

Map Campaign Rules

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All across Immoren battles play out between powerful armies using steel, steam, magic, and claws to achieve victory for their nation, their god, or their people. Beyond the blood stained battlefields, a larger war is fought. Not with rifles and axes in the hands of soldiers but with strategy and planning in the minds of leaders. Are you ready to be one such leader and achieve total victory?

During a season of a map campaign, you manage multiple armies in a war to claim territory and destroy your enemies. You'll manage the resources to continue the war and replace casualties of the battles. When you are successful, you gain victory points bringing you closer to winning the campaign.

The campaign season is played over a course of 12 weeks. Each week is a campaign round which is broken up into five phases:

1. Order Phase - Players submit movement orders to the Campaign Organizer for each army banner they have deployed on the map. Once all orders have been received, players then execute their orders. All movement occurs simultaneously.
2. Battle Phase - Battles that result from army banner movement are resolved and results are recorded and turned in to the Campaign Organizer.
3. Resolution Phase - Defeated banners from the Battle Phase retreat, casualty rolls are made and territory capture rolls are made.
4. Resource Phase - Each player receives Supply Points from their Supply Depots and other map locations.
5. Purchase Phase – Players may spend Supply Points to requisition models/units and structures.

At the end of the campaign, victory points are tallied based on territory held and objectives completed. The player with the most victory points is the winner.

Design Goals

- The campaign should be accessible to any player that can create two 50 point character-restricted Steamroller lists.
- The options available for the campaign map should be tactical and meaningful to the outcome of the campaign.
- The rules should promote interesting asymmetrical battles.

Setup

- Each participant chooses a faction (Mercenaries and Minions choose a Contract or Pact). Note: Some factions/contracts/pacts have a very limited number of casters and model/unit options.
- Each participant creates up to three banners using 75 army points (minimum of 25 points per banner and cannot include warcasters, warlocks, character warjacks, character warbeasts, colossals or gargantuans)
- Each participant rolls 2d6. Players choose their HQ in order from highest roll to lowest.
- Each participant in turn selects a space to be there Headquarters (HQ) and gains control of all spaces around the selected Headquarters. There must be at least 2 spaces between a Headquarters and any other Headquarters or Special location.

- Each participant in turn chooses the location of their first supply depot and then their second supply depot. Supply depots can only be placed within the placing player's controlled area. Only one supply depot can be in a single space.
- Each participant in turn chooses the starting location of one banner. Continue to take turns placing banners until all banners have been placed. Banners can only be placed within the placing player's controlled area. Only one banner can be in a single space.

Banners

The initial banners must be a minimum of 25 points and cannot include warcasters, warlocks, character warjacks, character warbeast, colossals or gargantuans.

- Banners are character restricted across all of the player's banners.
- Banners can never benefit from theme forces. Banners do benefit from Contract and Pact benefits.
- Banners can never exceed 100 points.
- Banners may include a single warcaster/warlock. A banner that exceeds 75 points may include a second warcaster/warlock.
- Banners that do not include a battlegroup may include Autonomous Warjacks and Tamed Warbeasts.
- Banners that include a battlegroup at any time, must assign Autonomous Warjacks and Tamed Warbeasts to a battlegroups and lose the Autonomous and Tamed status. If they cannot be assigned to a battlegroup, they become inert or wild.

Tamed Warbeast

A Tamed Warbeast can activate normally but cannot be part of a banner that includes a battlegroup. If a banner with a battlegroup adds a warbeast to play, the warbeast must be added to a valid battlegroup. If unable to add the warbeast to a battlegroup, the warbeast enters play wild. If the banner has no battlegroups, the warbeast enters play Tamed. A Tamed warbeast can be forced by models that have the ability to force them.

Order Phase

During the Order Phase each banner is given a single order:

- Standard March – the banner moves one space.
- Forced March – the banner moves 2 spaces unless its first move brings it into contact with an enemy banner. If the forced banner fights in the following battle phase, the controlling player must roll a die for each model/unit in the army before the start of the deployment phase. On a roll of a 1 the model/unit lose Advance Deploy and Advanced Move and do not deploy normally. Instead, the models/units makes a Full Advance from its controlling player's table edge during the Maintenance Phase of the player's 2nd turn.
- Pursuit – the banner does not move. Choose an enemy banner within one space of the pursuing banner. If the chosen enemy banner is within one space of the pursuing banner and the pursuing banner is not attacked at the end of the Order Phase; the pursuing banner attacks the chosen enemy banner in the enemy banner's space. The pursuing banner returns to it the space where the order was declared unless the banner is destroyed. If the enemy banner is defeated it may choose to stay in its space or retreat to a legal space as per the retreating rules.
- Fortify – the banner does not move. If attacked by an enemy banner, the controller of the banner who fortified can place d6 Trench/Wall terrain templates anywhere on their half of the

table after table sides have been chosen but before any models have been deployed. These features must follow all normal terrain placement rules.

