

One Page Fantasy – Campaign Rules v2.11

by OnePageAnon (<http://onepagerules.wordpress.com/>)

Campaigns

One Page Fantasy campaigns pit two players against each other in a series of connected missions. As the campaign progresses each army will grow and evolve, creating an epic narrative.

Preparation

The campaign is played over the course of 5 to 10 missions (you decide), and after the last game the player with most victory points (VP) wins. Before the first mission begins both players build an army consisting of 250pts which must have one hero and may not have any special units. Each army and unit must be given a unique name, and we have provided an army sheet that you can print and fill out with all of your units and their information.

Structure

Campaigns are played with the following structure, which is followed step by step and repeats until the campaign is over:

1. Prepare Armies.
2. Setup.
3. Play Mission.
4. Check for Casualties.
5. Improve Army.
6. Recruit and Disband Units.

Prepare Armies

Each mission has a limit of how many points each player can bring, which rise in 250pts increments for every mission. Additionally if one player has less VP than the other he may spend bonus points, which rise in 50pts increments for every mission. Here are the first 6 missions as an example:

Mission	Points	Bonus
1	250	-
2	500	+50
3	750	+100
4	1000	+150
5	1250	+200
6	1500	+250

When playing up to 12 missions the points continue to rise in the same way, and from mission 7 onward you may follow the unit limits from the "Playing Bigger Games" section in the advanced rules.

Setup – Mission

Once both players have prepared their army, roll one die to select a random mission.

Result	Mission
1	Duel
2	Seize Ground
3	Treasure Hunt
4	Pillage
5	Breakthrough
6	Blood and Glory

Setup – Objectives

Players may agree to use bonus objectives for the game. Each player rolls three dice on the following table and secretly picks one of the resulting objectives (mark it on a piece of paper), and if he has completed the objective by the end of the game he gets the corresponding reward:

Result	Objective
1	Be the first played to destroy an enemy unit. <i>You receive 1VP.</i>
2	Kill an enemy hero. <i>The unit that killed it receives 2XP.</i>
3	Don't get any units wavered during the entire game. <i>You receive 1VP.</i>
4	Kill an enemy special unit. <i>The unit that killed it receives 2XP.</i>
5	Keep over 50% of your army alive (rounding down). <i>You receive 1VP.</i>
6	Cast at least one Spell every round. <i>A randomly determined friendly wizard receives 2XP.</i>

Setup – Battlefield

Players may also agree to use randomly generated battlefield conditions and terrain, however they are completely optional. Battlefield conditions are generated by rolling one die on the following table:

Result	Condition
1	Tremors: The entire table counts as dangerous terrain.
2	Storm: All units worsen their Quality by 1 when shooting.
3	Mud: The entire table counts as difficult terrain.
4	Magical Gravity: All units move +D3" when using Advance/March/Charge.
5	Magical Dust: The entire table counts as cover terrain.
6	Peaceful: No special effects.

When setting up terrain with randomly generated terrain choose how many pieces of terrain you want and then roll 2D6 on the following table for each:

Result	Terrain
2	Magical Vortex: When moving within 6" of this terrain roll one die, on a 1 the unit takes 2D6 hits.
3	Boiling Flood: Counts as difficult and dangerous terrain that causes D3 hits instead of just 1.
4	Wildwood: Counts as difficult and dangerous terrain.
5	Settlement: Place a group of D3+1 buildings up to 3" away from each other with some walls or fences.
6	Forest: Counts as difficult terrain and provides cover.
7	Forest or Hill: Roll-off and the winner decides which one it is.
8	Hill: Counts as difficult terrain and elevation.
9	Razorwing Nest: Units moving within 6" of this terrain take D6 hits.
10	Necrotic Ooze: Units using Run or Assault actions through this terrain take D6 hits.
11	Khemrian Quicksand: Counts as difficult and dangerous terrain that makes units take a morale test on top of hits.
12	Active Crater: When moving within 6" of this terrain roll one die, on a 1 the unit takes D6 wounds.

Play Mission

Missions are played using the Core and Advanced rules. Simply play a regular game whilst keeping track of unit information on your army sheet. If one player wins the mission he gets 2VP.

Check for Casualties

After every mission all players must check what casualties they have sustained. For each unit that was completely destroyed roll one die on the following table:

Result	Condition
1	Dead
2-3	Injured
4-6	Recovered

Dead: Remove from army sheet.

Injured: The unit costs +50% of its price (rounding up) the next time it is used.

Recovered: May be used without any penalties.

Improve Army – XP

Every army has a rating, which is the total sum of experience points (XP) of all units in an army. Units get 1XP whenever they completely destroy an enemy unit, and they get more XP based on the rating difference between them and the army they played against. Note that the army rating is updated only after assigning newly earned XP to all units.

