

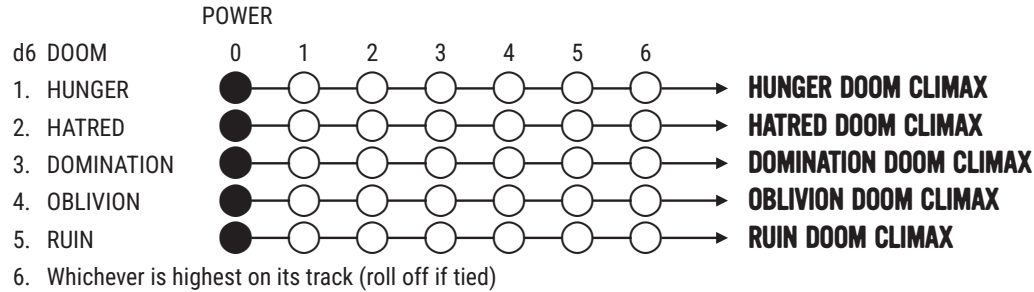
THE DOOMED CAMPAIGN SHEET

v1 by quadra - <https://www.traaa.sh>

BEFORE BATTLE

1. DOOM IN FORCE

Roll d6 to determine the Doom in force for the next battle:



Each Warband separately rolls d6 + the selected Doom's track number on its Events Table (p.42-46) to determine the Event that applies to them for this battle.

When all Warbands have rolled, add 1 to that Doom's track. **If a Doom reaches 6 power, the next battle will be that Doom's Climax:** the final battle of the Campaign. Mark the "Doom Climax" pip.

2. DETERMINE SCENARIO ○ WARBAND 1 CLIMAX ○ WARBAND 2 CLIMAX ○ DOOM CLIMAX

Pick or roll d66 on the Scenario Table (p.48-49) to determine the Horror and/or Conflict for the next battle. For a more cooperative battle, omit the Conflict. For a more competitive battle, omit the Horror. If the Conflict specifies player roles, randomly assign them.

If the scenario is going to be a **Warband Climax**, the player whose Warband initiated it chooses the Climax (p. 158) to be used alongside the Horror and Conflict, which are determined normally. Each player looks at that Climax's Resources (labeled "Aggressor" and "Defender"), and takes the entry labeled with the number of Ambitions their Leader has completed (or a lower entry, if they prefer). If the scenario is instead going to be a **Doom Climax**, use the relevant Doom Scenario (p. 166), and Warbands get Resources from the table on p.167 instead.

3. ASSEMBLE WARBANDS

Each player recruits Followers and Gear using points equal to their Leader's Renown from their Faction lists and any Rewards earned from defeating Horrors and winning Conflicts.

4. SETUP & PLAY

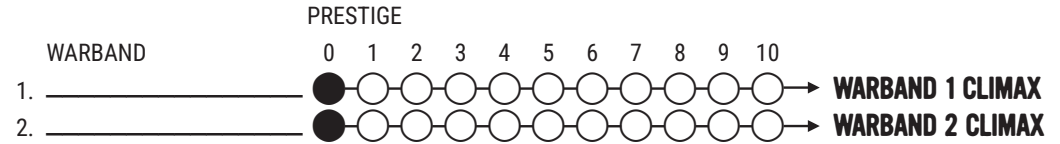
Play the battle (p. 9)! (If this battle is a Climax, it is the final battle of the campaign. When it's over, fill out the epitaph to the right. If nobody can win, the Doom wins instead.)

PLAYERS: 1. _____ 2. _____

AFTER BATTLE

1. PRESTIGE

A Warband gains a point of Prestige whenever they: **Take Out the Horror** **Win the Conflict**
Record this below for each Warband individually:



When a Warband reaches 10 Prestige, the next battle will be their Warband Climax: the final battle of the Campaign. When this happens, mark the "Warband Climax" pip in the "Determine Scenario" section as a reminder. If both Warbands reach 10 Prestige at the same time, roll off to determine who initiates the Warband Climax. If a Warband Climax is initiated, ignore any Doom Climax that may be initiated before the battle.

2. REWARDS

The Warband that Took Out the Horror can now purchase items from the Horror's Rewards List. The Warband that won the Conflict can now purchase items from the Conflict's Rewards List.

3. CASUALTIES

Players roll on the casualty table (→TK) for each of their units that were taken out in this battle. If they die, that miniature cannot be used in your Warband in the next battle, though it may return later under a different name. If your Leader would die, choose another Unit to die saving them.

3. RENOWN

All Warbands present in a battle earn 1 Renown when:

At least 1 Nexus was destroyed **All Nexuses were destroyed** **The Horror was taken out**

4. AMBITIONS

Each player checks off any of their Warband Leader's Ambitions that have been completed. The more Ambitions that get completed, the better a position the Warband will be in for the Climax.

EPITAPH AT THE CLIMACTIC BATTLE OF THE GREAT _____ CLIMAX NAME _____,
 THE WARBANDS FACED A TERRIBLE _____ HORROR NAME _____
 AND A HARROWING _____ CONFLICT NAME _____.
 BUT IN THE END, _____ WARBAND OR DOOM NAME _____ PREVAILED.