WarMaster CAMPAIGNING

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PREFACE

These rules are written for the purpose of creating a long-term "tabletop battle generator" system. That is to say a framework of grand strategic rules, which will produce playable tactical battles. The most common problem associated with wargaming a campaign is that the good strategic commander can defeat his enemy with overwhelming forces, or the economist can out produce the opponents, or the politician weld together a strategic alliance that is undefeatable. Although this can be a source of great enjoyment, the goal of these rules is to:

    1. Heighten the desire and reward from collecting and painting miniatures.
    2. Formulate nations from fiction or the imagination for the painted miniatures.
    3. Generate place names and personalities for future reference.
    4. Form a means of continuity between battles and many a tall tale for the pub.

With this in mind, you will find the built in limitations of these rules favor balance and playability over realism. It is my strong opinion that, like chess, the simplest rules generate more adversity between players and ultimately more enjoyment and surprisingly this becomes more realistic than any simulation. Truth is stranger than fiction.

TURN ORDER

A campaign will be separated into phases of one year for production and records upkeep. Each of the years will be further divided into 12 turns or months for movement and combat.

New Year   1. Remove Old Armies
                2. Ransom Characters
                3. Tally Population Points
                4. Produce Population Centers / Remove Population Centers
                5. Remove unsuccessful Expeditions
                6. Fill out New Year Roster
                7. Place New Armies / Announce New Expeditions

Turn / Month   1. Write Orders
                2. Move Armies
                    A) Reveal orders
                    B) Roll for terrain delays
                    C) Move
                3. Resolve Combats
                4. Resolve Retreats
                5. Update Map - mark any new POI's, new territory ownership etc.

THE MAP

Areas

The strategic map will be composed of areas representing an arbitrary distance depending on the scale or scope of the game. For my purposes, I wish to have an army move one space per turn with each turn representing roughly one month. Thus, a scale of roughly 100 miles per space.

Each area on the map will be marked as to the predominate terrain within this location such as mountains, hills, plains, swamp, forest or desert. This will affect strategic movement as well as the type of tactical terrain that can be generated in the space for any combat. As stated this represents the dominant features of the area not a literal concentration. Thus, a mountain area contains major peaks but also sloping foothills, fertile valleys, forest, streams and other natural features. Additionally an area may contain a major "river" which represents a large waterway akin to the Tigris, Nile, Mississippi etc. These effects will be covered in more detail in the appropriate sections.

Each map area will contain three "locations". These represent various locals within an area that armies will want to concentrate their troops at depending on the occupying forces desired effects, see "Engaging the Enemy". The 3 types of locals are.

>1.) Countryside; Occupying this local in an area represents a fairly wide dispersal of the troops throughout the area. This allows an army to "forage" for supplies. An army stationed in this local will interdict any movement into, out of or through the Area causing a battle to occur.

>2.) Population Center; This is the local in the area where the indigenous population lives or visits and is given a pop. level. A population center is either a:

>>Village- level 1 pop.- (this is no more than a few shacks or trading post and are seldom even marked on strategic maps).
>>Town- level 2 pop.- which represents a fair amount of urbanization.
>>City- level 3 pop.- which is a bustling metropolis of the fantasy world and usually is the capitol for the surrounding towns and areas which make up a nation.

>3.) Point of Interest (POI); Each area will contain one POI. These are special locations through out the world that may be marked on the map, randomly determined or mutually agreed upon. Obvious POI's are mountain passes and river crossings, which are usually marked on the map and allow armies to ignore the area movement restrictions when used. More dramatic features such as Volcano's (crack of Doom), Castles (border forts, wizard keeps), Dragon lairs etc. may be placed with mutual consent or be incorporated into the random POI deck. There will be two ways to draw from the POI deck.

>>1. If two armies moving into the same area both choose to occupy the POI on the same turn this will result in a battle in that local. Obviously rumors and ancient text have given clues to both commanders of some potential otherworldly power, allies or phonebox to the gods structure in the area that they both must rush too and secure. A POI card is placed face down at the center of the battlefield, all other terrain will be generated and placed, and the armies deployed before revealing the POI. Then fight the combat as normal.

>>2. At the start of the campaign each player will draw one POI and must place it in any space owned by another player that does not already have a POI or town or city.

Sample POI are;
Ring of Stones, Magic Rock, Skull Pile, Golden Tree, The Statue of "NHH", ... Controlling player may draw a treasure card at the battles end.
Wizards Tower: No magic may take effect within 12" of the tower. The winner of the battle receives a wizard character for his nation even if the army list does not allow.
Magic portal: The winning player may choose to move the army immediately to any area on the map that does not contain a town or city.

Gaining Control Of An Area

The only way to gain control of an area is to station an army at the population center local for a number of turns / months equal to the level of population present in the area. An army remaining stationary at the population center in an area will gain control of the supplies produced there for that turn only and they will retain that control once they have remained the required number of turns without interruption, thus absorbing the population and area into their empire and freeing the conquering army to move on. Any tactical tabletop battle involving the occupying force will negate the current turn's occupation. Armies that are occupying population center do not interdict enemy movement into the area, however any enemy force may be stopped from leaving the area and brought to battle if at the start of the turn / month the population center forces are ordered to interdict, see engagement.

