



DARK AGE CAMPAIGN SYSTEM

by **Tim Korklewski**

The Dark Age Campaign System is designed to give players a more casual and exciting, story-driven approach to the savage and unforgiving world of Samaria. It provides a casual format in which both novice and veteran players will face off over a set period of time to achieve victory for their chosen faction or team. Campaigns provide weeks of entertainment through interaction with unique scenarios, painting models, playing games, and meeting new friends.

It is strongly encouraged that Dark Age campaigns are played at a venue that is suited to recruiting new players during the course of the league, such as a game store or a gaming club.

CAMPAIGN SPORTSMANSHIP

Campaigns are designed for every players involved to have a good time, win or lose. Players must remain courteous and patient with each other and respect the rulings of the Event Organizer. In most cases, players are encouraged to cooperate with each other to resolve effects that take place during a game. If they cannot come to an agreement, the Event Organizer is to be asked for assistance on a ruling. The Event Organizer has the final word on all rulings during a campaign.

All players are to remain polite, mature, and fair to their opponents. Any form of abusive conduct, bullying, cheating, or disruptive behavior will lead to a player ejection from the campaign by the Event Organizer.

THE EVENT ORGANIZER

The Event Organizer (or EO) is the person responsible for all of the event coordination and execution. The EO will be the person to keep track of game scheduling with the venue, settling rules disputes and clarifications, and making sure that all players are following good sportsmanship practices. In many cases, the EO is also the person that crafted a Dark Age campaign (more on this later).

All of the guidelines for proper force composition, model conversion, and March to Immortality (Mtl) scenarios can be found at www.dark-age.com under the Downloads section of the website.

THE PLAYERS

The players are responsible for bringing all of their own models, cards, approved measuring devices, dice, objective markers, and counters to the venue. Players are also responsible for following good sportsmanship and respecting the rulings of the EO.

CAMPAIGN TYPES

Seasonal: This is a more common campaign, played for a fixed number of weeks. All points are tallied at the end to determine Campaign Champions. If at any time players tie for position, tiebreakers are determined by overall VP scored.

Achievement: This format of campaign has a certain set of requirements that must be met in order to declare Campaign Champions. If at any time players tie for position, tiebreakers are determined by overall VP scored.

FORMAT TYPES

Free for All: This is the most common. Each player chooses one faction or subfaction to play during the campaign and can fight whoever they choose. Everyone is considered an enemy. Players may choose two Motivations they wish to follow.

Team: As with a Free for All, each player chooses one faction or subfaction to play throughout the league. With this format, teams are to take the extra time to discuss who is attacking who, which areas they are fighting over, and have all Available Campaign points (CP) in a pool for all the the team to use. Teams must also pick two Motivations to use amongst the entire team.

MOTIVATIONS

Motivations are the key to bonus points throughout a campaign and may also be tied to the winning conditions of achievement campaigns. Each player (or team) must choose two motivations to stick with for the entire campaign. Each motivation has three challenges that players may strive for throughout the campaign, granting them up to ten additional Campaign Points (CP). Each challenge will grant the player three points and can only ever be completed once during a campaign. When they finish the motivation they gain one bonus point. The Motivations that players can choose are listed at the end of this document.

GAME SIZE

Players throughout the campaign will vary greatly based upon their experience with Dark Age. Some players may be seasoned veterans with access to multiple models and factions while some may be new blood getting into the game for the first time and only have access to a Warband (starter) box. Each game size is determined through the agreement of the two opponents. If there is a veteran player facing off against a newer campaign player, the newer player will determine the size of the game played.

GAME SIZE

- Encounter: 300 points (this is the average point cost of a Warband box)
- Clash: 500 Points
- Skirmish: 750 points
- Battle: 1000 Points

SCENARIOS

There are two types of scenarios that are available during a campaign: March to Immortality (Mtl) and campaign-specific scenarios. Mtl scenarios can be found in the Dark Age Core Rules or available in our Downloads section at www.dark-age.com. Campaign scenarios are created specifically to fit with the story of the campaign and can be found within the campaign document or created for a custom campaign.

