

WARHAMMER

THE OLD WORLD



CAMPAIGN SUPPLEMENT
SHADOWS OVER THE
BORDER PRINCES

A NOTE TO THE READER

This entire campaign book and the characters within it will be altered and determined by the Woehammer event being held in March at Battlefield Hobbies.

Once this has taken place, the revised campaign supplement will be available to participants of the event and Patreons afterwards.

The player of the Grand Alliance with the most wins will have their General be rewarded with a place in these pages as the main hero or antagonist. The player from each faction with the most wins will each have their general named as the leader of that faction.

Events on the tabletop at Battlefield Hobbies may also be dramatised for use within the campaign supplement.



For Use With Warhammer: The Old World Rules

This document allows you to play the Shadows over the Border Princes campaign using the rules from Warhammer: The Old World. To use the contents of this document, you will need a copy of the *Warhammer: The Old World* rulebook.

The rules contained within this document allow players the opportunity to try out the Warhammer: The Old World rules using models they may have in their collection. They are not intended for use in matched play events and will not be updated in line with any future Warhammer: the Old World publications.

This document is entirely fan made and had been compiled by the Woehammer community. For more information visit www.woehammer.com

SHADOWS OVER THE BORDER PRINCES



BY PETER HOLLAND

VI.00

INTRODUCTION

The Border Princes: a land of opportunity and peril where fortunes rise and fall with the swing of a sword. This lawless frontier, nestled between the realms of civilization and the wilds of chaos, has long been a patchwork of petty kingdoms, mercenary companies, and would-be lords carving out fiefdoms in blood and ambition. Yet now, a shadow darker than any border feud has fallen across the land—a storm of war that threatens to drown the region in carnage.

An unholy alliance descends upon the Border Princes, driven by a shared lust for conquest. From the south, the Tomb Kings stir from their ancient necropolises, seeking dominion over lands they claim as theirs by right. The howling Waaagh! of Orcs and Goblins sweeps across from the Badlands, their unending thirst for battle leaving destruction in its wake. From the north, Warriors of Chaos march with grim purpose, their warhosts spreading terror as they seek to shatter what little order remains.

Standing against this tide of destruction are the Forces of Good, rallying to defend the embattled Border Princes. Imperial armies, hardened by decades of war, march southward to protect their allies and keep chaos at bay. Bretonnian knights, driven by chivalry and sacred vows, ride to confront the darkness with lance and blade. From their mountain halls, the Dwarfs emerge, resolute in their determination to defend their ancient strongholds and stem the tide of barbarism.

The Border Princes, a land built on fragile alliances and tenuous order, now teeters on the brink of annihilation. Will the forces of light unite to protect this volatile frontier, or will the Ravening Hordes tear it asunder, leaving only ruins and despair in their wake?

THE CAMPAIGN

In *Shadows over the Border Princes*, players take command of armies in this tumultuous region, choosing to fight for the Forces of Good or the Ravening Hordes. Using the rules of *Warhammer: The Old World*, players will clash in epic battles that shape the fate of the Border Princes. Control of key territories, the recovery of ancient artifacts, and the outcome of decisive encounters will drive the unfolding narrative of the campaign.

This campaign supplement links together a series of games, creating a living story where the fortunes of war ebb and flow. Players will choose whether to defend against the encroaching darkness or lead the charge to carve a bloody legacy, your choices and victories will echo through the annals of history.

This campaign takes place over 5 linked battles, ranging from the first at 1,000 points to a final 3,000 point a side finale. Ideally this campaign is for 4 or more players, but with some amendments, it can suit any number of players.

The shadows grow long, and the Badlands stand at a crossroads. Gather your forces, for the time of reckoning has come!

CREATING CHARACTERS

At the start of the campaign the first thing each player needs to do is create a fitting hero (or villain) who will lead their army to war. Each player should come up with a name for their glorious leader and jot down three things about them – something about their description, their personality or their past victories perhaps. Players should include this character as a unit in their army.

Once they've done that, they should come up with two more named characters to represent their lieutenants.

Depending on the games at the event in March, some of these characters may make it into the published version of this supplement.

