

# Campaign Objectives

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## Campaign Progress Points (CPP)

Campaign Progress Points represent how far your warband has come in their quest to dominate Mordheim.

## Gaining CPP

- All warbands gain CPP by winning and playing scenarios, by sending Wyrdstone to their patrons, and by finding magical Artefacts. *(See next page for details.)*
- In addition, each warband has a unique set of triggers that grant them extra CPP. *(This is also detailed on the next page.)*

## CPP Thresholds

Each warband has a unique set of bonuses that are automatically gained by the warband as it passes a certain number of CPP (*5 CPP, 10 CPP, etc.* - *This is detailed on the following pages.*)

- CPP Thresholds are **not** applied in the midst of battle: If you reach a CPP Threshold, it does not take effect until after the battle.

## Losing CPP

Warbands can lose CPP. If your warband loses CPP *(for example, by losing possession of a magical Artefact)*, any bonuses earned from CPP Thresholds are still retained by your warband.

- The exception to this that a warband must always have 35 CPP or more to eliminate opposing warbands from the campaign.

# Campaign Progress Points

## Base CPP: All Warbands

- +1 CPP Playing a Scenario
- +2 CPP Winning a Scenario
- +½ CPP per Wyrystone Shard sent to the warband's patrons.
- +2 CPP per Artefact in the warband's possession.

## Reiklanders

- Additional +1 CPP for winning a scenario where you had one or more warriors with a Banner left on the board.
- +1 CPP taking an enemy with a Banner *out of action*.
- +½ CPP taking an enemy hero *out of action* with a shot from Overwatch.
- +½ CPP per Officer special skill in the warband.

## Witch Hunters

- +1 CPP per enemy hero captured and burned at the stake.
- Additional +2 CPP if the captive was a wizard.
- +1 CPP winning a scenario where the enemy deployed two or more wizards.
- +½ CPP taking any enemy *out of action* with any kind of *flaming* hit.

## Skaven Clan Eshin

- +1 CPP per enemy hero captured and sold to slavers.
- +1 CPP taking an enemy hero *out of action* with a *poisonous* attack.
- +1 CPP whenever a warrior in your warband that has both 'Stealth' and 'Leap' takes an enemy hero *out of action* in close combat, or with a shooting attack where the range was 6" or less.
- Additional +1 CPP if that enemy had the 'Leader' special rule.

## Middenheimers

- +1 CPP whenever a hero in the warband takes an animal, Gor or Ungor *out of action* with a blow from a White Wolf Hammer.
- +1 CPP taking an enemy *out of action* with an attack that had Overkill.
- +½ CPP whenever a hero in the warband takes a *fleeing* enemy *out of action*. (With a Free Hack or otherwise.)
- +½ CPP taking an enemy hero, animal or monster *out of action* with Hunting Arrows.

## Marienburgers

- +1 CPP whenever a warrior with the 'City of Gold' special rule wins a duel against a captured enemy or a pit fight.
- +½ CPP per item in the warband whose normal buying price is 30gc or more.
- +1 CPP taking an enemy hero *out of action* with a *poisonous* attack.
- +1 CPP whenever a hero affected by Crimson Shade takes an enemy hero or monster *out of action*.

## Vampire Counts

- Additional +1 CPP per Artefact in the warband's possession.
- +1 CPP member of the warband that is a reanimated enemy hero.
- +½ CPP per Arcane special skill in the warband.
- +½ CPP successfully casting a spell on 4D6 or more.

## Cult of the Possessed

- Additional +1 CPP per Artefact in the warband's possession.
- +1 CPP when a Daemon or Gor takes an enemy priest *out of action*.
- +1 CPP per enemy hero captured and sacrificed.
- +½ CPP per Mutation special skill in the warband.

# Campaign Progress Thresholds

## Reiklanders

**5 CPP: Inspiring Officer:** One hero in the warband, chosen by you, gains the 'Inspiring Leader' officer special skill.

**10 CPP: Recruitment in Reikland:** Greatswords are 5gc cheaper to hire from now on. Banners and Bodkin arrows are 5gc cheaper than their normal price and common items to the warband from now on.

**15 CPP: Growing Reputation:** +1 to the maximum number of heroes in the warband. *(The maximum number of warband members in the remains the same.)*

**20 CPP: Systematic Explorers:** Whenever you find two or more locations on the exploration chart, you may choose any two that you get to keep. *(Instead of the normal one.)*

**25 CPP: Crack Troops:** All heroes in the warband gain +1 Ld and may permanently ignore one campaign injury each. *(Ld cannot be increased beyond 10.)*

**35 CPP: Strategic Supremacy:** Enemy warbands that lose a battle against this warband are eliminated from the campaign.

## Middenheimers

**5 CPP: Steadfast Fighter:** One hero in the warband, chosen by you, gains the 'Combat Master' combat skill.

**10 CPP: Stagecoach to Middenheim:** Hunting Arrows are common items to the warband from now on and the warband may re-roll failed tests to see if they can slay a wolf when they attempt to buy Wolf Cloaks.

