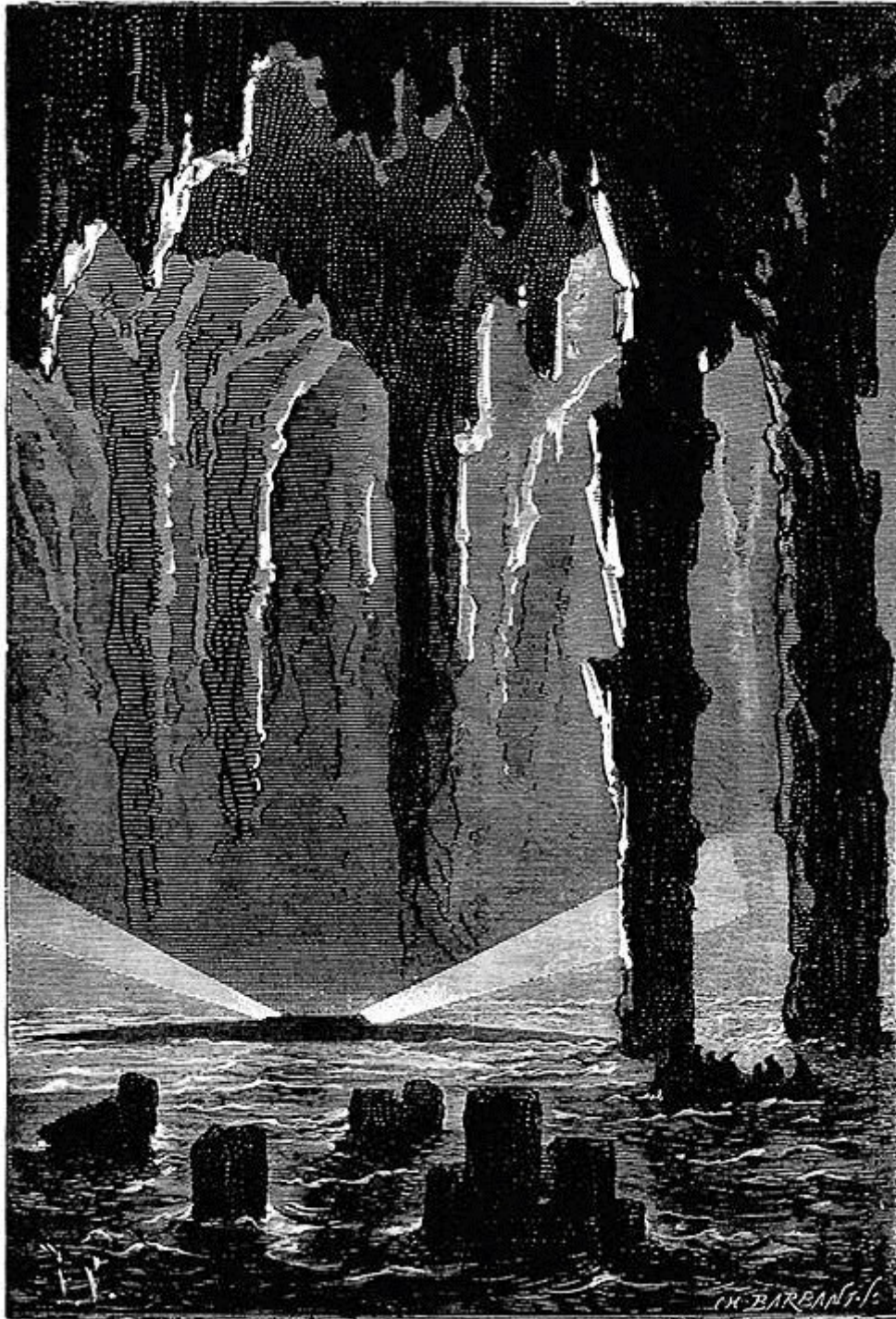


OF STONE AND IRON

IN THE UNDERWAY, SOMETHING IS STIRRING...



A CAMPAIGN RULEBOOK BY JAMES BAILLIE

INTRODUCTION

THE UNDERWAY IS A DARK REGION OF THE OLD WORLD OF WARHAMMER. FACTIONS STRUGGLE IN THE SHADOWS OF THE UNDERGROUND OVER ITS MINERAL RICHES, LOST SECRETS, AND POTENTIAL UTILITY TO PASS ACROSS THE WHOLE WORLD PRACTICALLY UNSEEN. THIS SHORT CAMPAIGN BOOK WILL GIVE YOU ALL YOU NEED TO RUN A CAMPAIGN GAME BETWEEN WARHAMMER FACTIONS CONTESTING AND EXPLORING THIS STRANGE REALM, TESTING NOT ONLY YOUR GENERALSHIP BUT YOUR STRATEGIC ABILITIES, OUTWITTING AND OUTFIGHTING YOUR FOES TO SEE WHO WILL BE THE ULTIMATE MASTER OF SHADOW, STONE, AND IRON.

CAMPAIGN TURN SEQUENCE

1. MOVE AND EXPLORE
2. FIGHT!
3. TUNNELLING
4. USE REMAINING MOVEMENT
5. INCOME
6. BUILD ORDERS AND TROOPS

STARTING THE CAMPAIGN

YOUR FORCES WILL MOVE AROUND THE UNDER REGIONS OF THE OLD WORLD ON A SQUARE-BASED MAP, WHICH IT IS YOUR DUTY TO YOUR FACTION TO CONQUER AND HOLD.

AT THE BEGINNING OF THE CAMPAIGN, EACH FACTION MUST HAVE A 500-POINT ARMY LIST, WHICH MUST START AS A SINGLE ARMY. ROLL FOR CAMPAIGN PRIORITY (THIS WILL BE THE ORDER IN WHICH LAYERS MAKE THEIR TURNS).