ARMIES

Each player chooses a 1,500 point army that conforms to army selection rules within the Forces of Fantasy, Ravening Hordes, Legacy Army List or relevant Arcane Journal.

A legal 1,000 point army must be able to be created from the units included within the 1,500 point army for the first scenario.

Ideally, there should be an equal number of 'good' and 'evil' armies between the players taking part. This will allow for players to team up into pairs for the final scenario.

The great war tent stood at the center of the allied encampment, its silken walls rippling in the cold wind that swept down from the northern mountains. Inside, the air was heavy with tension. A large, circular table dominated the center of the tent, its surface cluttered with maps, markers, and hastily scrawled reports from across the Border Princes. Standing around it were the leaders of the allied forces. Generals representing the might of Elves, Humans, and Dwarves. Each bore the weight of their people's hopes and fears.

General Elowen of the High Elves was the first to speak. Her voice, usually as calm and measured as a forest stream, carried a note of urgency. "Our scouts have returned, and the news is grave. Our enemies march upon us from the north and east. But that is not the worst of it. From the south, the dead rise—an army of the undead led by Settra."

At her words, a murmur ran through the gathered leaders. Beside her, Lord Anselm, a general of the Empire clad in gleaming plate armor, furrowed his brow. His hand rested on the hilt of his sword, as though seeking comfort in its familiar weight. "How many do they number, Lady Elowen? And where do they march?"

Elowen pointed to the map, her long, slender finger tracing the path of the enemy armies. "The Orc and Goblin force is the largest—a horde of the creatures. They come from the north. The Orcs, Beastmen and Ogors move as one, crashing through the forests and ravaging all in their path.

"And the undead?" rumbled Thrain Ironbeard, a dwarven general, his voice like the grinding of stones. He stood with his arms crossed, his thick, red beard bristling with tension. "What of them?"

Elowen's eyes darkened with the memory of the scout's report. "A vast host of skeletons, wights, and abominations. They seek to join forces with the northern hordes at the Crossroads of Valdorn. If they succeed, their combined strength could overwhelm us all."

Lord Anselm leaned over the map, his expression grim. "The Crossroads then... they are vital. Whoever controls them can dictate the flow of this war, reinforcing at will, or cutting off our supply lines. If the enemy links up there, we will be fighting on all fronts, outnumbered and outmatched."

"We cannot allow them to link up," Thrain declared, slamming his gauntleted fist onto the table. "We must hold the Crossroads. If we fortify it, we can force the enemy to fight us piecemeal. The Chaos hordes, the Undead... the Goblins—they must be made to bleed for every inch of ground they take."

Elowen nodded in agreement, her keen eyes narrowing as she studied the terrain. "The forests surrounding Valdorn will be to our advantage. My archers and rangers can harry the enemy as they approach, striking from the shadows. We will make them pay for every step."

"And I will lead the cavalry to strike at their flanks," Anselm added, his voice resolute. "We will break their momentum before they even reach the Crossroads."

Thrain grunted in approval, his hand moving to the map where the hills rose to the west of Valdorn. "My engineers will fortify the hills. We'll dig in deep, they'll find it hard to break through stone and steel. My Ironbreakers will hold the line, no matter what they throw at us."

Elowen straightened, her voice carrying the authority of centuries of elven wisdom. "Then it is decided. We must divide our forces, yet fight as one. We will not allow the enemy to unite. We will shatter their armies before they can merge into a force too great for us to overcome."

THE SHADOWS LENGTHEN

The Border Princes have always been a land of tenuous opportunity. Its fractured politics, sparse resources, and lack of centralised rule have made it a haven for mercenaries, adventurers, and outlaws alike. Here, every valley or crumbling fortress is contested by a would-be lord or desperate tribe, and peace is but a fleeting illusion. Yet even this rugged land has rarely faced a threat as dire as the one now looming on its horizon. The invasion of yet another Orc Warboss has plunged the region into chaos, and its origins lie in ancient grudges, dark prophecies, and the insatiable lust for power.

