FUTUREWARCOMMANDER

Fast-Play Tabletop Wargame Rules For Combined-Arms Operations, The Future

Campaign System

by Steve Price

Introduction

This campaign system is to facilitate the creation of battles along the lines of the stock FWC scenarios. By providing some continuity between battles within the framework of the system one player or allied group may achieve ultimate victory.

Victory will be awarded to the faction that controls more than 50% of the Home Worlds.

This is part one of the rules and is all the players are able to do at the moment. The game encourages experimentation with the rules to see what happens; once players progress more order options become available subject to circumstances. Accordingly part two of the document is not published yet and should only be requested by Campaign Administrators and certainly not read by players until relevant as it will ruin the fun. I can't of course stop you but it will detract from the fun of the unknown.

There are two resource types within the game: Resource Points and Army Points.

Resource Points

Each faction will start with 3 planets; one home world and two industrial worlds. Industrial worlds provide 75 resource points (RP) and home worlds provide 150 RP. There will also be some neutral factions with the same set-up and a number of minor planets (rebels or neutrals) of some value that provide 25 RP once captured. RP are used to issue orders, which are discussed further below.

Each planet owned contributes enough produce to support 2000 worth of Army Points (AP), so each player will start with 6000 AP that can be used to purchase troops and defences when needed. These troops and defences need not be defined up front but any to be used must be defined prior to a battle taking place. Minor planets do not contribute enough support to grant an increase of the maximum AP.

Army Points

In effect APs are your defence budget to be spent as you wish when required, but your budget may not grow larger than 2000*n where n is the number of non-minor planets you own. AP are spent on troops in the usual way from your lists when you need a force for a battle (the number of AP is specified in your campaign orders). The AP value of units surviving a battle are returned to the pool of AP available, however the AP value of units lost is gone forever and must be replaced by issuing the relevant campaign order.

For example, you have an impending battle and take 2000 worth of AP out of a pool of 6000. Before the battle you generate the army from your book list and fight it out. You win but lose 600 AP of troops in the process; the AP value of the surviving troops is returned to your pool of AP and the actual units involved are no longer of interest, but the pool is now down to 5400 AP due to the loss of 600 AP worth of units. To get it back up to 6000 AP you must issue the correct order.

Where a faction loses a planet it may keep troops/defences in excess of those supported but may not replace any losses until they acquire enough planets to support an increase in troops or defences. Where a faction gains a planet, their AP immediately goes up by 2000, so from the example above, if the battle had been for a planet then the winner would actually have 7400 AP available.

In this manner defence forces may vary as needed and it represents the changes due to budget constraints and the need to replace losses, etc.

Allocating Resource Points

Resource Points (RP) can be used each turn to give orders to perform actions. Available orders are as follows:

> 1) Convert RP to AP - Each RP may be converted to AP on a 1 to 1 basis to replace losses as allowed up to the maximum supportable.

> 2) Engage Diplomatic Mission (75 RP) - All factions start as Indifferent to each other (see page 53 - Alliances in the FWC rule book). Official diplomatic status' confer bonuses but factions may act as they will. Factions may increase or decrease their official relationship status by one level with other factions by spending RP.

There are two further extremes of Diplomatic Status; "You're my best mate, I really love you." and "Right, that's it!" Both levels will additionally give +1 CV for initial deployment in any battle where you are either supporting an ally or fighting against an enemy respectively. Conversely it will be -1 CV if the reverse applies, i.e.: troops will be unwilling to fight against friends or with deadly enemies. The factors are cumulative. There are other benefits that may be derived but until you change stance you will not know.

3) Attack (100 RP) - Send a force of no more than 4500 AP to take another planet. If more than one faction attacks the same planet they all sort it out themselves unless officially allies and certainly if enemies. Empty planets generate encounter scenarios if two factions attack the same planet, occupied planets generate standard attack/defence scenarios.

4) Support Ally (60 RP)- Maintain a small force of troops (max 1500 AP) ready to rush to an ally's aid if they are engaged in any battle. The troops will always arrive by mobile deployment from turn 2 onwards for major battles or as per the scenario in other cases. You must specify which ally and it's one order for one ally.

5) Maintain Defensive Force (40 RP) -Allocate any AP to protect one of your planets. Undefended planets will automatically lose any battle where an attack order is in play. A defend order entitles the defender to use all the AP allocated to that planet to defend with. A maximum of 3000 AP may be used to defend a planet.