ONCE THE PRIORITY ORDER HAS BEEN SORTED EACH PLAYER MUST NOMINATE A STARTING PASSABLE MAP TILE, NOT ADJACENT TO ANY OTHERS, TO BEGIN THE CAMPAIGN. THIS BECOMES THE PLAYER'S FIRST **BASE CAVERN**, A LOCATION WHERE THEY CAN RECRUIT TROOPS AND BUILD STRUCTURES. PLAYERS SHOULD PUT THEIR SYMBOL IN THE CORNER OF THIS AND ALL THEIR FUTURE MAP TILES — DO SO IN PENCIL TO MAKE SURE IT CAN BE CHANGED LATER!

FINALLY, FAMILIARISE YOURSELVES WITH THE VICTORY CONDITIONS IN THE VICTORY! SECTION LATER IN THIS BOOK: EACH PLAYER SHOULD, IF POSSIBLE, SELECT ONE OF THE FACTION VICTORY CONDITIONS APPROPRIATE TO THEIR CHOICE OF ARMY.

THE MAP AND MOVEMENT

THE MOVEMENT POINTS BELOW SHOW HOW FAR EACH RACE'S FORCES CAN MOVE. YOUR FORCES WILL BE ORGANISED INTO ARMIES. EACH ARMY MUST HAVE AT LEAST ONE HERO OR LORD ACTING AS ITS GENERAL. ARMIES WITH NO GENERAL MUST MOVE TOWARDS THE NEAREST BASE CAVERN OR FORCE WITH A GENERAL BY THE MOST DIRECT ROUTE. HEROES MAY HAVE A FORCE OF UP TO 2,000 POINTS UNDER THEIR COMMAND. THERE IS NO LIMIT TO LORDS' ARMIES.

FORCE COMPOSITION MUST ONLY FOLLOW THE ARMY BOOK RULES WHEN CONSIDER ACROSS YOUR WHOLE FACTION – A SPECIFIC ARMY MAY BE ENTIRELY COMPRISED OF SPECIAL OR RARE UNITS, AS LONG AS THE RESPECTIVE CORE UNITS EXIST ELSEWHERE IN YOUR REGIONS OF THE UNDERWAY.

MOVEMENT POINTS

BASIC	5 SQUARES
ELVES/BEASTMEN	6 SQUARES
UNDEAD/LIZARDMEN	4 SQUARES
TUNNELLING ARMIES*	5 SQUARES
ALL MOUNTED	8 SQUARES

* TUNNELLING ARMIES ARE BANNERS THAT FULFIL THE FOLLOWING CRITERIA CHOICES;

- ANY DWARF FORCE WITH AT LEAST ONE UNIT OF MINERS.
- ANY SKAVEN ARMY WITHOUT WAR MACHINES OR TROOPS ABOVE US1
- ORC AND GOBLIN ARMIES ENTIRELY COMPOSED OF NIGHT GOBLIN TROOPS (INCLUDING SQUIGS, HOPPERS, FANATICS, AND NIGHT GOBLINS THEMSELVES).

STARTING THE TURN

EACH PLAYER MOVES AS PER THE ORDER OF PLAY. AT THE START OF THE TURN PLAYERS ABLE TO MAY ALSO DECLARE ALLIANCES (SEE APPENDIX A). TRUSTED ALLIES MAY ALLY WITHOUT PENALTY, HATED ENEMIES MAY NEVER MAKE ALLIANCES.

DISTRUSTFUL ALLIES MEANWHILE MAY ALLY, BUT SUFFER A –1 LEADERSHIP PENALTY IN ANY BATTLES WHEN FIGHTING ALONGSIDE EACH OTHER, AND A –25 GP LOSS EACH TURN AS MERCHANTS AND COMMONERS FROM EACH SIDE SWINDLE EACH OTHER OUT OF AS MUCH MONEY AS POSSIBLE.

THE FIRST MOVEMENT PHASE: TYPES OF CAVERN AND TUNNEL

IN THE FIRST MOVEMENT PHASE OF EACH TURN, EACH ARMY MAY USE UP AS MUCH OF ITS MOVEMENT AS IT WISHES. WHEN TWO OPPOSED ARMIES MEET ON THE SAME SQUARE, THEY MUST STOP MOVING UNTIL THE FIGHT! PHASE OF THE CAMPAIGN TURN, AND ARE ENGAGED IN COMBAT. EACH PLAYER TAKES IT IN TURN TO MOVE ONE OF HIS OR HER PIECES ONE SQUARE, UNTIL EVERYONE HAS HIS OR HER MOVEMENT USED UP OR ARE IN COMBAT. THERE ARE MANY TYPES OF SQUARE - THE RULES ARE HERE;

UNDERWAY

THE UNDERWAY ITSELF IS A MASSIVE OLD DWARF ROAD. IT GOES IN A STRAIGHT LINE DOWN THE CENTRE OF THE MAP. IT SHOULD BE REPRESENTED AS A FULL-WIDTH BATTLEFIELD LIKE A CAVERN BUT MAY ONLY HAVE UPGRADES AS PER A TUNNEL. IF AN ARMY MOVES ALONG THE LINE OF THE UNDERWAY, IT ALWAYS COMES TO ANOTHER UNDERWAY TILE. UNDERWAY CAVERNS MAY NOT BE COLLAPSED OR ENLARGED.

ROCK

ROCK CANNOT BE WALKED THROUGH, BUT MAY BE TUNNELLED THROUGH. IT IS IMPASSABLE.