Players can randomly select which scenario they play by rolling a d20 and using the result from the following table. Alternatively, players can simply agree on a scenario to play if they so choose. There may be times where the campaign map may dictate a specific scenario to be played.

D20 RESULT	SCENARIO
1-2	The Slaughtering Fields, No Secondary Objectives during Week 1
3-4	Hidden Agendas, Secondary Objectives used moving forward
5-6	King of the Wasteland
7-8	Seize Ground
9-10	Ancient Secrets
11-12	Campaign Scenario Three
13-14	Campaign Scenario Four
15-16	March to Immortality Scenario Four
17-18	March to Immortality Scenario Five
19-20	March to Immortality Scenario Six

CAMPAIGN POINTS (CP)

Campaign Points (CP) are used to track how each individual player is doing during the campaign. They will have two different categories to track CP; Overall and Available. When a player gains CP the total is added to both categories. Overall CP is the total amount of CP that the player has gained throughout the campaign and used as their scoring CP to determine campaign ranking. Available CP is the total of the player's (or team's) Overall CP minus any CP that are used to gain Advantages.

Example: Raymond has an Overall CP total of 14. He has yet to use any Advantages during the campaign so his Available CP is also 14. During his next game, Raymond decides that he is going use 7 of his Available CP to buy an Advantage. If he succeeds in his bid, his Overall CP is 14 and his Available CP will be 7.

Each Victory in Scenarios grants 3 CP. Each Loss Grants 1 CP. Ties Grant 2 CP to each player.

USING AVAILABLE CP

Before the Game Begins, each player secretly notes how many CP they wish to use to gain an advantage. Both Players reveal at the same time how many CP they bid. The player that bid the highest subtracts their CP from their Available CP total and reveals their advantage. The player that lost the bid does not get an advantage. The player with the lowest overall CP will always choose the Campaign Location to play in (these will be determined by the campaign). If both players are tied on CP then they will roll to determine who picks the location. The player that rolls the lowest wins.

Advantages:

- Gain an automatic initiative win that can only be used once during the game.
- Up to 75 points worth of models gain +1 AP on turn one.
- Up to 75 points worth of your opponent's models suffer -1 AP on turn one.
- +6 Inches to Deployment Zone(s)
- -6 Inches to Opponent's Deployment Zone(s)
- May Rearrange up to 3 Objective Markers, ignoring the 4" space rule.
- Booby-Trapped: Give three Objective Markers a Booby Trap counter. The first time your opponent comes into base to base and would score off of an Objective Marker with a Booby Trap Marker it is ignored. Remove the Booby Trap counter afterwards.
- Refortify: The first time you would score VP off of an objective marker during the game add an additional 1 VP to the total.
- Scouts: Two models in your force that do not already have Infiltrate may use the Infiltrate ability this game.

CAMPAIGN LOCATIONS

Campaign Locations are directly tied to the Campaign Story that players are participating in. These locations will have a brief story, Battlefield Elements, and if there are any scenarios that MUST be played at the location. Campaign Locations can also be tied to Achievement Campaigns as an area that players must control as a win condition.

BATTLEFIELD ELEMENTS

Battlefield Elements are special terrain and effects that can be used when determining a location to play in. If there are no specific locations chosen for the league, such as specific story locations, these locations can be used to craft your own campaign. Locations will determine what elements can possibly take place during the course of the game. The player with the lowest CP determines which location the game is played in.

There are two types of Elements: Static and Random. Static elements are placed before the game begins and are usually defined by terrain keywords. Static Elements last the entire game. Random elements happen during the Preparation Phase before any other effects take place and last as long as determined by the random element. Random Elements are determined by a roll of d20 by the player that chose the location. If the number of a Random Element is rolled then that Random Element immediately takes effect.

Before the game begins, the player that chose the location then rolls for how many Static elements will be used for terrain. This is in addition to the standard terrain that is placed on the board regularly.

