ndrak,
3rd Imperial Eye

High Elves

Lord Aristos,

Thus far, we have seen no indication of where the Lizard folk intend to next attempt to halt our advance. The lack of resistance fills me with trepidation; I fear that they must be marshalling their forces at some particularly advantageous location—it is the only reason I can imagine that would cause them to fall back so quickly and completely.

Although I have nothing specific to report, I nonetheless urge you to proceed with caution. I am ill at ease; every instinct warns me that they will take our measure once more before we reach the heart of their realm.

Óriandes, Son of Analeus,
First Scout

Scenario: Chosen Ground Special Situation: None Map: 1A Muster Table: A Attacker: High Elves

If either player has > 24 VPs, go to page 24. If Draw go to page 21; if Lizardmen victory go to page 12. Otherwise, Lizardmen choose how to defend their Homeland (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Prepare stakes	Go to page 23, use Map 3B
Prepare hedges	Go to page 23, use Map 2B
Defend Swamp	Go to page 23, use Map 3F

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

Lord C'thiss,

The Elves have finally ceased their endless flight, and now seek to bar our advance. They have arrayed themselves behind a spur of ancient forest.

This moves smacks of desperation. We are still more powerful than they, as proven by our recent victories. Why offer battle against a superior foe if not forced to do so?

There must be more at work here than we can see. Either some unknown internal politics is dictating this choice, or else there is some strategic value in merely delaying our push. It is possible that they are expecting the imminent arrival of aid.

N'thia æ C'ndrak,
3rd Imperial Eye

High Elves

Lord Aristos,

Forgive the haste of this letter.

We have spotted the Lizardmen host. It should reach your current position by mid-day. We estimate that they are more powerful than our assembled army, yet not so powerful as to be our equal should our reinforcements arrive in time.

We will look for any opportunities to slow their pace or divert them from their present course, but I fear you must prepare to delay their onslaught with force of arms.

May the Bright Star shine upon you,

Óriandes, Son of Analeus,
First Scout

Scenario: Reinforcements Special Situation: None Map: 2E Muster Table: A Attacker: Lizardmen

If either player has > 24 VPs, go to page 24. If Draw go to page 21; if High Elf victory go to page 10. Otherwise, High Elves choose how to defend their Homeland (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Prepare stakes	Go to page 22, use Map 3B
Prepare hedges	Go to page 22, use Map 2B
Hold River	Go to page 22, use Map 2C

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

Lord C'thiss,

Our reinforcements are less than a day behind us. We have seen the plume of dust from their passage on the road; it is no token contingent. High Command must have given us all that we hoped for.

The exact location of the Elves is less certain, but I fear that they may reach us before our aid arrives. It will be a close thing either way. It may be that we will need to delay their passage by force until our brothers arrive.

I will send news when the Elves are spotted.

N'thia æ C'ndrak,
3rd Imperial Eye

High Elves

Flame of Ošši,

We have scryed for many leagues, and have found what you sought.

Less than a day's march separates a sizeable relief force from the Lizard folk's main host. Should they join together before we arrive, the advantage will be theirs.

If we push hard, we should be able to reach the main army before their reinforcements arrive. They have made camp behind a spur of ancient forest, no doubt counting on it to slow our attack even further.

Ària, Daughter of Éllene,
Moon Mistress of Ošši

Scenario: Reinforcements Special Situation: None Map: 2E Muster Table: A Attacker: High Elves

If either player has > 24 VPs, go to page 24. If Draw go to page 21; if Lizardmen victory go to page 10. Otherwise, Lizardmen choose how to defend their Homeland (must choose an option that is not circled, if possible):

<u>Choice</u>	<u>Result</u>
Prepare stakes	Go to page 23, use Map 3B
Prepare hedges	Go to page 23, use Map 2B
Defend Swamp	Go to page 23, use Map 3F

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

Lord C'thiss,

It's a mess out there. Last night we crossed paths with Elven scouts, and I swear I almost stopped them to compare notes—and I might have, had they not looked as confused as we were.

A cycle ago, it seemed that the outcome of this conflict was inevitable. Now, who can say?

We cannot avoid coming to grips for much longer. One way or the other, the shape of the future will soon be clear.

