

World(s)End Escalation Campaign

The Escalation Campaign Mode, set within the World(s)End Universe, places the player in a dark and grim world in a power struggle for survival. Starting as an underdog and, through a combination of strategic cunning, brutality, and a touch of luck, Players can rise into a major force and a dominant power across the Shattered Continents. The Campaign is divided into 3 distinctive Phases:

- **Hostilities:** Your initial rise as you establish yourself as a significant Force in your Faction.
- **Conflict:** Your Rise has brought many new, dangerous enemies, and you command full faction forces as it tries to consolidate power in an open Conflict.
- **Conquest:** Through pure grit and perseverance, you consolidated your Power and unified all subfactions. It's time to venture and conquer the rest of the lands.

Each of the **Phases** can be played as a **standalone** Campaign.

Quick Guide

1. Select Your Campaign Faction & join or host a campaign

- For the 2-player campaign, select up to 2 different Factions each. Each selected faction is treated as a separate player.
- For the 3 Player Campaign, each player can select up to 2 Factions each, Factions can be the same. Each selected faction is treated as a separate player.
- For the 4 Player Campaign, each player can select up to 1 different Factions each.
- For the 5 Player Campaign, each player can select up to 2 Factions each, Factions can be the same.
- For the 6+ Player Campaign, each player can select up to 1 different Factions each.

2. Collaborate with others

- Schedule the campaign games and monitor your progress

3. Play the Game

- Manage your Holdings before each Scenario
 - Buildings & Upgrades
 - Models & Equipment
- Determine the Game Scenario
 - Deploy
- Play the Game
 - Complete Scenario Objectives
 - After the 6th Round, Calculate the Score

- Complete Post Scenario Events
 - Casualties
 - Model Ranking
 - Spoils of War

4. Repeat the Play the Game steps for every new match until the Campaign phase concludes.

- After the 16th battle has concluded, the Player with the most Victory Points wins the Campaign.
- The number of points also determines your Campaign Performance

Total Victory Points	Campaign performance
16-20	Helpless
21-25	Victim
26-30	Survivor
31-35	Seasoned
36-40	Veteran
41-44	Brutal
45-47	Chosen
48	Godslayer

- You may optionally record Influence points to carry your current faction into the Campaign Next Phase

The Hostilities Campaign Phase

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For each Player in the Campaign, The Hostilities Phase consists of 16 individual matches divided into 4 distinct stages, with 3 Escalation Turning Points in between, each marking a period of your rising Force and Power.

Each Escalation Turning Point upgrades your Holdings Type and gives additional capacity and upkeep, unlocking additional buildings, units, and upgrades.

Upkeep (Max Models)	Capacity	Holdings Type	Escalation Turning Point
10	6	Villa	1st - 4th
15	14	Mansion	5th -8th
20	24	Manor	9th-12th
25	34	Estate	13th-16th

As you progress throughout the Hostility Phase, you can upgrade and increase your existing Models, develop your infrastructure, and unlock new Models, Gear, and Abilities. By building Faction Chambers, you will gain access to additional exclusive units and equipment unique to your force.

Model Type Limit Per Stage

Game Stage	Leader	Inner Circle	Monster	Elite	Vanguard	Raider	Troop
Beginning	1	1	x	3	3	2	6
Early	1	2	0	4	4	3	8
Late	1	3	1	6	6	4	10
Final	1	3	2	7	8	6	12

Available Powers Tiers

Game Stage	Novice (Max)	Ascendant (Max)	Master (Max)	Grand (Max)
Beginning	2	1	0	0
Early	3	2	0	0
Late	4	3	1	0
Final	5	4	2	1

Manage your Holdings

Each Player In the Beginning Stage of the Campaign Phase starts with a Villa Holdings Type and 3 Facilities

- Each Player starts with The Nightquarters
- Faction determines the 2nd building your Holdings starts with.
- You can select an additional building, the 3rd building before your first game.
- Each player starts the campaign with 300 RC

Provided you have sufficient resources and remaining capacity, you may construct new buildings or upgrade existing structures after each match.

Capacity	Holdings Type
6	Villa
14	Mansion
24	Manor
34	Estate

As your holdings upgrade to higher tiers, new structures, faction buildings, and upgrades become available. Each has a specified capacity cost. With available capacity, you may construct one facility ,upgrade, or expansion after each game.

Equipment Requisition

Refer to Faction Brokerdom Equipment List for Available Gear Pieces, Weapons, Items and Limitations

Warring times have made resources sparse, and hard to find, each faction has a limited permanent stock of items per stage or throughout the campaign. These equipment pieces are available through Brokerage Requisition over Sanguine Chambers. This Brokerage serves as a central Campaign shop for items, weapons and armor gear. To buy the selected piece of equipment or Items if they are available, the player has to have sufficient Requisition Credits (RC).

