

# Ambitions preview

All warbands in the Sealed City are wrestling for power, striving for fame & fortune or try to defend their home. Each has its own agenda. Ambitions are used to determine goals that players work toward achieving throughout the course of a campaign.

It does not matter whether there are warbands of a particular type in your campaign or not. Neither is it required that any player fights for the forces of good (or vice versa). Campaigns in the Sealed City can be played with all concerned infighting – exacting works of evil or all disputing law & order. Of course it is generally more fun if roles are distributed evenly but it hardly matters if they are not.

## choosing an ambition

Depending on the warband type each warband has its own ambition that it aims to complete throughout the campaign. This ambition is determined at the beginning of the campaign. All players may always have complete insight concerning other players' ambitions. There are six ambitions being introduced in the Sealed City supplement.

A warband may switch to another legal ambition in between battles. However, this results in a penalty of losing –D6 campaign points.

## campaign achievements

Mark a check box for every Campaign Point (CP) the warband gets – similar to gaining Experience points.

Whenever you reach a thick-bordered box consult the Achievement chart for the ambition to see what happens.

You will be able to find an adapted warband roster with a field for tracking your campaign points at the end of the supplement or download one from our website.

If campaign points are lost for any reason, then this has no bearing on campaign achievements already reached. Any lost campaign points must be regained before a warband can progress to its next campaign achievement.

## starting over

When a player chooses to disband his warband, their progress and achievements are lost along with the warband members. He then selects a new ambition for his new warband just like at the beginning of the campaign.

To make up for the time lost (similar to the underdog bonus for lesser warband rating) the warband immediately gains an amount of campaign progress points equal to the next lowest amount of the other participating warbands minus D3.

*Example: A House Guard warband is reformed. Other warbands participating in the campaign are Clan Pristek (Reign from Shadows: 12 CP), Maidens of Dusk and Dawn (Purge the Intruders: 8 CP) and Clockworkers (Knowledge is Power: 9 CP). The House Guard player rolls a D3, which scores a 2. Thus the guard starts with  $8 - 2 = 6$  CP.*

## winning the campaign

As soon as a warband fulfils its ambition they win the campaign. An ambition is complete when all check boxes for the ambition are filled and any further requirements are met.

*The most merciful thing in the world, I think, is the inability of the mortal mind to correlate all its contents.*

*We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far.*

*The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of dark powers.*

- The Blind King

# Kings' Greed

*Gold. Power. Dominion. Wealth and power often come hand-in-hand and power is the one thing, which may guarantee a noble man's survival in this nightmare world. More gold, more men, more weapons, more everything - this is what drives Bramstetter's financiers across the Great Ocean. But they are by far not the only ones who seek to make a fortune in the Sealed City - wherever wealth establishes, greed always follows on foot. In the end, the right amount of gold could make you a king to rule this gods-forsaken island.*

**Warbands:** House Guard, Mercenaries, Pirates of the Great Ocean

**No Alliance with:** Kings' Greed

## Ambition progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** If the warband wins a battle it gets +1 CP.

**+1 Competition is good for business.** The warband gets +1 CP for taking the *leader* of a warband with the Kings' Greed ambition *out of action*.

**+1 Stacking values.** The warband gets +1 CP per obtained item with Rare 10 or higher (regardless if bought, found or traded).

**-D3 Backing the wrong horse.** Whenever the warband loses any item with Rare 10 or higher, they lose -D3 CP per item (regardless if sold, stolen or destroyed).

## Achievements

### CP Achievement

- 5 Trade agreement:** By concluding favourable contracts with local merchants throughout the city, the warband pays 10% less for common items.
- 10 Rolling business:** The warband's maximum number of warriors is increased by 3.
- 15 Another!:** A single dead henchman may be replaced directly after the game at no cost on a roll of 4+ on a D6 (the new henchman comes with the same experience as his dead predecessor but without any weapons or armour).
- 20 Work is cheap:** Hired Swords charge only half their normal hire and upkeep fees when hired by this warband.
- 25 Backhander:** Before rolling to find a rare item, the hero may pay the item's rarity in gold crowns to get a +1 bonus on the roll. This may be used up to twice per roll.
- 35 Premium pay:** After every game, the warband gains D6x5 gc for each enemy hero that was taken *out of action* by this warband during the game.
- 40 Seize the throne:** Each warband with the Kings' Greed or Reign from Shadows ambition that is routed by the warband gets immediately eliminated from the campaign. If all warbands with these ambitions have been eliminated, the warband wins the campaign.

