Mini Campaign System

This is divided into three main parts, the first governing one-off games or single battles in a campaign, the second describing a six-game campaign, and the last being a six-player game, which might be the climax to a campaign.

THE THREE FIGHT SYSTEM

The Map: Set up a wargame table with terrain as usual. On some paper, draw a 6x6 grid. This represents the area in which the two sides will hunt each other down. Mark three squares ♠, ♥, and ♦ (or something more atmospheric). All of these are potentially the place represented in detail by the wargaming table. All three are places where forces will be sent. These three should not be an equal distance apart, nor adjacent to each other, nor all in the same quarter or half of the map. Both table and grid have an agreed north and south.

Perhaps best is to create the maps in advance - there are some examples on my web-site, but here is a random system if that helps:

First, locate the three areas where battles may occur. To roll for a random location, roll 2d6, the first for northing, second for easting. Note these on the grid. Next, in order, generate and locate the terrain types, starting with lakes (3,2). If you roll over the first number (a 3 in the case of lakes), then you have established that there is none of that terrain type on the map, and you move onto the next type. If you roll equal to or lower the first number, then you have established that there is at least one lake on the map, and you roll using the second number to see if there is a second lake. Once you fail a roll, you move on to the next terrain type. If you make it to the last number (2 in the case of lakes), then you keep using this number until you fail a roll. For example, if you rolled 3 then 5, there would be one square on the map occupied by a lake. If you rolled 3, 1, 2, 1, 2, 4, then there would be an extraordinary five lake squares on the map. The other terrain types, to be generated in order are rivers (2,1 or 3,2 if there's already a lake), hills (4,3), roads (4,3,2), and woods (5,5,4,4,3,3). If there is a river, then generate bridges (5,2). Rivers flow into lakes on 4, and through lakes on 3. Generate their starting edge square randomly. Locating hills, woods, and lakes is easy – just roll 2d6 for co-ordinates, and re-roll if the square is already occupied. A road will have an objective on it according to (4,3,2), and always has one end at the edge of the

board, a junction with another road, or at an objective, determined randomly, or if you prefer, by common sense. Hills on roads and rivers form gorges. All other squares are open plain.

The Forces Divide: Each player has a force divided into six equal contingents, each with a captain, and one overall commander with a small following. The points-value should ideally divide easily by eight e.g. contingents perhaps 32 or 40 points, commander and retinue 8 or 16 points. In secret, each player allots these contingents to the objectives, with a minimum of one per objective (possible splits are 411, 222, 123). The objective square with the greatest number of forces contending it is the table on which the wargame will be played. The other two fights can be resolved with a simple die roll. Playing cards (optionally, you could just write deployments down on a piece of paper), ace to four, in three suits are given to each player, and they allot one of each suit to the three objective locations. The players also add to their hand a fourth card: a king of a suit indicating where the overall commander will go. The cards are then shown to a third party who then informs both players which location has the highest number-card total (or one player declares where his highest card is, and the two players work out between them which objective has the highest total on it). The king cards are used to split a tie. If they fail to split a tie, the wargamed objective is decided randomly. If you are being very strict, then you should write the numbers of the contingents sent to each location as well, rather than give a player a free choice of which of his six contingents he will use in the wargamed location, but limitations of figures available might make this irrelevant.

Deployment: The player with the larger force on the main objective is the attacker (if forces are identical, determine randomly), and if he rolls 4+ on 1d6 he designates a minor objective on the table, which must be closer to the centre of the table than the edge, and he earns a second roll. If he then rolls 4+ on 1d6 again, he may designate a second objective which can be anywhere. The other player is the defender, who designates one objective in the central area of the table, and deploys first. If the defender wants to post sentries/send out scouts, he may choose any part of his force and leave it off-table. He then rolls 1d10 and 1d6. If the 1d10 is equal to or higher than the 1d6 and equal to or lower than the number of men and horses that he left off-table, his scouting has succeeded. If he succeeds, they