D20 RESULT	SCENARIO
1-5	Four
6-10	Three
11-15	Two
16-19	One
20	No Static Elements

LOCATIONS

GENERIC

Note: Generic Static Elements can be selected for any location. In addition, Generic Random Elements are added to the rolls of other locations.

Static Elements

Traps- Select one trap and place it anywhere on the board at least 6" outside of a deployment zone. See the Traps Section for more details.

Weapon Platforms- Select one weapon platform and place it anywhere at least 12" outside of a deployment zone. See the Weapon Platforms section for more details.

Dusk/Dawn - Before Deployment, determine if the first 3 rounds or the last three rounds of the game will have LOS restricted to 8". Model may spend 1 Ap to see beyond the 8".

Random Elements

Acid Rain (17) - All AR checks are at -1 TN. Units with Acid Blood are immune to this Random Element. During the Lingering Effects phase, the person who won initiative this round rolls a d20. On a 10 or under the Acid Rain dissipates. On 11 or Greater the Acid Rain stays in play. This will not stop other Random Elements from taking place.

Shifting Winds (18) - All Ranged Attacks are at -1 TN for this round.

Spore Burst (19) - Each player places a BL (3) template anywhere on the board and rolls scatter. Any model that ends up under a template suffers -1 AP per template they are under. Models with Enviro Filters are immune to Spore Burst.

Earthquake (20) - All models Suffer KP (16). Models with Strider, Serpentine, Float, or Vault are immune to Earthquake.

DESOLATED RUINS

Static Elements

Crystal Shards - Each player places three 2" Crystal Shards on the battlefield. The Shards cannot be placed in Deployment Zones and may not be closer than 8" from another Shard Field. These Crystal Shards are

treated just like the SCATTER SHARDS ability.

Unstable/Rocky Ground - Place three BL(3) templates. These templates are considered Rough terrain.

Random Elements

Unnatural Fog (14) - All LOS is reduced to 8" for this round. This is considered a cloud effect that cannot be neutralized.

Thunderstorm (15) - Both players roll a d20. The player that rolls the lowest selects a point of impact on the battlefield. Roll a scatter dice. Once the final point of impact has been determined place a BL (3) template over the point of impact. All models under the Blast suffer Knock Prone (12) and Gain a Stun Counter.

Eerie Wind (16) - All models suffer -2 PS for the remainder of the round. During the Lingering Effects phase, the person who won initiative this round rolls a d20. On a 10 or under the Eerie Wind dissipates. On 11 or Greater the Eerie Wind stays in play. This will not stop other Random Elements from taking place.

DESERT

Static Elements

Shifting Sands - Place three BL(3) templates. These templates are considered Rough terrain. If a model uses all of its AP on movement while within these templates it suffers a KP (8).

Salt Flats - All MAL rolls that are not Psychogenics, Bio-Gens, or Rituals suffers -2 TN

Random Elements

Desert Heat (14) - Any models that use more than 1 AP for movement must make a PS check after they complete their actions. On a failure, the model gains an Exhaustion counter. Non Living Models are immune to Desert Heat. During the Lingering Effects phase, the person who won initiative this round rolls a d20. On a 10 or under the Eerie Wind dissipates. On 11 or Greater the Desert Heat stays in play. This will not stop other Random Elements from taking place.

Sand Storm (15) - All LOS is reduced to 8" for the remainder to the round. This is considered a cloud effect that cannot be neutralized by Envirofilters or similar abilities. All MAL rolls suffer -1 TN

Toxic Exposure (16) - All models must roll PS when they activate. On a failure they lose 1 AP. During the Lingering Effects phase, the person who won initiative this round rolls a d20. On a 10 or under the Toxic Exposure dissipates. On 11 or Greater the Toxic Exposure stays in play. This will not stop other Random Elements from taking place. Models with Enviro Filters, Toxic Cult, and Immunity to Poison ignore Toxic Exposure.

