One Page Skirmish – Campaign Rules v1.10
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Campaigns

One Page Skirmish campaigns pit two or more players against each other in a series of connected missions. As the campaign progresses each warband 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 wyrdstone wins. Before the first mission beings each player picks a faction and receives 150pts to build his warband, which may have one hero and no special units. Each warband and unit must be given a unique name, and we have provided a warband sheet that you can print out and fill with all of this information.

Structure

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

1. Setup.
2. Play Mission.
3. Check for Casualties.
4. Improve Warband.

Setup – Mission

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

Result	Mission
1	Duel
2	Seize Ground
3	Treasure Hunt
4	Pillage
5	Breakthrough
6	King of the Hill

Play Mission – Additional Rules

Missions are played following all of the One Page Skirmish rules. Simply play a normal game whilst keeping track of all information on your army sheet.
Conceding: Whenever a player would have to take a morale test at the beginning of a round due to unit loss he may decide to concede instead. Conceding warbands count as having failed the morale test for the purpose of casualties.
Random Events: Optionally you can play with random events by rolling one die at the beginning of every round, and on a 1 an event happens (see random events page).

Play Mission – Mission Rules

1 – Duel: The game continues until all players but one either concede, rout, or all their units are dead. The remaining player wins.
2 – Seize Ground: From the fourth round on at the end of each round the battlefield is divided into four equal quarters. Compare the rating of all units in each quarter that are not stunned, and if one player has more in one quarter than all others he counts as having seized it. From the fourth round on if at the end of a round one player has seized more quarters than any other he wins.
3 – Treasure Hunt: Before deploying armies place D3+2 treasure markers on the table. Roll-off to see who goes first, and then alternate in placing one treasure marker each at least 12" away from any table edge and from any other marker. When a unit that is not stunned is within 3" of a treasure marker whilst no enemy units are within 3" of that treasure marker, then it counts as seized. From the fourth round on if at the end of a round one player has seized more markers than any other he wins.
4 – Pillage: Before deploying armies place as many relic markers on the table as players. Roll-off to see who goes first, and then place one relic marker within your deployment zone, at least 6" away from any table edge. Relic markers may only be attacked in melee, they have Quality 4+ and Tough(3). From the fourth round on if at the end of a round one player has destroyed an enemy relic markers whilst keeping his own alive, then he wins.

5 – Breakthrough: Before deploying armies the players roll-off, and the winner counts as the defender. From the fourth round on if at the end of a round an opposing player's force bigger than the defender's (worked out by rating, stunned units don't count) is within his deployment zone, then he wins. The defender wins by Duel rules instead.
6 – King of the Hill: Before deploying armies place an idol marker at the center of the table. When a unit that is not stunned is within 3" of the idol marker whilst no enemy units are within 3" of that marker, then it counts as seized. From the fourth round on if at the end of a round one player has seized the idol marker he wins.

Check for Casualties – Regular & Special

After every mission all players must check what casualties they have sustained. For each regular and special unit that was killed or stunned at the end of the mission roll one die on the following table. Note that units that have fled off the board don't have to roll on the table as they recover automatically.

Result	Condition
1	Dead
2-5	Recovered
6	The lad's got talent

Dead: Remove from warband sheet.
Recovered: May be used without any penalties.
The lad's got talent: Recovers and gets +1XP. Note that units with multiple models only check for casualties if the majority of the models were killed or stunned at the end of the mission, else they recover automatically.

Check for Casualties – Heroes

Heroes follow the same casualty rules as regular units, however if they get a 6 you must roll on the talent traits table instead, and if they get a 1 you must roll on the injury traits table instead.

Result	Talent Trait
1	**The lad's got talent:** The hero recovers and gets +1XP.
2	**Crazed:** The hero gets the Furious special rule.
3	**Newfound Motivation:** The hero gets the Fearless special rule.
4	**Bitter Rivalry:** The hero gets the Hatred special rule.
5	**Horrible Scars:** The hero gets the Fear special rule.
6	**Toughened:** The hero gets the Tough(+1) special rule.

Result	Injury Trait
1	**Dead:** Remove from warband sheet.
2	**Arm Injury:** Must re-roll one die of any kind every round (enemy picks).
3	**Traumatized:** Quality worsened by 1 when taking morale tests.
4	**Chest Wound:** Quality worsened by 1 when blocking.
5	**Blinded Eye:** Quality worsened by 1 in melee or shooting (enemy picks one).
6	**Smashed Leg:** -1" move on Advance actions, -2" move on March/Charge.

The hero cannot get slower than -3"/-6" movement, and cannot reach a worse quality than 6+. If you roll a trait that surpasses these limits you must re-roll.

Improve Warband – XP

Units gain experience points (XP) as they fight in battle. Units get 1XP for taking part in a mission, and they get 1XP for killing an enemy. If a unit kills an enemy which has a higher rating it earns bonus XP based on the difference.

