

Wargame Campaign Rules

Based on “The Solo Wargaming Guide” by William Silvester [TSWG]
and “Ancient Wargaming, Setting Up a Wargames Campaign” by Tony Bath [SUWC]
and “Wargames Campaign” by Charles Stewart [CSWC]

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1. Turns

1 turn (1 Berthier move) = 10 days

1. Create new move page in Journal.
2. If prev move had contacts, resolve the post-contact moves. Update Campaign record for losses, casualties, location and possible outcomes (retreat, flee, cmdr death/replacements). Update B for any losses, location.
3. Is start of season? Determine replacements (from prev season - so Au replacements set out at Winter 1... , their starting points, their composition and create units in B.
4. If initial turn, see Campaign Mobilization Rules.
5. Determine weather for move. (See spreadsheet) Update B if any movement effects.
6. For each side:
 - a. Look at plot and see if any sightings or general situation. Note anything in Notes for possible actions.
 - b. Determine if any actions need to be diced for, if units will do something as a result of messages or outcomes. Note in the Orders column and maybe Notes column.
 - c. Determine if any messages need to be sent from/to units. Note those in Orders/Notes.
 - d. For each unit, in campaign record, update for injury recovery. Update compositions on record, in B, for any adjustments.
 - e. In B, send messages if any, move or hold as needed. Look at plot, note sightings, send messages if needed. REMEMBER - Each commander might not be smart enough, or trustworthy enough, to follow orders. For D types and 4 types, keep that heavily in mind!
7. If contacts, for each one:
 - a. Note the units, their composition, leader, type (R, RM, MR, M) and morale.
 - b. If major outcome applies, determine 3 possible for each winner.
 - c. Determine which game to use.
 - d. Determine unit forces, battlefield terrain, scenario (if applicable).
 - e. Create unit cards if needed.
 - f. Conduct battle
 - g. Determine losses, victor, outcomes (morale) and major outcomes
8. If probes or other situations that require a battle, do #4 for these.
9. Note outcomes and create journal entries for battles or major decisions/situations.

2. Solo Campaign Mobilization Rules.

2.1. Determine the overall object

for each political entity (nation/tribe) during that period (season/year). Write it down.

2.2. Determine the initial dispersion of forces

for attacker/defender, based on the area(s) affected by the overall objective and what would logically make sense for attacker/defender to mobilize from.

An army is 12 regiments. An army can take up a hex. An army is ~ 12,000 soldiers. Regiments are 1,000 soldiers. Companies are 100 soldiers. 10 companies to a regiment. Regular are Knights, NPCs, Heavy to Medium class infantry and cavalry. Militia are light infantry/cavalry/levies/skirmishers.

Forces Available

Type	Regular	Militia
Class A (Cities)	1d4+1 regiments	4 regiments
Class B (Large Towns)	1-3 regiments	3 regiments
Class C (Towns/Castles)	1 regiment	2 regiments
Class D (Villages/25+ per hex)	-	1 regiment every 2 hexes
Class E (Villages/11-16 per hex)	-	1 regiment every 4 hexes
Class F (Villages/<10 per hex)	-	1 regiment every 6 hexes
Bestial Lands (per hex)	1 regiment	4 regiments

Duchy Lands and Density

For Etinerra, the following chart outlines the density to use for forces available

Elthest	Class D	Irecia	Class E
Dawn	Class F*	Corridin	Class E
Regnum Central	Class D	Southron	Class D
Pisces	Class D	Occidens	Class F
Elven	Class D	Littleling	Class D

* As of 58AD, Dawn has ceased to be an organized Duchy, having been overrun with Orcs. If any humans are able to eke out a living, they would qualify as a Class F.

2.2.1 Bestials Mobilization

For orcs/bestials, assume a central mobilization point, figure out how many and which hexes are supplying the armies around that hex. Assume movement based on individuals/dispersed towards mobilization point. Then move per normal movement rules.

For forces available to bestials, breaking down the percentages of elite/heavy/light (from my population figures, of which elite/heavy are “regular”, light are “militia”) gives me 1%/9%/90%. (10%/90% for regular/militia breakdown) For each central mobilization point, assume at least 1 army, which should have 2 regular, 10 militia. Adjust by +/- 1 regular depending on campaign circumstances.