report the approach of the attacker accurately in time for the defender to deploy accordingly. The attacker then rolls to see where he enters: 1=centre half of north side, 2=east, 3=south, 4=west, 5 and 6= he has a free choice of 1-4. Terrain should be set up to make all the entrances feasible. If the scouting roll fails, then the defender deploys *before* the attacker rolls to see where he comes on, otherwise, after, and the defender gets half his scouts back immediately. At the start of a defender's turn, he may roll 1d6 to get his remaining scouts back. Every time he rolls a 1 he gets one of his choice back and rolls again. Every time he rolls a 6 it is established that one scout of his choice is not coming back. Every time he rolls a 2 he gets back a scout of Quality Rating 2 or above, and rolls again. Results of 3-5 signify no returning scouts this turn. This assumes that soldiers can be divided into three or so broad categories like knight (QR3), soldier (2) and peasant (1).

Off-table Operations: During the wargame, either player may elect to roll to see if a selected off-table operation has resolved. He does this at the end of his turn/initiative by rolling 1d6, needing 5+. To keep the forces on table ignorant of whether reinforcements are on the way, off-table fight results are not determined at this point. Instead, the player who rolled to see if the off-table operation had concluded controls the movements of the potential reinforcements. Only when a force arrives on the main table is the off table result diced for and the identity and numbers of reinforcements established. This prevents a player from withdrawing early in the game because he knows no help is on the way.

Off-table Movement: When moving forces across the grid, roll 1d6 per turn to see if a force can leave its current square. Plain 4+ to exit, along road 3+, woods/hill 5+, lakes are impassable. 6 to cross river without bridge. No diagonal moves unless on road, or river if on boat. A roll of 1 indicates −1 to moving contingents' Morale due to tiring marching.

Resolving Off-table Fights/Reinforcements: Both players roll 1d8, adding 2 for every contingent of superiority at that objective. The presence of the commander for the side splits a tie, but if there's still a tie, this means that no fight occurred, and all the forces of both sides will play no further part in the game. The winning side gets reinforcements on the main table, arriving on the side of the table that corresponds with the 6x6 grid map. For each point the fight was won by, the winner gets one eighth of the contingents sent to the off-table objective, as reinforcements. The

rest of the men stay behind to tend to the wounded and guard the objective. For example, a player decides that he probably out-numbers his opponent at a particular off-table location, and he rolls a 5 on 1d6 at the end of his wargame turn. This means that his men there have finished doing what they are doing. He then, every turn, moves a figure/marker across the map whenever his die rolls let him, and then he moves the marker onto the square represented by the table, from the east. He then rolls to see what reinforcements have come from that direction. It now turns out that he out-numbered his opponent by 2 contingents to 1 there. He rolls 1d8+2 and his opponent rolls 1d8. Disaster! He rolls 1+2=3 and his opponent rolls a lucky 6. He has lost by 3. The reinforcements are in fact $^3/_8$ths of the enemy's force of one contingent.

If two opposing off-table forces are moving, this can be done in secret, each side writing down its co-ordinates each turn. If one side climbs a hill, the other must declare where his mobile force is for that turn and moves openly as long as the hill is occupied. Die rolls are made for moving openly and written down so that they can be confirmed, also the squares' co-ordinate numbers. To make an ambush, one player declares where he is, and if the enemy is in the same square, they fight.

If two mobile forces meet, their sizes are matched against each other for another off-table fight, which resolves on a 5+ on 1d6 each turn anyone tries to resolve it. The eighths are matched against each other, 1d8+ (1 per eighth of a contingent), and the process repeats. If a force is ambushed in a gorge, the ambusher gets +2, in wood +1.

On-table Objectives: If a player has taken from the enemy an on-table objective, then in his turn, he may once roll 1d10 per objective held solely by him, degrading the opposition's Morale by one per result of 1 or 2. His opponent chooses which contingents to degrade.

