

## 34. CAMPAIGNS

### Briefing

1. A campaign is basically a series of linked battles that are given more context and significance by the fact that the outcomes of the battles are critical to overall success in achieving geographic, strategic and/or political objectives.

2. In a campaign the players have their objectives laid out on a map and must maneuver their forces to capture those objectives. The map may encompass a continent, region or smaller area depending on the scope of the campaign.

3. Each move and each battle is part of a larger contest and its outcome determines the opportunities and challenges that arise as the campaign unfolds. Preserving a battlegroup for the next battle is usually just as important as winning the current battle.

### Setting up a campaign

1. The easiest way to start a campaign is to create a map and set objectives for the players.

2. A map can either be created from a real map or from an original map designed by one of the players. The map should have a grid of squares or hexagons superimposed on it to help regulate the movement of opposing forces.

3. Players are advised to have spaces on their campaign maps represent **general** terrain types. When the terrain is translated to the tabletop the players should not try to duplicate the specific space on the map. Otherwise, if several battles are fought in the same space the players will have to duplicate the map space each time. This can become tedious and boring.

More flexibility is possible when only the general terrain type is duplicated. For example, if the campaign map shows the battle will be fought in farm country, the players can place some farm buildings, open fields and patches of woods. The next time a battle is fought in that space on the campaign map a completely different farm layout can be set up.

4. One or more objectives should be specified for each player. An objective could be the capture of an enemy spaceport or city, or some other territorial objective such as the control of a ridgeline or pass. If more than one objective is set for each player, the objectives can have point values assigned making some of them more valuable than others.

a. In the *Purna* campaign, two great alliances are waging war as allies of a divided nation. The campaign map is divided into two sides by a border. Each side is divided into three zones: the border zone, central zone and interior zone. Each zone has only one city in it. The city in the interior zone is also the owning player's base. In this campaign the objective is to occupy as much territory as possible before a cease-fire is negotiated. Victory points are awarded to the players on the basis of the amount of enemy territory they capture.

Objective	Point value
Border zone space	1
Central zone space	2
Interior zone space	3
City space	4
Base	10

b. In the *Glynde* campaign, the objective was military victory through the capture of the enemy base.

5. Players may find that setting a limit to the number of campaign turns will increase the action and tension of a campaign.

### Creating battlegroups

1. Players should determine the size of the forces they will field. It is recommended that the players try to keep the opposing forces as equal as possible for better play balance. One way to do this is to balance the overall costs of the opposing forces. Another way is to limit the number of vehicles and men each side can field.

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In some cases the players may choose to field very unequal forces. This can arise when the players are creating a specific scenario, or fielding forces impacted by losses in previous battles.

2. In the ongoing *Purna* and *Tollis* campaigns, battlegroups are limited to 6 vehicles and 30 infantry per battle. Warbots and wardrones are counted as infantry, and strongpoints are counted with vehicles.

Players may over-assign pieces to their battlegroups, but may only put the specified number of vehicles and men into any one battle. The remainder are held in reserve. They can be fielded in later battles to take the place of any pieces that are lost.

Although the forces that oppose each other in any one battle may not be equal in overall costs, the players should try to keep the total costs of their armies fairly equal so that the campaign as a whole is balanced. Then the campaign will reflect tactical skill in battle rather than which player has the larger army.

3. A numbered counter or small flag on the campaign map should represent each battlegroup. The movements of this marker on the campaign map will represent the movements of the battlegroup. Players should keep the composition of their battlegroups secret as long as possible in a campaign to keep opposing players off balance. Players must reveal the composition of their battlegroups when two or more opposing battlegroups occupy the same space to engage in battle.

### Initial deployment of battlegroups

1. There are three main ways to deploy battlegroups to begin a campaign: initial entry, full deployment or planetary assault.

2. **Initial entry** - all battlegroups enter the map through an entry point such as a spaceport or a road that starts at the edge of the map. Each player will have an entry point for his forces. On the first turn of the game each player's battlegroups will enter the map at the entry

point one at a time and move forward from there.

3. **Full deployment** - all battlegroups are lined up along a border or demilitarized zone. All of the battlegroups are already on the board. On the first turn of the game each player's battlegroups will move forward from their starting points.