All Non-Construct models may equip items. Troop, Raiders, Vanguard, Elite can have one item, while, Inner Circle, and Leader models can carry up to two.

Unless explicitly stated in a Model's profile, Monster and Construct Models are prohibited from carrying items..

You cannot resell the items that you gained or purchased.

Equipment is categorized into Weapon, Armor, and Item sets. Models can be personalized by swapping available individual gear pieces within these sets.

Weapon Keywords Tags.

The era of creation for specific armaments is designated by the Weapon Tags in their profile keywords: **Relic** weapons originate from the Dark Ages, **Mythical** weapons date back to the Age of Myth, **Legendary** weapons hail from the Age of Legends, and **Heroic** weapons stem from the Age of Heroes (commonly referred to as the Age of the Republic). These weapons are exceptionally scarce, accessible only to the wealthiest and most dominant Houses.

Weapon Set

Within this category, players can select from available Melee or Ranged lists, or combine either with Shield.

Unless stated otherwise, most models possess two hands for using melee and ranged weapons. You can either equip a combination or pair of Melee and Ranged Weapons.

You may equip a Two-Handed Melee and a Two-Handed Ranged weapon.

You cannot equip Shield and any Two-Handed Weapon.

Dual Wielding

Equipping two One-Handed Melee Weapons grants +1 Attack but imposes a -1 Melee Attack roll modifier.

Blade & Gun

You may equip One Handed Melee Weapons with One Handed Ranged Weapons. That Ranged Weapon suffers a -1 modifier on its SHOOTING roll. If that Ranged weapon has the keyword Gunblade, you gain +1 on your Attack Stat.

Gunslinger

You may equip two one-handed ranged weapons. You may fire these weapons twice in turn, applying a -1 modifier to the second SHOOTING Action roll. If both weapons have the Gunblade Keyword, you gain 2 attacks in close combat with these weapons' melee profile.

Armor Set

To increase a Model's survivability from damage during battle Players can equip one Gear piece in each of the following slots:

Headgear: Helmet(1)

Torso: Light(1), or Medium(2), or Heavy Armor(3)

Under-Armor: Can only equip Chainmail(1)

Legs: Boots(1)

Arms: Gauntlets(1)

The **sum** of **all** equipped **Armor** Pieces sets your Model's **total Armor Value to a maximum of 7** for damage resolution.

Item Set

- Models can equip various Items and effects alongside Weapons and Armor to gain a tactical edge on the battlefield. Based on their Model type, equipment limits apply as follows:**Troops, Raiders, Vanguard, and Elite:** May equip up to 1 Item.
- **Inner Circle and Leader:** May equip up to 2 Items from the available list.

Every equipped item occupies a single slot, and single-use consumables are discarded after usage. Players are restricted to using a single item per turn, which may be activated either prior to or following movement.

Beyond their baseline RC cost, advanced weaponry demands a minimum Reputation Score. Players earn reputation points by finishing scenarios and trading captured prisoners.

Set up the Scenario and Play The Battle

- **Choose the Scenario for the Current Game**

- To select a Scenario for the current game, you and your opponent roll a D6, after the roll, total the results, and consult the Scenario Table. Each Player may reroll a D6 once.

Die Results	Scenario
2	<i>Zloki's Greed</i>
3	<i>The Mellrose Massacre</i>
4	<i>Illegal crossings</i>
5	<i>Willow Garden</i>
6	<i>The Bloodfields</i>
7	<i>The Rat Race</i>
8	<i>The Obelisks Tears</i>
9	<i>The Heartbreak Ridge</i>
10	<i>The Black Pass</i>
11	<i>Quaketorn Rush</i>
12	<i>Free Selection</i>

- **Learn the Scenario**

- Victory Objective Conditions
- Terrain Guidelines
 - Objective Markers if required
- Deployment Zones

- **Order Roll**

- Each player rolls a D6 until there is a clear winner; the higher result plays first, and is considered as Player 1 until the end of the game.

- **Deploy your Force**

- Players then alternate placing models per the deployment guidelines from the scenario. The first player deploys his model first.

- **Play the Game**

- At the end of the game, each player calculates the total objective points compared and consults the table

Scenario	Campaign
Victory Points	Victory Points
Higher	3
Equal	2
Lost	1

- Complete Post Scenario Events

- **Casualties**
- **Ranking**
- **Spoils**