

AOFS - CAMPAIGN RULES v2.2

Campaign Types

Campaign Length: Campaigns are played with two or more players, and you must pick one of these types:

- **Game-Limited:** Play D6+4 missions, and after the last match the player with most VP is the winner.
- **Point-Limited:** The campaign ends when one player has earned D6+4 VP after a match, who is the winner.
- **Time-Limited:** The campaign ends after D6+4 weeks, and the player with most VP at the end is the winner.
- **Endless:** The campaign never ends, but instead players keep track of how many VPs they earned on a leaderboard.

Parallel Play: Usually all warbands should participate in every match, but if you want you can allow warbands to play matches in parallel. If you do, then each warband's VP must be divided by the amount of matches they play, which gives you their final VP score.

Late Joiners: If you want you can allow players to join the campaign whilst it's already ongoing. If you do, then they start with a regular 150pts warband, and you must count VP as in parallel play.

Preparation

The Warbands: Before the first mission each player receives 150pts to spend on their warband. Players may save up to 25pts to be spent later, and they may only buy one unit with the Hero rule.

The Warband Sheet: Each warband and unit must be given a unique name, to be filled out on the warband sheet.

Campaign Structure: Campaigns are played with the following structure:

1. Mission Setup
2. Play Mission
3. Check for Casualties
4. Earn Experience
5. Upgrade Warbands
6. Recruit Units

Each step must be followed in this order and once all steps have been completed you start from the first again.

By Gaetano Ferrara

1. Mission Setup

Pick Mission: Once the warbands are ready players may play the standard mission from the Core Rules or play one random mission from the Full Rulebook.

The Warbands: There are no point limits for warbands in campaign games, however no warband may bring over 50pts worth of units more than the warband with the lowest point value.

Special Objectives: In addition to the mission objectives players may earn a bonus of 10pts by completing special objectives. Roll one die each to see which objective must be completed:

Result	Objective
1	Mastery - One friendly unit in each table quarter at the end.
2	Honor - No enemy units in own deploy zone at the end.
3	Casting - At least one attempt to cast/block spells per round.
4	Recovery - First player to recover a unit from stun.
5	Rage - First player to knock out an enemy unit.
6	Destruction - Most expensive enemy unit knocked out.

If you roll an objective which can't be completed, then you must re-roll.

2. Play Mission

Mission Length: Missions are played using the standard rules, however if after 4 rounds there is no clear winner the game continues onto the next round until there is one clear winner.

Conceding: Whenever a player would have to take a Rout Test the player may concede instead. Conceding warbands count as having failed the morale test for the purpose of casualties.

Random Events: At the beginning of each round players must roll one die, and on a 5+ a random event happens.

Mission Goals: The winning warband gets 2 VP and 10pts, whilst all losing warbands get 30pts instead.

3. Check for Casualties

Casualties: If the majority of models in a unit were Knocked Out or Stunned at the end of the game, then that unit counts as a casualty.

Regular Units: For every unit that is a casualty roll one die and check what happens to it here:

Result	Casualty
1	Dead - Remove the unit from your warband sheet.
2-5	Recovered - Unit recovers and may be used without penalties.
6	Natural Talent - Unit recovers and earns +1 XP.

Hero Units: Follow the same rules as above, however on a 1 see Injury Traits and on a 6 see Talent Traits. Each trait can only be gained once, so if you roll the same result simply re-roll.

Result	Injury Trait
1	Dead - Remove the hero from your warband sheet.
2	Chest Wound - Gets -1 to rolls when blocking hits.
3	Blinded Eye - Gets -1 to rolls when shooting.
4	Army Injury - Gets -1 to rolls when in melee.
5	Traumatized - Gets -1 to rolls when taking morale tests.
6	Smashed Leg - Moves -1.5" on advance and -3" on rush and charge actions.

Result	Talent Trait
1	Natural Talent - The hero recovers and gets +1 XP.
2	Motivated - Always passes the first morale test of the match.
3	Crazed - Gets +1 attack in melee when charging.
4	Bitter Rivalry - Always hits stunned units on 2+.
5	Horrible Scars - Enemy units get -1 to hit when in melee against the hero.
6	Toughened - Gets Tough(+1).