4. **Planetary assault** - the defending player's battlegroups are already on the board, distributed to cover key points as he wishes. The attacking player chooses landing zones for his battlegroups. On the first turn of the game the attacking player's battlegroups will be placed in their landing zones.

5. No more than one battlegroup may occupy a space, except when opposing battlegroups meet to engage in battle.

6. No battlegroup may start the campaign season deployed on a river, lake or ocean space. Battles may not be fought on all-water spaces unless the players have created amphibious and/or naval forces.

### Campaign sequence of play

1. A campaign turn is composed of a series of phases that organize and direct the players' actions.

2. The following phases compose a campaign turn:

1	Plan and record moves
2	Initiate moves
3	Supply check
4	Determine if battles will be fought
5	Fight battles
6	Transfer troops
7	Replacements
8	Reinforcements
9	Repairs

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### Plan and record moves

1. At the beginning of each campaign turn the players should study the map and secretly plan the moves of each of their battlegroups.
2. On the campaign map battlegroups may move one space per turn on land, over any terrain, and in any direction.
3. A battlegroup on a road may move two spaces per turn, as long as it begins and ends the turn on the road.
4. When the players are through planning their moves they should record them in writing. They will then be available for reference when the moves are initiated on the map, and for verification if another player challenges the validity of a move.

### Initiate moves

1. Campaign movement is simultaneous. The players execute the moves they have planned for their battlegroups at the same time.
2. After all moves are completed, adjust for the effect of uncontrolled campaign events if this option is being used.
3. If opposing battlegroups end their moves in the same space they may engage in battle.

### Supply

1. A battlegroup that is out of supply can only deploy **one-half** of its current vehicles and men (round any fractions down). The owning player is allowed to choose which of his forces to deploy.
2. A battlegroup is in supply when a supply route can be traced to it from the player's base city, starport or landing zone. (Players should be sure to designate their supply bases before a campaign begins.)

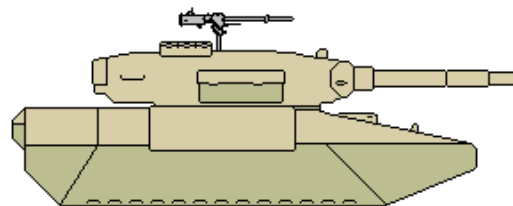
3. A **supply route** is a path of spaces not occupied by enemy battlegroups. An enemy battlegroup occupying a space cuts a supply route through that space, even if a friendly battlegroup is also in the space.

4. A supply route must follow a path of continuous road spaces as far as possible from a player's base to a battlegroup. The path may be of any length, but once it leaves a road it may be no longer than 3 spaces. In other words, once the supply route leaves the road leading back to the base it may only extend 3 spaces cross country. A supply route that leaves a road cannot be traced cross country and then back to a road to bypass enemy battlegroups.

5. A player whose original base is a landing zone will have to capture a city that forms part of a road network, or his forces will be severely limited in their ability to expand outwards.

6. Players may freely modify these supply rules to meet the requirements of their campaigns. For example, if they are fighting in an open area without a well-developed road network, the players will want to adapt the rules to downgrade the importance of roads.

7. As an alternative, the players may choose to create markers that represent supply units. A battlegroup must be adjacent to a supply unit in order to fight at full strength. More than one battlegroup can use the same supply unit. A supply unit is lost if it ends a campaign turn in the same space with an enemy battlegroup.



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### Determine if battles are to be fought

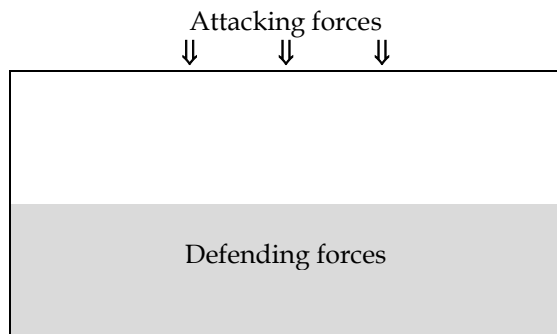
1. The players must reveal the composition of their battlegroups and decide whether or not they want to fight.
2. If one player decides not to fight a battle he must withdraw his battlegroup from the space on the next campaign turn.

