

SAVAGE CORE CAMPAIGN RULES



Below is an abstracted map of the Savage Core for use with the Savage Core rules and operates as a campaign system aid. With this, players of Savage Core may conduct whole campaigns, fighting, not just battles, but entire wars against their opponents, gaining legendary victories and suffering crushing defeats.

Here's how:

The map is divided into six Faction kingdoms, each, in turn, divided into six provinces. One province of each has been nominated as the capitol province, (the province in each with the black circle).



Being a Map of
THE SAVAGE CORE

THE GREAT RIFT
TUSK GATE
FALLING RIVER
WALKING SPIRITS
GOLDEN CITY
SAURIAN STEPS
AMAZON
WINGED AERIE
CHRONO HARROW
TOAD RIVER
WALKING HILLS
HOLLOW HILLS
HERD RUN
FLINT VALLEY
MAMMOTH PLAINS
BEAST REACH
WATCHING STATUES
STONE TEETH
VEERANLAND
ATLANTIS
SHIELDWALL
PHALANX BRIDGE
RED MOUNTAINS
BLOODFLOWERS
OBSSIDIAN TOWER
BLOODPTS
HUASHAXAN
GLASS MOUNTAINS
JAGUAR GROUNDS
MANLAND
ANCESTOR PAW
HAMLET'S CALL
REPTILE SWAMPS
STEAMING JUNGLE
APE RUINS
GHOSTWOOD
CAVERN JUNGLE
LOST AVISHA
BLUEFLOWER SWAMP
DRONE MOUND
BLACK GUL CLIFFS
THE SUNLESS SEA

The home territories for each Faction are as follows:

ATLANTEANS: Veteranland, Spearpoint, Shieldwall, Phalanx Bridge, Red Mountains and Atlantis is their Capitol

CRO MAGNONS: Walking Spirits, Falling River, Mammoth Plains, Beast Reach, Flint Valley and Tusk Gate is their Capitol.

NEANDERTHALS: Wailing Hills, Herd Run, Watching Statues, Stone Teeth, Bluefire Caves and Hollow Hills is their Capitol.

SIMIANS: Manland, Ancestor Paw, Hamali's Call, Ghostwood, Steaming Jungle and Ape Ruins is their Capitol.

JAGUAR TRIBES: Bloodpits, Obsidian Tower, Bloodflowers, Jaguar Ground, Glass Mountain, and Huashaxan is their Capitol.

AMAZONS: Golden City, Toad River, Witchcrone Harrow, Winged Aerie, Saurian Steps and Amazona is their Capitol.

Exceptions are as follows: The Great Rift and The Sunless Sea are impassable areas and no army may occupy these areas. Also, the six coastal provinces, listed as:

The Black Gull Cliffs

Drone Mound

Lost Avisha

Cavern Jungle

Blue Flower Swamp

Reptile Swamps

These provinces are neutral and always remain so. Armies may occupy these areas, traverse them and even give battle in them with enemy forces but no benefit is ever gained from occupation of these areas and they do not count towards victory conditions. The winner of a battle in such a province does not roll on the Victory Table.

PROVINCE BOUNDARIES

Boundary lines of each province are depicted a number of ways. A single line is a clear boundary and costs one point to move from one province to another bounded by such a line. A double line operates exactly in the same fashion as a single line, it merely denotes the initial extent of a kingdom. It also costs one point to cross. Mountains, rives and forests/jungles cost double, (2), points to cross when they separate one province from another. There are three bridges on the map. These serve to negate the extra terrain cost of the border between two provinces, such boundaries, therefore, cost one point to cross. There are two bridges which cross rivers and one which crosses a mountain. It is possible in the game to destroy such bridges. Two armies occupying both provinces which are connected by such a bridge, (one army in each province), may spend one point to permanently destroy the bridge. When this occurs, make a note of the event and the cost to cross the boundary which separate these provinces becomes two points instead of one.

SET UP

Each player begins with seven armies, one placed in each province which that player owns, ('home' provinces), and the seventh army is placed wherever the player wishes within his starting provinces. Counters are supplied with this supplement in order to facilitate the tracking and locations of the player's armies. Each army consists of six figures, (eight for Simian), the minimum legal army composition for a Savage Core game. When a Savage Core battle occurs, (through movement, explained later), the army or armies are joined by the Faction Boss, (or Bosses in the case of the Jaguar Tribes). No matter how many Bods appear on the field of battle, a player only gets one Boss to lead them, (The Jaguar Tribe as noted above are a special case in this instance). If a Faction loses a battle, (and their Boss is killed), following on from this, at this Faction's next battle, the Boss is 'respawned' and reappears to lead their Faction's forces. An army never operates leaderless and a Boss' stats and Tricks are renewed at the start of every new tactical engagement. This is, obviously, an abstraction, but serves the campaign system well and eliminates needless complexity and book keeping. Similarly, each victorious army is assumed to return to full strength before it's next battle.

MOVEMENT AND POINTS COST

Each turn a player rolls a d10 for the number of movement points he or she has available for that turn. Players may spend all, some, or none of their movement points at their own choosing. Points are not saved from turn to turn. The player who rolled highest moves their forces first, followed by the next highest and if there are more than two players the sequence continues. Players may not traverse through Provinces which contain enemy armies, and on contact must halt movement for that army. Once all movement is complete, two or more enemy armies in a province resolve the battle using the normal Savage Core rules, available in the Savage Core Guide. If there are more than two armies present it means a multiplayer battle ensues. The eventual victor of the encounter now controls this province and all of the defeated enemy armies are eliminated. A player controlling an enemy province in this way gets to roll on the Victory Table. Controlling an enemy Capitol Province is rewarded with two rolls on the Victory Table. Please note, loss of your Capitol Province does not necessarily mean loss of the Campaign.

VICTORY TABLE

Secret Paths Discovered	Muster	Rolling Stones
1-3	4-7	8-10
The player receives two extra movement points next turn.	The player receives one new army which he or she places in their Capitol Province.	Roll a d10 on the Random Events table, the effects of which are applied to an enemy of your choosing.

Players only ever roll on the Victory Table following a successful battle, never for merely entering empty provinces.

RANDOM EVENTS

Confused Orders	Catastrophic Disorganisation	Successful Ambush
1-4	5-7	8-10
Move an enemy army to any uncontested enemy home province.	Move two enemy armies to any uncontested home province.	Destroy an enemy army. May not be enemy's last army, roll again.

BOTS

Players may, if they wish include non-player Factions within the Campaign. Battles which include non-player (Bots) armies may be abstracted thus; both sides roll a d10 and add the leader's Smart's Score to each roll, as found in the guide. If a player wins these abstracted battles they roll on the victory table as normal. If a player loses the battle the player's army is eliminated as normal. Should two player's find themselves in a Bot territory at the same time, resolve the player battle first and then resolve the Bot battle abstractly afterwards. Bot armies do not move and receive 7 armies, one placed in each home territory and two in their capitol.

VICTORY CONDITIONS

Depending upon the number of players and the available time, players mutually decide upon victory conditions before the Campaign begins. If time is short, a simple seizing of the opponent's Capitol Province would suffice, longer campaigns could entail the complete elimination of your enemy's forces.

AFTERWORD

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