

Command's Wake

Miniatures campaign (rulebook)



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Command's wake is a dynamic system designed to bring the background of a historical campaign to sporadic miniature battles, while maintaining maximum flexibility and requiring minimal administrative commitment from participants.

The Framework of the Campaign

Depending on the scenario, the campaign covers a historical period, a geographical scope, and the powers that intervened in it.

- **Time Scale:** Each real-game week is equivalent, as a general rule, to a few years of the historical campaign (depending on the scenario).
- **Chronology:** The scenario sets the specific start and end years for the campaign.

The Powers

Each scenario involves a series of historical powers defined by the following attributes:

- **Army List:** Reference to external set of rules (L'Art de la guerre, DBx, Armati, Warrior, etc.). May vary depending on the current year.
- **Distance:** A value that remained constant throughout the entire campaign, representing the distance between the powers.
- **Influence:** It is gained or lost according to the campaign's progress. Together with distance, it determines which powers may engage in conflict.
- **Vitality:** The amount of Influence that the power automatically gains or loses on each turn by default, as set by the scenario.
- **Conflict Rule:** Two powers can only clash if the sum of their influences is equal to or greater than the distance separating them:

[Influence A + Influence B] ≥ Distance

Generals

They are the leaders belonging to the powers and are represented by the players.

- **Attributes:** Name, date of birth, prestige, player, power, and list options.
- **Creation:** Players can create generals at any time. When they do so, their attributes are assigned. The initial prestige is 0. There is no limit to the number of generals a player can create.
- **Fair play:** If a player has already created a general who is the king (in order to choose a specific option from the lists), that general should not be created again if the general is still alive (except in cases of diarchies). Generals with the same birthdate should also not be created (to avoid ties at the end of the game).

Challenges and Battles

When two players wish to engage in a battle, they must decide which two powers will face each other (respecting the Influence/Distance rule). For the battle, a new general can be created, or an existing one used, provided they are alive and under 80 years old. If that's the decision made at the beginning, the **maximum number of battles a player can participate in each turn can be limited.**

Army list used

- **Boundaries:** The composition and list options corresponding to the current year of the campaign must be taken into account.
- **Uchronias:** Exceptionally, if the power has more than 0 vitality, but according to the list has disappeared, it can still be played with by taking the options of the last period.

4. **Death Check:** After the battle, two six-sided dice (2D6) are rolled for all participating generals who fought. The general dies if the sum of the dice (plus modifiers) is greater than 12.

Modifiers (by age)

+1 for every **20** years of age (or fraction thereof) of the general if his element entered combat, but was not destroyed.
+1 for every **10** years of age (or fraction thereof) of the general if his element was destroyed.

Execution of the Battle

- The battles are conducted according to the chosen rules.
- At the end, **10 points will be awarded** between the winner and the loser (according to the standard tournament system). (Ex: a total victory would be 10-0, and a draw 5-5).

Consequences of the Combat

1. **Personal rating:** Both players add the points obtained to their personal score.
2. **Prestige:** Both generals increase or decrease their prestige according to the score obtained, subtracting 5. (Ex: if you get 7 points, you add +2 prestige; if you get 2 points, you subtract -3).
3. **Influence:** A power's influence changes by the same amount as the prestige gained or lost by its generals. **If influence drops to 0 at the end of a turn, the power is eliminated** and becomes unplayable.

Record

A public record must be maintained at all times with the following information:

- Current influence of each power.
- Prestige of the generals (living or dead).
- Each player's cumulative personal score.
- Battles fought with the results

Winners

The campaign ends with two winners:

1. **The player with the highest personal score** For this purpose and to promote diversity, each player will be awarded 1 point for each different player they have faced.
2. **The player with the most prestigious General** (whether he survived or not). In case of a tie, the general who was born first.

Supporting material

Below are **examples of record sheets**, easily replicable with any spreadsheet, for a campaign such as the Pyrrhic Wars.

Battle Record Sheet (Scenario: Pyrrhic Wars)

Actual Date	Campaign Year	Player	Power	General (Age)	Result (0-10)	Prestige	New Opponent Bonus	Death Roll (2D6 + Mods)	Final General State
11/10/25	295 BC.	Carlos	Rome	Fabio Ruliano (55)	3	-2	1	7 + 6 = 13	Dead
11/10/25	295 BC.	Elena	Samnium	Gelio Egnacio (50)	7	+2	1	9 + 3 = 12	Alive
12/10/25	280 BC.	Luis	Epirus	Pirro (38)	6	+1	0	5 + 2 = 7	Alive
12/10/25	280 BC.	Carlos	Rome	Publius Levinus (42)	4	-1	0	Not fought	Alive

Accumulated vitality power (Pyrrhic Wars)

Power	300	295	290	285	280	275	270	265	260	255	250
Rome	30	31	34	37	39						
Samnium	10	11	10	9	8						

Accumulated prestige of Generals (Pyrrhic Wars)

General	Year of birth	Power	List options	Player	Status and Prestige											
					300	295	290	285	280	275	270	265	260	255	250	300
Gelio Egnacio	345 BC.	Samnium		Elena		2	5	10	11							
Pirro	318 BC.	Epirus	King	Luis						1						
Publius Levinas	322 BC.	Rome		Carlos					3	2						
Fabio Ruliano	350 BC.	Rome		Carlos		-2	-	-	-	-	-	-	-	-	-	-

Player Ranking (cumulative personal score)

Player	300	295	290	285	280	275	270	265	260	255	250
Carlos		4	4	12	12						
Elena		8	17	28	34						
Luis	1	1	5	10	17						