### Fight battles

1. Battles are fought when opposing battlegroups end their movement in the same space and both players decide that they want to fight.
2. No battles are fought until all campaign movement has been completed.
3. Placement of troops for battle

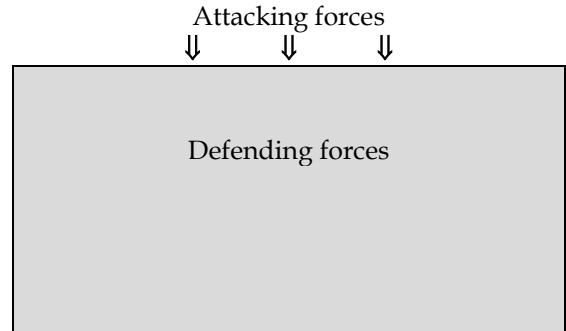
a. If the battlegroup just entered the space on the campaign map during the current campaign turn, the vehicles and infantry units may begin to enter the wargame table at the beginning of the battle.

b. If the battlegroup has been occupying the space on the campaign map for one campaign turn, the vehicles and infantry units may be placed up to the halfway point on the table (up to the middle of the table).



c. If the battlegroup has been occupying the space on the campaign map for two or more

campaign turns, the vehicles and infantry units may be placed anywhere on the table.



d. Any strongpoints fielded by a battlegroup will always begin a battle on the wargame table, except in cases where the battlegroup just entered the space on the campaign map during the current campaign turn. In that case, the strongpoint cannot take part in the battle.

### Transfer forces between battlegroups of the same nationality

1. On the campaign map, adjacent battlegroups of the same nationality may exchange vehicles and infantry units.

2. A player may utilize this rule to transfer troops and vehicles between battlegroups. A player might pull a weakened infantry unit out of one battlegroup to transfer it to another battlegroup that is less likely to see heavy action. Or a player might transfer armored vehicles to a battlegroup to replace losses and bolster it for further action.

The rule also allows players to disguise the strength of their forces by changing the composition of battlegroups that have been revealed to the enemy.

### Replacements

1. In war, a replacement is the receipt of a newly-trained soldier to replace a casualty, or the receipt of a new vehicle to replace one that has been damaged or destroyed. In this game, a replacement is the return of a soldier or vehicle

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lost in an earlier battle.

2. Replacements allow players to continue a campaign by replacing eliminated infantry and destroyed vehicles. Without replacements battle losses would gradually reduce a player's forces to nothing.

3. Players should determine when replacements will be received. The easiest way to do this is to set the number of turns after a piece is lost that it will return.

For example, in the *Purna* campaign replacements are received nine turns after the soldier or vehicle is lost. In the *Glynde* campaign replacements are received six turns after the piece is lost.

4. Until replacements arrive, infantry units will carry over their losses from previous campaign turns. However, each infantry unit's current strength at the beginning of a battle will be its new starting morale level.

### Reinforcements

1. A reinforcement is the entry of a new piece into the campaign. This normally occurs when the players complete new infantry units or finish new vehicle models. Although one of the most enjoyable aspects of wargaming is building new models and introducing them into a game, the players should place strict limits on the entry of reinforcements.

2. If reinforcements are not used carefully, the campaign will quickly become unbalanced. The best procedure is to have both sides receive equal reinforcements. The pieces received should be fairly equal, based on overall point costs, and should enter the game on the same campaign turn.

3. If too many reinforcements enter the campaign it never ends, and hard-won gains on the battlefield are erased too easily.

4. Until reinforcements or replacements arrive, infantry units will carry over their losses from

previous campaign turns. However, each infantry unit's current strength at the beginning of a battle will be its new starting morale level.

### Repairs

1. A repair is the restoration of a damaged vehicle or strongpoint. A battlegroup that is not engaged in battle for one campaign turn may repair all damage suffered in the previous campaign turns.