N'thia æ C'ndrak,
3rd Imperial Eye

High Elves

Lord Aristos,

All is confusion. The Seers cannot sketch even the blurriest outline of the coming days. The Scryers cannot agree on the disposition of our own forces, much less those of the enemy. And twice today I myself saw conflicting omens, for good and for ill.

I cannot offer guidance. You must rely on your own counsel until the situation is clarified.

May the Light of the Bright Star shine upon you.

Ària, Daughter of Éllene,
Moon Mistress of Ošši

Scenario: Total Warfare Special Situation: None Map: Random Set 6 Muster Table: B Attacker: High Elves

If either player has > 24 VPs, go to page 24. If Draw repeat page 21.

If the player with fewer VPs won, he chooses from Table A. Otherwise, he chooses how to defend his Homeland from Table B. (In either case, he must choose an option that is not circled, if possible.)

Table A.

Fewer VPs

Lizardmen

High Elves

Defend Border

Go to page 16

Go to page 15

Choose Terrain

Go to page 18

Go to page 17

Reinforcements

Go to page 20

Go to page 19

Table B.

Fewer VPs

Lizardmen

High Elves

Prepare Stakes

Page 23, Map 3B

Page 22, Map 3B

Prepare Hedges

Page 23, Map 2B

Page 22, Map 2B

Swamp/River

Page 23, Map 3F

Page 22, Map 2C

Important: Don't forget to record running VP totals on Cover Page and circle choice made above!

Lizardmen

General C'thiss,

At your discretion, you are free to march on Alantros. In 3,000 hatchings, no enemy army has passed through those gates; the glory of that day will be remembered for another 3,000.

Caution your warriors to leave civilians unharmed, and not to destroy works of art or architecture. We do not have the numbers or the resources to add the Elven realm to the Empire, even if we wished to. We will need to continue living beside them even after this great victory. We wish to dictate the terms of peace, not to create an implacable foe that we must war with for the rest of time.

A beast is most dangerous when it is cornered. Do not allow yourself or your men to become overconfident.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

Your army is all that stands between the Lizards and fair Alantros. Many nobles have already fled the city. Foreign ships refuse to dock in the harbor for fear that they will be commandeered.

We have underestimated the Lizard folk at every turn. Now you must pay whatever cost is required to prevent our total ruination. Every resource has been placed at your disposal. You are familiar with all of the enemy's tricks and stratagems; you are our best and brightest hope in this dark time.

I pray for you and your men. May the Light of the Bright Star shine upon you all.

Célliana, Daughter of Célliana,
Handmaiden of Ošši

Scenario: Last Stand Special Situation: Familiar Foe Map: Chosen previously Muster Table: A Attacker: Lizardmen

If Lizardmen win, go to page 25. Otherwise:

If either player has > 24 VPs, go to Page 24. If Draw repeat page 22. If High Elves win, go to page 21.

Important: Don't forget to record running VP totals on Cover Page!

Lizardmen

General C'thiss,

We have placed a heavy wager on your success. Should you fail again, all will be lost; not just the Northern Province, but also the East as well. Even now we draft plans to recall our army from its war against the Necromancer. Given a respite, he will recoup many hatchings' of losses in short order, and the threat against our people will be renewed.

Every warrior within a week's march has been placed under your command. Do whatever you must to halt the Elves' advance, regardless of the cost.

Only our faith in you has prevented the Emperor from ceding the Northern Province to the Elves and suing for peace. Do not fail him.

C'torr æ Lorn,
Imperial High Command

High Elves

Aristos, Son of Errin, Winter Star, and Flame of Ošši,

The Lizard folk's ambassador remains defiant. Even in the face of total defeat, they will not yet yield their claim to our land. It seems they harbor illusions that the military situation can be reversed.

Soon their army must make its last stand. Crush their final resistance, but do not continue on to their capitol. We must strike a balance between defending what is ours, and handing an unexpected victory to the Necromancer in the East. Should we threaten their true home too closely, the Lizard folk would be forced to strip their border provinces; we would pay for such a mistake for many lifetimes.

Célliana, Daughter of Célliana,
Handmaiden of Ošši

Scenario: Last Stand Special Situation: Familiar Foe Map: Chosen previously Muster Table: A Attacker: High Elves

If High Elves win, go to page 26. Otherwise:

If either player has > 24 VPs, go to Page 24. If Draw repeat page 23. If Lizardmen win, go to page 21.