SMALL TUNNEL

A SMALL TUNNEL REQUIRES ALL ARMIES OTHER THAN TUNNELLERS TO USE TWO MOVEMENT POINTS PER TILE TO WALK DOWN IT. ONLY TROOPS OF US2 OR LESS MAY PASS. IT IS JUST OVER FIVE MAN-SIZED MODELS WIDE WHEN REPRESENTED AS A BATTLEFIELD.

TUNNEL

ANY ARMY COMPRISED ENTIRELY OF TROOPS OF US2 OR LESS MAY MOVE DOWN A TUNNEL. ARMIES WITH LARGER TROOPS MAY MOVE DOWN IT BUT AT A COST OF THREE MOVEMENT POINTS PER SQUARE OF MOVEMENT. IT SHOULD BE AROUND THE WIDTH OF FIFTEEN TO TWENTY MAN-SIZED MODELS IN A BATTLE.

BIG TUNNEL

ANY TYPE OF ARMY OR CREATURE MAY MOVE FREELY DOWN A BIG TUNNEL. IT SHOULD BE AROUND THE WIDTH OF FIFTEEN TO TWENTY MAN-SIZED MODELS IN A BATTLE.

TUNNEL FORK

TUNNEL FORKS ARE SMALL, NORMAL OR BIG AS PER THE TUNNEL CATEGORIES ABOVE.

EMPTY CAVERN

EVEN AN EMPTY CAVERN IS A USEFUL BASE AND PLACE TO CAMP FOR AN ARMY. ANY CREATURES MAY MOVE THROUGH A CAVERN.

CAVERN...

THERE ARE SEVERAL TYPES OF SPECIAL CAVERN WITH MINES OR TUNNEL FACILITIES IN. SOME OF THEIR RULES ARE EXPLAINED IN THE APPROPRIATE SECTIONS, BUT THE TYPES ARE AS FOLLOWS:

WARP STONE, WATER SOURCE, IRON, SILVER, GEMSTONE, GROMRIL, OR GOLD MINE

THESE COUNT AS NORMAL CAVERNS, BUT HAVE CERTAIN SPECIAL RULES IN THE **INCOME** PHASE OF THE TURN, DUE TO THEIR EXTRA NATURAL RESOURCES.

SURFACE TUNNEL

THIS ALLOWS REINFORCEMENTS TO ARRIVE, AND THUS IMMEDIATELY COUNTS AS A BASE CAVERN.

MONSTER'S LAIR

WHEN A LAIR IS MOVED INTO OR DISCOVERED, ROLL A D6:

1-3 FIGHT A DRAGON (USE THE RULES FROM ANY HANDY WARHAMMER RULEBOOK THAT HAS A DRAGON IN IT). WHEN THE MONSTER IS DEAD, THE LAIR COUNTS AS AN EMPTY CAVERN. IF THE MONSTER DEFEATS THE HAPLESS TROOPS, IT IS CONSIDERED TO REMAIN IN THE CAVERN AND WILL ATTACK ALL COMERS UNTIL IT IS SLAIN.

4-6 YOUR ARMY GETS AN EXTRA SPECIAL CHOICE IN ITS FUTURE COMPOSITION. BESIDE THIS, COUNT THE LAIR AS AN EMPTY CAVERN.

SETTLEMENT

WHEN A SETTLEMENT IS DISCOVERED, ROLL A D6 TO SEE :

1-2 15 DWARF WARRIORS (NO UPGRADES)

3-4 30 NIGHT GOBLINS (NO UPGRADES)

5-6 25 CLANRATS (+UNIT CHAMPION)

THE SETTLEMENT HAS SOME HOUSES AND MINOR FENCES FOR DEFENCE.

TROOPS WHO CAN BE TRUSTED ALLIES TO THE RESPECTIVE SETTLEMENT OWNER MAY ABSORB THE TROOPS INTO THEIR FORCE AND TAKE THE SETTLEMENT AS A NEW BASE CAVERN. ENEMIES MUST FIGHT THE DEFENDING UNIT. ANY DISTRUSTFUL FACTION MAY EITHER FIGHT THE DEFENDERS OR ROLL A D6 TO NEGOTIATE: ON A 1-2 THEY FIGHT THE TROOPS, ON A 4-5 THEY TAKE THE SETTLEMENT AND THE TROOPS LEAVE, ON A 6 THEY MAY ABSORB THE TROOPS.

MOLTEN LAVA

WHEN TROOPS TUNNEL INTO MOLTEN LAVA, THEY IMMEDIATELY LOSE ONE WHOLE UNIT FROM THE RELEVANT ARMY – THIS IS THE PLAYER'S CHOICE. AFTER THIS, THE ARMY MAY USE ANY REMAINING MOVEMENT IT HAS AND FIGHT BATTLES AS NORMAL.

IMMEDIATELY AFTER THE SECOND MOVEMENT PHASE, HOWEVER, THE LAVA STARTS TO SPREAD. IT IMMEDIATELY SPREADS TO EVERY ADJACENT SQUARE. THEN ON A ROLL OF A 3+, IT SPREADS TO EVERY SQUARE ADJACENT TO ALL THE SQUARES IT NOW OCCUPIES. IT MAY CONTINUE SPREADING VIA A 4+, 5+, AND SO ON. A ROLL OF A 6 WILL ALWAYS ALLOW THE LAVA TO SPREAD.

ARMIES CAUGHT IN THE LAVA ARE REMOVED AND DESTROYED IMMEDIATELY: ALL TUNNELS AND CAVERNS AFFECTED ARE CONSIDERED TO BE ROCK FROM NOW ON.

