

One Page Skirmish – Campaign Rules v2.2.0

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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 wyrdstones wins. Before the first mission begins each player picks a faction and receives 150pts to build his warband, which may have only one hero unit. 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	Sabotage
5	Breakthrough
6	King of the Hill

Setup – Secret Objectives

Players may agree to use secret objectives for the game. Each player rolls two dice on the following table and secretly picks one of the resulting secret objectives (mark it on a piece of paper):

Result	Secret Objective
1	Keep over 50% of your warband alive (rounding down).
2	Don't have any of your units get killed whilst stunned.
3	Cast at least one magic spell every round.
4	Destroy the most expensive unit of an enemy warband.
5	Kill an enemy hero whilst keeping your own alive.
6	Be the first player to destroy an enemy unit.

If a player has completed the objective by the end of the game he gets D3*10pts.

Setup – Battlefield Conditions

Players may agree to use randomly generated battlefield conditions for the game. Battlefield conditions are generated by rolling one die on the following table:

Result	Battlefield Condition
1	Tremors: The entire table counts as dangerous terrain.
2	Storm: All units worsen their Quality by 1 for shooting.
3	Mud: The entire table counts as difficult terrain.
4	Chaos Clouds: All units worsen their Quality by 1 for morale tests.
5	Force Winds: All units move +D3" when using Advance/March/Charge.
6	Magical Dust: The entire table counts as cover terrain.

Play Mission

Game Length: Missions are played using all the standard rules, however if at the end of round 4 there is no winner the game continues onto the next round until there is one clear winner.

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 5+ an event happens (see random events page).

Underdogs: If one of the warbands in the game has a lower total point value than the others, then all other warbands may only bring up to 50pts more than that warband. Additionally if one warband has a higher total point value than others, then all units from other warbands get +1XP for every 10pts that they are unmatched by.

Check for Casualties – Regular Units

After every mission all players must check what casualties they have sustained. For each regular 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 Rapid 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: The hero gets the Unwieldy special rule.
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 1"/2" 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. Each unit gains XP for the following:

- +1XP – Taking part in a mission
- +1XP – Destroying an enemy unit
- +2XP – Killing an enemy hero

Note that once a unit has earned 30XP it may not earn any new XP anymore.

Improve Warband – Level Up

Whenever a unit has gained 5XP it becomes 5pts more expensive and you may roll one die on the following table:

Result	Trait
1	Agile: +1.5" move on Advance actions, +3" 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 +6"/12" 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

After every mission the warbands scavenge the area for any loot that they can collect, with the winning warbands getting access to precious wyrdstone.

- **Winner** – Gets D3 wyrdstones
- **Losers** – Get D3*10pts

Improve Warband – Buy/Sell Items

Buying Upgrades: You may buy upgrades for your units as detailed in their army page by spending any points you have available.

Selling Upgrades: You may sell any purchased upgrades at half of their original price (rounding down to the nearest multiple of 5). If an item is only worth 5pts you are going to have to haggle to sell it. Roll one die, on a 1-3 the item can't be sold, on a 4+ you sell the item for 5pts. Note that you may only haggle for an item once after each mission.

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.

Heroes: You may recruit one new hero by adding it to your warband sheet, however each warband may only have up to 3 heroes total.

Disbanding Units: Any unit on your warband sheet may be disbanded, losing all of its XP and upgrades. You may also choose to disband the entire warband and start a new one with 150pts by starting a new warband sheet.

Back to the Start

Once you have done all these steps you may go back to the setup step with your updated warband sheet. Note that you don't have to use all of your units on each mission 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 – Mercenary

A mercenary (Quality 4+, Heavy Sword) 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 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 4+ 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 carnivorous tree that bursts out from the ground. The unit immediately takes D6 automatic hits.

24 – Zombies!

A unit of D6+4 zombies 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 D3*10pts).

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 D3p 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 4+ the unit is stunned, as a torrent of blood called by his blood thirsty action pours out from the ground below.

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*5pts) 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 – Wandering Doc

A wandering doctor offers to take care of all the wounded members of a randomly chosen warband for a small fee of 10pts. At the end of the mission any unit from that warband that must roll on the casualty table may re-roll results of 1.

51 – Slippery Ledge

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

52 – Aim High

The first time during this round when a unit rolls a 6 to hit when shooting its target immediately 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 D3*10pts).

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. If a warband manages to win the game before the last unit is activated this round it gets +5XP (which must be split as evenly as possible amongst units).

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*10pts, 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 a 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 drop it on the spot if killed. If a model moves off the table with the marker you may add one wyrdstone to your 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 D3*10pts).

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+, Heavy Mace). Place the two models in base contact and roll off to see who starts attacking. 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 he gets a trophy (worth 25pts) and earns D3XP (re-joins its warband after the mission).

Warband Sheet

WARBAND NAME:	WARBAND TYPE:
WYRDSTONES:	POINTS:

NAME:	TYPE:	NAME:	TYPE:
EQUIPMENT:		EQUIPMENT:	
SPECIAL RULES:		SPECIAL RULES:	
EXPERIENCE POINTS (XP):		EXPERIENCE POINTS (XP):	
1xp		10xp	
	5xp		20xp
	15xp		30xp
	25xp		

NAME:	TYPE:	NAME:	TYPE:
EQUIPMENT:		EQUIPMENT:	
SPECIAL RULES:		SPECIAL RULES:	
EXPERIENCE POINTS (XP):		EXPERIENCE POINTS (XP):	
1xp		10xp	
	5xp		20xp
	15xp		30xp
	25xp		

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