



# BRETHREN

## SKIRMISH TABLETOP WARGAME

# THE CAMPAIGN

(PLAYTEST)



These are test rules for the next Brethren Expansion.

This document will change over time throughout development following feedback and playtesting.

Check back to see how the rules change!

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# CAMPAIGN

## WHAT IS IT?

This is the Campaign system for Brethren.

This system is still undergoing playtesting so may change. Feel free to try it out and let me know what you think in the forum on:  
[www.brethrentabletopwargame.com/forum](http://www.brethrentabletopwargame.com/forum)

The Campaign involves capturing as many territories on the Campaign Map as possible within 8 rounds. Each round consists of the following phases:

- Deployment Phase
- Battle Phase
- Consolidation Phase

This Campaign Map is Britain which is made up of 12 territories, allowing for between 2 and 4 players.

Each player has a starting army budget of up to 250 points when they set up on the Campaign Map. Each captured territory adds an extra 50 points to their total army budget allowing their army to grow between battles. Critical Territories marked with an exclamation point will have their own bonuses depending on which campaign you are playing, these bonuses are still being designed, so for now they will award the owning player with 100 points.

If you are using this with the Quick Start Guide, when a battle is initiated, just play a standard game.

If you are using this with the Historical Rule Book, when a battle is initiated, roll a D6. The result of the die dictates which mission to play from the mission list.

### Determining a player order

During the Initial Set Up and Deployment Phase, players will need to determine an order of priority. To do this, each player rolls a D6. The player with the highest result completes their actions first, followed by the player with the next highest result and so on. If players roll the same result die, they must re-roll their dice until an order of priority can be determined. The player with the highest re-rolled die goes first among these players but cannot go before or after any player that rolled higher or lower on the original roll.

# CAMPAIGN

## HOW THEY WORK

### INITIAL SET UP

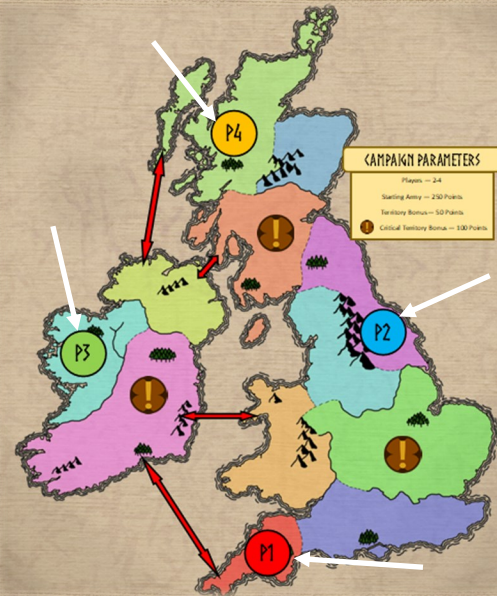
Each player rolls a D6.

From the highest result down, each player chooses a starting territory. They do this by placing a token on the Campaign Map.

Players can start on any territory, except for those which share a border with an opponent or marked as a Critical territory.

Each player builds an army based on the Starting Army size.

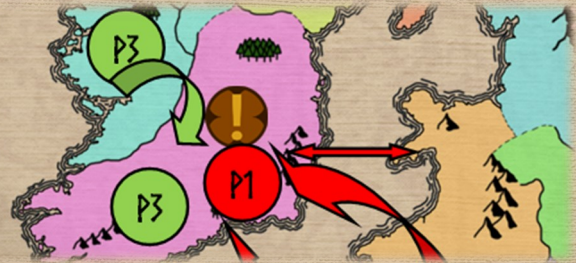
The hero in this force will be designated as your General. The General is the only unit that you cannot change between battles, so choose wisely!



### DEPLOYMENT PHASE

Once the initial set up has finished, each player rolls a D6. The results from highest to lowest dictate the order of which players complete actions in the round.

Starting with the player with the highest result, each player puts a token down in a territory adjacent to their own that they wish to invade. Once all players have done this, The Battle Phase Begins.



