



A Campaign System for Warmachine and Hordes by Owen Conlan

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OVERVIEW

This campaign system is designed to represent the initial engagements fought between two factions as they clash over a period of a day or two. It is an escalating campaign comprising games that progressively grow in points. The factions have limited resources and attrition in each game will have an impact on their ability to fight effectively in subsequent battles.

SELECTING YOUR ARMY

Each player must choose their complete force pool before any of the battles are fought. They are limited to spending 80% of the total points across all games. For example, if the campaign will comprise four games of 15, 25, 35 and 50 points then the player may choose a total pool of 100 points

$((15+25+35+50) * 0.8)$. The number of 'casters should be based on this points total. For example, two 'casters are allowed in 100 point games, so the pool may contain two casters. Each caster should be distinct, i.e. you cannot include an Epic and basic version of a 'caster in the same pool. It is important to note that *free* warjack and beast point allowances from 'casters are not part of the pool. The total pool must obey all field allowance restrictions for the number of 'casters. Here is an example 100pt force pool for Khador –

Warcasters

- Karchev the Terrible
- Supreme Kommandant Irusk

Warjacks

- | | |
|-------------------|---|
| • Destroyer (#1) | 9 |
| • Destroyer (#2) | 9 |
| • Devastator (#1) | 9 |
| • Devastator (#2) | 9 |
| • Juggernaut | 7 |

Units and Solos

- | | |
|--|---|
| • War dog (#1) | 1 |
| • War dog (#2) | 1 |
| • Battle Mechanics (Leader and 3 Grunts) | 2 |
| • Great Bears of Gallowswood | 5 |
| • Greylord Ternion (Leader and 2 Grunts) | 4 |
| • Iron Fang Pikemen (Leader and 5 Grunts) (#1) | 5 |
| • Iron Fang Pikemen Officer & Standard (#1) | 2 |
| • Iron Fang Pikemen (Leader and 9 Grunts) (#2) | 8 |
| • Iron Fang Pikemen Officer & Standard (#2) | 2 |
| • Widowmakers (Leader and 3 Grunts) (#1) | 4 |
| • Widowmakers (Leader and 3 Grunts) (#2) | 4 |
| • Winter Guard Mortar Crew (Leader and Grunt) | 3 |
| • Koldun Lord | 2 |
| • Man-o-war Drakhun (with dismount) (#1) | 5 |
| • Man-o-war Drakhun (with dismount) (#2) | 5 |
| • Manhunter (#1) | 2 |
| • Manhunter (#2) | 2 |

Total 100

For convenience it may be worth considering troops of the same type as a group from which you can assemble different units. For example, there are

sixteen Iron Fang Pikemen (excluding the UAs) above. Two of those are Leaders, so the maximum number of IFP units that can be fielded in one battle is two. However, the units do not need to be fielded as described above. Continuing the example, two min units could be fielded instead of a min and a max. As casualties mount up the number of troops that can be included will be reduced and this complicates things. More on that below.

THE GAMES (AND AFTERMATH)

Each game can be played using any scenario the players like and the armies should be built using normal composition rules. Losses during each game will impact what troops are available for later games. Here's what should be noted after each game –

- Grunts destroyed in each unit
- Beasts and 'jacks that suffer more than half damage
- Beasts and 'jacks that are destroyed
- Beasts and 'jacks that survive (and the warlock/'caster that was controlling them)
- Solos, Unit Officers, Characters, Drakhuns, multi-wound grunts, etc. that suffer more than half damage
- Solos, Unit Officers, Characters, Drakhuns, multi-wound grunts, etc. that are destroyed

When choosing a force for your next game the attrition suffered can begin to take a toll –

Warcasters and Warlocks

- A 'caster or warlock that is destroyed must 'sit out' the next game. Any 'jacks and beasts that survived a game cannot receive a bond if their 'caster/warlock was destroyed.

Beasts and 'jacks

- Beasts and 'jacks that are destroyed may not be used again.
- Beasts and 'jacks that suffer more than half damage may be used in the next game, but suffer a permanent -1 to either their MAT, RAT, DEF or ARM (randomly chosen) due to the rushed repair job/healing. All damage is removed from the beast/'jack before the game begins.
- Beasts and 'jacks that suffer more than half damage that 'sit out' the next game are available for the following game and are fully repaired/healed.

Units

- Grunts are destroyed permanently and their unit suffers a permanent loss. The units point cost remains the same, even if it is under strength. The exception is when a max unit drops (through losses or by the players choice) to the min unit size (or below), then it drops to the min unit point cost.
- Units that suffer losses may be combined with the restriction that no more units than original Leaders may be fielded.
- Models in Unit Attachments that are destroyed are no longer available. However, if any models in a multi-model unit attachment survive then they may be included for the full cost of the UA.
- Multi-wound grunts and Unit Officers that suffer more than half damage must 'sit out' the next game. If they suffered less than half damage they are returned to full health with no penalty and are available for the next game.

Combining units may be a little complicated. Leaders may always be considered to be a grunt for another unit. Units still cost either their min or max points even if there are not enough models to make up their full size and the player must attempt to field as close to legal unit sizes as possible. For example, if five Iron Fang Pikemen (from the group of sixteen) are killed the player may either field one unit of six, one unit of ten or a unit of six and a unit of five. The unit of five will still cost the same as a min unit.

Solos and Characters

- Solos and Characters that are destroyed may not be used again.
- Solos and Characters that suffer more than half damage may be used in the next game, but suffer a permanent -1 to either their MAT, RAT, DEF or ARM (randomly chosen) due to the rushed healing. All damage is removed from the model before the game begins.
- Solos and Characters that suffer more than half damage that 'sit out' the next game are available for the following game and are fully healed.

