

BUILDING CAMPAIGNS

This campaign builder will help you generate a random campaign, or you can use it to generate random one-off missions to play.

CAMPAIGN STRUCTURE

Each campaign is made up to D3+2 chapters, with chapters having D3+1 missions. After all missions in a chapter have been played, the chapter is over, and once all chapters have been played, the campaign is over.

Chapters: Players may pick in which order to play the chapters, but once a chapter has started, all missions must be played before moving to the next chapter. We recommend using a different theme and enemy force for each chapter to make them feel different.

Shop: Heroes may buy and sell Items from the Shop before and after each chapter, but not between chapter missions.

Difficulty: Before each chapter begins, choose a Difficulty level, which will be used for all missions in that chapter:

- Difficulty 1 = Beginner
- Difficulty 2 = Intermediate
- Difficulty 3 = Expert
- Difficulty 4 = Legendary

Missions: Each mission has to be set up as described in the mission set-up, and is then played using all of the core game rules.

Successful Missions: At the end of each mission, Heroes restore 3 wounds and 3 Power (but don't restore Status Conditions or Injuries). Heroes may also transfer any Items and Gold to other Heroes before starting the next mission. If at the end of a mission any Hero is Unconscious, it counts as killed and suffers Injuries.

Failed Missions: If during a mission all Heroes are Unconscious at the same time, they all count as killed and suffer Injuries, and must re-start the chapter.

MISSION SET-UP

Missions are set up with this structure:

1. Objectives & Rewards
2. Search Tokens
3. Enemy Deployment
4. Hero Deployment
5. Optional Challenges

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

1. OBJECTIVES & REWARDS

Primary Objective: To set up the table, roll for a random primary objective. Note that the secondary objective is only set up later.

Secondary Objective: After the primary objective is completed, you must set up a random secondary objective at the end of the round, and increase Alertness by 3 (instead of by 1 or 2). If the secondary objective is completed, then the Hero closest to an enemy counts as its AI Goal.

Mission End: Once the Heroes have completed the primary objective, they must all be within 6" of the same table corner at the end of any round in order to end the mission and collect rewards (the secondary objective doesn't need to be completed to end the mission).

Rewards: Each Hero always gets Hazard Pay, and then earns an amount of XP based on which objectives have been completed:

- **Hazard Pay** – Get 5g times the chosen Difficulty level.
- **Primary** – Earn double as much XP as the chosen Difficulty level.
- **Secondary** – Earn as much XP as the chosen Difficulty level.

PROGRESSION SYSTEM

When playing, Heroes suffer injuries and become stronger as they go on missions. Note that progression is the same across campaigns, so you can carry over Heroes between campaigns.

INJURIES

If a Hero is killed, they are always revived after the mission (restoring all wounds, Power, Status Conditions, and previous Injuries), but must roll one die to see what Injuries they get for the next mission:

Roll	Injury
1	**Chest Wound:** -1 to Def rolls
2	**Blinded Eye:** -1 to Qua rolls
3	**Smashed Leg:** -2" on Advance, and -4" on Rush/Charge
4	**Broken Arm:** -1 to Str rolls
5	**Spinal Injury:** -1 to Dex rolls
6	**Crushed Spirit:** -1 to Wil rolls

LEVELLING UP

Whenever a Hero earns enough XP to level up, they improve one of their stats, picking one of the available options.

LVL	XP	Improvements
1	0	n/a
2	3	+1 Tou / +1 Skill
3	6	+1 Str / +1 Dex / +1 Wil
4	12	+2 Tou / +2 Pow
5	18	+2 Pow / +2 Skill / +1 Caster
6	27	+1 Tou / +1 Pow
7	36	+1 Str / +1 Dex / +1 Wil
8	48	+2 Tou / +1 Qua
9	60	+2 Pow /+2 Skill / +1 Caster
10	75	+1 Tou / +1 Skill
11	90	+1 Str / +1 Dex / +1 Wil
12	108	+2 Tou / +1 Qua
13	126	+2 Pow / +2 Skill / +1 Caster
14	147	+1 Tou / +1 Pow
15	168	+1 Str / +1 Dex / +1 Wil

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PRIMARY OBJECTIVES

Roll	Primary Objective
1	Clean Sweep
2	Target Defense
3	Retrieval
4	Investigation
5	Area Search
6	Delivery

Primary 1 - Clean Sweep

The centre of the table counts as the AI Goal. When the last model from the first wave of Reinforcements is killed, it drops an objective marker within 1". Heroes may use a Skill action whilst within 1" of the marker, and if they pass a Str test, the marker is removed and the objective is completed.

