

## **CHRONOPIA MINI CAMPAIGN (by AKA)**

This mini campaign is a series of five scenarios. Each player chooses a race or races to make up his army. The amount of points you have to purchase your starting army depends on how many allies you are using. Each scenario lists a maximum point total so even though you may have 2000 pts of troops available you may only be allowed to field 800 points for that battle. Once your roster is made, those are the only troops you have available. After each scenario you will have the chance to replace lost troops and buy reinforcements.

### **STARTING POINTS**

1 Army List = 2000 pts  
2 Army Lists = 1900 pts  
3 Army Lists = 1750 pts  
2 Dwarf Clans = 1 List

The Devout may only ally with Vulture Clan dwarves.  
Stygians cannot have allies at all.

You may ignore all ratios, warband sizes, and spell user point restrictions when purchasing units for your initial pool, but you must abide by all normal restrictions, ratios, and the following additional ratio when fielding an army for a scenario. You may take one Missile Warband per Close Combat warband but they must consist of the same number of models. You can't field a warband consisting of 8 Archers when you've only got a Close Combat unit made up of 4 Swordsmen.

Example:

You buy 9 individuals, 4 full MW warbands, 2 small MW warbands, and 4 small CC warbands.

Nice pool but since you can only legally field the 4 small CC units and the 2 small MW units, 1 of the full MW wb (spilt into 1/2) and 6 individuals it isn't real effective.

When purchasing spell users, you pay their base cost + a set amount of points (their spell pool) from which they can buy spells separately for each scenario. Each spellcaster has his/her own pool. One model cannot draw spell points from another model's pool.

### **SPECIAL CONDITIONS**

All scenarios will be played with the desert climate rules but roll on the following chart. Anytime a "1" or "20" is rolled for initiative another climate condition comes into effect for 2 turns (reroll results of 1-5). If it is an existing condition then nothing new happens.

01- 05	No unusual conditions
06- 08	Heat Wave
09- 11	Shifting Sands
12- 14	Heatstroke
15- 17	Sand Storms
18- 20	Desert Twisters

### **VICTORY POINTS:**

Winner 600 pts  
Tie 350 pts each  
Loser 300 pts  
Secondary objectives 100 pts each

### **SECONDARY OBJECTIVES:**

1 AC to pick up. Drop if model is panicked or feared. Model must exit appropriate edge or carry the objective at end of the battle.  
1 Secondary objective per player.  
Each player places it at least 24" from their deployment edge.

### **CHOOSING FORCES :**

Abiding by all the above listed restrictions you pick individuals and warbands from your pool not to exceed the Max Points listed for the scenario you will be playing. Since it is unlikely you will be able to exactly match the points the following rules apply:

If you field less than the maximum points allowance for the scenario, you get to add the difference (up to 10% of the listed max) to your reinforcement points regardless of win, loss, or tie.

You may exceed the maximum points allowance by up to 5%. If you take more than maximum, then your opponent get 2 twice the number of point by which you have exceeded the maximum points allowance as victory points.

Example:

Scenario # 2:

The attacker takes 1541 points while the defender uses 878.

The scenario results in a tie.

The attacker gets 350 points.

The defender gets 350 (tie) + 82 (2x the attackers excess) + 100 ( 1000- 878 = 122 but the max is 10% of 1000) for a total of 532 points.

### **THE SCENARIOS :**

#### **Scenario #1 Patrol**

Type: Breakthrough

Duration: 5 + 1-2 per player

Max Points: 800

Victory Conditions:

Each player must exit at least 50% of his models off the opposite edge and eliminate more than 50% of his opponents force (points).

Tie: If all players fail to meet the victory conditions

Number of Players: 2 or 3

#### **Scenario #2 Raid**

Type: Stand and Fight

Duration: 5 -7

Max points: Attacker-1500/Defender-1000

Deployment:

Defenders DZ is the center of the table at least 18" away from all sides. Attacker DZ 6" in along any 2 adjacent sides.

After both sides have decided on their forces (secretly) the defender sets up the terrain.

The defender first places all of his warbands then the attacker declares his DZ and places his forces, then the defender places his individuals.

Attacker Victory: Must kill more than 50% of the enemy models.

Defender Victory: All your individuals must survive the battle & cannot have exited the field.

Tie: Both succeed or both fail to meet their objectives.

No secondary objectives

Number of Players: 2

#### **Scenario #3 Search**

Type: Get the Artifact

Max Points: 1200

Duration: Open

Deployment: Normal

Special: The "artefact" is placed in the center of a field littered with lots of broken terrain and ruins. It costs 1 AC to pick up the artefact and only models with a PW rating or a dwarven keeper may pick it up. The artefact increases the holders PW by 2. If he is successful in getting away with the artefact the models PW is +2 for the rest of the campaign. If a Keeper escapes with the artefact it increases his transformation time from 2 to 3 full turns.

