

THE OLD WORLD



ANIMOSITY



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presents

The Old World
an Animosity Campaign

www.forum.animositywargaming.co.uk

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Thanks to
The Animosity faithful, Slayer Gaming, Kromlech, Lil Legend, Bitz Box,
all our friends and partners in crime and, of course, the eternally
patient and understanding Animosity WAGs



Published by Animosity Events | www.animositywargaming.co.uk | e: venerabledread@hotmail.com

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Legend tells of a mysterious island lost to time behind a curtain of mist that forever shrouds the coastline beyond the edges of the Old World. These bold and often cryptic tales of old speak of colossal battles fought between the forces of order and the warp-spawned powers of chaos. Titanic beings of near-inconceivable potency clashed in these ancient times; their wars ravaging the land, scouring the landscape of its once undeniable beauty, warping the very earth until it was irrevocably transformed into a twisted mockery of nature. Rivers bubbled and boiled, forests burned and mountains melted and sloughed into the sea. Much of the stories told are mere myth and folklore, but there is a truth behind them. A truth of unimaginable dread and far-reaching horror.

Reports are coming in from various ports around the Old World. Initially believed to be the ravings of drunken sailors, these reports are gaining in credibility, as more and more stories are told in the taverns of seaports from Marienburg to distant Cathay. The mists have begun to part, revealing the coastline of a shadowy, uncharted island. The sailors remember the old stories and, being a generally fearful and superstitious lot, have mostly avoided the dread isle. Those that have ventured closer tend not to return. However, despite these stories and the fear surrounding them, there are those whose fear is overridden by thoughts of fame, power and fortune. The promise of treasure is a sufficiently powerful lure to tempt some of the more daring lords from various races and nations across the world. Several fleets now converge on this strange island; sails filled with favourable winds, or boilers stoked to the max.

A new battle is about to be waged for control of the Misty Isle, although none of the would-be conquerors know what evils lie dormant there, waiting through untold millennia to be unleashed once more upon the earth. If they knew, perhaps they would leave that which eternally lies alone...







SCHERDORF

DAY ONE

Game 1 – Battle for the Pass

Game 2 – Battle Line

Game 3 – Meeting Engagement

DAY TWO

Game 4 – Blood & Glory

Game 5 – Dawn Attack



Aaaargh! Scary small text!

Animosity Events aim to bring together the Warhammer 40,000 gaming community for exciting, narrative based gaming events. The objective of Animosity Events is to allow players to participate in non-competitive story-driven encounters, in which the power of the narrative is more important than the power of the army build. Gamers with all levels of experience are welcome to join us at the events, and we hope that all players that attend can enjoy and fully immerse themselves in the campaigns.

Whilst there are obvious elements of winning and losing, we are not running tournaments; we hope that players will play the miniatures they want to use because they want to use them, not because they want to win. Some of our most memorable moments in wargaming have been mid-annihilation, when a standalone hero dies hard and makes that game in which we took a beating more memorable than many of our victories. Sportsmanship is preferable to gamesmanship, and whether winning or losing please remember: even in defeat, at a narrative campaign your story is not over and from the jaws of defeat you can snatch the cake of victory!

IMPORTANT: ARMY LIST SUBMISSIONS

Please submit your army list to event co-ordinators by 12/08/2014 at . Thank you.

WYSIWYG

What you see is what you get! Animosity weekends are fun, non-competitive events which players attend to enjoy fair, good-spirited play. WYSIWYG has been introduced to encourage fair play and avoid ambiguous miniature selections. Infantry miniatures and stock models should always be modelled WYSIWYG.

Example 1: An Imperial Guard flamer may not be used to represent a melta gun within a unit, even though it is a legitimate weapon choice for said unit. To use a melta gun the guardsman must be modelled with a melta gun.

Example 2: A space marine captain armed with a thunder hammer and storm shield cannot easily be modelled wielding his bolt pistol, and such ancillary wargear need not be represented.

It is not our intention to limit players; the Rule of Cool still dominates. Conversions are great fun and make the hobby all the more entertaining. Therefore, if it has been impossible or aesthetically challenging to model an item within a conversion, that is acceptable. Many miniatures have multiple weapon options and some simply have no modelling option to represent the additions. This is also understood. Common sense is key to successfully managing WYSIWYG. If you have any concerns find us on the forum and ask away in the General Gaming Chat section. Alternatively make a note on your army list prior to submission.

Three Colour Minimum (3CM)

The 3CM rule has been introduced to encourage painted miniatures to the tabletop. In immersive wargaming, fully painted and based miniatures add to the level of enjoyment both owner and opponent gain from the game. We appreciate that time and circumstances often prevent a player from progressing their hobby to the nth degree and, whilst miniatures that do not attain the 3CM are not banned, they will be a little disadvantaged (oo-er)! The following rules come into play at all Animosity ticketed events:

Butt-naked minis - Bare naked miniatures (no paint/undercoat) are particularly despised across the Warhammer universe. All miniatures have the Hatred (Butt-Naked Miniatures) rule.