Primary 2 - Target Defense

Place one objective marker randomly at the centre of a table quarter or the centre of the table, which counts as the AI Goal. Heroes may use a Skill action whilst within 1" of the marker and take a Str test. If passed, at the end of each round, if any Hero is within 3" of the marker while enemies aren't, then it's seized, and gets one token. The objective is completed once the marker has 6 tokens.

Primary 3 - Retrieval

Place one objective marker within 6" of a random table corner, which counts as the AI Goal (if the Heroes are deployed in the same corner, move the marker to the centre of the table). Heroes within 1" of the marker may pick it up by using a Skill action and passing a Dex test, and drop it within 1" if they are Shaken. The objective is completed when the Hero carrying the marker ends its activation within 6" of the Hero deployment corner.

Primary 4 - Investigation

Place two objective markers randomly at the centre of two different table quarters or the centre of the table, and the marker closest to an enemy counts as its AI Goal. Heroes may use a Skill action whilst within 1" of a marker, and if they pass a Dex test, the marker is removed. The objective is completed once both markers are removed.

Primary 5 - Area Search

Place three objective markers randomly at the centre of three different table quarters or the centre of the table, and the marker closest to an enemy counts as its AI Goal. Heroes may use a Skill action whilst within 1" of a marker, and if they pass a Wil test, remove the marker and roll one die. On a 5+, or if it was the last marker, the objective is completed.

Primary 6 - Delivery

Place two delivery markers within 6" of two different random table corners (if the Heroes are deployed in the same corner as a marker, move it to the centre of the table). When the Heroes deploy, place one objective marker in their deployment zone, which counts as the AI Goal. Heroes within 1" of the marker may pick it up by using a Skill action and passing a Wil test, and drop it within 1" if they are Shaken. When the Hero carrying the objective ends its activation within 3" of a delivery marker, remove that marker. The objective is completed once both markers are removed.

SECONDARY OBJECTIVES

Roll	Secondary Objective
1	Interrogate
2	Safeguard
3	Capture
4	Sabotage
5	Scavenge
6	Escort

Secondary 1 - Interrogate

The centre of the table counts as the AI Goal. When the last model from the next wave of Reinforcements is killed, it drops an objective marker within 1". Heroes may use a Skill action whilst within 1" of the marker, and if they pass a Wil test, the marker is removed and the objective is completed.

Secondary 2 - Safeguard

Place one objective marker at the centre of the table, which counts as the AI Goal. Heroes may use a Skill action whilst within 1" of the marker and take a Dex test. If passed, at the end of each round, if any Hero is within 3" of the marker while enemies aren't, then it's seized, and gets one token. The objective is completed once the marker has 3 tokens.

Secondary 3 - Capture

Place one objective marker at the centre of the table, which counts as the AI Goal. Heroes within 1" of the marker may pick it up by using a Skill action and passing a Str test, and drop it within 1" if they are Shaken. The objective is completed when the Hero carrying the marker ends its activation within 6" of any corner.

Secondary 4 - Sabotage

Place one objective marker within 6" of the table corner furthest from one random Hero, which counts as the AI Goal. Heroes may use a Skill action whilst within 1" of the marker, and if they pass a Wil test, the marker is removed and the objective is completed.

Secondary 5 - Scavenge

Place two objective markers within 6" of the two corners closest to one random Hero, and the marker closest to an enemy counts as its AI Goal. Heroes may use a Skill action whilst within 1" of a marker, and if they pass a Dex test, remove the marker and roll one die. On a 4+, or if it was the last marker, the objective is completed.

Secondary 6 - Escort

Place one objective marker within 3" of one random Hero, which counts as the AI Goal, and place one extraction marker within 6" of the table corner furthest from that Hero. Heroes within 1" of the marker may pick it up by using a Skill action and passing a Str test, and drop it within 1" if they are Shaken. When the Hero carrying the objective ends its activation within 3" of the extraction marker the objective is completed.