EXPLORATION

THERE ARE MANY UNDISCOVERED AREAS OF THE SHADOWED LANDS BELOW THE EARTH, AND PLAYERS MUST MOVE OFF THE CURRENTLY EXPLORED MAP AREAS TO EXPAND THEIR DOMAINS. THE EXPLORATION CHART CAN BE ROLLED ON WITH 1D6, AND IS AS FOLLOWS (BRACKETS INDICATE A SECOND DICE ROLL TO BE TAKEN):

- 1 ROCK**
- 2 SMALL TUNNEL**
- 3 TUNNEL (1-3 NORMAL, 4-6 BIG)**
- 4 TUNNEL FORK (1-3 RIGHT FORK, 4-6 LEFT FORK)**
- 5 EMPTY CAVERN**
- 6 CAVERN..!**

CAVERN..! CHART (ROLL 2D6)

- 2 WARPSTONE MINE**
- 3 WATER SOURCE**
- 4 LAIR**
- 5 MOLTEN LAVA**
- 6 SURFACE TUNNEL**
- 7 IRON MINE**
- 8 SILVER MINE**
- 9 GEMSTONE MINE**
- 10 ISOLATED COMMUNITY**
- 11 GROMRIL MINE**
- 12 GOLDMINE**

TUNNELS ARE ASSUMED TO GO STRAIGHT ACROSS THE SQUARE IN THE DIRECTION YOU CAME IN FROM.

CONTINGENCY PLAN/PLAYERS NOT PRESENT.

EITHER AN ALLY MUST MAKE THEIR MOVES FOR THEM (SEE ALLIANCES, LATER ON) OR IF THEY HAVE NO ALLIES THEIR TROOPS ALL RETREAT TOWARDS THE NEAREST BASE CAVERN.

TO BATTLE!

BATTLES IN THE DARK ARE NEVER EASY, AND ARE BRUTAL, DEADLY AFFAIRS. WHEN STARTING A BATTLE, MAKE THE MAP UP AS THE CAMPAIGN MAP SHOWS (SEE THE NOTES ON EACH SQUARE IN THE FIRST MOVEMENT PHASE SECTION FOR GUIDELINES ON THE APPROPRIATE SIZE OF TUNNELS). THE BATTLEFIELD SHOULD IDEALLY REFLECT THE CAMPAIGN MAP: ARMIES SHOULD DEPLOY ON THE SIDE OF THE TUNNEL OR CAVERN THEY CAME IN ON. TROOPS DEFENDING BASE CAVERNS OR MINES MAY DEPLOY IN THE CENTRE OF THE CAVERN.

FIGHTING MAP ENEMIES (SETTLEMENTS, DRAGONS)

IDEALLY, FIND SOMEONE TO COMMAND ANY NEUTRAL FORCES. IF THIS IS NOT POSSIBLE, THEN WORK OUT THE COMBAT BY 'AUTOPILOTING' THE ENEMY. IN SETTLEMENTS, ASSUME THAT THE FORCES HOLD THEIR POSITION AND THAT THEY WILL HOLD AS A CHARGE REACTION. FOR MONSTERS AND DRAGONS, ASSUME THEY WILL ALWAYS MOVE TOWARDS THE NEAREST ENEMY AND ATTACK.

SPECIAL BATTLE RULES

IT'S DARK DOWN HERE!

ALL SHOOTING TROOPS ARE AT **-1** TO HIT WHEN SHOOTING IN THE DARK.

SMOKE!

BLACKPOWDER TROOPS ARE AT AN ADDITIONAL **-1** TO HIT.

SMELLS OF FEAR

NO CAVALRY, CHARIOTS OR MONSTROUS MOUNTS MAY BE USED IN THE CAMPAIGN.

CAN'T SNEAK PAST

NO TROOPS MAY DEPLOY AS SCOUTS IN THE UNDERGROUND.

DON'T HIT THE ROOF!

NO UNITS WITH THE FLY SPECIAL RULE MAY BE USED IN THE UNDERGROUND.

LOB THAT ROCK...

NO WAR MACHINES USING INDIRECT FIRE (STONE THROWERS, MORTARS) MAY BE USED IN THE TUNNELS.

ARMY SPECIFIC TROOP RULES

DWARFS

- QUARRELERS IGNORE 'IT'S DARK...'
- ONLY THE BOLT THROWER MAY BE TAKEN OUT OF THE DWARF WAR MACHINES
- MINERS ARE CORE CHOICES

- **RANGERS MAY NOT BE TAKEN**

LIZARDMEN

- **AWAY FROM THE SUN; LIZARDMEN ALWAYS STRIKE LAST UNDERGROUND**

BRETONNIA

- **FOOT KNIGHTS; ALL BRETTONIAN KNIGHTLY UNITS (ERRANT, KNIGHTS OF THE REALM, QUESTING AND GRAIL KNIGHTS) MAY BE TAKEN ON FOOT, COSTING 12 POINTS LESS AND SWAPPING THEIR LANCES FOR GREAT WEAPONS.**

ORCS AND GOBLINS

- **NIGHT GOBLIN ARCHERS IGNORE 'IT'S DARK...'**
- **ALL SQUIG UNITS MAY BE TAKEN, DESPITE ANY ABOVE RULES.**

SKAVEN

- **ALL SKAVEN IGNORE 'IT'S DARK...'**
- **WATCH THE ROOF! – SKAVEN WARMACHINES OF ANY TYPE THAT MISFIRE CAUSE A LARGE BLAST TEMPLATE OF TROOPS AROUND THEM TO SUFFER A S2 HIT AS THEY ARE SHOWERED BY ROCK FRAGMENTS FORM THE CAVE CEILING.**