Important: Don't forget to record running VP totals on Cover Page!

If the Lizardmen's VPs are greater than the High Elves' by 10 or more, go to page 25.

If the High Elves' VPs are greater than the Lizardmen's by 10 or more, go to page 26.

If the Lizardmen's VPs are greater than the High Elves' by 6 or more (but less than 10), it is a Marginal Victory for the Lizardmen:

- The contested land remains in the hands of the Lizardmen, and their claim to it is formally acknowledged by the High Elves.
- General C'thiss is sent to the East to lead the Lizardmen's effort against the Necromancer.
- The prestige of the High Elves has been eroded. Other nations which have been reluctant to risk angering them have become emboldened.
- Lord Aristos is disgraced, and chooses voluntary exile. His whereabouts are unknown.

If the High Elves' VPs are greater than the Lizardmen's by 6 or more (but less than 10), it is a Marginal Victory for the High Elves:

- The contested land is ceded to the High Elves.
- All Lizardmen settled in this land are relocated to other parts of the Lizardmen empire.
- The Lizardmen's war against the Necromancer has begun to suffer as troops and resources have been diverted to the contested land.
- General Aristos is appointed to The Council, and is shown deference in questions of military affairs for the remainder of his lifetime
- General C'thiss is relieved of all command responsibilities, and is allowed to retire to his estates.

Otherwise, it is a Draw:

- The campaign season ends with the coming of winter. The situation is unchanged.
- The Lizardmen's war against the Necromancer has begun to suffer as troops and resources have been diverted to the contested land.
- The prestige of the High Elves has been eroded. Other nations which have been reluctant to risk angering them have become emboldened.
- Whether either General will still be in command come the spring will be determined by politics.

Decisive Lizardmen Victory

General C'thiss has handed the High Elves their worst defeat in over 800 years:

- The contested land remains in the hands of the Lizardmen, and their claim to it is formally acknowledged by the High Elves.
- The High Elves pay substantial war reparations to the Lizardmen, which funds enough mercenaries to quickly wrap up the war against the Necromancer. General C'thiss is given overall command of the effort. Veterans of this campaign form a fanatically loyal personal guard.
- After defeating the Necromancer, General C'thiss returns to the Capitol, and takes his place in Imperial Command. For many hatchings afterwards, many male hatchlings are named in his honor.
- The prestige of the High Elves has been substantially eroded. Other nations which have been reluctant to risk angering them have become openly disrespectful.
- Lord Aristos is disgraced, and chooses voluntary exile. His whereabouts are unknown.

Decisive High Elf Victory

Lord Aristos has delivered a stinging blow to the Lizardmen:

- The contested land is ceded to the High Elves.
- All Lizardmen settled in this land are relocated to other parts of the Empire.
- The Lizardmen's war against the Necromancer has begun to suffer as troops and resources have been diverted to the contested land.
- General Aristos is appointed to The Council, and such is his prestige that a coalition is formed to promote his appointment as Head of the Council. He holds that position for the remainder of his life. He is also named Sword of Ošši, the first in generations.
- General C'thiss is relieved of all command responsibilities. He is stripped of all land, and chooses to become a mercenary, leaving his homeland never to return.

Credits and Such

This campaign was designed and written by Andrew Gross, the designer of **Battleground: Kingdoms**. You can contact him at andrew.b.gross@gmail.com.

This document is free. Feel free to copy it, give it to your friends, post it on websites, whatever you want; please leave it unaltered, though. If someone is trying to charge you money for a copy, he's a Bad Person—maybe he's David Humpherys, you should check.

The latest version of this campaign, as well as other resources for use with **Battleground: Kingdoms**, is available at <http://www.yourmovegames.com/pages/kingdoms.html>. At the time of this writing, it is the author's intention to create at least a couple more two player campaigns in a similar format, but with slightly different logic, and of course lots of cool new flavor text¹. If that happens, the prior URL is where you'll find them.

The idea for this system sprang out of an e-mail conversation between the author and Kurt Weihs.

Feedback on drafts of this document was provided by Chad Ellis, Kurt Weihs, and Mike Strand.

Playtesting was conducted by Kurt Weihs and Robert Weihs.

¹ Andrew's wife upon reading this document, with no apparent trace of irony: "All those years of reading fantasy books finally paid off, honey!"