

# Shadow Warriors

## Crimson Skies Campaign

### Part 1 - Preparation

- 1) Select an available squadron as your primary squadron from one of the following
  - Broadway Bombers
  - Hollywood Knights
  - Fortune Hunters
  - Red Skull Legion
  - Black Swans
- 2) You are permitted all planes belonging to that squadron faction. This includes any tournament legal limited edition or promotional planes.
- 3) It is not necessary to own the planes you wish to use as long as you can borrow them when you need to. There are plenty in circulation.

### Part 2 - Pilots & Experience

- 1) All pilots, including aces, start at the lowest experience level for their plane - usually rookie.
- 2) Pilots may only progress to higher levels through accumulating experience points in combat.
- 3) Once a pilot achieves a higher level then they may not fly back at the lower level.
- 4) If a pilot is KIA then they reset back to rookie level with zero experience
- 5) You may only have one of each named pilot in your roster at any time
- 6) Pilots operating in different players squadrons are considered separate and individual. For example if Steve has an Veteran Buck Deere in his FH squadron and Gerald adds Buck Deere as a mercenary to his Broadway Bomber squadron the mercenary starts as a rookie with zero experience and will gain experience independently.

### Part 3 - Mercenaries

- 1) When you fly a mission you may hire mercenaries from other squadrons to fly with you with the following restrictions.
  - You may not select a Legendary Ace from the five squadrons selected above (see also appendix 1)
  - Mercenaries start at rookie level and must gain experience flying for your squadron to progress.
  - No more than 1/3 of the point value of your total force may be mercenary pilots.
- 2) Don't forget that pilots operating in the same squadron that DO NOT have the same faction symbol must roll for a collision if they end their movement overlapping.

### Part 4 - Missions

- 1) A mission may be a two-player head to head battle, a published scenario, a scenario of the player's own creation or a straight multi-player free for all. It may or may not include the ace game.
- 2) Players create forces based on the point value either agreed beforehand or as dictated by the scenario, applying the rules for Pilots & Experience and Mercenaries.
- 3) Experience for pilots is earned exactly as the rulebook except a pilot earns experience equal to the value of any plane shot down (see appendix 2)
- 4) Experience is only applied at the end of the mission.

Cont.

## Part 5 - Playing the Missions

- 1) Ideally missions should be advertised at least 7 days in advance to allow as many players as possible to attend.
- 2) Wizkids operate an event scheduling service on their website for venue supported games. Where possible this should be used for arranging events in addition to email. Apart from giving us free access to arrange stuff it may also attract new members. Instructions on how to do this can be provided. Note this needs to be done 7 days in advance.
- 3) Rules 1 & 2 should not exclude people from picking up the game and playing whenever they feel like it.

## Part 6 - Reporting

- 1) The results of any mission flown, including increases in experience and pilots KIA should be reported via email by one or more players.
- 2) Opposing players have 7 days to contest any results (amicably please) otherwise they stand.
- 3) In the event players cannot amicably agree then all active players will take a vote on the decision. And the two (or more) half-wits who couldn't agree will be taunted in true Monty Python style.
- 4) A player may, if they wish, volunteer to keep a central record of all results, which they can publish via email or on the Shadow Warrior website. Volunteers anyone?

## Part 7 - Changes to the above

- 1) As additional squadrons are released it will be necessary to add them to the list on Part 1. When this is done a player has the option of transferring to the new or any other existing squadron. Any pilots in his roster become mercenaries in his employ except that any Aces belonging to his old squadron will leave. Any pilots transferred this way retain their current experience.
- 2) The author of these rules reserves the right to amend, correct or complete change any of the above if it is interfering with having fun or is just plain stupid. However, seven days notice of such changes will be provided before they become legal.
- 3) As the campaign continues it may be necessary or advisable to add house rules. In this case any proposed rules must be approved by at least 2/3 of the active players before introduction and be subject to the seven day notice period. This does not apply to additional rules written specifically for one scenario and not for general use. Votes will be carried out by email.

## Part 8 - Winning

- 1) Once per year the player earning the most experience during that calendar year will be rewarded with some symbolic gesture. This may be a prize from the SW committee or hopefully some LE goodies from Wizkids. Or it just may be a pint. **Please note this prize will only be awarded to paid up current members of Shadow Warriors.**
- 2) Remember that it's taking part that's important and not winning. Just like Formula Dé.

Cont.

## Part 9 -Registering

- 1) Players wishing to participate in the campaign should register their interest and primary squadron by emailing [heroelix@bluevonder.co.uk](mailto:heroelix@bluevonder.co.uk)
- 2) Alternatively you can send a private message to **lonehawk** on the Wizkids forum or CSRealms.
- 3) Because of the unique nature of the league there are no geographical restrictions to joining in. You will however need a local Wizkids envoy in order to record your events on their website.

## Appendices

### Appendix 1 – List of Pilots NOT available as Mercenaries

PILOT	PLANE	SQUADRON
Charlie Steele	Bloodhawk	(Hollywood Knights)
<i>Charlie Steele</i>	<i>Firebrand</i>	<i>(Hollywood Knights)</i>
<i>Norm Houston</i>	<i>Bloodhawk</i>	<i>(Hollywood Knights)</i>
Loyle Crawford	Avenger	(Broadway Bombers)
<i>Loyle Crawford</i>	<i>Brigand</i>	<i>(Broadway Bombers)</i>
<i>Carlton Hawthorne</i>	<i>Avenger</i>	<i>(Broadway Bombers)</i>
Nathan Zachary	Devastator	(Fortune Hunters)
Maria Sanchez	Vampire	(Fortune Hunters)
Jonathan Khan	Kestral	(Red skulls)

Entries in *italics* are tournament legal limited edition models.

### Appendix 2 – Experience Table

Each enemy plane that is shot down by the pilot's shot	+Point value of plane
Successfully bailing out	+25
• Grab 1 memento	+25
• Grab 2 mementos	+50
• Pilot to safe crash site	+100
Remaining on the play area at the end of game if in winning team	+25
Performing a Winged 'em daring feat	+10
Performing a timely distraction daring fear	+15
Performing an enjoy the ride daring feat	+point value of plane +50
Achieve scenario objective	+varies
Knocking out a token character in the ace game	+1
Knocking out an ace figure in the ace game	+10