DESIGNING A NATION

Race

Each player must pick a race from the army chart, i.e.; Orcs, Hill Dwarfs, Chaos, Roman, Druid etc. or choose to "create" a nation / race. Created nations may use any troop types from any army list to create their own "Race" list of 12 unit types. Any units thus chosen that have a "maximum per 1000 pt" limit will automatically cost an additional 10%. This new national list must include any personalities such as wizards, generals, heroes and any specials such as dragon mounts complete with their new adjusted (+10%) cost.

Roster

Each player must fill out a Roster for their nation. This roster represents the composition of the nations total armed forces and is the pool of troops available to the country for one year. Each player will have a total number of "units" (based on the amount of areas controlled). These units must be distributed between the categories of troop types available to the player nation. Basic types such as "Infantry, Cavalry, Monsters, Chariots and Artillery" must be listed on the roster. If a nation has 2 troop choices in any category such as Chaos Cav & Maurader Cav. With different points costs must be listed separately.

For example a Chaos Nation with a 3000 point unit pool might buy 5 Chaos cavalry, 10 Maurader Cav. (knowing they will always field their favorite cavalry units and thus take loses often), purchase 8 infantry, 5 monsters, 2 chariots and 0 artillery (because the army list does not allow them for this race). So the Lord of the land is known for his mighty hordes of knights, marauders and chariots.

To determine the number of units a nation can purchase, double the total population of the areas controlled by the kingdom and add 5, then multiply by 100. This will give the total number of points that must be spent at the start of a campaign year to fill out a nations national roster. Again, the population of an area is Village 1, Town 2, and City 3.

The number of units purchased for each category is the maximum number of troops available of any of the types listed in that category for the year. I.e.; The orcs buy 5 units of Cavalry; this means that at any battle no more than 5 cavalry units can be used in the army.

After every battle all units that were destroyed, as per the post battle rules, will be marked off the appropriate category thus reducing the available troop types for future battles. i.e.; in the above example the orcs lost 3 wolf rider units which means they now have only 2 "cavalry" units to use in any other battle the rest of the year. Players may now essentially paint up one 2,000 pt army and fight all his battles with it. (But a larger figure pool is always an advantage for choosing troop types within the categories.)

A nation may run out of certain troop categories during the year and not have enough units on the roster to fill a standard 2,000pt. army or not wish to risk quality troops. Any nation may conscript the local population and field a total number of units as mobs up to the starting years population total. These mobs are not counted against the roster and have no effect if lost.
Mob stats are

Att.	Hits	Armor	size	cost
2 or 1/1	2	0	3	50

Before the start of each year all nations replace any lost units on the roster and may add additional ones based on conquered territories or remove units if sufficient territory has been lost. Note that this means the original choice of troop types can never be completely changed only added too.

Personalities

Characters are allocated at the start of the game and can change at the start of each year. A nations total character points are equal to the population center values (1 pt each village, 2 pt each town, 3 pts. each city any extra points from POI's, 2 pts for being a nation) These points must be used to purchase characters and noted on the national roster.
> General – 3pts
> Magic Users, Heroes - 2pts.
> All Minor characters - 1pt. (optional)

Generals killed must be replaced by an existing hero present at the battle, remove the chosen hero along with any magic items he might have from the roster and replace the general with him. If there were no live heroes present at the battle, a hero must be chosen from the national roster. If the nation has no more heroes on the roster then a royal nephew or similar unproven warrior will assume leadership effectively replacing the general but functioning as only a +1 until the start of the next year.

Please note this choice in personalities will be a major guide to how your nation will perform for the year (and years to come) as the # of generals determines the number of armies you may field etc. The 1st year all nations may only have ONE general.

Magic Items

No players may purchase magic items at any time. Magic items will be written up by any players, choosing from the list in FR! and written along with their point total on a 3"x 5" standard index card. Each player may create any number or items totaling up to150 points worth of magic items. These cards are then shuffled into a deck for random acquisition.

At the start of the Game, each nation receives 2 magic items from the deck. These items and any others gained through out the campaign must be immediately assigned to a character and can never be transferred. Any character that is captured at the end of a battle or killed by an enemy character in contact will roll on the escape table for each magic item carried. All other situations result in the loss of the item.

Capture results changes ownership of the item.
Escape means the item returns to the owning player's roster to be reassigned.
Killed or any other result not covered above, results in the item being lost forever (or reshuffled into the deck).

MOVEMENT

Army groups will be formed at the start of each year. The # of armies a nation may field is equal to the # of generals. These forces will be placed at any area (in the control of the nation) that contains a city, town or POI that specifically allows it.

Each turn players can move each army one area. This movement is considered simultaneous and done with pre written orders (or a random player order determined by drawing cards). Written orders will be done in the following format.

Turn / The army name / Direction or Area to be moved to

Optional Restrictions: Every army within or adjacent to an area with a city or town must write orders for one turn. Each additional area from a city or town requires the army to pre-write movement orders for an additional turn. i.e.; Army A is 3 areas away from the closest friendly town or city and must write orders for the next 3 turns. This represents the slow communications of the ancient world.