Π⊕OUNTAINS

Static Elements

Crystal Fields - All Psychogenics Attacks are at +1 AS, Psychogenics Tests are at +2 TN, and Psychogenics MAL are at +2 TN

Steep Slope - Choose either the left or the right side of the board to be the low point. If a model uses all of its AP for movement is suffers a KP (10). If Knocked Prone, the model will move 3" towards the low point. If the model moves off of the board, it is placed back on the board edge next round in the area it moved off and gains an Exhaustion counter. Models with Aerobatics, Float, or Unnatural Climb are immune to Steep Slope.

Random Elements

Falling Rocks (14) - Both players roll a d20. The player that rolls the lowest selects a point of impact on the battlefield. Roll a scatter dice. Once the final point of impact has been determined place a BL (2) template over the point of impact. Any model caught under the template immediately gains an Entangle counter.

Mountain Winds (15) - All Ranged Attacks are at -1 TN for this round.

Low Clouds (16) - All LOS is reduced to 8" for the remainder to the round. This is considered a cloud effect that cannot be neutralized by Envirofilters or similar abilities. All sections of the board without terrain is treated as Rough while Low Clouds is in play.

SWAMP

Static Elements

Soggy Ground - Place three BL(3) templates. These templates are considered Rough terrain. If a model uses all of its AP on movement while within these templates it suffers KP (12).

High Humidity - All MAL rolls that are not Psychogenics, Bio-Gens, or Rituals suffer -2 TN

Random Elements

Swamp Gases (14) - Both players roll a d20. The player that rolls the lowest selects a point of impact on the battlefield. Roll a scatter dice. Once the final point of impact has been determined place a BL (3) template over the point of impact. Any model within the template that suffers MAL that is not from Psychogenics, Bio-Gens, or Rituals gains a Fire counter. Swamp Gases lasts one round.

Quicksand (15) - Both players roll a D20. the player that rolls the lowest selects an opponent's model. That model must spend all of its AP on movement and cannot attack this round or it immediately gains an Entangled counter and and Exhaustion counter after it finishes activation.

Misty Bog (16) - All LOS is reduced to 8" for this round. This is considered a cloud effect that cannot be neutralized.

TRAPS

Traps are Static Elements that do not trigger unless a model entering, beginning, or ending their activation fails to roll the TN needed to avoid the effectiveness of traps. Effectiveness of Traps (EFF) is the base number used to determine the TN needed to succeed and not trigger the trap. Simply subtract the Target's DF from from EFF to determine the TN the target must roll under in order to not suffer the effects of the Trap.

Unstable Ground: EFF 20. On a failure treat this model as if it started or ended its movement in Dangerous Terrain. This is a 6"x6" terrain piece.

Stakes: EFF 16. Treated as Dangerous ground once revealed. This is a 4"x4" terrain piece.

Minefield: EFF 15 Blast (2) PW 4x2 Hit. This is a 3"x3" terrain piece.

Barbed Wire: EFF 17. If caught models suffer PW2 and Entangle. This is a 6" long terrain piece.

WEAPON PLATFORMS

Weapon Platforms are another Static Element that will not trigger its abilities without a model specifically interacting with it. Weapon platforms all have differing statistics but all share the characteristics listed below.

- All weapon platforms are considered Light Cover, Does Not Block Line of Sight, and Impassible.
- Only Small, Medium, and Large-sized models may enter a weapon platform.
- Models in base contact with a weapon platform may spend 1 AP to enter the weapon platform. Models wishing to exit a weapon platform must spend 1 AP and they are placed in base contact with the weapon platform.
- Models that enter a weapon platform are considered prone for purposes of Melee combat. While in the weapon platform they may fight back as if they are prone.
- Weapon platforms are mounted on 80mm bases.
- If a weapon platform Malfunctions, resolve the effects just like a standard Malfunction, however, all models in the crew suffer the effects as if they fired the weapon. Afterwards the weapon platform cannot be used for the duration of the game.
- Aiming, range modifiers, firing into combat, and cover still apply to weapon platforms.