Back from the Dead

Some warcaster, warlocks and units have abilities to enable models to be returned to table, taken over or created. This section describes how to handle these in an attrition-based campaign such as ANNIHILATION.

The basic rule is that if you didn't pay points for a model as part of your army you don't get to keep it after the battle. There are, however, some complexities and they are discussed here.

Some units such as the Necrosurgeon or Bane Lord Tartarus have the ability to add more models to a unit, potentially increasing it above its starting size. From an attrition perspective you may not add more models to your overall army than those you started a battle with. For example, if a player starts a game with two units of six Bane Thralls, one of those units is reduced to three during the battle and Tartarus adds four to the other (giving a unit of 10 and one of 3). If the battle ends like this the player may retain 12 Bane Thralls, as that is what they paid for.

Some warcasters cause a slight problem to this general rule. Goreshade the Bastard, for example could potentially create a new unit of Bane Thralls each game, but not retain them. He is a slight exception to the above rule in that the first time Goreshade feats in a campaign he can retain the Banes Thralls that survive from that new unit. However, he does not get to retain any subsequent 'feat' units later in the campaign.

Thagrosh, the Prophet of Everblight is also a slight exception. According to the general rule he should get to keep the beast he brings back as it was paid for. In this instance he may retain the beast, but it is treated as having taken more than half damage, no matter how much damage it finished the game with.

Saeryn's Respawn spell does not cause an exception, i.e. the beast may be retained, but beasts under the control of a Feralgeist are treated as casualties. Any models that are under the control of the enemy at the end of a battle are also treated as casualties.

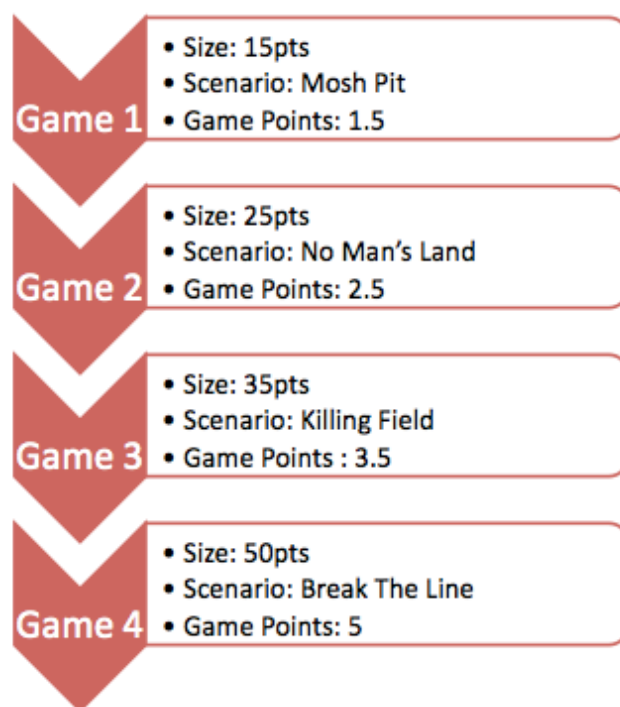
Bonds (Optional)

Beasts and 'jacks that survive a battle may develop a bond with their controller (if they survived too). Select one 'jack or beast that survives, check to see if a bond develops and randomly choose a bond for it. Each warcaster/warlock may only have one bond at a time.

WAGING WAR

Armies do not have infinite resources with which to wage a war. The loss of every trooper weakens the ability to fight effectively not only in the current battle, but in the following battles. The example campaign used in ANNIHILATION is designed for two players and comprises four games escalating from 15 to 25 to 35 and finally to 50 points in size. The complete pool of points available to construct the army that will fight in these games was 80% of their total sum, i.e. 100 points. This is just an example and you can choose to have a campaign last for as many games as you want and those games can be as large as you want. You could also adjust the percentage to represent a greater or lesser penalty for sustaining losses.

The default campaign for ANNIHILATION has the following structure –



You can adjust the number of games and scenarios to suit your needs. Above is a very simple campaign structure where each game follows on directly from the previous one. All of the scenarios are described on pages 90-93 of Warmachine Prime MkII. The winner of each game receives a number of **Game Points** that are 10% of the points size of the game. There are some additional bonuses and penalties for winning and losing –

- Game 2: The winner of Game 1 gains +1 to the **starting roll** for this game. *This represents the tactical advantage the army gained from winning the initial engagement.*
- Game 3: The winner of Game 2 can choose any one unit (excluding their warcaster) to benefit from **Advance Deployment** for this game. *This represents the eagerness of the army to dominate their enemy.*
- Game 4: The player with the most Game Points so far (if there is one) gains a -1 modifier when making CMD checks for this game. *This represents the confidence the army has to vanquish their foe.*

Remember to keep track of the losses sustained by each army after each game. Also, don't forget to award any bonds that may apply.

DETERMINING THE WINNER

Total up the Game Points accrued by each player over the course of the four games. The player with the most points is the winner, but there are different degrees of victory. Subtract the Game Points of the losing player from those of the winning player and compare them on the table below –

Difference	Victory Type	Description
11-12.5	Annihilation	You completely massacred your opponent. You have not only won the day, but have also dealt a blow to your enemy they will not soon forget.
4.5 – 1.5	Victory	Your enemy put up a good fight, but ultimately you vanquished him. It has been a bloody day, but victory is yours.
0.5	Minor Victory	Your victory is tenuous and right now the enemy may be planning their counter attack. Do not rest on your laurels.

CONCLUDING THOUGHTS

The game structure of ANNIHILATION is quite straight forward as are the victory conditions. The rules for army composition and attrition on the other hand are more complex, but a player who does not heed early losses may find himself unable to field a viable force in the later battles. With the game points weighted towards the later games that could prove disastrous!