

# The Battle for Antillia (12 Players)

by Stephen Thompson, Sean Troy, and Michelle Thompson

## The Isle of Four Pools

A perceptible pulse traversed the net flowing outward to the poles and Chaos Wastes. The pulse's passing wreaked havoc. Magic, blessings, and runes distorted producing a random effect opposite the intent. The rage of men and beast flared.

Parties from all races followed the destruction of the pulses to find its source. They came upon an island in the Great Sea. Four pools of viscous liquid were situated about the island: on the west lie a purplish pink pool, on the east lie a vivid blue pool, in the south lie a putrid green pool, and in the center lie a blood red pool.

Four armies amassed on each third of the island. As the armies approached the three outer pools, they discerned items of value lurking in the depths of the pool. Dwarves saw gromril. Elves saw mithril. Lowly soldiers tested the pool by reaching into it and withdrawing a precious item. No harm came to the soldiers, however, breaking the surface of a pool caused the pulse to emanate and fighting to erupt.

In a desire to mine the pools, the armies in each third formed an uneasy alliance. They created separate encampments; two outposts, one garrison, and one stronghold. The armies rotated between the encampments.

The center pool did not show traces of wealth in its depth. Experimentation showed that if a general dipped his arm into the pool, his army could gain a magical gift without triggering the pulse. The alliances strove to own all garrisons surrounding this middle pool. When they were able to do so, all four generals came forward for the gift.

## Introduction

The Battle for Antillia is a team campaign. Each turn the teams capture and defend map locations. Occupied locations give victory points. The team with the most victory points at the end wins.

At the beginning of each turn, locations revert to the control of their “home” team. Each team member publishes their army list for the upcoming turn.

Each turn teams will declare attacks on one of their neighbors locations and defend attacks against their own locations.

Battles are 2500 point win/loss battle line scenarios.

At the end of the turn, occupying a location yields 1 victory point. Occupied locations in certain patterns will yield additional victory points and benefits in the following turn.

Each battle needs to be fought within the turn time period. Not playing your match will impact your team – every team member needs to commit to getting their game played.

## Winning Conditions

Each battle is a win/loss battle line scenario. Occupied locations net victory points. The team with the most victory points at the of the last turn end wins.

## Players

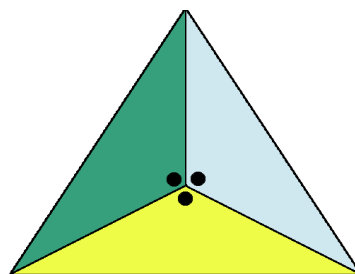
The three teams consist of four players each, one of which is the team captain. The team captain is required to participate in the challenge phase of the turn. Each team can have only one player of each army type on it.

### Valid Army Types

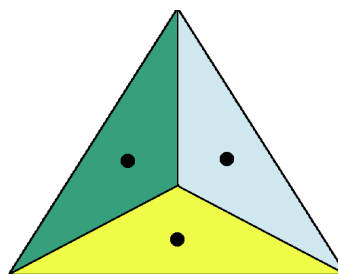
Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos, & Wood Elves.

## The Map

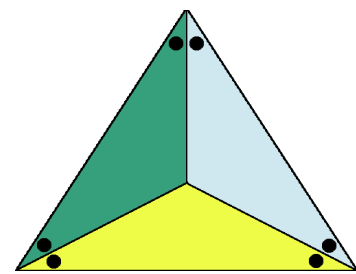
The campaign map consists of an island divided into three parts. Each of the three parts of the island belong to one “home” team and consists of: one stronghold, one garrison and two outposts. The diagrams below illustrate the general composition of the parts.



Garrisons

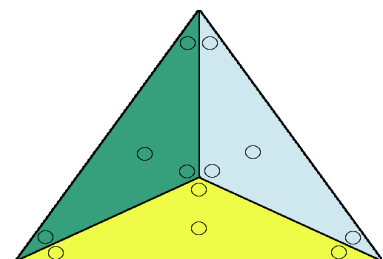


Strongholds



Outposts

Each team occupies one part of the triangle and controls the locations at the beginning of each turn.



# The Turn

The turn consists of:

1. Submit Army Lists
2. Reset the Map
3. Determine Challenge Order
4. Challenges
5. Battles
6. Calculate Results

## Submit Army Lists

Team members submit the army lists for this turn to their captains. When all lists are submitted, the captains share the lists with each other.

## Reset the Map

Control of all locations reverts to the team holding each part of the triangle.

## Determine Challenge Order

Challenge order is determined by victory points: the team with the most amount of victory points is team one, the team in the middle is team two, the team with the least victory points is team three. Victory point ties are broken by a roll off.

Attacks are declared in the following order:

- team one vs. team two
- team two vs. team three
- team three vs. team one
- team three vs. team two
- team two vs. team one
- team one vs. team three

## Challenges

Attacks are declared by the challenge order. An attacking team will declare a location and a player (army list) that will attack, the defending team will accept the challenge with a player (army list) of their choosing.

