

CAMPAIGN RULES

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INTRODUCTION

The usual way to play Punkapocalyptic is pitching two fully formed, experienced bands against each other at a set amount of points to be spent in miniatures and equipment. What happens in those games does not affect any other you might play in the future.

But it is always fun to create a band from scratch bottom, gain experience from one game to the next and watch your crew grow and improve. In this file we will explain the campaign rules, which will allow you to create and evolve your own band, while fighting other players who want to do the same.

Campaign setup

You must have in mind that, contrary to what happens with your regular games, a campaign demands from the players a bit of commitment and be able to play every now and then to give some consistency to it. Although a campaign can be played by only two players, we recommend a higher number. In fact, the more players involved the more fun they will have. A player can control more than one band, if you agree to it, but it is usually not the best of solutions.

Besides, although a campaign can start as soon as two players have their rosters ready, more players can join the fray along the way; their bands won't be as experienced and seasoned as the ones currently in the campaign, but they will catch up soon enough.

Game system

The set of rules to be used during the campaign games are exactly the same as the ones for a regular Punkapocalyptic game, so if you are used to play our game you won't have any problem. If you have never played, you will find that Punkapocalyptic is an easy game system which can be learnt in no time. Even though it might be useful to play a couple of stand-alone games before beginning a campaign, just to get used to the game system.

The only changes from a regular game are introduced between games, as we will explain further on.

Repeating dice rolls

Some constructions, abilities, etc. allow you to repeat a die roll. If you decide to do so, you must take the second result. Besides, no roll can be repeated more than once by any means.

Campaign start

To start a campaign the players involved must create their bands as we will explain in a later chapter. You will notice that initial campaign factions have less options than their regular games counterparts, and this is because you are creating a new band to make it grow from its formation to achieve its full potential.

Besides, each band must choose a territory which will be their homeland. Each territory grants some benefit to the band, and during the campaign it can be improved with several buildings.

Campaign development

After each game bands will earn experience points (XP) and pins. The XP can be spent to improve band members, rising their attributes or gaining special skills. Although in the Wasteland the usual currency are bullets, these fighting crews treasure them too much and prefer to trade using lapel pins instead, as they really value the coolness of a nice, pin-covered, patch-stitched leather jacket. Those pins will be your way to acquire equipment, recruit new members, build new buildings in your territory, etc.

After a game all these issues will be sorted out in the following order:

- Income
- Experience allocation
- Wounds
- Skills and mutations
- Sell of equipment
- Invest pins



BANDS

For a Punkapocalyptic campaign you will be able to choose from the regular factions for this game. But, as adjusting a faction for specific campaign rules is quite a laborious work and requires a specific testing period, it will usually take longer for a new band to be available for campaigns after the initial release of their rules for regular play.

You must bear in mind that some Attributes, as well as the equipment a band has access to or their Special rules, might not be the same as their equivalents to create regular playing rosters for stand-alone games.

TERRITORIES

Each band begins its career in a territory it will use as home and hideout. This territory must be chosen when creating a new band, among the supplied list. It is important to choose correctly according to the playing style of each player, as this choice can not be changed during the campaign.

Hills

Hills are nasty places, full of critters and mutant monstrosities that can waste you for good if not careful enough. Bands dwelling there know that it is better to live to fight another day. Each miniature that ends a game without being Downed will get 1 extra XP.

Plains

Plains are places hard to defend, but also good to establish trading routes. And as soon as you set up a trading post, a raiding party comes to tear it down. But that's the cycle of life, and those who live here know it. Buildings here are 20% cheaper (also applicable to Prestige calculation).

Valley

Valleys are a more common sight in the Wasteland than you would think. But they also are a magnet for bandits and ruffians who want to take what it is not rightfully theirs, so these people know how to hide their goods. At the end of each game the band will obtain an extra roll in the Income table, under the not downed miniatures column.

Swamp

Swamps are harsh places to live in. Those used to scratch a living out of this landscape know their trade and can use environment against their foes. Once per game you can force your rival to repeat a die roll.

Ruins

Ruins are places where you can't let your guard down for a second if you want to survive. People living here are natural born fighters, ready to defend their lives or die trying. Each miniature that ends a game having Downed any enemy will get 2 extra XP.

BAND CREATION

Before anything else you must, of course, decide what faction you want to play with among those available. Each player will have **200 pins** to create their starting band. Each band member, as well as their equipment, has a pin cost. Check the relevant band information to read about possible limitations in number of members, equipment, etc.

BAND MEMBERS

Campaigns see new bands rise and fall. As they fight, survive battles or take objectives, band members will gain experience. Upon reaching certain experience levels most of them will improve, gaining new traits in the form of skills, enhanced Attributes, mutations, etc. You can read what improvements each band member can get in their relevant band description.

When you sell equipment between games you can decide to expell any band member you want, losing of course their amount of Prestige but keeping their equipment if you decide not to sell it.