No two armies of the same nation may occupy the same area at the end of a turn. Should this occur one army of the controlling players' choice must return to its previous area. Thus at the beginning of the year multiple armies may be deployed in the same area containing a town, city or appropriate POI but must move to separate areas in the first turn.

SUPPLY

In order for any army to move outside the areas controlled by a player nation, the army must be able to trace a line of supply to any town or city. This supply line may be any number of areas controlled by the player nation, which connects the army to any town or city. This continuous path of player controlled areas is not considered blocked by enemy armies, only uncontrolled or enemy controlled areas. Any army that cannot trace a continuous path of areas that is controlled by that player's nation to any town or city controlled by the player's nation is considered out of supply. Any coast hex owned by a player nation can be used as supply if the player nation owns a coastal town or city and both the coast area and the town or city is free of enemy armies. Out of supply armies may only move to areas that are already controlled by that player's nation.

Terrain effects on map movement are as follows.

Plains, Forest, hills, desert- no effect

Mountains, Swamp, Major Forest, Xing a major River- An army ordered to move in such a way as to cross any boundary (hexside or river) that is fully covered by this type of terrain must check for delay. The player must pick a number between 1 and 6 and then Roll a d6.

-If the number picked is the number rolled the army crosses with no delay or losses.
-If the number rolled is higher the difference is the number of extra turns it takes the force to find safe passage.
-If the number rolled is lower the difference is the number of units that must be removed from the nations roster but the army is not delayed.

Delayed armies are considered to be in the area of origin and must stay the number of turns rolled and carry out the ordered move. If contacted by an enemy force while delayed they must start over and roll again to cross the boundary or be given different movement orders.

Races in their natural habitats roll as above and then may choose to add or subtract 2 from the die roll.

ENGAGING THE ENEMY

Any time armies from different players are ordered into the same area, move into an area containing other player's armies or are ordered into an enemies starting area with the enemy army ordered to move into the players starting area (swapping places) a possible engagement will ensue.

Both (or all) players secretly choose what location (POI, Countryside, Population Center) they want to occupy within the area and reveal their choices.

Anytime armies are trying to swap places as above the engagement is automatically in the countryside and considered a - battle result.

ENGAGEMENT CHART		Player A		
		POI	Countryside	Population Center
Player B	POI	* battle *	battle	siege
	Countryside	battle	battle	siege
	Population Center	siege	siege	assault

battle- normal engagement as per rules

* battle *- Engagement with special point of interest placed at the center of the table

siege- If a town or city no combat this turn, (if pop. center is a village play a normal engagement with a building as objective.) player within the town or city may only give an order to sally forth or interdict on any following turn.

assault- engagement with a 8" x 8" town or city terrain piece- see "preparing for battle"

MULTIPLE PLAYERS / ARMIES

Each army / player in the same area must choose the location within the area (POI, Countryside, Population Center) for their armies as above. This will result in one or more groups of players / armies considered engaged as per the chart.

Each player involved in such an engagement must secretly choose to defend (attempting to keep the original owner of the area in control of the area) or attack (attempting to change ownership of the area), effectively choosing what side you are on. Reveal choices,

OPTION A) If the # of "attacking" armies equal the # of "defending" armies a double or triple size game may occur using 2,000 pt or greater armies per side. If the attackers out number the defenders or vice a versa the side with the greater numbers, forces the other player from the area. The victorious player(s) must now decide amongst themselves who will retreat until the limit of one army per area is achieved. If these players cannot agree within 5 minutes they must engage in combat this turn (or the following turn if the current turns combat round is over, i.e. a 2 vs. 2 combat occurred) with each other to determine who stays. This may result in two armies occupying the same area at the end of a turn and being pre-engaged in combat for next turn, neither army may be given orders and other armies may march in to add to the mayhem.

OPTION B) Choose to defend or attack as per above. If both sides are equal, combat must occur, if one side outnumbers the other the larger force must decide who will voluntarily leave in order to even the odds. Nominate two of the factions out of this larger force and each player must secretly note whose side they wish to belong on. The larger faction remains and forces the smaller faction to retreat or if both sides are equal a battle must be fought this round to determine who may attack the original opponent! This will result in the victor of the warring allies being "pre-engaged" to the original opponent for the following turn or more than one army ending a turn in the same area without sieging.

Basically, the above rules are necessary for multi-player and multi army games where the likelihood of multiple number of forces will occur. Option A will make the allies sort out who gets the area after the enemy is defeated (without bloodshed), while option B makes the allies discuss or fight for the right to engage in battle with the real enemy. I suggest option A.