- Ambush – the banner does not move. If attacked by an enemy banner, the controller of the banner that ambushed gains +1 on their starting roll and their deployment zone is extended 2” forward.
- Demolish – the banner does not move. This option is only available while in a space with an enemy structure. The banner spends its time destroying the structure. If attacked by an enemy banner, the structure is only destroyed if the demolishing banner is victorious. HQ's can not be demolished.
- Convert – the banner does not move. This option is only available while in a space with an enemy structure. The banner spends its time converting the structure to the banner's owner. If attacked by an enemy banner, the structure is only converted if the converting banner is victorious. This does not claim the space but only converts the structure. If gaining control of a structure would make a player exceed the build limit for that structure, the structure is destroyed instead. HQ's can not be converted.

Battle Phase

A banner that shares a space with enemy banner during or after their moment will participate in a battle. If more than two opposing banners are in the same space, all owners of the banners participate in a single battle.

Terrain and Scenarios

The Campaign Organizer should setup all scenario and terrain for the tables. If the Campaign Organizer is not available, a player not participating the battle can setup the scenario and terrain. The following guidelines should be uses to determine terrain setup.

When a battle takes place in a generic space:

- Randomly select a steamroller scenario
- Determine terrain based on space's type. A minimum of seven terrain piece must be used.
 - Field – Open Terrain. May include only one piece of each type of terrain. (one forest, one hill, one linear obstacle, etc.)
 - Forest – Half of the total number of the terrain pieces must be forests.
 - Mountain – Half of the total number of the terrain pieces must be obstacle (non-linear).
 - Foothills – Half of the total number of the terrain pieces must be hills.
 - Swamp – Half of the total number of the terrain pieces must be shallow water.
 - Desert/Wasteland – Half of the total number of the terrain pieces must be rough terrain.
- If the space includes an additional feature, add additional terrain.
 - River – Add continuous shallow water from one board edge to the opposite board edge.
 - Village – Add 1d3 linear obstacles and one obstruction (building).
 - City – Add 1d3 obstructions (buildings) and 1d3 roads (man-made open terrain).
 - Battlefield – Add 1d3+2 trenches, barbed wire fences, or craters.

When a battle takes place in a special location:

- Use the special scenario for special location
- Use terrain or specific layout for special location

A player can win a battle by scenario, total destruction of enemy banner, or if the enemy player declares a retreat. There is no assassination victory.

Retreating

A player cannot declare retreat until the second player's second turn. Any time during the active player's turn, they may declare retreat and complete their turn as normal. The retreating player's casualties are recorded and their models removed from play at the start of their next turn. If a player has declares retreat but would win the game by scenario, the retreating player still loses the battle.

Victory

When a banner wins a battle the winning player receives 1 victory point (VP). Additional victory points are awarded based on the the difficulty of the encounter.

If the enemy banner's point value was twice or more the winning player banner's point value, gain an additional 2 victory points.

If enemy banner include a warcaster/warlock, gain an additional 1 victory point per warcaster/warlock above the number of warcasters/warlocks included in your banner.

Resolution Phase

Any banner that loses a battle, choose an unoccupied adjacent space to which to retreat. If there are no unoccupied adjacent spaces, the banner must slip past a friendly banner to the closest unoccupied space. If there are no friendly banners in the adjacent spaces, the banner must force through an enemy banner. A banner that forced its way through an enemy banner has a -1 penalty on casualty rolls when rolling casualties.

Any banner that has models/units exceeding the model count total listed at the end of a battle, removes the excess models before roll casualties. When removing duplicate models/units exceeding the model count total; destroyed, removed from play, or removed from table are removed form the banner after living duplicate models. Inert warjacks and wild warbeast are not casualties.

Example:

1. Banner has a min unit of Bane Thralls listed. At the end of a battle, the unit has eleven models because of Bane Lord Tartarus's Death Toll ability. The five extra are not added to the banner and are removed before rolling casualties.
2. A banner has one Shredder listed. The Spawning Vessel creates a new Shredder during the battle. Since only one Shredder is listed; the extra Shredder is not added to the banner and is removed before rolling casualties.

Casualties

After a battle is concluded, record which models were destroyed or removed from play and which units ended the game with less than 50% of their starting number (rounded up).

For each model destroyed, roll 2d6.

- On a result of 5 or less, the model is affected by the first valid option:
 1. remove veteran/hero bonuses
 2. remove model from the banner

For each unit below 50%, roll 2d6.