THE ORC WAAAGH

For years, scattered Orc and Goblin tribes roamed the mountains and badlands bordering the region, their rivalries keeping them disunited and their raids sporadic. That changed with the rise of a cunning Orc Warboss whose brutal tactics and sheer charisma have united the warring tribes into a vast Waaagh! Driven by dreams of plunder and glory, the Orc's forces now surge southward into the Border Princes. Their numbers swell with every victory, and even Goblin warbands, notorious for their treachery, have joined the horde in fear of the warboss' wrath. The Waaagh! brings with it not just the violence of the Greenskins but also an unrelenting chaos that threatens to unravel the fragile patchwork of the region.

THE BLACK LORD

From the north comes a far more sinister force. For decades, the Border Princes have served as a buffer between the civilized realms of the Old World and the chaos-infused lands beyond. Now, that buffer is breaking. A charismatic Chaos Lord has rallied a warhost under the favor of the Dark Gods. Visions of fire and ruin have drawn him to the Border Princes, where he believes the unbridled strife will act as a crucible to forge a new era of Chaos domination. Their followers are fanatical, their madness spreading as they butcher, burn, and desecrate everything in their path.

THE TOMB KINGS AWAKEN

To the south, in the arid deserts, ancient forces stir. The Tomb Kings of Nehekhara, long dormant in their necropolises, have awakened. This resurgence has been led by a High King whose priests have uncovered ancient texts foretelling the return of a powerful artefact buried in the Border Princes. They believe that the recovery of this artefact, a staff said to grant dominion over life and death, will restore their people to their former glory. The Legions of Nehekhara march with cold precision, their skeletal forms an unrelenting tide of undeath. As they advance, they show no interest in negotiation or conquest beyond their singular purpose: reclaiming what was lost.

THIS SECTION WILL BE UPDATED WITH A SEGMENT FOR THE GENERAL OF EACH EVIL FACTION WITH THE MOST VICTORIES AT THE END OF THE WOEHAMMER EVENT

A LIGHT IN THE DARK

The shadows lengthened upon the discovery of a ruined temple hidden deep in the Border Princes. Imperial forces unearthed the temple during an expedition to tame an unruly King of the Border Princes who were refusing to pay fealty to the Emperor. Once the King had been... subdued they found an ancient vault, its walls etched with runes of Nehekharan origin and wards marked with the sigils of Chaos. Among the relics was a staff, dormant yet pulsing with faint energy. News of this discovery spread like wildfire, drawing the eyes of many towards the Border Princes.

The staff is believed to be the long-lost Sceptre of Eternity, an artefact of immense power tied to both the Tomb Kings and the Chaos Gods. Its existence has roused the Tomb Kings from their slumber, while the Chaos warbands believe its recovery will secure their dominion. Even the Orcs, spurred on by dreams of godhood, march to claim it for their own savage ends.

The fragile equilibrium of the Border Princes has been shattered by this discovery, and now war engulfs the land. Each faction marches to claim the sceptre or prevent it from falling into enemy hands. As the shadows deepen, the fate of the Border Princes hangs in the balance.

DEFENDERS OF ORDER

The Empire has dispatched several regiments of soldiers southward. These forces are led by a grizzled veteran who knows the stakes of this war all too well. To them, the loss of the Border Princes is unacceptable; allowing the region to fall would expose the Empire's southern flank to unrelenting invasions.

THIS SECTION WILL BE UPDATED WITH A SEGMENT FOR THE GENERAL OF EACH GOOD FACTION WITH THE MOST VICTORIES AT THE END OF THE WOEHAMMER EVENT

A CHIVALROUS DEFENSE

The Bretonnians have responded with their own forces, spurred by a combination of honour and ambition. Knights of the Realm see this as an opportunity to prove their mettle and bring justice to a land rife with chaos. Leading their forces is a proud and zealous noble who views the campaign as both a holy duty and a chance to expand Bretonnia's influence.