4. Earn Experience

Earning XP: Units earn XP in battle for each of the following things:

- **+1 XP:** Surviving a mission
- **+1 XP:** Knocking Out a unit
- **+2 XP:** Knocking Out a hero

Mark earned XP on the warband sheet in order to see when units level up.

Underdog Bonus: Any warband that has a point value lower than at least one other gets an underdog bonus. For every 5pts difference between your warband and the one with the highest point value, you get 1 underdog point. Each point can be spent to modify a friendly or enemy die by +1 or -1, however only one point can be spent per die.

Regular Units: When a unit earns 5 XP it becomes 5pts more expensive and you must roll one die to see what trait it gets:

Result	Trait
1	Agile - Move +1.5" on advance and +3" on rush and charge.
2	Headstrong - Gets +1 to rolls when taking morale tests.
3	Specialist - Gets +1 to rolls in melee or shooting (pick one).
4	Resilient - Gets +1 to rolls when blocking hits.
5	Elite - May re-roll one die of any kind once per round.
6	Fast Learner - May pick any other trait from the list.

Each trait can only be gained once, so if you roll the same result simply re-roll. Units can't earn more than 30xp, so they can level up max. 6 times.

Hero Units: Follow the same rules as above, and the first time a hero levels up roll one die and pick one expertise:

Result	Expertise
1-2	Captain or Support
3-4	Fighter or Shooter
5-6	Pathfinder or Healer

Every time the hero levels up, including the first time, roll one die to see what expert trait it gets, and it becomes 5pts more expensive. Each trait can only be gained once, so if you roll the same result simply re-roll. If a hero already has all 3 traits of its expertise, then it may roll on the table again to get a second expertise.

Captain: The hero shines as a leader and his men follow him with pride.

Result	Expert Trait
1-2	Leader - Friendly units within 3" get +1 to morale tests.
3-4	Instigator - Friendly units within 3" get +1 to melee.
5-6	Tactician - Friendly units within 3" get +1 to shooting.

Support: The hero user powerful tools to buff allies and debuff enemies.

Result	Expert Trait
1-2	Vanguard - Friendly units within 3" get +6" charge range.
3-4	Scavenger - Friendly units within 3" get +6" firing range.
5-6	Mastermind - Enemy units within 3" get -1 to defense.

Fighter: The hero has perfected close combat techniques beyond compare.

Result	Expert Trait
1-2	Duellist - Enemy units get -1 in melee against the hero.
3-4	Fanatic - The hero gets +1 attack when in melee.
5-6	Berserker - Enemies get +1 to wound results when in melee with the hero.

Shooter: The hero expertly handles all sorts of weapons and equipment.

Result	Expert Trait
1-2	Hunter - The hero may shoot even after rush actions.
3-4	Destroyer - The hero gets AP(+1) when shooting.
5-6	Suppressor - Enemies shot at by the hero get -1 to shooting until the end of the round.

Pathfinder: The hero is a true master at sneaking and collecting intel.

Result	Expert Trait
1-2	Runner - The hero always moves +3" (even in terrain).
3-4	Prowler - Enemy units further than 12" get -1 to shooting rolls against the hero.
5-6	Climber - The hero needs to roll only 2+ (instead of 3+) when dropping, leaping and jumping.

Healer: The hero mends and protects allies from terrible injuries with ease.

Result	Expert Trait
1-2	Chemist - Friendly units within 3" get -1 to wound result rolls.
3-4	Herbalist - Friendly units within 3" may ignore wounds on a roll of 6+.
5-6	Warden - When the hero is activated roll one die, on a 5+ all friendly units within 3" stop being stunned.

5. Upgrade Warbands

Buying Upgrades: Players may buy upgrades for their units as detailed in their warband page by spending any points they have available.

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

6. Recruit Units

Recruiting Heroes: Players may recruit up to one new hero after each mission, and may only have up to three heroes in their warband at once.

Recruiting Regular Units: Players may recruit as many regular units as they want after each mission. One of the new recruited units may also start with 5 XP if the player pays +10pts for it.