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2. SEARCH TOKENS

When setting up the table, you must place D3+X Search Tokens (where X is the number of Heroes). Divide the tokens into two groups as evenly as possible, one assigned to table quarters and one to table corners. Then number the quarters and corners from 1-4, and roll one die for each token. On 1-4, place the token within 6" of the centre of the quarter with that number (if assigned to quarters), or within 6" of the corner with that number (if assigned to corners). On a 5-6, you may pick which quarter or corner it's placed in instead.

Hidden Treasure: When a Search Token is revealed, roll one die to see what it contains. If it's an Item or Gold, and the Hero is within 1", then it picks it up, else replace it with a Treasure marker.

Roll	Treasure
1-2	**Hazard -** Remove token, and if the Hero is within 1", it gets one random condition: • 1 = Afflicted • 2 = Diseased • 3 = Impaired • 4 = Crippled • 5-6 = None
3	**Elixir Pouch -** Replace with Treasure marker, which contains one random Item: • 1-3 = Heroic Elixir • 4-5 = Conquest Elixir • 6 = Power Elixir
4	**Bomb Bag -** Replace with Treasure marker, which contains one random Item: • 1-3 = Noise Bomb • 4-5 = Grease Bomb • 6 = Stunning Bomb
5	**Potion Box -** Replace with Treasure marker, which contains one random Item: • 1-3 = Curing Potion • 4-5 = Teleport Potion • 6 = Health Potion
6	**Gold Stash -** Replace with Treasure marker, which contains a random Gold value: • 1-3 = 5g • 4-5 = 10g • 6 = 15g
7+	**Treasure Trove -** Replace with Treasure marker, which contains any two Items or Gold of your choice from the above.

3. ENEMY DEPLOYMENT

Enemy Collection: Before the game begins, you must prepare a collection of enemies. We recommend having at least 2-3 times as many units as Heroes, as well as a total point value that equals at least 2-3 full waves.

Wave Size: The total point value of all enemy units in a wave is based on a % of the total point value of the Heroes:

- Difficulty 1 = 25%
- Difficulty 2 = 50%
- Difficulty 3 = 100%
- Difficulty 4 = 200%

Example: If Heroes' total point value is 300pts, then a Difficulty 2 wave is 150pts.

Alertness: At the end of each round, increase Alertness by 1, or if no enemies are on the table increase Alertness by 2 instead. Once you reach 6 Alertness, deploy a new wave of Reinforcements, and remove all Alertness.

Deployment: Enemies are deployed differently based on if they are Sentries or if they are Reinforcements:

- **Sentries** – Before the mission starts, the Sentries are deployed at the centre of a random table quarter. Number each table quarter from 1-4, then roll one die for each unit separately, and on a 1-4 place that unit at the centre of that table quarter. On a roll of 5-6, you may pick in which quarter that unit is placed instead.
- **Reinforcements** – Whenever a new wave of Reinforcements is deployed, it is placed within 6" of a random table corner. Number each table corner from 1-4, then roll one die for each unit separately, and on a 1-4 place that unit within 6" of that table corner. On a roll of 5-6, you may pick in which corner that unit is placed instead.

4. HERO DEPLOYMENT

Deployment: After Sentries have been deployed, number each table corner from 1-4, then roll one die, and on a 1-4 place the Heroes within 6" of that table corner. On a roll of 5-6, you may pick in which table corner Heroes are deployed.

Play Mission: After Heroes have been deployed, mission preparation is fully completed, and the game begins.

5. OPTIONAL CHALLENGES

For an additional challenge, players may choose any of the following optional rules:

- Boss Fights
- Awareness
- Time of Day
- Weather
- Random Events

Boss Fights: After completing all objectives, players may choose to trigger a boss fight. At the end of that round deploy a wave of Reinforcements of double point value, and no more Reinforcements are deployed after that. The Hero closest to an enemy counts as its AI Goal. If all enemies from the boss wave are destroyed, players earn double as much XP as the chosen Difficulty level when ending the mission.

