

# **By The Sword**

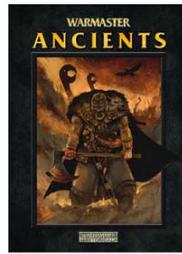
*The Campaign For Marnon*



# By The Sword

By The Sword is a fictional campaign for the Warmaster Ancients & Medieval rules set in the world of Marnon. Marnon forms the basis for the game Wizard's Quest by Avalon Hill, but has been used over the years as the background for quite a few miniatures campaigns. The most notable being the Marnon campaign featured in several issues of The Courier magazine in the late 70s and early 80s.

Each player will take command of a kingdom in Marnon. Each kingdom will start with several armies, generals, and possibly



fleets. Each turn the players check for random events, move their forces, conduct combat, build new forces, and then prepare for the next turn. Since this is a fictional campaign, players can use any armies that they have which are based for the Warmaster system.

There are a number of optional rules that govern

movement systems, hidden movement, use of an umpire, advanced economics, and more. Players should decide before the campaign begins on which of the optional rules, if any, that they will use. This campaign is designed for up to six players, but at least one or two additional players could take minor roles if needed.

Most importantly, the campaign is designed to provide some unique and interesting battles against opponents that you would not normally see fighting each other. This is a fictional campaign, so feel free to mix armies from different eras or even add Warmaster Fantasy armies into the mix for even more variety.



## What You Will Need

Each player should have a map, an army sheet, and an economics sheet before play begins. Each player should also have at least 2,000 points of the Warmaster army of their choice. Players may also need one or more armies to represent some of the non-player controlled forces that may appear throughout the campaign.

While it is helpful to have at least 2,000 points to start with, there are options for dealing with smaller forces that will be explained in the campaign. You will also need the Warmaster Ancients rules for the army lists and the territories, intrigues, unit awards, etc., from the second volume.

Although an umpire would be helpful to run the campaign, the system is usable without one. Siege equipment would be nice to have if possible, but there is an alternative to resolving sieges. Players should also have a variety of terrain available to help with setting up the various battles.

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### Special points of interest:

- Can be played by up to six players.
- Card driven random events for each turn.
- Full economic system that covers purchasing new units and maintaining them.
- Optional rules that cover mercenaries, advanced economics, and more.
- Can be used for other rules and periods.

# Campaign Set Up

Each player starts with the following:

- One region that consists of the six territories in that region.
- One castle adjacent to that region.
- Two 1500 point armies + 1 fort
- One 500 point army that begins in that player's castle area.
- Three generals-Roll for each general's skill (use tables in Warmaster Ancient Armies supplement).
- If the region contains a port, then that player also starts with one fleet.
- 100 CR in the treasury (listed in the Carry Over-Income section for Turn 1 on the Economic Form).

*The Golden Dunes (Region 1) consists of six territories and castle #1.*

*Each of the six regions of Marnon consist of six territories that are clearly defined on the game map. Several of these regions offer a choice of castles that are adjacent to multiple regions. If using six players there will be two extra castles that can be used for non-player empires.*

The region that each player begins with can be determined in several ways:

- The easiest is for each player to roll 2D6 and the highest roll allows that player to choose first, then proceeding with the next lowest die roll and so on.
- Create a chit or marker for each player, then draw them out of a cup. When a player's chit is drawn they can choose a region and a castle.
- If using a referee or umpire, have them assign regions in an effort to balance out armies and/or player

skill to give the campaign the best possible chance to succeed.

**Note-**The only exception to the set up procedure is that the Golden Dunes (Region 1) must have castle #1 attached to it as it is the only castle adjacent to that region.

*When choosing a castle adjacent to a player's region there could be quite a few options depending upon in what order the player chooses. For example, a player choosing early in the process chooses Whispery Meadow (Region 2). Castles #2, 3, and 4 are all adjacent to that region, so this player could select any of those castles to begin the campaign with.*

Once all players have chosen their regions, the next step is to deploy armies, generals, and fleets. Again, you can use the same system that was used previously to determine the starting regions for the players. If using hidden movement or a referee/umpire, then this step can be skipped. Each player must then deploy their armies to any of the territories in their starting region, except for the 500 point force that must start in the player's castle. Each army must have a general deployed with it at the start of the campaign. Finally, if a player starts with a fleet it must be deployed in a territory or a

castle that can be used as a port. **Note:** *Each player will have three forces on the map to start the campaign with; the 500 point force in their castle and two 1500 point armies that can be deployed at the castle or in any of their starting territories. Armies can be broken up or combined during the regular turn sequence.*

Before the campaign can begin, however, a player's army roster must be filled

out. Players **Do Not** have to create their army lists for battles right now, but this is a list of forces that the player has, which generals are attached to it, its current location, and which territories are assigned to it.

Using the system in Warmaster Ancient Armies, each territory (territory in the Ancient Armies supplement) generates additional troops for each kingdom. Each army can select up to three territories to provide extra troops. During the Admin phase of each turn the players can reallocate these territories amongst their armies as they see fit.

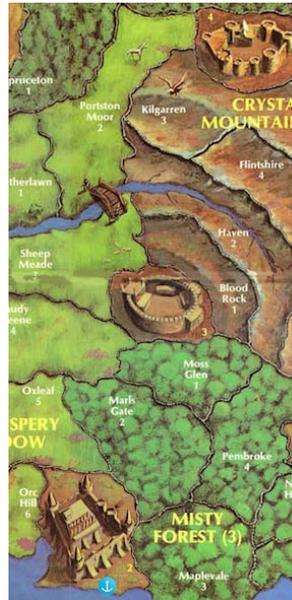
Refer to the Marnon Gazetteer to see the specific listing for each territory in Marnon.

*Ex.;* A player with Region 1 places one of his 1500 point armies in territory #4 and assigns territories 1, 3, and 6 to that army. Referring to the Marnon Gazetteer this shows territories of Mines, Plains, and Wastes. This will allow the player to pick three additional units to add to that 1500 point force according to the options listed in the Warmaster Ancient Armies book.

Finally, one army for each player can be marked as a Reserve, which will be explained later. This will allow each player a chance to do one final reaction to the moves by the other players or bring additional forces to bear.

**Optional:** The 3500 points that each player starts with can be adjusted up or down depending upon the figure collections that each group possesses. Starting locations can also be modified by allowing each player to place 500 points (or more) in each territory. Each player could also start with more or less funds in their initial treasury.

Although the campaign system is designed to be used with Warmaster Ancients, it can be used for other rules systems by simply adjusting the starting forces.



# Sequence of Play

Each turn is governed by a strict Sequence of Play. Follow the steps below in order and at the completion of the Admin Phase play continues to a new turn.

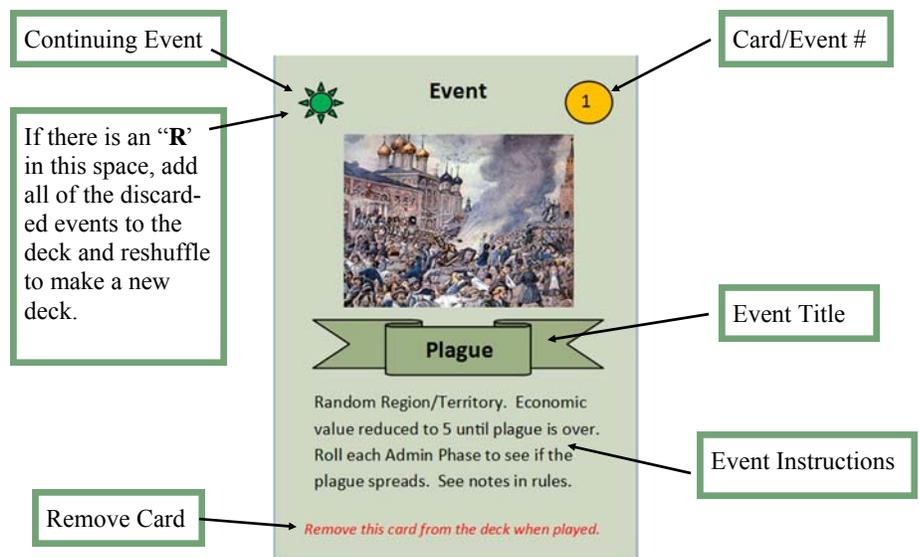
1. **Random Events**-One player draws a Random Event card from the deck and the group implements the instructions on that card.
2. **Initiative Phase**-Each player rolls 2D6 and the result sets the order for various phases of the turn. The player with the highest roll may choose to go first or last during this turn. All other players are then set in order according to the next highest die roll. Each player, in order according to the die rolls, will take their turn during movement, combat, sieges, placement of new units, etc..
3. **Movement Phase**-Each player may now move their forces, according to the order set in the Initiative Phase.
  - A. Land Movement-Each player moves one force, then play proceeds with each player moving a force until all players have either moved all of their forces or all pass.
  - B. Sea Movement-Each player places fleets that are on patrol in a sea area according to initiative. Then, again in initiative order, players move **all** of their remaining fleets.
  - C. Reserve Movement-Each player may now move their one force marked as Reserve according to initiative order.
4. **Combat Phase**-In each territory or sea area where there are opposing forces, a battle may be fought. This can be done by initiative order or however the players see fit. Once all battles have been resolved, play then proceeds to the next phase.
5. **Sieges**-Resolve all sieges.
6. **Economic & Logistics Phase**
  - A. Determine Income
  - B. Calculate Expenditures/Check Supply Status
  - C. Purchases
7. **Admin Phase**-Resolve any remaining random events, split and/or combine forces, and mark one force for Reserve for next turn. Fleets return to any friendly port bordering the sea zone that they are currently in.

## Random Events

The first part of every turn is drawing a Random Event card and then following the instructions on that card. Players can take turns drawing the cards each turn or they can be handled by the referee/umpire if you have one for your campaign.

Most of the events are for the current turn only, but those marked with a green symbol in the upper left hand corner can possibly be applied to multiple turns. Once an event has been played it is placed in the discard pile except where noted with some cards being permanently removed from the event deck. Once all event cards have been drawn (this would only occur in really long campaign games!), the discard pile is reshuffled to create a new event deck.

Most of the events are self explanatory, but for some events there are additional instructions at the end of the rules.



# Initiative Phase

After the Random Events Phase of the turn, each player rolls 2D6 to determine the initiative order for the turn. The player with the highest roll (re-roll in case of ties) can then determine if they will go first or last in the turn. Once that is determined everyone's die rolls are then set in order of highest to lowest to determine the order for that turn.

*Ex., Player A rolls 7, player B rolls 11, player C rolls 3, and player D rolls 5. Player B has the highest roll, but since they're unsure of their opponent's intentions, chooses to go last in the turn to see what develops. The initiative order would then be:*

*A, D, C, and then B. A would then be the first player in the coming Movement Phase.*

This order is then used during the Movement Phase for regular movement, placement of fleets on patrol, fleet movement, and then finally reserve movement. Initiative could also be used by the players to determine which combats will occur in what order during the Combat Phase. This is completely optional since combat is simultaneous during that phase, but it may help keep some semblance of order.

# Movement Phase

## Overview

During the Movement Phase each player is allowed to move their forces and fleets across Marnon. This is done by initiative order for each of the three following phases:

- A. Land Movement
- B. Sea Movement
- C. Reserve Movement

## Forces

For units to be able to move, they must be organized into forces. Each force must have at least 500 points to meet the definition of being a force. Any force that is currently under 500 points must be combined with another force or receive reinforcements to bring it back up to 500 points as soon as possible.

Forces can only move if they are accompanied by a general. A force moving with a general can pick up additional forces, but then they move at the general's force current movement rate, taking into account how many movement areas have already been expended. A general's force may drop off forces along their movement path as long as the force (s) dropped off are at least 500 points. Any forces that are dropped off are done moving for the current turn.

Forces may also be split and/or combined in the Admin Phase at the end of each turn if in the same territory. Forces may also be created and/or combined during the Movement Phase by dropping off units to create a new force, adding forces to a moving force, or when pinning

an enemy force with larger numbers, then moving through the territory with a new force as explained below.

## Land Movement

According to initiative order, each player may move one force when it is their turn to move. Players keep taking turns moving forces until they are either out of forces to move or pass two times in a row. This ends their part of the Movement Phase.

Each force may generally move two territories each turn. The exception to this is any territory in Region 6 where forces not from that region may only move one territory. *Forces from that region would have first hand knowledge of the terrain.*

If a moving force enters an enemy occupied territory (with a force of at least 500 points), then that force must halt movement for the turn. The exception to this is that if the moving force outnumbered the enemy (stationary force) by more than 3:1, double the number of enemy points may be left in that territory while the remainder may continue moving (also referred to as **pinning** the enemy force). *For example, Player A moves a 3,000 point force to a territory where another player has 1,000 points. Player A can leave a 2,000 point force in that territory and continue moving with the remaining 1,000 points in a new force.*

If a force begins its Movement Phase in a territory where there are enemy forces it may attempt to break contact and move at least one territory. This movement must be to a territory that would

keep the force in supply. Consult the Breaking Contact table.

