

# THE SIEGE OF FELL CLIFFS: A MAP-BASED CAMPAIGN

## THE STORY

---

IT HAS BEEN MANY MOONS since the clash of swords fell silent in the Verdant Corpselands. As victorious Order sets about to rebuild the fallen jungle temples of its newly conquered realm, eyes of both the victors and the defeated turn to the abutting hills and moors. Long have they been the hunting grounds of the children of Gorkamorka. Orruks, ogors, and grots once filled the valleys and rocky wastelands, which acquired the name of the Fell Cliffs from the rugged hills of the north-western edge. But the absence of the forces of Destruction during the battles for the Verdant Corpselands has enticed covetous eyes to the neighboring Cliffs, where perhaps a land can be seized if Destruction will not defend it?

Order, Death, and Chaos each wish to be lords over the domain, and each will contest the others to the bitter end to claim it. Destruction holds dominion over the Fell Cliffs from aeons past, but the numbers of the children of Gorkamorka have diminished from their peak days of old. Ancient tribes of Savage Orruks still inhabit the land, but they are joined by new claimants seeking a piece of territory for themselves: Iron Jaws and Beast Claw raiders; Moon Clan grots lurking in the hills and forests in mysteriously increasing numbers; Ogors and Troggoths. An alliance between the old and new forces of Destruction is ever uneasy and quick to unravel where one side finds an advantage to exploit.

For fifteen weeks battle will join. Magic will fill the air. The raw forces of war will be unleashed. Heroes will enter into legend. At the end lies the fate of the land. Will Destruction hold their ancestral lands, or will dominion of the Fell Cliffs pass to new masters? Only time – and the strong – will say.

## THE MAP

---

The Siege of Fell Cliffs is a map-based campaign, and the winning Allegiance will be that which controls the most territory at the end of the 15-week campaign. In addition, the results of each week's battles will shape which Allegiance controls specific locations. Control of a location will give the armies of the controlling Allegiance special abilities for the following week's battles.

The map is divided into the following six locations:

- *The Woods of Gur*. Evergreen forest in the north-east corner.
- *The Fell Cliffs*. Barren rocky hilltops in the north-west corner that lead to the steep slopes of mountains off the map to the north.
- *The Rocklands*. Windswept waste covered with large rocky outcrops and boulders that lies between the Fell Cliffs and the Woods of Gur.
- *The Wilds*. Relatively flat scrubland that fills the entire southern half.
- *The Black Keep*. An ancient stone fortress, which Gorkamorka himself is said to have peed upon in the Age of Myth. Or so say the legends explaining its foul smell.

- *The Ritual Stone.* A large solitary monolith of ancient carved rock that stands in the south-west corner of the land. Its origin is unknown, but it is undoubtedly a source of great magic.

A map of the Fell Cliffs is provided in Figure 1 below and will be used to show which Allegiance controls which part of the land.