Armies are 2,000 pts. as per the standard rules. Each time an Army contacts enemy troops both players will rate up a 2,000 pt force including the points of any and all characters and magic items from the national roster and within the limits of the available troops / types of the roster. As you can see this means specific troops and characters are not assigned to armies and could participate in combat with army A turn one and army B in the next turn on a completely different front. The troops obviously do not move this distance but are simply a different company of the same type, where as the heroes and magi do have the ability to go places VERY quickly when needed. Any nation with multiple armies engaged in the same turn must rate up both forces and nominate a player (who is currently not engaged) to command the second combat. Each turn in which any players engages in combat all other players will pair off and fight a non campaign tabletop with armies of their choosing. (or by mutual consent help and cheer on the other combatants)

PREPARING FOR BATTLE

1. All participants rate up their armies
2. Both players draw 6 terrain cards.
3. Each player holds onto the number of cards allowed depending on the terrain and discards the rest.
   Plains- 1 card
   Plains w. forest or mountains, Hills or coast- 3 cards
   Mountains, Swamp, Great Forests, Etc.- 6 cards
4. Place the POI / objective in the center of the board
5. Starting with the best looking player, place one of the chosen terrain pieces on the table, alternating placement until all pieces are out.
6. Draw 1 random event card
7. Play for 2 hours or until one army is reduced to 0 morale.

At the end of a turn, you may never have more than one army in an area with 2 exceptions.

1.) When one army occupies a Town or City location within the area and an ENEMY army occupies the countryside location in the area; this is effectively a siege.
2.) Two or more armies are "Pre-engaged" as a result of allied dissension.

Siege

In this situation, one player is controlling the countryside while the other is holed up in the town or city. Note that villages (any area without a pop. center marked on the map which is those areas without towns or cities) are not large enough to defend with an entire army and so result in a normal battle on the engagement chart. The player controlling the countryside may on subsequent turns order his army to move to another area as normal, stay and siege or assault the pop. center. The player controlling the pop. center may only order his army to sally forth and attack or interdict. In either case if the sieging player ordered his army to move to another area the besieged player may at his option force a battle result on the engagement chart before the sieging player leaves the current area.

Assault

The set up for assaults differs from the normal set up procedure. The objective in an assault is an 8" x 8" urban area. *If neither player currently owns the area in which the assault is happening the engagement is automatically considered to be in the countryside and no urban center is used (the local populous is just to much for either side to handle while bringing an enemy army to battle)*. This area will have a fortification at each of the four corners if a Town, and an additional fortification in the center of each 8" side for a total of 8 fortifications if a City. The rest of the area is considered difficult terrain (houses and stuff) and provide concealment etc. The urban area is placed at the center of the table like all other objectives. The player who owns the town or city is considered to have control of this objective from the start of the game and that player may buy pavasiers / garrisons (20 points each) from his 1,000 points (the fortifications are free).

Players must determine army placement by the following. If both players moved into the area this turn placement of the armies is the normal 1' from the center. If one of the players was already in the area and did not move this turn, his army may be placed behind the center line of the playing surface and or in the 8" square urban center.

POST COMBAT

Determine the winner.

Each player totals the point cost of any units destroyed or routed off the board (this includes heros, wizards and leaders) as victory points for their opponent.

The side in sole position of the objective on the board receives an additional 200 points.

Compare victory point totals. The player with the highest victory point total is the winner.

If The ratio of points is less than 2 to 1 (i.e. loser score is 100 while the winner scored 101 to 199 points) it is considered a minor victory.

If the ratio of points is 2 to 1 but less than 3 to 1 (i.e. loser = 100, winner 200 to 299 points) the result is a major Victory

If the ratio is 3 to 1 or greater the result is a rout

Both players must now note losses on their national rosters from the combat.

All units (winner or loser) that have stands lost, completely destroyed or routed off the table must roll for survival.

Units with 1 stand loss – automaticly return to full strength

Units with 2 stand loss- must roll a 4+ to return to full strength or be considered destroyed and removed from the national roster

Units with 3 stand loss – must roll a 5+ to return to full strength or be considered destroyed and removed from the national roster

Captured characters may roll on the escape chart at the end of each month starting the turn after they are captured. While captured these characters count against the character points of the nation. At the start of each new year, captured characters may be bought back by ransom of ceding one pop. point (territory) per level of the character. The player in possession of a captured character may not voluntarily kill or refuse ransom of any character. The ceded territory(s) are chosen by the player offering ransom and will not be counted for the ensuing years population totals, change color and are added to the new owners roster.

NOTE: Any captured character at the start of a new year that is not ransomed must be counted in the character total of the original owning players roster.

Losing army must retreat from the current area immediately to...
1. the area from which he came from, if this is occupied he must...
2. move to any adjacent area that he owns, if this is occupied he must...
3. move to any adjacent area that is uncontrolled by any player, if not he must...
4. move to any adjacent area that is controlled by another player that does not contain a town or city and will bring him CLOSER to any town or city controlled by the retreating player.

If a player is unable to comply with one of the above options, the army is considered routed. Routed armies lose all cohesive form and are no longer considered armies and thus may not engage in combat and may occupy an area with another army. The routed force must still be left on the map, as each turn (including the turn that caused the route) they must move one area closer towards the nearest unoccupied controlled town or city area. Once there the routed force will reform and become a functional army again after remaining stationary and not contacted for one full turn.