## Force Marching

Forces may move one additional territory anywhere on the map by force marching. This would allow some forces to be able to move up to three territories in a turn (two in Region 6), but there is a cost in the form of attrition. Any force that moves three territories in a single turn is subject to attrition. Roll 2D6 and cross index the result with the Force March section of the Attrition Table to get the result. The percentage listed is applied to the moving force which will result in a permanent loss of points to that force. *Note: Forces that are picked up during movement are subject to attrition if the moving force is force marching, even if that force only moved one or two territories that turn. The loss percentage is applied to the total force.*

## Reserve Movement

One force that includes a general may be designated as a reserve force each turn during the Admin Phase at the end of each turn. This force may then be able to move during Reserve Movement in the Movement Phase. This is done in initiative order. Although the entire reserve force does not have to move (part of it could stay in the current territory), only one force may move during this phase. *Ex., a force of 2500 points is marked as a reserve force. During Reserve Movement the player only wants to move only 1,000 points of it. The force is broken into two forces, but only one can actually move out from its current territory.*

## Movement Phase (cont.)

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### Sea Movement

Fleets must be based at a friendly port and all fleets begin in a port at the start of each turn. Fleets have three movement points per turn, which are used to move out to sea from a port, change sea zones, and put into a port. Fleets may also be placed on patrol and can transport troops as well as earn economic points through trade by merchant fleets.

### Patrols

Fleets (not merchant fleets) can be placed on patrol to intercept opposing fleets. Fleets on patrol are placed in the sea zone that includes their starting port and at the end of the turn must return to a port in that same sea zone. If you would like a fleet to patrol another sea zone other than the one that its starting port is in, then the fleet would have to move to a new sea zone, then end its turn at a port in that sea zone, then it could begin patrols there on the following turn.

### How Fleets Move

Each fleet has three movement points that can be used each turn. Leaving or entering a port costs one movement point and moving between sea zones also costs one point. *For example, a fleet based in Castle #8 could move out to Sea Zone C for one point, move to Sea Zone B for another point, then move to the port in Bentwood for the third and final move-*

*ment point.* Moving to a new port is essential for merchant fleets to be counted for economic points for that turn, or for fleets that wish to avoid battle.

In the above example the fleet could have either stayed out in Sea Zone B (possibly to intercept opposing fleets moving through that zone) or moved to Sea Zone A for its third movement point. The issue here is at the end of the turn all fleets must return to a friendly port. If they are unable to do so then they roll on the Fleet column of the Attrition Table. If there are any friendly fleets still left after checking for attrition, then they are returned to the closest friendly port.

### Transporting Forces

Fleets can be used to transport forces across sea zones. Each fleet can transport 500 points of units and each merchant fleet can transport 250 points. The forces that are to be transported must begin in a port with the fleets that will be transporting them. Forces transported by fleets suffer the same fate as the transporting fleets during sea combat. If a fleet that is transporting a force is sunk, then the entire force is lost. If the fleet is damaged, then there is a roll for attrition for that force on the Attrition Table using the Force March column.

### Interception

When a fleet (s) move through a sea

zone occupied by opposing fleets, there is a chance for interception, followed by naval combat in the Combat Phase. Each side is allowed to roll for interception, but if one side hoped to avoid combat, they do not have to roll. If both sides wish to have naval combat, both may roll for interception. Interception may only occur once during the movement of the opposing fleet. If a fleet moves into an area occupied by a fleet on patrol or friendly fleets at sea, the determination must be made at that moment, before the opposing fleet continues its movement.

*Ex., three fleets move into an area with one opposing fleet on patrol, looking for a fight. The three fleets need a 4, 5, or 6 on 1D6 to force a naval battle since there are four fleets total in the sea zone, which adds a +1. If they fail the roll the player who owns the fleet on patrol does not have to roll.*

There could be a situation, however, where opposing fleets move into an area where an enemy fleet is on patrol. The fleets are acting in conjunction with land forces who hope to capture a port that turn where the fleets could then be based at the end of the turn (pretty risky since if it fails they would be subject to attrition). In that instance, the fleet on patrol could decline an interception attempt, move out more fleets into the sea zone (if they have not moved yet), and then attempt interception at better odds of success.

## Combat Phase

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When there are two opposing forces in a territory at the end of the Movement Phase, there may be a battle during the Combat Phase, depending upon the actions of both players. There is a strict sequence for each territory where there are opposing forces in regards to setting up the terrain, length of battle, pursuit, etc., that must be followed in order. All battles during the Combat Phase are simultaneous and may be carried out in whatever order the players choose, or you can go by the initiative order determined at the start of the turn. Each battle must be fought using the sequence presented here:

### Combat Sequence

1. Attempt withdrawal before combat.
2. Set up battlefield.
3. Determine length of battle.
4. Fight battle.
5. Determine winner, retreat loser, and check for pursuit.
6. Calculate casualties.

### Withdrawal Before Combat

If a player decides that they do not wish to fight the opposing force in the same area, then they must attempt to

withdraw before combat. Consult the Break Contact table and roll 1D6. If a player's force is unable to break contact and withdraw, then play proceeds to Step 2 of the Combat Sequence. If a player's force successfully breaks contact, then that force is moved to the nearest adjacent friendly territory that would keep the force in supply. Unlike during the Movement Phase where a force can break contact without penalty, during the Combat Phase any withdrawing force must also test for pursuit. The player who did not withdraw rolls on the Pursuit table to see the effects of the pursuit and those results are applied immediately.

# Combat Phase (cont.)

## Setting Up The Battlefield

Once it has been determined that a battle will be fought in that territory, there are several ways of setting up the battlefield. The first is to have both players mutually decide what terrain and/or scenery should be represented. The second is to have a third party set up the battlefield, then each player rolls 1D6 with the highest roll choosing which side that they will deploy on.

A third way is to have each player right down a number from 0-10 for how many terrain pieces that they would like to see on the battlefield. Both numbers are added together, then divided by 2 to get the number of how many rolls are made on the Terrain Table below. Each player then places one terrain piece until the desired number is reached (if an odd number roll 1D6 to decide who places the first piece). Once the battlefield is set up, each player rolls 1D6 and the highest roll decides on which end of the table to deploy.

**Terrain Table**

<u>Die Roll</u>	<u>Terrain</u>
2	24" Ridge
3	Village
4	Large Hill
5	Small Hill
6	Forest
7	Forest
8	Small Hill
9	Marsh/Rough Ground
10	Farms/Farm Fields
11	Forest
12	River

- Forests should be an 18" square area of trees, so for example the strip could be 6x3, 9x2, etc.
- Farms and farm files can be treated as open or difficult ground.
- No terrain piece other than the ridge or river should take up more than one square foot of area.

- If a river is rolled, roll 1D6 for the number of 12" long sections that can be placed. Roll 1D6 and if a 4, 5, or 6 is rolled there is a bridge located somewhere on the river. Roll a second 1D6 and on a 5 or 6 there is a ford located on the river.
- If the territory has a port in it, then roll 1D6. If it is a 4, 5, or 6 then that battle takes place near the port. The defender can place the port on either long edge of the board along with coastal sections of terrain to simulate the sea zones, but no more than one feet deep on that side. The defender gets to choose which edge of the board to defend.
- If the battle is to be fought in a castle territory, then the defender must decide whether they will fight a field battle outside of the castle or retreat into it. If they retreat into it, then this becomes a siege and is dealt with later in the turn.

It is suggested that the standard deployment areas are used in the rules as written. The players then need to decide two more things before the first turn of the battle can begin:

- Will armies be deployed by unit or by brigade? Brigade deployment is much faster, but this must be agreed upon by both players or issued as a standing rule before the campaign begins.
- Will the battle be decided by turn length or break points? Again, both players need to agree or all players in the campaign should agree to a standard convention before the campaign begins. *Note: If a player is defending his last territory, the break point is 75% of their non-skirmish units to represent a last ditch defense.*

The battle is then fought as a standard Warmaster Ancients battle. When either the last turn is reached or one side reaches its assigned break points, the battle ends.

## Retreat & Pursuit

The losing force must retreat into a

friendly territory or castle that is adjacent to the territory that the battle was fought in. If the losing force is unable to retreat then it is assumed to have surrendered and is removed from the campaign. If the losing force was the attacker, then it must retreat back to the territory from where it entered the contested territory from.

If the battle was fought in a territory with a port and the losing force controlled that territory before the battle, then that force could load onto any available fleets in that sea zone, up to the number allowed. Any extra forces that cannot fit onto the fleets are considered to have surrendered and are permanently removed from the campaign. If the battle was fought in a coastal territory and the loser had fleets in the adjacent sea zone, the loser could withdraw to the fleets, but at a greatly reduced rate. Each fleet could only take 250 points of forces and each merchant fleet only 125 points. Again, anything in excess of what the fleets could load are assumed to have surrendered.

If a force does not retreat into a castle (which starts a siege) or onto fleets, then there is a chance of a pursuit. Pursuit is always optional and does not have to be taken by the winning force.

Each side takes half of their total remaining points, then calculates how many cavalry units they could possibly purchase. For each cavalry unit, roll 1D6, with a 6 causing a hit (there may be modifiers as well). Compare the number of hits to see who won the pursuit battle. The loser of the pursuit battle takes 50 points of losses to their force for each hit of difference.

*Ex., a winning force of 1800 points is pursuing a losing force of 1000 points. Both sides halve their totals, leaving 900 against 500. Each side calculates the maximum number of cavalry units that it could purchase, within the limits of their army lists. We'll say 6 vs. 3 for this example. The larger side rolls 6D6 with a +1 modifier for outnumbering the smaller cavalry force 2:1. They roll a 1,3,4, 5, 6, and 6, meaning 3 hits. The smaller force rolls a 1,2, and 6 for one hit. The difference is two, so the loser of the pursuit must lose 100 points of forces.*

# Combat Phase (cont.)

## Permanent Losses

After each battle both sides must determine their permanent losses. This takes place after any pursuit check, so when calculating all of the points lost by both sides, this will include losses from pursuit. The only modifier is that if the winner's break points (due to loss of units) are less than half that of the loser at the end of the battle, add +1 to the 2D6 roll.

*Ex., The winner of a battle loses 500 points in units, but the loser lost 600. One of the players rolls 2D6 and the result is a 5, which is a 40/50 result in losses. The winner loses 200 points and the loser would have to take 300 points in permanent losses from their forces.*

## Permanent Losses

<u>Die Roll</u>	<u>Winner</u>	<u>Loser</u>
2	75%	75%
3	50%	75%
4	50%	60%
5	40%	50%
6	30%	50%
7	25%	40%
8	20%	30%
9	20%	25%
10	20%	40%
11	15%	40%
12	10%	50%

These point losses are permanent and are taken from the remaining point totals of the forces that were involved in the battle. The revised total will need to be updated on both players' army lists.

*Design note: The disparity between battle losses and permanent losses is the result of several factors. Units routing then reforming after the battle, rallying forces that have been separated during the fight, medical services helping to return soldiers to the front lines, etc., are all reasons for the permanent losses being much lower than the battle losses.*

Optional: Players are free to adjust the casualty percentages to fit their style of play or to finish the campaign much more quickly players could just agree to use battle losses and not roll on this table.

# Naval Combat

During Naval Movement, if a fleet or fleets is intercepted there will be a naval battle. Naval battles are fought in rounds, with each side being able to decide to continue the combat or withdraw, depending upon their current situation.

## Naval Combat Procedure

1. Players match fleets against fleets. Excess fleets may be allocated against any enemy fleet. Damaged or merchant fleets can be screened if there are enough fleets to match enemy fleets.
2. Roll 1D6 for each fleet involved in naval combat this round. Apply results.
3. Each side decides if they will continue the combat or withdraw. If both sides decide to continue the combat, go back to step 1 for an additional round. If one or both sides decide to withdraw, naval combat is ended for this turn.

Each fleet rolls 1D6 in each round of combat. Fleets need a 5 or 6 to score a hit while Merchant fleets always need a 6. If one side outnumbered the other in fleets by 3:1, then that side gets a +1 on all die rolls. Each hit damages a fleet and if a fleet is damaged twice then it is con-

sidered sunk and is removed from the campaign. Damaged fleets can return to friendly ports and can be repaired in the Economics Phase of the turn. Any troops that are being carried by a fleet that is sunk are permanently lost.

## Withdrawing/End of Naval Combat

If both sides decide to withdraw, the defender remains in the sea zone until the end of the turn. The attacker returns to any friendly port. If only one side decides to withdraw, then a pursuit roll is made by the force that wished to continue the combat. This side now becomes the attacker while the withdrawing force is considered to be the defender.

The attacker allocates a number of fleets as the pursuing force. The attacking force rolls 1D6, needing a 5 or 6 to force an additional round of combat. There is a +1 modifier if the pursuing force outnumbers the defending force and an additional +1 modifier if the defending force has at least two times the number of damaged fleets than the attacker does. If the pursuit roll is successful, then an additional round of naval combat is fought. The attacking force can continue pursuit and forcing additional combat rolls until a pursuit roll is failed, then the naval combat phase comes to an end in that zone.