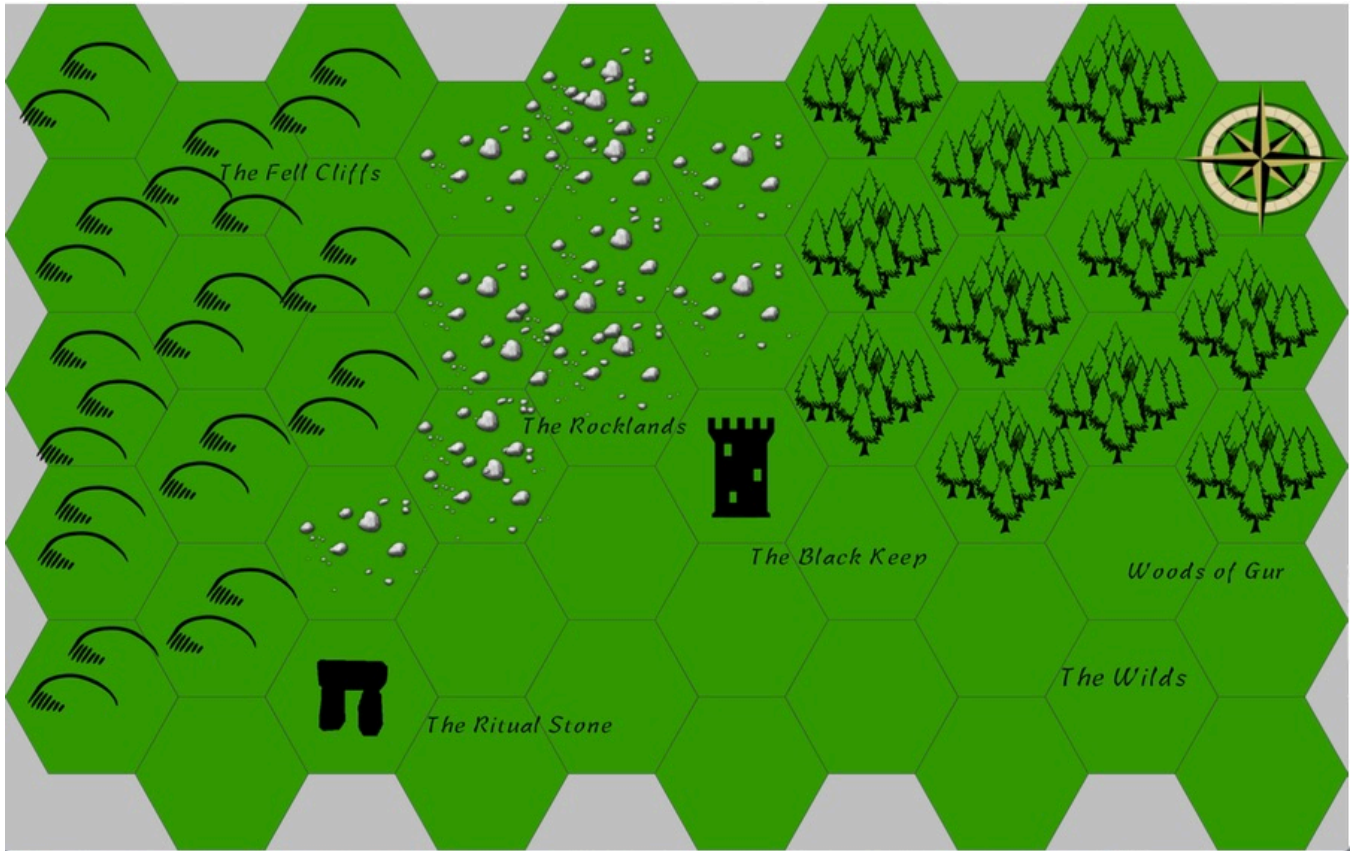


Figure 1: The Fell Cliffs

## HOW TO PLAY

**WHERE?:** To count towards the campaign, all games must be played at Victory Comics in Falls Church. There is a regular Age of Sigmar night every Tuesday at Victory Comics from 6-9 pm, but players are welcome to play on other days and times, space permitting.

**WHEN?:** The Siege of Fell Cliffs campaign starts with a kick-off session from 6:30-9:00 pm Tuesday, February 28 in Victory Comics in Falls Church. Each week of the campaign runs from Monday through Sunday. The Siege of Fell Cliffs campaign ends at 11:59 pm on Sunday, June 11.

**WHY?:** There are two main paths to victory: a collective Allegiance victory and an individual player victory (“Best General”). The prize for the collective Allegiance victory is the honor of controlling Victory Comics for your Allegiance until the end of the next campaign. The prize for the Best General is a \$50 Victory Comics gift card.

There will also be four additional prizes and awards:

- *Destruction Lottery*. At the end of the campaign there will be a lottery drawing for a Start Collecting! box of the winner's choice. Each time you play a game as a force of Destruction, mark it down on your scorecard (which you will photograph and email to the campaign organizer). For each game played as Destruction, you will have one entry in the lottery. The winner will be drawn from all the entries, so the more games played as Destruction, the better the chance of winning!
- *Best Artist*. A painting competition will be held during the month of April, similar to the competition held during the Battle for the Verdant Corpseland campaign. The winner will receive a \$25 Victory Comics gift card, as well as victory points (see Quests, below).
- *Better Late than Never*. A \$25 Victory Comics gift card will be awarded to the player who plays their first game in the campaign during week 8 or later and accumulates the most victory points of any player who starts week 8 or later.
- *Favorite Opponent / Life of the Party*. A \$25 Victory Comics gift card will be awarded to the player who the organizer believes most contributed to the spirit and fun of the campaign.

Prizes will be awarded in June 2017.

**HOW?:** There will be a document box with scorecards in the store, along with battle plans and terrain for each of the six locations in the map. Find an opponent, decide how you want to play (narrative or pitched battle) and at what level (for example, 1000 points, 2000 points, 2500 points). Ideally, games should be played to conclusion, so a lower point value of 1000 or 1500 is highly recommended where time is limited. Then pick a battle plan from those provided or pick another of your choosing from the General's Handbook or any of the battle tomes. This is up to you and your opponent, but the battle plan must provide for major and minor victories.

At the end of the battle, take a photo of your scorecard (provided at the end of this package) and send it to the campaign organizer at [stephenduell@gmail.com](mailto:stephenduell@gmail.com). At the end of each week, results will be tabulated and posted on the [www.victorygamers.org](http://www.victorygamers.org) website and the Victory Gamers Falls Church Facebook page, both for Allegiance and for individuals. Players are encouraged to stick with one Allegiance (Chaos, Death, Destruction, or Order) throughout the campaign, but may switch between Allegiances during the campaign if they wish.

