

Rogue Factions

There will be times where one or more rogue factions crop up on the campaign map. These might be friendly to one or more players, or they may very well be ornery and looking for a scrap. This section explains how they should operate. These are the baseline and in certain circumstances, some or all of this will be overridden for specific Rogue Factions.

Creating the Rogue Faction

When creating the Rogue Faction, pick a faction for them and create an appropriate commander. You may give them D3 Campaign Traits. You do not have to create other characters for the warband but feel free to keep interesting individuals as this rogue faction's story progresses. Establish a campaign speed based off of the commander's movement. This is the exception to establishing the campaign speed for player warbands.

Roll 3d3, multiply this by 100 to get the campaign value for this rogue warband. For every 3 territories they control, add 50GP to that value.

Unless otherwise specified, randomly determine a starting territory for this rogue faction based on its faction. If it is a creature, then pick wherever feels appropriate.

Rogue Factions on the Map

Treat rogue factions as they would other players. They should have a defined behavior to follow.

Maneuvering

This faction has a specific destination in mind and will freely move through territories regardless of who owns them. They will move up to double their campaign speed if they cannot reach their goal within one movement. Players may elect to play scenarios in the territories they occupy in order to attack, assist, or in some way otherwise address their presence.

Conquering

When the rogue faction with this behavior is to perform a campaign action, they will always attempt to play a scenario in an adjacent hex with the lowest danger level/ campaign value. If there are no available territories, they may move up to their campaign speed to the closest eligible territory.

If they are not playing against a player, roll a 2d6. If the result is equal to or higher than the danger level of the territory, then the rogue faction takes over that territory.

If the campaign value of the rogue faction is higher than an adjacent player warband, they will prioritize attempting to place a scenario against that warband instead.

The Sting of Defeat

Some rogue factions will have conditions that, if met, cause them to leave the campaign map. Unless specified, when such factions are removed, do the following:

- Assign each territory they formerly occupied a Danger Value following the rules used at the start of the campaign.
- If the rogue warband was a non-Bestiary faction, assign its faction to the territories they formerly occupied. Note: this does not apply to territories occupied by this rogue faction that are lost to players earlier in the campaign.