System Agnostic Map Campaign Rules

Assembling the Armies

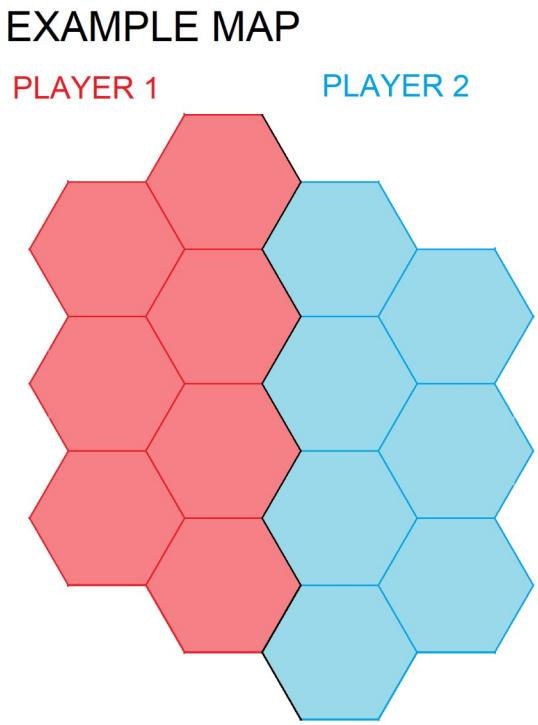
A **Force** is what the player puts on the table to play the wargame. A player can have multiple forces in the campaign and an **Army** is all of a player's forces. It is recommended that each player have at least two Forces. The only upper limit is the practical matters of space on the map and time to game out the battles.

It is not required to attach a Force list to any particular Force counter. The player is at liberty to make up a list for each game or to have only one list and use it in every game, or to adopt some comfortable middle ground.

The Map

The campaign map is divided into multiple discreet **Zones**, where the battles are fought. Each side in the campaign begins with a territory. In the Example Map these are color-coded red and blue.

Supply Line: Each player must remain **In Supply** in order to sustain the inflow of "beans, bullets, and bandages" and keep his armies functioning. Each map zone at the edge of the map is connected to the supply line and thus is In Supply. A map zone controlled by a player is In Supply if that player can draw a line through a sequence of map zones he controls and to the edge of the map, no matter how circuitous this line might be.



Attacking

In order to attack, a Force must be in a zone that is In Supply. From that zone, a Force can attack into an adjacent map zone not controlled by that player. As a practical matter this means putting a marker representing the Force into someone else's territory.

The markers can be whatever works for the players, such as glass beads, or pushpins if the map is on a piece of foam-core or cardboard.

The Campaign Round

1) Initiative Step

Each player rolls 1d6 and adds the number of victories gained in the previous campaign round. The player with the highest result is Player 1 for this round. The player with the next-highest result is Player 2, and so forth. When ties take place, reroll until one player rolls higher.

- The player that holds the most zones at the beginning of this round suffers -1 to the Initiative roll. It is possible to tie for 'most zones' for this purpose. *This helps to work against 'victory snowballing' by simulating resources being stretched by an increased area to control.*
- A player that holds no zones at the beginning of this round gains +1 to the Initiative roll. *This is to help players stay in the campaign even when more 'realistic' circumstances would drive them out.*

2) Movement Step

During the first campaign round, each player places his force counters on the map, anywhere inside his starting territory.

Player 1 chooses one of his force counters to move. The counter must end in a zone adjacent to a zone the player controls or in any zone the player controls that is in supply. The other players follow in Initiative order, each player moving one force on the map, until each player has moved a counter.

For the sake of simplicity, a player cannot have more than one of his forces in a map zone.

A force that is not In Supply cannot move from the zone it begins the campaign round in, except to remove the counter from the map.

If the players have multiple forces, repeat the process until each player has established where all his forces will be during the campaign round.

3) Battle Step

Game out the battles.

If a player controls more zones than his opponent does, he multiplies his budget for that battle by 0.9. *Again, this represents stretched resources.*

4) Post-Battle Step

If a player has any force counters that were removed from the map during the previous campaign round, they are placed back on the map anyplace they will be In Supply.

Unchallenged Advance: It is possible for a player to move into a map zone and his opponent not challenge the move with his own army. In this case the unchallenged force automatically wins.