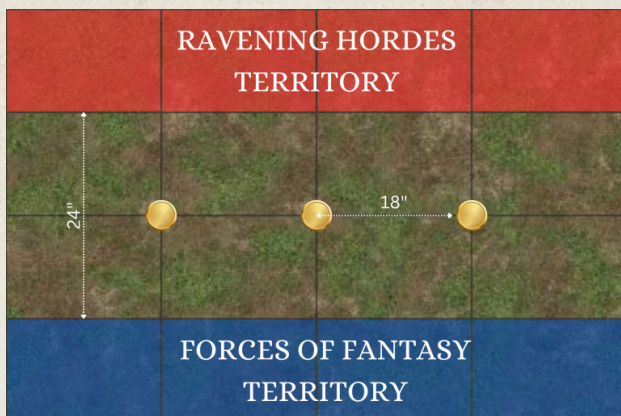
A CHIVALROUS DEFENSE

The Dwarfs, ever vigilant in defense of their ancient holds, have sent contingents from the Grey Mountains and the Vaults. Their motivations are twofold: to protect their ancestral halls from desecration and to honour old oaths made to the Empire and other allies. Among their ranks is a Thane whose presence alone inspires his warriors to stand firm against the darkness.

SCENARIO I: CROSSROADS OF VALDORN

The crossroads at Valdorn are a vital point of control in the region, where ancient roads converge amidst rolling hills and crumbling ruins. For the Forces of Order, it represents an opportunity to delay the alliance of the Ravening Hordes, striking a decisive blow before the full strength of their enemies can unite. For the invaders, the crossroads is a critical junction for reinforcing their armies and coordinating their campaign of destruction.

Both armies realise the importance of Valdorn and force march their way to the crossroads. At the break of dawn, the forces sit at either side of the village, poised to strike.



DEPLOYMENT

Once the battlefield has been set up, the winner of a roll off chooses which player will deploy the first unit and which side of the table they would like to deploy on. Players deploy their armies using the alternating units method, as described on page 285 of the Old World Rulebook.

FIRST TURN

Once deployment is complete, the winner of a roll off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

GAME LENGTH

The battle will last for six rounds, until one side concedes, or until the players have played for two hours.

ARMIES

Players must choose a 1,000 point army from units available to them in their 1,500 point list. This army must be legal to play within the limits of their army selection.

SET-UP

Place terrain as described on page 268 of the Old World Rulebook. Place three suitable objective markers along the centre of the table as shown to the left.

SCENARIO SPECIAL RULES

Only infantry or monstrous infantry may hold objectives in this battle. To hold an objective the unit must be within 6" at the end of the game. If both players have units within 6" of an objective then total up each players models strength (using their unmodified strength characteristic) within 6" of the objective.

VICTORY POINTS

Once the battle has ended, use victory points to determine which player is the winner, as described on page 286.

Also total how many objectives each player held at the end of the game. When playing with multiple players across many games, total the number of objectives held by the Forces of Fantasy and those held by the Ravening Hordes. The side with the most objectives held will be the victor.

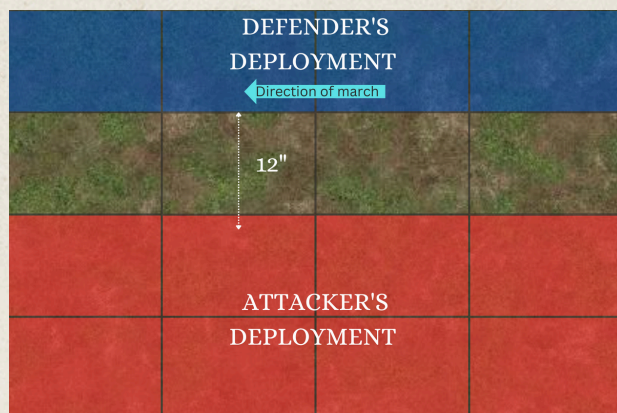
The alliance with the most objectives will be the defender in Scenario 2.



SCENARIO II: AMBUSH AT BLACKTHORN HOLLOW

As the dust settles on the blood-soaked crossroads at Valdorn, the victors push forward, their forces emboldened by the triumph. But war in the Border Princes is rarely straightforward. The narrow passes and shadowed gullies of Blackthorn Hollow provide the perfect terrain for treachery.

Lying in wait, the defeated forces have set a cunning trap, using the rough terrain to their advantage. Their aim is simple: cripple their enemy's vanguard and disrupt their advance before they can consolidate their gains. For the victors, the march becomes a desperate struggle for survival as the clamor of battle rings out once more, this time from the shadows.