2.2.2 Sea Elf Mobilization

Assume a central mobilization point, or determine starting points, since each Sea Elf army is individual. Determine starting forces per Class A City, then a 50/50 percentage of regular/militia, to fill out to 12 regiments, reflecting the martial training of Sea Elves. (Think Spartans).

2.3. Mobilize the attacker.

2.3.1. Draw up three plans of attack, including where forces will be mobilized.

2.3.2. Determine which plan to use by die roll.

2.3.3. Once initial mobilization/reaction roll made, begin mobilization/attack exactly as planned.

2.4. Mobilize the defender.

2.4.1. Draw up three plans of defense, including where forces will be mobilized.

2.4.2. Determine which plan to use by die roll.

2.4.3. Roll for initial mobilization/reaction (same as 1.3.3), begin mobilization/defense exactly as planned.

2.4.3.1 If changes are to be made, come up with 3 changes, choose by dice roll, send those changes by courier. (This would happen if invasion begins and is found out before defender mobilization complete)

2.5. Determine initial mobilization and reaction

of attacker/defender. This is one roll, done once the attacker/defender plans are determined.

Die Roll	Actions
1	Defender begins to mobilize same time as attacker
2	Defender begins to mobilize 1 week after attacker
3	Defender begins to mobilize 2 weeks after attacker
4	Defender begins to mobilize at same time attacker crosses border
5	Defender begins to mobilize 1 week after invasion begins

6	Defender begins to mobilize 2 weeks after invasion begins
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(Planning and selection is done prior to eliminate any bias on the plans due to knowing what the reaction will be.)

2.6. Select date and begin the mobilization

Send a courier from center city to each unit/hex. Check when courier will arrive. Check Commander's Competency Rating to determine response time, troops begin to march to mobilization point(s). When all troops for a side arrive, their action begins.

2.6.1. Commanders Competency Rating

Roll 1d6 if no commander defined/rolled up: 1,2: 1 week delayed, 3-6: Immediate response

If commander characteristics are known:

Class A, B, C: Immediate response, Class D: 1 week delayed.

2.6.2. Mobilizing from surrounding hexes.

A location can mobilize from up to 3 rings of populated hexes around it as long as a commander is present in that location. It takes 1 move to mobilize from the immediate ring of hexes (6 hexes), 2 moves for the 2nd outermost ring (12 hexes), 3 moves for the third (18 hexes). Add an extra move per ring for Class D commanders.

Remember to look at demographics to see how many towns/villages are in each hex, which drives how many reinforcements can be drawn from those surrounding hexes (Class D, E, F) You can figure at least one town (Class C) near each large town and city, even if it is not on the map. Maybe more if demographics support it.

Couriers can be sent to non-location hexes where they can mobilize a "militia" that stays within the hex(es) from where it was constructed. It takes a week to mobilize.

For those situations where it takes multiple hexes to construct 1 regiment, determine the center-most hex to mobilize to and march from.

3. Movement

Use SUWC Weekly movement rules for my hex map. (pp. 65-68). Movement is considered simultaneous, although sides will take turns moving. For movement purposes, the hex that the move starts on determines the cost of moving into a “cheaper” hex (like from a Minor road to a Major road, or vice versa).

Unit	Major Road	Minor Road	Country	Mountain/Desert /Wooded
Infantry	4 hexes	3 hexes	2 hexes	1 hex
Cavalry	6 hexes	4 hexes	3 hexes	1 hex
Supply Train	4 hexes	3 hexes	1 hex	--
Pack Horses	5 hexes	4 hexes	3 hexes	1 hex
Individuals, on foot	8 hexes	8 hexes	7 hexes	3 hexes
Individuals, mounted	12 hexes	10 hexes	8 hexes	4 hexes

NOTE: Sea Elves move through water as if Minor Roads. Weather does not affect them under the seas, unless a cyclone, which then there is no movement.

3.1. Courier movement through enemy territory

If courier moves through enemy location or hex where enemy army is present, roll 2d6: if 2 or 12, then captured! Information belongs to the enemy now. (NOTE: Berthier takes care of messages and if they are intercepted.)

3.2. Scouting with cavalry

If the unit has cavalry, then they may move and “scout” and be aware of what is the immediate hexes surrounding them as they move, on roads and in open country. To scout forests, the unit must not move. If an enemy is present in that hex, roll 2d6, 2 - scouts captured, 12 - scouts seen/not captured. (NOTE: Berthier handles recon, up to 1 square away.)