Any nation with only routed forces may once per game as a last ditch effort to stay alive rally any one routed army at the end of any turn

PRODUCTION

Once a year each nation may produce new Population Centers or have to remove old ones under the following guidelines.

Town: During the production phase of the year count up the total number of villages (any area without a town or city) a nation controls. A new town may be produced and be placed on the map for every 5 villages. This new population center may be placed in any area that the player controls and that does not contain a town or city already. Basically, it takes 5 villages to support one town (unless it is the nations last and only town see LAST STAND). These supporting villages may be anywhere on the map (even another continent) and need not be adjacent or near the town as long as they are controlled by the nation.

NOTE: Since this occurs after a nation tallies their population total this means the points from any new town or city will not add to the nations population totals until the following year. (exception see last stand)

City: After new towns have been placed, a nation that has 3 towns may place one new city in any area controlled by the player that does not already contain a town or city. This placement cannot result in removing a village needed to support a town. Since you need 5 villages to support each town and 3 towns to support each city you would need a minimum of 19 areas to place a city, 5 villages per town = 15, +3 areas with towns, + 1 area for the city.

Removal: Any nation must remove any towns or cities (or downgrade a city to a town) that no longer have the required number of supporting population centers as listed above. Again, note that this happens after the national totals have been tallied so the player will have the following year to attempt to regain territory before these losses are felt. Players should check for support of each city and remove or reduce them to a town and then check for support of all the towns. The one exception is that any nation which controls only one town (or one city) and does not have the required land areas to support does not remove the town (degrade the city to a town see last stand).

Last Stand: Any nation that does not have a Town at the start of the year before the tally population phase, may place one in any territory controlled by that nation. If by some odd chance a nation only has a city and no towns, the city is degraded to a town. This town does not need the required 5 villages for support and will remain on the map until the start of the next year. This town is the new camp of the beleaguered government and represents a gathering of what loyal citizens are left in the nation.

EXPEDITIONS & EXPLORING

At the start of each new campaign year, each nation may attempt to outfit an expeditionary army for the purpose of transporting armies to other lands across the ocean or finding new continents. Each such expedition must have the following requirements

Port: The expedition must leave from a port town or city, that is a town or city located in a coastal area.

Admiral: Each force must have an additional major character an "Admiral" besides the required General for the army. An Admiral is the commander of the army as long as it is at sea and is a 2 point character with no other abilities except to lead a fleet.

Expedition Army: A separate roster must be filled out for each expedition and will divide the total forces of a nation between the national roster and the expedition roster. This roster may draw any number of troops from the national roster but must have a minimum of 3 units and only one General (each general must have a separate expedition). Characters (if any) must be assigned to the expedition as well.

Fleet: These are ships are created by exchanging units from the roster. A nation receives 2 boats for every artillery or chariot unit and 1 boat for every Infantry, Cavalry or Monster unit. Each ship may transport one other unit from the roster. Thus, you must assign an equal or greater number of ships as the number of units in the expedition.

Expedition armies are placed on the map at the start of the year in any port town or city. Since this force is a separate roster, once written no units or characters may be swapped or used by the national roster or visa versa. Starting with the first turn each expeditionary army may be given orders to move like any other army to any adjacent coastal area or given the order to "go to sea" starting from any coastal town or city. Once the "go to sea" order has been given the boats are out on the water and there is no turning back. The expedition must state its desired destination, which can be any known landmass. This could be the players starting island (i.e. coastal attack force or returning from another land), the continent (a previously designed large land area) or any other location previously discovered by any player (including underwater nations). Remove the army from the mainland and place it in an appropriate spot (middle of the ocean, the big ship illustration etc.). During the movement segment of each following turn roll 2d10 add them together and read the result on the expedition chart. Any advantages gained are cumulative and must be added to the next months die roll.

Expedition Chart

D20 Roll	Result
2, 3	Mutiny, Rally each ship at a morale of 6+, those that do not rally are lost and become pirates.
4, 5	disease loose two boats and units (forces with a healer lose only 1 each)
6, 7	Storm, lose 1 advantage or 1 boat and unit
8	Lost at sea remove two advantages
9	Mount hardship, remove 2 cavalry from the roster
10, 11, 12	Sailing
13	Sea Monster attack, loose 2 ships or fight the monster with any major character except the general or admiral. Roll a character result roll. Kill = character is removed from the roster (and not replaced by a Level 1!) Escape = Only one ship destroyed Capture = Monster is defeated and enslaved, add one monster to the roster (does not need a ship) and add one advantage.
14	Pirates! A number of ships equal to the # of any previous mutiny result including any past expeditions + d6 attack. For every 2 ships and or characters, one pirate is destroyed permanently. The remaining pirates sink one ship for every 3 they have afloat. (or fight a ship battle).
15	Good weather adds one advantage.
16	Excellent weather adds two advantages.
17	The Gods have smiled add 3 advantage.
18	Aquatic nation discovered, place 6 non-coastal areas and one town in the ocean. These areas are considered underwater. You may ally yourself with these people by sending one major character (except the general or admiral) from the expedition to live with the sea dwellers. This character must be paid for each year or the alliance is no more. At the start of any new year that you are allied with this nation, you must rate up a separate national roster with the points provided by these land areas. This nation may now be used to mount expeditions (no boats needed), attack others etc. No armies from an underwater kingdom may ever occupy a land area that does not contain a water feature and you must have appropriate figures painted to fight any combat either with this nation or against it. Having an allied underwater nation gives you 3 advantage to any expedition, whether it is the underwater nation or the original land nation. Whether or not this nation is allied the discovering fleet is escorted home on the next turn to its port of origin. If this is no longer under the player's control, they may land in any unoccupied area on the landmass from which the force sailed that does not contain a town or city.
19	New island discovered; player may construct a 6 area land mass containing at least 1 coast hex. This is not the desired destination but an undiscovered island. Place the army at any coast area here and proceed as normal. Note that even if this is not a defined "island" any inland areas that are obviously missing are just considered inaccessible due to natives, ice caps etc.
20 +	Destination reached. Your captain has successfully reached your desired land. Place the army on any coastal area not occupied by another player's army, town or city.