- On a result of 5 or less, the unit is affected by the first valid option:
 1. reduce the unit to minimum size
 2. remove all unit and weapon attachments

3. remove veteran/hero bonuses
4. remove unit from the banner

A character model or unit that is removed from a banner cannot be requisitioned during the same campaign round that they were removed.

If a banner has no models/units left after rolling for casualties, the banner is immediately disbanded.

Veteran

After winning a battle, roll 2d6 for each non-character model that survived battle or non-character unit that ended the battle at 50% or more of its starting number. On a result of 9 or higher, that model/unit becomes a veteran and gains all of the following bonuses.

- A veteran model/unit is given a unique name (player's choice)
- The field allowance of a veteran model/unit is C.
- A veteran model/unit gains a +1 to one of the following stats as chosen by the player: MAT, RAT, DEF, ARM, or CMD

Claiming Territory

Every banner that was uncontested or won a battle this round, may roll to claim the space it currently occupies. For each qualified banner, roll 2d6. For a neutral space, a result of 5 or higher claims the space for the banner's controller. For a controlled space, a result of 7 or higher claims the space for the banner's controller. For each space a player claimed that round, they gain 1d3 supply points. You cannot claim a space you already own. Some spaces or objectives give bonus supply points or special boons.

Resource Phase

For each supply depot you own within your controlled territory, gain 1d6 supply points. You may also gain supply points as per the rules for special locations you control.

Upkeep

Pay upkeep for all out-of-faction models/units in banners.

- 1 supply point for each solo
- 1 supply point for each lesser warbeast
- 2 supply points for each unit with 2 to 6 models
- 2 supply points for each light warjack/warbeast
- 3 supply points for each warcasters/warlocks
- 3 supply points for each unit with 7 or more models
- 3 supply points for each heavy warjack/warbeast
- 3 supply point for each battle engine
- 4 supply points for each colossal/ gargantuan

Reinforce a Banner

If two banners are located in friendly spaces and are adjacent to one another, they may swap models/units equal to 50% (round down) of the banner's point value with the other banner. All models/units must follow field allowance. Unit and weapon attachments must be legally attached to their corresponding units.

Split a Banner

If a banner with a point value of 50 or greater is located in a friendly space and an unoccupied friendly space is adjacent, the banner may use some of its forces to create a new banner. Each banner's point value must be 25 or greater and can only be comprised of models in the original banner. The new banner is placed in the adjacent unoccupied friendly space. All models/units must follow field allowance. Unit and weapon attachments must be legally attached to their corresponding units.

Merging Banners

If two banners are located in friendly spaces and are adjacent to one another, one banner can be disbanded and its forces are added to the other banner. If the banner's point value exceeds 100, excess models/units are disbanded until the banner's point value is 100 or less. All models/units must follow field allowance. Unit and weapon attachments must be legally attached to their corresponding units.

Reassignment of Casters

During this phase a player may choose to reassign warcasters/warlocks to a different banner. If the destination banner is in friendly territory connect to your HQ by friendly territory the move is immediate. If the destination banner is in neutral territory, enemy territory, or disconnected friendly territory, roll 1d6. On a result of 1, the caster is delayed a round and is not counted either banner for the round. On a result of 2, the caster arrives to a battle as per the forced march rules. On a result 3 or higher, they arrive immediately.

Purchase Phase

You may use supply points to purchase new models and units to add to existing banners or create new banners. If the destination banner is in friendly territory connect to your HQ by friendly territory gain new requisitions immediately. If the destination banner is in neutral territory, enemy territory, or disconnected friendly territory, roll 1d6. On a result of 1, the reinforcements are delayed a round. On a result of 2, the reinforcements arrive to a battle as per the forced march rules. On a result 3 or higher, they arrive immediately.

Items you may purchase include:

- **Model/Units/Upgrade/Banners**
 - warcaster/warlock [10 supply points]
 - model/unit [supply points equal to point cost] – may not purchase colossals, gargantuans, or battle engines (including battle engine casters) without a research center
 - upgrade min unit to max [supply points equal to difference in point cost]
 - create a new 25 point banner [25 supply points] The banner cannot include warcasters, warlocks, character warjacks, character warbeast, colossals or gargantuans. You may purchase additional models/units to add banner on the same purchase phase. The banner is placed in an unoccupied space you control adjacent to your HQ.
- **Structures** - can only be built within non-special territory you control. Only one structure may be in a space at any time.
 - Supply Depot [25 supply points] – gain more supply points each round
 - Medical Center (limit 1) [20 supply points] – +1 bonus on all casualties rolls.
 - Fortress (limit 1) [20 supply points] – increase FA of all non-character models/units by 1.
 - Research Center (limit 1) [20 supply points] – access to purchase colossals, gargantuans, or battle engines during purchase phases.