Paint preferred - Minis that have been painted but do not qualify for 3CM are still preferable to butt-naked metal/plastic/resin. That's not to say they won't suffer, though! All miniatures have the Preferred Enemy (3CM-Failure) rule.

These rules stack, therefore a butt-naked mini gives enemies Hatred and Preferred Enemy!



Mission 1 - Testing the ground 1000 pts - Battle for the Pass

Your ships drop anchor and disembark their warmongering cargo upon the rocky, desolate shoreline of the Misty Isle. Resolute warriors wade through the receding tide and onto the obsidian stone of the volcanic beaches; nervous steeds, snorting in their distress, are reined in by veteran riders; lumbering machines of war creak under their own weight as they roll from purpose-built landing craft onto the glassy shore. You send out pathfinders to scout the land, whilst you order the bulk of your troops to set up camp.

Your scouts return before nightfall to apprise you of the terrain. It appears there is a pass less than two hours' march inland that should provide the quickest route into the interior. However, they also noticed furtive movement in the distant crags, but are unsure who they were, whether they pose a threat or, indeed, whether they in turn were seen. Deciding that fortune favours the brave, you tell your lieutenants to ready the troops: the army marches at dawn.

For detailed rules on Battle for the Pass, please refer to page 146 of the WHFB rulebook.

Mission 2 - They're here! 1000 pts doubles - Battle Line

The battle for the pass is over, but despite your advance army fighting well, they suffered heavy casualties. As your physicians tend to the wounded – a jar of unguent for one patient, a surgical saw for another – an outrider comes riding into your camp. The rider dismounts, runs to your tent and abases himself before you give him permission to speak. He brings word from your allies: they are forming up at the other end of the pass, where it opens up onto a broad, barren and windswept plain that is interspersed with irregular formations of jagged mesa. There is an enemy upon the horizon with significant numbers and your allies will need assistance in the coming battle. Picking up your weapon and placing your helm upon your head, you shout to your men to prepare themselves. Those who cannot fight will be left behind. Onwards to victory or damnation!

For detailed rules on Battle Line, please refer to page 144 of the WHFB rulebook.



Mission 3 - Right, let's get 'em! 1200 pts doubles - Meeting Engagement

Your enemies have revealed themselves. From two bloody engagements, interrogating prisoners and intermittent scouting reports, you have ascertained that there are several armies of considerable size that seem to have come to this dreadful isle for the same reasons as you. The thought of others getting their hands – or claws – on the ancient treasure hordes before you brings your choler to the fore. No one – whether they be man, elf, dwarf or beast – will get to see that treasure. You will make sure of that!

Calling your lieutenants into your tent, you tell them of your plan. Using a rough map of the island you show them where the nearest, most potent enemy has pushed inland. They must not be allowed to proceed any further. Indeed, they must be driven from the island or utterly destroyed in the process. If the lieutenants want their share of the gold, they will ensure that this is so. Or they can die trying.

For detailed rules on Meeting Engagement, please refer to page 149 of the WHFB rulebook.

Mission 4 - The Grind 1600 pts - Blood and Glory

Despite your warriors' best efforts you have failed to remove the enemy from the island, just as they in turn have failed to remove you. It has now become a war of attrition, as you all slowly grind down and destroy each other, the fever for gold and ancient artefacts of untold power consuming the hearts, minds and souls of each and every one of the divergent generals. Elves, dwarfs, humans, orcs and chaos; all are obsessed by a singular goal: to claim the Misty Isle and its riches for their own. No matter the cost.

You drive your bloodied army deeper inland. Exhausted warriors trudge on, marching through the twisted, chaotic landscape; a lust for blood and riches in their eyes. Your brutal war machines bring up the rear, hauled across the scorched earth by teams of prisoners taken from previous victories. You march once more to war. Blood and glory to the victor; death and damnation to the defeated. There can only be one winner.

For detailed rules on Blood and Glory, please refer to page 148 of the WHFB rulebook.



The Mire

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Mission 5 - Confusion Reigns 1600 pts doubles - Dawn Attack

In the shadows of jagged mountains and an incredible dark fortress that soars a thousand leagues into the sky, piercing the swirling vortices high above, your army readies itself for the final battle. Many of your warriors have been driven insane by what they have seen and done over the past weeks, and they gibber and giggle as they cut strange markings into their skin. Your lieutenants have fared little better; each one now with a mad, pitiful glint in their eyes. Are you the only one that is still sane? Or is that now merely wishful thinking?