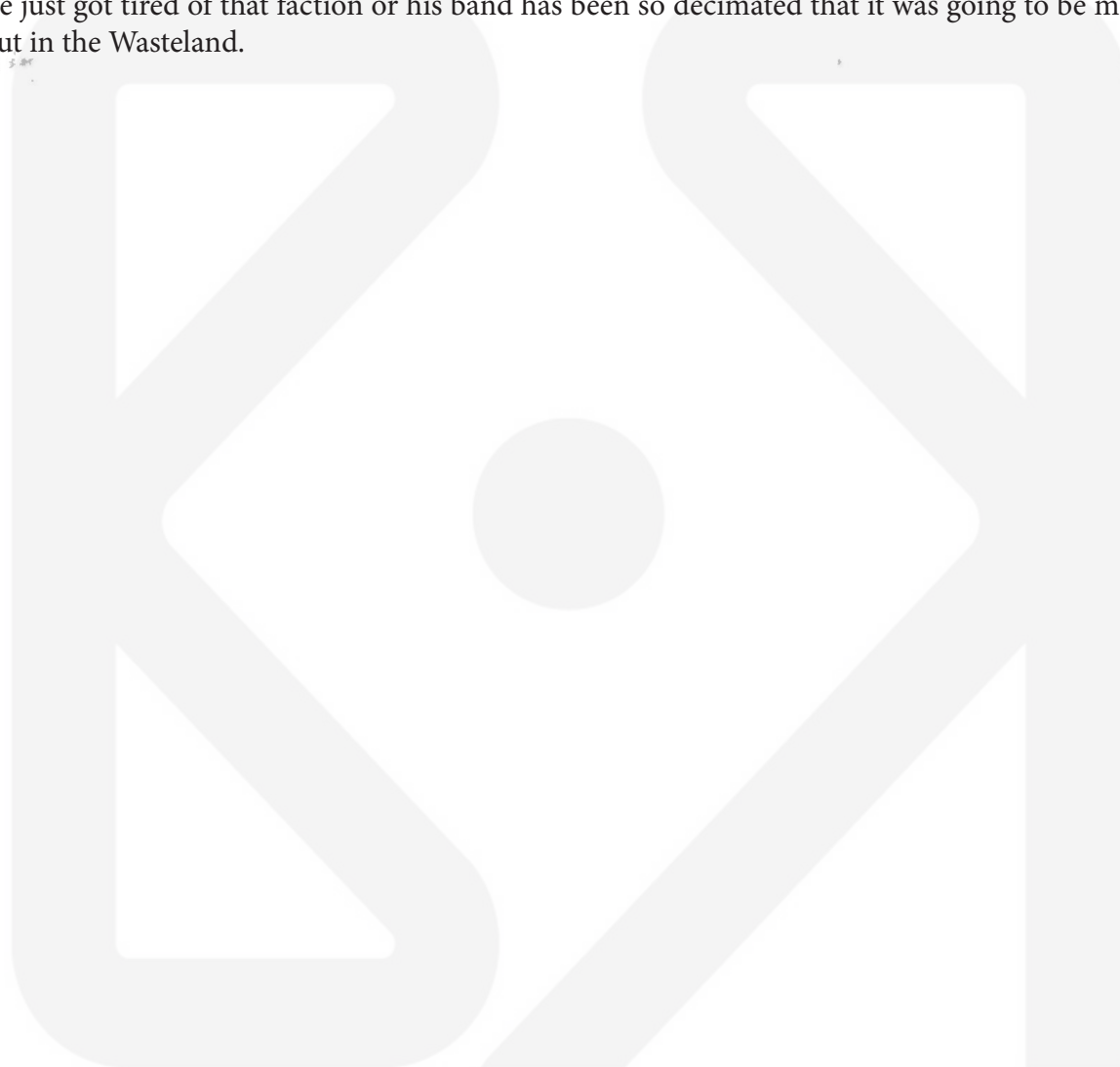
The maximum number of members allowed in any band is 12. If you reach that number and want to hire a new member, you will have to fire one of the existing ones.

BAND EQUIPMENT

The ability of a band to trade and acquire new equipment depends on its Prestige. Wasteland dwellers won't sell their best stuff to the first moron who comes asking. The equipment available to the members of a given band will depend on its Prestige, shown in the description of each band.

DISBANDING THE BAND

At any time during a campaign a player can decide to disband his band and create a new one from scratch. Maybe he just got tired of that faction or his band has been so decimated that it was going to be mongolongo fodder out in the Wasteland.



GANGERS

Organization and Special rules

A Gangers band must start with a designated Chief miniature. This will be a regular Ganger, but with 2 free Improvement rolls. If the Chief dies along the campaign, the next miniature with the most XP value will be the new chief (but, of course, without those free rolls).

Ganger

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|--------|---------|--------|-----------|---------|----------|--------|------|
| Ganger | 2 | 4 | 4 | 4 | 4 | 3 | 3 |

Weapons: must be equipped with at least ONE weapong and a maximum of two (can't take two weapons with the *Two-handed* special rule).

Cost: 30 pins

Experience progression

Gangers will improve according to this table (check the Experience chapter to read more about the progression system):

| Experience | Ganger |
|------------|------------------|
| 0-5 | - |
| 6-10 | Improvement roll |
| 11-15 | Improvement roll |
| 16-20 | Improvement roll |
| 21-30 | Improvement roll |
| 31-40 | Improvement roll |
| 41-50 | Improvement roll |
| 51-65 | Improvement roll |
| 66-80 | Improvement roll |
| 81-100 | Improvement roll |
| 101+ | Improvement roll |

Besides, they have the next faction skills, which will be available only for them in the Skills table:

Skill 1 - Buff: this Ganger is really strong. They can ignore the Cumbersome Special rule for any equipment they carry.

Skill 2 - Archer: este Ganger ha nacido lanzando flechas. Ignora la regla especial Difícil de usar del Bow.

Equipment

Gangers can acquire equipment for its regular pin cost. The equipment they will be able to get their hands on will depend on their band's Prestige, as shown in this table:

| Prestige | Equipment |
|----------|--|
| 0-300 | Throwing daggers Light mace Mace Small blade Pistol Thick clothes Hardened leather Biohazard protection |
| 301-400 | Medium blade Bow Crossbow Shotgun Shield Metallic armour Bayonet |
| 401+ | Rifle Automatic rifle Heavy blade Heavy mace Metal plate Bulletproof vest |



MUTARDS

Organization and Special rules

- All Mutards are immune to the effects of Contaminated terrain.
- Due to the fact that almost no one trades with them and they mostly get scraps, all blade weapons for the Mutards will have the *Rust* Special rule.
- Toda banda de Mutards debe tener al menos un Cabezón.