*Ex.; Player A has four fleets and one merchant fleet against Player B who has three fleets. Player B sets out his three fleets and is matched by Player A's three fleets. Since Player A has one extra fleet he allocates it against one of Player B's fleets so that it is two against one. Player B does not have enough ships to match all of Player A's forces, so Player A's merchant fleet is considered to be screened and does not have to fight in the naval combat for this round.*

*There are no modifiers for this round of combat, so Player A rolls a 5, 2, 3, and 1, which damages one of Player's B fleets. Player B rolls a 3, 3, and 6, which damages one of Player A's fleets. Both sides decide to go one more round, but this time Player A causes two hits, one of which sinks the damaged fleet while Player B does not score any hits on Player A's fleets.*

*Player B decides to withdraw and Player A decides to pursue. A uses three fleets as the pursuing force and rolls a 6, forcing one additional round of combat. Both sides roll with B damaging one of A's fleets and A damaging one more of B's. Player A decides to pursue again, but rolls a 1, meaning the pursuit roll is unsuccessful and the combat ends.*

# Sieges

When an enemy force enters a territory with a castle in it, the defender can either meet the force in a regular field battle or retreat inside the castle. Also, after a field battle in a castle territory, the defender can retreat back inside the castle. If either of these events occur, the castle is said to be under siege. Each castle may only hold up to 2,000 points of forces, so any excess will have to be retreated to a friendly territory, or if none exist and this is the player's last territory the excess forces surrender and are removed from the campaign.

During the Economic Phase the besieging player must spend 5 CR to start/maintain a siege. This cost represents the investment of siege equipment, engineers, camps, etc., for undertaking the siege. If this cost is not paid each turn then the siege is said to have ended.

Each turn, during the Siege Phase, the level of the siege is checked, starting with Level 1 on the first turn and going to a maximum of Level 4. There are two ways to resolve a siege. The first is to use the siege rules in the Warmaster Medieval supplement and fight a tabletop battle to storm the castle. The second is by rolling on the siege tables below. Players can use any combination of the two methods to resolve the siege each turn. This is a three step process where the level of the siege is checked, then the losses

for that turn are applied to both sides, and finally the results of the siege are rolled for.

## Siege Level

Roll 1D6 during each Siege Phase to see if the siege level advances.

### Current Level   Advance to Next Level

1	3,4,5, or 6
2	3,4,5, or 6
3	4,5, or 6
4	5 or 6

## Siege Losses

Losses during a siege can vary greatly depending upon the defenses, number of assaults on the castle, level of siege equipment, food storage, plague, etc. Roll 1D6 to determine the number of dice each side rolls that turn to determine siege losses.

<u>Die Roll</u>	<u>Attacker</u>	<u>Defender</u>
1,2	2D6	2D6
3,4	3D6	3D6
5	2D6	3D6
6	3D6	2D6

Add +1D6 to the Defender's number of dice if the siege level is 3 or 4. Add up the number of dice then multiply it by 10 to determine the points lost that turn.

## Siege Result

The last step during the Siege Phase is to determine the results of the siege. Roll 2D6 with the modifiers listed below.

<u>Die Roll</u>	<u>Result</u>
2, 3	Defenders prevail-siege level reduced by one.
4, 5	No quarter fighting-each side takes 3D6 x 10 more points of losses.
6,7,8	Siege Continues
9,10	Attackers prevail-siege level raised by one.
11	Defenders ask for terms-castle surrenders, but forces allowed to leave/safe passage.
12	Castle surrenders
+1 if siege at level 3/ +2 if siege at level 4	
-1 if defenders loss fewer points this turn	

# Economics & Logistics Phase

During this phase all players will determine their income, pay for various expenditures, check the supply status of their forces, then purchase additional forces. This phase is broken into three parts, which must strictly be followed in order:

- Determine Income**-Add up all of the territories under each player's control, income from random events, plus any merchant fleets/caravans that reached their destination,, and finally any other miscellaneous income.
- Calculate Expenditures & Check Supply Status**-All players add up their expenditures for the turn (not including purchases), such as fleet repairs, maintaining forts, etc. Forces are then checked to see if they are

in supply or not. If so then there are expenditures to keep them in the field and if not, they are marked as being out of supply with consequences for that in the next turn.

- Purchases**-All players use their remaining income to purchase new forces for the coming turn.

## Determine Income

The best way to learn the economic system for this campaign system is to print off the Economics Form here in the rules and go line by line for a single turn. The first part of this form coincides with the first part of the Economics Phase where each player determines income. Using the Marnon Gazeteer, add up the economic value of all of the territories that each player controls + the 20 CR for

each player's castle. CR is the abbreviated version for Crowns, or the money used in the campaign system.

## Merchant Fleets & Caravans

Part of the income that each player receives during each turn can be augmented by having merchant fleets and caravans "trade" with neighboring territories. Each caravan and merchant fleet represents a large number of merchants and goods that are used to earn Crowns that get added to a player's income.

Newly constructed merchant fleets must be placed in a friendly port. Newly purchased caravans must be placed in a castle territory. It should be noted that merchant fleets can be used over and over while caravans are single time use, which is why their initial cost is much lower.

# Economics Phase (cont.)

Each merchant fleet costs 15CR to build and each caravan costs 5CR to create. Once a merchant fleet or caravan reaches its destination, several D6 are rolled to determine the economic value of the trading. Merchant fleets must move to any port of a player that will agree to trade while caravans must move to any castle that will accept trade. Merchant fleets move as per the naval movement rules, but caravans may only move one territory per turn and if they roll a 4, 5, or 6 on 1D they may move a second territory that turn.

Merchant fleets may be involved in naval combat and could be lost due to enemy fleet actions. If caravans are in the same territory as any enemy force they are considered to be destroyed.

Merchant fleets earn 2D6 CR when they reach a port. This is increased to 3D6 if the port is 2 or more sea zones from the point of origin. Caravans have a different payment schedule depending upon how far they travel to their destination:

1-3 territories: 5 CR + 1D6

4-5 territories: 5 CR + 2D6

6+ territories: 5 CR + 3D6

*Note: Marmon's banking system is very good, so CR are deposited with a player's treasury once merchant fleets and/or caravans reach their destination. There's no need to track return trips, which saves on paperwork during the campaign.*

## Expenditures & Supply Status

During this part of the Economics Phase players will need to pay for keeping their troops in the field, repairing damaged fleets, ongoing sieges, events, etc.

<u>Type</u>	<u>Cost</u>
Armies	1 CR per 100 points
Repair Fleets	10 CR per fleet
Sieges	5 CR per ongoing siege
Forts	3 CR per fort

Players will need to calculate their expenditures based upon the above chart, then subtract that from the total income for that turn. This will leave an amount

that can be used to purchase new forces.

*Ex.; Player D has 4,000 points of forces, three fleets, one damaged fleet, two forts, and one ongoing siege. During the Expenditures Phase this is calculated to cost 68 CR to maintain these forces. Assume Player D had 120 CR in his treasury after the Income Phase and this would leave 52 CR to purchase new forces with.*

## Supply & Attrition

Before proceeding to the Purchasing Phase the supply status of all troops needs to be checked. If fleets and/or armies are unable to trace a supply path then they will need to roll on the Attrition table. The supply chain is as follows:

- Territories are in supply if there is a clear path of friendly territories that connect to the player's castle.
- Ports are in supply if they can either A) trace supply similar to territories as above, or B) the player's castle has a port.
- Forts can provide emergency supply for one turn, but after that they must trace a path to the player's castle or to a friendly port as stated above.

Armies and fleets must then check to see if they are in supply. Fleets must be in a port that can trace supply or they need to roll for attrition. Armies have the following supply limitations:

- Trace no more than two territories to a friendly fort that is also in supply.
- Trace no more than two territories to a friendly port that is also in supply.
- Trace no more than two territories to a player's castle.

Supply must be traced through friendly territories, which includes territories conquered/occupied by the player. If none of the above criteria are met, that force must roll on the Attrition table. If a player loses their castle then they will need to designate one of their territories as the current seat of government and for which supply can be traced to.

## Purchases

Remaining income can be used to

purchase new units that are placed within the restrictions listed below. Any CR left after this phase is listed in the Carry Over section of the Economics Form for the next turn. The following items may be purchased each turn.

<u>Type</u>	<u>Cost</u>
Army Points	1 CR per 10
Fleets	20 CR
Merchant Fleets	15CR
Caravans	5 CR
Forts	10 CR

## Placement of New Forces

Newly built fleets and forces must be placed during this phase. Fleets and merchant fleets may be placed in any friendly port that originally belonged to that player. Newly purchased army units may be placed with any friendly force that is in one of the player's original territories. If that is not possible then it must be placed in a friendly fort (in an original territory) or castle until there are at least 500 points, which means it can then become part of a force and be moved. New forts can be placed in territories that can trace supply.

*Note: Original territories are those that the player started with at the beginning of the campaign game.*

## Forts

Forts act as links in the supply chain, staging areas for new troops, and as defensive units in battles. Forts have a unique feature in that even if they are cut off from tracing supply they can function as a supply source for one turn. If cut off for a second turn in a row any forces tracing to that fort would have to roll for attrition. Once the fort has reestablished supply trace in future turns it can once again be used as an emergency supply source later in the campaign if necessary.

When setting up for battle the player defending that territory may elect to add the fort to their forces. Follow the rules for forts in the Warmaster Ancients rules and supplements.

## Admin Phase

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The Admin Phase is the final phase of the turn and is used to return fleets to ports, mark forces in Reserve for the following turn, re-organize forces, and resolve random events.

### Resolve Events

Any events that are ongoing or carried through the turn are checked now. If certain criteria have not been met or they are still in play, then these events will carry over into the next turn.

### Reorganize Forces

Although forces can be picked up and

dropped off during the Movement Phase, their ability to act outside of the main moving force is severely limited. During the Admin phase forces can be split into new forces and reorganized however the player sees fit to do so. However, units and/or leaders can only be moved to different or new forces if they are in the same territory as the other forces.

### Reserves

During the Admin Phase one force may be marked as a Reserve for the following turn. This will allow that force to move during Reserve Movement of the

Movement Phase of the next turn, after other forces have already been moved. Players may note this on their Army Roster sheets, the Economics Form, or some other method.

### Return Fleets

All fleets must return to a friendly port. A friendly port may be defined as one in the player's original territories, a port in a conquered/occupied territory, a port that was used for trade this turn, or a port used with permission of the owning player.

## Winning the Campaign

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Miniatures campaigns are the stuff of legends and can go on for quite some time, depending upon the level of dedication in the gaming group. Here are several ways in which the campaign could possibly end and it would be helpful if the players beforehand state what their goals for campaign length are.

- 1) A player conquers all of Marnon's territories and castles.
- 2) A player conquers half of Marnon's territories and castles. In this case it is assumed that the remaining forces on Marnon recognize that player as ruler of Marnon and then serve as vassals.
- 3) Set a number of turns and at the end of the final turn the player who controls the most territories and castles wins.
- 4) The players lose interest and the campaign folds. This obviously is not the best case scenario! However, this is where most miniatures campaigns end up, so hopefully yours will go the distance to one of the three winning scenarios listed above. The important thing is to have fun, fight interesting battles, and share the overall campaign experience.

## Last Territory, Exile & Losing Your Castle

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If a player has lost all of their territories and castle, there are two options for players to consider. First, that player is permanently out of the campaign and the remaining players resume play. It is assumed that the losing player was killed in the final battle or executed as an example to others. For those wishing for longer campaigns (and this is definitely something that will take some time-suitable for very long campaigns) this player may be allowed to go into exile.

There are two types of exile; in Marnon and offshore. Another player may take the displaced player into their region and place his forces in any territory. The player may keep one general and 250 points of forces, but these forces are then paid for in the Expenditures Phase by the hosting player until the time where both parties feel that the exiled player can pay for their own forces. These forces may

be used as allies and the only way for the exiled player to obtain more forces is through financial contributions of the other players or through a roll on the Exile chart. This can go on until the exiled player is either reinstated as ruler of their previous region or the hosting player attacks his forces.

Offshore exile is where a country outside of Marnon takes in the exiled leader and helps build their forces back up to retake their region. It is assumed that the host is paying for the troops until the time that the player feels ready to return to Marnon. Once the player decides to return to Marnon they are allowed to borrow up to 1D6 + 2 fleets (from the host country) for one turn only.

During the Admin Phase of each turn players in exile may roll once on the following chart using 1D6:

<u>Die Roll</u>	<u>Result</u>
1	10 CR/50 points of forces
2	15 CR/50 points of forces
3	20CR/75 points of forces
4	25CR/100 points of forces
5	No contributions this turn
6	50 points of forces desert

### Losing Your Castle

If you lose your castle, but still have territories under your control, that player is not out of the game. One of the remaining territories is chosen to be the seat of government and is used for all parts of the campaign where normally their castle would play a role. This can continue for as long as a player has territories left, with the designated territory representing the central government.

# Non-Player Regions & Castles

## NP Castles

Even if you can find six players for the campaign, that does mean that there will be two castles that will not belong to any player. These are termed “NP”, or Non-Player castles. There are several ways of handling these castles for your campaign.

The first is to find an extra gamer who wants to run these castles. The gamer can make all of the decisions regarding alliances, diplomacy, raiding into other territories, etc. This shouldn't take up too much time as the NP castles have stable forces, limited economics, and are minor players in the campaign.

The second option is to ignore them all together. Basically, they will be open areas that count for movement, but the castles can assumed to be in ruins, completely neutral, or whatever story you wish to make up to suit your needs.