UNDEAD

- **FELL BATS AND BAT SWARMS MAY FLY AS NORMAL – THEY'RE USED TO IT DOWN HERE.**

WOOD ELVES

- **FOREST SPIRITS ARE NOT ALLOWED UNDERGROUND.**
- **WAYWATCHERS IGNORE 'IT'S DARK..'**

HIGH ELVES

- **SHADOW WARRIORS IGNORE 'IT'S DARK...'**

ENDING A BATTLE

AFTER THE BATTLE, ALL UNITS LOST BY EITHER SIDE MUST BE REMOVED ON THE ARMY ROSTER. ALL WIPED OUT UNITS ARE WIPED OFF THE ARMY ROSTER, AND ANY UNITS THAT HAVE FLED INTO AN ENEMY HELD PART OF THE TUNNELS ARE ALL LOST. THAT TROOPS THAT FLEE TO FRIENDLY TERRITORY DO STILL REGROUP AND FORM AS A STACK. UNDEAD ARMIES NEVER LOSE TROOPS IN A BATTLE THAT THEY WIN.

THE LOSING ARMY MUST USE ITS REMAINING MOVEMENT TO RETREAT AWAY FROM THE WINNER AS FAR AS POSSIBLE.

THE TUNNELLING PHASE

IN THIS PHASE, FORCES MAY TUNNEL AND INCREASE THE NETWORK OF HOLES BENEATH THE EARTH.

TO TUNNEL, DESIGNATE A UNIT TO BE MINERS. THEY MUST BE AT LEAST TEN STRONG, AND THEY MUST BE CORE TROOPS. YOU MAY DESIGNATE MULTIPLE UNITS OF MINERS, BUT IF THERE IS A CAVE-IN ROLL RANDOMISE BETWEEN THE UNITS FOR WHICH UNIT TAKES WHICH HITS.

ARMIES MAY ONLY MINE TO ENLARGE THEIR SQUARE OR MINE INTO ADJACENT SQUARES. THIS MAY BE USED TO KNOCK A HOLE BETWEEN THE WALLS OF TWO EXISTING TUNNELS. THEY MAY MOVE INTO NEW TUNNELS IN THE SECOND MOVEMENT PHASE, AND MAY DO THE PHASES IN TANDEM, I.E. MINE, MOVE, MINE, MOVE, AND SO ON.

EACH ARMY GAINS TUNNELLING POINTS AS FOLLOWS;

PER 10 MINERS +3PTS

PER 10 DWARF MINERS OR SKAVEN CLANRATS +5PTS

PER DWARF STEAM DRILL +2 PTS

TO GO THROUGH ROCK OR ENLARGE A TUNNEL;

CREATE A SMALL TUNNEL	2
CREATE A MEDIUM TUNNEL	4 (2 TO ENLARGE FROM SMALL)
CREATE A BIG TUNNEL	8 (2 TO ENLARGE FROM MEDIUM)
CREATE A CAVERN	12 (2 TO ENLARGE FROM BIG)

ROLL A D6 TO CHECK FOR SUCCESS;

1 CAVE IN! FAIL AND LOSE 2D6 MINERS

2 LOSE WAY (TUNNEL IN A RANDOM DIRECTION, USE A D6; 1-2 STRAIGHT ON, 3-4 RIGHT, 5-6 LEFT).

3-6 SUCCESS!

DWARFS CONSIDER A ROLL OF 2 A SUCCESS.

OTHER TUNNELLING ACTIONS;

SURFACE TUNNEL (IN CAVERNS, MAKES THE CAVERN A BASE)	8
COLLAPSE A TUNNEL (TURNS THE SQUARE INTO ROCK)	5

ROLL A D6 TO CHECK FOR SUCCESS;

1-2 CAVE IN! FAIL AND LOSE 2D6 MINERS

3-6 SUCCESS!

DWARFS CONSIDER A ROLL OF 2 A SUCCESS.

THE SECOND MAP MOVEMENT PHASE FOLLOWS, IN WHICH TROOPS MAY USE ANY REMAINING MOVEMENT POINTS UP.

THE INCOME PHASE

IT IS WEALTH THAT MOVES THE WORLD, AND PROFIT THAT RULES IT.

CAVERNS AND MINES ARE THERE TO MAKE YOU MONEY. THAT'S WHY MANY RACES ARE IN THE UNDGRIN IN THE FIRST PLACE...

ANY CAVERNS OR MINES CONNECTED TO A BASE CAVERN YOU OR AN ALLY OWNS BY A NETWORK OF YOUR OR ALLIED TUNNELS GENERATES YOU PROFIT AS FOLLOWS:

<i>EMPTY CAVERN</i>	+20 GP
<i>BASE CAVERN</i>	+30 GP
<i>WATER SOURCE</i>	+10 GP
(WATER SOURCE IS ADDITIONAL TO BASE/EMPTY CAVERN RATE)	
<i>IRON MINE</i>	+50 GP
<i>SILVER MINE</i>	+75 GP
<i>GEMSTONE MINE</i>	+60 GP
<i>GROMRIL MINE</i>	+ 75 GP
- FOR DWARFS	+100 GP
<i>GOLD MINE</i>	+100 GP
<i>WARPSTONE MINE</i>	
- FOR DWARFS, HIGH ELVES, LIZARDMEN, EMPIRE, BRETTONIANS, OGRES, AND WOOD ELVES	+20 GP
- FOR ORCS, DOGS OF WAR, UNDEAD, TOMB KINGS, CHAOS AND DARK ELVES	+50 GP
- FOR SKAVEN	+100 GP

FOR EACH BATTLE YOU WIN, YOU RECEIVE 100 GP FROM YOUR RULERS TO PAY FOR YOUR EXPENSES AND LOSSES OR IN LOOT.