Bobblehead

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|------------|---------|--------|-----------|---------|----------|--------|------|
| Bobblehead | 3 | 1 | 3 | 2 | 2 | 2 | 4 |

Weapons: can take ONE weapon.

Psychic powers: a bobblehead begins with one psychic power chosen at random. It can gain more as it gains experience.

Cost: 60 pins

Mutard (troop)

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|--------|---------|--------|-----------|---------|----------|--------|------|
| Mutard | 2 | 3 | 3 | 3 | 3 | 3 | 3 |

Mutations: a mutard begins with a free roll on the mutations table.

Weapons: can take a maximum of two weapons (they can't take two weapons with the *Two-handed* special rule).

Cost: 15 pins.

Pit beast

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|-----------|---------|--------|-----------|---------|----------|--------|------|
| Pit beast | 2 | 4 | 2 | 2 | 5 | 5 | 1 |

Weapons: can take one weapon.

Special rules: *Mong.*

Cost: 70 pins

Addler

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|--------|---------|--------|-----------|---------|----------|--------|------|
| Addler | 1 | 1 | - | 1 | 2 | 2 | - |

The maximum number of addlers will depend on the Psychic Powers owned by the bobbleheads the player has in the band. There can be one addler for each Power owned by the bobbleheads. For example, if you play with a fresh bobblehead with 1 power and another one which has obtained its 3rd power, you will be able to include up to 4 addlers in your band.

Addlers don't gain Experience or pins.

Weapons: Claws and teeth.

Special rules: *Mong, Pack.*

Cost: 6 pins

Mongrelmorph

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|--------------|---------|--------|-----------|---------|----------|--------|------|
| Mongrelmorph | 2 | 3 | - | 5 | 3 | 3 | - |

Mongrelmorphs don't gain pins.

Weapons: Claws and teeth.

Special rules: *Beast.*

Cost: 12 pins

Experience progression

Mutards will improve according to this table (check the Experience chapter to read more about the progression system):

| Experience | Bobblehead | Mutard | Pit beast | Mongrelmorph |
|------------|------------------|------------------|------------------|---------------|
| 0-5 | - | Mutation roll | - | - |
| 6-10 | Extra power | - | - | +1 Ag |
| 11-15 | - | Improvement roll | Improvement roll | - |
| 16-20 | Improvement roll | Mutation roll | +1 St | +1 S |
| 21-30 | Extra power | - | - | - |
| 31-40 | - | Improvement roll | +1 Co | Swift |
| 41-50 | - | - | Mutation roll | +1 C |
| 51-65 | Extra power | Mutation roll | Berserk | - |
| 66-80 | - | Improvement roll | +1 To | Mutation roll |
| 81-100 | Improvement roll | - | - | - |
| 101+ | Extra power | Improvement roll | Improvement roll | +1 Ag |

Besides, they have the next faction skills, which will be available only for them in the Skills table:

Skill 1 - Megamutant: this miniature will take 2 new mutations randomly chosen from the table. A miniature can get this skill more than once.

Skill 2 - Handsome: this miniature has no visible mutations and can pass as human. They can take Equipment from the Gangsters list, but only them will be able to use it.

Mutations

Mutards, besides the usual improvement rolls, will also have the possibility to make mutation rolls when reaching certain experience levels. Descriptions for each mutation can be found in the regular Mutards chapter of the general rulebook. Roll on this table. If you get a mutation that the miniature already has, you must roll again. All variants of *Tough skin* count as the same skill to this effect.

| Roll | Mutation | Roll | Mutation |
|-------|-----------------|-------|-----------------|
| 1-6 | Brutal charge | 67-70 | Hunk |
| 7-12 | Thorns | 71-74 | Sharp tail |
| 13-18 | Acid spit | 75-78 | Runner |
| 19-24 | Prehensile limb | 79-82 | Extra limbs |
| 25-30 | Claws | 83-86 | Tough skin (3) |
| 31-36 | Poisoned claws | 87-90 | Organix missile |
| 37-42 | Mimetism | 91-94 | Resilient |
| 43-48 | Sticky | 95-97 | Frog |
| 49-54 | Tough skin (1) | 98 | Able |
| 55-60 | Sharp senses | 99 | Tough skin (5) |
| 61-66 | Sonar | 100 | Psychic echo |

Psychic powers

Bobbleheads get their powers when reaching certain experience. Description of these powers is in the Mutards section of the rulebook. To see which one they get you must roll in this table. If the miniature already knows the power, you must roll again.

| Roll | Mutation |
|------|-------------------|
| 1-2 | Psychic barrier |
| 3-4 | Mind shock |
| 5-6 | Disarm |
| 7-8 | Enhancement |
| 9-10 | Master of puppets |

Equipment

Mutards can acquire equipment for its regular pin cost. The equipment they will be able to get their hands on will depend on their band's Prestige, as shown in this table:

| Prestige | Equipment |
|----------|---|
| 0-300 | Throwing daggers Light mace Mace Small blade |
| 301-400 | Medium blade |
| 401+ | Heavy blade Heavy mace |



JUNKERS

Organization and Special rules

The exclusive Junker's equipment is not shared with any other faction. If a miniature which does not belong to the Junkers wants to use such equipment, they must make a successful Tech roll for each item they want to use, or they won't have a clue of how does it work and will discard it as useless junk.

Probe

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|-------|---------|--------|-----------|---------|----------|--------|------|
| Probe | 2 | 3 | 3 | 4 | 2 | 3 | 5 |

Weapons: must take at least ONE weapon and a maximum of two (never both with the *Two-handed* Special rule). As they have to squeeze through narrow places they will only be able to take small weapons with them, so their only choices are Throwing knives, Small blades and Pistols.