Each battle fought during the campaign will affect the following:

- which Allegiance controls each of the six locations on the map each week;
- which Allegiance ultimately is victorious at the end of the 15-week campaign; and
- which player wins the Best General prize at the end of the 15-week campaign.

Games will be played according to the following rules for Right of Conquest, as modified below:

# THE SIEGE OF FELL CLIFFS: RIGHT OF CONQUEST

**THE SIEGE OF FELL CLIFFS** is a map-based campaign that is fought using the map provided earlier in this package. On the hex-based map are six different locations that the four Allegiances are battling to control. At the end of each week, the results of battle are tabulated and control of a hex is awarded for each victory. If an Allegiance controls the majority of hexes for a location, then that Allegiance will gain a campaign ability to use in any battles the following week (see The Spoils).

## CHOOSING THE BATTLEFIELD

To fight a battle, all you need is another player from the campaign and to decide which of the six locations you want to fight over. If players want to fight for different locations, both should roll a D6, re-rolling ties. The player who rolls highest gets to choose which location is being fought for. Once your location is determined, it can be resolved using the rules from the battleplan of your choice.

## CONQUEST

At the start of the campaign, Destruction controls all hexes.

Once a battle is fought, the player that wins a major or minor victory gains control of a hex for their Allegiance in the location where the battle was fought. If the losing player's Allegiance controls a hex in the location, the winning player switches the Allegiance of one hex of the losing player's Allegiance to the winning player's Allegiance. If the losing player's Allegiance does not control a hex in the location, the winning player converts a hex from the Allegiance that controls the fewest hexes in the location, or from the Destruction Allegiance if no other Allegiance controls a hex in the location.

At the end of each week, the Allegiance that controls the most hexes in a particular location controls the location. The number of hexes for each location are as follows:

*Wood of Gur*: 11 hexes.

*Rocklands*: 9 hexes.

*Fell Cliffs*: 12 hexes.

*The Wilds*: 15 hexes

*Black Keep*: 1 hex (special)

*Ritual Stone*: 1 hex (special)

The Black Keep and the Ritual Stone are in the possession of Destruction if Destruction wins at least

half of the battles fought by Destruction in any given week. If Destruction wins less than half of its battles in a given week, the Black Keep and Ritual Stone are possessed by the Allegiance that has the most victories in the previous week.

## VICTORY

The Allegiance that controls the most hexes at the end of the 15-week campaign is the victor.

## THE SPOILS

The Allegiance that controls a location has the following campaign ability for the following week:

*Wood of Gur*: You have a pool of three re-rolls. Each re-roll can be used once per battle to re-roll a single dice (excluding priority rolls)

*Rocklands*: Pick one unit at the start of each battle. That unit does not take battle-shock tests in that battle.

*Fell Cliffs*: Increase the range of your general's command abilities by 6".

*The Wilds*: +1 to hit on all attacks the first two turns of battle.

*Black Keep*: Once per battle in your hero phase you can heal D3 wounds suffered by your general.

*Ritual Stone*: Any Wizards in controlling Allegiance's army receive +1 bonus to their rolls to cast spells

## **BEST GENERAL PRIZE**

---

The winner of the Best General prize will be the player that amasses the most Victory Points at the end of the 15-week campaign. Victory Points are awarded for playing and winning games, as well as for accomplishing Quests during the campaign. Victory Points are awarded as follows:

- 3 points for a major victory
- 2 points for a minor victory
- 1.5 points for a tie
- 1 point for a defeat

### *Quests:*

- 2 points for each purchase of \$50 of merchandise from Victory Comics; 6 points max. per player. Player must email photo of receipt to [stephenduell@gmail.com](mailto:stephenduell@gmail.com). (*Examples: single \$100 purchase earns 4 points; a \$85 purchase earns 2 points and the \$35 left over is lost and cannot be used and aggregated later*).
- 6, 4, and 2 points for first, second and third place winners in the painting competition to be held in April. Model(s) must be painted during the campaign.
- 2 points for every new battle line unit or behemoth painted during the campaign; 6 points max. per player (player must email a photo of battle line unit or behemoth painted to [stephenduell@gmail.com](mailto:stephenduell@gmail.com) and attests that the models were painted during the campaign).
- 2 points for bringing a new player to the game (no max). A new player is one that has not played Age of Sigmar prior to the start of the campaign, who has never participated in a campaign, and who plays at least one game in the campaign.
- 2 points for being a new player to the game (as defined above).
- 2 points per player for playing a Battleplan from a Destruction Allegiance Battletome (2 points max per player)