Victory: The game ends when one side on the table has defeated at least one of the opposing contingents, and out-numbers its opponent in both contingents and men, at which point the losing side withdraws. Alternatively, it continues until one side has fled the field, or until one side has no leaders left and is out-numbered.

SIX-GAME CAMPAIGN

Round one: There are six forces, three per side. Each player starts with a force of six contingents and a command group. Three battles are fought using the Three Fight System, each between one player on each side, so that all players fight one battle.

Victory Points: In the off-table fights, the difference in score is the number of Victory Points (VPs) scored at that location, up to a maximum of three times the number of enemy contingents defeated. Possession of the table at the end of the game is worth 1d6 VPs. Killing an enemy captain is worth 2 VPs, and a commander 4 VPs. If an enemy captain retreats off-board to save his skin, before his contingent has broken, this is worth 1 VP to his enemy (2 VPs if commander). Breaking an enemy contingent is worth 4VP. Players should record scores of VPs, and note down killed and wounded leaders.

Round two: There will be two battles in this round. Forces are affected by the VP results of earlier games. Each VP scored by one side equates to one eighth of a contingent lost to the enemy. First, the player with the highest VP score in the first round chooses his opponent, but he cannot choose either of the ones on each side that suffered most in the first round. Then the next-highest scorer who has not already got an opponent is allotted the remaining eligible force as an opponent *. Then (the order of these events is significant) the force on each side that fought least successfully in the first round is broken up to reinforce two other forces, as chosen by the players. As much as possible, contingents must be brought up to full strength and evenly divided between the two battles to come. Players are not forced to ally themselves with forces that were on the same side in round one, but they are forbidden to ally the same forces being reinforced by another player. The maximum size of a contingent is $1\frac{1}{4}$ normal, and the minimum is $\frac{1}{4}$. Captains and commanders may join other contingents to bring them up to strength.

In this round, if one side is out-numbered by two contingents or more, it may place a jack in its hand of a given suit to signify that it is sending no contingents to a given location, where no wargame can take place (so it is possible that the wargame will take place where the *second* highest total of contingents is). The most contingents that can be sent to one location is 4 unless one force and its allies have 9 contingents, in which case they can send 5 to one location. In off-table fights,

under-strength contingents add +1 to the die roll, not +2. Breaking an enemy contingent is worth 4VP if it was full strength, else 1VP per full quarter of normal strength. If a side has no contingents at a location, it still rolls 1d8 in the fight, but scores no VPs if it wins. Note that VPs are scored against specific commanders and their forces, so if in a battle a player has four of his own contingents and 2 allied contingents, then when one of those allied contingents breaks, the VPs are scored against the allied commander.

Officer casualties: If a side has not enough captains for its contingents, it may create a new captain, but this captain is –2 to his initiative in battle. A killed commander can be replaced by one of his captains. A wounded leader is healed in the time before the next battle 4+ on 1d6, otherwise he remains wounded.

(* As an alternative, give the *smallest* side first choice of opponent. That way, he'd probably pick the next smallest eligible opponent, making for a fairer game. Alternatively, there is no order of choice and it's up to the players.)

Round Three - the six player show-down

The 6x6 grid system is not used. Instead, all forces meet on one table in a climactic showdown. Each player fights with two thirds of his forces remaining from previous battles. All players are free to ally themselves as they wish, and any amount of pre-game intrigue is allowed. Every commander is played by a different player. All players on the losing side(s) are deemed to have lost the campaign, and the players on the winning side are deemed the victors, with the one among them who scored the most points as the overall victor. Therefore, if a player cannot score more than his overall commander, then he cannot be the overall winner, unless he joins the other side and hopes that it wins. However, if he changes side to the losing side, then he has just lost the campaign. The final battle is one in which players may well change sides. No fancy initiative system is used, but instead just the basic one, with all the players on one side having a turn in one side's initiative. When a player has his turn, he may use it to attack his former allies who are also having their turn at the same time. Once figures are moved, they cannot be altered in position in reaction to movements made by other players. Therefore, a sign that someone on your side is about to turn traitor is that he is dithering over his moves, waiting for you to commit yourself. There are no objectives, other than the defeat of enemies and scoring of points.

