

Shadow War : Armageddon - Campaign System Overhaul

Version 0.2

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DESIGN NOTES

The Shadow War : Armageddon - Campaign System Overhaul has been designed to give a little more depth to the campaign system while still keeping the same streamlined approach.

Replace the pre-existing campaign system with this document, it is very similar but also has some minor and major differences.

BEFORE MISSION

MUSTER KILL TEAM

The fighters you use for a game must be those on your kill team's roster. You may find that as the campaign goes on your kill team suffers injuries, and sometimes your kill team will not be able to fight at full strength. This is covered under Serious Injuries later on in this document. With the exception of injured fighters, you must use your full kill team in each mission you play, unless the mission specifies otherwise. Each kill team may also be accompanied by 1 or more Special Operatives.

KILL TEAM RATING

The kill team rating is worked out by adding together the cost of all kill team members and equipment plus a cost for any skills or advances. The rulebook provides a way to rehire fighters from a previous campaign and provides a points cost for skills and advancements which are as follows:

- Characteristic Advance - 15 points
- Skill - 25 points

Do not include any hired Special Operatives when working out the kill team rating.

UNDERDOG BONUS

If a kill team plays a game against another with a higher rating than their own then they may recruit a Special Operative for free for this mission only for every full 300 points of difference in rating.

If a kill team plays a game against another with a higher rating than their own they receive 1 extra advance role for every full 100 points of difference in rating. Each eligible fighter may only roll one advance if you still have any advances left after this they are lost.

If a kill team wins a game against another with a rating that is higher than their own by 300 points or more they receive double the promethium gained from the mission.

DETERMINE MISSION

D6	MISSION
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1	Kill Team Fight
2	Scavengers
3	Hit & Run
4	The Raid
5	Ambush
6	Roll-off; the player who wins chooses the mission and will be the attacker where a mission has an attacker and defender.

HUNT IN THE PROMETHIUM SPRAWL

Once you have chosen a mission and mustered your kill team, both players should roll on the table below, which will decide the subplots of the mission your are about to play.

Before any terrain or fighters are set up, each player rolls 2D6 and looks up the result on the subplots table. Both results apply to the mission you are about to fight.

D66	SUBPLOT
11	It's Quiet : No result.
12	Lost in the Sump : The player who rolled this result must remove a randomly selected fighter, other than their kill team leader, from their kill team for this mission - they have lost their way.
13	Sludgy Surface : A thin layer of luminous green slime covers the dome floor. Models may move as normal but if they want to double their movement by running or charging in these conditions they must pass an Initiative test or they will slip over instead and count as being pinned. All terrain above ground level, such as gantries and walkways, aren't slimy so models on them aren't affected by this rule. If both players roll this result all Initiative based tests suffer a -1 penalty.
14	Toxic Ash : Any fighters who are down at the end of the mission go out of action on a roll of 1 - 4, rather than 1 - 3. If both players roll this result, then all fighters who are down at the end of the mission go out of action.
15	Old Gunk Tank : Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew up the disgusting slime. Models get gunked on a roll of 1 - 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of a ledge. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect. If both players roll this result models count as being pinned on a roll of 1 - 4.
16	Sea of Goo : A thick layer of stinking black slime covers the whole of the

	dome floor. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway and moving is extremely difficult in this glutinous slime. The entire tabletop counts as Difficult Ground. All terrain above ground level, such as gantries and walkways aren't slimy, so models on them aren't affected by this rule. Any fighters that fall into the goo do not suffer fall damage. If both players roll this result treat it as Very Difficult Ground.
21	Lightning Strike : The player who rolled this result can choose to take (and fail) a bottle test at the start of any of their turns once an enemy fighter has been taken out of action. The player can do this even if their kill team has suffered no casualties.
22	Hang onto Your Hoods : Powerful blustery winds make shooting especially difficult. Because of the difficulties in holding a bead on their target, models shooting at short range suffer an extra -1 to hit penalty. If both players roll this result then additionally any models shooting at long range suffer a -2 to hit penalty.
23	Howling Winds : The winds are so powerful that no-one will climb onto a gantry or walkway. The game must take place entirely on the tabletop where there is more terrain to shelter behind. If both players roll this result all Initiative based tests suffer a -1 penalty.
24	Corrosive Slick : Roll a dice for any fighter who runs or charges in the mission. On a roll of 1. That fighter goes down at the end of their move as they slip in the treacherous slick. If both players roll this result, then fighters go down on a roll of 1 or 2.
25	Patchy Clouds : Drifting fog hampers your fight. Vision range is reduced to a maximum of 18". If both players roll this result maximum range is reduced to 12".
26	Blown Away : Winds are high today, making high walkways and gantries dangerous. Any model on a gantry or connecting walkway or on the top level of any structure must pass a Strength test at the beginning of each of their turns to remain standing. If the roll is failed the model is pinned and may fall if it is within 1" of a ledge. If both players roll this result all Initiative based tests suffer a -1 penalty.
31	Hidden Cache : The player who wins the mission gets an additional promethium cache. If both players roll this result, the players who wins gets an additional D3 caches.
32	Plague of Flies : There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. The distraction caused by the flies means that all models that shoot suffer a -1 to hit penalty for the whole game. If both players roll this result increase the penalty to -2.
33	Pit of Despair : The entire level of the tabletop is covered with a seemingly bottomless layer of toxic sludge. The whole game must be fought on the higher levels. If any gang fighters are unfortunate enough to fall into the

