WM-Wandering Tribes v1.1
a campaign system

by Stephan Hess

WM-Wandering Tribes

Introduction

The weird name was chosen to reduce the risk of having a name already used by a different game.

Most campaign systems are designed to be played by mail or e-mail. The battles are always fought between two opponents and the players will never meet all together. One of the design goals of Wandering Tribes was to get all players together to play at the same time. So it is a game well suited for Club-Nights.

Wandering Tribes is a generic map based campaign system for any kind of table top. There are different variants for different game systems. WM-Wandering Tribes is the version to be used with Warmaster by Games Workshop and can not be used readily with other game sys-

tems.

To allow a wider use of the game there are two modes of operation. The first one will see all players together doing the strategic moves and fighting the resulting battles. The second mode is a more conventional way to play where the players all meet together for the strategic moves, but will fight the battles one on one whenever they have the time to do so, but of course before the players meet again for the next round of strategic moves. Should the rule for both modes differ, the rules for the first mode will be printed in red and the rules for the second mode will be printed in green.

Overview

After a set number of strategic rounds or after a predefined amount of time all players will sum up the point values of their armies and the player with the highest sum is declared winner.

The game consists of strategic rounds and the resulting battles.

The strategic rounds are played on the strategic map.

The map is divided in tiles.

Each tile is of a certain type of terrain and the roads crossing the tiles aid the movement of the stacks.

Each player controls one or more stacks. As soon as a player loses his last stack he will drop out.

Each stack represents a Warmaster army of up to 1000 points. A stack is made of an army marker, used just to identify the stack/army and unit markers which represent entries of a Warmaster army list, like characters, units, war-machines and so on.

In each strategic round the players have to move one of their stacks or at least try until they succeed to move one or have tried every single stack to move. Players can also

move more than one stack if they succeed to do so. The movement of stacks can lead to battles. Depending on the number of stacks a player has locked in combat he can or even must become a resting player. A resting player can not have a strategic round until all battles have been fought. On the other hand no further stacks of his can be attacked.

A stack that moved without being locked in combat can recruit new markers. This is the only way for a stack to grow.

A player can divide stacks at the beginning of a strategic round. This is the only way for a player to increase his number of stacks.

After a number of strategic rounds or when a certain number of players are resting the strategic rounds will stop and all outstanding battles are fought. After all battles are fought and the stacks are adapted to show the losses all resting players are no longer resting and the next set of strategic rounds will start.

Gaming materials

The strategic rounds are played on the strategic map. The map is divided in tiles. Each tile contains one of the following terrain types:

hills, woods, towns, desert, plains and villages.
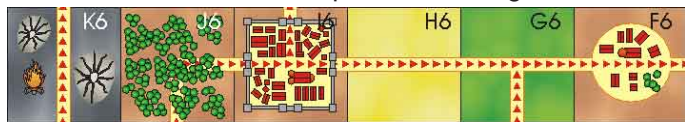
The tiles are crossed by roads who define the ways of

movement for the stacks. Each tile also contains and id and some contain a camp fire symbol. The players move their stacks along the map. Each stack is made of markers. The army-marker is used only for identification and the unit-markers represent the entries of an Warmaster army list like units, character, monsters or warmachines.. The unit markers show the type and points of each entry.

Also shown on the marker is the type of terrain where this kind of marker can be recruited.

Goal

After a predefined number of strategic moves or after a predefined amount of time all players will sum up the point values of their armies. The player with the highest sum is

declared winner. I was only joking, the winner is of course the player who enjoyed himself most.

Game Start

Each player selects an nation or race to play. Any official race from the Warmaster rulebook or WarMag can be chosen. The same nation can be chosen by more than one player. Each player receives a stack with the start unit markers as listed on the nation table.

The players roll 2D6 each to determine the order in which they deploy their stacks. The player rolling highest is the first one to place his stack in any empty town of his choosing. When all stacks are deployed the game starts with the first strategic round.