Crew: The number of models required to use the weapon platform each turn. If it takes more than one model to activate the weapon, use only the AP from the acting shooter. The other model immediately forfeits all AP. Any weapon platform with a crew size larger than one may fire the weapon upon the models entering but will do so at a -2 penalty. Any turns after the entry turn they do not suffer the penalty. If either model exits the weapon platform and re-enters they will gain the -2 penalty again.

AS: All weapons have a base AS. If the model firing has a better ranged AS, then use their lowest ranged AS instead (example: A Coil has an AS 6 on their Death Disk attack, they would use this as the AS for the weapon platform instead).

Each weapon has a race category listed next to it in parenthesis such as Human (Human includes Forsaken, Outcast, and Skarrd models). If the model(s) are not part of the selected race they will suffer a -1 AS for firing the weapon.

WEAPON PLATFORM SPECIAL ABILITY

Complex: It takes 2 AP to fire the weapon platform instead of 1.

CRUCIBLE MORTARCANNON (HUMAN)

Weapon Platform	CREW	AS	RF	PW	RN	MAL
[1] Crucible Mortarcannon	2	2	1	10x2	24	18
<ul style="list-style-type: none"> • Complex • BL(3) • Indirect 						

HEXHAMMER AUTOGUN (HUMAN)

Weapon Platform	CREW	AS	RF	PW	RN	MAL
[1] Hexhammer Autogun	1	3	1	6	18	17
<ul style="list-style-type: none"> • Proximity Strike (3) 						

IONIC CANNON (CORE)

Weapon Platform	CREW	AS	RF	PW	RN	MAL
[1] Ionic Cannon	1	2	1	10x2	ST	17
<ul style="list-style-type: none">• Complex• Caulterize• Fire• Horrible Death						

SPLITTER BALLISTA (ICE CASTLE)

Weapon Platform	CREW	AS	RF	PW	RN	MAL
[1] Splitter Ballista	1	3	1	8x2	24	20
<ul style="list-style-type: none">• Complex• Pierce						

ALTAR OF SACRIFICE (KUKULKANI)

Weapon Platform	CREW	AS	RF	PW	RN	MAL
[1] Altar of Sacrifice	2	3	1	5	16	-
<ul style="list-style-type: none">• Complex• Bleed• Hobble• Life Drain• Pull (14)• Knock Prone (14)						

VENOM BLOOM (BROOD)

Weapon Platform	CREW	AS	RF	PW	RN	MAL
[1] Venom Bloom	2	3	2	5x3	SP	19
<ul style="list-style-type: none">• Acid• Poison (13)						

BANSHEE'S WAIL (AIR CASTLE)

Weapon Platform	CREW	AS	RF	PW	RN	MAL
[1] Banshee's Wail	1	3	1	6x2	ST	-
<ul style="list-style-type: none">• Complex• Conduction• Horrible Death• Proximity Strike (2)						

INFERNØ SHARD LAUNCHER (FIRE CASTLE)

Weapon Platform	CREW	AS	RF	PW	RN	MAL
[1] Inferno Shard Launcher <ul style="list-style-type: none"> • Cauterize • Fire • BL(2) • Place Inferno Shard at the point of scatter 	1	3	2	5x2	12	-

HEROES ARE MADE

Experience is granted based upon game size to the survivors of each faction. At the end of the game all survivors that are not Characters are set aside and your opponent rolls for each model to determine if they gain experience or not. Each model will start with a base TN which is determined by game size. From there modifiers are applied based upon the conditions listed on the chart below. If the model receives Experience it gains a Hero Rank (HR). A model may gain up to a Hero Rank of three.

- Encounter (300 points): TN 10
- Clash (500 points): TN 11
- Skirmish (750 points) TN 12
- Battle (1000 points) TN 13

Then modifiers are applied:

TN MODIFIER	SCENARIO
+1	Game Victory
+2	Model scored any VP for the primary or secondary objectives (only allowed once)
-1	Model is wounded
-3	Model is Hero Rank 1
-5	Model is Hero Rank 2

Example:

Tim's Forsaken vs. Derek's Air Caste 750 points: Derek Wins with two models left alive. One of Derek's models scored an objective (model A). model B is wounded. Tim has 5 models left alive. Models B and D are wounded. Models A and B scored objective points during the game.