If any expedition fails to reach a destination before the start of a new year it is considered lost.

Successful Expeditions

Once an expedition has reached a destination the army looses all ships and the admiral and move as an army for the remainder of the year. At the start of a new year, all armies are removed as normal including the expedition army. To place new armies you need a town or city, so if a new town or city is not produced at the new lands no army may be placed there and another expedition will have to be sent to increase the land holdings if desired.

Treat this colony as part of the original nation. Player will go back to filling out one national roster and troops and characters are pooled for use anywhere just as if the lands were connected. Remember armies may be deployed at any city, town. So if a town or city is produced you may have 1 or more armies / generals deployed in the lands. Once a town has been produced on another landmass, the player must immediately announce / choose whether or not to establish another country or keep the new lands as a colony.

Establish Another Country

The player may choose a new race and will fill out a second roster for this new nation. This is a totally different entity from the original country and thus does not share a roster, troops or land with the founding country but is controlled by the player. Basically the colony still has strong ties to its mother country or they are absorbed into a pre existing culture with strong bonds to the discovering nation or any other explanation you wish. This country may be given to a new player or a player who has been defeated.

LOSING A NATION

All players are encouraged to struggle to stay alive no matter the odds. Many of the rules are designed to help the defensive player or underdog in many situations. The truly epic tales come only from pivotal situations such as the battle over your last town or the battered remnants of a once proud nation winning a battle everyone thought was lost. So, if you give up just because some things have not gone your way we all lose the potential enjoyment a campaign like this will create. Needless to say, nations will crumble and this section is designed to allow players to perpetually play in the campaign.

Exodus

If at the start of any turn during the year that a player only has one or less armies and controls no more than 2 areas he may declare an exodus. The national leaders and people sell everything they own, hire a fleet and flee for another land. This results in the following.

1. Any towns owned by the nation are immediately removed and all areas become uncontrolled.
2. Any remaining troops and characters on the roster are outfitted with enough boats for an expedition and placed at sea.

The following turn, after choosing a destination of any landmass except the one from which the nation is leaving, they will perform as an expedition.

Any pirate result is ignored (that is probably whose ships they hired)

Rebellion

Any player who starts the year with no troops or controlled areas may choose any town that was previously owned by his defunct nation and take control of it. This rebellion happens during the ransom character portion of the phase. One and only one surviving character (if available) and any magic items he posses must be designated the "Rebel leader". If there was no surviving characters the new general is designated as the rebel leader. If at any time the rebel leader is captured or slain the rebel nation is destroyed and the player must start a new nation. Yes the above rules are rather unconventional and a player could continue to retake his old town (as long as it existed) no matter how many times he was defeated and as long as the rebel leader was not killed or captured but look at history.

New Nation

Any defeated player or new player may start the new year with an expedition. This new nation must have a race designated (and if is a defeated player cannot choose the original race..ie choose EXODUS instead you worm) and may pick as it's destination any land mass. The force will be comprised of 10 units, 10 boats, One Admiral and 5 points of characters + one magic item drawn from the deck.

SPECIAL TERRAIN

Chaos Lands: At the start of each year roll for each Chaos area under your control.

D10 Roll	Result
1	No points
2	One village but -1 character points
3	Two character points but no villages
4	Two Infantry + 1 character point
5	One Cavalry + 1 character point
6	Two monsters + 1 character point
7	One Special + 1 character point
8	One machine + 0 character point
9	2 villages
10	3 villages

Further, any Town or City that starts a year located in a Chaos land Area must roll to see if it is moved. D6 on 1or 2 remains stationary and provides the standard population for a town or city and does not roll on the above chart. 3 or greater results in the center randomly moving to an adjacent area.

NPP (Non Present Player)

Any nation with a NPP has the following effects

1. No other nation may move into any area controlled by a NPP nation. If units start the session this way, they may remain for the required turns to control the area.

2. NPP armies will not move! This can result in a NPP army occupying an area long enough to gain ownership. Any NPP army contacted by another army must retreat as if attacked by multiple armies.

3. Should a new year start the NPP nation will wait until the next session in which the player is present to perform all new year functions. This includes removing armies, towns etc. and placing new towns, armies, expeditions etc.