**15 CPP: Growing Reputation:** +1 to the maximum number of heroes in the warband. *(The maximum number of warband members in the remains the same.)*

**20 CPP: Ulric's Champion:** One hero in the warband, chosen by you, treats all campaign injuries as 'What Does Not Kill You...' from now on, except for rolls of 'Dead', 'Captured', 'Robbed' and 'Sold to the Pits'. That hero also gains +1 Strength and no longer has any racial maximum for Strength.

**25 CPP: Berserkergang:** All heroes in the warband gain +1 Strength. *(This may take them above their racial maximum.)* They also cause *fear* the turn they charge from now on.

**35 CPP: Crush the Weak!** Enemy warbands that lose a battle against this warband are eliminated from the campaign.

# Campaign Progress Thresholds

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## Marienburgers

**5 CPP: Remarkable Duellist:** One hero in the warband, chosen by you, gains the 'Duellist' combat skill.

**10 CPP: Suppliers in Marienburg:** The warband gains one Freetrader Ring and D3 Silk Hats.

**15 CPP: Growing Reputation:** +1 to the maximum number of heroes in the warband. *(The maximum number of warband members in the remains the same.)*

**20 CPP: Sneaky and Sly:** You may re-roll any one result on the campaign injury chart in each post-battle sequence from now on. The new result must be accepted.

**25 CPP: Jacks of Trades:** All heroes in the warband gain +1 Initiative and gain access to all five basic skill lists. Each hero may then choose a skill.

**35 CPP: A Done Deal:** Enemy warbands that lose a battle against this warband are eliminated from the campaign.

## Witch Hunters

**5 CPP: Ardent Fanaticism:** One hero in the warband, chosen by you, gains the 'Utter Determination' Blessings of Sigmar special skill.

**10 CPP: Noticed by the Grand Theogonist:** Shackles and Dispel Scrolls are 5gc cheaper than their normal price and are common items to the warband from now on.

**15 CPP: Growing Reputation:** +1 to the maximum number of heroes in the warband. *(The maximum number of warband members in the remains the same.)*

**20 CPP: Visions of Purity:** The warband may now modify one D6 by +1/-1 each battle, even if it was a re-rolled dice. Cannot be used for exploration.

**25 CPP: Divine Presence:** The warband starts each battle with D3 power dice that can be used by any caster.

**35 CPP: Purge the Filth!:** Enemy warbands that lose a battle against this warband are eliminated from the campaign.

# Campaign Progress Thresholds

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## Vampire Counts

**5 CPP: Nightprowler:** One hero in the warband, chosen by you, gains the 'Stealth' speed skill.

**10 CPP: Secrets of house Von Carstein:** Zombies gain +1 WS and +1 Initiative.

**15 CPP: Growing Reputation:** +1 to the maximum number of heroes in the warband. *(The maximum number of warband members in the remains the same.)*

**20 CPP: Ascension to Lichedom:** One hero in the warband, chosen by you, gains the 'Undead' and 'Immortal' special rules. He also gains access to Arcane special skills. *(His race does not have to be Skeleton to use Arcane skills.)*

**25 CPP: The Restless Dead:** All Zombies in the warband gain +1 S and +1 A. All members of the warband whose race is Skeleton gain +1 WS and +1 Initiative.

**35 CPP: Night Comes to Mordheim:** Enemy warbands that lose a battle against this warband are eliminated from the campaign.

## Cult of Possessed

**5 CPP: Warpstone Exposure:** One hero in the warband, chosen by you, gains a random mutation.

**10 CPP: Noticed by the Shadowlord:** The warband gains a Forbidden Tome. Power Scrolls are now 10gc and common to the warband.

**15 CPP: Growing Reputation:** +1 to maximum number of heroes in the warband. *(The maximum number of members in the warband remains the same.)*

**20 CPP: Fateweaver:** One hero in the warband, chosen by you, permanently gains a 6+ ward save that is completely negated by spells, prayers and artefacts.

**25 CPP: The Eye Beckons:** The warband may re-roll all 'Random Happenings' and 'The Eye of Chaos' rolls. The new result must be accepted.

**35 CPP: The Shadowlord Triumphant:** Enemy warbands that lose a battle against this warband are eliminated from the campaign.

# Campaign Progress Thresholds

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## Skaven Clan Eshin

**5 CPP: From the Rooftops:** One hero, chosen by you, gains the 'Alley Cat' speed skill.

**10 CPP: Noticed by the Nightmaster:** Caltrops and Poison Vials are now common items to the warband.

**15 CPP: Growing Reputation:** +1 to the maximum number of heroes in the warband. *(The maximum number of warband members in the remains the same.)*

**20 CPP: Deathmaster:** One hero in the warband, chosen by you, permanently causes critical hits on natural 5-6 to hit with all types of close combat and shooting attacks from now on.

- Furthermore, warrior can now cause critical hits on natural 6s to hit, even if he would require rolls of 6 to hit his target.

**25 CPP: Assassination Supreme:** Choose any three heroes in the warband with both 'Stealth' and 'Leap'. Close combat and shooting attacks from those heroes ignore armour saves from now on.

**35 CPP: A New Undercity:** Enemy warbands that lose a battle against this warband are eliminated from the campaign.