Cost: 16 pins

Gear

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|------|---------|--------|-----------|---------|----------|--------|------|
| Gear | 2 | 3 | 3 | 3 | 3 | 3 | 5 |

Weapons: must take at least ONE weapon and a maximum of two (never both with the *Two-handed* Special rule).

Cost: 20 pins

Dynamo

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|--------|---------|--------|-----------|---------|----------|--------|------|
| Dynamo | 2 | 2 | 2 | 3 | 3 | 3 | 6 |

Weapons: must take at least ONE weapon and a maximum of two (never both with the *Two-handed* Special rule). The following weapons are exclusive to the Dynamo: vaporeta, crack'n'snap rod and electric suit, and bombs.

Cost: 15 pins

Experience progression

Junkers will improve according to this table (check the Experience chapter to read more about progression):

| Experience | Probe | Gear | Dynamo |
|------------|------------------|------------------|------------------|
| 0-5 | - | - | - |
| 6-10 | Camouflage | Improvement roll | Improvement roll |
| 11-15 | Improvement roll | Improvement roll | - |
| 16-20 | Offroad | - | - |
| 21-30 | Creeper | Improvement roll | Improvement roll |
| 31-40 | - | Improvement roll | - |
| 41-50 | Infiltration | - | Improvement roll |
| 51-65 | - | Improvement roll | - |
| 66-80 | Improvement roll | Improvement roll | Improvement roll |
| 81-100 | - | - | - |
| 101+ | Improvement roll | Improvement roll | Improvement roll |

Besides, they have the next faction skills, which will be available only for them in the Skills table:

Skill 1 - Fast loader: this miniature is capable of reloading weapons with a lightning speed. It will ignore the *Dead slow* Special rule, and *Really dead slow* will count as *Dead slow*.

Skill 2 - Sniper: this miniature as a deadly eye. It gets +1 to Precision at Long range.

Equipment

Junkers can acquire equipment for its regular pin cost. Equipment marked with * is only available to Dynamos. Junkers can make their own bullets with scrap materials, which cost 10 pins, but can malfunction and have the *KABOOM!* Special rule. The equipment they will be able to get their hands on will depend on their band's Prestige, as shown in this table:

| Prestige | Equipment |
|----------|--|
| 0-300 | Throwing daggers Light mace Mace Small blade Pistol Thick clothes Hardened leather Biohazard protection *Crack'n'snap rod and electric suit *Gadgets of the trade |
| 301-400 | Bayonet *Bombs *Vaporetta Medium blade Shotgun Metallic armour Pumper gun Blunderbuss Rifle |
| 401+ | Heavy blade Heavy mace Scope Ballistic punch Harpoon gun |

BLACK BLOOD CHILDREN

Organization and Special rules

Every Black Blood Children band must have ONE Flamekeeper, no more, no less.

Burnt

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|-------|---------|--------|-----------|---------|----------|--------|------|
| Burnt | 2 | 2 | 2 | 4 | 3 | 3 | 2 |

Burnt don't gain Experience or pins.

Weapons: can take ONE of this weapons for its pin cost: Small blade, Light mace, Mace.

Special rules: *Mong*

Martyr: if the Burnt is at 2" or less from an allied miniature, it can use its own body to save its live after being hit. The Burnt will get in base to base contact with the hit miniature right before it had to make the Toughness roll against Stregth. Then it will be the Burnt who will use its own Toughness to make that roll and, obviously, if it fails will be considered downed instead of the original target.

For the Black Blood!: for +15 additional points a Burnt can be equipped with a big-ass gasoline can and use it to make a bonzo suicide attack against the enemies of its faith. If a Burnt equipped with this can gets, for any reason, into base to base contact with an enemy, it will automatically set itself on fire: it will be considered downed, and will cause a Strength 5, Penetration 5 impact to any enemy in base contact (if it was in contact with several enemies, such as in a multiple combat, all miniatures involved will suffer this hit).

Under the burning eye: as long as the Burnt is in line of sight of a Flamekeeper from its band, it will get the *Offroad* special rule.

Cost: 12 pins

Ember

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|-------|---------|--------|-----------|---------|----------|--------|------|
| Ember | 2 | 3 | 3 | 3 | 3 | 3 | 3 |

Weapons: must take ONE weapon and a maximum of two (can't take two weapons with the *Two-handed* Special rule).

Under the burning eye: as long as an Ember is in line of sight of a Flamkeeper, it will get a +1 bonus to its Toughness.

Cost: 25 pins

Flamekeeper

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|-------------|---------|--------|-----------|---------|----------|--------|------|
| Flamekeeper | 2 | 2 | 2 | 2 | 3 | 3 | 6 |

Weapons: must take ONE weapon.

Under the burning eye: the Flamekeeper is capable of infusing deep motivation in his or her ranks with a single gaze. Some troop options have a certain boost when they are in line of sight of the Keeper. These boosts are explained in their appropriate entry.

Cost: 20 pins

Experience progression

Black Blood Children will improve according to this table (check the Experience chapter to read more about the progression system):

| Experience | Ember | Flamekeeper |
|------------|------------------|------------------|
| 0-5 | - | - |
| 6-10 | Improvement roll | - |
| 11-15 | Improvement roll | Improvement roll |
| 16-20 | - | - |
| 21-30 | Improvement roll | - |
| 31-40 | Improvement roll | Improvement roll |
| 41-50 | - | - |
| 51-65 | Improvement roll | - |
| 66-80 | Improvement roll | Improvement roll |
| 81-100 | - | - |
| 101+ | Improvement roll | - |

Besides, they have the next faction skills, which will be available only for them in the Skills table:

Skill 1 - Fanatic: this miniature does not need to be watched to give the best in battle. It will gain the *Under the burning eye* benefits ever when not in Line of sight of a Flamekeeper. If a Flamekeeper gets this skill, all the miniatures in the band will benefit from the *Under the burning eye* rule without needing Line of sight while he is in play.