DEPLOYMENT

All defending units are deployed first facing to their right, to represent the fact they are travelling along the road when they are unexpectedly ambushed. The defenders are therefore deployed in a marching column presenting its flank to the attackers.

The General of the defending army is placed in the middle of the column no closer than 24" to either side edge of the table. The attackers do not attack until the General is right in front of them.

Once the defenders are set up, the attacker then deploys their units.

FIRST TURN

The attacker has the first turn.

GAME LENGTH

The battle will last for six rounds, until one side concedes, or until the players have played for two and a half hours.

ARMIES

Players may use their entire 1,500 point army. This army must be legal to play within the limits of their army selection.

The loser of the previous battle is the Defender and the other player is the Attacker.

SET-UP

Place terrain as described on page 268 of the Old World Rulebook. Place three suitable objective markers along the centre of the table as shown to the left.

SCENARIO SPECIAL RULES

The defending player's table edge represents the steep cliffs of Blackthorn Hollow, there is no escape off the table in that direction.

Any troops which are fleeing stop at the Defender's table edge and are considered destroyed if the enemy pursue into them.

Troops that are pursuing will halt at the table edge.

VICTORY POINTS

If the Defender's General is slain, the battle ends at the end of the turn and the Attacker's win a decisive victory.

If the battle continues, determine who has won in the usual fashion using victory points to determine which player is the winner, as described on page 286.

The alliance with the most game victories will be the Attacker in Scenario 3.

SCENARIO III: CUT OFF THE HEAD

The victors at Valdorn waste no time pressing their advantage. In an attempt to defeat the enemy the victors taunt the enemy into battle with the aim to strike down their general and to leave the enemy leaderless.

ARMIES

Players may use their entire 1,500 point army. This army must be legal to play within the limits of their army selection.

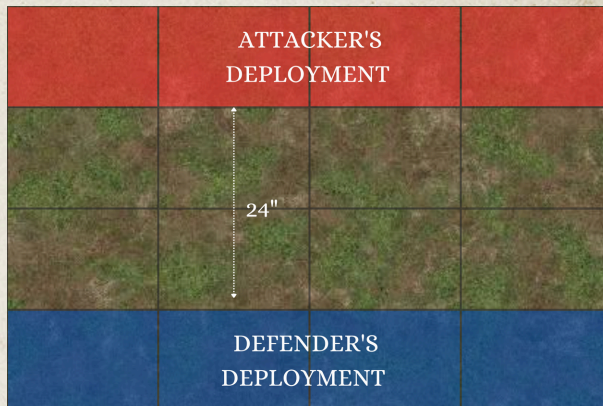
The winner of the previous battle is the Attacker and the other player is the Defender.

SET-UP

Place terrain as described on page 268 of the Old World Rulebook. Place three suitable objective markers along the centre of the table as shown to the right.

DEPLOYMENT

Once the battlefield has been set up, the attacker chooses which player will deploy the first unit and which side of the table they would like to deploy on. Players deploy their armies using the alternating units method, as described on page 285 of the Old World Rulebook.



FIRST TURN

Once deployment is complete, the winner of a roll off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

GAME LENGTH

The battle will last for six rounds, until one side concedes, or until the players have played for two and a half hours.

SCENARIO SPECIAL RULES

Each player will gain a campaign point for enemy characters and heroes that are killed during this battle.

VICTORY POINTS

Once the battle has ended, use victory points to determine which player is the winner, as described on page 286.

Total how many characters were killed by each player at the end of the game. When playing with multiple players across many games, total the number of characters killed by the Forces of Fantasy and those by the Ravening Hordes. The side with the most kills will be the victor.

Players on the alliance with the least kills will be the attacker in Scenario 3 but will also be without one of their characters for that battle. The player may choose which character does not participate in the next scenario.



SCENARIO IV: RESCUE AT DUSKWATCH

In the chaos following the clashes at Valdorn and Aver Heights, a notable leader has been captured.