Strategic Rounds

There will be a number of strategic rounds, before the battles are fought.
The battles will be fought when all but two or less players have become resting players or when three strategic

rounds have been played after the first player became a resting player.
At the start of each strategic round the players order for that round is determined.

Players Order

All non resting players roll 2D6. The player rolling highest will be the first one to take his player round in this strategic round. Did he roll an even number the players will follow in clock-

wise order if the number rolled was odd the players will take their rounds in counter clockwise order.

Player's Round

The players take their player's round in the order determined above.
Only non resting players can take a player's round.
The player executing his player's round is called the active player.
Before the active player starts dividing or moving his stacks he might declare himself to become a resting player. If he does so his player's rounds end immediately before it had really started. The advantage of being a resting player is that no further stacks can be drawn into combat.
A player can declare himself resting at the beginning of his player's round if one of his stacks is already locked in combat. Should he move a stack so that a second of his stacks would be drawn into an combat the stack will

be moved back to it's starting location and the player will become resting immediately. Should a stack be moved, so that it would have to fight a stack of a player that already has one stack in combat, the active players stack will move on as described later and the other player will become resting immediately.
Therefore a player can have a maximum of one stack locked in combat.
A player can declare himself resting at the beginning of his player's round if two or more of his stacks are locked in combat. This is the only way for a player to become resting (besides falling asleep). A player can have any number of stacks locked in combat.

Dividing Stacks

Should a player not have declared himself resting, he is now allowed to divide his stacks. He can divide any, all or none of his stacks in any way he likes. But all resulting stacks must have at least three markers and one of them has to be a character-marker (not necessarily a General-marker). If this can not be ensured a stack can not be divided.

If a stack has been divided you take as many new army-markers as needed and rearrange the stack into the new stacks and place them all into the (same) tile. If the player is not able to move them they will have to be combined into one stack again at the end of the player's turn. As soon as one stack has been moved no further stacks can be divided.

Moving Stacks

Each player has to move at least one stack in each player's round or at least try to do so.
The active player has to try to move a stack until he moved a stack successfully or until he tried to move every stack.
To try to move a stack he selects any stack not in combat which he has not tried to move that round yet. If the stack passes a command test it will be moved else the next stack

will have to be selected.
Once one stack passed a command test to move the player can opt to stop moving stacks or go on trying further stacks as he likes.
A player is only required to move one stack, but can move as many as he manages.

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Command Test

The selected stack has to pass a command test against the morale value of it's General. If there is no General marker in the stack the value of the Character with the highest morale is used. (Stacks without character markers are removed, so there will be at least one character marker in any stack).

Should a stack pass the test it will move and has to continue moving until is fails a test, is locked in combat or enters a tile with a camp fire symbol. There is only one possible modifier for the command test:

-1 per tile already entered by the stack that round.

Movement

If a stack passes a command test, it is moved into an adjacent tile that is connected by a road. Should this be the first move of the stack that round it can move into any tile as long as it moves in direction of the arrows on the road. If the stack has already moved it will have to follow going along the arrows on the road. See the example on the right.

An other of the active player's stacks in the tile entered has no effect on the moving stack. But if both end the round in the same tile they will have to be combined at the end of the round as described later. Is there an stack of an resting enemy or any two stacks locked in combat in the tile entered, so will the moving stack move on immediately passing the required command test automatically. Even so no dice roll is needed the tile will count for the next command test modifier. The stack has to move on even if there is a camp fire symbol in the tile.
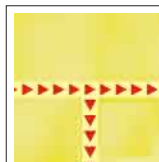
Should there be a stack of an not resting enemy so will the movement of the stack end and both stacks will be locked in combat. If the active player has already a stack locked in combat the moving stack is not locked in combat, but moved back into the tile where it started that round (and is therefore not allowed to recruit) and the player becomes resting

immediately and the player can not move any more stacks. Has the enemy already an other stack locked in combat, so this player

If a stack starts it's round in this tile, it can move to the right or bottom. If the stack just entered it must continue to the right.