Your inward thoughts serve no purpose other than to drive you to despair. Shaking your head and cursing yourself under your breath, you focus instead upon the vista before you and begin counting the number of your enemies. Too many, you decide. We are all going to die.

But then a thought whispers to you inside your skull. They will die, it says. You will not. You are destined to claim this isle and the looming mountain fortress at its heart. All the others are soon-to-be-dead fools. A smile creeps slowly across your face. Yes, you mutter. Yes. This will all be mine.

A blade appears in your hand and you raise it high above your head. Casting a look at your warriors to either side, you open your maw and a guttural roar rushes from your throat as if it had been waiting for all eternity to be unleashed. Berserker warriors return the war cry as they surge forward, their general leading the charge. Blood and skulls!

For detailed rules on Dawn Attack, please refer to page 145 of the WHFB rulebook.

It's all about me!

Each Player must choose a Hero level character to be their avatar. It would be nice if they could all be named and this model must be used in all games, but they can change equipment between games. However, they cannot be a Battle Standard Bearer!

To make this character unique you receive one stat upgrade before the campaign starts. Simply choose any characteristic and increase it by +1. So, if you want to make your wizard harder to kill, give him +1 Wound or, if you want your hero to be roaming around smiting your foes, perhaps +1 Strength, Weapon Skill or Attacks.

After each round (and depending whether your avatar survived the game!) you get another +1 upgrade. Once again select any characteristic and increase it by +1.

Over the course of the campaign you can only increase each characteristic by a maximum of +2 and no stat may go above 10.



Resources

Each faction will begin the campaign with 10 gold and each of your territories will generate more as the campaign goes on.

Victory will ultimately be decided by the faction with the highest amount of gold at the end of the event, but that doesn't mean you can't spend some of it in the meantime. In fact, you are encouraged to spend gold to gain special bonuses (see below).

Generating resources

Resources are generated each round in the following ways. You gain:

- +2 gold each round from your fleet anchored off the coast of the island
- +1 gold for each territory you control

You can also gain gold from gathering treasure at the end of each round and this always goes to the faction's pot. There may also be bonuses for completing special missions as the weekend goes on.

Spending resources

Before each round begins, your faction leader can choose to spend resources to buy special cards to be used in-game. Each card costs 1 gold.

The following special cards are available, each with its own unique bonuses:

Assassin

Play this card at the start of the game and choose an enemy character. You then roll a dice and on a 5+ the character suffers a wound with no save of any kind.

Saboteur

Play this card at the start of the game and choose an enemy war machine. You then roll a dice and on a 5+ the war machine immediately suffers a misfire.

Caltrops

Play this card as soon as an enemy unit makes a Vanguard move; the unit counts as moving through Dangerous terrain for its Vanguard.

Lightning orb

Play this card at the start of the game. This item generates a brief but devastating tempest that prevents flyers from flying. In the first turn of the game no unit may fly on either side and must all use their ground movement. After this the storm abates and everything acts normally.

Monster whistle

Play this card at the start of the game. All units with the monstrous rule suffer stupidity for the first turn as they try to get the high pitched whistle out of their heads.

Special Equipment

This is to help with some of the more exotic battlefields, costs and abilities will be listed under the battlefield.

Battlefields

The island has a mixture of environments to battle in and some are more difficult than others.

Plains

This is a normal field of battle with no bonuses or disadvantages.

Swamp

Sucking bogs and damp conditions make a battlefield a form of wet hell.

Advantages - None

Disadvantages - Before a unit moves it must roll a dice. On a 1 it is forced to drag its self through the swamp and cannot march and charges one less dice than normal.





Before a unit shoots it must roll a dice and on a 1 it suffers -2S to its shots as bow-strings snap and black powder fails to ignite.

Special Equipment: Waterproofing - Cost: 1gp
You can reroll the result to test for shooting attacks to see if they are water-logged.

Special Equipment: Floating Boots
Cost: 1gp

You can reroll the result to test for difficult terrain to see if they are waterlogged.

Magical Vortex

Swirling energies gather around the battlefield invigorating wizards with untold power almost to the point of exploding!

Advantages - The magic pool is generated as 3 dice choosing the 2 highest and all magic users have +1 to channel

Disadvantage - Every time a spell is successfully dispelled the backlash of power causes a S1 hit on the caster!

Special Equipment: Magic Syphon

Cost: 2gp

This device normalises magic in an area by absorbing excess magic, if one side has this ignore all additional rules for the scenario and count the Battlefield as Plains

Cave network

Tunnels scatter across some parts of the island allowing for rapid travel and these can be used to redeploy armies quickly. But who knows where they lead...?

Advantages - If you move into a cave in your movement phase remove the unit from play. At the start of your next turn randomly determine a cave to emerge from (including the one you entered from!) and the unit exits from here as though they were re-entering the table.