	ominous looking thick sludge below, they are automatically taken out of action. They are far too busy trying not to be swallowed up whole by the suffocating gloop to take any further action in the game. If both players roll this result all Initiative based tests suffer a -1 penalty.
34	Toxic Fog : Clouds of foul noxious fog drift through the dome. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales a lungful of toxic gas. The model's Strength and Toughness characteristics are reduced by -1 for the remainder of the game. If both players roll this result increase the penalty to -2.
35	Rats : Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and give a nasty bite. The distraction caused by the rats means that any models in hand-to-hand combat count rolls of both 1 and 2 as fumbles. If both players roll this result all Initiative based tests suffer a -1 penalty.
36	Charge ! : Both gangs were ready for a scrap but a thick orange fog has descended. The gangs are about to retreat when the fog looks to be suddenly lifting. Vision range is reduced to a maximum of 4" for D3 turns, after which the thick fog fully disperses and no longer has any effect. If both players roll this result the reduced range lasts for D6 turns.
41	Vital Mission : The player who wins the mission can reroll the dice to determine how many promethium caches they receive. If both players roll this result, the player who wins the mission will receive D6 + 3 promethium caches.
42	Ash Layer : A thick layer of choking ash and clinker from the forges above covers every inch of the dome. The ash layer counts as Difficult Ground restricting all movement on every level. If both players roll this result treat all ground as Very Difficult Ground.
43	12 O'clock High : Extremely bright lights shine from one side of the battleground. Models that are facing into this light when they shoot will suffer an extra -1 to hit penalty. Roll a D6 to randomly determine which is the brightly lit table edge. Any gang fighters equipped with a photo-visior ignore this penalty. If both players roll this result increase the penalty to -2.
44	Indomitable : The player who rolls this result can subtract 1 from their bottle tests in the mission.
45	Methane Gas : Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them. Any model who shoots and rolls a 1 on their dice to hit can potentially set off a gas pocket. Roll a D6. If the roll is equal to or less than the Strength of the shooting weapon then the gas explodes with the same effect as a Frag grenade centred on the firing model. If both players roll this result they are affected on rolls of 1 or 2.
46	Long Shadows : Plenty of hiding places amongst the long shadows means that all fighters suffer an extra -1 to hit penalty when shooting at enemy models in cover. Any fighters equipped with a photo-visior ignore this penalty. If

	both players roll this result increase the penalty to -2.
51	Fear and Confusion : Add 1 to all Leadership tests (including break tests, fear tests, and so on) in the mission for both players. If both players roll this result, add 2 to all Leadership tests instead.
52	Massive Electrical Discharge : The gigantic hives have to be well protected from external weather conditions. Lightning poses a big threat as raging storms that can last for weeks circle the hives. Huge lightning conductors on the exterior of the hive feed the lightning efficiently through the higher levels. But this is not always the case in the lower levels of the hive where the lightning becomes less controlled and finds its own way to ground. Roll a D6 for each model once both gangs have set up. On a roll of 1 the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits with no armour save allowed. If both players roll this result models are affected on a roll of 1 or 2.
53	Carrion Bats : Clouds of carrion bats fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a nerve test for each model once they have been set up. If a model fails the test it is pinned at the start of the game and may fall if it is within 1" of a ledge. If both players roll this result all Initiative based tests suffer a -1 penalty.
54	Bitter Rivalry : The player who rolled this result randomly selects a fighter from their kill team and a fighter from their opponents kill team. These fighters hate each other. Make a note of this on their rosters - this rivalry is eternal.
55	There's Something Out There : An ominous stillness hangs over the dome... until the silence is shattered by a lone gunshot and piercing scream that echoes in the gloom. The game uses The Monster Roll special rules as described in the Scavengers scenario. However, the roll must always be made every turn, the players have no choice but to see if the terrifying monster claims another victim! If both players roll this result roll twice each turn for the Monster Roll.
56	Lash Worms : The dome is infested with vicious lash worms, hungry for their pound of human flesh. At the start of each of their turns the player must roll a D6. On a roll of 1 a random model from their gang gets attacked and suffers an automatic flesh wound. Reduce the model's BS and WS by 1 for the duration of the game. If both players roll this result reduce the model's BS and WS by 2 for the duration of the game.
61	Friendly Territory : The player who rolled this result can reroll Serious Injury rolls of 1- 3 for their kill team members.
62	Hive Quake : The Underhive domes are unstable places and many gang fighters end their careers under piles of falling rubble. Roll a D6 for each model once both gangs have set up. On a roll of 1 the model is buried under a pile of rubble suffering D3 hits at D6 Strength. Roll the