Skill 2 - Gas monkey: this miniature will begin play with 5 extra petrol charges.

Equipment

Black Blood Children can acquire equipment for its regular pin cost. Bikes count as having the Two-handed Special rule when buying equipment. The equipment they will be able to get their hands on will depend on their band's Prestige, as shown in this table:

| Prestige | Equipment |
|----------|--|
| 0-300 | Light mace Mace Small blade Pistol Thick clothes Hardened leather Biohazard protection |
| 301-400 | Bayonet Incendiary bomb Medium blade Shotgun Chainsaw Flamethrower Metallic armour |
| 401+ | Rifle Heavy blade Heavy mace Bike |

V REICH

Organization and Special rules

A V Reich band **must** begin with a miniature designed as Marshal. That miniature will be a Soldat with 2 free Skill improvements and a free walkie-talkie, besides getting the Chain of command Special rule. If the Marshal dies, the Soldat with most experience would be the new Marshal with his walkie-talkie and the Chain of command Special rule (but, of course, without the 2 free Skill improvements).

Soldat

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|--------|---------|--------|-----------|---------|----------|--------|------|
| Soldat | 2 | 3 | 4 | 4 | 4 | 3 | 3 |

Weapons: must take ONE weapon and a maximum of two (can't take two weapons with the *Two-handed Special rule*).

Cost: 25 pins

Übersoldat

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|------------|---------|--------|-----------|---------|----------|--------|------|
| Übersoldat | 2 | 4 | 4 | 4 | 5 | 4 | 2 |

Weapons: must take ONE weapon and a maximum of two (can't take two weapons with the *Two-handed Special rule*).

Cost: 70 pins

Subhuman

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|----------|---------|--------|-----------|---------|----------|--------|------|
| Subhuman | 2 | 2 | - | 2 | 2 | 2 | - |

Subhumans don't gain pins.

Weapons: Claws and teeth.

Armor: Thick clothes. When gaining experience Subhumans will get new armor that will replace the one they already have.

Special rules: *Mong.*

Cost: 10 pins

Experience progression

V Reich members will improve according to this table (check the Experience chapter to read more):

| Experience | Soldat | Übersoldat | Subhumano |
|------------|------------------|------------------|------------------|
| 0-5 | - | - | - |
| 6-10 | Improvement roll | - | - |
| 11-15 | Improvement roll | Improvement roll | Hardened leather |
| 16-20 | - | +1 S | - |
| 21-30 | Improvement roll | - | - |
| 31-40 | Improvement roll | +1 Ag | Metallic armor |
| 41-50 | - | - | - |
| 51-65 | Improvement roll | - | Berserk |
| 66-80 | Improvement roll | +1 T | - |
| 81-100 | - | - | Metal plate |
| 101+ | Improvement roll | Improvement roll | - |

Besides, they have the next faction skills, which will be available only for them in the Skills table:

Skill 1 - The Dog Whisperer: this miniature will get a Mastiff for free, which can be also combined with another one purchased in the usual way.

Skill 2 - Mad Doc: this miniature will get a +2 bonus to Tech rolls when using a First-aid kit.

Equipment

V Reich members can acquire equipment for its regular pin cost. The equipment marked with * can only be purchased by Soldat. The equipment they will be able to get their hands on will depend on their band's Prestige, as shown in this table:

| Prestige | Equipment |
|----------|--|
| 0-300 | Throwing daggers Light mace Mace Small blade Pistol Thick clothes Hardened leather Biohazard protection |
| 301-400 | *First-aid kit Bayonet Medium blade Shotgun Walkie-talkie Metallic armor |
| 401+ | *Mastiff Rifle Automatic rifle Heavy blade Heavy mace Metal plate Bulletproof vest |

BAND EVOLUTION

Equipment

At first, and during the progress of a campaign, the miniatures of a band can purchase equipment. The equipment they can buy depends on their faction, and also on the Prestige reached by their crew as shown in the faction equipment tables in their sections. Equipment from ONE level above of the allowed will cost twice as usual, while equipment from TWO levels above will cost thrice as usual. Once the required Prestige for an item is reached, that level will remain for the rest of the campaign no matter if the Prestige of the band actually drops below it (usually after the death of a costly miniature).

For example, a band with 257 Prestige points would have to pay Level 2 equipment at two times its price, while Level 3 equipment would cost three times its price for them. But a band which had already reached 380 Prestige points would buy Level 2 equipment at its regular price and Level 3 equipment at just twice the listed price.

It is wise to note down the cost you paid for each piece of equipment, as it will be the cost to add when calculating your band's Prestige (read further).

Equipment costs are summarized here.

| Equipment | Pin cost | Equipment | Pin cost |
|--------------------------------|----------|-----------------|----------|
| Automatic rifle | 10 | Light mace | 3 |
| Ballistic punch | 6 | Mace | 5 |
| Bayonet | 4 | Mastiff | 9 |
| Biohazard protection | 5 | Medium blade | 10 |
| Blunderbuss | 5 | Metal plate | 25 |
| Bombs | 5 c/u | Metallic armour | 20 |
| Bow | 10 | Motorbike | 15 |
| Bulletproof vest | 20 | Pistol | 5 |
| Chainsaw | 12 | Pumper gun | 8 |
| Crack'n'snap and electric suit | 25 | Rifle | 8 |
| Crossbow | 8 | Scope | 10 |
| First-aid kit | 10 | Shield | 6 |
| Flamethrower | 20 | Shotgun | 6 |
| Gadgets of the trade | 3 | Small blade | 4 |
| Hardened leather | 10 | Thick clothes | 5 |
| Harpoon gun | 15 | Throwing knives | 3 |
| Heavy blade | 8 | Vaporeta | 8 |
| Heavy mace | 6 | Wlakie-talkie | 8 |

Ammo

Weapons with the *Firearm* Special rule don't include bullets in their cost, so they have to be bought separately at 15 pins each. When these bullets are fired they will be gone for good, so you will have to buy them again if you want to use them on your next game. If a miniature does not use all the bullets in their inventory in a game, the remaining ones will be ready for the next games.

