

WarStuff – Campaign Rules v1.7

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Campaigns

WarStuff 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 or 10 missions (you decide), and after the last game the player with the most victory points (VP) wins. Before the first mission begins all players build a warband consisting of up to 150pts or 300pts (you decide), and with no unit worth more than 50pts. Each warband and unit must be given a unique name, and we have provided a warband 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. Generate Mission.
2. Play Mission.
3. Check for Casualties.
4. Improve Warband.
5. Recruit and Disband Units.

Generate Mission

After all players have prepared their warband, roll one die to select a random mission.

Result	Objective
1	Duel
2	Ambush
3	Power Source
4	Treasure Hunt
5	Dangerous Ground
6	Capture & Hold

Play Mission

Missions are played following all of the WarStuff rules. Simply play a normal game whilst keeping track of information on your warband sheet. When a player's warband has been brought down to half or less of its original size for the first time the player may decide to concede. All stunned units are killed, and the rest flee the battle.

1 – Duel: The game continues until all players but one either concede, or all of their units are dead. The remaining player wins.

- **+1VP** for every 30pts worth of enemy units killed.

2 – Ambush: Before the game begins roll-off, and the winning player counts as the defender. The defender is always the last to deploy, and he may deploy his units anywhere on the board up to 9" away from enemy deployment zones. The game continues until at least half the units from a single warband have exited the board through the defender's deployment zone, or until all players but one concede or all of their units are dead. Units may only exit from the fourth round on, and the first player that exits at least half of his units wins, however if no attacker manages to do so then the defender wins.

- **+1VP** for every 30pts worth of enemy units killed (defender only).
- **+1VP** for every 30pts worth of friendly units that exit the board (attackers only).

3 – Power Source: Before the game begins place one power source marker at the center of the board. Units within 3" of the marker get +1 Quality. From the fourth round on if at the end of any round only one player has units within 3" of the marker then he wins.

- **+1VP** for every 50pts worth of enemy units killed.
- **+2VP** for winning the mission.

4 – Treasure Hunt: Before deploying warbands place D3+2 treasure markers on the table. Roll-off to see who goes first, and then alternate in placing one marker each at least 9" away from any table edge and from any other marker. From the second round on whenever a unit moves into contact with a treasure marker roll one die, on a 5+ the treasure is found and all markers are removed, else only that marker is removed. If all markers but one have been removed the treasure is automatically found on the last marker. Units must end their action onto a marker to pick it up, and they may not attack or use special rules for that activation. A unit holding the marker may not move more than 6" at a time, and it drops the marker if it is stunned or killed. The game continues until a unit has carried the treasure off the board through its own table edge. The player that carries it to his table edge wins.

- **+1VP** for every 50pts worth of enemy units killed.
- **+2VP** for winning the mission.

5 – Dangerous Ground: This mission must be played with as many pieces of terrain on the board as possible. The whole board counts as Difficult terrain, and all terrain pieces count as Dangerous. The game continues until all players but one either concede, or all of their units are dead. The remaining player wins.

- **+1VP** for every 30pts worth of enemy units killed.

6 – Capture & Hold: Before deploying warbands place D3+2 objective markers on the table. Roll-off to see who goes first, and then alternate in placing one marker each at least 9" away from any table edge and from any other marker. When a unit that is not stunned stands within 3" of a marker whilst no other enemy unit that is not stunned stands near the same marker, it counts as seized. From the fourth round on if at the end of a round one player seized more markers than any other he wins.

- **+1VP** for every 50pts worth of enemy units killed.
- **+2VP** for winning the mission.

Check for Casualties

After every mission all players must check what casualties they have sustained. For each unit that was killed or that was stunned at the end of the mission roll one die on the following table.

Result	Condition
1	Dead
2-5	Recovered
4-6	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.

Improve Warband – XP

Every warband has a rating, which is the total sum of experience points (XP) of all units in a warband, including XP spent on upgrades. Units get 1XP as long as they participate in a mission, and they get more XP based on the rating difference between them and the highest rated warband they played against. Note that the warband rating is updated only after assigning newly earned XP to all units from all warbands.

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

Improve Warband – Upgrades

Units may spend their XP to upgrade their Quality value or to acquire new special rules. The unit must spend 3XP for every 5pts worth of upgrades it is buying. Note that to upgrade a Shooter to a higher range (from short to medium for example) you must spend 3XP.

Improve Warband – Revenge

Whenever a warband suffers casualties, loses missions or is otherwise humiliated in combat it will start planning its revenge. Compare your warband's VPs to those of the warband with most VPs you played against, and you may take one or more revenge tactics based on the difference in VPs.

VP Difference	Tactics
1-3	0
4-6	1
7-9	2
10-12	3
13+	4

These tactics have to be selected before the next mission starts, and the warband may not take the same tactic twice. Note that these tactics may only be used once each, and they may only be used during the following mission.

Revenge Tactics

Furious Attack – You may add +2 to any friendly attack roll in close combat.

Careful Sniping – You may add +2 to any friendly shooting roll.

Hardened Defenses – You may add +2 to any friendly defense roll.

Courage Against All Odds – You may add +2 to any friendly morale test.

Dirty Fighting – You may negate an enemy special rule at any time.

Trapdoor Setup – You may re-position a friendly unit by up to 6" at any time, ignoring obstacles.

Eager Advance – You may extend your deployment zone by 6".

Strategic Planning – You may add +2 to any roll to determine who deploys first.

Unpredictable Assault – You may forfeit a unit's activation to use a unit that had already acted.

Prepare for Everything – You may add +1 to any roll of any kind.

Recruit and Disband Units

After every mission sum the total points worth of units that died after the mission. You may also disband units (remove from warband sheet) and add their point values to the points of dead units. You may then recruit new units worth up to the point total of dead plus disbanded units, and you may try and recruit one unit worth more than 50pts by rolling two dice on the following table and scoring its rarity value:

Upgrade Cost	Rarity
55pts-65pts	8+
70pts-75pts	9+
80pts-85pts	10+
90pts-95pts	11+
100pts+	12+

Back to the Start

Once you have done all these steps you may go back to preparing armies with your updated warband 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.

Warband Sheet

Warband Name:

Victory Points (VP):	Warband Rating:	Revenge Tactics:
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Unit Name:	Quality:	Unit Name:	Quality:
Special Rules:		Special Rules:	
Experience Points:		Experience Points:	

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