



**On Your Tabletop
Episode 107**

The Open War Narrative Campaign System

A Choose Your Own Adventure Style Narrative Campaign
For Any Factions

Draft 2

Purpose

Many hobbyists have had a great time playing with the Open War deck in recent months. The narrative possibilities of this Open Play game aid have not gone unnoticed, but a few additional rules can help nuance the narrative and help add a little player interaction with the scenario development.

While this system does remove a small measure of the random generation of scenario elements, the Open War Narrative is still very much a self-telling story. The players are still engaged in a story that tells the major beats itself. Having said that, it's up to the players to come up with the details on their own.

Players

This system is intended for two players whose armies are engaged in an extended conflict of some kind. It's up to the cards to determine the objectives of the scenarios while it's up to the players to weave a story to fit these random events.

Materials

Whenever you play an Open War Narrative, you want to have **as much of your miniatures collection available as possible**. Sometimes, a player will have to build an army list on the spot with a time limit involved. Sometimes, it's a lot easier to figure out what your next scenario will be immediately after the previous scenario has concluded, that way you can only pack the models you need for the battle at hand.

You will also need at least one deck of [Open War cards](#) made by Games Workshop.

It might be helpful to have a [journal of some kind](#) to keep track of the campaign's progress.

You will also need a couple pieces of paper and two simple **envelopes**.

Record-Keeping

For best results, one or both players will keep track of each game in a notebook, on a dry erase board, or in some other medium.

We have provided a Campaign Record Sheet at the end of this publication for your personal use in your games.

Scenario Elements: For each game, write down each Objective, Deployment, Twist, Ruse, and Sudden Death card used in the game.

Scores: Note the score each player achieved in each game.

Bloodied: Note if more than 75% of either player's Power Level was destroyed in the course of the game.

Warlord Down: Note if either player's warlord was slain during the game.

Parameters

Before you play the first game of the campaign, players should set up some

guidelines between each other. How much **Power Level** do they want to use? Do they want to put any restrictions on **upgrades**? Do they want to restrict their **Detachments** in some way? Even if you answer these questions at the beginning of a campaign, sometimes **you may want to revisit them for specific scenarios** depending on how the narrative has progressed.

For example, two players may have decided they want to play their games only using Battalion and Brigade detachments. However on game three, they realize the narrative has progressed to the point where one player would be bombarding the other player's fortress. For this mission, it would behoove the players to open up the Spearhead detachment for the attacking player and the Fortification Network detachment for the defending player.

In another example, some players hate the Vanguard Strike deployment. Those players are free to remove that Deployment from their deck for the entirety of the campaign.

In any case, the **Open War narrative assumes both players are both playing with the same Power Level**. Only deal out Ruse and Sudden Death cards if the campaign rules indicate that you should.

In addition, **players build their army lists after the scenario has been determined**. It would behoove players to determine the next scenario immediately after playing so that players can bring exactly the army they need to the next game.

Path to Victory

Each player has a specific goal in mind. This is their Path to Victory. **Each player secretly writes down the name of one of the Objectives** from the Open War deck, folds the paper, and places it in their envelope and seal it.

If the players draw a scenario which uses either of their Path to Victory Objectives, that player may open their sealed envelope and reveal their Path to Victory Objective to their opponent. A player immediately **wins the Campaign** if they manage to **win a scenario which includes their Path to Victory Objective**, but only if they revealed it immediately when the scenario was drawn.

Barring that, a player also immediately wins the campaign when they have won **3 games**.

If the players have played 6 games and no clear winner has been decided, **then the campaign is considered a draw**. The players should devise a suitably depressing narrative to accompany this disappointing result.

Note that, through the **Many Paths to Victory Twist**, it is possible for both players to score their Path to Victory Objective in the same scenario. If they do, then the campaign is considered a **draw**.

Fresh Hell

Once an Objective, Deployment, or Sudden Death card is used, **it is removed from the deck** for future scenarios. This is true even for a player's Path to Victory Objective; they have allowed the moment to slip through their fingers! Ruse cards, however, are returned to the deck after each use.

Warlords

In the Open War Narrative, a player's warlord **must** be a <CHARACTER>.

A player's Warlord and their Warlord Trait may **not** be changed throughout the course of the Campaign unless their Warlord has been taken out of commission.

When your warlord is slain at the end of the game, you must mark it on the Campaign Record Sheet. **At the start of the next game**, roll a dice. On a 4+, the Warlord has recovered and may return to battle. On a 2-3, they return with some injuries. They begin the game suffering d3 Mortal Wounds. On a 1, they are **out of commission**.