CERTAIN BUILDINGS CAN ADD TO YOUR INCOME AS WELL.

KEEP YOUR INCOME CAREFULLY NOTED EACH TURN, AND ALWAYS KEEP NOTED HOW MANY BATTLES YOU WON EACH TURN.

NOW WE'VE WORKED OUT YOUR INCOME, LET'S SPEND IT!

BUYING TROOPS

TROOPS COME DOWN INTO THE TUNNELS FROM BASE CAVERNS – REALLY LIKE ANY OTHER, BUT WITH A SURFACE TUNNEL TO ALLOW TROOPS TO CLIMB DOWN INTO THE BLACKNESS OF THE UNDERWAY.

TROOPS MUST BE BOUGHT AS PER UNIT RESTRICTIONS AND IN FULL UNITS AS GIVEN IN YOUR ARMY BOOK. DOGS OF WAR MAY ONLY BE BUILT IF A TAVERN IS PRESENT IN THE BASE CAVERN. UNITS STATIONED AT THE BASE CAVERN MAY BE GIVEN EXTRA TROOPS OR UPGRADED AS NORMAL.

ALSO, YOU CAN SPEND THAT HARD-WON INCOME ON BUILDINGS TO MAKE YOUR CAVERNS AND TUNNELS BETTER FORTIFIED, TOUGHER, OR SIMPLY EASIER TO FIGHT IN.

BUILDINGS

ONLY BASE CAVERNS, OR CAVERNS OR TUNNELS WITH A DIRECT FRIENDLY ROUTE FROM YOUR OR AN ALLIED BASE CAVERN, MAY BE BUILT IN. TO BUILD, THERE MUST BE AT LEAST TEN TROOPS STATIONED IN A SQUARE PER BUILDING (THIS MAY INCLUDE UNITS FROM AN ARMING HOUSE).

IN BATTLES, BUILDINGS SHOULD BE SHOWN AT A REASONABLE SIZE AND MAY BE GARRISONED AS PER THE RULES IN THE WARHAMMER RULEBOOK. UNLESS OTHERWISE STATED BUILDINGS ARE T7 AND HAVE 10 WOUNDS.

NOTE THAT ANY BUILDINGS MARKED WITH A + MAY BE BUILT MULTIPLE TIMES: OTHER BUILDINGS MUST NOT BE BUILT MORE THAN ONCE PER CAVERN. FACTIONS CANNOT BENEFIT FROM OTHER FACTIONS' SPECIFIC BUILDINGS. FOR BUILDINGS THAT TAKE 0 TURNS TO BUILD, YOU MAY BUILD AS MANY AS YOU LIKE PER TURN.

BUILDINGS MAY BE DEMOLISHED: THIS REQUIRES 10 PEOPLE AS FOR BUILDING, AND THE PLAYER RECOUPS 50% OF THE ORIGINAL COST, THEY CAN ALSO BE BURNED FOR FREE, RECOUPING NOTHING.

TUNNEL UPGRADES

TYPE	TURNS	COST	EFFECT(S)
FENCE	1	20	GIVES A T5 WALL CROSSING THE TUNNEL.
LIGHTING	1	45	REMOVES 'IT'S DARK...' IN THAT SQUARE
TOLL GATE	1	20	REPRESENTED AS A TOWER IN BATTLE, GIVES + 10 PTS/TURN
WATCH POST	1	45	REPRESENTED AS A TOWER IN BATTLE, ALLOWS YOU TO LEAVE TROOPS GARRISONING A TUNNEL WITHOUT A HERO.

CAVERN UPGRADES

TYPE	TURNS	COST	EFFECT(S)
FENCE	1	20	GIVES A T5 WALL AROUND THE CENTRE OF THE CAVERN.
WALLS	1	40	REQ. FENCE, T7 WALLS AS ABOVE.
FORTIFICATIONS	1	40	REQ. WALLS, T10 WALLS AS ABOVE.
MOUND	1	40	GIVES A HILL IN THE MIDDLE OF THE CAVERN.
FORT	1	50	REQ. MOUND, GIVES THE HILL T7 WALLS.
LIGHTING	1	45	REMOVES 'IT'S DARK...' IN THAT SQUARE
+ HOUSE	0	10	REPRESENTED AS A SMALL HOUSE IN BATTLE, GIVES +5 PTS/TURN
BARRACKS	1	40	REPRESENTED AS A TOWER IN BATTLE, ALLOWS YOU TO LEAVE TROOPS GARRISONING THE CAVERN WITHOUT A HERO.
ARMING HOUSE	1	50	GIVES 10 NON-UPGRADED BASIC CORE TROOPS (LOCAL WATCH) OF THE CHEAPEST TYPE AVAILABLE PER HOUSE WHEN THAT CAVERN IS ATTACKED.

MINE-ONLY UPGRADES

TYPE	TURNS	COST	EFFECT(S)
MINING EQUIPMENT	1	60	+50PTS/TURN
DEEP SHAFT	2	50	ALLOWS TROOPS TO MOVE, USING ALL THEIR MOVEMENT POINTS THAT TURN, INTO ONE BASE CAVERN OWNED BY THE PLAYER, WHICH IS NOMINATED WHEN BUILDING THE SHAFT.