The third option is run them randomly, which would occur in the Admin Phase of each turn. Dice will be rolled to determine what type of culture/government is responsible for each of the NP castles and what their actions are each turn. Again, this shouldn't take too much time and can certainly provide some additional interest in the campaign. Roll 1D6 before the campaign game for the two NP castles:

<u>Die Roll</u>	<u>Result</u>
1	Raider
2	Merchant
3	Neutral
4	Neutral
5	Neutral
6	Mercenary

**Raider:** Each turn roll 1D6 and on a 5 or a 6 this castle decides to attack a random adjacent area. Then roll 1D6 for the size of the force that attacks; 1 or 2-500 points, 3 or 4-750, 5 or 6-1000. If this castle's forces remain in the territory for the entire turn the player who owns that territory cannot gain its economic value for the turn. During the Admin Phase the raider's armies return home.

**Merchant:** Each caravan or fleet that

arrives at this NP castle gains 1D6 extra worth of Crowns. If the castle is used as a port it will use its income to build/maintain fleets to protect trade by being positioned in the closest sea zone to protect any incoming merchant fleets.

**Neutral:** The NP castle only defends itself.

**Mercenary:** Each turn this castle will make available two 250 point forces that can be purchased for one turn to the highest bidder. These forces will then appear with any force of the player (s) with the winning bid.

The following rules apply to all NP castles:

- Each NP castle has a beginning force of 1500 points, but can never exceed 2000 points total.
- Eliminated points are returned the following Economics Phase to get the NP castle back up to 1500 points. The exception to this is if the NP castle is under siege. If that occurs, the points cannot be replaced until the castle is no longer under siege.
- NP castles can never have more than three fleets.
- If an NP castle is captured, the player now owning it gets a 500 point force that starts in that castle. This represents units changing allegiances, reformed units under a new ruler, etc.

## Non-Player Regions

Similar to NP castles, this section deals with NP regions where the campaign does not have enough players for each region. First, the NP regions should be centrally located, or failing that, where it can border multiple players. The reason for that is it would be unfair to give one or two players an easy conquest which could greatly imbalance the campaign early on. The other option is to just make these regions completely neutral, meaning that no player can attack or move through that region.

NP regions abide by the following rules:

- When attacked the player the furthest from this region (roll 1D6 to break ties) places one 1500 point army in the territory that was just invaded, one 1500 point force in any other territory in the region, and one 500 point force in the region's castle.
- The NP region will ally itself with any player whose forces are already at war with the player (s) who invaded their region. This player will maneuver and manage the NP region's forces.
- The NP player will always try to do two things when attacked:
  - Fall back towards the castle and stay in supply.
  - Where the opportunity presents itself, counterattack to regain lost territories.
- NP regions will not allow their forces beyond the region's borders.
- NP regions will replace 250 points worth of forces each turn, but can never exceed 3500 points for the entire region.
- NP regions with ports will start with one fleet. If attacked they will build one fleet per turn to a maximum of four fleets. They may only move into the sea zone adjacent to their ports.
- If an NP region loses its castle and half of its territories, it is assumed to be conquered. The conquering player gains a 500 point force and one of the NP regions' remaining fleets, if any.
- The NP region does not have an Economic Phase.

Obviously, there may be a lot of loopholes and questions about how to run an NP region, especially when attacked. The players will need to come up with a system to make decisions for the region, either by committee or die roll. An enterprising gamer may even come up with a complete government/economic type system that can manage the region.

# Optional Rules: Movement Systems

While the movement system in the basic rules will suit the needs of most gamers, here are two additional movement systems that can be used with agreement by all players.

## Chit Pull

The chit pull system is very similar to the actual movement system in the rules, but the Initiative Phase does not determine movement order. Instead, each force is given a chit (use cardboard counters, glass stones, etc., that are clearly marked) and when that chit is pulled, then that force must complete its movement for the turn. Once regular movement is completed, then players put the chits for their Reserve forces into a cup and those are then pulled in order to complete the entire Movement Phase.

Basically, you need two sets of chits. The first is for everyone's non-Reserve forces where each individual force must have its own corresponding chit. The second set of chits is for each player's Reserve force. Once all of the regular movement chits are pulled, the Reserve force chits are then put into a cup (or some other type of container) and pulled until there are no remaining chits.

When a chit is pulled, the owning player must either move the corresponding force or pass. If they pass there is no going back to move that force later. Chit pull systems usually add a lot of unpredictability, chaos, and tension to games, but they can also make the turns a lot longer as well as players seem to need more time to contemplate their moves.

## Limited Intelligence/Hidden Movement

This system allows for hidden movement and the use of scouts/screens, which will produce limited intelligence for your campaign as well. Very similar to the chit pull system in that the forces will move randomly and it should be noted that there is no Reserve Movement with this system. It will definitely add to the complexity level of the campaign, but it will also create a much higher level of realism.

First, there is no Reserve Movement with this optional movement system. At the start of the Movement Phase each

player rolls a D100 for each force in their army, noting the result. Players then start at 100 and go down from there, stopping each time one of the players has a force at the number that they are on. When that number is called out, the force matching that number gets to move or pass. If they pass they will not be able to move the rest of the Movement Phase. Players continue to move from 100 down to 1 until each player has had a chance to move all of their forces. *Note: This also can go much quicker than described here as players can ask if anyone has anything higher than 95, anything in between 80 and 90, and so on.*

Players must also declare their forces, which is completely optional. Players may have some of their forces declared and some undeclared, (hidden) from the other players. Players may ONLY declare forces in the Movement Phase and then only when that force's number is called for movement. There are many different strategies on having forces declared or undeclared, which can lead to an unknown strategic transfer of troops, rotating heavily damaged forces from the front lines, massing for attacks, etc.

However, if a declared force ever contacts an undeclared force, for whatever reason, the result is an ambush of the undeclared force. Roll 1D6 on the following table for the results before moving to the Combat Phase:

<u>Die Roll</u>	<u>Result</u>
1	Ambush barely averted—Lose 1D6 x 10 worth of points
2	Leading elements surprised—Lose 2D6 x 10 worth of points
3	Surprise flank attack—Lose 3D6 x 10 worth of points
4	Unexpected heavy assault—Lose 4D6 x 10 +50 worth of points
5	Coordinated ambush—Lose 5D6 x 10 +100 worth of points
6	“It’s a Trap!”—Lose 6d6 x 10 +250 worth of points and the undeclared force must retreat out of the territory.

If both sides still have forces in the territory at the end of the Movement Phase

they must then move to the Combat Phase. All regular movement rules still apply, including pinning and breaking contract as described in the Movement Phase rules.

## Screens & Limited Intelligence

To add even more uncertainty to an enemy's intentions, this optional movement system also uses cavalry screens to gain and/or deny players information about forces. This will add additional forces and paperwork to the campaign.

For every 500 points of forces a player receives three cavalry screens. Screens move as if they are a separate force and can be declared/undeclared just like an actual force. *Note: This will add more forces on the map and to movement, but will make determining what is real and what isn't more challenging for all sides.* Screens can be one screen per force or have as many screens in a force as a player desires. *Ex., a player has 3500 points of forces, which gives them 7 screens. They could choose to have seven forces of one screen each, two of two each and one of three, and so on.*

If a force contacts another force and both are screens, then there are up to two rounds of screen combat. For each screen a side has throw 1D6 and on a 6 one screen is eliminated. If one side outnumbered the other by 2:1 or more a 5 or 6 is needed to eliminate a screen. Both sides then have a choice to continue the combat for a second round or withdraw. If a force withdraws it must either retreat to the territory it came from (the attacker) or if the defender it must retreat to any other adjacent friendly territory.

If an undeclared force composed of screens is contacted by a declared force then roll 1D6 for the number of screens eliminated from that force.

If a declared force composed of screens contacts either a declared or undeclared force that is not composed of screens, then the defending player rolls 2D6 on the following table to determine the level of intelligence given to the player controlling the screen force. Players are expected to be as honest as possible when handling the results of the die roll.

## Optional Rules: Movement Systems (cont.)

Die Roll	Result
2,3	Player's choice: +/-40% of total points in force
4,5	Player's choice: +/-30% of total points in force
6	Player's choice +/- 25% of total points in force
7	Player's choice +/- 20% of total points in force
8,9	Player's choice +/- 10% of total points in force

10-12 Accurate number of points

+1 modifier if there are three or more screens in the force.

Eliminated screens are replaced on a roll of a 5 or 6 on 1D6 during the Admin Phase of each turn (roll for each screen

separately). Players will need to keep track of how many have been lost/replaced. Each time a player adds new forces and that total reaches another increment of 500 points, that player receives three new screens.

*Ex.; Player A defeats player B's screens and is now alone in the territory with one of B's declared forces. Player B has 2000 points in the force and rolls 2D6, getting a 6 as the result. Player B wants to portray a position of strength, hoping that will deter A from attacking., so chooses the +25% option, telling A that the force there is approximately 2500 points in that force.*

**Design note:** The sequential movement system with screens/limited intelligence will definitely take more work and time for the players. However, having said

that, I have participated in two ACW campaigns using this system and they were some of the most nerve wracking, realistic campaigns I've ever played in! Not knowing what is really out there, whether or not the screens contacted the main enemy forces, is your enemy massing where you think they are, etc., definitely gives you a sense of what real generals have to deal with.

For those wondering why undeclared forces get ambushed and not the other way around, this is simply a game mechanic to keep players honest. Trying to sneak a large force through various territories unseen and without penalty would grossly imbalance the game. You can choose to do that to strategically reposition troops, reinforce certain fronts, etc., but as you get closer to the front lines it's best to declare your forces.

## Additional Optional Rules

### Purchases-Training & Building

Again, this will increase the paperwork, but add a bit more realism to your campaign. Whenever forces are purchased they don't appear ready for use that turn. Rather, there is a period of several turns where the units would need to be recruited, equipped, and trained, or in the case of fleets, constructed at shipyards and/or ports. Forces arrive according to the following schedule:

Force points-next turn

Merchant fleets-two turns

Fleets-three turns

*For example, Player D purchases 100 points of forces and one fleet during the Economics/Logistics Phase of Turn 4. The force points would become available during the Economics Phase of Turn 5 and the fleet during that same phase on Turn 7.*

### March Regiments

Instead of having to wait until you have a force of 500 points to be able to move, allow newly purchased forces the

ability to move to join existing forces. These forces do not have to be declared or undeclared and if contacted they are assumed to have dispersed to an adjacent friendly territory. Each player notes the size of the force and lists to which force it is marching to, then each turn it moves as far as possible to join the intended force.

*Ex.; Player E purchases 150 points to help Force A, which is engaged in a campaign in an enemy's territory. The force arrives at the closest friendly fort, which is unfortunately three territories away. The newly arriving points are assumed to be a march regiment and are tasked with joining Force A and move in the Movement Phase towards this force in an effort to join them as soon as possible.*

### Advanced Economics

Players are allowed to make loans to each other and basically strike whatever financial deals that they can. These, however, should be public agreements so that all players in the campaign are aware of them (to many spies on Marnon!).

Also, players may make payments on large purchases such as fleets, essentially

spreading the cost out over time. Players will need to come up with their own rules and agreements on this, but a good rule of thumb would be no more than three consecutive payments should be allowed.

Deficit spending could also be allowed if all players are in agreement. There are several ways of structuring repayment and it would depend greatly upon how long players wish to have the campaign go on. This will certainly add to the detail, paperwork, etc., and the Economics Phase could turn into a game unto itself!

### New General Skills

Each time a general is purchased his skill is unknown. On the first turn of a battle, before either side moves, roll for the general's skill according to the table in the Warmaster Ancient Armies book.

### Unit Honors

After each battle one unit in the victorious army gets a unit honor by rolling on the table in the Warmaster Ancient Armies book. This unit keeps the honor until 2/3rds of its stands are destroyed in battle, where at that time the unit goes back to being a normal unit.

# Additional Optional Rules (cont.)

## Diplomacy

Players can insert a Diplomatic Phase into the Sequence of Play to facilitate negotiations for a wide range of issues. There are two ways of doing this. The first is to let players talk to each other to work out treaties, trade deals, alliances, etc., without restriction. These can be made public or kept private, depending upon the players and the level of trust between them!

The second method will again add greater detail, but at the cost of more complexity and paperwork. Each player gets three diplomats that can move similar to fleets or ground forces. The diplomats must be moved to the territories of other players to negotiate any type of trade deals, treaties, alliances, etc. This will make diplomacy more “real time” and getting diplomats to and from hostile territory could be quite the challenge!

## Allying With NP Castles/Regions

Players will have to make up rules if they want to allow each other to potentially ally with non-player regions or castles. This could greatly imbalance the campaign, so this subject should be given careful consideration. One method used in many board games is to have a diplomatic track that shows the non-player regions and/or castles with markers showing the status of each player. At one end of the track is Enemy and at the other end is Ally, with Neutral in the middle.



All players would start out at Neutral with all of the NP castles and/or regions in play at the start of the campaign.

From there a player’s diplomatic status with that NP castle/region will move up and down the track according to certain events. Players could allow each player, for example, to pay 5 CR for a chance to roll 1D6, with a 5 or a 6 moving the marker one step closer to ally. Other players could pay 5CR to try to move it down, essentially off setting what the other players are trying to accomplish. You could also add rules about declaring war on allies, moving forces through allied regions, and many more items to add to the campaign.