If a stack starts it's round in this tile, it can move to the right or top. If the stack just entered it must continue to the top.
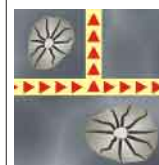
will become resting immediately and the moving stack moves on as described for entering a tile with stacks already locked in combat. Should both players already have a stack in combat, both become resting immediately and the moving stack is moved back to it's starting tile.

If none of the cases above apply and there is a campfire symbol in the tile, the player can stop moving the stack. If he decides to move on, the stack can only stop moving when he misses a command test, is locked in combat or enters any other tile with an camp fire symbol.

If there is no campfire symbol the stack has to move on.

End of Player's Round

Has the player moved or tried to move the stacks or has become a resting player he may be able to recruit new markers and has to combine stacks

if there is more than one in a tile.

After that the player's round ends and the next player's round starts.

Recruiting

Any stack that ends it's movement alone (i.e. not locked in combat or together with other sacks of the same player) in a different tile can recruit new troops.

The kind of marker a stack of a given unit in a given terrain can recruit will be found at the nations table at the end of the rules. Only one type of marker can be recruited per round and stack. Which markers a stack recruits is at the players discretion. If more than one of a type can be recruited at once, the player can choose to take less than the given number, but does not get any compensation for taking less units than allowed.

A type of marker must not be taken, if this would result in an illegal 1000 points Warmaster army (e.g. having more than 1 General) or if the army would exceed 1000 points. If the army is lacking some kind of compulsory unit and that type is available in the tile, the stack has to recruit that type of unit.

A stack does not have to recruit, if the player does not wish to do so.

After all eligible stacks had a chance to recruit, the player will have to combine stacks that are located in the same tile.

Combining Stacks

If more than one stack of the same player end the round in the same tile they have to be combined into one stack.

If the combined stack has more markers of a given type than are allowed in a 1000 point Warmaster army the excess markers will have to be removed.

Should the stack have more than 1000 points markers will have to be removed, until the stack has a value of 1000 points or less. A marker can not be removed if this would break a rule of War master army composition. (E.g. An Empire stack with 3 units of crossbows could only remove 1 to get to the 1000 points limit).

The resulting stack also has to have a character marker. As soon as the 1000 points are reached, no further stacks may be removed. When all tiles only hold a maximum of one of the player's stacks his player's round ends.

End of a Strategic Round

The strategic round ends as soon as all players have executed their player's rounds.

The next strategic round will start except if all but two players rest or that three strategic rounds have been played after the first player became resting. Should one of this cases apply the battles will be fought before the next strategic round starts. When the all battles have been fought all players are returned to normal status, so that there are no resting players any more.

Battles

Stacks locked in combat will fight the battles between certain strategic rounds (see above).

One stack of each player that has no stack locked in combat is determined randomly. Now those players are paired of randomly. If there is an odd number of players one will go free and can use that free time for taking a nap, making coffee or just for being a nuisance. Those player pair will fight battles between their randomly determined stacks. Roll a die to decide in which stack's tile the battle will be fought. The battle is just like all the others, and the winner will recruit troops from his own tile and the lose will retreat from his own tile.

A player who has no stack locked in combat will have one of his stacks selected randomly. This stack will be ambushed in his own tile. The attacker is any volunteering opponent or a player randomly determined. The attacking army is an ordinary Warmaster army that must not exceed the ambushed stack's point by more than 100 points. After the battle the attacking army is removed and never seen again. The ambushed stack is treated like any other stack that just fought a battle.

The battles are fought as ordinary Warmaster battles.

The army composition is defined by the markers in the stacks.

The terrain on the table should fit the terrain on the tile where the stacks met.

The army which entered the tile first is the defender.

The armies deploy at least 90 cm away from each other.

The players set up the units represented by markers alternating.

The defender deploys the first unit.

