

Campaigns

The campaign system in BlitzkriegCommander allows you to play a series of scenarios using the same battlegroups, the results of each scenario influencing the one that follows. It is an easy system to use with minimal bookkeeping - all players have to do is keep a note of their battlegroups. Both players have the same number of points available at the start of the campaign, but each player should adjust this total by the random points modifier. When a scenario states that the attacker has twice as many points available than the defender, the attacker may use all the points he has available, but the defender may only use half of this amount. Note that this is half of the attackers' points.

Players should always use the limits and battlegroup selection rules in the army lists - if this means some units can't be used, then so be it. Field defences and assets for scheduled support may be purchased in addition to the total points available for your forces (as a percentage of the points you have available for the scenario), but you will only be able to field the specified number of points, eg: if you have 1000 points available, you can purchase up to 1000 points worth of units plus 100 points of field defences, but then you'll only be able to field 900 points worth of units for that battle.

To begin a campaign, select Deliberate Attack, Breakthrough Attack, Diversionary Attack, Airborne Assault, Amphibious Assault or River Assault as the first scenario. Determine the maximum number of points that will be available to the attacker, then halve this number for the defender. Both players should then adjust their total by the random points modifier. Play the scenario as normal, then calculate the result. The attacker will initially hold the campaign initiative, but this will pass to the player who won the scenario just played. In the event of a draw, the player who previously had the initiative loses it to his opponent. The player with the initiative should compare his result, then roll one die, modifying the score as follows:

+1 minor victory	-1 opponent achieved a minor victory
+2 major victory	-2 opponent achieved a major victory

Now read off the result against the scenario that was played to see which scenario follows:

Scenario Played	2 or less	3 or 4	5 or more
Assault	Enemy Counter Attack	Assault	Breakthrough Attack
Counter Attack	Enemy Counter Attack	Counter Attack	Pursuit
Deliberate Attack	Enemy Counter Attack	Deliberate Attack	Breakthrough Attack
Breakthrough Attack	Enemy Counter Attack	Breakthrough Attack	Exploitation
Exploitation	Enemy Counter Attack	Exploitation	Pursuit
Pursuit Attack	Enemy Counter Attack	Pursuit Attack	Encirclement
Encirclement	Enemy Counter Attack	Encirclement	Attrition
Breakout	Enemy Counter Attack	Breakout	Pursuit
Diversionary Attack	Enemy Counter Attack	Diversionary Attack	Breakthrough Attack
Airborne Assault	Bridgehead	Airborne Assault	Breakthrough Attack
Amphibious Assault	Bridgehead	Amphibious Assault	Breakthrough Attack
River Assault	Bridgehead	River Assault	Breakthrough Attack
Bridgehead	Enemy Counter Attack	Bridgehead	Pursuit

Finally, both players should each roll for reinforcements by rolling one die and adjusting the score according to the modifiers below, left. Read off the result on the table to the right to see how many points you have to spend on reinforcements. You may purchase any additional units you like from the army list you are playing, but remember that when you field your battlegroup, it must conform to the limits and battlegroup selection rules.

?? random points modifier *

+2 if you now hold the campaign initiative

+1 minor victory

+2 major victory

-1 opponent achieved a minor victory

-2 opponent achieved a major victory

* Note that this does not mean you make a separate roll for the random points modifier, but simply apply the modifier from the army list you are playing. Not all lists will have one, in which case ignore this!

Score	Result
0 or less	No points to spend on reinforcements
1 to 4	10% of the starting points to spend on reinforcements
5 to 8	25% of the starting points to spend on reinforcements
9 or more	50% of the starting points to spend on reinforcements

Eventually, the campaign will come to its natural conclusion and you'll want to know who won, so calculate the victory conditions for the final scenario you played as normal and that'll give you the result for the entire campaign.