## Mercenaries

There are 18 Mercenary cards that can be used with the campaign. Each turn, during the Economics & Logistics Phase, but before any purchases are made, three of the cards are played from the Mercenary deck and are revealed for all the players to see. Players can then either decide to have an open auction for the mercenary units or submit bids secretly. The highest bid for each card gets to add that unit to their forces for the upcoming turn, plus the option to keep the unit by paying the same amount that they bid as an expenditure in the Economic Phase. The unit can immediately be added to any force of that player as long as that force is in supply. Mercenary units do count towards a player’s break point and casualty points during a battle.

*Ex.; Player B wins an auction by paying 7CR for a heavy cavalry unit. Player B adds it to Army #2, which is engaged in a campaign against player C. During the Economics Phase Player B can keep the unit an additional turn by paying the 7CR again as an expenditure. If Player B decides not to pay the 7CR then the card is returned to the Mercenary deck.*

**Options:** There are a couple of options to make the Mercenary rules a bit more interesting. The first is to reshuffle the deck each Economics Phase before drawing the three cards. The second is to just have all of the Mercenary cards be made available each turn. This will definitely add a

lot more units to battles for the coming turn and can give players the option to pay for a short term intensive campaign by being able to increase their armies, although at possibly a substantial cost as well.

## Additional Thoughts

Having been in the hobby for going on 38 years now, I’ve been able to read about as well as participate in a number of campaigns. Most of these in the late 70s and 80s were pretty elaborate affairs while most of the campaigns today take the “one day” or generic approach. This just means that “back in the day” campaigns took on a life of their own and

could go one for quite some time, possibly even years. The one thing I was always impressed by was the level of detail of many of these campaigns and the pure passion for gaming that those involved seemed to have put forth.

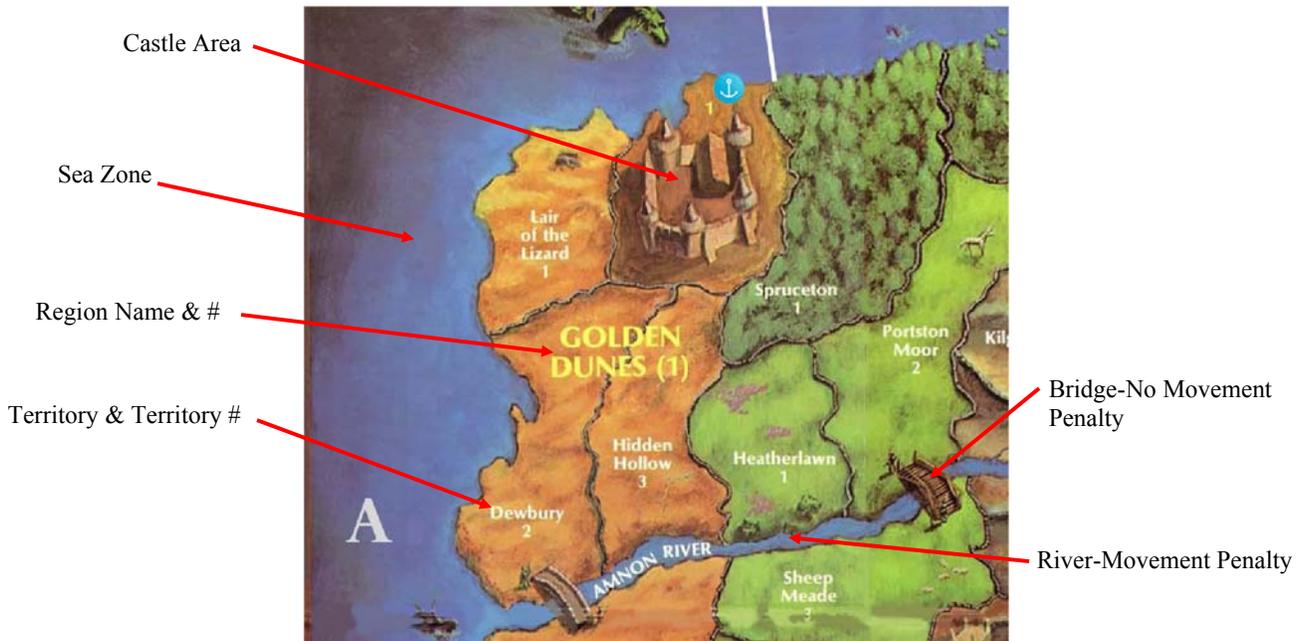
This is where the players can truly take their campaign games to the next level, but yet again, their will be more paperwork and turns will go slower. The first idea is to set up a type of government for each region and then modifiers to how that affects their economy as well as their military. This would have the effect of making each region a bit less generic.

More ideas involve actually fighting out the fleet battles with miniatures using one of the many rules sets or board games that are available on the subject. Weather could be added, with different types for each sea zone and region for the various seasons. This could greatly affect sea movement, campaigns, and supply. Speaking of supply, a much more detailed supply system could be added, probably with the use of supply points. This would involve purchasing a number of supply points, moving them to various locations, then having forces consume them to stay in the field. It will definitely make you appreciate the logistics side of being in command!

The final part of doing an all out campaign would be to give each region named leaders, a chain of command, a line of succession, or voting (if a democracy). This would add characters to the campaign, whose exploits would take on life maybe bigger than the campaign itself! This would also create infighting, politics, indecision, aggression, and pretty much everything else that ancient and medieval generals had to deal with on a daily basis. I’ve seen some great examples of this over the decades where these kinds of things definitely added an entirely new level of interest as well as frustration to a campaign.

The most important thing of all is for your gaming group to have fun with the campaign and know you’re limitations. Don’t add too much unless you know that the group is interested as the last thing you want is a bogged down campaign!

# Marnon Gazetteer



Note: Each castle area has an Economic Value of 20 and several function as ports if they are marked as such.

## Region 1



Territory Name	Territory #	Economic Value	Territory Type
Lair of the Lizard	1	15	Mines
Dewbury	2	15	River Crossing or Farmlands
Hidden Hollow	3	10	Plains
Melting Sands	4	20	Port or Town
Britton	5	10	Wastes
Red Dune	6	10	Wastes

## Region 2



Territory Name	Territory #	Economic Value	Territory Type
Heatherlawn	1	10	Farmlands
Portston Moor	2	20	River Crossing or Town
Sheep Meade	3	15	Pasture
Gaudy Greene	4	15	Pasture
Oxleaf	5	10	Pasture
Orc Hill	6	10	Farmlands

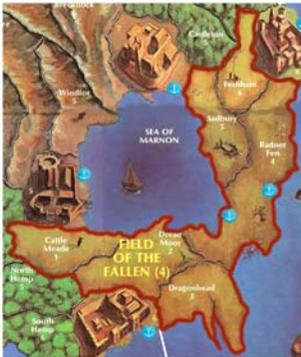
# Marnon Gazetteer (cont.)

## Region 3



Territory Name	Territory #	Economic Value	Territory Type
Moss Glen	1	10	Forests
Marls Gate	2	15	Forests or Pasture
Maplevale	3	20	Town or Farmlands
Pembroke	4	15	Farmlands or Forest
North Hemp	5	10	Forests
South Hemp	6	10	Forests

## Region 4



Territory Name	Territory #	Economic Value	Territory Type
Cattle Meade	1	15	Pasture
Dread Moor	2	10	Wastes
Dragonhead	3	10	Wastes
Radner Fen	4	20	Port or Town
Sadbury	5	10	Wastes
Fernham	6	15	Plains

## Region 5



Territory Name	Territory #	Economic Value	Territory Type
Spruceton	1	10	Forests
Fingel	2	15	Forest or Pasture
Sunken Dale	3	15	Pasture
Bentwood	4	20	Port or Town
Castleton	5	10	Forests
Earthen Pass	6	10	Forests

## Region 6



Territory Name	Territory #	Economic Value	Territory Type
Blood Rock	1	10	Mountains
Haven	2	20	Farmlands or Pasture
Kilgarren	3	10	Mountains
Flintshire	4	10	Mountains
Windfor	5	10	Wastes
Brecknock	6	20	Mountain Pass or Town

# Card Explanations

Some of the event cards have effects where the explanation will not fit on the cards themselves. These events are covered in more detail here.

## Random Ports

Some cards call for a random port to be selected for the event. Roll 1D10 for the port the event affects.

Die Roll	Port
1	Castle 1
2	R5 T4
3	Castle 5
4	Castle 7
5	Castle 8
6	R4 T4 Sea Zone C
7	R4 T4 Sea of Marnon
8	Castle 6
9	Castle 2
10	R1 T4

## #1-Plague

Roll 1D6 to determine the region, then 1D6 to determine the territory that the plague starts in. This territory's economic value is reduced to 5 for this turn. During the Admin phase roll 1D6 for the following results:



- 1-Plague spreads to 3 adjacent territories. If there are more than three adjacent to the current infected territory, randomly roll for which territories the plague spreads to.
- 2-Plague spreads to 2 adjacent territories.
- 3-Plague spreads to 1 adjacent territory.
- 4-Plague stays in current territory.
- 5,6-Plague ends in that territory.

There is a +1 modifier to the roll for each turn a territory has been infected.

This can have a cascading effect as if the plague spreads then each newly infected territory has to roll in the next Admin Phase. Any force in an infected territory or that passes through one takes a 20% points loss. This event may take some

paperwork or use markers to show which areas are infected.

## #19-Rebellion

During the Admin Phase roll 1D6 to see if the rebellion spreads to surrounding territories:

- 1-Rebellion spread to three adjacent territories (roll randomly if there are more than three adjacent to the affected territory).
- 2-Rebellion spreads to two adjacent territories.
- 3-Rebellion spreads to one adjacent territory.
- 4,5-Rebellion does not spread from this territory.
- 6-Rebellion loses support or is put down by forces loyal to the regional government.

Modifiers: +1 for each 500 points of forces in the territory.

-1 for each 5 crowns spent by an adjacent region to support the rebellion (per territory roll). Maximum of -2 per roll.

Territories that are in rebellion have their economic value reduced by 10 crowns per turn. If the rebellion spreads then each territory must roll during the following Admin Phase.



## #24-Marnon Truce

During each Admin Phase, including the current turn, roll 1D6 to see if the truce holds. On the roll of a 5 or a 6 the truce continues through the following turn. Once the roll is failed, however, the truce is considered over and all forces have combat restrictions lifted for the following turns.



## #27-Hunt Them Down!

A nation outside of Marnon has been supporting piracy and a major campaign needs to be undertaken to solve the problem once and for all. Until it is considered resolved, each turn a random port is rolled



for and the player that controls that port loses 10 crowns that turn. To resolve the situation a total of 20 fleets and 5,000 points of forces must be used against the pirate nation. This can be done in a single turn or over a series of turns by using a running total.

*For example, on turn 5 Region 1 contributes 2 fleets and 500 points while Region 3 contributes 4 fleets and 1000 points. The running total is now 6 fleets and 1500 points. Those forces can be used by both players the following turn, but are unavailable for the current turn.*

In the following turns more fleets and forces can be added to the running total. The forces that are added to this total are not allowed to be used for one turn on Marnon or in the surrounding sea zones (they are considered to be off on a military expedition). If no forces or fleets are added to the running total for two consecutive turns, then the running total is reset to zero.

## #32-Crusade!

The random player chosen must assemble a force to embark on a holy crusade. First, a goal in the form of a random Region/Territory must be determined that must be outside of the player's own region. Next, roll 6D6 x 10 for the number of crowns contributed by the people of Marnon and nations from afar that must be used to purchase new units/fleets (this takes place in the current Random Events Phase rather than in this turn's Economic Phase).



The crusading force must be at least 1,000 points and must leave for its intended target by the end of the following turn. The crusading force is considered to be in supply for three turns only and after that it must follow the normal supply rules. The player is allowed to make whatever alliances or concessions needed to reach the intended target.

If the player's crusading force reaches the target territory, they receive a gift of 10D6 x 10 crowns and two Battle Honors for any two units. If the crusade fails, the points that compose the crusading force

# Card Explanations

are assumed to have deserted, fled, broke away, switched sides, etc., and are lost to the player.

## #42-One True King

When this card is drawn the player with the most territories + castles declares himself or herself to be the one true ruler of Marnon. If there is a tie between two players decide by die roll. At this point all alliances, treaties, tribute payments, etc., are null and void. Each player must then declare if they are for or against the new king. Both sides may then do the following:



- Members of each alliance (for and against) can use each other's forts for supply, fleets for transport, and be in the same area without causing battle.
- For movement purposes each member of an alliance's territories are considered friendly.
- The king receives 200 crowns to use to purchase forces for his supporters or his/her own forces. *This would be money from merchants and nobles who want the wars to end on Marnon.*

This continues until one of the following occurs:

- All territories and castles on Marnon are controlled by the King's or his supporters factions.
- The King's region is fully occupied by the players against him/her (goes into exile).
- The player renounces his kingship over Marnon This must be done during the Admin Phase of a turn and on the following turn it's back to everyone against everyone! *This assumes that the king is assassinated, dies of old age, too sick to continue the campaigns, etc.. Basically, the player has seen the handwriting on the wall that a unification campaign will not succeed.*

## #52-Invasion!

*This is one of the most involved and disruptive event cards that can turn any existing campaign upside down. Therefore, all players should agree to its use before the campaign begins.*



When this card is drawn, roll 2D6 to determine the Regions/Territories where the invasion occurs.