A game lasts for 6 turns or until an army has lost 50% of it's units or it's General is lost. If any army has not got an General (marker) the character with the highest morale value acts as General. This means he has an infinite command radius and when he fails to give an order, no further orders can be given that turn. Also if he is lost, the army has to withdraw. But the model keeps his profile and special rules (i.e. the ability to cast spells).

The outcome of the battle is determined by counting points as described in the Warmaster rule-book. Remember that an army that has withdrawn can never win regardless of points.

If units are completely destroyed in the battle the markers representing them are removed from the stack.

Units only partially destroyed are considered to be regenerated at the end of the battle.

The victorious stack remains in the tile and may recruit markers immediately.

The beaten stack is moved into any adjacent tile (only horizontally or vertically) of it's player's choice ignoring roads and arrows.
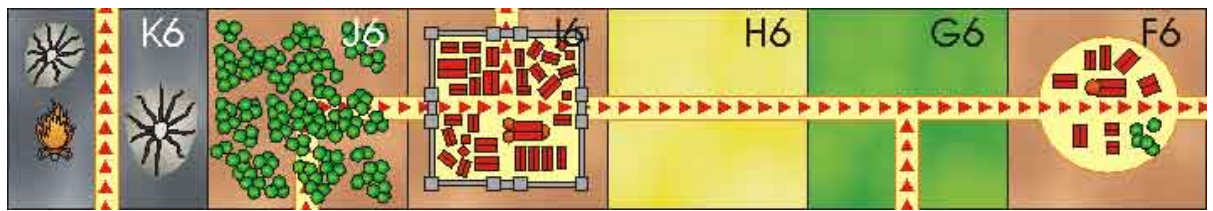
If the armies drew both count as losing, In this case both players roll 2D6 and the player rolling highest withdraws his stack first.

If there is no free adjacent tile for an losing stack (remember on a draw both stacks loose) to retreat to the stack is lost and removed from play.

If a stack has only character-markers or no character-marker left after a battle (after recruiting for the winner), the stack is also considered destroyed and removed from game.
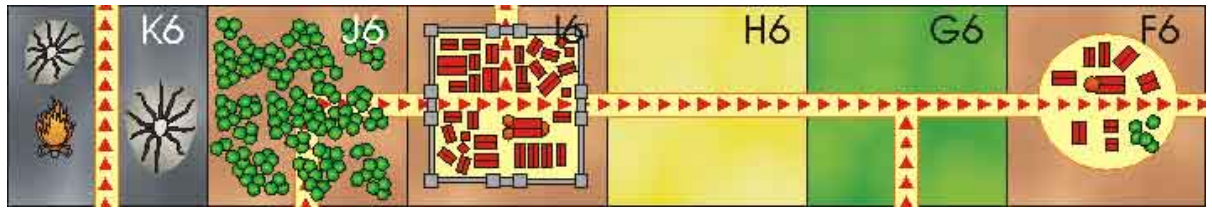
After all battles have been fought and all markers representing units lost in battle removed from the stacks, the next strategic round starts.