	Strength separately for each hit. Whether a fighter is struck by debris or not, all models are pinned as they brace against the shuddering. What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this make an additional Hunt in the Promethium Sprawl roll once the hive quake itself has been resolved. If both players roll this result all Initiative based tests suffer a -1 penalty.
63	Acid Rain : This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for each model at the start of the game. On a roll of 1 the model is burnt by acid and must pass a Toughness test otherwise he is taken out of action. The acid rain slows to a trickle as the game begins and has no further effect on play. If both players roll this result then test for Acid Rain every turn.
64	Big Rats ! : These are mean and nasty. Thankfully there are not as many of them as there are of the smaller ones. Each player rolls a D6 for each of their models. On a roll of 1 the model gets attacked by a rat and suffers an automatic flesh wound. Reduce the model's BS and WS by 1 for the duration of the game. If both players roll this result reduce the model's BS and WS by 2 for the duration of the game.
65	Pitch Black : This section of the Underhive is so badly lit that visibility for shooting is down to a maximum of 12". Spotting fighters is so difficult that models may not use the shooting skills Fast Shot or Marksman. If both players roll this result maximum range is reduced to 8".
66	It's Quiet : No result.

PLAY MISSION

You are now ready to play the mission you chose earlier. Remember to include any free special operatives you might be allowed from the kill team rating system and any subplots you have just rolled.

AFTER MISSION

RECOVER INJURED FIGHTERS

Players roll a dice for each fighter who is down at the end of the mission. On a 4 - 6 the fighter recovers and suffers no further ill effects. On a 1 - 3 the fighter goes out of action. Players then make a Serious Injury roll for each fighter who is out of action.

SERIOUS INJURY TABLE

After a mission, roll on the following table for each of your fighters that is out of action. This is known as a "Serious Injury roll".

If any characteristic is reduced to 0 then remove the fighter from your kill team roster, for all intents and purposes they are considered dead.

2D6	INJURY						
2	Dead or Worse : Roll the dice again. On a roll of 1 - 3, the fighter is slain. Remove the fighter and all of their equipment from your kill team's roster. On a roll of 4 - 6, the fighter is captured by your opponents kill team ! See the Rescue mission.						
3	Head Wound : The fighter gains the Frenzy rule. Make a note of this on your kill team's roster. They must miss your next mission. If this result is rolled a second time reroll the dice until a different result is chosen.						
4	Painful Recovery : The fighter gains Hatred for a fighter from the kill team who put them out of action (the player who owns the injured fighter chooses). Make a note of this on your kill team's roster. They must miss your next mission.						
5	Roll a further D6 : <table> <tr> <th>D6</th><th>SUBPLOT</th></tr> <tr> <td>1 - 3</td><td>Arm Wound : The fighter has smashed one of his arms. The fighter's Strength characteristic is reduced by -1 when using that arm – eg when using a sword in hand-to-hand combat. Randomly determine which arm has been hit. Make a note of this on your kill team's roster. They must miss your next mission.</td></tr> <tr> <td>4 - 6</td><td>Chest Wound : The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1. Make a note of this on your kill team's roster. They must miss your next mission.</td></tr> </table>	D6	SUBPLOT	1 - 3	Arm Wound : The fighter has smashed one of his arms. The fighter's Strength characteristic is reduced by -1 when using that arm – eg when using a sword in hand-to-hand combat. Randomly determine which arm has been hit. Make a note of this on your kill team's roster. They must miss your next mission.	4 - 6	Chest Wound : The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1. Make a note of this on your kill team's roster. They must miss your next mission.
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7	Roll a further D6 :	
	D6	SUBPLOT
	1 - 3	Partially Deafened : The fighter survives but is partially deafened as a result of his injuries. His Initiative characteristic is reduced by -1. Make a note of this on your kill team's roster. They must miss your next mission.
	4 - 6	Leg Wound : The fighter has smashed a leg. He recovers from his injuries but he can no longer move as quickly. The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt. Make a note of this on your kill team's roster. They must miss your next mission.
8	Old Battle Wound : The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game for each Old Battle Wound suffered. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle. Make a note of this on your kill team's roster. They must miss your next mission.	
9	Horrible Scars : The fighter recovers but is left horribly disfigured. His scarred and distorted features means he causes fear. Make a note of this on your kill team's roster. They must miss your next mission. If this result is rolled a second time reroll the dice until a different result is chosen.	
10	Multiple Injuries : The fighter isn't dead but has suffered many serious wounds. Roll a further D3+1 times on this chart. All Dead or Worse, Multiple Injuries and Full Recovery results must be rolled again. Make a note of this on your kill team's roster. They must miss D3 missions.	
11	Full Recovery : The fighter recovers in time for your next mission.	
12	What Doesn't Kill You : The fighter recovers in time for your next mission. In addition, they gain an advance.	