### BATTLE PHASE—CONTESTED TERRITORY

Any territory that has multiple players tokens on, must be fought over in the battle phase.

Here we can see that Players 1 and 3 have both invaded the same territory. Therefore these players battle it out for the control of this territory.

Because of the order of play, Player 1 invaded this territory first. Player 1 will act as the defender of this territory.



# CAMPAIGN

## HOW THEY WORK

### BATTLE PHASE—DETERMINING THE MISSION

When a territory is picked out to fight over, one of the players, as agreed by all participating players rolls a D6. (If you are using the Quick Start Guide, you don't need to do this step.)

This D6 determines what mission will be played. These missions are detailed in the mission section of the main rulebook and the number is referenced on the title of each mission page.

There may be instances where multiple players invade the same territory. In these situations, follow the deployment and instructions as written on the relevant mission page.

For this example, the result on the D6 was a 1. Therefore mission 1 must be played.

### MISSIONS

#### MISSION 1—CONVOY AMBUSH

### CONSOLIDATION PHASE

Any players who have lost battles have their tokens removed from the relevant territories.

Then the players can recalculate their forces and rebuild their armies based on the territories under their control.

Once these steps have been completed the round is finished and the players start the next round in the Deployment Phase.

If a player has lost their last remaining territory, they are eliminated from the Campaign.

### VICTORY CONDITIONS

The player that holds the most territories by the end of the 8th turn is the winner of the campaign.

If multiple players hold the same amount of territories by the end of the 8th turn, those players play a final battle against each other.

The winner of that battle will be the winner of the campaign.

# CAMPAIGN

## THE GENERAL

Your General is the leader of your armies through long campaigns of conquest. Although the General can lose all of their health points on the battlefield and be removed from play during the battle, they can never truly die. They can come back with a vengeance and must be used in every battle in a campaign. The first Hero you add to your army is nominated as your General so choose wisely!

The General can either be a Combat Hero or Support Hero.

If using the Quick Start Guide, A generic Combat Hero or Support Hero can be selected. If using the Historical Rulebook, The hero can specialise as one of the specialisations of a given hero and then gain any General specific abilities on top of their specialised abilities.

### COMBAT HERO

Specialisations:

Melee Specialist, Command Specialist, Defence Specialist,  
Ranged Specialist

### SUPPORT HERO

Specialisations:

Medical Specialist, Fear Specialist, Inspiration Specialist

The General can gain experience throughout the campaign and become an even more formidable warrior.

Here you will see how the hero gains experience what they can do with it.

### WHAT GIVES EXPERIENCE?

Activity	Experience
Killing a warrior or team unit	1
Killing a weapons team	2
Killing a Special unit	2
Killing a Hero	3
Capturing an objective	1
Winning a battle	1

### XP NEEDED TO LEVEL UP?

Level	XP (Resets after each level up)
2	5
3	10
4	15
5	20
6	25
7	30

### LEVEL UP REWARDS

Level	Reward
2	+1 To Movement or Morale
3	+1 To Attack or Defence
4	Gain Once Per Game Ability
5	+1 To Movement or Health
6	+1 To Attack or Defence
7	Gain Once Per Game Ability

### ONCE PER GAME ABILITIES

One of these can be chosen when a General hits a certain level.

Revenge!	Dirty Fighting	Terrorise!
If the General loses a combat but doesn't lose any health, they can choose to repeat combat instead.	Can kick sand in enemies eyes reducing the result of their melee attacks by 2. These enemies need to be in base contact with the General.	Intimidate all enemies within 3" of the General causing them to take an immediate morale check

# CAMPAIGN

## THE GENERAL

GENERAL UNIT PROFILE					_ ACTION POINTS
HERO TYPE:			SPECIALISATION:		
LEVEL :					
Type	Movement	Attacks	Defence	Morale	Health

Equipped with the following:

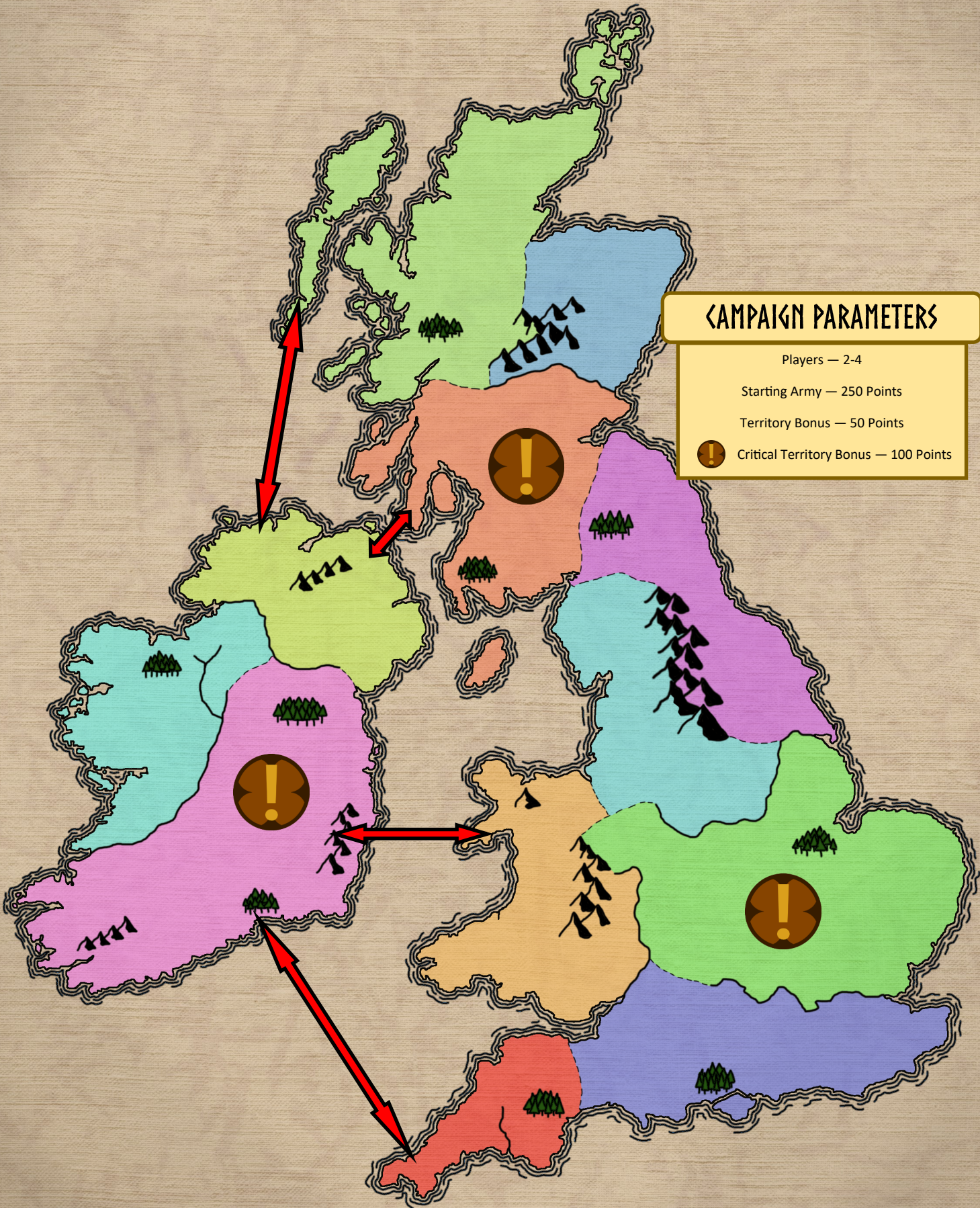
Type	Item	Effect

Once Per Game Abilities:


Name	Details

# CAMPAIGN

## CONQUEST OF BRITAIN



### CAMPAIGN PARAMETERS

- Players — 2-4
- Starting Army — 250 Points
- Territory Bonus — 50 Points
-  Critical Territory Bonus — 100 Points

# CAMPAIGN TOKENS

Scan and Print this page to get as many tokens as you might need in your game of Brethren.

## Campaign Markers