Derek rolls for Tim's models: The base TN for the game is 12 (750 points). Model A will gain EXP at TN 14 (+2 for scoring VP), model B will score at TN 13 (-1 TN for being wounded, +2 TN for scoring VP). Models C and E gain EXP at TN 12 (base, no modifiers), and model D will gain EXP at TN 11 (-1 for being wounded).

Tim then rolls for Derek's models: The Base TN for the game is 12 (750 points). Model A will gain EXP at TN 15 (+1 TN for Game Victory, +2 TN for scoring VP). Model B will gain EXP at TN 12 (+1 TN for Game Victory, -1 TN for being wounded).

Losing Heroes and Characters.

Characters in Dark Age may never die, however they can be wounded so badly that they cannot be used for a few games. When a Hero dies, they are gone for good. When a hero or character is removed from play during a game the controlling player rolls on the survival chart to see if they will fight another day. If the hero dies during the campaign it loses its Name, all Ranks, and Benefits it gained throughout the campaign and goes back to its standard model and stats.

Survival Roll:

1-5: Miraculous Recovery: Survives and can be fielded in the next battle.

6-15: Wounded: The hero or character must recover from its wounds. It cannot be fielded in the next game.

16-20: Critical Injury: The hero has perished. The Character is so badly wounded it cannot be fielded for three games.

Gaining Hero Rank

Once a Hero Rank is gained, you may choose one ability from the list of benefits. These benefits are added to the model's current Statistics and Abilities.

- +1 AS and PW to all weapons in a single attack group. This cannot be used if any of the current AS or PW in that attack group is at 10 or more.
- +1 Damage Multiplier to a single attack type in an attack group. This cannot be used if the current multiplier is at x3
- -1 DF. This cannot be used if the current DF is at 0.
- +1 AR. This cannot be used if the AR is at 20 or more.
- +2 PS. This cannot be used if the current PS is at 20 or more.
- +1 HP. This cannot be used if the current HP is at 5 or more.
- +1 MV. This cannot be used if the current MV is at 5 or more.
- +1 RF to a single attack group.
- Gain Parry Special Ability
- Gain Elusive Special Ability
- Gain Never Panic Special Ability
- Gain Survivor Special Ability
- Gain Furious Charge Special Ability
- Gain Crack Shot Special Ability
- Gain Quickdraw Special Ability
- Gain Infiltrate Special Ability
- Gain Deflection Special Ability
- Gain Backstab Special Ability
- Gain Strider Special Ability
- Gain Acrobatics Special Ability

The following abilities can only be taken by units at hero rank 3, and are limited to models of a specific faction.

Brood

- Gain Bio-gen (1) Ability
- Gain Pud-Control (3) Ability

C.O.R.E.

- Gain Upgrade (1) Ability. If the model already has the Upgrade ability, it may not choose Weapon upgrades.
- Gain Cause Panic Ability

Dragyri

- Gain Field Order (Slave) (+2 AS) Ability
- A Model with Ritual Caster gains an additional Psychogenic known.

Followers of the Heretic

- Gain 1 permanent Graft that does not count against the force total.
- Gain Cabal (Saint Johann) Ability

Forsaken

- Gain Cabal (Saint John, Lilith, Saint Luke, Marius, Saint Mark, or Saint Mary) Ability
- Gain Field Order (original unit name) (Hatred: [non-Forsaken])

Kukulkani

- Gain Bio-Enhanced Ability. If the model already has Bio-Enhanced, during deployment, it gains one of the benefits of Bio-Enhanced, as though it killed an enemy model.
- Begin the game with 1 additional Bio-energy.

