

HEGEMONY

These short campaign rules are not, to be honest, a set of rules but an idea. The idea is fully worked out and I have used it a number of times. It's aim to to give a reason to fight the battle and give a 'reward' at the end. It was originally conceived as a two player game using DBA rules it can easily be expanded as you will see however as its non-period or rules specific it does need some work on the organisers side.

THE SETTING

Ehh.. make it up. Though out most of history one country/person/race dominated or tried to dominate its region/country/period. These rules are aimed at modelling that attempt to dominate the neighbourhood.

CHOOSE SIDES

Basically for two players we need three armies. Ideally three armies which fought or at least could have fought against each other but that's really up to you if you want Roman Legions against Aztecs and Genghis Khan's Mongolians, or they are the only armies you have, go for it.

CHOOSE THE RULES

You also of course need to decide which rules you are going to use. You may of course have decided that first but I had to write the 'rules' in some sort of sequence. You do however need to choose the rules before attempting the next bit.

CHOOSE THE ARMIES

This might seem like 'rule' 2 **CHOOSE SIDES** but its not. Whatever sides you choose you can either prebuild the three armies or allow the players to build their own from the army lists. What is quite important is the principle of paper, scissors, stone. I always try to tailor the armies to be able to have an advantage on one of the other armies but a disadvantage to the other. It is much easier to achieve if you prebuild the armies, but that might not be how your play group operate. If you are allowing players to roll their own I suggest tailoring the lists and banning some options.

HOW TO FIGHT THE CAMPAIGN

To describe our campaign rather than using army 'A' fights army 'B' I will use our Romans, Aztecs and Mongols.

Both players choose an army each. Any conflict of choice must be resolved by the players involved themselves. Pistols at dawn is frowned upon at least in some jurisdictions so a competitive D6 might be safer. Roy chooses Romans and Andy Aztecs. The first battle is played and Roy the Roman is duly declared victor. The Aztecs are subjugated and Roy faces the Mongols now ruled by Andy 'the Terrible'. Suppose Andy wins, the now freed Aztecs lead by a new leader Roy the Bloody matches off against the Mongols of Andy the Terrible.

HOW TO WIN THE CAMPAIGN

To declare victory one player in a three army game must have won two battles sequentially thus gaining Hegemony. This could drag on a bit so keep a count of wins and loses so once boredom sets in a minor victor can be declared but the winner did not get Hegemony!

VARIATIONS

If you have more than three armies than by all means increase that option with the loser simply taking the next army on the list. Obviously the bigger the games played and the more players/armies involved the more complicated the campaign gets and longer to play increasing the likelihood of boredom setting in.

I use the basic idea to inform the narrative of a game so there is perhaps no formal campaign but just a bit of spice for an otherwise random game. The idea can also be transported to other periods from fantasy to spaceships. You could even ditch the whole period rules and play any comers but that gets a bit personal for my tastes. Roy the Merciless might end up with a punch on the nose if he tries to enforce his hegemony in the pub!!