# Reign from Shadows

*It's not unusual for those in power to be just unwitting puppets whose fates are controlled out of the shadows. Prestige and renown aren't sought by their puppeteers for they only lust after influence and power to put their plans into action, hidden from the public eye. These intriguers quite often make use of their shadowy kin - poisoners, smugglers and fences are their allies as these miscreants benefit as well from their patron's powerful dancing puppets.*

**Warbands:** Cult of the Possessed, Silent Brotherhood, Skaven, The Undead

**No Alliance with:** Kings' Greed, Protect and Serve

## Ambition progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** If the warband wins a battle it gets +1 CP.

**+1 Kill them dead.** The warband gains +1 CP whenever an enemy hero dies permanently after being taken *out of action* by this warband.

**+1 Slay the king.** The warband gets +1 CP for taking the leader of a warband with the Kings' Greed or Protect and Serve ambition *out of action*.

## Achievements

### CP Achievement

- 5 **Local dealer:** During the Trading Phase up to D3 heroes may succeed automatically when searching for rare poisons (they may not search for other items in this case).
- 10 **Shadow-born:** Enemy warriors must halve their Initiative when trying to spot *Hidden* heroes from this warband.
- 15 **Contract killing:** From now on, whenever the player gets to pick a scenario, he may choose to play the "Assassination" scenario instead of any of the regularly allowed scenarios.
- 20 **Distraction:** Before each game the warband may choose an enemy henchmen group, which may not be deployed normally. Instead the opponent must roll a D6 at the start of each turn and adds the number of the current turn to the result. On a 7+ the henchmen group may move onto the battlefield from a randomly determined table edge.
- 25 **Red herring:** Once per campaign turn the warband may choose the scenario of any single game, in which they don't participate themselves. The chosen scenario must be available to all participating warbands.
- 35 **Final sanction:** Whenever the warband takes an enemy *leader out of action*, the warrior permanently dies instead of rolling for serious injuries.
- 40 **Endgame:** The warband must win a special version of the scenario "Assassination" against two opponents at the same time. No warband will place a protégé, instead the enemy *leaders* are the targets. The attacker doubles the amount of counters and may choose up to six warband members to participate in the game. A revealed attacker may choose to hide under any unoccupied counter left in the game at the start of his turn.

# Knowledge is Power

*Great knowledge leads to great power. Knowing who built the city and why it has been sealed means gaining power over this strange place. Every secret, no matter how insignificant it might seem, is a stepping stone on the path to enlightenment. But no matter what terrible secrets are uncovered in the process - the final key to unlock all of the city's mysteries is buried deep in its fortified centre. The inner sanctum holds unimaginable truths and not only the Clockworkers crave for their revelation.*

**Warbands:** Clockworkers, Cult of the Possessed, Maidens of Dusk and Dawn

**No Alliance with:** Purge the Intruders

## Ambition progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** If the warband wins a battle it gets +1 CP.

**+D3 Progress.** The warband gains +D3 CP for each ring layer to which they get access. Note that each bonus applies only once per warband.

**+1 Accomplished leader.** The warband gets +1 CP whenever the leader's total Experience reaches the following: 30, 40, 50, 60, 70, 80 and 90. Note that each bonus applies only once per warband.