It is perfectly possible that a miniature carries a firearm without ammo, but that information is available only to its player and can use the figure to impose a lot of fear and respect on the table.

SCENARIOS

Games played during a campaign use the regular scenario settings for Punkapocalyptic. The only difference would be that after each game the members of both bands can get some Experience points (XP). The winning band in each scenario will get 15 XP, while the losing band will get 5 XP. In the case of a tie both sides will get 10 XP.

Those XP shall be split evenly among the band members (Downed or not). The miniatures noted as not gaining any experience will lose those XP.

Besides, there will be some extra XP to be won according to the scenario as described right below.

Toxic effect, Attack!, The lost world and Bite the bullet*

· Each point obtained by controlling an objective will become 1 XP. These will be allocated one by one among all the not downed members of the band who can earn experience points in the order their player chooses. If every member of the band has been allocated its first XP and there are still more left to allocate, start the series again in the same order. For example, if you got 9 points and there are 7 not downed members in your crew, everyone would get 1 XP and the first two you chose in your first draft would get another one.

***When calculating XP, take the initial Prestige value of the miniature.**

Splash, The perfect storm and The living daylights

· Every miniature not Downed during the game will receive 2 XP.

· Miniatures controlling an objective at the end of the game will get as many XP as the point value of their objective. If you have more than one miniature controlling the same objective, you will have to choose which one gets the XP reward.

The hunt

· Miniatures with martabbits captured at the end of the game will get as many XP as the point value of their preys.

Maximum overdrive

· Miniatures with jerry cans in their possession will get as many XP as their combined gas levels.

WOUNDS

During a game your miniatures can be Downed and removed from play. But that does not mean they are dead, they can simply be unconscious or wounded. At the end of each game, after allocating XP, you must roll a d100 on this table for each miniature Downed in your band. If any Attribute reaches 0 as a result of the injuries, the miniature will be considered dead.

| Roll | Effect | Description |
|--------|-----------------|---|
| 1-50 | Unconscious | The miniature was just knocked out, but will make a full recovery. |
| 51-60 | Light wound | The miniature has been lightly wounded. It will suffer a -1 penalty to Agility, Strength and Toughness in his next game. |
| 61-65 | Serious wound | The wound sustained by the miniature is a nasty one. It won't be able to take part in the next game, but it will also have permanent after-effects. Before starting each future games, the miniature must roll 1d10: with a result of 1 or 2 it won't be able to take part. If the same miniature gets this result again, the chances of not taking part in the game will increase in two (1 to 4, then 1 to 6, etc...). If the miniature has no choice of playing the next game, it will be considered dead. |
| 66-70 | Leg wound | The miniature will suffer a permanent -1 penalty to Agility. |
| 71-75 | Arm wound | The miniature will suffer a permanent -1 penalty to Strength. |
| 76-80 | Foot wound | The miniature from now on it will consider Cool terrain as Fucked up terrain. If the same miniature gets this result again, all terrain will be Really fucked up for it. If it gets it for a third time, it will be considered dead. |
| 81-85 | Chest wound | The miniature will suffer a permanent -1 penalty to Toughness. |
| 86-90 | Head wound | The wound has left the miniature quite punch drunk, so it will receive the <i>Mong</i> Special rule. If the same miniature gets this result again, it will be considered dead. |
| 91-95 | Multiple wounds | Roll twice on this table. If you get this result again, ignore it and roll again. |
| 96-100 | Dead | That's it, dead, kaputt, stiff for good. The miniature is lost with all its equipment (if it hasn't been looted). |

SHOWDOWNS

During Showdowns between bands you will use the regular Punkapocalyptic rules.

Although it is not necessary for a player to use every member of his band in a showdown, a Wasteland fight is no petty thing and at least 50% of the crew members (rounding up) must stand their ground. Members not taking part in the showdown can be using a building or just not want to risk their skins right now. No band member can be left warming the bench for two games in a row (unwanted causes, such a wound, don't count for this rule).

Second wind

Facing a lesser band is formality and is not much a challenge for a band. But taking on a bigger, more experienced band can be a real test and make you learn through sweat and blood.

Bands with a lower Prestige than their rivals can extract new strengths from where there seemed to be none, gaining the ability to reroll or force the enemy to reroll certain amount of rolls along the game (not before, not after the game). By fighting better, more experienced enemies, the band's members will also learn a lot more in the case they survive, so they will get extra XP at the end. All miniatures will get this advantage, no matter if they have been Downed or not (unless they end up dead, of course).

The difference in both Prestiges will determine the extra XP obtained and the rerolls for the game, as shown in this table.

| Difference between bands' Prestiges | Additional XP / Free re-rolls |
|-------------------------------------|-------------------------------|
| 0-50 | 0 |
| 51-100 | 1 |
| 101-150 | 2 |
| 151-200 | 3 |
| 201-250 | 4 |
| 251-300 | 5 |
| 301-350 | 6 |
| 351-400 | 7 |
| 401-450 | 8 |
| 451-500 | 9 |
| 501+ | 10 |

EXPERIENCE

At the end of each game some of the miniatures will have acquired enough experience to improve their skills and become more seasoned warriors. When a miniature gets enough XP it will be able to make an Improvement roll. As we said before, miniatures will have the chance to acquire experience points completing some objectives during the games. Those XP will be added to those already earned by the miniature.

