

RULES OF ENGAGEMENT



JERVIS JOHNSON

Jervis Johnson has worked for Games Workshop for many years. He is currently the lead rules writer for Warhammer Age of Sigmar, but he has worked on just about every game in the Games Workshop catalogue at one time or another. Most recently he's been seen drawing little houses on bits of graph paper. We have been assured he's fine.

This month's Rules of Engagement presents a set of rules that will allow you to run a narrative play campaign or narrative play organised play event. It is based on a popular genre of game commonly referred to as 'roll and write' or 'flip and write' games. They are called this because in them you first roll some dice or flip a card, and based on the result, you get to tick off some boxes or write down some numbers on a scoring chart. At the end of the game you get points on the boxes you ticked or the numbers you recorded, and the player with the most points wins. The popular dice game Yahtzee is a great example of a roll and write game, and its enduring popularity means that there are many other games like it.

It's no secret that I am a fan of all kinds of games, and I have a real soft spot for a good roll and write game (what can I say, I just love rolling dice!). After playing one recently, it occurred to me that I could take some of the principles from these games and use them to create a narrative campaign system in which you use the results of your games instead of the rolls of some dice to determine what you write down. Thus was born, ahem, Fight and Write. You can use Fight and Write to link five games together into a simple narrative campaign. It was primarily designed as a multiplayer campaign system for a club or small group of players, or to run an organised play campaign over the course of a weekend, but you can also play it 'solo' to try to amass the highest score possible). But enough preamble. Here's how it works.

FIGHT AND WRITE

Fight and Write is an organised play and campaign system in which each player is attempting to amass the most prestige and build the most impressive settlement. To achieve this, the players must fight five battles. They receive a number of points to spend after each game

depending on how well they did in the battle. The points are spent to tick off boxes on the player's Prestige charts, and then to build and improve buildings in the player's Settlement. After the points have been spent following the fifth game, the players add up the victory points they have scored on their Prestige charts and for their Settlement, and the player with the most victory points is the winner.

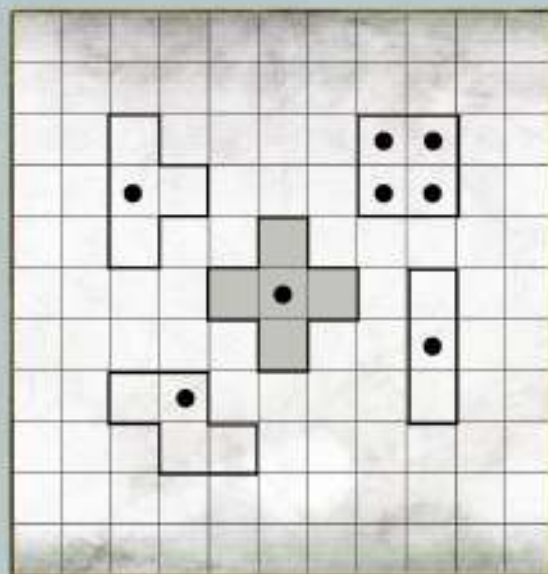
ROUNDS

Fight and Write is played in rounds. In each round, you first fight a battle, then collect battle points and fill in your Results sheet, then fill in your Prestige charts, and finally carry out improvements to your Settlement.

STARTING SETTLEMENT

Before the first round you must build the five starting structures on your Settlement sheet. The starting structures are listed at the top of the Structure Chart on page 68. As you can see, each of the structures in a Settlement is made up of one or more squares. To build a structure, just draw the shape of the structure (in any orientation) on a copy of the Settlement sheet on page 69. The Baleful Realmgate starting structure must be built at the centre of the Settlement. Each other starting structure must be built more than 1 square away from any other starting structure (including diagonally).

Here is an example of a starting Settlement:



Rules of Engagement – penned by veteran games developer Jervis Johnson – focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. This month, Jervis has come up with a new idea based on an old concept. He calls it Fight and Write.

BATTLES

At the start of each round, you must fight a battle. In the following rules I've assumed that you will fight your battles against other players taking part in the Fight and Write event or campaign, using the Hidden Agenda rules and either the Meeting Engagement or the Pitched Battle rules from the General's Handbook. Your battles can be fought against any other player taking part in the campaign, but you can only fight a player more than once if it is impossible to fight an opponent you have not already fought a battle against.