## **SCORECARDS**

---

In order to make scoring easy and transparent, the results of each week's battles should be recorded using a scorecard. Scorecards will be provided in the campaign document box at Victory Comics, and will be available for download from the [www.victorygamers.org](http://www.victorygamers.org) website. At the end of each battle, each players should take a photo of their scorecard and email the photo to [stephenduell@gmail.com](mailto:stephenduell@gmail.com). The scorecards will be used to tabulate results for the week. A scordcard is provided below:

# VICTORY COMICS

## THE SIEGE OF FELL CLIFFS QUEST SCORECARD

(please complete after quest is achieved and email to [stephenduell@gmail.com](mailto:stephenduell@gmail.com))

**DATE SUBMITTED:**

**NAME:**

*Quests (write in number of points earned this week for quests achieved in each box):*

- 2 points for each purchase of \$50 of merchandise from Victory Comics; 6 points max. per player. Player must email photo of receipt to [stephenduell@gmail.com](mailto:stephenduell@gmail.com). (Examples: single \$100 purchase earns 4 points; a \$85 purchase earns 2 points and the \$35 left over is lost and cannot be used and aggregated later).
- 2 points for every new battle line unit or behemoth painted during the campaign; 6 points max. per player (player must email a photo of battle line unit or behemoth painted to [stephenduell@gmail.com](mailto:stephenduell@gmail.com) and attests that the models were painted during the campaign).
- 2 points for bringing a new player to the game (no max). A new player is one that has not played Age of Sigmar prior to the start of the campaign, who has never participated in a campaign, and who plays at least one game in the campaign.
- 2 points for being a new player to the game (as defined above)
- 2 points per player for playing a Battleplan from a Destruction Allegiance Battletome (2 points max per player)



Results posted weekly at [www.victorygamers.org](http://www.victorygamers.org)



# VICTORY COMICS

## THE SIEGE OF FELL CLIFFS GAME SCORECARD

(please complete after game and email to [stephenduall@gmail.com](mailto:stephenduall@gmail.com))

**DATE GAME PLAYED:**

**LOCATION OF BATTLE (Circle One):** Woods of Gur / Rocklands / Fell Cliffs / The Wilds

**PLAYER ONE NAME:**

**PLAYER ONE ALLEGIANCE:** CHAOS / DEATH / DESTRUCTION / ORDER

**RESULT (Circle applicable result):**  
MAJOR VICTORY (3 points)  
MINOR VICTORY (2 points)  
TIE (1.5 points)  
DEFEAT (1 point)

**PLAYER TWO NAME:**

**PLAYER TWO ALLEGIANCE:** CHAOS / DEATH / DESTRUCTION / ORDER

**RESULT (Circle applicable result):**  
MAJOR VICTORY (3 points)  
MINOR VICTORY (2 points)  
TIE (1.5 points)  
DEFEAT (1 point)

**PLAYER THREE NAME:**

**PLAYER THREE ALLEGIANCE:** CHAOS / DEATH / DESTRUCTION / ORDER

**RESULT (Circle applicable result):**  
MAJOR VICTORY (3 points)  
MINOR VICTORY (2 points)  
TIE (1.5 points)  
DEFEAT (1 point)

**PLAYER FOUR NAME:**

**PLAYER FOUR ALLEGIANCE:** CHAOS / DEATH / DESTRUCTION / ORDER

**RESULT (Circle applicable result):**  
MAJOR VICTORY (3 points)  
MINOR VICTORY (2 points)  
TIE (1.5 points)  
DEFEAT (1 point)



Results posted weekly at [www.victorygamers.org](http://www.victorygamers.org)

## FAQS

**Q: How are hexes awarded in multiplayer games?**

**A: In games involving more than two players, hexes will be awarded using the following process:**

- Allegiance of player earning a major or minor victory is awarded a hex
- If all defeated players are of the same Allegiance, then Allegiance of victorious player gains control of a hex from the defeated Allegiance in the location where the battle was fought, if the losing Allegiance controls one or more hexes in that location.
  - If the losing Allegiance does not control a hex in the location where the battle was fought, the winning player converts a hex from the Allegiance that controls the fewest hexes in the location, or from the Destruction Allegiance if no other Allegiance controls a hex in the location.
- If defeated players are not of the same Allegiance, but two or more defeated players share the same Allegiance, then the winning player converts a hex from that Allegiance in the location where the battle was fought.
  - If the losing Allegiance does not control a hex in the location where the battle was fought, the winning player converts a hex from the Allegiance that controls the fewest hexes in the location, or from the Destruction Allegiance if no other Allegiance controls a hex in the location.
- If all the defeated players are from different Allegiances (that is, none of the defeated players share the same Allegiance), then the winning player converts a hex from the Allegiance that has the fewest hexes in the location where the Battle was fought, or from the Destruction Allegiance if no other Allegiance controls a hex in that location