Campaign Support

Squad Creation & Management

Each player creates a squad in their Silver Bayonet Campaign Assistant (SBCA).

House Rule: Squad Size. Create a captain and up to nine soldiers in your SBCA. This is your *Total Squad*. Choose which of the nine you take as your *Chosen Squad* into a game to a maximum of officer plus seven soldiers. Your *Chosen Squad* must fit into your captain's recruitment allowance.

Soldier Death: Figures that are permanently killed are lost and should be deleted from the SBCA. Their tiers and experience are lost to the player. Dead soldiers may be replaced with a new recruit for the next game.

Using the SBCA

The SBCA is not yet fully protected and player-proof.

All player input is required in the Player sheet. Other than character names and XP, all inputs are selections from drop down lists. To select which soldiers are in your *Chosen Squad*, tick the checkbox on each of the soldier stats.

Cell colour:

- White with a black outline – requires your input
- Grey - either calculated automatically or are not relevant. Do not type here.
- Red – indicates you've made an error. Do not type here.
- Green – indicates you've selected this soldier to be in your *Chosen Squad*

Printing – The print sheet is automatically configured. Do not type in it.

- Click to go into the Print sheet
- Select File > Print.
- Select Current Sheet (top right), Press Next. (top right)
- Pray to the specific chaos god that inhabits your own personal printer.

Before a Game

Players select their *Chosen Squad* and equipment in their SBCA. Players choose or roll randomly to determine the scenario from those listed in the book.

From time to time additional scenarios may be introduced.

After a Game

Roll for after game events such as character death, permanent injury and madness as normal.

Currently the SBCA does not track issues such as Madness, Slow Recovery injuries, or the effects of permanent injuries. You will need to track these separately for now.

<u>Record</u>:

1. Record each GAME and the XP gained by each player using the form on the website. One form per game.
   This updates the 'GameXP', 'Played' and 'Won' columns of the table.

2. Each player then allocates the experience gained to their soldiers in their SBCA.
   This updates the 'XP' and 'Tiers' columns of the league table.

If you have done this correctly then the 'XP' and 'GameXP' columns of the league table will match.

League Table

The league table ranks players in order of:

1. Squad Power – Sum of all character's tiers.
2. Sum of all experience points (from the player's SBCA)

The league table uses your *Total Squad* tiers and experience, not your *Chosen Squad.*

Winner

The Winner shall be the Player at the top of the League Table by the Thursday before the club Christmas party. There <u>may</u> be a trophy and of course gloating rights.

Game Play Clarifications & House Rules

This section shall be added to as issues arise.

Power Rank Differential (Page 85)

The campaign uses the optional rule.

Activation for Multi-player games

N players.

- Player 1 activates ½ of their figures (round up)
  - o Player 2 activates ½ of their figures (round up)
    - ▪ …
      - Monsters activate
      - Player N activates all of their figures
    - ▪ …
  - o Player 2 activates their remaining figures
- Player 1 activates their remaining figures

Monster movement (Page 74)

- Monsters shall SPRINT towards the nearest soldier in LOS. No Sprint check required.
- Monsters with loaded, ranged weapons shall take the opportunity to fire at the nearest figure in LOS. Monsters shall not reload.