BATTLE POINTS

At the end of each battle, you collect battle points according to the table on page 67. There are three kinds of battle points: Glory, Carnage and Agenda. These points, and your tenacity bonus, are used to cross out boxes on your Prestige charts. You must spend all of the battle points you have collected; you can't save them up for a future round.

Agenda Points: You can cross off 1 box on the Agenda Prestige Chart for each Agenda battle point that you collected.

Carnage Points: You can cross off 1 box on the Carnage Prestige Chart for each Carnage battle point that you collected.

Glory Points: You can cross off 1 box on the Glory Prestige Chart that is equal to or less than the number of Glory battle points you collected.

Tenacity Bonus: If you received the tenacity bonus for the battle, you can cross off 1 box on any Prestige chart.

PRESTIGE BONUSES

Each Prestige chart includes bonuses that can be used once each. Crossing off all of the boxes in a row or column on the Glory Prestige Chart earns you the bonus at the end of the filled-in row or column. Crossing off a box on the Carnage or Agenda Prestige charts earns you the bonus listed directly underneath the box you crossed out.

When you earn a bonus, draw a circle round it. Then, when you use a bonus you have earned, cross it out. You can use any number of bonuses one after the other if you wish. You can use bonuses immediately if you wish (you do not have to wait until the next round).

See page 67 for the Prestige bonus effects.

RESULTS SHEET

You must record the battle points you have collected on your Results sheet. Then add together the battle points you received to determine your Prestige score, and use this to determine the number of resource points you receive. In addition, you receive a tenacity bonus as long as you did not concede the battle.

After you have filled in your Results sheets, you must check the calculations on your opponent's sheet and then sign your opponent's sheet if it has been filled in correctly. You are then free to earn Prestige and improve your Settlement as described next.

RESULTS					
	Round 1	Round 2	Round 3	Round 4	Round 5
Glory	3				
Carnage	1				
Agenda	2				
SCORE (for round)	6				
Resources (10 + Score + Settlement Bonus)	16				
Tenacity Bonus? (Y/N)	Y				
Witnessed	Signature				

A filled-in Results sheet.

GLORY PRESTIGE CHART					
1	1	2			2 VP
2	1		3		2 VP
3		2	3		2 VP
	2	1	3		2 VP
4 RP	2 RP	3 RP	5 RP	x	

CARNAGE PRESTIGE CHART								
X	X	X						
			1 VP	1 RP	2 RP	Cmd	1 VP	X
								AoP

Filled-in Prestige charts. One column on the Glory Prestige Chart has been filled in, so the 3 RP Prestige bonus can now be used. The Tri(umph) Prestige bonus on the Carnage Prestige Chart has been used and then crossed out so it can't be used again.

IMPROVEMENTS

After you have spent all of your battle points, you must spend all of the resource points you have earned for this round. Any that you don't use before the next round are lost.

Resource points allow you to upgrade the starting Settlements you built on your Settlement sheet, and to build new structures.

Upgrades: You can upgrade up to one starting structure for each Agenda battle point that you collected in the round. So if you collected 2 Agenda points, you could upgrade up to two starting structures. If you haven't collected any Agenda points, you can't upgrade any starting structures. In order to upgrade a structure, you must also pay the number of resource points listed in its cost column. You can then fill in one of the squares on the structure to show that it has been upgraded (see the Structure Chart). With the exception of the stronghold, a starting structure cannot be upgraded more than once. The stronghold can be upgraded up to four times, but not more than twice in the same round.

Build New Structures: You can build any of the structures on the Structure Chart (apart from starting structures) by paying the number of resource points listed in its cost column. You can't build any more starting structures. Additional structures are built on empty squares on your Settlement sheet, in the same way as you built your starting structures, except that they can be placed adjacent to a structure you have already built. Note that you can't build a structure in a square that is already occupied by another structure.

SETTLEMENT BONUSES

Upgrading a starting structure or building a new structure may allow you to use a Settlement bonus. Settlement bonuses are listed in the notes column for a structure.

Settlement bonuses are used in the same way as Prestige bonuses, except that each can be used once per round, including the round in which they are built.

VICTORY POINTS

At the end of the fifth round, after spending your resource points, you must add up the number of victory points you have scored. Victory points are scored for the structures in your Settlement and as Prestige bonuses.

Structure Victory Points: Each structure in your Settlement scores you the number of victory points listed for it on the Structure Chart. If the VPs are shown as two numbers separated by a slash, the value before the slash is used if the

structure has not been upgraded, and the number after the slash is used if it has been upgraded.