Outcast

- Gain Survivalist Ability
- Gain Immaculate Maintenance Ability

Skarrd

- Gain Psychogenic Neophyte (any psychogenic) Ability, or upgrade a Psychogenic Invoker to a Psychogenic Master.
- Gain Cannibal (-2 TN) Ability

MAKING A CUSTOM DARK AGE CAMPAIGN

Making a Dark Age campaign may seem a bit daunting at first but after following the guidelines listed it will start to fall into place quite quickly, allowing multiple campaigns quite easily.

First, the EO must decide the Campaign Type and Format Type (see **Campaign Types** and **Format Types** for this information). Once this is decided, the EO will come up with a story and an area in Samaria where the campaign will take place. The story can be as simple or as complex as the EO desires.

ACHIEVEMENT+ LEAGUES

Achievement Leagues have a set of goals that must be met in order to declare a winner. These goals can be as simple or as complex as the EO wishes for the campaign. If the EO wishes to design an Achievement League it is recommended that there are at least three achievements that must be met in order to declare a winner. Here are a few examples:

- The players must complete one Motivation
- The players must play a game in each campaign location
- The player must win 4 games

The area of the campaign takes a bit of creativity in order to make it unique and exciting. Once you determine how big the area will be, it is then broken down into locations that the players will be battling in. As with the story, these locations can be as simple or complex as the EO chooses. It is highly recommended that there are at least four total locations to be fought over during a campaign. This will give enough variety to keep it in line with the story behind the battles. The locations themselves will then have Battlefield Elements attached to them based upon where the location resides. Locations are provided in the section Battlefield Elements. The EO may choose to custom design their own location if the ones listed in Battlefield Elements does not quite fit with what they need. Here are the guidelines to making a custom location.

- A location must have two Static Elements to choose from
- A location must have at least one Random Element to be assigned to a dice roll. Random Elements must either have an effect that happens during the Preparation phase and finishes, lasts for the round, or has a chance to dissipate when the person who won the initiative rolls a 10 or less on a d20.
- Static and Random Elements should not cause wounds to models automatically. If they cause a wound it must be due to a model interacting with a set terrain piece or specific actions (such as entering a weapon platform and using it, walking over a trap and failing its EFF TN, gaining a counter that can cause wounds and failing to remove it, or moving across terrain with the Dangerous Keyword).

After the locations for the campaign are made the EO may then create scenarios that will fit with the overall story of the campaign. Scenarios should be designed so that both players are accomplishing the same goal. If the EO wishes to only use the current March to Immortality scenarios they can, however, if they wish to create their own it is recommended that they create at least four scenarios for the campaign (see the chart in the Scenarios section of this document). There are a few rules to keep in mind, however when designing the scenario.

- The Scenario must have No Man's Land
- There can never be less than 4 Objective Markers on the board
- There can never be more than 6 Objective Markers on the board
- Objective Markers Must either be spaced 4 inches apart and 4 inches from the board edge OR 6 inches apart and 6 inches from the board edge (barring any special rules).
- VP Scoring conditions from the scenario must be the same for both players.

For examples of scenarios look at the March to Immortality scenarios and go to www.dark-age.com in the Rules section.

These are all of the tools necessary to create a custom Dark Age campaign. Below is a small sample campaign.

COMBINING THE DARK AGE CAMPAIGN SYSTEM WITH WARLORDS RISING SLOW-GROW LEAGUE.

OUTPOST NINE

Outpost Nine was on great mining colony and Forsaken outpost buried deep in the Northern wastes. Outpost Nine was responsible for the mining and excavation of various ores and crystals that were used in the defense efforts of New Ashkelon until the entire colony's

population were utterly destroyed by a massive Hellstorm twenty years ago. Unwilling to risk the resources to reclaim it, the Council decided to write it off as a loss until a few weeks ago when a mysterious signal was received from Outpost Nine, long thought to be drained of all life and power. This signal is not just being sent by technological means, and the Council of Prevailers are not the only ones receiving it...

Outpost Nine is a Free-for-All Achievement campaign. The Achievement winning conditions are:

- Winning Player must have won a game in each location twice
- Winning Player must complete at least one Motivation
- Winning Player must accumulate a minimum of 40 Overall CP

The Scenarios used are found in the current *March to Immortality* (Mtl) document and they will be used for this campaign.