3.3 Scouting with infantry

A unit may send non-mounted scouts into the immediate surrounding hexes as long as it does not move that turn. If an enemy is present in that hex, roll 2d6, 2 - scouts captured, 12 - scouts seen/not captured. (NOTE: Berthier handles recon, up to 1 square away.)

3.4 Moving through friendly forces

Up to 12 regiments may occupy a hex at any one time. Therefore, an army must move around another army, or places can be exchanged if both forces have enough movement to do so.

3.5 Moving through mountains/forest

Units may move through these areas without woods as “dispersed units.” Only small scale actions can occur. Once they come out of such places, their next move is halved due to time taken to reassemble into a unit. (NOTE: The moves through mountains/forests is handled by Berthier, these rules are not used).

4. Weather

NOTE: Weather is now handled by referencing the [Weather spreadsheet](#). I am using Oakes Spaulding's Weather Almanacs to generate weekly weather for 10 day move periods.

4.1 Effects of weather on movement

Inspired by SUWC rules (pp 69-70). Still applicable with the new weather approach.

If a turn (10 days) has...	The overall weather is...	The precipitation factor is...
2 periods of light, or 1 of light + 1 heavy	Light Rain/Snow	+.5 precipitation
2+ periods of heavy, or 3+ periods of light	Heavy Rain/Snow	+1 precipitation
≤ 2 periods of light, or just 1 heavy	Clear	-1 precipitation

Precipitation	Effect	Berthier Movement Rate
0 - .5	No effect	1
1 - 1.5	-1 Movement rate on Minor/Overland	.75
2 - 2.5	-2 Movement rate on Minor/Overland	.5
3	Minor/Overland impassable. Major bridges may be impassable. (1-2 on 1d6)	.25

If the movement rate improves, because weather has improved - that improvement takes effect NEXT TURN. If movement rate worsens, it takes place during current move. This reflects that it takes time for roads/terrain to dry and become better, but weather can make things turn bad quickly.

4.2 Old Weather System

(DEPRECATED - SEE ABOVE)

Roll 2d6 based on locale (Hex row 0-65 - Northern, Hex Row 66+ - Southern) for starting point in weather, based on season. Note for that week.

Northern (Hex row 0-65)

2d6 Roll	Spring	Summer	Autumn	Winter
2	Heavy Rain	Heavy Rain	Heavy Rain	Snow
3	Heavy Rain	Light Rain	Light Rain	Light Snow
4	Clear	Clear*	Light Rain	Clear

5	Clear	Clear	Clear	Clear
6	Light Rain	Clear	Clear	Light Rain
7	Light Rain	Clear	Clear	Light Snow
8	Light Rain	Clear	Clear	Clear
9	Clear	Clear	Clear	Clear
10	Clear	Light Rain	Light Snow	Clear
11	Heavy Rain	Light Rain	Light Snow	Snow
12	Heavy Rain	Heavy Rain	Snow	Snow*

Southern (Hex row 65+)

2d6 Roll	Spring	Summer	Autumn	Winter
2	Heavy Rain	Light Rain	Heavy Rain	Heavy Rain
3	Heavy Rain	Light Rain	Light Rain	Light Rain
4	Light Rain	Clear	Clear	Light Rain
5	Clear	Clear	Clear	Clear
6	Clear	Clear	Clear	Clear
7	Clear	Clear	Clear	Clear
8	Clear	Clear	Clear	Clear
9	Light Rain	Clear	Clear	Clear
10	Light Rain	Clear	Clear	Light Rain
11	Heavy Rain	Light Rain	Light Rain	Light Rain
12	Heavy Rain	Heavy Rain*	Light Rain	Light Snow

4.2.1 For each week after

(DEPRECATED) Roll 1d6 and a second “check” d6. If doubles, use the result as new starting point. (this allows the weather to change suddenly). If heavy rain/snow persists after 2 weeks, move to light rain.

1-2: Go down one, **3-4:** Stay same, **5-6:** Go up one.

* - Counts as intense cold or heat. Apply rules per SUWC.

If at 2 and result is “go down”, move to 6. If at 12 and result is “go up”, move to 6

If more than 3 weeks of rain in a row, move to 6.