In the descriptions of the bands you will see the improvement tables for the total experience points of the miniatures. Some of them will automatically improve one of their Attributes or get a Special rule without having to roll on any table, while Mutards will be able to develop new mutations.

When a miniature gets enough points to make an Improvement roll, you will have to roll a d100 in this table and see what it gets. If after a specially successful game a miniature has acquired enough XP to make more than one roll, do so.

No miniature can get more than 3 Actions. If this happens, ignore the result and just roll again in the table.

| Roll | Improvement |
|--------|--------------|
| 1-5 | +1 Acción |
| 6-15 | +1 Combat |
| 16-25 | +1 Precision |
| 26-35 | +1 Strength |
| 36-45 | +1 Toughness |
| 46-55 | +1 Agility |
| 56-65 | +1 Tech |
| 66-100 | New skill |

Skills

If the Improvement roll gives a “New skill” result, you will have to roll a new d100 on the next table. Descriptions for these special skills are included. Unless noted otherwise, no skill can be obtained more than once.

| Roll | Skill |
|--------|---|
| 1-5 | Hoarder: even when Downed, this miniature will never let its equipment go. It can't be Looted. |
| 6-10 | Lucky bastard: this miniature will be able to repeat a die roll in each game. |
| 11-15 | Agile: the miniature can repeat its Agility rolls (Fucked up terrain, Climb, etc...) |
| 16-20 | Athlete: thanks to its physical condition jumps and falls are easier for this miniature. The first 2” in Jumps and Falls will not count when determining if this miniature must make a roll check and/or its effects. |
| 21-25 | Chicken: this miniature will get 2 extra XP each game it does not get in hand-to-hand Combat. |
| 26-30 | Slippery: this miniature is hard to catch. It will be able to disengage from a Combat for free, as if it has won the opposed roll. |
| 31-35 | Friendzoned: this miniature is almost invisible for the rest. If shooting to a Combat involving this miniature, it will be as if it is not present (it can't be hit). |
| 36-40 | Unbreakable: this miniature does not feel the pain as the rest. When Downed during a game, it can repeat once its roll in the Wounds table for any result of wound above Light wound (must take the second result, whatever it is). |
| 41-45 | Wacko: this miniature has lost it and gains the <i>Berserk</i> Special rule. |
| 46-50 | Handyman: this miniature knows how to work with guns. The miniature will be able to use weapons not from its band beyond the usual two games. |
| 51-55 | Coolio: Roll twice on this table. Can be obtained more than once. |
| 56-60 | Animosity: the miniature has pending grudges. Before each game you must choose at random one of the enemy miniatures. If this miniature manages to Down it, it will get 3 extra XP. |
| 61-65 | Manifest destiny: this miniature is appointed to great deeds. When rolling in the Experience table it will be able to repeat a roll. |
| 66-70 | Sadistic: this miniature enjoys torturing its enemies, no matter the circumstances. If it spends an Action to torture a Downed enemy miniature it will get 2 extra XP. Once per game. |
| 71-75 | Nine lives: this miniature is good at cheating death. If it is Downed during a game, when rolling in the Wounds table it can repeat a Dead result. |
| 76-80 | Sprinter: this miniature can run fast. It can make an Agility check to move double with its Movement Actions, but if it fails it will trip over, falling prone to the ground without moving. |
| 81-85 | Tactician: this miniature knows where to find the best places to deploy before a battle. When deploying this miniature it will count as having 3 more points of Agility. |
| 86-90 | Brawler: this miniature will get 2 extra XP each game it gets in hand-to-hand Combat. |
| 91-95 | Faction skill 1 |
| 96-100 | Faction skill 2 |

MONEY AND TRADE

During the skirmishes, and between one fight and the next, bands earn pins, which they can spend to recruit new members, buy equipment, improve their territory, etc.

Each player must keep track of the pins available to their band, as they are vital to buy buildings, items and determine the band's Prestige.

Income

When a game ends all miniatures involved will get pins for their respective bands. Maybe they browse through the battlefield, or local dwellers pay them for their victory, or perhaps he just bet in a Scrapbridge joint that he would make it back alive. The number of pins obtained after a game depends on whether the miniature has been Downed or not, by checking a d10 roll in this table:

| Roll | Downed miniature | Not downed miniature |
|---------|------------------|----------------------|
| 1 | 0 | 1 |
| 2-3 | 1 | 4 |
| 4-5-6-7 | 3 | 8 |
| 8-9 | 5 | 12 |
| 10 | 8 | 15 |

David vs Goliath

Even if you lose, facing a more powerful band is a matter of pride in the Wasteland and local folks will surely reward you somehow if you make it alive. The weaker band will earn additional pins for their crew, depending on the difference of Prestige between them and the enemy they were fighting, as shown on the following table.

| Difference between bands' Prestiges | Additional pins |
|-------------------------------------|-----------------|
| 0-50 | 0 |
| 51-100 | 15 |
| 101-150 | 20 |
| 151-200 | 25 |
| 201-250 | 30 |
| 251-300 | 35 |
| 301-350 | 40 |
| 351-400 | 50 |
| 401-450 | 60 |
| 451-500 | 70 |
| 501+ | 85 |

Selling equipment

It is possible to sell equipment from the band, but being it weathered down and second-hand material its value won't be the same. Used equipment can be sold at half its basic market price, rounding down (no matter the Prestige level of the band).

Investing pins

After each game you can spend your band's pins.

- You can recruit new members for the band in the same way as you did when creating it.
- You can buy equipment in the same way as you did when creating the band.
- You can improve your territory with Buildings.

It is not necessary that you spend all your pins after each game, you can save them to buy big time in the future. But creating a band is not accomplished by saving every pin, you have to spend to grow. You can't have more than 50 pins saved in your treasury. If you hoard more than that, you will have to spend some.