4. Captured NPP characters do not role to escape until the player is present. Characters being held by NNP nations may role as normal to escape.

5. On the second consecutive meeting to play the campaign in which a nations player is not present the outer most ring of areas from the capitol of the nation become uncontrolled. This loss of territory will occur for each consecutive meeting that this player is not present until the nation is dissolved.

Please note a NPP army will conquer an area if it happens to start a session in an area the nation does not control and not "pushed out" by another army.

MINOR NATIONS

There are many lesser races and minor countries on any world and although they do not have the military and economic power shared by the players countries in the campaign they can none the less have effect on the affairs of nations. These optional rules will attempt to reflect the constant struggle occurring with these minor countries and provide a somewhat meaningful, potentially campaign effecting game at those times when the player has no campaign battle to fight with other players.

Number of Lesser Races = # of player countries minus 2

There can always be more if desired and players could also elect to play any race from the list and in essence create a minor country if the models are painted. Thus in a game this allows each player who is not involved in a campaign battle the choice of playing a tabletop using a lesser race army if they choose to.

Minor nations must be a specific race chosen from the army lists.

Each lesser race will be noted with a bar graph of 5 boxes somewhere off the map that is viewable by all players. These boxes will be labeled 0,1,2,3 & Independent. Each race starts in the 0 box. In any turn that a battle involving major nations those players will set up and play as normal for 2 hours. All other players not involved in these campaign engagements may elect to play a pick up game as normal and this includes the choice to fight with one of the lesser races.

Players should determine a random order in which they select. The 1st player then selects one of 3 options.

A. Choose a lesser race to play a tabletop with the player commanding this army.*
B. Declare your player nation to be attacking lessor races.
C. Pass (or play with any "non-game effect army")

The next player must now choose the same 3 options with the following results.

A. Choose a lesser race;

A/A If a previous player has chosen a lesser race these two races will fight a tabletop battle with the players commanding the armies. Example player #1 chose to play the lesser race "Orcs", player #2 chose the "Elves" and must fight the previous player the "orcs".
   A/B If a previous player chose B, then the current players chosen lesser race will fight the previous players major nation army.
A/C If no previous player has chosen option A or B and elected to pass no action will take place yet and the choice now goes to the next player.

This continues in a round robin returning to any players who "passed" until all players are matched up for the 2 hour battle round.

   Example: A 6 player game, 4 players are not engaged in player Nation vs. player Nation combats this round while 2 are. The 4 players randomly determine their choice order. #1 chooses to pass, #2 chooses the lesser race "Orcs", #3 now knows that he can pick another lesser race to fight the orcs commanded by player 2 or fight the orcs with his Nations army or pass, he chooses to fight the orcs with the lesser race "Wood Elves". #4 choose the "Undead" lessor race. #1 now has the choice to pick again and unless he can convince player #4 to pass so they can watch the other games, he must fight player #4 with something.

Combat With (and the effects of) Lesser Races

   Each lessor race army will be rated up within the limitations of the army lists for that race and the available models. There is no roster for these minor nations as these petty lords have a constant supply of mercenary, rebel troops at their disposal. Also any magic items etc. or anything from the rules can be rated into these armies but note that these things cannot be captured by player nations unless by some means this was a magic item drawn from the deck.

   All campaign rules are followed otherwise. The location of the battle is not on the map per se but considered to be the pillaging of some minor hamlet or a raid on some pirates lair or rebel ambush etc. Randomly determine the terrain of the battle by rolling a D6, 1-2=open 3-4=terrained area 5-6=heavy terrain.

   Each battle will draw a random scenario card

   Any battle won by a lessor race will advance this race to the next box + the player who won with the race will place a marker of their color in the box.

   Any battle lost by a lessor race will move the race back to the previous box on their record track + remove any player marker in the box from which it is moved from.

   Any battle won by a player nation vs. a lessor race must remove any units and characters lost from the roster as per a normal battle and will receive 1 experience point for each full 100 victory points.

   Any battle lost by a player nation vs. a lessor race must remove any units and characters lost from the roster as per a normal battle and will receive 1 experience point for each full 200 victory points. Captured characters and items will be noted as possessed by the lessor race and will be ransomed at the start of the year as normal.

"Independent" Lesser Races

   As each lesser race wins battles they will progress closer to the Independent box on their record track and accumulate player nation "affiliation" as noted by the mark of each win when commanded by a player.

   Any lesser race, which wins a battle in box 3, will move to Independence i.e.; the map. When this happens all affiliation markers are removed from the track and the player who commanded the winning battle will place the lesser race army on the campaign map within the restrictions of the race and the area does not contain a army.