The commander of the strongest single force in each side is the overall commander of that side, unless all the others in his side agree on another commander, and he is out-voted. The overall commander gives his subordinates areas in which to deploy. How they deploy within those areas is up to them. The overall commander may not deploy himself on a flank. The table should not be very large, nor very far off square. The terrain should be fairly open, having few or no sight blocks, and no strongly defensible central features. Initial deployment must be outside the range of the enemy's shooting. For 25mm figures, a 6' by 4' table is about right.

Once the wargame has started, communication between players is limited. If players want to have a private conversation without anyone's overhearing them, then the figures representing them must be in base-to-base contact. This is whispering distance. Talking distance is 4", and this can be overheard by any figures within that same distance. Calling distance is 10", and any figure within that distance can hear what is said. Shouting distance is 20", and is unreliable. If a commander wants to signal to an ally who is between 10 and 20 inches away, then he rolls 1d10 and adds 10 and he gets his message across if the result is equal or greater than the distance between the figures. This same roll is used for people trying to overhear calling and shouting that is happening between 10 and 20" away. People have their conversations, and *then* the other player(s) roll to see if they heard what was said, and if a roll is a success, then the players have to tell the successful roller(s) what they just communicated. If an arrangement is made before the game for an abstract signal (e.g. three blasts on a horn, or the raising of a red banner), then even if a roll is made by others to notice the signal, the players communicating with this do not have to say what it means, although they do have to identify themselves (so the players will know whom the signal was intended for).

Target priority rules are altered in that it becomes permissible to shoot past troops from contingents belonging to one player in order to hit the nearest troops belonging to another player.

All VPs scored in earlier battles are now irrelevant and are ignored. Each player starts with 2 VP per full-strength contingent he has, plus 1 VP per under-strength contingent. To these totals, as the battle progresses, are the following numbers added. Players keep their scores in plain view of their rivals:-

If one of your contingents breaks, you score –2, or –1 if it was under-strength to start.

If a captain retreats off-board, before his contingent has broken, and before his commander has left the table, his commander loses 1 VP.

If a commander surrenders, he loses 2 VP. If a captain surrenders, his commander loses 1 VP.

If a captain surrenders to you, you score 1 VP, or 3 VP for a commander. A captured commander can be offered a position in the peace if his captors allow.

Killing an enemy captain is worth 2 VPs, and a commander 4 VPs. Killing a commander also puts that player out of the game, and his forces will just finish what they are doing, and take no new initiatives. However, treachery is remembered, and winning an honourable victory gains you more allies and prestige later, so there is a cost to back-stabbing. The following costs for killing are cumulative, so a few might apply when you kill someone (those in brackets refer to the six-game campaign, for a one-off game, agree on earlier alliances or assume all stayed loyal to this point.):

Kill an officer who started this battle as an ally: –1

Kill a commander who was once or now is an ally: –1

Kill a prisoner: –1

(Kill someone who was an ally in round one: –1)

(Kill someone who was an ally in round two: –1)

E.g. you kill a commander who has always been your ally = –4; you kill a captain who started with the enemy but was allied to you in round two, then went back to the enemy = –1

Possession of the table at the end of the game is worth 1d8 VPs, the figure rolled is added to the scores of all players holding the table. This means that doing a quick hit-and-run battle can work, if you can kill a few enemies, and then leg it, but those left holding the field could still win if they roll high after you have left. The side that is able to claim victory at the end is the one that wins, and propaganda is a powerful tool.

The battle ends when the players choose to end it. They could fight until only one is left, in which case VPs become irrelevant, but more likely there will come a time when to carry on would mean for some a great risk of death, and such little hope of victory, that it would be better to settle for second or third place.