Die roll	Areas
2	1-2, 1-4, 5-1
3	1-6, 2-6, 3-3
4	1-1, 5-1, 5-2,
5	4-3, 4-4, 5-6
6	4-4, 5-4, 5-6
7	3-3, 3-6, 4-3
8	5-2, 5-4, 5-6
9	3-6, 4-3, 4-4
10	1-2, 1-4, 1-6
11	2-6, 3-3, 3-6
12	1-5, 2-6, 3-6

### Initial Forces

The invading force will land 1500 points in each territory and 8 fleets will move to the sea zone that has the most territories/landings. At this point each player has several options:

1. Ignore the invasion and let things work themselves out.
2. Oppose the invasion and try to create alliances to throw the invaders back into the sea.
3. Join the invaders in trying to conquer Marnon.

At this point the players have one more decision to make about how this card should be played and that is should the invader be controlled by another player or should the rules below be used to determine their actions. Getting another player is the best option, but if that is not possible, then the rules below should make for an interesting event.

Each turn the invaders will roll on the following table to determine their course of action for their land forces in the coming turn. The invader will also need to roll for determining their place in the initiative order.

### Die roll      Action for the Turn

- 1      Move/attack towards nearest castle. If two or more castles are the same distance, roll randomly for which one the invader attacks toward.
- 2      Attack one random adjacent territory.
- 3      Attack two random adjacent territories.
- 4      Consolidate gains and enforce rule. No actions taken this turn.
- 5      Consolidate gains and enforce rule. No actions taken this turn.
- 6      Build up supplies and concentrate forces for an attack next turn. -2 on this roll next turn and +2 on the roll for this turn's reinforcements.

Next, there is a roll for what the invader's fleets will do for the coming turn.

### Die roll      Action for the Turn

- 1      Raid an adjacent sea zone. Move 1D6 fleets to that sea zone to seek out battle.
- 2      Patrol sea zones adjacent to conquered territories. Divide fleets as evenly as possible if there are multiple sea zones adjacent to conquered territories.
- 3      Same as #2
- 4      Same as #2
- 5      Same as #2
- 6      Seek out player with the largest number of fleets for a sea battle. Move 2/3rds of available fleets to this sea zone. If this is not possible then treat this roll the same as #2.

Invader fleets are never subject to attrition as it is assumed that they have an extensive network of bases and ports spread across the world.

# Card Explanations

Card #52-Invasion (cont.)

## Land Forces

The invader will always keep 500 points in a conquered territory as a garrison and one fort will be built in each newly conquered territory. The remaining forces can be shifted to launch new attacks or to protect ports (ports are the lifeline to the invader's reinforcements and supplies). If another player cannot be found to run the invading forces, then players will need to make some decisions regarding the disposition of the invaders land forces. Here are some guidelines that should be followed each turn:

- If and when a castle is seized, that should become the base for further operations. The invader will defend this area by all means necessary and any additional troops should be sent to this location.
- When attempting to conquer new territories the invaders will always take at least the number of points equal to any enemy forces in that territory. If they are unable to come up with that many points for that turn, the attack is called off and treated as a "Consolidate gains and enforce rule" action.
- Players should try to run the invaders forces as evenly as possible by assigning forces to conquer territories, hold onto ports, maintain control of castles, and keep a central force for a reserve. Players can vote on a courses of action for the invader as the idea is to provide a fun, unusual, and interesting aspect to the campaign if this card is drawn.

## Economics

There is no need to keep track of the invader's economic value. It is assumed that all crowns taken from Marnon are simply added to the coffers of that empire. Armies of accountants pay for all supplies, troops, replacements, repairs, etc., each turn.

Optional: If a player can be found to run the invading forces, then you could use



the existing economic rules and have that player fill out an economic form for each turn. Take the value of the captured territories that the invader has in Marnon and add 1D6 +2 x 10 to the total to represent funds coming in from offshore. If using this system then ignore any reinforcements arriving as the invading player would have to pay for the units the same as players who have kingdoms in Marnon.

## Needs of the Empire

The invaders are thought to be part of a larger empire outside of Marnon. To this end, the needs of the Empire can change drastically from time to time as well as interest in overseas operations. At the end of each turn 2D6 are rolled to determine what influence the empire has with invading forces in Marnon.

<u>Die roll</u>	<u>Result</u>
2	Death of the Emperor! The effects are listed after this table.
3	Economic Turmoil. No reinforcements arrive this turn.
4	Focus on Naval Operations. Three new fleets arrive at the invaders ports.
5	Focus on Land Operations. 1,000 points of land forces arrive at an invader controlled port.
6	Standard Reinforcements. 1 fleet and 500 points of land forces.
7	Standard Reinforcements. 1 fleet and 500 points of land forces.
8	Standard Reinforcements. 1 fleet and 500 points of land forces.
9	Storms at Sea. No reinforcements reach the invader's territories in Marnon.
10	Crisis in the Empire. 2 fleets and 1,000 points of land forces are withdrawn from Marnon.
11	Surge. 3 fleets and 2,000 points of land forces arrive at invader controlled ports in Marnon.
12	Civil War. The invaders withdraw all of their fleets and forces from Marnon, never to return.



*Death of the Emperor:* If this result is rolled, then the Emperor has died and this may or may not effect the operations of the invader on Marnon. Roll 1D6 and consult the following table.

Die Roll	Result
1	Civil War. All invading forces are recalled to Marnon. End of invader's campaign to conquer Marnon.
2	Debate. For the next two turns no reinforcements arrive, then the campaign continues as before.
3	No Effect.
4	Withdrawal of Forces. Concern about a possible civil war, rebellions in other areas, etc., force a withdrawal of 2 fleets and 1,000 points of land forces.
5	Emphasis on Marnon. The new Emperor believes one final push will conquer all of Marnon. 5 fleets and 2,000 points of land forces arrive.
6	Civil War. All invading forces are recalled to Marnon. End of invader's campaign to conquer Marnon.

## Optional Rules

While this card can certainly provide an entirely new campaign narrative and enough battles for quite some time, players are encouraged to expand upon the rules given here. The rules as provided are to give the players something new to worry about, rally around, or plunge Marnon into an everyone for themselves type of contest.

Feel free to experiment with diplomacy for the invaders, striking deals and alliances, bribery, etc., if the players think that it will add to the campaign experience. You could also alert the invader's ideology to emulate Rome conquering and then colonizing the Marnon territories or the opposite of the invading forces destroying everything in their path. Players should definitely discuss the invader's operations to make things as fair as possible so as to not completely ruin the campaign and a referee may be needed for this or an outside player to help out.

# Planning Map



# Reference Card Side A

## Sequence of Play

1. Random Events
2. Initiative Phase
3. Movement Phase
4. Combat Phase
5. Sieges
6. Economic/Logistics Phase
7. Admin Phase

## Breaking Contact

Roll 1D6-On a 4, 5, or 6 the force breaks contact and can move.

- -1 if general's command rating is  $\geq 9$
- -1 if outnumbered by more than 1,000 points.
- -2 if outnumbered by more than 1,500 points.

## Interception

Roll 1D6-On a 5 or 6 interception of opposing fleets occurs.

- +1 if fleet (s) on patrol
- +1 if combined fleets of both players are 4 or more
- +2 if combined fleets of both players are 6 or more

## Combat Sequence

1. Attempt withdrawal before combat.
2. Set up battlefield.
3. Determine length of battle.
4. Fight battle.
5. Determine winner, retreat loser, and check for pursuit.
6. Calculate casualties.

## Land Movement

- Each force accompanied by a general may move two areas each turn.
- Crossing a river without a bridge takes the entire turn's movement.
- Movement in Region 6 is done at the rate of one area per turn except for forces originally from that region.
- Forces can force march one additional area, but must roll for attrition on the Attrition Table.

## Sea Movement

- Fleets have three movement points per turn.
- Fleets on patrol may only move to the sea zone adjacent to their starting port.
- Fleets moving through sea zones where enemy fleets are present are subject to interception.
- At the end of the turn all fleets are returned to the closest friendly port in the sea zone where they are currently located. If unable to do so they are subject to attrition.

## Combat Phase Sequence

1. Set up Terrain and Determine Sides
2. Determine Game Length/Break Points
3. Fight Battle
4. Retreat/Check for Pursuit
5. Roll for Permanent Losses

## Pursuit

- Each side calculates the maximum number of cavalry units it could purchase with half of the force points left after the battle.
- Roll 1d6 for each cavalry unit, needing a 6 for a hit. Add +1 if one side outnumbers the other by more than 2:1. Compare the number of hits achieved to determine the winner. Loser suffers 50 points of forces lost for each hit of difference.

## Naval Combat

1. Players match fleets against fleets. Excess fleets may be allocated against any enemy fleet. Damaged /merchant fleets can be screened if there are enough fleets to match enemy fleets.
2. Roll 1D6 for each fleet involved in naval combat this round. Apply results.
3. Each side decides if they will continue the combat or withdraw. If both sides decide to continue the combat, go back to step 1 for an additional round. If one or both sides decide to withdraw, naval combat is ended for this turn.

Each fleet rolls 1D6 in each round of combat. Fleets need a 5 or 6 to score a hit while Merchant fleets always need a 6. If one side outnumbers the other in fleets by 3:1, then that side gets a +1 on all die rolls. Each hit damages a fleet-if a fleet is damaged twice then it is considered sunk and is removed from the campaign. Damaged fleets can return to friendly ports and can be repaired in the Economics Phase turn.

## Permanent Losses

<u>Die Roll</u>	<u>Winner</u>	<u>Loser</u>
2	75%	75%
3	50%	75%
4	50%	60%
5	40%	50%
6	30%	50%
7	25%	40%
8	20%	30%
9	20%	25%
10	20%	40%
11	15%	40%
12	10%	50%

Add +1 if the winner's break points at the end of the game were less than or equal to half the break points suffered by the loser.

# Reference Card Side B

## Sieges

### Siege Level

Roll 1D6 during each Siege Phase to see if the siege level advances.

### Current Level Advance to Next Level

1	3,4,5, or 6
2	3,4,5, or 6
3	4,5, or 6
4	5 or 6

### Siege Losses

Roll 1D6 to determine the number of dice each side rolls that turn to determine siege losses.

Die Roll	Attacker	Defender
1,2	2D6	2D6
3,4	3D6	3D6
5	2D6	3D6
6	3D6	2D6

Add +1D6 to the Defender's number of dice if the siege level is 3 or 4. Add up the number of dice then multiply it by 10 to determine the points lost that turn.

### Siege Result

The last step during the Siege Phase is to determine the results of the siege. Roll 2D6 with the modifiers listed below.

Die Roll	Result
2, 3	Defenders prevail-siege level reduced by one.
4, 5	No quarter fighting-each side takes 3D6 x 10 more points of losses.
6,7,8	Siege Continues
9,10	Attackers prevail-siege level raised by one.
11	Defenders ask for terms-castle surrenders, but forces allowed to leave/safe passage.
12	Castle surrenders
+1 if siege at level 3/ +2 if siege at level 4	
-1 if defenders loss fewer points this turn	

## Expenditures

Type	Cost
Armies	1 CR per 100 points
Fleets	3 CR per fleet
Repair Fleets	8 CR per fleet
Sieges	5 CR per ongoing siege
Forts	3 CR per fort

## Purchases

Type	Cost
Army Points	1 CR per 10
General	15 CR
Fleets	20 CR
Merchant Fleets	15CR
Caravans	5 CR
Forts	10 CR

## Attrition Table

Die roll	Fleets	Supply	Force March
2	3	50%	30%
3	2	40%	30%
4	1	30%	25%
5	1	25%	25%
6	-	25%	20%
7	-	20%	20%
8	-	15%	15%
9	1	15%	15%
10	1	10%	15%
11	2	10%	10%
12	3	10%	10%

### Modifiers (Supply & Force March)

- In Region 1, 4, or 6: -1
- In Region 2: +1
- General's command rating  $\geq 9$ : +1

## Random Ports

Some cards call for a random port to be selected for the event. Roll 1D10 for the port the event affects.

Die Roll	Port
1	Castle 1
2	R5 T4
3	Castle 5
4	Castle 7
5	Castle 8
6	R4 T4 Sea Zone C
7	R4 T4 Marnon Sea
8	Castle 6
9	Castle 2
10	R1 T4

The diagram shows an Event card with the following callouts:

- Continuing Event:** Points to a green star icon in the top left corner.
- Card/Event #:** Points to a yellow circle with the number '1' in the top right corner.
- Event Title:** Points to the word 'Plague' in a banner across the middle of the card.
- Event Instructions:** Points to the text at the bottom of the card: "Random Region/Territory. Economic value reduced to 5 until plague is over. Roll each Admin Phase to see if the plague spreads. See notes in rules." Below this is a red italicized note: "Remove this card from the deck when played."
- Remove Card:** Points to the red italicized note at the bottom.
- Text Box:** A separate box contains the text: "If there is an 'R' in this space, add all of the discarded events to the deck and reshuffle to make a new deck." This points to a small 'R' in the top left corner of the card's main image area.