Determine the **Campaign Points** the players gained:

Battle Result	Player Gains
Defeat	0 Campaign Points
Draw/Unchallenged	1 Campaign Point
VICTORY!	2 Campaign Points

Each force that lost or had a draw must pull back to an adjacent zone controlled by its owner. The winning force remains in the zone it just won.

If a force must pull back while not In Supply, the counter is removed from the map.

If the victor is the attacker, that player must **Consolidate**: Roll 1d6, and on 3 or higher the map zone now belongs to the victor. Otherwise the victor must move his force to an adjacent zone he controls, and the zone still belongs to the player who defended. The Consolidate roll must be made even for an unchallenged advance.

Total each player's victories and controlled zones and campaign points.

5) Planning Step

Each player writes down what he wants his forces to do in the next campaign round. Optional. *This is on the assumption the campaign rounds take place at significant intervals, such as weekly, making a memory aid useful.*

Options

These are non-required rules the players can choose to include in a campaign.

Fortifying

A Force that Fortifies becomes more difficult to remove from the zone it occupies, but at the expense of forfeiting initiative.

Requirements:

- A Force can fortify its location in a map zone after a successful Consolidate roll.
- If a Force leaves that zone, all benefits of fortification disappear.

Benefits:

- If a Force begins the campaign round fortified and it loses or draws a battle, it can remain in the map zone.
- A victorious attacker still remains in the zone but does not make a Consolidate roll, so ownership of the zone cannot change hands.
- If two opposed Forces occupy a zone at the same time, neither can fortify.

Objectives

Objectives are worth campaign points in addition to those gained from battle outcomes. An objective will have a number value, and a player who holds an objective at the end of the campaign round gains that many campaign points. There will likely be no more than three objectives on a map,

An objective is something that has an intrinsic value that motivates the generals to reach for it. Examples include an oasis in a desert setting, a hilltop in a flat region, or a deep-water port on a seacoast. The value could be symbolic or cultural, such as a religious site or a government building.

On the other hand, in many cases something becomes an objective because someone higher up said so, consequently it is entirely reasonable to assign 'objective' status almost arbitrarily

Terrain Types

Coding map zones to 'terrain types' suggests terrain that is appropriate for battles fought in those zones and here are a few examples. Some terrain types can have the 'Defensible' description. Defensible Terrain modifies the target number for the victor's Consolidation roll in Step 4, making it more difficult to dislodge a defender.

Farmland: Buildings, fences, small copses or individual trees. Much of the table will probably be open and level.

Flatland: There are few or no trees, buildings, or anything else tall. Suggested terrain includes trenches, foxholes, low hills, and walls.

Forest: Place enough stands of trees for their effect to dominate the game, but leave enough open space that the trees don't interfere with game play. **Defensible 4+**.

Urban: This map zone doesn't simply have a town in it, the majority of it has been urbanized. The battle can of course take place in an area with no buildings or the table can be completely paved over and urbanized with the densest array of buildings that allows game play. Since the context is a wargame it is reasonable for this to be an urban wasteland full of ruins, debris, and derelict vehicles. If ruined, an Urban map zone is **Defensible 4+** and in extreme cases can be Defensible 5+.

Tailoring

By all means alter the rules to fit your gaming. Connect them to specific rule sets, add functions you feel campaign rules need, whatever. It is about the game, after all.

Desert Campaign

Nobody has any great interest in this place other than the presence of the enemy on the other side of it. Secure the region as a route into enemy territory.

Randomly select which player is **RED** and which is **BLUE**. Map zones have red and blue borders to indicate starting territories. Map zones are color-coded to indicate specific conditions in them. There are three Unclaimed zones with black borders, one with a Mine and two with Oases.

The campaign lasts five rounds.

FORTIFYING

The Fortifying rule is in effect in this campaign.

TERRAIN TYPES

Alkali Bed: The zone is very flat, dominated by low hills and shallow depressions. Other terrain features are likely to be constructed rather than natural. Alkaline compounds in the dust make this map zone especially unpleasant to be in.

A victorious attacker gains +1 to the Consolidate roll.

Badlands: Terrain in this zone is suggested to be dense with cliffs, hills, rocky outcrops, natural towers, and rough ground.