Each team member can only be used once for the purpose of attacking and defending. Everyone must battle!

## Battles

The previous turn results can generate bonuses for upcoming battles. Apply the bonuses to the standard 2500 point army list creation.

Battles are 2500 point win/loss battle line scenarios. Different scenarios can be used if attacker and defender agree but **their lists cannot be changed**. If the game is a draw (100 point difference) by turn six, captured fortitude breaks the tie. If still a draw after fortitude is taken into account, the defender wins.

**For the Homeland!**

The defender of a stronghold increases their army points by 10% for that battle. These points must be core units. Points available for lords, heroes, rare or special do not increase.

Note: Captains for the current Lords of War campaign have agreed to randomly roll scenarios from the Warhammer rule book. The defender rolls a d6. The defender has the option of re-rolling once.

1. Battleline
2. Dawn Attack
3. Battle for the Pass
4. Blood and Glory
  - a. The game does not immediately end when the objective is met. The winner of Blood and Glory receives 300 victory points instead.
5. Meeting Engagement
6. The Watchtower

**Calculate Results**

If the attacker wins, they capture the location. If the defender wins, they successfully defend the location.

**Victory Points**

- 1 Victory Point for each location a team controls.
- 1 Bonus Victory Point for each outpost pair controlled by a team.
- 3 Bonus Victory Points for controlling all three garrisons.

**NOTE:** A pair of garrisons grants no bonuses.

**Bonuses**

The attacker that captured part of an outpost pair can roll a d6 against the bonus table. They receive this bonus in their next battle. The team must control both outposts in the pair.

If a team controls all three garrisons, all of their members roll a d6 against the bonus table. They receive this bonus in their next battle.

If a team does not control their own stronghold, they may not receive outpost or garrison bonuses.

<b>Bonus Table</b>	
5-6	Pick a magic item from an ally book. Points and type must still valid in the army list.
3-4	Pick 10% of your forces from any ally book. Total army points does not increase.
1-2	Increase army points by 10%. These points must come from your core.

Points available for lords, heroes, rare or special do not increase.
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## Example

After the battles, the map looks like the diagram below.

### Victory Points

Green controls five locations and all three garrisons. Green receives 5 Victory Points for the locations and 3 bonus Victory Points for the garrisons.

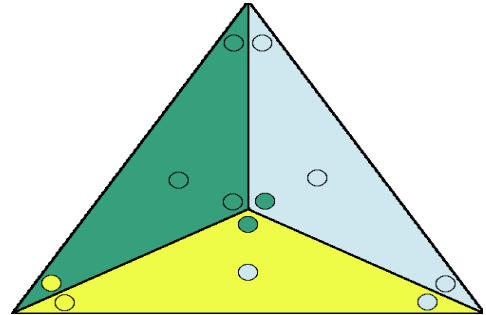
$$5 + 3 = 8 \text{ Victory Points}$$

Blue controls five locations and successfully attacked an outpost in Yellow's triangle. Blue receives 5 Victory Points for the locations and 1 bonus Victory Point for the outpost pair.

$$5 + 1 = 6 \text{ Victory Points}$$

Yellow controls two locations and successfully attacked an outpost in Green's triangle. Yellow receives 2 Victory Points for the locations and 1 bonus Victory Point for the outpost pair.

$$2 + 1 = 3 \text{ Victory Points}$$



### Bonuses

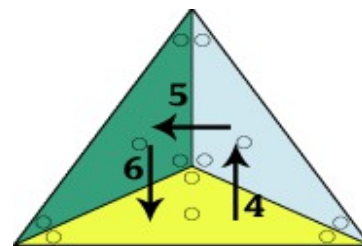
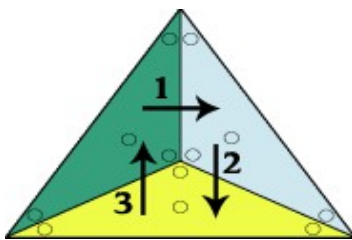
Green controls all three garrisons. All members of the Green team roll a d6 against the bonus table to determine which bonus they receive for their battle in the next turn.

Blue controls an outpost pair. The team member that attacked and won the outpost in Yellow's triangle rolls a d6 against the bonus table to determine which bonus they receive for their battle in the next turn.

Yellow gains no bonuses because Blue captured their stronghold.

### Challenge Order

Green is team one, blue is team two, yellow is team three.



## Number of Turns

The number of turns is set at the beginning of the campaign based on the desired length of the campaign.

## End Times

Team captains decide which portion of End Times will be used in the campaign.

If two team members can use lists from the same End Time book, only one may do so per turn.

The majority of points in an End Times list must come from the players army type. Points for characters from End Times books are subtracted before determining majority.

Ally choices for bonuses are from team members army type.