Awareness: Pick how aware the enemies are, or roll for it:

Roll	Awareness
1	**Full Assault –** At the end of each round, roll one die. On a 1-2, increase Alertness by 1.
2-3	**Alarmed** – At the end of each round, roll one die. On a 1, increase Alertness by 1.
4-6	**Vigilant** – No effect.

Time of Day: Pick at what time the mission takes place, or roll for it:

Roll	Time of Day
1	**Dusk** – No effect. Switch to Night after Reinforcements.
2	**Night** – Units get -1 to hit rolls when shooting, and line of sight is limited to 12". Switch to Dawn after Reinforcements.
3	**Dawn** - Units get -1 to hit rolls when shooting. Switch to Day after Reinforcements.
4-6	**Day** – No effect.

Weather: Pick in what weather the mission takes place, or roll for it:

Roll	Weather
1	**Worsening** – No effect. Switch to Bad after Reinforcements.
2	**Bad** – Units get -1 to hit rolls in melee, and all movement is halved. Switch to Improving after Reinforcements.
3	**Improving** - Units get -1 to hit rolls in melee. Switch to Good after Reinforcements.
4-6	**Good** – No effect.

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RANDOM EVENTS

Random Events: At the start of the first round, and whenever a new wave of Reinforcements is deployed, a random event happens. Roll two separate dice one at a time, where the first one represents the first number, whilst the second one represents the second number, and resolve that event.

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 is chosen.

11 - Lightning Strike

One random Hero becomes Unconscious.

12 - Stuck in the Mud

One random Hero becomes Impaired.

13 - Debilitating Curse

One random Hero gets -1 to Str rolls until the next event.

14 - Falling Debris

One random Hero takes D3 wounds.

15 - Razor Vines

One random Hero becomes Crippled.

16 - Shifting Illusion

One random Hero gets -1 to Wil rolls until the next event.

21 - Magic Trap

One random Hero takes D3 hits.

22 - Eldritch Shriek

One random Hero loses D3 Power.

23 - Hexed Gale

One random Hero becomes Afflicted.

24 - Swarm Attack

One random Hero becomes Shaken.

25 - Sticky Foliage

One random Hero gets -1 to Dex rolls until the next event.

26 - Venomous Moss

One random Hero becomes Diseased.

31 - Crumbling Earth

One random table quarter counts as Dangerous terrain until the next event.

32 - Melting Curse

All Heroes and enemies get -1 to Defense rolls until the next event.

33 - Dazing Spores

All Heroes and enemies get -1 to hit rolls until the next event.

34 - Heavy Rain

One random table quarter counts as Difficult terrain until the next event.

35 - Thick Clouds

All Heroes and enemies get -6" range when shooting until the next event.

36 - Terrifying Quakes

All Heroes and enemies get -1 to Morale Test rolls until the next event.

41 - Magical Pool

One random Hero gets +1 to Morale Test rolls until the next event.

42 - Animal Guide

One random Hero gets +1 to Dex rolls until the next event.

43 - Treasure Map

Place D3 Search Tokens each within 6" of the centre of different table quarters.

44 - Spotter Bird

One random Hero gets +6" range when shooting until the next event.

45 - Refreshing Grubs

One random Hero restores D3 Power.

46 - Sinkhole

One random enemy unit becomes Shaken.

51 - Mystic Fog

One random Hero gets +1 to Wil rolls until the next event.

52 - Haste Berries

One random Hero moves +2" on Advance and +4" on Rush/Charge until the next event.

53 - Weapon Enchantment

One random Hero gets +1 to hit rolls in melee until the next event.

54 - Supporting Spirit

One random Hero gets +1 to Str rolls until the next event.

55 - Enchanted Winds

One random Hero gets +1 to hit rolls when shooting until the next event.

56 - Guardian Spirit

One random Hero gets +1 to Defense rolls until the next event.

61 - Elixir Pouch

One random Hero gets one Power Elixir.

62 - Prophetic Vision

Reveal the contents of D3 random Search Tokens that haven't been revealed yet.

63 - Bomb Bag

One random Hero gets one Stunning Bomb.

64 - Gold Stash

One random Hero gets 15g.

65 - Potion Box

One random Hero gets one Health Potion.

66 - Godly Sunrays

One random Hero gets D3 XP.

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