Prestige Victory Points: Add the VP bonuses earned on your Prestige charts to the total for your structures.

ENCLOSED STRUCTURES

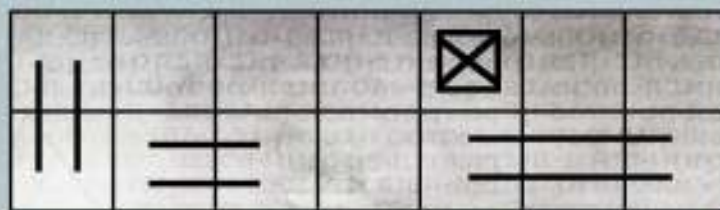
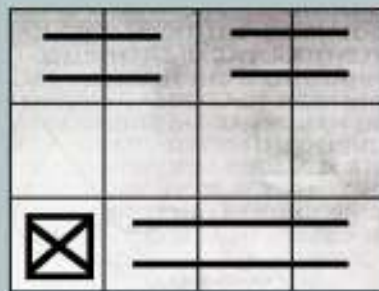
You receive extra victory points for some structures if they are enclosed by the walls and towers of your Settlement. A structure is enclosed if it is impossible to trace a path from the edge of your Settlement chart to any square that is part of the structure without the path passing through a space occupied by an attached wall or attached tower.

VICTORY

The player with the most victory points wins the campaign or event. In the case of a tie, the player that scored the most battle points wins. If still tied, the player that scored the most glory points wins. If still tied, all of the tied players are joint winners!

BUILDING WALLS AND TOWERS

Walls can only be built if they are attached to a tower or wall that has already been built. All towers after the first can only be built if they are attached to a wall. A wall is attached to a tower if the lines of the wall connect to a square with a tower. A wall is attached to a wall if the lines of the wall connect to a square with the other wall, and the lines of both walls are running in the same direction.



PRESTIGE BONUSES

Tri:	Roll 1 extra time on the Triumph table (you can use all of the Triumphs you generate).
AoP:	Use this bonus before armies are set up at the start of a battle. You can take 1 extra artefact of power for your army.
Cmd:	Use this bonus at the start of your hero phase. You receive 1 command point.
X:	Use this bonus when filling in your Prestige charts. You can cross off 1 box on any Prestige chart.
x RP:	Use this bonus when you are improving your Settlement (see Improvements). You receive a number of extra resource points equal to the number shown for the bonus.
x VP:	Add 'x' to the number of victory points you score at the end of the event or campaign (see Victory Points).



BATTLE POINTS

Glory	Lose or Draw (1)	Minor Victory (2)	Major Victory (3)	
Carnage	Destroy all enemy battleline units (1)	Destroy all enemy units (2)	Slay enemy general (+1)	
Agenda	Achieve one Hidden Agenda (1)	Achieve two Hidden Agendas (2)	Achieve three Hidden Agendas (3)	Own general survives battle (+1)

CARNAGE PRESTIGE CHART

	Tri	1 VP	1 RP	2 RP	Cmd	1 VP	X	AoP	1 VP	4 RP	1 VP	1 VP

AGENDA PRESTIGE CHART

1 VP	1 RP	1 VP	1 RP	1 VP	X	1 VP	X	1 VP	X	1 VP	1 VP	1 VP

GLORY PRESTIGE CHART

1	1	2		2 VP
2	1		3	2 VP
3		2	3	2 VP
	2	1	3	2 VP
4 RP	2 RP	3 RP	5 RP	x

RESULTS

	Round 1	Round 2	Round 3	Round 4	Round 5
Glory					
Carnage					
Agenda					
SCORE (for round)					
Resources (10 + Score + Settlement Bonus)					
Tenacity Bonus? (Y/N)					
Witnessed					