- Outpost [10 supply point] – when trying to claim the space with an outpost the player must roll 7 or higher for a neutral space or 9 or higher for a controlled space.
- **Special** – each special may only be purchased once per campaign round.
 - Local uprising [5 supply points] – choose a territory without a structure or banner. That territory immediately reverts to neutral.
 - Sabotage [3 supply points] – choose an enemy supply depot or medical center. The owner of the chosen supply depot does not gain the supply points from the chosen supply depot next resource phase. The owner of the chosen medical center does not gain the benefit of the medical center on causality rolls during the next round.
 - Spying [2 supply points] – choose an enemy banner icon. Before next campaign round's Order Phase you can see they army list for the chosen banner. If the banner was in your controlled territory when purchased spying on that banner only cost 1 supply point and you may purchase spying again.
 - Shipment [varies] – choose an enemy. During the resource phase next round the chosen enemy gains a number of supply point equal to the number you spend. You may choose to cancel this special anytime before the next resource phase. If canceled all supply points spent are lost.

Additional Rules

Headquarters

A player's headquarters is the nerve center for all their banners as such a headquarters is always a 50 points defense force. If an enemy is able to defeat the defense force, they may choose to steal 1d3+3 supply points or purchase a single special for free (does not count against special use limit). The enemy banner cannot capture the space or demolish or convert the headquarters. The enemy banner is repulsed at the end of the Battle Phase to an adjacent unoccupied space as per the retreat rules.

Headquarters Defense Force

All headquarters are defended by a defense force. The defense force is like a banner with some differences.

- The defense force is a 50 point standing army that cannot include warcasters, warlocks, character warjacks, character warbeasts, colossals, gargantuans, or out-of-faction models.
- The defense force cannot be given orders during the Order Phase. It has permanent orders to protect the headquarters.
- The defense force does not make causality rolls. Model killed and units below fifty percent are removed from the defense force. The defense force is restored to its original 50 point army during the Resource Phase.
- The defense force can be modified. The 50 point standing army can be changed during the Resource Phase but cannot include warcasters, warlocks, character warjacks, character warbeasts, colossals, gargantuans, or out-of-faction models.
- The defense force can be expanded during the Purchase Phase with additional models and units to bring the defense force above 50 points. These additional models are not restored if destroyed during combat.
- The defense force may never include out-of-faction models or units. Hired guns can't be trusted in the headquarters.
- The defense force gains the benefits of Ambush and Fortify with fighting enemy banners.

Objectives

Throughout the campaign the Campaign Organizer will reveal public objectives or assign secret objectives to players. These objectives stay active until completed and reward the player who completed them with victory points, supply points, or other benefits during the Resource Phase.

- **Public Objectives** are revealed at the start of a campaign round. Once any player completes the objective, they announce the completion and are rewarded at the end of the Resource Phase. There can be multiple public objective available at one time.
- **Secret Objectives** are assigned at the start of a campaign round. Only the assigned player may complete a secret objective, they announce the completion and are rewarded at the end of the Resource Phase. The completion of the objective need only be revealed to the Campaign Organizer. A player will only have one secret objective at a time. Secret objective can not be completed during the last round of the campaign.

Handling absent players during the battle phase

If a player is not able to participate in the battle phase of a campaign round, they may choose someone not participating in the campaign to play their battles this campaign round in their stead. The Campaign Organizer must be made aware of the stand in before the battle phase begins.

If no stand in player is chosen or desired, the absent player may roll off with their opponents to simulate the outcome of the battles. Each player rolls 1d6. The higher outcomes wins the battle. The losing banner must make causality rolls on 50% of the models/units included in the banner (round down). The losing banner's controller chooses which models/units make causality rolls.

- If one banner is twice the point value or more of the other banner, the banner's controlling player gains a +2 bonus on their roll.
- If the banner includes a warcaster/warlock, the banner's controller player gains a +1 bonus on their roll per warcaster/warlock.
- If the banner was given the Ambush or Fortify order this round, the banner's controlling player gains a +1 bonus on their roll.
- If the banner was given the Forced March order this round, the banner's controlling player gains a -1 penalty on their roll.

End of Campaign

Campaign Scoring

At the end of every campaign season, each player gains victory points for each territory controlled. A player gains 1 victory point for each space controlled and additional victory points for each special locations controlled as per their bonus.

Throughout the campaign players can gain victory points for winning battles, completing public and secret objectives.

Whichever player has the most victory points by the end of the campaign season, wins that season.