Disadvantages - None

Special Equipment: Map

Cost: 1gp

You can reroll the result of where you come out if you choose.

Deciding opponents

In each round you will be told how many people you must send against each enemy faction; this will depend on how many people we get and if it's a doubles or singles game. Round 1 will be easy; you need to nominate one player to fight each enemy faction.

Treasure hunting

At the end of each round your faction general can send parties to hunt for treasure! Simply roll 1D6 in front of all the other faction leaders and apply it to the following table:

- 1: Nothing, they return empty handed
- 2: Gold! You gain D3 resources in gold
- 3: Magic weapon – Roll on the relevant table below
- 4: Magic armour/Arcane item – Decide which you want and roll on the table below
- 5: Enchanted item/Talisman – Decide which you want and roll on the table below
- 6: Roll twice on the table again counting 6's as your choice of result



Magic Weapons

- 1: Sword of Striking
- 2: Shrieking Blade
- 3: Biting Blade
- 4: Sword of Might
- 5: Sword of Swift Slaying
- 6: Fencer's Blades

Magic Armour

- 1: Enchanted Shield
- 2: Dragon Helm
- 3: Glittering Scales
- 4: Armour of Fortune
- 5: Armour of Silvered Steel
- 6: Trickster's Helm

Talismans

- 1: Luck stone
- 2: Dragonbane Gem
- 3: Talisman of Protection
- 4: Obsidian Amulet
- 5: Opal Amulet
- 6: Dawnstone

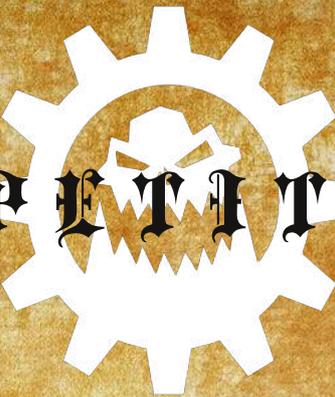
Arcane Items

- 1: Scroll of Shielding
- 2: Sceptre of Stability
- 3: Dispel Scroll
- 4: Earthing Rod
- 5: Trickster's Shard
- 6: Wand of Jet

Enchanted Items

- 1: Potion of Speed
- 2: Iron curse Icon
- 3: Potion of Strength
- 4: Ruby ring of Ruin
- 5: Featherfoe Torc
- 6: Healing potion

When you have selected what you have, you may give it to one of your faction members or keep it for yourself. This will then be added to the 'Me' model for the rest of the Campaign weekend though it can be removed if a better item is bought for the model but can't be given to anyone else. This item is opts and doesn't count as the one version of that item normally allowed, so for example an army could then have two dispel scrolls.



COMPETITIONS

Bitz Box: Best Converted Miniature Award

Bitz Box has organised a prize for the Best Converted Miniature featured in the campaign.

The rules are simple: Enter a single miniature which has been converted using multiple parts from multiple kits. Dynamic bases using bitz should also be taken into consideration for the voting. The winner will be decided by ballot vote by the campaign players. Painting to a high standard is not necessarily the way to victory. We urge all participants to remember that it is a conversion competition. For the painters we have...

Lil Legend Painting Competition

To enter the painting competition, simply enter a painted and based single unit. The unit can be anything: Lord, Hero, Core, Special, Rare... The single unit painting competition will also be voted for by campaign players using a ballot vote.

Slayer Man of the Match

The Slayer Man of the Match Award is voted for by players. The award is for the most sporting player who helped to provide the best atmosphere for gaming during their game together.

The Shieldmaiden Yeoh Award for Outstanding Heroism

This Award is awarded to the player who enacts the greatest moment of heroism across the weekend's games. Great deeds will go down in Animosity legend and also gain the victor a nice prize.

Animosity Dread Prize

During each round of gaming there will be the opportunity to win an Animosity Dread Prize! Each Dread Prize will involve a challenge to be completed during the round of gaming, and the challenge will be detailed during the pre-game briefing. All will be revealed...





SLAYER GAMING have a great gaming venue. We have made arrangements with a local catering firm to provide food over the weekend, and a menu will be emailed to all participants when tickets are dispatched. Upon arrival at the venue, please submit and pay for your order as soon as you arrive and Slayer will sort out the rest. Please note that it is perfectly acceptable for anybody to bring their own food if they prefer. Hot drinks and snacks will also be available for purchase on the weekend.

TICKETS: £20.00

The price of the ticket secures our awesome campaign packs, a small donation towards prizes and, of course, two great days of gaming!

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Nearby accomodation: Please contact Slayer Gaming

IMPORTANT: ARMY LIST SUBMISSIONS

Please submit your army list to event co-ordinators by 12/08/2014 at:
[insert email]@animositywargaming.co.uk. Thank you.

GOOD LUCK AND ENJOY THE CAMPAIGN WEEKEND!