**-D6 Setback.** If the warband's leader dies permanently, the warband loses -D6 CP

## Achievements

### CP Achievement

- 5 **Seekers:** When rolling on the Exploration chart, the warband may modify one dice roll by -1/+1.
- 10 **Archaeological discoveries:** The warband needs one of a kind less when determining how many key fragments are found during the Exploration Phase.
- 15 **Explorers:** The warband may roll one more dice than normal in the Exploration Phase, and discard one dice of the player's choice.
- 20 **Experience pays off:** After every game the warband gains 2 gc for each experience point its members gained in that game.
- 25 **Circuit lock:** The warband has ascertained the workings of the Sealed City's illumination and may influence the sight conditions. The warband may exchange any result on the illumination chart for the next higher or lower result in their own games.
- 35 **Awakened interest:** Monitoring the warband's progress and discoveries, Henrik Bramstetter decides to support their efforts by himself. The warband may hire Henrik Bramstetter at no cost, his upkeep fee remains unchanged.
- 40 **The secret unfolds:** The warband has reached the inner sanctum and is just one step away to unravel the last of the city's secrets. From now on, whenever the player gets to pick a scenario, he may choose to play the "Activation" scenario instead of any of the regularly allowed scenarios, if the warband has access to the Inner Sanctum and accumulated 20 moonstones in their stash.

# Protect and Serve

*Chaos and violence constantly threaten the Old World's inhabitants and weren't it for the forces of order, they would be utterly consumed by these threats. Guards, bailiffs, tribunals - all part of the same vast system to protect and - ideally - serve those who cannot defend themselves. Though stricken by greed and corruption all these institutions of law are the frame which holds societies and empires together. In this light the Tilean outpost on the Sealed City's rocky coast is no different than the mainland's cities. Without the town watch neither commerce nor exploration would be possible and to serve the law comes with its own benefits - weapons, men, reputation.*

**Warbands:** House Guard, Mercenaries, Witch Hunters

**No Alliance with:** Purge the Intruders, Reign from Shadows

## Ambition progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** If the warband wins a battle it gets +1 CP.

**+D3 Safe district.** The warband gains +D3 CP instead of +1, whenever it wins a battle against warbands with the Fear the Abyss, Purge the Intruders or Reign from Shadows ambition.

## Achievements

### CP Achievement

- 5 Well supplied:** When selling moonstones, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead).
- 10 Drilled recruits:** Experienced warriors only cost 1 gc more per Experience Point when hired by the warband.
- 15 Conscription:** D3+1 conscripts join the warband. These are treated as Zealots but do not count towards the maximum number of models in the warband.
- 20 Bounty:** From now on, in between battles, the warband may pay 20 gold crowns to have a price put on an enemy Hero's head through their evil schemes. Once the reward has been set up, all warbands that are eligible to ally with this ambition may pay any number of gold crowns between battles to increase the bounty. The first warband to take the hunted Hero out of action gets paid the bounty after the battle.
- 25 Armory:** Whenever a member of the warband loses weapons or armour (e.g. suffering the Robbed result on the serious injuries chart or the Trap blade special rule, but not when selling items), the model regains the exact same equipment from the armoury at no cost. Should the warrior die permanently, a newly hired replacement may start with the same equipment as his predecessor.
- 35 Imprisoned:** Whenever the warband wins a battle, any enemy heroes taken *out of action* during the game suffer the Captured result instead of rolling on the serious injuries chart.
- 40 Order re-established:** If the warband manages to capture four heroes including a leader from each the Fear the Abyss, Purge the Intruders and Reign from Shadows ambitions, it wins the campaign. Note that ambitions which aren't represented in the campaign are excluded.

# Purge the Intruders

*For centuries both the sunken carcass of the Sealed City and the archipelago around it are inhabited and neither human nor monstrous natives are fond of the Tilean newcomers. Some try to avert a prophesied doom, others may just defend their home. No matter their agenda, they share a common goal - to expel all intruders from their domains.*

**Warbands:** Maidens of Dusk and Dawn, The Brood of Ghurash

**No Alliance with:** Kings' Greed, Knowledge is Power, Protect and Serve, Reign from Shadows

## Ambition progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+D3 Winning a Scenario.** If the warband wins a battle it gets +D3 CP.