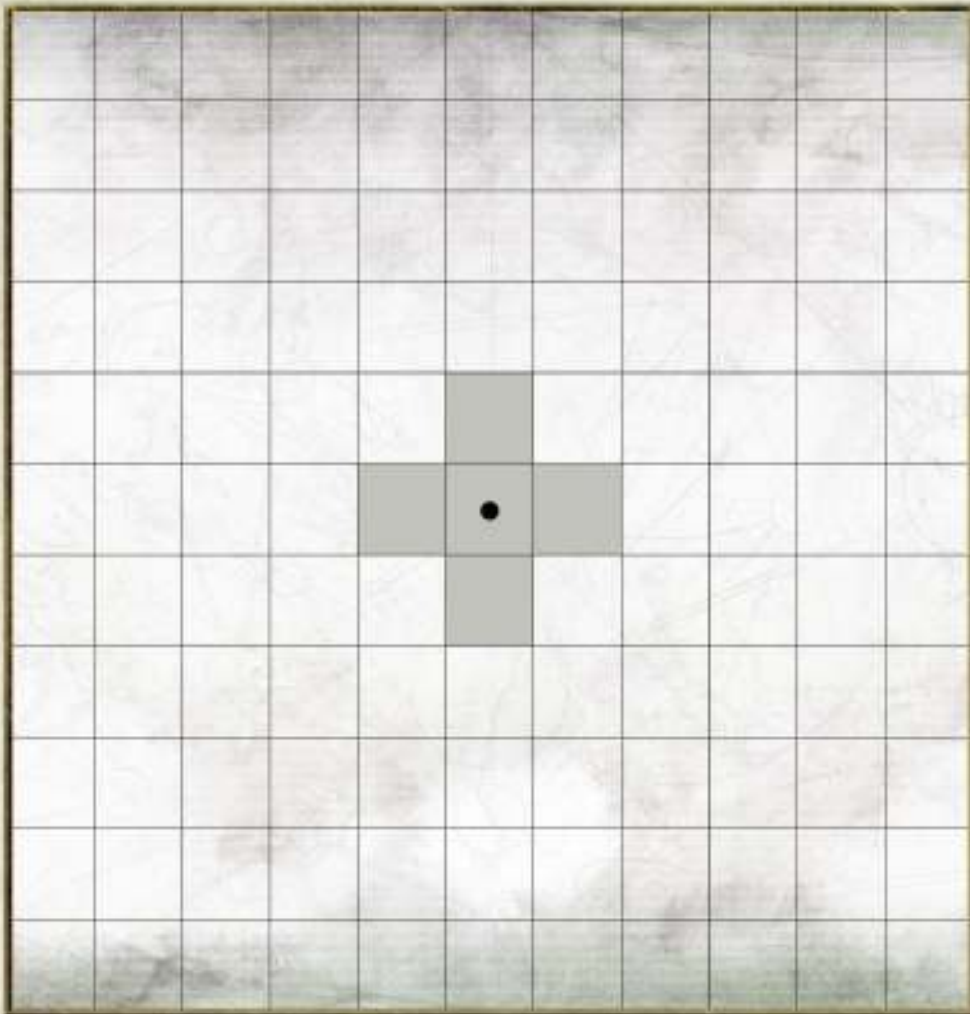
STRUCTURE CHART

Name	Improvement	Cost	VPs	Notes
Stronghold (Starting Structure)		See Notes	See Notes	You can upgrade 1 corner of a stronghold for 4 resource points. If you scored at least 2 Glory points, you can upgrade 2 corners instead of 1 for 8 resource points. A stronghold with one upgrade is worth 1 VP, a stronghold with two upgrades is worth 2 VPs, one with three upgrades is worth 4 VPs, and one with all four upgrades is worth 8 VPs.
Ophidean Archway (Starting Structure)		5	0/1	Bonus: Tri
Numinous Occulum (Starting Structure)		6	0/3	Bonus: AoP
Baleful Realmgate (Starting Structure)		8	0/3	Bonus: Cmd
Mausoleum (Starting Structure)		6	-1/3	Can only be upgraded if you scored at least 2 Carnage points.
Wall		1	0	Must be attached to a tower or another wall.
Tower		1	1	All towers built after the first must be attached to at least 1 wall.
Town Square		2	0	An enclosed town square is worth +1 VP for each adjacent empty space. Can only be taken once.
Domicile		3	0	Bonus: +1 VP if enclosed.
Residence		4	1	Bonus: +1 VP if enclosed.
Cul-de-sac		6	2	Bonus: 1 RP. +1 VP if enclosed.
Precinct		8	2	Bonus: 2 RP. +1 VP if enclosed.
Bulwark Shanty		2	0	Bonus: 1 RP. +1 VP if enclosed.

SETTLEMENT NAME: _____

ROUND: _____

REALM: _____



SETTLEMENT BONUSES

(can be used in every round): _____

Resource Points: _____

Triumphs: _____

Artefacts of Power: _____

Command Points: _____

VICTORY POINTS: _____

Glory: _____

Carnage: _____

Agenda: _____

Structures: _____

TOTAL: _____