Rating Difference	XP Earned
Less than Double	+1XP
Double	+3XP
Triple	+5XP
Quadruple	+7XP
Quintuple or More	+9XP

Improve Warband – 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 actions, +2" move on March/Charge actions.
2	**Specialist:** Quality improved by 1 in melee or 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" 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 Warband – Exploration

Warband Rating: Eavery warband has a rating, which is the total sum of all XP and points across all of its units (including all unit upgrades). This rating is updated after having completed all steps of the warband improvement process.
Exploration: After every mission the warbands scavenge the area for any loot that they can collect, with the winning warbands getting access to the most valuable one: precious wyrdstones.
Winners: Get D3 wyrdstones and D3*5pts.
Losers: Get D6*5pts. When a warband fights an enemy warband with a higher rating it earns bonus points based on the difference.

Rating Difference	Points Earned
0-15	+0pts
20-30	+D6*5pts
35-45	+2D6*5pts
50-60	+3D6*5pts
65+	+4D6*5pts

Improve Warband – Buy/Sell Items

Buying Upgrades: You may buy upgrades for your units as detailed in their warband list by spending any points you have available.
Selling Upgrades: You may sell any purchased upgrades to a merchant, but you are going to have to haggle for them. Roll one die, on a 1-3 you sell the item at half of its original price (rounded down to the nearest multiple of 5), and on a 4-6 you sell the item for its original price. Note that once you have decided to haggle for an item that decision is final, regardless of the result of the roll.

Improve Warband – Recruit/Disband Units

Regular Units: You may recruit new units by paying their cost and adding them to the warband sheet. You may also recruit one new unit that starts with 5XP by paying +10pts.
Special Units and Heroes: You may recruit either one new hero or one new special unit by adding it to your warband sheet, however each warband may only have up to 3 heroes and 3 special units.
Disbanding Units: Any unit on your warband sheet may be disbanded, losing all of its XP and upgrades, however each warband must have at least one unit. You may also choose to disband the entire warband and start a new one with 150pts by starting a new warband sheet (all units, upgrades and XP are lost).

Back to the Start

Once you have done all these steps you may go back to mission setup with your updated warband sheets. 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.

Random Events

Random Events

When rolling for random events roll two dice separately (where one represents decimals whilst the other represents units), and go to the resulting event to see what happens. For example a roll of 3 and 1 would result in a 31 (unsafe ladders event). Note that if an event calls for randomly selecting a unit from any warband you must first randomly select one eligible warband for the event, and only then select one random unit eligible for the event.

11 – Ogre Mercenary

An ogre mercenary (Quality 4+, Heavy Sword, Fear, Impact(1), Tough(3)) senses trouble brewing and decides to offer his services to a random warband, and is placed in the player's control within 6" of a friendly unit. At the end of the mission the player may pay D3*10pts or else the mercenary is removed, and if the player keeps him he must continue paying him after every mission or else the mercenary is removed.

12 – Rat Swarm

Something has frightened the rats that live in the sewers, and now they have fled onto the streets and are attacking anything in their path. All units in one randomly selected table quarter take D3 hits.

13 – Earthquake

Powerful magical energies shake the landscape. The entire table counts as Difficult and Cover until the end of the round. Units that try to Drop/Jump/Leap do so at Quality 5+ until the end of the round.

14 – High Winds

A powerful wind blows through the area, knocking down anything that is not firmly anchored to the ground. Roll one die for one randomly selected unit from each warband. On a roll of 1-3 it is stunned.

15 – Blood for the Blood God

A unit of D3 bloodletters is placed at the center of a randomly selected table quarter. At the end of each round the unit will either Charge the nearest unit in range, or March toward it if it's not within range.

16 – Lucky Find

A lucky soldier stumbled upon a shard of wyrdstone near the location of the fight. One randomly selected warband adds one Wyrdstone to its stash.

21 – Restless Spirits

One randomly selected warband has been haunted by the recently deceased and doesn't feel as confident as usual. All units worsen their Quality by 1 when taking morale tests.

22 – Burning Buildings

Roll one die for each piece of terrain with at least one model in it. On a 1 all models in that terrain are immediately killed.

23 – Man-Eating Tree

One randomly selected unit is attacked by a huge tree that was turned carnivorous through its exposure to chaos. The unit immediately takes D6 automatic hits.

24 – Skeletons

A unit of D6+4 skeleton warriors is placed at the center of a randomly selected table quarter. At the end of each round the unit will either Charge the nearest unit in range, or Advance toward it if it's not within range.

25 – Twisting Reality

A gust of chaos wind warps perception until no one is sure of what their senses tell them. All distances when targeting enemies are increased by D6" until the end of the round.

26 – Mindless Spawn

Former inhabitants that were turned into mindless spawn by chaos are robbing the soldiers. Randomly select one warband and D3 units can't use any of their upgrades until the end of the mission.

31 – Unsafe Ladders

Whenever a unit tries to climb onto elevation during the round roll one die, on a 1 the model falls the full height instead.

32 – Scrawling on a Wall

One randomly selected warband has found writings in blood on a wall, revealing the location of a secret stash nearby. The player may remove one unit from play (treat this as if it never took part in the fight), and it finds the secret stash (worth 2D6*5pts).

33 – Fog

A thick fog rolls into a section of the area, blocking the view. All units shooting into or out of one randomly chosen table quarter have -2D6" range until the end of the mission.