# Army Roster

<b>Army #</b>	General # _____	Location: _____	Points: _____	General # _____
Territory 1: _____	Unit: _____	Unit Awards: _____		Command Rating _____
Territory 2: _____	Unit: _____			Skill _____
Territory 3: _____	Unit: _____			

<b>Army #</b>	General # _____	Location: _____	Points: _____	General # _____
Territory 1: _____	Unit: _____	Unit Awards: _____		Command Rating _____
Territory 2: _____	Unit: _____			Skill _____
Territory 3: _____	Unit: _____			

<b>Army #</b>	General # _____	Location: _____	Points: _____	General # _____
Territory 1: _____	Unit: _____	Unit Awards: _____		Command Rating _____
Territory 2: _____	Unit: _____			Skill _____
Territory 3: _____	Unit: _____			

<b>Army #</b>	General # _____	Location: _____	Points: _____	General # _____
Territory 1: _____	Unit: _____	Unit Awards: _____		Command Rating _____
Territory 2: _____	Unit: _____			Skill _____
Territory 3: _____	Unit: _____			

Notes:
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# Economics Form

<b>Income</b>	Turn #					
Territories						
Castles						
Events						
Caravans						
Merchant Fleets						
Carry Over						
<b>Total Income</b>						

<b>Expenditures</b>	Turn #					
Armies						
Fleets/Repairs						
Sieges						
Forts						
Events						
Tribute						
<b>Total</b>						
<b>Remaining</b>						

<b>Purchases</b>						
Army Points						
Fleets						
Merchant Fleets						
Caravans						
Forts						
<b>Total Purchases</b>						
<b>Remaining</b>						

## WASATCH FRONT HISTORICAL GAMING SOCIETY

Meets every other Friday night in the SLC, Utah area from 7pm to midnight. We currently play a large variety of periods, including some with multiple scales. Rules include Age of Reason, Age of Discovery, BKC 2, Ronin, Warmaster Ancients, Phantoms, Fire & Fury ACW, Battles for Empire 2, Age of Eagles, and many more.

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The WFHGS site is also home to Warning Order, a full color, free, online wargames magazine.



One of the most fun things that any gamer can do during their time in the hobby is to participate in a campaign. I myself have run and been involved in quite a few over the last several decades, with some turning out great and others fizzling out quickly! There was one common thing in all of them, however, and that was participating in the campaign was an enjoyable experience.

Campaigns are very much different than your usual Friday night gaming session. For one, fighting to the death is one of the dumbest things you can do in a campaign. Forces need to be saved, objectives need to be determined, and there is a continual cost vs. benefit analysis that needs to be done each turn. You have no idea what your opponents are up to, who can or can't be trusted, and each time you move a force of your own you are wondering if you're doing the right thing. You actually start feeling empathy for the great commanders in history who have had to make actual life and death decisions!

Although playing in campaigns as a group where there are only two sides, but multiple commanders can be a lot of fun, there is something to be said for being your own ruler/commander/chief of everything. There's no subordinates to give you advice, no war councils, etc., so each decision, from whether or not to commit your fleets to a titanic sea battle to where the turn's economic output is spent is solely on your own shoulders. Also, you need to have a long term view of things as well as realizing that you're probably not going to win every battle!

I'm sure the main question is why did I choose a fantasy environment and why choose Marnon? The answer to the first part is that while it might be great to do a historical campaign, it's far easier to use a fantasy setting. My group, for example, has armies for Successors, Vikings, Late Romans, Egyptians, Hittites, Assyrians, Normans, Crusaders, and Saracens. Quite the mix! While a few of them were historical opponents we would have to go on quite the painting spree to get enough forces for 5-6 players. It's much easier to let everyone use their own army, build it up a bit, and just use a fantasy setting.

I chose Marnon (from the Avalon Hill

game Wizard's Quest) solely based upon the campaign run back in the old Courier magazine. That and the Sudan campaign captured my imagination like nothing else, with fantasy settings that produced some very enjoyable reading about other groups ran their campaigns. The map also had area movement, which I personally feel works great for campaigns and is much easier than some of the more complex systems I've tried.

Surprisingly, I came up with the movement and combat systems fairly easily. It was the economic system that really took some time, as well as the event cards. Trying to balance out how much things are worth, average expenditures, army sizes that could be sustained, etc., took awhile to get something that looked workable. There is no naval combat either in Warmaster Ancients or in Wizard's Quest, so I had to create something that hopefully will work with the campaign while not adding to the complexity.

Complexity is always an issue for campaigns. I did whatever I could to lessen its effects where possible, but sometimes there's no easy way to do certain things. I was looking for a long campaign, not something that would be over in a single day, i.e., a tournament of some sort. I wanted players to maybe have to do a campaign turn a month for five years (if the interest holds that long) and set out to design a set of rules to do just that. I realize that might not be everyone's cup of tea, but at least you know that going in.

The optional rules are just that; optional. They will add to the length of the campaign and maybe to its overall level of complexity. However, I thought I had so many ideas that I thought it best to include them anyway and let the players decide which to use. Although the rules along with the cards are around 35 pages, the base rules are only 12 pages long and should be able to be grasped by most players.

Hopefully everyone will have fun with this campaign. I've found campaigns to be a lot of fun if everyone contributes and you keep a high level of interest. Now it's on to writing more rules for other campaigns!



### Event

1



### Plague

Random Region/Territory. Economic value reduced to 5 until plague is over. Roll each Admin Phase to see if the plague spreads. See notes in rules.

*Remove this card from the deck when played.*

### Event

2



### Shipbuilders

Random Port (see rules). This port receives either one free fleet or one free merchant fleet.

### Event

3



### Prosperity

Random Region/Territory adds 10 to its economic value for this turn.

### Event

4



### Mud

Random Region. Due to torrential rain, all movement in each territory in the affected region is reduced to one territory per force.

### Event

5



### Bumper Crop

Random Region/Territory. Farms report best crops in years. This territory adds 10 to its economic value for this turn.

### Event

6



### New Markets

Each player that has either a merchant fleet(s) or a caravan(s) rolls 2D6 and adds that total to their economic value for this turn.

### Event

7



### Piracy

Random Region. The player that has a port/castle in that region loses 2D6 in economic value this turn due to piracy. -1 die roll modifier for each fleet the player currently has.

### Event

8



### Drought

Roll for 6 random Regions/Territories. There has been a serious drought in these areas and reduce the economic value of each affected territory by 5 for this turn only.

### Event

9



### Storms

Roll 1D6 for affected Sea Zone: 1 or 2-Zone A, 3 or 4-Zone B, 5-Zone C, and 6-Zone D. No fleets can move into or through this sea zone for this turn only.



**Event****10****Strategic Move**

Random Region. Any force can move from one territory in the region to another territory in the same region, which finishes its movement for the current turn.

**Event****11****Mercenaries**

Random Region. This player can draw one free mercenary card for use this turn. The mercenary unit can stay with this player for coming turns by paying the fee listed on the card.

**R****Event****12****Bad Omens**

Random Region. This player can take no offensive action this turn in an effort to not anger the gods. Forces can be moved for defensive purposes only.

**Event****13****Emissaries**

Random Region. Visitors from outside of Marnon bring gifts and tribute. Add 10 crowns to this turns income.

**Event****14****Investments**

Random Region. Wise investments over time produce a one time revenue windfall. Roll 4D6 for the number of crowns added to the Region's income for this turn.

**Event****15****Logistics**

Random Region. The Army's supply system is functioning at peak efficiency. Expenditures for armies, fleets, and forts are reduced to half cost for this turn only.

**Event****16****Dust Storms**

Random Region: Roll 1D6; 1-2 Region 1, 3-4 Region 4, 5-6, Region 6. All movement into or through this Region is one space only for the current turn. Deduct 10 from income this year.

**Event****17****Bandits**

3 Random Regions/Territories. Hordes of bandits descend upon various territories throughout Marnon. Any territory rolled for that does not have a fort loses 10 crowns this turn.

**Event****18****Damaged Port**

Random Port. Storms damage port facilities, sinks vessels in shipping lanes, and damage ships in port. This port and any fleets at this port cannot be used by the player for this turn.





### Event

19



#### Rebellion

Random Region/Territory. Ethnic groups try to overthrow regional governments and seize control of Marnon. See notes in rules for how to play this card.

*Remove this card from the deck when played.*

### Event

20



#### Conspiracies

Random Region. The player controlling this region gets to roll for one free Intrigue from the Warmaster Armies supplement.

### Event

21



#### Medical Services

Random Region. The player controlling this region automatically gets back 20% of their casualty points after each battle **before** rolling for permanent losses this turn.

R

### Event

22



#### Planned Move

Random Region. One force can move to any territory in the region **before** the Movement Phase, representing a well planned move with adequate supplies and roads.

### Event

23



#### Sea Traders

3 Random Ports. Good weather means a large amount of merchant traffic coming to Marnon. Each port's region receives 10 extra crowns this turn.



### Event

24



#### Marnon Truce

The leaders of Marnon have a conclave to work out differences and restore peace. There is no Combat Phase this turn. See card notes in the rules for more details.

*Remove this card from the deck when played.*

### Event

25



#### Bad War

Random Region. Any battles fought by this player's forces this turn cause 25% permanent casualties to both sides **before** rolling for permanent losses.

### Event

26



#### Civil Disorder

Random Region/Territory. Player must send at least a 500 point force to this territory for this turn or the territory's economic value drops by 10.



### Event

27



#### Hunt Them Down!

Random Region/Port. Major nation outside of Marnon that supports piracy needs to be dealt with. Refer to the card notes section in the rules for details about this card.

*Remove this card from the deck when played.*



R

Event

28



Alliances Fail

Random Regions. If two or more players have an alliance, their forces cannot cooperate in any manner this turn. If there is more than one alliance, roll randomly for determination.

Event

29



Breakaway Territory

Random Region/Territory. A force of at least 500 points must move to this territory for the turn or the economic value of the territory is 0 for this turn.

Event

30



Mild Winter

Random Regions/Territories. A mild winter results in longer planting seasons and more crops. Add 5 to the economic value of 10 random territories.

Event

31



Cadres

Random Region. Experienced units are integrated with newer troops. For this turn only new units purchased by this player are 75% of the normal cost and you get one free Battle Honor to assign to any one unit just purchased.



Event

32



Crusade!

Random Region. This player must embark on a holy crusade this turn or by the end of the next turn. Roll for the Region/Territory that is the goal for the crusade. Refer to the card notes.

*Remove this card from the deck when played.*

Event

33



Locusts!

3 Random Region/Territories. A plague of locusts affects crop and food production at various locations across Marnon. The affected territories lose 10 from their Economic Value this turn.

R

Event

34



Food Storage

Random Region. Due to foresight and planning, sufficient food storage has been built up to support large operations. This player's forces are in supply anywhere in Marnon for this turn.

Event

35



Hired Transport

Random Region. Deal struck with merchants and pirates for temporary transport. This player can move 3,000 points of forces two sea zones this turn only without needing to use their own fleets.

Event

36



Caravan Season

All Regions. Lack of bandits, good weather, and plenty of trade goods help the Marnon economy. Each player receives 10 crowns for this turn.



**Event**

37

**Coup Attempt**

Random Region. A coup attempt by top commanders disrupts the operations of the armed forces. All fleets and land forces cannot move this turn, but may return to a port or territory in their home region.

**Event**

38

**Horse Breeding**

Random Region. Large herds of quality horses increase numbers of cavalry units. All cavalry units purchased by the player this turn are at 75% of their normal cost.

**Event**

39

**Siege Broken**

Random Siege. The besieging army loses heart due to high losses, weather, lack of supplies, and losses among the engineers. Force must withdraw one space or return to a friendly port if fleets are available for transport.

**Event**

40

**Raid!**

Random Port. Raiding forces from beyond Marnon's shores attack a port. If there are no forces in the port's territory or fleets in the port, lose 10 crowns this turn. If there are forces and/or fleets, lose only 5 crowns.

**Event**

41

**Mercs Go Home**

Random Region. Dissension, complaints about food and pay, etc., cause mercenary units to leave. Any mercenary unit cards in this player's forces are returned to the mercenary deck.

**Event**

42

**One True King**

One player proclaims himself to be the one true king of Marnon, setting off a series of wars and alliances across the continent. Refer to the card notes to see how this card is played.

*Remove this card from the deck when played.*

**Event**

43

**Bad Weather**

Random Region. This player can use this card to cancel any enemy movement or battles in the territories of the player's region or an adjacent region for this turn only.

**Event**

44

**Officer Corps**

Random Region. Advanced military training produces additional leaders. Add one free general and two free leaders to this Region's forces.

**R****Event**

45

**Militia**

Random Region. More forces are needed at the front, so all reserves are called up. Add three of the lowest points cost infantry units to this Region's forces.



### Event

46



#### Divine Wind

Random Sea Zone. Roll 1D6; 1-2 Zone A, 3-4 Zone B, 5 Zone C, and 6 Zone D. All fleets in the affected zone roll 1D6 and on a 5 or 6 they are destroyed by violent storms.

### Event

47



#### Mobilization I

All Regions. Marnon prepares for all out war. Each region receives two free units of the cheapest, non-skirmish infantry from their army list.