There are four locations to Outpost Nine. The Mine Entrance, The Wasteland Outpost, The Living Quarters Sector, and The Forward Base.

The Mine Entrance: *In complete disarray, the entrance to the mine has long since caved in due to a massive landslide. Finding any source of the signal will be perilous. Use the Mountains location Static and Random Elements.*

The Wasteland Outpost: *Long since abandoned but mysteriously powered, the outpost's flickering lights and eerie hum of decrepit machinery hangs in the air. Use the Generic location Static and Random Elements.*

The Living Quarters Sector: *Dried corpses of the unfortunate populace litter the ground. The homes of these once-proud miners now lie in shambles from the unforgiving Hellstorm. Use the Desolated Ruins Static and Random Elements.*

The Forward Base: *Set facing North towards the constant threat of the tribal savages known as the Skarrd, the base now remains unpowered and empty. The remains of a once-proud Forsaken encampment now lies untouched and lifeless. Use the Desert Static and Random Elements.*

Warlords Rising is intended to teach new players how to play Dark Age over the course of 6 weeks. It was intended to be simple in nature so not to bog down new players with too much all at once. However, if the players are feeling comfortable enough in their abilities to learn the game and play in a campaign or are existing players that want to build new forces then both can be combined with a bit of work. Here are the changes that must be made for a Warlords rising to be used in a campaign:

- The Campaign will follow the 6 week length of Warlords Rising.
- The Campaign cannot be an Achievement Campaign.
- Each player will only choose one Motivation.
- Battle Points (BP) and Hobby Points (HP) are both kept track of as usual, however, the two numbers combined will also be converted to Campaign Points (CP).

- All games will be played at the Point Levels set by Warlords Rising weekly schedule.
- Campaign Scenarios can be added to the weekly schedule laid out by Warlords Rising at the EO's discretion.
- Battlefield Special Terrain Elements will be used at the EO's discretion.

MOTIVATIONS

DUTY

Play against 3 New opponents during the first week of the league	1	2	3	3 CP
Win two games against the same opponent during the league		1	2	3 CP
Prevent your opponent from scoring more than 5 Victory Points during a game.			1	3 CP
Complete all of the previous Challenges for this Motivation				1 CP

FORTITUDE

Shake of two Fire or Bleed counters in three different games	1	2	3	3 CP
Resist 3 Knock Prone attempts in two games		1	2	3 CP
Move a Character or Hero into No Man's Land and survive there for at least three rounds and end the game there.			1	3 CP
Complete all of the previous Challenges for this Motivation				1 CP

GREED

Score at least 10 Victory Points in 3 games	1	2	3	3 CP
Take or remove Objective counters from your opponent in two games		1	2	3 CP
End a game with at least twice the amount of Victory Points than your opponent			1	3 CP
Complete all of the previous Challenges for this Motivation				1 CP

HONOR

Be the first player to score Victory Points on Secondary Objectives in 3 games	1	2	3	3 CP
Score more Secondary Objectives than your opponent in two games.		1	2	3 CP
Win a game without placing counters from Special Abilities or Weapon Abilities on your opponent.			1	3 CP
Complete all of the previous Challenges for this Motivation				1 CP

IN+RIGUE

Be the first player to score Victory Points on Secondary Objectives in 3 games	1	2	3	3 CP
Be the first player to score Victory Points on Primary Objectives in 2 games		1	2	3 CP
Win initiative three times in a row in one game			1	3 CP
Complete all of the previous Challenges for this Motivation				1 CP

JUSTICE

Score more Victory Points from Primary Objectives than your opponent in 3 games	1	2	3	3 CP
Kill an enemy Character or Hero with a friendly Character or Hero in two games		1	2	3 CP
Over the course of a game, kill or remove from play two models in the same round they activate first			1	3 CP
Complete all of the previous Challenges for this Motivation				1 CP