This map zone has Defensible 5+.

Dunes: The hills of soft sand here make supply lines inefficient.

A victor attacking from Dunes suffers an additional -1 to the Consolidate rule.

Open Plain: Default terrain, with a desert theme. There are no special rules for Open Plain.

Scrub: Scrub is characterized by low bushes and sparse collections of trees. While scrub growth offers little impediment to movement, in this map zone is dense enough to make it relatively easy for defenders to hide.

This map zone has Defensible 4+.

Ridge: This jagged bedrock protrusion is impassible given the equipment and time available to the belligerents. A ridge cannot be moved onto and battles cannot be fought on it.

OBJECTIVES

Mine: At the end of the campaign, the player who holds the zone containing the Mine gains 5 Campaign Points.

Oasis: An Oasis provides one Campaign Point per campaign round.

The Campaign Round

1) Initiative Step

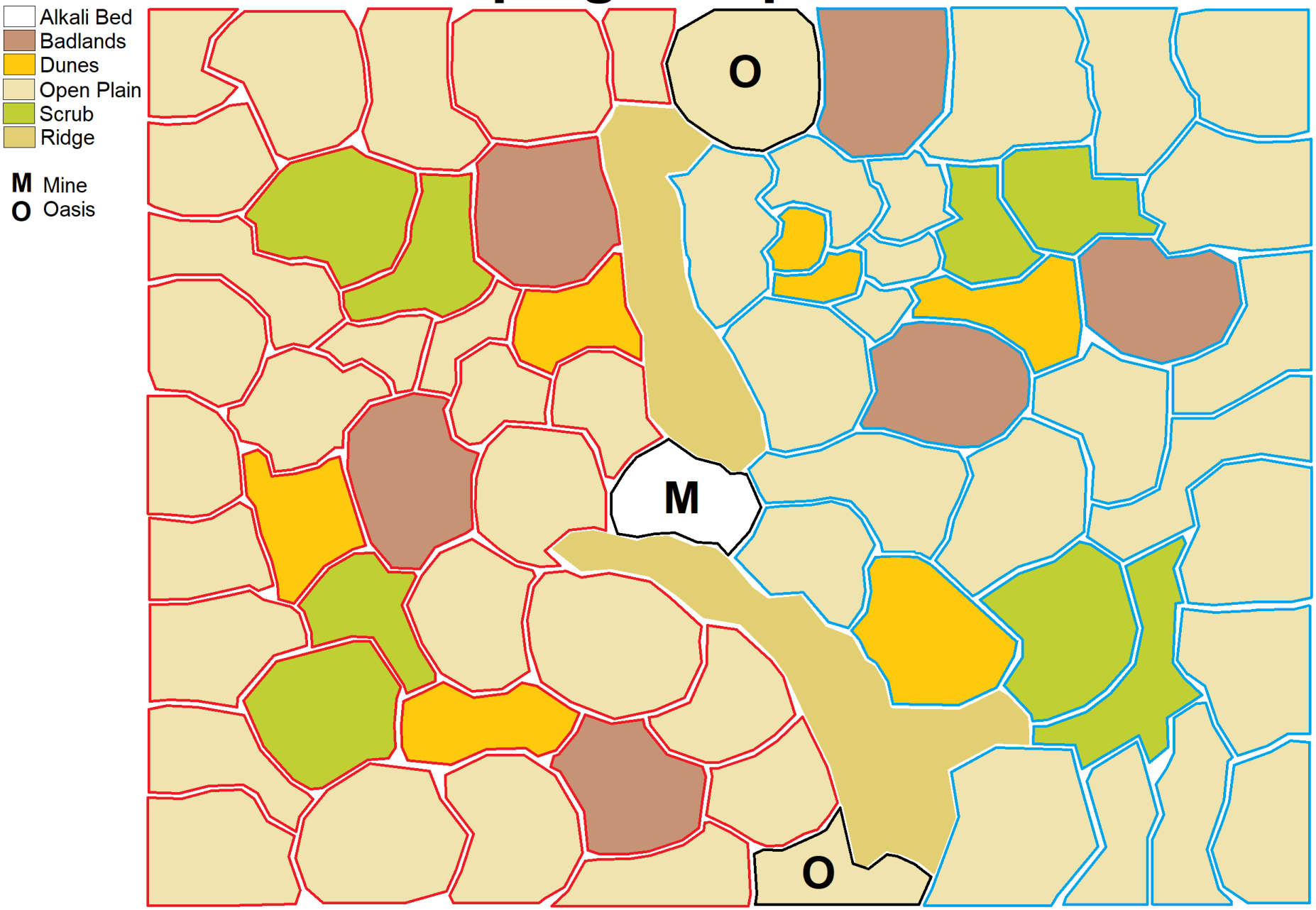
2) Movement Step

3) Battle Step

4) Post-Battle Step

5) Planning Step

Desert Campaign Map



Wilderness Campaign

The war is expanding and it has become necessary to establish a foothold in this area. Capture and hold the marked objectives.

Randomly select which player is **RED** and which is **BLUE**. Map zones have red and blue borders to indicate starting territories. Map zones are color-coded to indicate specific conditions in them.

The campaign lasts five rounds.

TERRAIN TYPES

Badlands: Terrain in this zone is suggested to be dense with cliffs, hills, rocky outcrops, natural towers, and rough ground.
This map zone has Defensible 5+.

Fields: Default terrain, with a woodland theme. There are no special rules for Fields.

Forest: When fighting a battle here place several stands of trees.
This map zone has Defensible 4+.

Hills: When fighting a battle here it is advised to place two or more hills. There are no special rules for Hills.

Scrub: Scrub is characterized by low bushes and sparse collections of trees. While scrub growth offers little impediment to movement, in this map zone is dense enough to make it relatively easy for defenders to hide.
This map zone has Defensible 4+.

OBJECTIVES

Each objective held at the end of the campaign is worth 5 Campaign Points.

RIVER

A Force cannot move across the river. Two map zones reach across the river, indicating the river is bridged there. Forces can conquer and advance past these zones as normal.