+WAREHOUSE	0	30	REPRESENTED AS A TOWER IN BATTLE, GIVES + 10 PTS/TURN
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BASE CAVERN UPGRADES

TYPE	TURNS	COST	EFFECT(S)
TAVERN	1	30	LETS YOU HIRE DOGS OF WAR
TOWN WATCH	1	20	GIVES UNITS OF LOCAL WATCH A UNIT CHAMPION.
TOLL GATE	1	20	REPRESENTED AS A TOWER IN BATTLE, GIVES + 15 PTS/TURN
MANOR	1	30	GIVES + 10 POINTS/TURN FOR EACH HERO YOU OWN.
MERCHANT'S GUILD	1	50	GIVES +75 POINTS/TURN FOR EACH OTHER GUILD THAT CAN BE REACHED BY A FRIENDLY NETWORK OF TUNNELS.
WEAPONSMITH	1	25	ALLOWS YOU TO GIVE YOUR TOWN WATCH UP TO 1 PT/MODEL IN UPGRADES FOR EACH IRON MINE THAT IS CONNECTED TO THIS CAVERN.

FACTION SPECIFIC UPGRADES

TYPE	TURNS	COST	FACTION(S)	EFFECT(S)
STEAM SHAFT	1	40	DWARFS	REQ. MINING EQUIPMENT - MINES ONLY, GIVES + 100PTS/TURN.
FORGE MASTER	1	40	DWARFS	REQ. WEAPONSMITH - ALLOWS YOU TO GIVE YOUR TOWN WATCH UP TO 2 PTS/MODEL IN UPGRADES FOR EACH GROMRIL MINE THAT IS CONNECTED TO THIS CAVERN.
MINING INDUSTRY	1	45	DWARFS	REQ. MINING EQUIPMENT - UNITS OF LOCAL WATCH ARE MINERS INSTEAD OF

				WARRIORS.
BELL TOWER	1	40	SKAVEN	TROOPS DEFENDING THIS SETTLEMENT GET + 1 LD
+ WARP TOWER	0	45	SKAVEN	HAS A MOUNTED RATLING GUN ON TOP.
SQUIG PIT	1	50	ORCS AND GOBLINS	MAKES 50% OF TOWN WATCH UNITS INTO SQUIG HERDS (5 SQUIGS, 5 HERDERS).
FUNGUS FARM	1	30	ORCS AND GOBLINS	EACH NIGHT GOBLIN TOWN WATCH UNIT GETS 1 FANATIC.
FUNGUS BREWERY	1	30	ORCS AND GOBLINS	REQ. FUNGUS FARM. GIVES DEFENDING UNITS + 1 LD (THIS MAY NOT BRING THEIR LD TO OVER 10)
CHAPEL OF THE LADY	1	20	BRETTONIA	GIVES A SINGLE UNIT OF 5 GRAIL KNIGHTS WHEN DEFENDING.
TITHES	1	20	BRETTONIA	GET AN EXTRA +5PTS PER HOUSE PER TURN.
WAYFARER'S GUILD	1	40	HIGH ELVES	REQ. MERCHANT'S GUILD - ALLOWS YOU TO MOVE UP TO A SINGLE UNIT OF TROOPS OR HERO EACH TURN TO ANY OTHER BASE CAVERN.
HEALING OF ULTHUAN	1	40	HIGH ELVES	EACH (NON-HERO) DEFENDING UNIT MAY HEAL D6 CASUALTIES AT THE END OF A DEFENDING BATTLE THEY WIN.
TREASURY OF THE OLD ONES	0	50	LIZARDMEN	GIVES +30 POINTS/TURN, AND AN EXTRA 50 FOR EACH GOLD MINE CONNECTED TO THIS CAVERN.
GEOTHERMAL SHAFT	1	20	LIZARDMEN	REMOVES ASL FOR LIZARDMEN IN THIS CAVERN.

CAVE SKINKS	1	30	LIZARDMEN	ALL CHAMELEON SKINKS TRAINED HERE, WHICH YOU MUST MARK AS BEING CAVE SKINKS ON YOUR MAIN ROSTER, IGNORE ASL AND IT'S DARK.
DEEP ROOTS	1	30	WOOD ELVES	BASES ONLY. GIVES 50% OF WATCH AS DRYADS.
FORESTS BENEATH THE EARTH...	1	30	WOOD ELVES.	REQ. DEEP ROOTS. ALLOWS YOU TO TRAIN DRYADS.
BLACKNESS OF NIGHT	1	30	UNDEAD/TOMB KINGS	GIVES AN EXTRA -1 TO HIT WHEN SHOOTING IN THIS CAVERN. THIS DOES NOT AFFECT TROOPS WHO IGNORE 'IT'S DARK...' ANYWAY.
GRAVEYARD	1	40	UNDEAD/TOMB KINGS	GIVE YOUR TOWN WATCH A NECROMANCER/LICHE PRIEST (NO UPGRADES) TO LEAD THEM.
DAEMON FORGE	1	40	CHAOS DWARFS	HEROES OF ANY RACE (ALLIES INCLUDED) THAT WEAR ARMOUR WHO ARE DEFENDING THIS CAVERN GAIN + 1 AS
DARK ALTAR	1	50	CHAOS	HEROES OF THE OWNING PLAYER DEFENDING THIS CAVERN GAIN + 1S, + 1A

VICTORY!

VICTORY POINTS ARE CALCULATED WHENEVER YOU CHOOSE TO END THE CAMPAIGN, USUALLY 6 OR 12 CAMPAIGN TURNS. THIS IS DONE BY ADDING TOGETHER:

- YOUR CURRENT TREASURY
- 20 POINTS PER TUNNEL
- THE INCOME BONUS OF EACH MINE OR SETTLEMENT YOU OWN THAT PROVIDES ONE
- HALF THE POINTS VALUE OF ALL YOUR SURVIVING TROOPS AND BUILDINGS

IN ADDITION, WHICHEVER OF THE FOLLOWING A PLAYER CHOSE AT THE START OF THE CAMPAIGN APPLIES:

BRETTONIA

FOR THE LADY!