   ORCS-Placed in any <u>open</u> terrain area without a City
   UNDEAD- Placed in any area containing a POI no matter the pop. level
   Lizardmen- Placed in any coast or swamp area no matter the pop. level
   WOOD ELVES- Placed in any area containing forest without Towns or Cities
   Chaos- Placed in any area containing hills no matter the pop. level
   Dwarfs- Placed in any area with mountains without towns or cities
   Empire- Placed within 1 hex of any City or town but not in the town or city
   High Elf- Placed in any area with a river
   Dark elves- Placed any where on the map that is not a town, city or POI
   Skaven- Placed in any town or city
   Kislev- Any hex at least one hex away from any town or city
This army will remain on the map until it is defeated. The lesser race is no longer available to be chosen for non-player campaign battles as

This upstart rebel army is making a bid to become a major world player and will take control of any area if they occupy it for the required number of turns. If this occurs, the area will become neutral.

Player armies, which contact these armies, have the choice of bringing them to battle or forcing them to retreat.

When fighting a battle with Independent lesser race armies all campaign rules and the effects are used. If the player wins the lesser race army is removed from the map and placed back in the zero box of their record track. If the lesser race wins, the player army must retreat as per the standard rules. Since the lesser race is not a rostered army, battle casualties have no effect and they will be rated up within legal composition for each battle.

Forcing an Independent army to retreat results in no battle and the lesser race force must retreat one area directly away from the player army. If this retreat will cause the independent army to move into the sea, they are destroyed. If the retreat results in the army contacting another player or independent army, this will result in a campaign battle. This retreat may move the independent army into a NNP owned area or army, if the later then the first turn when the NPP is available he may move out of the area or fight the independent.

Affiliation

When choosing the lesser races for a pick up battle any player must request to command any race that has more affiliation markers of another player(s) than he does. If the affiliated player has already chosen to play something else or is engaged in a campaign battle and thus could not play the lesser race army this request is automatically granted. A player who denies someone's request to play a lesser race (because he is able to choose them himself but is further down the picking order) does not have to play this race when his chance to pick comes up. Example; Player Red and Player blue are engaged on the map and must fight a campaign battle, Players White, Yellow, Brown and Purple must determine a random pick order for 4 people.

#1 pick-White goes first and chooses the Orcs who are in box number 2 with two Red player affiliation markers from the Red player commanding the orcs to victory in battles 1 and 2. The Red player is fighting a battle with Blue this round so may not refuse the request for white to general the Orcs.

#2 pick- Brown player picks the Elves who are in box 3 with one victory affiliation marker from Brown, Blue and Yellow (everyone seems to have played this army and won with it at least once) Since none of the player affiliations are greater than Brown (they each have one) he will fight the previous pick of the Orcs commanded by white. If the Elves win this fight they will be placed on the map by player Brown and the Orcs will fall back to box 1.

#3 pick- Yellow player really wanted to have the chance to place those Elves on the map but now chooses the Undead who are in box 1 with a blue affiliation marker. Since Blue is engaged, this choice is granted.

#4 pick- Purple decides that he will play his National army and since the previous pick is Yellow with the undead he will be fighting skeletons to hopefully get some experience points.

Basically, affiliation helps players have some chance of playing the pivotal battle of box 3 to independence so they can coax these lesser allies (which they have helped through military advisors and backroom arms deals) into conflict with their enemies.

EXPERIENCE

When your great nation's generals and armies go to battle against upstart lesser races that are raiding your farms, you gain valuable experience and renown through out the world. Experience is only gained through pick up games never when fighting another player nation. As stated player receives 1 experience point for each full 100 points in a win or full 200 points in a loss. These points may be saved from battle to battle and year to year. Before any battle (campaign or pick up), the player may choose to spend points on ONE of the following.

Experience Points	Choices
3 points	Player may return one previously lost Infantry to the National Roster.
4 points	Player may return one previously lost Cavalry to the National Roster.
5 points	Player may return one previously lost Machine to the National Roster.
6 points	Player may return one previously lost Monster to the National Roster.
10 points	Player may roll once on the battle honour chart for one army.
12 points	Player may choose a random scenario to play against your next opponent
points	
30 points	Player may draw one new magic item for his nation

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NATIONAL ROSTER

YEAR
_____              Controlled      Total

                          Cities   ___x3 =  ___
_____              Towns    ___x2 =  ___
Player                  Villages   ___x1 =  ___
                          Other    ___    =  ___
_____
Experience                Population Total(PT) ___




Character Points (CP)  CP = PT + 2 =___
#       Name       Type    Att./Comm.        Notes and Magic Weapons

1 _____ _____        /

2 _____ _____        /

3 _____ _____        /

4 _____ _____        /

5 _____ _____        /

6 _____ _____        /

7 _____ _____        /

8 _____ _____        /




Army Points (AP)  AP = (PT * 2) +5 = ___ X 100 = _____points

              Battle 1    Battle 2     Battle 3    Battle 4     Battle 5
Date ->       _____      _____     _____     _____      _____
Location ->   _____      _____     _____     _____      _____

Infantry____   ___/___     ___/___      ___/___    ___/___      ___/___

Cavalry ____   ___/___     ___/___      ___/___    ___/___      ___/___

Monsters____   ___/___     ___/___      ___/___    ___/___      ___/___

Specials____   ___/___     ___/___      ___/___    ___/___      ___/___

Machines____   ___/___     ___/___      ___/___    ___/___      ___/___
(Type) (#)     Losses / New Totals (after battles)
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