The Campaign Round

1) Initiative Step

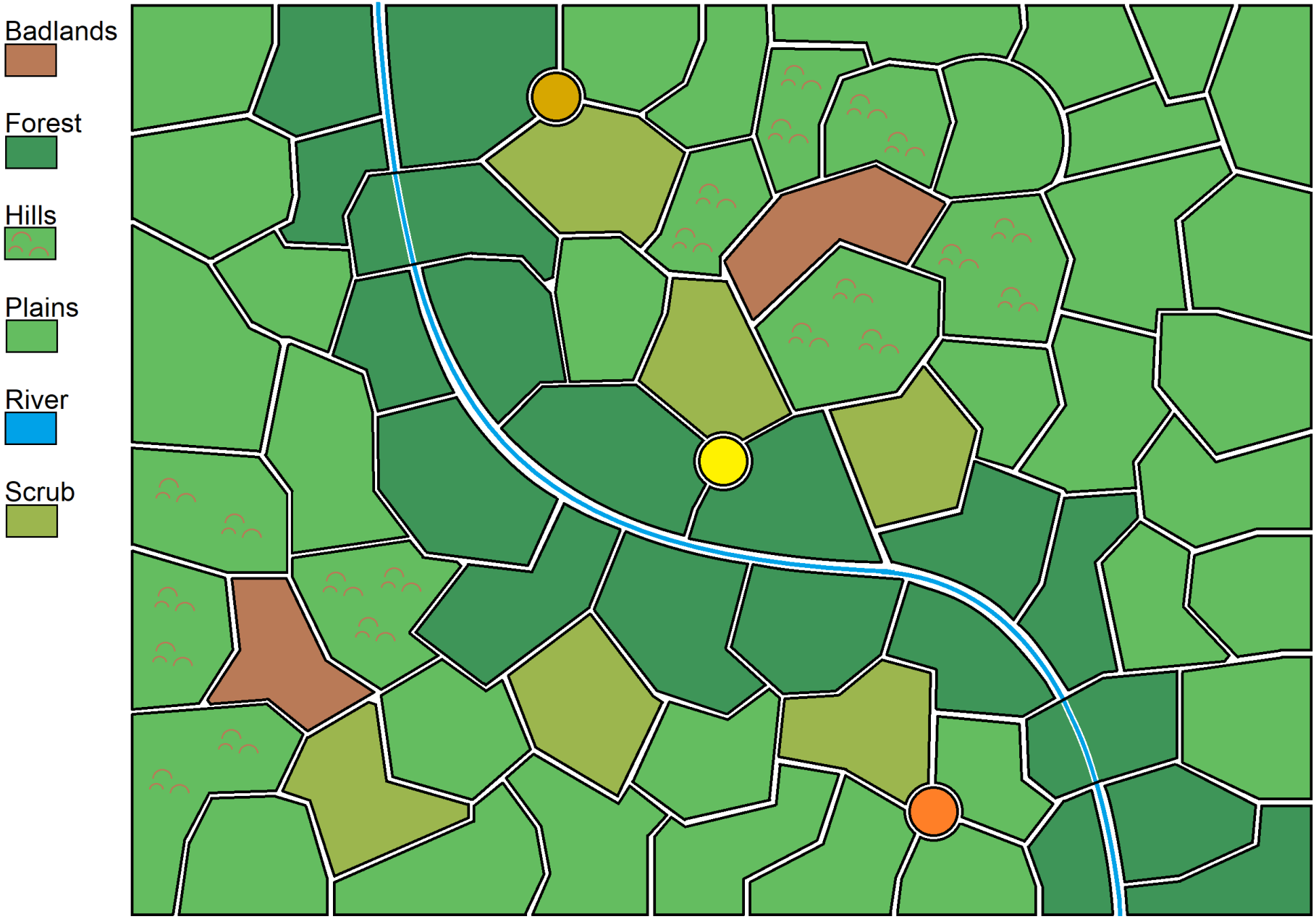
2) Movement Step

3) Battle Step

4) Post-Battle Step

5) Planning Step

Wilderness Campaign Map



Urban Campaign

Nobody had a military presence inside the city when the hostilities began so the armies had to rush in and secure territories. This campaign is for two or four players. Each player begins with four map zones and must advance from there.

In a two-player campaign, one player randomly selects a starting territory (**RED**, **BLUE**, **ORANGE**, **GREEN**) and his opponent gets the territory in the opposite corner. In a four-player campaign, three players randomly select territories and the fourth player takes the last one.

The Consolidate rolls here threaten to make this campaign a high-frustration affair, so it lasts four rounds.

DISTANT BATTLES

It is possible for a player to attack a map zone that is not adjacent to the player's territory. During the Movement Step, a player may place a counter in a zone not adjacent to his territory.

Each player begins the campaign controlling a set of color-coded map zones. Regardless of how many zones the player later acquires, the Supply Line ***must*** reach one of these initial zones. If a player loses all zones on the map, he can attack only the zones he begins the campaign with.

Before the campaign begins, the players must determine what size budget is considered 'mid-sized' in the rules being used. A player fighting in a non-adjacent zone is limited to a force with no more than *half* of a mid-sized budget. If the attacked zone is adjacent to the player who responds, the responding player is *not* subject to the budget restriction.

The budget restriction remains in effect until the zone is In Supply.

If a Force is obligated to move from a non-adjacent zone, it is removed from the map.

TERRAIN TYPES

This campaign is all Urban, in varying levels of demolition. Each zone is color-coded to indicate the target number for Consolidate rolls in it.

OBJECTIVES

Armory: In the Movement Step, the player who holds this zone can specify one map zone he has a Force in. During the Post-Battle Step, any opponent who fought in that zone can gain no more than 1 Campaign Point due to suffering such severe casualties.

City Center: The player who holds this zone during the Post-Battle Step gains an additional 2 Campaign Points.

Tower: The player who begins the campaign round holding this zone participates in the Movement Step normally, but once all players have moved he can move one of his Forces to any zone adjacent to his territory.