When your Warlord is Out of Commission, you must **still account for their Power Level** during that game. Also, during that game, designate another Character as your Warlord and give them an appropriate Warlord Trait. Before the next game begins, roll a dice. On a 3+, your Warlord returns to battle fully restored. **On a 1 or a 2, they are slain forever.** The Warlord you designated in

your previous game is your army's new Warlord for the duration of the campaign. This could result in some rather interesting, unlikely heroes rising through the ranks of your army!

Desperate

Before the scenario is drawn, determine if one or both players are Desperate. A player who is Desperate may draw a Ruse from the deck before the game begins. A player is considered Desperate if:

- Their opponent has more wins in the campaign than they do;
- Their opponent has two wins already;
- Their Warlord is out of commission;
- They are much less experienced at Warhammer than their opponent.

If a player qualifies for two or more of these, then they are Reckless as well.

Reckless

A Reckless player may **either** select the Objective for this scenario from the remaining available Objectives instead of drawing one, **or** select the Deployment for this scenario, **or** draw a single Sudden Death card before the game begins. Reckless players are still Desperate.

Momentum

At the start of each game, a player will refer to the Campaign record sheet. A player is awarded +1 Command Point in the forthcoming scenario for **each** of the following which are true:

- They managed to Bloody their opponent in the last scenario;
- Their opponent suffered Warlord Down in the last scenario;
- They won the last scenario;
- They denied their opponent their Path to Victory Objective in the last scenario.

The Cusp of Victory

If a player has won two games and their opponent has not, then their opponent is immediately Reckless at the start of the game. Moreover, the player with two victories only has five minutes to build their army list after the scenario has been determined.

Game 1

Every Open War campaign begins with a single random scenario drawn from the deck. After that, players use the guidelines listed above to draw or select cards for their scenarios until a victor has been crowned.

Faction Rules (experimental)

Gain the following benefits if your entire army shares one of the following factions.

- **Astra Militarum:** When you would normally draw a Ruse, your Warlord may issue an additional Order each turn instead so long as they can already issue at least one Order per turn.
- **Adeptus Astartes:** When you would normally draw a Ruse, you may choose the “Inspiring Speech” Ruse instead.
- **Adeptus Mechanicus, Questor Imperialis, Questor Mechanicus, Questor Traitoris:** When you would normally draw a Ruse, all of your Vehicles may gain +1 attack during the game instead.
- **Adeptus Ministorum:** When you would normally draw a Ruse, you may use an additional Act of Faith during your game instead. This Act of Faith activates every turn on a 4+.
- **Aeldari:** Whenever you draw a Sudden Death card, you draw two instead. One of these is revealed to the other player. The other is kept secret.
- **Chaos Daemons:** When you would normally draw a Ruse, you may choose to use the Warp Storm rules during your game instead.
- **Drukhari:** Whenever you kill a unit in the Combat Phase, you may discard a ruse and get a new one so long as you already had one. It is possible the new Ruse has no effect.
- **Genestealer Cult, Traitor Astartes:** Whenever you draw a Ruse, you may draw two and keep one.
- **Necrons:** When you would normally draw a Ruse, you may add +2 to all reanimation rolls in the first turn of the game instead.
- **Orks, Tyranids:** If none of the following Twists are in play, draw an additional Twist to use in the battle: Battle Frenzy, Eager for the Fight, or Grudge Match.

Open War Narrative Campaign Record Sheet

Scenario 1

Objective(s): _____

Deployment: _____

Twist(s): _____

Player: _____ Score: _____

Ruse(s): _____ Sudden Death(s): _____

Player A: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Player B: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Scenario 2

Objective(s): _____

Deployment: _____

Twist(s): _____

Player: _____ Score: _____

Ruse(s): _____ Sudden Death(s): _____

Player A: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Player B: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Open War Narrative Campaign Record Sheet

Scenario 3

Objective(s): _____

Deployment: _____

Twist(s): _____

Player: _____ Score: _____

Ruse(s): _____ Sudden Death(s): _____

Player A: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Player B: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Scenario 4

Objective(s): _____

Deployment: _____

Twist(s): _____

Player: _____ Score: _____

Ruse(s): _____ Sudden Death(s): _____

Player A: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Player B: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Open War Narrative Campaign Record Sheet

Scenario 5

Objective(s): _____

Deployment: _____

Twist(s): _____

Player: _____ Score: _____

Ruse(s): _____ Sudden Death(s): _____

Player A: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Player B: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Scenario 6

Objective(s): _____

Deployment: _____

Twist(s): _____

Player: _____ Score: _____

Ruse(s): _____ Sudden Death(s): _____

Player A: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____

Player B: _____ Score: _____ Bloodied [] Warlord Down []

Ruse(s): _____ Sudden Death(s): _____