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		K6	J6	I6	H6	G6	F6
Empire starting force: General Hero 2 Halberdiers 2 Crossbowmen Knights Pistoliers		Halberdiers Crossbowmen Griffon	Halberdiers Crossbowmen Skirmishers Griffon	4 Halberdiers 4 Crossbowmen 3 Handgunners 2 Skirmishers Flagellants 2 Knights 2 Pistoliers Cannons Hellblaster Steam Tank General Hero Wizard War Altar		2 Halberdiers 2 Crossbowmen Handgunners Skirmishers Pistoliers	3 Halberdiers 3 Crossbowmen 2 Handgunners 2 Skirmishers Flagellants Knights Pistoliers Cannons Hero Wizard War Altar Griffon
Undead starting force: Tomb King Lieche Priest 3 Skeletons 3 Bowmen 2 Cavalry Chariots		Bone Giant Zombie Dragon	Skeletons Bowmen	4 Skeletons 4 Bowmen 4 Cavalry 2 Chariots Bone Thrower Skull Chukka Tomb King Lieche Priest	2 Skeletons 2 Bowmen Cavalry Carrions	2 Skeletons 2 Bowmen Cavalry	3 Skeletons 3 Bowmen 3 Cavalry Chariots Bone Thrower Lieche Priest Lieche Chariot
Chaos starting force: General Hero Marauders Warriors Knights		Ogres Trolls Dragon Ogres Harpies Chaos Dragon	Marauder Ogres Trolls Chaos Spwan Chaos Hounds	2 Marauders 2 M. Horsemen 2 Warriors Knights 2 Chaos Hounds 2 Chariots General Hero Sorcerer Chariot (mount)	Chaos Spwan	Marauders M. Horsemen Warriors 2 Ch. Hounds	2 Marauders 2 M. Horsemen Warriors Knights 2 Chaos Hounds Chariots Hero Sorcerer Chariot (mount)
Orcs & Goblins starting force: General Orc Hero 2 Orc Warriors 2 Goblins Boar Riders Wolf Riders Wolf Chariots Goblins Ogres Trolls		Giant Wyvern	2 Orc Warriors 2 Goblins Boar Riders Wolf Riders Wolf Chariots Ogres Trolls	4 Orc Warriors 4 Goblins Black Orcs 2 Boar Riders 2 Wolf Riders 2 Wolf Chariots Rock Lobber General Orc Hero Orc Shaman 2 Goblin Heroes Goblin Shaman Boar Chariot		2 Orc Warriors 2 Goblins 2 Wolf Riders	3 Orc Warriors 3 Goblins Black Orcs Boar Riders 2 Wolf Riders Wolf Chariots Orc Hero Orc Shaman Goblin Hero Goblin Shaman Boar Chariot

	K6	J6	I6	H6	G6	F6
High Elves starting force: General Hero 2 Spearmen 2 Archers Silver Helms	Dragon Rider Eagles Dragon (mount) Eagle (mount)	Archers Reavers	4 Spearmen 2 Archers 2 Silver Helms 2 Reavers 2 Chariots Boltthrower General Hero Wizard Chariot (mount)		2 Spearmen Archers Reavers	2 Spearmen 2 Archers Silver Helms 2 Reavers Chariots Hero Wizard Chariot (mount)
Dwarfs starting force: General Hero 2 Warriors Handgunners Trollslayers Cannons	2 Warriors 2 Handgunners Rangers Cannons Flame Cannon Gyrocopter General Hero Runesmith Anvil	Trollslayers	3 Warriors 3 Handgunners 2 Rangers Cannons Flame Cannon Gyrocopter General Hero Runesmith Anvil	Trollslayers	Warriors Trollslayers	2 Warriors 2 Handgunners 2 Rangers Cannons Hero
Bretonnians starting force: General Hero 2 Knights 2 Men-at-Arms 2 Bowmen	Peasants Pegasus Unicorn	Peasants Bowmen Enchantress Unicorn	3 Knights Grail Knights 2 Squires 4 Men-at-Arms 4 Bowmen 4 Peasants General Hero		Knights Squires 2 Men-at-Arms 2 Bowmen 2 Peasants	2 Knights 2 Squires 3 Men-at-Arms 3 Bowmen 4 Peasants Hero

Any Bretonian stack/army that has not at least one Knight or Grail Knight marker/unit is automatically destroyed and removed from game.

	K6	J6	I6	H6	G6	F6
Kislevites starting force: General Hero 2 Axemen 2 Bowmen 2 Horse Archers Knights	Bears Bear (mount)	Axemen Bowmen Bears Bear (mount)	4 Axemen 4 Bowmen 3 Horse Archers 2 Knights War Wagon General Hero Shaman		2 Axemen 2 Bowmen Horse Archer	3 Axemen 3 Bowmen 2 Horse Archers Knights War Wagon Hero Shaman