2. If a battlegroup does not remain unengaged, its vehicles will carry over all of the damage suffered in the previous campaign turns. However, each vehicle's current strength at the beginning of a battle will be its new starting morale level.

### Battlefield Objectives

1. As part of a campaign, players may choose to identify objectives for each battle in order to create a greater challenge.

2. The players should identify three objectives on the tabletop. They should then create two chits for each objective and place them in a cup.

3. Each player draws a chit. That is his primary objective. Then each player draws another chit. That is his secondary objective.

4. Since there are two chits for each objective, it is possible for the players to have the same primary and/or secondary objectives.

5. Players should not reveal their primary and secondary objectives to each other.

6. A primary objective is worth 25 victory points. A secondary objective is worth 15 victory points.

### Uncontrolled Campaign Events

(Optional Rule)

1. Uncontrolled events are chance occurrences

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that are unpredictable. They can be fortunate or unfortunate for either side.

2. To determine if an uncontrolled event occurs, each player rolls a ten-sided die after the players have completed their campaign moves.

a. When players roll the same number they should roll again until one player rolls a lower number.

b. Each time that the players roll the same number, one uncontrolled event is generated.

c. If there is one uncontrolled event, it affects the forces of the player who finally rolled a lower number. If there is more than one uncontrolled event, the second uncontrolled event affects the forces of the opposing player. A third uncontrolled event affects the first player again, and so on.

3. The player whose forces will be affected by an uncontrolled event rolls one ten-sided die and consults the Uncontrolled Campaign Events table to determine which event occurs.

4. All uncontrolled events have an immediate effect. Their effect is resolved before any battles are determined.

### Reasons to Fight (Optional rule)

1. Some players seem to find it hard to find a reason for their opposing armies to fight. They need a history of the specific conflict with the motivations behind each force in the struggle. Since these rules assume that the players will come to the table with forces they have created on their own, the author cannot provide specific histories for forces he has never seen.

2. Players may choose a reason to fight from the table below, or roll a ten-sided die to randomly determine the reason their forces oppose each other.

Die roll	Reason to fight
1	The enemy are a threat to our way of life. They want to take away our freedom and enslave us.
2	The enemy is a merciless horde intent on destroying everything in its path.
3	The enemy are immoral, dishonest and untrustworthy. They must be subdued for the good of civilization.
4	The enemy has defeated and occupied a friendly nation. They must be defeated and driven out.
5	The enemy wants to take our lands, our homes and our property and leave us destitute.
6	The enemy are devils. Their behavior is an affront to God and must be chastised.
7	The enemy possess resources that are vital to our survival. It is us or them, and we intend to win.
8	The enemy are scum who do not deserve to live. Evolution will benefit from their destruction.
9	The enemy are savages who will be a threat to us as long as they are allowed to exist on our borders.
10	The enemy are an obstacle in our path. They cannot be allowed to prevent us from achieving our destiny.

### Vehicle Crew Skills (Optional Rule)

1. Players can add more character to their campaigns and battles by assigning special skills to their vehicle crew.

2. The vehicle crew skills include ten skills that slightly modify the crew's combat ability.

Accurate - The vehicle crew can add a +1 factor to the hit/miss determination of one weapon each turn.

Communications expertise - The vehicle crew adds a +2 factor to all communication attempts.

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Defiant - The vehicle crew does not suffer the -3 penalty for firing after being subjected to interceptive or suppressive fire.

Detection expertise - The vehicle crew adds a +1 factor to all observation/detection attempts.

Driving expertise - The vehicle can move through rough or difficult terrain with less delay. Compute the normal movement penalty and then cut it in half.

Exceptional - Roll for two skills. (A vehicle crew may not have more than two skills.)

Fast reload - Roll a ten-sided die. If a 1 to 5 is rolled the vehicle crew can fire one weapon twice this turn.

Mechanical expertise - When the damage control system is reduced to 20% the vehicle crew still checks for repairs at the 30% level.

Motivated - The vehicle crew does not suffer the -1 penalty for firing with poor morale.

Resilient - The vehicle crew ignores all Stunned damage results.

3. It is recommended that the skills be assigned randomly using the Vehicle Crew Skills table. If the players agree they can reroll skills that come up too often randomly.