Disbanding Units: Any unit may be freely disbanded, losing all of its XP and upgrades. Players may also choose to disband their full warband, losing all units, VP, points, etc. and start a new one from scratch with 150pts.

RANDOM EVENTS

Rolling for Random Events

When rolling for random events roll two separate dice one at a time, where the first one represents decimals whilst the second one represents units.

Example: A player rolls two dice, with the first result being a 2 and the second result being a 1. This would mean that event 21 (unsafe ladders) is chosen.

Rolling for Random Units

If a random event calls for randomly selecting a unit from any warband you must first randomly select a warband for the event, and then randomly select a unit to be the target.

11 - Slave Worker

A local caln kidnaps one of the warriors and puts him to work on a fungus farm.

Select one random unit, and remove it from play. At the end of the mission it may be bought back for D3 * 10pts or else it's disbanded.

12 - Juicy Reward

A fat bounty was placed on one of the warbands, making it a priority target.

Select one random warband. Enemy warbands get 5pts at the end of the mission for every unit from it that they managed to Knock Out.

13 - Murdercrow Shakedown

A murdercrow flock swoops down and attacks anyone with shiny gear.

Select D3 random units, which can't use one random weapon or upgrade until the end of the mission.

14 - Mutated Beast

A warrior accidentally disturbed a beast and is violently attacked.

Select one random unit, which takes D3 automatic hits with AP(1).

15 - Out of Arrows

Some warriors have been shooting a little too wildly and now ran out of arrows.

Select D3 random units, which can't shoot until the end of the mission.

16 - Disheartened

One of the warbands walked through a magical field and is demoralized.

All units from one random warband get -1 to morale until the end of the game.

21 - Unsafe Ladders

It seems that whoever built things in this area was not really good at it.

Until the end of the mission whenever a unit climbs up elevation roll one die, on a 1 it falls the full height instead.

22 - Poisonous Cloud

Toxic gas is released from the sewers and poisons everyone in the area.

Select one random table quarter. All of the units within that table quarter take D3+1 automatic hits.

23 - Booby Trap

No corner of the battlefield is safe as hidden booby traps could be anywhere.

Select one random player, who may note down one piece of terrain in secret. The first unit to enter that terrain takes D3 automatic hits with AP(2).

24 - Fragile Roofs

After years of war the buildings in the area have started to crumble.

All units within terrain must take a dangerous terrain test.

25 - Mysterious Fog

Out of nowhere a mysterious fog starts to build, leaving everyone almost blind.

Select one random table quarter. All of the units within that table quarter get -6" range when shooting.

26 - Blood Frenzy

The havoc god of war wants to see more blood shed, so he warp's everyone's mind into a blood frenzy.

All units get +1 attack in melee and earn +D3 XP when Knocking Out enemies in melee until the end of the round.

31 - Terror from the Deep

A terrifying monster has emerged from the ground and is feeling hungry.

Place a monster marker in the center of one random table quarter. All units that move within 3" of it take D3 hits.

32 - Zombies!

Some warriors are always looking for a fight... even in death.

Place a unit of D3+2 Zombies (Qua 5+, Def 5+, Claws (A3), Slow) in the center of one random table quarter. At the end of each round the zombies must charge or rush the nearest unit.

33 - Bounty Hunter

A bounty hunter has arrived to kill a dangerous outlaw among the warriors.

Place a bounty hunter on the highest piece of terrain with most line of sight on the table. Select one random unit, and at the end of each round if it is in line of sight of the bounty hunter it takes 1 hit.

34 - Honor Debt

An old friend that owes a debt of honor has joined the fight to help out.

Place a Mercenary (Qua 4+, Def 4+, Hand Weapon (A1)) within 6" of a random unit and that player may control it until the end of the mission.

35 - Precious Artifact

A warrior has found a precious artifact and need to take it through enemy lines.

Select one random unit. If it manages to exit the table through an opponent's deployment zone it gets D3 * 5pts.

36 - Lost & Found

They say that one man's trash is another man's treasure...

Place a treasure marker at the center of a random table quarter. Units can pick it up by moving into contact with it, and they drop it if they are Knocked Out or Stunned. If a unit with it manages to exit the table through an opponent's table edge its warband gets 1 VP.