Rating Difference	XP Earned
1-3	+0
4-6	+1
7-9	+2
10-12	+3
13+	+4

Improve Army – Level Up

A unit's XP is tracked by filling out the XP boxes that are part of its entry on the warband sheet, and whenever a (!) box has been filled you may roll one die on the following table:

Result	Trait
1	Agile: +1" move on Advance, +2" move on March and +3" move on Charge.
2	Specialist: Quality improved by 1 when in melee or when shooting (pick one).
3	Resistant: Quality improved by 1 when blocking hits.
4	Headstrong: Quality improved by 1 when taking morale tests.
5	Elite: May re-roll one die of any kind every round.
6	Fast Learner: May pick any other trait.

These results stack however units cannot get more than +3"/6"/9" movement, may not get more than three re-rolls per round, and cannot reach a better quality value than 2+. If you roll a trait that would surpass these limitations you must re-roll.

Improve Army – Heroes

In addition to earning regular traits, heroes may also buy magic items whenever a (!) box has been filled. The hero may buy magic items from the items table corresponding to its army, however each item may only be purchased once.

Recruit and Disband Units

After every mission players may recruit new units by simply adding them to their army sheet, and they may only recruit either one hero or one special unit after each mission. Units may also be disbanded (remove from army sheet), however each army must always have at least one hero. This means that you may not disband your last hero, and that you must recruit a new hero if your last one died.

Back to the Start

Once you have done all these steps you may go back to preparing armies with your updated army sheet. Note that you don't have to use all of your units on each mission, and you may freely leave units behind as long as you use at least one.

Magic Items

Empire	
Item	Cost
Ring of Volans: Once per game the hero may cast any spell as if it was a Wizard by using D3+1 power dice.	+10pts
Griffon Banner: The hero's unit counts as having double its full ranks when calculating melee results.	+15pts
Meteoric Armor: The hero gets Quality 2+ when blocking hits.	+25pts
White Cloak: Enemy units must re-roll successful melee attacks against the hero and his unit.	+45pts
Runefang: The hero's melee attacks ignore the Armored rule and its hits cannot be blocked.	+55pts

Orcs & Goblins	
Item	Cost
Basha's Axe: The hero's melee attacks count as having the Piercing rule.	+20pts
Mork's Banner: The hero and his unit get the Resistance rule.	+25pts
Skull Wand: Once per round target enemy model in base contact must take a morale test, if failed it is killed.	+25pts
Shrunken Head: The hero may re-roll failed blocks.	+35pts
Spider Banner: The hero and his unit get the Poison rule in melee.	+50pts

High Elves	
Item	Cost
Gem of Sunfire: Once per game all of the hero's attacks count as Piercing.	+10pts
Book of Hoeth: Friendly wizards within 3" of the hero may re-roll one failed casting or dispell die each round.	+10pts
Armor of Caledor: The hero gets Quality 2+ when blocking hits.	+25pts
Golden Crown: The hero gets Armored that ignores hits on 2+.	+25pts
Reaver Bow: The hero is equipped with the Reaver Bow (30", A3, Piercing).	+55pts

Warriors of Chaos	
Item	Cost
Chalice of Chaos: The hero gets either +D6 Attacks or +D3 Tough (pick one).	+15pts
Helm of Many Eyes: The hero gets the Strikes First rule.	+20pts
Filth Mace: The hero's melee attacks get the Poison rule.	+30pts
Hellfire Sword: The hero's melee attacks cause D3 wounds each.	+40pts
Blasted Standard: The hero and his unit may re-roll failed blocks.	+50pts

Dwarfs	
Item	Cost
Armor of Borek: The hero's Armored rule ignores hits on 2+.	+10pts
Hammer of Karak: The hero gets the Strikes First rule.	+15pts
Red Axe: The hero gets the Fear and Rapid rule in melee.	+15pts
Silver Horn: Once per game the hero and models in his unit get Impact(1).	+15pts
Ring of Thori: The hero is equipped with the Ring of Thori (12", A2D6).	+30pts

Skaven	
Item	Cost
Warpforged Blade: The hero's melee attacks ignore the Armored rule.	+5pts
Warlock-Augmented Weapon: The hero gets +D3 Attacks in melee.	+5pts
Weeping Blade: The hero's melee attacks count as Piercing.	+15pts
Blade of Corruption: The hero's melee attacks deal double wounds.	+20pts
Blade of Nurglitch: The hero's melee attacks count as having the Poison rule.	+20pts