CLAIM PROMETHIUM

Kill teams receive promethium caches after a mission is complete. If the kill team lost the mission, it receives 1 cache. If it tied the mission, it receives D3 promethium caches. If it wins the mission it receives D3+1 promethium caches. Add the promethium caches you scored to the total recorded on your roster.

ADVANCE

A member of your kill team has picked up a new skill, or has been toughened by their time in the Promethium Sprawl. Pick a fighter (including New Recruits) from your kill team who was not taken out of action in the mission, and roll on the advance table. Fighters may also receive an additional advance roll if they perform one of the actions listed below :

- Completing a mission objective. For example; causing the enemy kill team to take a bottle test which they fail or destroying the Entrance in the Raid scenario.
- Carrying a loot counter.

Use the table below for any Advance rolls, a fighter may only increase each characteristic twice, if the same result is rolled a 3rd time, reroll the result. If a New Recruit rolls a skill on the advance table, reroll the result until a characteristic advance is rolled :

ADVANCE TABLE

2D6	ADVANCE
2 - 3	Hardy : Choose +1 Toughness or +1 Wound
4	Fierce : Choose +1 Strength or +1 Attack
5 - 9	Skilled : Generate a new skill
10	Quick : Choose +1 Move or +1 Initiative
11 - 12	Deadly : Choose +1 Weapon Skill or +1 Ballistic Skill

PROMOTE

Add a Mission Completed mark to the roster for each new recruit in your kill team who was not taken out of action. Any new recruit who has three Mission Completed marks becomes a trooper, losing their previous role and changing their characteristics to match those of a trooper of that faction but keeping their equipment. If the new recruit has received any characteristic advances before promotion remember to include the increase in their new profile.

RESUPPLY

If your leader has been slain, choose one fighter from your kill team, other than a new recruit. They become the kill team leader, losing their previous role but keeping their characteristics, skills and equipment. If you only have new recruits remaining, your kill team is disbanded. You lose all promethium caches and must pick a new kill team as if starting a new campaign.

If your leader was not slain, you can choose to Resupply your kill team. If you receive any points due to the Scavenger skill or Hidden Cache roll on the Hunt in the Promethium Sprawl table you may spend them now. You may trade your promethium caches for points to spend on your Resupply action. You may recruit new fighters and equipment at this stage.

Each promethium cache converts into 100 points and you may convert a maximum of 4. Any points not spent are lost.

TOTAL VICTORY

In order to win a Shadow War : Armageddon campaign, your kill team must first gather 30 promethium caches. This is the maximum a kill team can gather - any excess are lost. They must then fight and win one more mission to claim control of the region and win the campaign. If the next mission you fight is tied or lost, you do not receive any promethium caches - just keep fighting missions until you either win the campaign or another player wins first.

If for any reason your total of promethium caches drops below 30, you must once more gather caches until your total is 30 before attempting a mission to win the campaign. This means you can't use a special operative in a mission to win a campaign unless it is a free one given from the kill team rating system for fighting a very tough opponent.

CALL OF THE PROMETHIUM SPRAWL

It is common for players to get attached to particular fighters, and to want to continue their story beyond a single campaign. You can do this when creating a new kill team by paying the points for the fighter and their equipment as normal, and an additional 15 points for each characteristic advance and 25 points for each skill the fighter has.

CHANGELOG

VERSION 0.2

- Revert Advance table.
- Alter Advance conditions.
- Replace LD related Serious Injuries.
- Swap to D66 table for Hunt in the Promethium Sprawl.
- Alter Claim Promethium conditions.
- Alter Resupply conditions.

VERSION 0.1

- New Kill Team Rating system with Underdog benefits.
- New Hunt in the Promethium Sprawl table.
- New Serious Injury Table.
- New Claim Promethium rewards.
- New Advance system.
- New Advance table.
- New Recruits may get characteristic advances.
- Each characteristic may be improved +2 maximum.
- New Promotion system.
- Leadership Challenges.
- New Resupply system.
- New Total Victory conditions.