*Remove this card from the deck when played.*

### Event

48



#### Mobilization II

All Regions. Marnon prepares for all out war. Each region receives one free unit of the cheapest, non-skirmish cavalry (or infantry if no cavalry units on the list) from their army list.

*Remove this card from the deck when played.*

### Event

49



#### Legends...or not

All Regions. Each player **MAY** roll 1D6 for each general they have. On the roll of a 6 their command rating increases by 1. If a 1 is rolled the command rating is reduced by 1.

*Remove this card from the deck when played.*

### Event

50



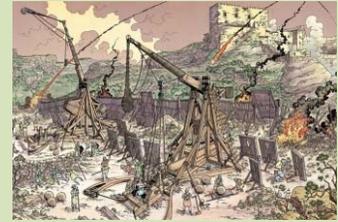
#### Mobilization III

All Regions. Each player receives one free fleet that can be placed at any port in their region. If a player is not eligible for a fleet, they may take one free cavalry unit from their army list.

*Remove this card from the deck when played.*

### Event

51



#### Siege Engines

Random Region. For this turn only the player owning this Region does not have to pay to either start a siege or prolong one.

### Event

52



#### Invasion!

Random Region/Territory. A nation from beyond the seas invades Marnon. See the card notes in the rules for how to handle this event. This event is completely optional as explained.

*Remove this card from the deck when played.*



### Mercenaries

1



Elephants

Attack Range Hits Armor Unit size Points

4 15 4 5+ 3 200

Notes: Successor type elephants w/towers.

### Mercenaries

2



Archers

Attack Range Hits Armor Unit size Points

2 30 3 6 3 50

Notes: Medium Archer

### Mercenaries

3



Phalanx

Attack Range Hits Armor Unit size Points

3 - 3 5+ 3 70

Notes: Successor type pike phalanx.

### Mercenaries

4



Medium Infantry

Attack Range Hits Armor Unit size Points

3 - 3 6 3 35

Notes: Generic medium infantry.

### Mercenaries

5



Heavy Cavalry

Attack Range Hits Armor Unit size Points

3 - 3 5+ 3 110

Notes: Armored heavy cavalry.

### Mercenaries

6



Chariots

Attack Range Hits Armor Unit size Points

2 15 3 6+ 3 80

Notes: Light chariots/Skirmish capability

### Mercenaries

7



Light Cavalry

Attack Range Hits Armor Unit size Points

2 15 3 6 3 60

Notes: Skirmish cavalry/lightly armored.

### Mercenaries

8



General

Attack Command Unit Size Points

+2 9 1 125

Notes: Mercenary General.

### Mercenaries

9

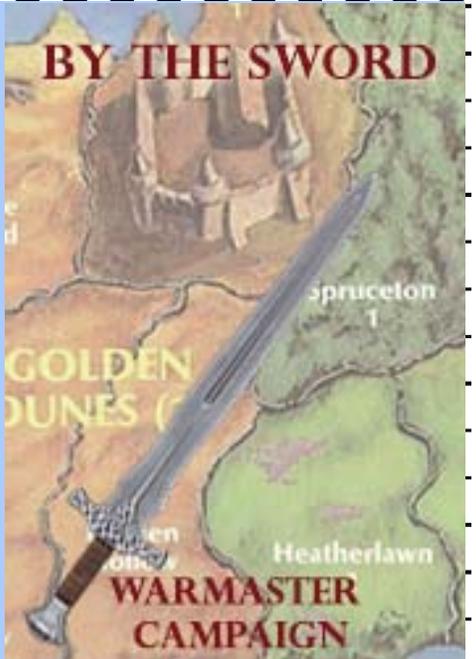
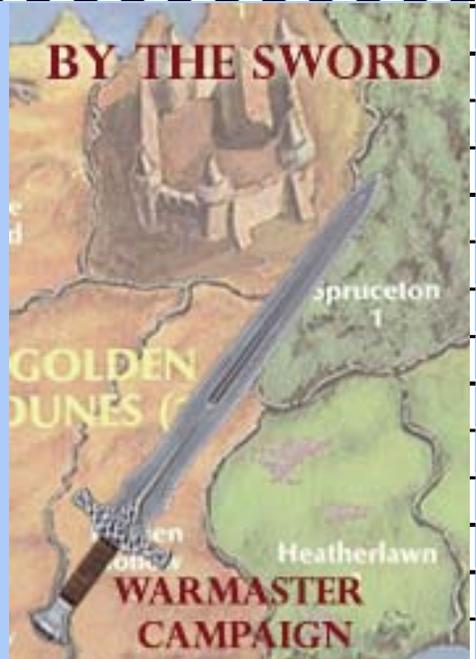
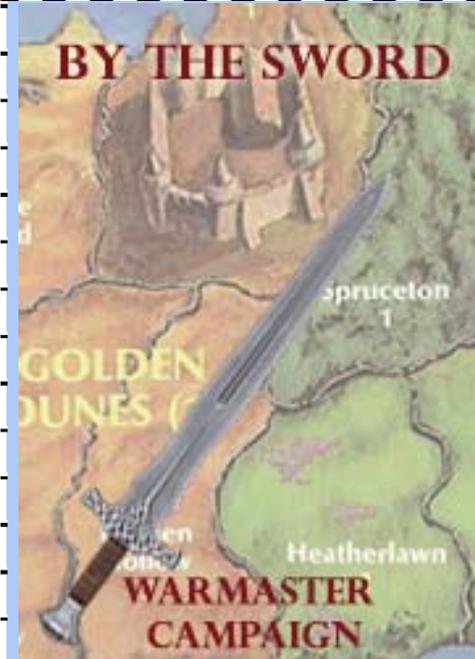
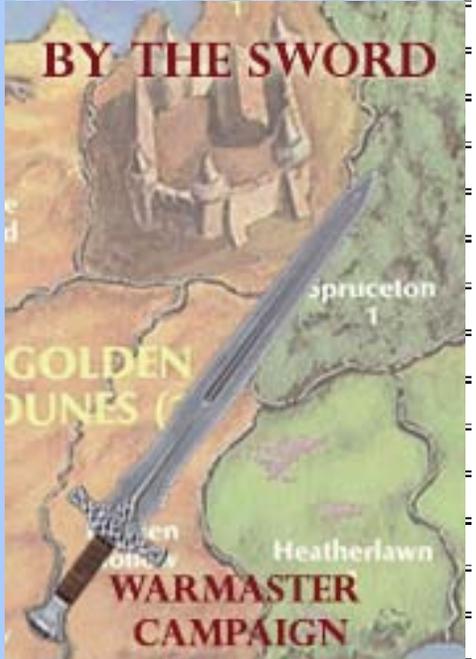
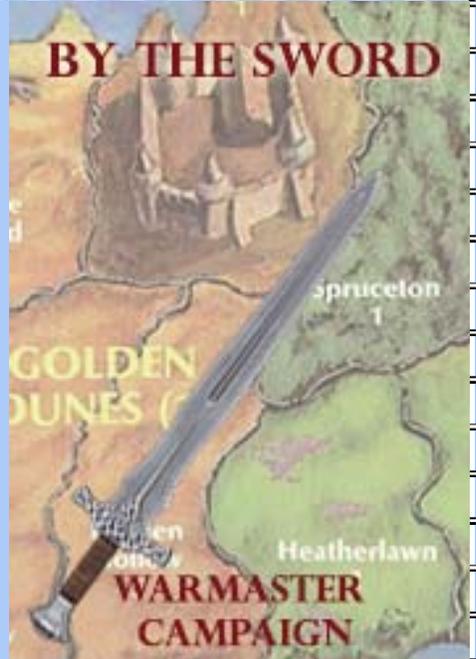
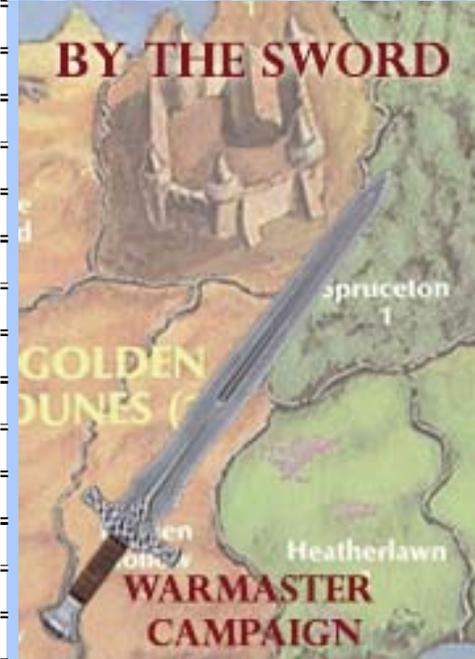
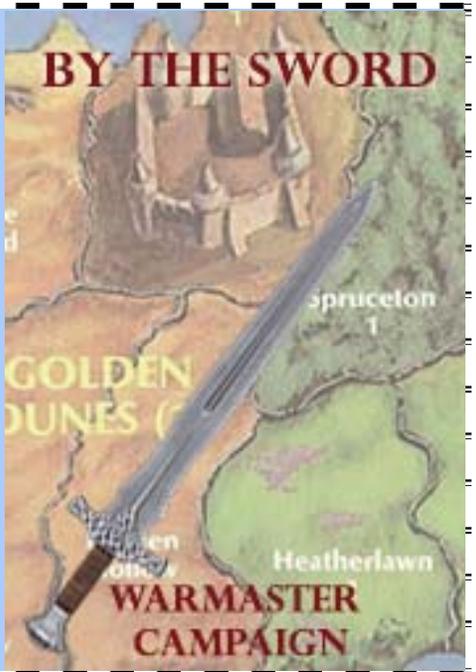
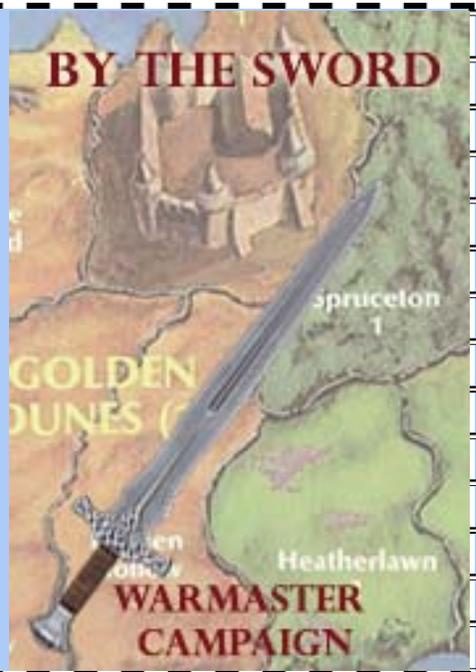
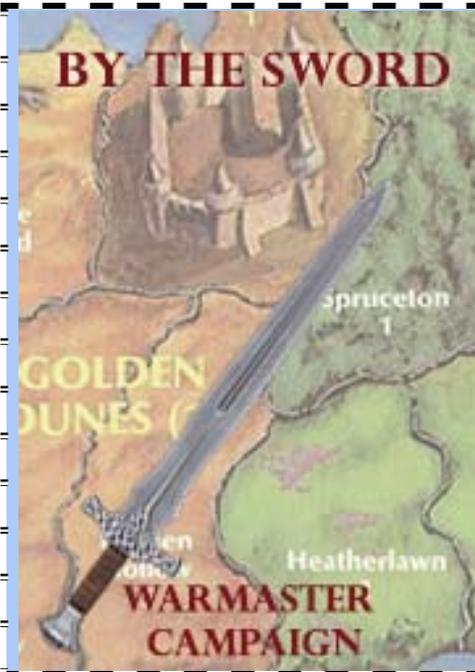


Infantry

Attack Range Hits Armor Unit size Points

3 - 3 - 3 35

Notes: Unarmored infantry



### Mercenaries

10



#### Skirmishers

**Attack Range Hits Armor Unit size Points**

1 15 3 - 3 30

Notes: Generic skirmish infantry.

### Mercenaries

11



#### Heavy Cavalry

**Attack Range Hits Armor Unit size Points**

3 - 3 5+ 3 80

Notes: Heavy armored cavalry.

### Mercenaries

12



#### Horse Archers

**Attack Range Hits Armor Unit size Points**

1 30 3 - 3 60

Notes: Successor type pike phalanx.

### Mercenaries

13



#### Guard Infantry

**Attack Range Hits Armor Unit size Points**

4 - 4 5+ 3 80

Notes: Generic medium infantry.

### Mercenaries

14



#### Fleet

**Attack Range Hits Armor Unit size Points**

- - - - 1 -

Notes: Mercenary fleet-any friendly port.

### Mercenaries

15



#### Light Artillery

**Attack Range Hits Armor Unit size Points**

1 40 3 - 2 50

Notes: Roman type ballista.

### Mercenaries

16



#### Heavy Chariots

**Attack Range Hits Armor Unit size Points**

4 15 4 5+ 3 135

Notes: Four horse, heavily armored chariot.

### Mercenaries

17



#### Cavalry

**Attack Range Hits Armor Unit size Points**

3 - 3 5+ 3 80

Notes: Medium armored cavalry.

### Mercenaries

18



#### Skirmishers

**Attack Range Hits Armor Unit size Points**

1 15 3 - 3 30

Notes: Generic skirmish infantry.