Swapping equipment

Unless otherwise noted, your band's equipment is not associated to any particular miniature and it can be used by several of your miniatures along different games (although it is usually more convenient that each miniature in your roster always uses the same equipment, if only for simplicity).

After a game you can choose to swap equipment items between your crew members as you see fit, as long as no general rule is broken by doing so.

Looting corpses

During a game it is possible to loot a corpse of a Downed enemy miniature, as explained in the regular Punkapocalyptic rules. You have to bear in mind that the looting miniature won't be able to carry more weapons than usually allowed, so if its inventory is "full" it will have to drop some of the weapons or items it was carrying.

These looted weapons are stored in the band's warehouses without having to pay for them. But, and this is a big but, if some of those weapons were not usually available for purchase for this band (no matter how high its Prestige) they will quickly weather down and become useless as their new owners won't have a clue on how to maintain or repair them. These weapons will only function for 2 games before being useless. Besides, these weapons cannot be sold as no trader will get their hands on them in fear of any retaliation from their rightful owners.

Death

When a band member dies, all equipment carried when Downed will be lost forever.

BUILDINGS

Improving your band might be important, but improving the territory they live in can also give you some important bonuses. After each game you can spend your pins in erecting Buildings. You can't have the same Building more than once. Some of them have more than one construction stages, which grant cumulative bonus (if you improve a Building to Level 2 you will get those bonus, as well as the ones you had for Level 1). To raise a level in a Building your band must have reached that Prestige Level. It is not possible to buy a Level for a Building without having bought the previous ones. Some of these constructions are only available for certain factions.

Armoury

- 30 pins - Level 1: Improved capability to sharpen cutting weapons. All blade weapons will get an additional +1 bonus to Penetration.
- 40 pins - Level 2: Improved capability to strengthen blunt weapons. All maces will get an additional +1 bonus to Strength.
- 50 pins - Level 3: Improved capability to balance ranged weapons. All ranged weapons will get an additional +1 to Precision.

Boot camp

- 30 pins - Level 1: Members from the band can train here instead of risking their lives fighting out there. If you use this Building, miniatures left out of the game will train hard to improve their combat techniques and automatically get 4 XP.
- 50 pins - Level 2: You can decide that one of your band members remain here making a dedicated training course, instead of taking part in a game. Roll a d10. With a result of 1 to 9 the miniature will get an Improvement roll for free. If the result is 10, the miniature has suffered an accident and will have to roll on the Wounds table. No miniature can get more than one improvement this way.

Bullet farm

- 40 pins - Level 1: After a game you can try to recover a spent bullet. You must roll a d10. With 1-2 the bullet is lost, with 3-7 you recover it as a custom bullet and with 8-10 you recover a brand new bullet.
- 40 pins - Level 2: After a game you can try to recover a spent bullet. You must roll a d10. With 1-2 the bullet is lost, with 3-7 you recover it as a custom bullet and with 8-10 you recover a brand new bullet.
- 40 pins - Level 3: After a game you can try to recover a spent bullet. You must roll a d10. With 1-2 the bullet is lost, with 3-7 you recover it as a custom bullet and with 8-10 you recover a brand new bullet.

Command center

If both bands have this Building, its benefits will be mutually voided.

- 30 pins - Level 1: When playing a game, you can choose the Scenario.
- 40 pins - Level 2: Between games you can spend 15 pins to grant 5 XP to a miniature. You can do this more than once, but not to the same miniature until it has played another game.
- 40 pins - Level 3: after a game, ONE miniature which has to roll on the Skills table can repeat the result.

Defenses

- 30 pins - Level 1: After setting up the scenery for a Scenario in the usual way, a band with this building can place two barricades (each one with a length of 8" or less) in any place of the gaming table.
- 40 pins - Level 2: After setting up the scenery for a Scenario in the usual way, a band with this building can place an observation post (watchtower, small building, tall standing rock...) in its deployment zone. It must have a ladder, rope or whatever to reach the top of the post.

Radioactive pools (Mutards only)

- 40 pins - Level 1: After each game, ONE miniature which has to roll on the Mutations table can repeat the result.
- 40 pins - Level 2: After each game, ONE miniature which has to roll on the Mutations table can repeat the result.
- 40 pins - Level 3: After each game, ONE miniature which has to roll on the Mutations table can repeat the result.

Refinery (Black Blood Children only)

- 40 pins - Level 1: Miniatures with petrol weapons will have 2 extra charges.
- 30 pins - Level 2: Motorbikes can *Hit the gas* once more per game (thrice instead of twice).
- 40 pins - Level 3: Miniatures with petrol weapons will have 2 extra charges.

Sickbay

- 40 pins - Level 1: After each game, ONE Downed miniature in the band will be able to repeat the result in the Wounds table.
- 40 pins - Level 2: After each game, ONE Downed miniature in the band will be able to repeat the result in the Wounds table.
- 40 pins - Level 3: After each game, ONE Downed miniature in the band will be able to repeat the result in the Wounds table.

Trading convoy (Junkers only)

· 30 pins - Level 1: Junkers can sell used equipment at their basic market price.

Trading post

· 40 pins - Level 1: Members of the band can stay behind trading goods instead of fighting. If you use this building, you can leave miniatures out of a game to conduct shady deals. These miniatures will automatically earn 10 pins each.

BAND'S PRESTIGE

Each band earns Prestige over time, making its fame and respect grow across the Wasteland.

A band's Prestige is the sum of its total pin cost of their members and their equipment at its purchase price, the total cost of its Buildings and the Experience points of its members. If the band has unspent pins saved in their treasury, they won't count towards the current Prestige.

Prestige is calculated after each game, after both players check what happens with Downed miniatures, add the total Experience earned by the crew, calculate the pins earned by their miniatures (in or out of the game) and spend any pins they want.

The band with the highest current Prestige would be the winner of the campaign at any given moment.