6) Sabotage (40 RP) - Allocate AP to raid a planet and destroy a planet's production facilities. Each production facility destroyed will equate to a % loss of the planet's RP for the next two campaign turns whilst the facility is rebuilt - irrespective of who owns it; so a later attack that captures the planet may not get immediate use of the facilities. This is the Search & Destroy scenario in the book but the defender will only have access to a portion of their defending force equal to 50% of the attacking force, up to a maximum of those allocated to defend the planet. This reflects troops being kept on standby and kept in reserve to defend against planetary attacks rather than over-reacting to a raid.

7) Steal Technology (80 RP) - Allocate AP to steal technology from another faction. This will generate a scenario similar to the Evacuation scenario in the rules; this will be subject to the nature of the battle but in general your force is assumed to have captured the technology and must now get it to the pick-up point. A successful raid will grant you a weapons technology upgrade of a kind that the defender has but you do not. The greater the success the greater the chance of getting the upgrade you want. Apply the upgrade cost as normal when generating armies.

8) Apply upgrade (50 RP) - Re-configure your production process and training methods to enable a unit to receive one upgrade that you already own or have stolen, be that a weapon tech or an attribute upgrade as per the rules., e.g.: make your Smart Missiles AA capable.

9) Bank Resources (10% of AP banked) - Store resources for the long winter nights. Stored RP may be spent in subsequent turns.

Each faction is assumed to have the technology for space travel and have enough to transport troops as required. The science involved effectively negates large battles between ships in space since in simple terms space is folded around the ships and they are inserted in to the new location as desired. It also negates the need for orbital defences since they can easily be bypassed and maintaining a planet-wide defence would be prohibitive. Orbital strikes are actually just high atmosphere bombing runs.

Planets will be connected via gateways or wormholes and not all planets will be linked to all other planets. Loss of the home world results in a faction having to move their home world to either an industrial planet or another home world they captured. If they have no suitable candidate then their position is eradicated and their race obliterated.

As well as small minor neutral planets there are some neutral systems that may or may not become involved at any point. Minor neutrals may have some form of rebel defence force.

Army Selection

To start with, armies may only be generated as per the vanilla lists in the book, so only those weapon upgrades mentioned are allowed. You may issue orders to enable other upgrades to a unit, these upgrades are only allowed if another unit has that weapon attribute, or you stole the technology, i.e.: you may only upgrade weapons to AA capable if you can have AA in the first place and have given the order to enable this for a unit type. Bunkers may only have the weapon types you possess in your list or gain through orders.

Only lists from the FWC Battlegroup's Online database are allowed. Bug lists are not an allowable faction though - these are a reserved faction.

Random events may also occur that could affect the campaign in some way.

If you are unable to issue orders for a turn well then that's tough. FUBAR, SNAFU and all that.

Battles

If you are unable to play a battle either a proxy battle of any sort may be played for you if you arrange it, with points lost being decided on a pro-rata basis. If not, then you lose as your troops blink out of existence in a small yet bright flash of light.

If a battle times out, then a decision will be made based upon the nature of the battle and the forces involved and lost by either side.

Where battles occur, the defender sets up the terrain. There are three sorts of battle. Steal Tech (Relocation), Sabotage (Surgical Strike) and Attack (Capture the planet or Encounter). All are on 6ft by 4ft table unless you prefer to use a different size of table.To enable a battle to be played so that all parties have a chance to derive some enjoyment rather than just pack up their toys and go home, the following rules are now in effect.

Players will get a Master Order sheet and each turn be expected to return a set of orders. These will be processed and any battles to be played will be advised to those concerned. Any relevant news will be disseminated and a new order sheet returned for the next turn's orders.

General

Any used assets, i.e.: orbital strikes, ambushes and preliminary bombardments, are recoverable after a battle. They do not count as lost, so they are a cheap way to trash the enemy. They may only be used if the scenario permits it in the FWC rule book or stated here.

Off-table artillery is available to all factions for all battle types. It may only be destroyed through counter-battery fire and the AP spent if the artillery is destroyed are non-recoverable.

Any defences that are destroyed, i.e.: AT guns on bunkers, are lost and count towards overall loss of AP. Important safety tip, bunkers may be destroyed in the surgical strike scenario even if they do not count as an installation!!

