6mm Generic Modern/Science Fiction Template

This set is used for maps with a scale of 100 pixels = 5 miles. If you use this template with other scales, adjust the ranges to your liking.

How the Generic Lists Work

We didn't want to release Campaigner with no campaigns, but the sheer number of game systems available is fairly staggering. We could have picked a few systems and made campaigns tailored for them, but we decided to create some simple campaigns that can be used with any game system.

To do that, we created unit types that are generic and represent a percentage of the maximum point value (that your group has decided to use for tabletop battles). That means, if your group likes to play with 2000 points per side, a 100 point Campaigner Battlegroup would represent a 2000 point army list (100% of maximum). A 75 point Campaigner Battlegroup (three units) would represent a 1500 point army list (75% of maximum).

So, we've broken down the unit types to 25% point value units. Each Battlegroup can be from 25% - 100% (a scouting force up to a full army list). Four units make a "maximum" point value list. You can deploy single unit Battlegroups (25% of maximum PV) to act as a scouts and such, but they will be outnumbered if they encounter a full 100 point Battlegroup. Of course, your personal doctrine may be to include many such small forces to cover a wide area.

This brings up the question of casualties. Generally, for each portion of 25% destroyed in the tabletop battle, one unit should be destroyed. So, a 100 point force that is reduced to half strength can mark two units as dead during combat resolution in Campaigner.

Your group will also have to determine how you will handle reinforcing groups that are added to the battle, as well as additional rules included in Campaigner (such as 'artillery').

Be sure that as Campaigner moves forward, people will be making more targeted campaigns which will be available either through _Racingspider_ Games or another site. We'll also pick game systems from time to time to target a campaign for.

The unit types are limited, but you can add your own to tailor the generic campaigns to your system. If a unit type doesn't match, you can simply use the "general" types provided below. Remember, the unit types listed are only approximations and should generally represent the forces that you can deploy in any given battle.

All of the generic unit types have the same size, detection range, zone of control, etc. The only difference is the movement type and speed and what that unit type should represent.

6mm Unit Type	Movement	Notes
Field Gun Battery	3 mph/foot	6 transport points to move Artillery II
SP Artillery Battery	25 mph/track	12 transport points to move Artillery II
Mixed Ground Force	10 mph/wheel	6 transport points to move Represents infantry, vehicles, slightly mechanized with unarmored vehicles
Infantry Ground Force	3 mph/foot	4 transport points to move Represents dismounted infantry
Mechanized Ground	25 mph/track	6 transport points to move Represents mounted infantry (APC, IFV, etc)
Heavy Ground	25 mph/track	12 transport points to move Represents heavy armor
Transport Flotilla	15 mph/sea	Provides 12 transport points
Naval squadron	15 mph/sea	Various naval ships
Coastal Flotilla	18 mph/river	Light coastal or river craft
Naval Support squadron	15 mph/sea	Artillery II Close range support craft
General Ground Force	5 mph/foot	Troops Requires 6 transport
General Naval Force	15 mph/sea	Navy ships
General River Force	18 mph/river	Light coastal/river craft
VTOL Transport squadron	25 mph/skim	Provides 6 transport points
VTOL Attack squadron	25 mph/skim	Various VTOL attack craft

6mm Rules	Range	Notes
Artillery I	5 mi.	Costs 1 munitions resource Artillery bombardment
Artillery II	15 mi.	Costs 2 munitions resources Artillery bombardment
Artillery III	25 mi.	Costs 3 munitions resources Artillery bombardment
Artillery IV	50 mi.	Costs 4 munitions resources Artillery bombardment
Bunkers	0	Place 1-3 occupied bunkers on owner's half of table
Small garrison	0	Defended by ½ max game PV (i.e. 1000 points)
Garrison	0	Defended by full game PV (i.e. 2000 points)
Manned post	0	Defended by ¼ max game PV (i.e. 500 points)
Hospital facilities	8 mi.	Cancel the destruction of one unit after battle
HQ	6 mi.	Redeploy 50% of forces after enemy deploys, before first turn
Fortification	0	Place 3-6 occupied bunkers Place 1-3 heavy structures

		Place 3 emplaced weapons (HE, AT, AP)
		Place up to 6 barricades/walls/blockades
Air sortie	60 mi.	Ground attack aircraft, costs 5 sortie resources
Air defense	60 mi.	Intercept ground attack aircraft or interceptors, costs 2 sortie resources
Patrol Garrison	6 mi.	May include additional "Infantry Ground Force"

Resources
Munitions
Sortie
Deployment Point

6mm Installations	ZOC	LOS	Rules/Resources
Outpost	1	4	Manned post, bunkers, artillery II (+1/2 munitions)
Emplaced Guns	1	4	Manned post, 2x artillery I (+1/8 munitions)
Firebase	2	3	Garrison, bunkers, 2x artillery I, artillery II, artillery IV (+1/12 munitions)
Airpost	2	6	Small garrison, air sortie, air defense (+1/10 sortie)
Listening post	0	8	Manned post
Military base	2	8	Fortified, garrison, artillery II, HQ (+5/25 deployment point) (+2/8 munitions)
Command center	1.5	8	HQ, bunkers, manned post (+5/100 deployment point) (+1/5 munitions)
Forward operations	1.5	7	Small garrison, HQ, bunkers, artillery I, patrol garrison (+1/3 munitions)
Observation post	0	6	Manned post
Hospital	0	0	Hospital facilities
Industry	0	0	(+1/2 munitions) (+10/50 deployment point)
Depot	0	0	(+0/100 munitions)