34 – Hands of Stone

Stone hands suddenly jut out of the ground and attempt to grasp and hold anyone passing near them. All units within 3" a random piece of terrain may not move until the end of the round.

35 – Dog Pack

The first time during this round when unit rolls a 1 when shooting it hits a nearby dinner bell, attracting a pack of hungry dogs. The target and all units within 3" take D3+2 automatic hits.

36 – Possessed!

One randomly selected unit has been possessed by a minor spirit and starts hitting itself in the face. The unit immediately takes D3 automatic hits.

41 – Fountain of Blood

Until the end of the round whenever a unit kills an enemy in Melee roll one die. On a 1-3 the unit is stunned, as a torrent of blood pours out from the ground below it, called by his bloodthirsty action.

42 – Storm of Chaos

A cloud of chaotic energy passes over the zone and all combatants are overcome by blood frenzy. All units have +1 attack in melee and get +D3XP when killing enemies in melee until the end of the round.

43 – Bounty Hunter

A bounty hunter (Quality 4+, Longbow) that is after a dangerous outlaw joins a random warband for the rest of the mission and is placed in the player's control within 6" of a friendly unit. One randomly selected unit from an enemy warband is his target, and if the bounty hunter puts him out of action he splits the bounty (worth D3*10pts) with the joined warband (remove bounty hunter from game).

44 – Sinkhole

One randomly selected unit that was killed collapsed into an enormous mouth that suddenly opened from the ground. The soldier is sucked underground, killing it instantly (remove from warband sheet).

45 – Haunted House

One randomly selected unit within a piece of terrain immediately flees 2D6" toward the nearest table edge as a dark being manifests itself behind him. If this move brings the model outside of the table edge it counts as killed.

46 – Slippery Ledge

One randomly selected unit that is within 2" of an elevated ledge slips and immediately falls down.

51– Wandering Doc

A wandering doctor offers to take care of all the wounded members of a randomly chosen warband for a small fee of 15pts. At the end of the mission any unit from that warband that must roll on the casualty table may re-roll results of 1.

52 – Aim High

The first time during this round when a unit rolls a 6 to hit when shooting its target takes one automatic wound.

53 – Catacombs

A warrior from one randomly selected warband falls into the catacombs as the ground gives way under him. He lands near what seems to be a prestigious tomb, and finds some rare loot (worth 4D6*5pts).

54 – Sickening Fungus

A randomly selected player may note a piece of terrain secretly on a sheet. That piece of terrain is infested by poisonous fungus, and if any model enters it, it immediately takes D3 automatic hits.

55 – Race Against Time

A race against time starts, awarding the winning warband with bonus XP (which must be split as evenly as possible amongst units). If the warband wins in the next round it gets +5XP, if it wins in the next two rounds it gets +4XP, three rounds +3XP, four rounds +2XP, five rounds +1XP. If no warband has won by the fifth round nobody gets bonus XP.

56 – Slave Worker

One randomly selected unit is captured by a local gang and put to work on a squig farm as a slave (remove from play). It may be bought back for D3*30pts, or else it is removed from the warband.

61 – True Grit

One randomly selected warband automatically passes all morale tests until the end of the round.

62 – Lucky Escape

One randomly selected unit that was killed has survived unscathed and automatically recovers.

63 – Loot Loot Loot

Place one wyrdstone marker at the center of a randomly selected table quarter. Models can pick it up by ending their movement in contact with the marker, and they may not shoot or cast spells. The wyrdstone marker is removed from the table and you add one wyrdstone to your warband's stash.

64 – Special Merchandise

One randomly chosen warband has been paid to get a consignment of merchandise through enemy territory. If at least one unit reaches the table edge opposing its deployment zone it gets a fat check (worth 2D6*5pts).

65 – Personal Challenge

One randomly selected unit may challenge one enemy unit. If the opposing player accepts the two units are only allowed to attack each other until either one is killed or the mission ends. If one of the models in the challenge kills the other it gets +D3XP.

66 – Sold to the Pits

One randomly selected unit that was killed wakes up in the infamous fighting pits of cutthroat haven and must fight melee against a mighty Gladiator (Quality 4+, Force Sword). If the gladiator wins the unit must roll on the injury table, and it is thrown out of the fighting pits without its upgrades (re-joins its warband after the mission). If the unit wins then it gets a trophy (worth 25pts) and D3XP (re-joins its warband after the mission).

Warband Sheet

Warband Name:

Wyrdstone: **Warband Rating:**   **Stash:**

Name: **Type:**

Notes:

Experience Points:

1	2	3	4	(!)	6	7	8	9	(!)
11	12	13	14	(!)	16	17	18	19	(!)
21	22	23	24	(!)	26	27	28	29	(!)

Name: **Type:**

Notes:

Experience Points:

1	2	3	4	(!)	6	7	8	9	(!)
11	12	13	14	(!)	16	17	18	19	(!)
21	22	23	24	(!)	26	27	28	29	(!)

Name: **Type:**

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21	22	23	24	(!)	26	27	28	29	(!)