Defences may only be used if the scenario permits it in the FWC rule book or stated here.

I've revised the terrain rules slightly so it is one BUA per 1000 AP defending or part thereof. BUA no bigger than a standard-sized mouse mat.

Note the table top counts as flat open ground, any template/feature placed is subject to movement rules. At least half the table should have flat good going (even if a plateau) without a template. So a table of Marsh is out, but a 49.9% of Marsh is allowed. Any installation must be accessible at some point to all movement types. So your R&D facility cannot be underwater, on an island in a lake, floating above ground, in a mountain, invisible, out of phase, ethereal or the FWC equivalent of Brigadoon. It may be on an island in a lake with a road access and bridge.

Attempts to spike a game with cheesy terrain will have consequences.

There are no weather effects.

Steal Tech Orders

This is the Relocation scenario, but reversed. Instead, the 'invader' is deemed to have captured the tech and must get it off planet whilst the 'defender' must stop them - the terms 'invader' and 'defender' can be confusing as they are the opposite to the book scenario. Both sides have equal points up to what you have available as per your orders. As per the scenario you need a 'ground' transport space per 250 AP of invader. So you will need ground transport. Spaces must be allocated on paper before the battle to the relevant transport, spaces so allocated are not available for other use, i.e.: you can't have infantry taking up the same space. The scenario clearly says ground transport, this means no dropping into reserves through stealth, teleporting or other nefarious attempts to avoid having the units on table. Victory Points, VPs, will be gained 1 per 250 AP allocated transport space' exited from the table by the 'invader' and 1 per space destroyed by the 'defender'. In this case the person stealing the tech has first move.

Example: The Marines Corps raid the Grey Aliens with 1000 AP. I need 4 allocated ground transport spaces in addition to any I need to carry infantry. So I take 4 * IFV Unit (M1 'Big Mama' Assault Vehicle), each has 2 spaces so I allocate 1 each per IFV for the scenario, the other space per IFV will hold my infantry.

To successfully steal the tech you need to get 50% of the specially allocated transport spaces off table.

Only the raider knows which transport holds the special allocated spaces, but the raidee may check after that the raider wrote it all down correctly and has not made a mistake :-)

Grav are considered ground; aircraft are not.

No defences are allowed and the only available assets are for ambushes.

Sabotage Orders

Installations for sabotage, aka Surgical Strike, are based on the attackers force size, so 1 per attacking 1000 AP or part there of. In a difference to the published scenario we determined the defender should get half as many points after trying the scenario out. The installation may either be placed in a template or be the template themselves (such as your refinery). If the installation is a BUA then that counts towards the max BUAs available, i.e.: if you have have two installations, only one installation can be the BUA or in the BUA template, the other will have to go in soft cover, or the open. The defender

allocates a percentage number to each installation (totalling 100%), with a minimum of 10% on either. This means you may have two installations to defend with a mere 750 AP; hard to do but you could set one at 10% and the other at 90%. You note it beforehand and reveal after the battle how the opponent did. So, they could just trash the dog food canning factory.

The defender may deploy up to 1/3 of AP within 20cm of the facility (could be a hard cover template max size = mouse mat). The attacker deploys using mobile deployment but this counts as a surprise attack. The attacker must be located using the page 46 FWC rule book.

All assets are allowed, as well as defences.

Raid Targets & Terrain Templates

Where a battle requires a target item for a raid or sabotage such as a power generator then they are considered a template or must be placed in a template. Once the table is laid, for each feature template present the attacker may roll a dice, for each point on the dice it may be moved up to 10cm (but not off table), on a six it may be relocated up to 60 cm or removed. Templates/features with objectives in them have a -2 modifier on this dice roll.

Sample Turn

A sample turn might go as follows:

Faction - Kraytonians - Current RP 300 - (generated 300 + banked 0)

Home World : Terrapinia

Industrial Worlds : Shell Prime IV, New Iguana

Order No	Order	RP Cost	Location/Faction	AP Used	RP Left
1	Diplomacy	75	Khazi	n/a	225
2	Defend	40	Terrapinia	2000	185
3	Defend	40	Shell Prime IV	1500	145
4	Defend	40	New Iguana	1500	105
5	Sabotage	50	Marine Corps planet Alpha IV	1000	55
6	Bank 50 AP	5			0

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