Victory Condition: Must escape from any edge with the artefact.

Tie: If all eligible carriers are killed then the battle is over at the end of the turn.

Number of Players: 2 or 3

#### **Scenario #4 Rescue**

Type: Custom

Duration: Open

Max Points: Attacker- 1200/ Defender- 2400

Deployment: Defender splits his force into 2 groups:

The defence group(max of 600 pts with at least 1 individual)

The reinforcements (up to 1800).

The defender sets up the terrain, mostly desert and rough with 1 tower or high ground defensible piece and his defensive warbands within 12" of the center.

The attacker then chooses an edge and places all of his troop within 6".

The defender then places his individual models.

The defender then splits his reinforcements into groups of not more than 600 pts and then writes down the order of their impending arrival.

Starting on turn 3 before rolling for initiative, the defender makes a LDR test against the best LDR in the group attempting to enter.

Success means that group deploys within 3" of an edge adjacent to the attackers DZ (may differ from turn to turn) and may be activated that turn.

Failure means they are deployed but count as already being activated.

A "perfect" means you get to deploy 2 groups ready to go.

A "fumble" results in no reinforcements that turn.

The defence group cannot leave their DZ until turn 4. Panicked WB stay in the but don't automatically rally.

Attacker Victory: All defence group models must be slain and at least 1 individual and 1 warband of greater than 50% must escape off any edge.

Defender Victory: Prevent the attacker from accomplishing both of his objectives

Tie: Attacker only accomplishes 1 of the 2 victory conditions.

Number of Players: 2 (can be 3, Attacker vs. Defender and allied reinforcements. Roll off with the 2 closest rolls being allies and the highest roll of the 2 choosing defender or reinforcement.)

Play scenarios #2 & 4 twice. Once as the attacker then against a different opponent as the defender.

#### **Final Scenario: There can be only one**

Type: Elimination

Duration: Open

Max Points: None

Deployment: Normal

Victory Conditions: In order to be declared campaign victor you must eliminate all enemy models and have at least 100 pts of your models still alive.

No Secondary objectives

Number of Players: Everyone (free for all). If this will result in to time consuming of a game we will split it into 2 battles.

#### **REINFORCEMENTS :**

Once a scenario is over, it is time to calculate each player's reinforcement points. Add the points for the battle (win, loss, or tie), the points for over and/or under max points, and those for any secondary objectives obtained. With reinforcement points you may buy back destroyed warbands (Experience restarts at 0), rebuild depleted warbands (don't forget the -2 XP if reduced by more than 50%), purchase new warbands or attempt to 'revive' individuals. Reinforcement or rebuilt warbands follow all normal cost and restriction rules. You do not have to replace all of your killed warband members but remember that in order to field a warband next battle it must meet the minimum size requirements listed in the rules.

Example: Player A won the first scenario and recovered 1 secondary objective giving him 500 + 100 =600 points. His total points fielded were 742. The max for Scenario #1 is 800 for an additional 58 (less than the 10% max of 80) points. His total reinforcement points are 658.

Individuals are handled differently. If the individual was killed, last wound lost, as the result of a "1- perfect success" then he is gone from the campaign. Otherwise he was only "wounded" and he may be used again in later battles if he is found. To see if an individual was only wounded it costs 50 reinforcement points. You then roll a d20 if it falls within the listed range then he has been found and may be used next battle. He forfeits any XP he would have gained from the battle in which he was "killed" but keeps any XP earned in prior scenarios. If the roll fails you lose the 50 points but may keep trying until you find him or run out of points to spend. The roll is based on the result of the battle in which the individual was "killed", Won 1-14, Tied 1-11, Lost 1-8. This is the only way you can get individuals as reinforcement. You CANNOT simply buy a replacement. After each battle you may buy tries for as many of your "dead" individuals as you can afford. You may also spend reinforcement points to expand a spell user's 'spell point pool'.

#### **EXPERIENCE :**

Experience is gained by units (WB or individuals) based on their performance in a battle:

- +1 Participate in battle (must attack, be attacked or successfully cast a spell)
- +1 Inflict a wound (max of +3 per battle)
- +1 Win the Battle
- +1 The unit retrieved a secondary objective
- 2 Warband loses more than 50% of its models

#### **Warband XP chart**

00- 04	Standard stats
05- 09	+1 CC, MW, LDR
10- 14	(+1A) )-1 Def) )+1 LDR) (+1 CC or MW)
15+	(+1A) (+1 CC or MW or LD) (+1AC Max 3 or -1 Def)

#### **Individual XP chart**

One individual (the Army Commander) starts with 3 XP, all others with 0

00 - 04	Book stats
05 - 09	+1 CC or +1 MW or +2 LD
10 - 14	(+1 LD) (-1 Def) (+1 CC or MW)
15+	(+1 LD) (+1 AC or +1 W) (+2A) (+1 CC or MW)

Happy Gaming  
Mykel