Lizardmen	
Item	Cost
Quango Egg: Once per game target enemy model in base contact takes D6 automatic hits.	+5pts
Cube of Darkness: Once per game if an enemy wizard casts a spell you may roll one die, on a 2+ it is dispelled.	+5pts
Cloak of Feathers: The hero gets the Flying and Resistance rule, however it may not be upgraded with a mount.	+10pts
Jaguar Standard: The hero and his unit get the Strider rule.	+15pts
Piranha Blade: The hero's attacks count as Piercing and deal D3 wounds each.	+65pts

Ogre Kingdoms	
Item	Cost
Thundermace: The hero may replace all of his attacks for a single thundercrush attack, if it hits the target takes D6+1 automatic hits that ignore Armored.	+5pts
Dragonhide Banner: The hero and his unit may re-roll all failed hits and blocks of 1 when charging.	+15pts
Gut Maw: Enemy units must re-roll successful morale test from the hero's Fear special rule.	+15pts
Greedy Fist: The hero gets +1 Attack in melee, and if it hits an enemy wizard it loses one wizard level (down to min. 0).	+15pts
Hellheart: Once per game all enemy wizards within D6*5" take D3 wounds.	+25pts

Dark Elves	
Item	Cost
Tome of Fury: Friendly wizards within 3" of the hero may cast the same spell more than once per round.	+10pts
Hydra Blade: The hero gets +D6 attacks in melee.	+20pts
Black Amulet: The hero gets Armored that ignores hits on 2+.	+20pts
Black Dragon Egg: Once per game the hero counts as having Armored and Piercing melee attacks.	+30pts
Chillblade: The hero's attacks cannot be blocked and enemies in base contact get -D3 Attacks (down to min. 1).	+80pts

Tomb Kings	
Item	Cost
Cloak of Dunes: The hero gets the Flying special rule.	+10pts
Blade of Antarhak: Whenever the hero deals a wound he re-gains a wound.	+15pts
Golden Death Mask: Enemy units must re-roll successful morale tests from the hero's Fear special rule.	+15pts
Destroyer of Eternities: The hero's melee attacks get Decapitation.	+45pts
Banner of Hidden Dead: The hero and his unit get the Entombed rule.	+50pts

Vampire Counts	
Item	Cost
Book of Arkhan: Once per game the hero may cast any spell as if it was a Wizard by using D3+1 power dice.	+10pts
Black Periapt: The hero may keep up to 2 power dice and add them to its power pool on the next round.	+10pts
Screaming Banner: Enemy units must re-roll successful morale tests from the hero's Fear special rule.	+15pts
Skabscrath: The hero gets the Impact(1) and Shriek special rules.	+15pts
Banner of Barrows: The hero and his unit get Rapid melee attacks.	+20pts

Bretonnia	
Item	Cost
Holy Icon: The hero counts as having the Resistance Rule.	+10pts
Silver Mirror: Once per game the hero may instantly dispell an enemy spell.	+10pts
Banner of the Lady: Enemy units get no rank bonus when calculating melee results against the hero and his unit.	+15pts
Gilded Cuirass: The hero counts as having the Regeneration rule.	+20pts
Lance of the Blessed: If the hero prayed in the first round he hits automatically.	+25pts

Beastmen	
Item	Cost
Hunting Spear: The hero may throw the Hunting Spear (24", A4) once per game.	+5pts
Herdstone: The hero adds +1 power dice each round as if it was a wizard.	+10pts
Chalice of Dark Rain: Once per game enemy units must re-roll shooting hits.	+10pts
Manbane Standard: Enemy units within 6" of the hero must re-roll morale tests.	+10pts
Jagged Dagger: The hero may add one power die during the next round for each wound it causes.	+15pts

Wood Elves	
Item	Cost
Banner of the King: The hero and his unit get the Vanguard rule.	+15pts
Doom Arrow: The hero may shoot the arrow (30", A3D6) once per game.	+25pts
Banner of the Queen: The hero and his unit get the Resistance rule.	+30pts
Helm of the Hunt: The hero may re-roll failed blocks.	+35pts
Daith's Reaper: The hero's melee attacks count as Rapid and Piercing.	+40pts

Daemons of Chaos	
Item	Cost
Chromatic Tome: You may re-roll how many power dice you get each round.	+5pts
Wand of Whimsy: Every time the hero successfully casts a spell roll one die, on a 5+ he gets +1 power dice.	+5pts
Witstealer Sword: For each wound the hero deals to an enemy monster or hero in melee its target must take a Quality test, if failed it immediately takes another automatic wound.	+15pts
Axe of Khorne: The hero gets +3 melee attacks when fighting multiple models.	+15pts
Balesword: The hero's melee attacks count as having the Poison rule.	+30pts

Army Sheet

Army Name:

Victory Points (VP):	Army Rating:
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