The enemy have dragged them to Duskwatch Keep, an ancient fortress nestled in a mist-shrouded valley. Here, amidst jagged rocks and decaying battlements, they plan to interrogate him, either to confirm their own dark prophecies or to ensure the knowledge he holds never reaches the Ravening Hordes.

They cannot remain in enemy hands. A daring rescue must be launched before his secrets are spilled—or his life ended.



DEPLOYMENT

Once the battlefield has been set up, the winner of a roll off chooses which player will deploy the first unit and which side of the table they would like to deploy on. Players deploy their armies using the alternating units method, as described on page 285 of the Old World Rulebook.

Lastly, the chosen model that has been captured from the Attacker's army is placed with one of the Defender's units.

FIRST TURN

Once deployment is complete, the winner of a roll off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

GAME LENGTH

The battle will last for six rounds, until one side concedes, or until the players have played for two and a half hours.

ARMIES

The Defender may use their entire 1,500 point army. The Attacker may use their 1,500 point army less one character of their choice. Both armies must be legal to play within the limits of their army selection.

SET-UP

Place terrain as described on page 268 of the Old World Rulebook. Place three suitable objective markers along the centre of the table as shown to the left.

SCENARIO SPECIAL RULES

The hostage is placed with one unit of the Defender's choice ranked up at the back of that unit. If that unit is defeated in melee or by one of the Attacker's units the character is free to rejoin the Attacker's army and move as normal, joining and leaving units as per the rules.

If the unit that is holding the captive flees the hostage breaks free of their bonds and can be moved by the Attacking player as normal.

VICTORY POINTS

Once the battle has ended, use victory points to determine which player is the winner, as described on page 286.

Total how many hostages were released amongst all the games in the campaign. If the majority of hostages were released then the attacking alliance is the victor, otherwise the defending alliance is the victor.



SCENARIO V: BATTLE OF DREADMOOR

The time for skirmishes and subterfuge has passed. The armies of both forces now converge on Dreadmoor Plain, drawn by a single, all-consuming purpose: the Sceptre of Eternity.

Unearthed from its ancient resting place amidst the chaos of war, the artefact lies nearby ripe for the taking, radiating a power that promises glory to its wielder—or ruin to their enemies. For the Forces of Order, the sceptre represents a dire threat, a weapon that must not fall into the hands of their foes. For the Ravening Hordes, it is the ultimate prize, the key to total domination over the Border Princes and beyond.

As the sun rises over the plain, the clash begins. Cavalry thunder across the open ground, war machines unleash their fury, and magic crackles through the air. All the while, the sceptre glows with an otherworldly light, calling to those brave—or foolish—enough to claim it.

ARMIES

The Defender may use an army of 3,000 points which includes their original 1,500 point list. If playing with more than two players, then it is recommended for players of the same alliance to form teams of two to face off against each other using their 1,500 point lists.

SET-UP

Place terrain as described on page 268 of the Old World Rulebook. Place three suitable objective markers along the centre of the table as shown to the right.

DEPLOYMENT

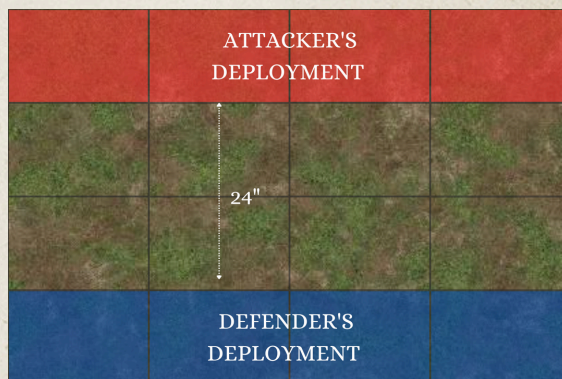
Once the battlefield has been set up, the winner of a roll off chooses which player will deploy the first unit and which side of the table they would like to deploy on, they are the attacker. Players deploy their armies using the alternating units method, as described on page 285 of the Old World Rulebook.

FIRST TURN

Once deployment is complete, the winner of a roll off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

GAME LENGTH

The battle will last for six rounds, until one side concedes, or until the players have played for three and a half hours.



VICTORY POINTS

Once the battle has ended, use victory points to determine which player is the winner, as described on page 286.