FOR EACH VICTORY ADD +50 VP. FOR EACH CHAPEL OF THE LADY ADD +25 VP.

RICHES OF THE REALM

ADD 20% TO YOUR TREASURY SCORE, AND +3 VP FOR EACH HOUSE YOU OWN.

CHAOS DWARFS

HATRED OF HASHUT

FOR EVERY VICTORY IN BATTLE OVER SWORN ENEMIES (SEE THE ALLIANCES TABLE IN APPENDIX A) IN THE CAMPAIGN, GET AN EXTRA 100 VP.

TO TAKE AN EMPIRE...

FOR EACH BASE CAVERN ADD +75 VP.

CHAOS

FOR THE GODS!

GAIN +20 VP FOR EVERY ENEMY MONSTER OR HERO KILLED.

SLAY THEM ALL...

FOR EVERY 500 POINTS OF FOES SLAIN ADD +25 VP

DARK ELVES

ASSASSIN IN THE NIGHT

ADD +100 VP FOR EACH ENEMY HERO YOU KILL (NOTE THIS DOWN REMEMBER)

SLAVE TAKER

ADD +150 VP FOR EACH ENEMY ARMY TOTALLY WIPED OUT (NOTE THIS DOWN REMEMBER).

DWARFS

SLAYER

THESE DWARFS HAVE ONLY ONE THING IN MIND; AVENGE GRUDGES. FOR EVERY VICTORY IN BATTLE OVER SWORN ENEMIES (SEE THE ALLIANCES TABLE IN APPENDIX A) IN THE CAMPAIGN, GET AN EXTRA 100 VP.

BUILDER

THESE DWARFS HAVE THE TASK OF BUILDING UP A BASE BENEATH THE EARTH; FOR EACH MINE CONNECTED TO A PLAYER OWNED BASE BY PLAYER OWNED TUNNELS ADD +75 VP.

UNDGRIN CAPTAIN

THESE DWARFS HAVE BEEN GIVEN THE MISSION OF CLEARING THE UNDERWAY; FOR EACH UNDERWAY TILE ADD +100 VP.

EMPIRE

FOR THE EMPEROR!

FOR EACH MINE ADD +60 VP

VANQUISHER

FOR EACH VICTORY ADD +50 VP. FOR EACH SOLDIER IN YOUR FORCES ADD HALF A VP, ROUNDING DOWN TO THE NEAREST VP.

HIGH ELVES

WAYFARER

FOR EACH TUNNEL SECTION ADD +20 VP

OF GEMS AND JEWELS

FOR EACH GEMSTONE, GOLD OR SILVER MINE ADD +100 VP

TREASURES

ADD 25% TO YOUR CURRENT MONEY AT THE END OF THE CAMPAIGN.

LIZARDMEN

LIZARDMEN HAVE JUST ONE OBJECTIVE; RECOVER THE TREASURES OF THE OLD ONES. FOR EACH TREASURY OF THE OLD ONES ADD +75 VP.

ORCS AND GOBLINS

WARBOSS

FOR EACH WARRIOR ALIVE IN YOUR ARMIES, ADD +2 VP.

DESE TUNNELS IS OURS!

FOR EACH MAP SQUARE OWNED, ADD +15 VP

SKAVEN

FIND THE SACRED STONE

FOR EACH WARPSTONE MINE ADD +250 VP

GREY SEER

FOR EACH BELL TOWER BUILT ADD +30 VP

A NEW UNDER-EMPIRE!

FOR EACH CAVERN OWNED ADD +25 VP

UNDEAD OR TOMB KINGS

DEATH TO ALL

FOR EACH VICTORY ADD +75 VP.

THE EMPIRE IN THE DARK

FOR EACH CAVERN OF ANY SORT ADD +25 VP.

WOOD ELVES

HUNTER IN THE NIGHT

ADD + 150 VP FOR EACH ENEMY ARMY TOTALLY WIPED OUT (NOTE THIS DOWN REMEMBER)

LOREN IS WATCHFUL...

FOR EACH BASE CAVERN ADD +75 VP.

APPENDIX - FACTION ALLIANCES

X = NO ALLIANCE POSSIBLE

B = BROTHERS IN ARMS (SAME FACTION!)

T = TRUSTED ALLIES

D = DISTRUSTFUL ALLIES

	Brettonia	Chaos	Dark Elves	Dogs of War	Dwarfs	Empire	High Elves	Lizardmen	Orcs & Goblins	Skaven	Tomb Kings	Undead	Chaos Dwarfs	Wood Elves
Brettonia	B	X	X	D	T	T	T	T	X	X	X	X	X	T
Chaos (all types)	X	B	D	T	X	X	X	X	D	D	D	D	T	X
Dark Elves	X	D	B	T	X	X	X	X	D	D	D	D	D	X
Dogs of War	D	T	T	B	T	T	T	D	T	T	T	T	T	D
Dwarfs	T	X	X	T	B	T	D	T	X	X	X	X	X	D
Empire	T	X	X	T	T	B	T	T	X	X	D	X	X	D
High Elves	T	X	X	T	D	T	B	T	X	X	D	X	X	T
Lizardmen	T	X	X	D	T	T	T	B	X	X	D	X	X	T
Orcs & Goblins	X	D	D	T	X	X	X	X	B	D	X	D	D	X
Skaven	X	D	D	T	X	X	X	X	D	B	D	X	D	X
Tomb Kings	X	D	D	T	X	D	D	D	X	D	B	X	D	D
Undead	X	D	D	T	X	X	X	X	D	X	X	B	D	X
Chaos Dwarfs	X	T	D	T	X	X	X	X	D	D	D	D	B	X
Wood Elves	T	X	X	D	D	D	T	T	X	X	D	X	X	B

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