**+1 The Root of Trouble:** The warband gets +1 CP whenever a member takes an enemy *leader out of action*.

**-D6 Breaking sigils.** For each ring layer that gets opened permanently, the warband loses -D6 CP.

## Achievements

### CP Achievement

- 0 Inhabitants:** The warband starts with 1 key fragment in their stash. Key fragments in the warband's stash are subtracted from the Clock's count instead of added to it.
- 5 Responsibilities:** The warband's *leader* hates every other *leader* with a different ambition. He must charge them when they are in range, unless he has a missile weapon in which case he may choose to shoot at them instead.
- 10 Soiled Victuals:** When selling moonstones, warbands without the Purge the Intruders ambition are considered to be one size larger (so a warband with 7-9 members is considered to be comprised of 10-12 members instead).
- 15 Disrupting the Flow:** When searching for rare items, warbands without the Purge the Intruders ambition suffer -1 to their rarity rolls.
- 20 Searched Area:** Enemy warbands roll one die less during the Exploration Phase, if they just lost against this warband.
- 25 Wrong key:** Enemy warbands can't find key fragments after a game against this warband.
- 35 Power begets Power:** Enemy warbands which lose a battle against this warband lose D3 key fragments from their stash. The warband gains the same amount of key fragments.
- 40 Unbroken sigil:** If the Clock's count reaches nought, the warband wins the campaign.

# Fear the Abyss

*Driven by greed and ambition many of the Sealed City's explorers have gone way too far on their search of enlightenment and the secrets they unravelled have claimed both their mind and soul. Some were tainted from the beginning, unconsciously waiting for a trigger to spark the fires of insanity and mutation. Others may have entered the city pure, but were infected by its dark mysteries. Ever-changing and drifting into ever deeper pits of madness these individuals' only purpose is to spread their condition.*

**Warbands:** Cult of the Possessed, Pirates of the Great Ocean, The Brood of Ghurash

**No Alliance with:** Kings' Greed, Knowledge is Power, Protect and Serve, Reign from Shadows

## Ambition progress

**+1 Playing a Scenario.** Whenever the warband plays a scenario it gets +1 CP.

**+1 Winning a Scenario.** If the warband wins a battle it gets +1 CP.

**+1 Spreading madness.** The warband gets +1 CP whenever a hero gets a permanent result on the madness chart during a game, in which they participate. If the hero is from this warband, they get +D3 CP instead.

**+1 Inexorable Change:** Whenever its leader gains a mutation, the warband gets +1 CP.

## Achievements

### CP Achievement

- 5 The Twisted leads:** The leader gains +D3 insanity points and has to roll on the Stygian Mutation chart.
- 10 Terror awaits you:** Every hero in the warband causes *fear*. If the model did already cause *fear*, enemy models suffer -1 Ld when testing for *fear* from this hero.
- 15 Infective craze:** At the start of each game in which this warband participates every hero has to pass a Ld check or gains +1 insanity point.
- 20 Reciprocity:** The warband's heroes may choose to roll on the Stygian Mutation chart instead on the Madness chart and vice versa.
- 25 Stabilising changes:** All heroes in the warband may re-roll the D66 on the Stygian Mutation chart and have to accept the second result.
- 35 Join us!:** Every enemy hero that the warband takes *out of action* in close combat has to pass a Toughness and Leadership test after the game. If the Toughness test fails, he has to roll on the Stygian Mutation chart. If the Leadership test fails, the warrior immediately gains +D6 insanity points. Should both tests fail, the warrior became warped beyond all hope and wanders off into the darkness. Remove the model from its warband's roster.
- 40 We're all the same here:** Whenever an enemy warrior fails both tests from *Join us!*, rolls the *Completely Bonkers* result on the Madness chart or has to leave his warband due to mutation, he immediately joins the warband as a Hired Sword. The warrior increases the warband's rating by +5 points plus 1 point for each Experience point he has and doesn't require a hire or upkeep fee. As soon as its size reaches 40, the warband wins the campaign.