41 - Slippery Ledge

Whatever was spilled on this ledge has made it as slippery as ice.

Select one random unit that is within 2" of elevation. That unit falls down.

42 - Barrel of Acid

As stray shots ricochet around they might hit a barrel of acid above someone's head...

The first time during this round when a unit rolls a 1 to hit for shooting it takes D3 automatic hits with AP(2).

43 - Snapped Neck

Weather by accident or on purpose, one of the warriors just hit the right spot.

The first time during this round when a unit rolls a 6 to hit in melee the target is immediately Knocked Out.

44 - Opportunist

Some warriors prefer to attack their enemies whilst they're down instead of facing them dead on with honor.

The first time during this round when a unit Knocks Out a Stunned by charging it in melee it receives +1 XP.

45 - Aim High

If you take the time to aim properly you might just hit someone in the face.

The first time during this round when a unit rolls a 1 to block from shooting or melee it gets +1 to wound results.

46 - Race against Time

A quick and decisive victory can really do wonders to a warband's morale.

If a warband manages to win the mission by the end of the round it gets a bonus of 5 XP, which must be split as evenly as possible amongst units.

51 - Wandering Doc

A wandering doc roams the battlefield, helping the wounded back on their feet.

Select one random warband which may pay 10pts to re-roll results of 1 once per unit when checking for casualties.

52 - Revenge

After an enemy warrior killed a beloved comrade everyone is out to get him.

Select one random player, who may note down one enemy unit in secret. If that unit is Knocked Out then all units in the warband get +1 XP.

53 - The Oldest Trick

In the heat of combat warriors kick sand into their enemies faces to blind them. All is fair in love and war...

Select one random warband. Enemy units get -1 in melee when attacking units from the selected warband until the end of the round.

54 - Spare Arrows

A wealth of spare arrows awaits those patient enough to search the ruins.

Select one random unit, which doubles its shooting attacks during this round.

55 - Lucky Escape

A warrior that hit the ground manages to pull off a dodge roll and get up again.

Select one random unit that is Stunned, which immediately stops being Stunned.

56 - Possessed

The spirits of the dead have possessed a warrior, who now has a terrifying aura.

Select one random unit. Enemy units within 6" of it get -1 to morale until the end of the mission.

61 - Wisdom of the Gods

Whilst searching the ruins a warrior found an ancient book and is blessed by the gods upon opening it.

Select one random unit, which immediately gets D3 * 1 XP.

62 - Ancient Artifact

There are rumors of an ancient artifact in a nearby village and one of the warriors decided to check it out.

Select one random warband, which may remove one unit that is not Stunned from play and get D3 * 10pts.

63 - Grandpa's Sword

Whilst inspect a building a warrior crashed through the wooden floor, landing in an old basement where he finds a very rare weapon.

Select one random unit, which gets Grandpa's Sword (A2, AP(D3)).

64 - Coward's Reward

A warrior that was cowardly hiding in a bush finds a shiny jewel.

Select one random warband, which immediately gets D3 * 5pts.

65 - Lucky Find

A warrior stumbles upon a crate buried under a pile of debris, which is filled with magical potions.

Select one random warband, which immediately gets 1 VP.

66 - Sold to the Pits

A warrior that was Knocked Out wakes up in the infamous fighting pits of Mörderhof and must now fight for his freedom.

Select one random unit that was Knocked Out and place it in an arena. The arena should have an area of 2'x2' and 3-5 pieces of terrain, and the unit must be placed within 3" of one of the arena's edges. Then place a mighty Gladiator (Qua3+,Def3+,Axe(A3,AP(1))) within 3" of the opposing edge of the arena, which is controlled by an opponent. Roll to see who goes first and then play out the fight like a regular battle, until one of the two has been Knocked Out. If the Gladiator wins then the unit is dead and is removed from the warband sheet. If the unit wins then it gets +3 XP and a 30pts trophy. The unit may then join its warband again at the end of the mission.

WARBAND NAME:

VP:

Unit Name:										Unit Name:											
Notes:										Notes:											
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Unit Name:										Unit Name:											
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