The Campaign Round

1) Initiative Step

2) Movement Step

3) Battle Step

4) Post-Battle Step

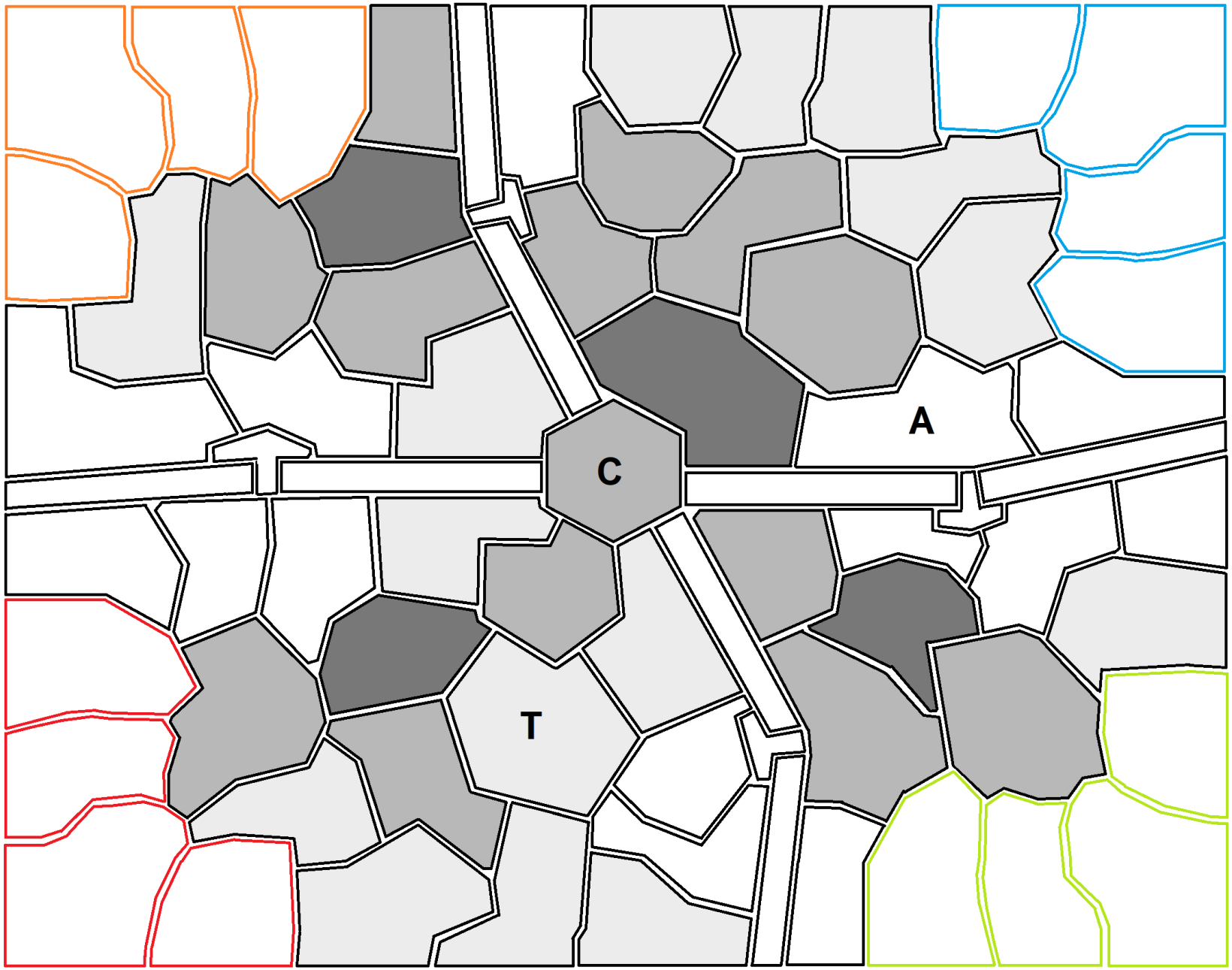
5) Planning Step

Urban Campaign Map

Terrain Key

Code	Consolidate
	3+
	4+
	5+
	6+

A Armory
C City Center
T Tower



Other (better) Maps

It is easy enough to locate better campaign maps than I can provide. An online image search for ‘wargame campaign map’ or similar will leave you spoiled for choice.

A wide selection of maps can be purchased at https://www.wargamevault.com for an impressive range of locations and genres.

Watabou has a very good map generator at https://watabou.itch.io/medieval-fantasy-city-generator.

Right-click on the map to get a menu and left-click on Style, at the bottom. Go to Display Mode and choose Block to get this effect:

Choose Lot for this:

Save the ones you like. The maps are randomly generated and you won’t get a repeat.

Riding Off Into the Night

With that said, I hope this set of rules proves useful, either as-is or after appropriate tweaking. Or massive rewrites, if that is seen as fit. Have fun.