5. Combat - Tactical Level

(Portions based on [“De Bellis Solitarius”](#) [DBS] by Chad La Mons)

Which Ruleset to use

Depending on the situation and preference, use the following as a guideline:

If the conflict is between...

Armies - Use Chaos Wars, HOTT or 1HW battle (thousands of soldiers)

Regiment - Use Chaos Wars, HOTT or 1HW (hundreds of soldiers)

Company - 1HW or BoW (tens of soldiers, for BoW, max is 2 companies - 20 figures per side.)

1HW has an excellent set of scenarios to consider for tactical combat, as well as a good randomization table for forces involved. Use your judgment and based on what forces are involved in the conflict. When in doubt, write up three Orders of Battle for each side and dice for which ones to use.

5.1 1HW House rules

5.1.1 Shooting (Dark Ages/Medieval)

Shooting cannot happen if the target is behind a hill or in/behind woods/forest. If there is one or more units between the shooter and target (indirect fire), then subtract 2 from the casualty dice roll. If shooting at a unit in hand to hand combat, the friendly unit suffers half the casualties that the enemy unit suffers.

5.2 Composition of Forces

5.2.1 One Hour Wargames Battles

Use the random force composition tables found in Appendix A.

In the case where there is a mix of militia and regular units, look at the campaign situation to see which is the majority type and use either the regular/militia (for more regular) or militia/regular (for more militia). This is not going to ever be a perfect fit, but use best judgement and if in doubt, figure out 2 possibilities and dice for which one is the outcome!

Regular Forces

Knights = Medieval / Knights

Shooters = Medieval / Archers or Dark Ages / Skirmishers

Blades, Spears = Medieval Men at Arms

Militia Forces

Cavalry = Dark Ages / Cavalry

Warband = Dark Ages / Warband

Shooters = Dark Ages / Skirmishers

Hordes = Medieval / Levies

Type	Move	Shoot	Combat Mod	Armor
DA - Infantry	6		+0	1/2 from shooting 1/2 from melee
DA - Warband	9		+2	
DA - Skirmishers	9 (pass thru)	12" (-2)	-2	
DA - Cavalry	12		+0	
M - Knights	12		+2	
M - Men/Arms	6		+0	1/2 from shooting 1/2 from melee
M - Archers	9	12" (+2)	-2	
M - Levies	9		+0	

5.2.2 HOTT Battles

For HOTT, use the random tables (Appendix A) to determine the forces involved. The AP for each side is determined by the scenario and forces involved in the campaign. If two armies are meeting, then this is equal sides for both. If one force is significantly stronger (3:2 to 2:1) than the other, use the appropriate tables for each side.

If the campaign situation dictates the use of special units: Aerial Hero, Artillery, Beasts, Behemoth, Cleric, Dragon, Flyers, God, Hero, Lurker, Magician, Paladin, Sneakers - substitute into the largest unit type (or types). You may not substitute more than half that type for special units (so if you have 12AP in 6 spears, you can substitute a maximum of 6AP/3 spears by special units - choose wisely!) [in play, this hasn't worked, as most specials are 4AP]

5.2.3 Chaos Wars Battles

Chaos Wars builds forces much like HOTT, based on points, but there is more granularity in the forces and their abilities, leaders for each unit and hero-type characters participating.

Similar to HOTT (5.1.2), the points cost for each is is determined by the scenario and forces involved in the campaign. If two armies are meeting, then this is equal sides for both. If one force is stronger than the other, to see if it is a 3:2 or 2:1 ratio of forces involved and adjust accordingly.

For troop types, if using a scenario from OHW, roll against the table and translate to Chaos Wars types.

In determining composition of forces, use the charts for various factions in the Appendix. There are required forces for each unit type: (Regular, Regular/Militia, Militia/Regular, Militia) as well as suggested expansions. When creating armies, using the following guidelines:

Required/Small game size - 100 troop points, < 12 Fantasy Points

Expansion I/Regular game size - 200 troop points, < 20 Fantasy Points

Expansion II/Large game size - 300 troop points, 70 Fantasy Points

Army Commander is always a Rank 4.

For Regular, no champion/leader is less than Rank 3.

For Regular/Militia, one champion/leader may be Rank 2. Rest are Rank 3.

For Militia/Regular, one champion/leader may be Rank 3. Rest are Rank 2.

For Militia, no champion/leader is above Rank 2.

Orcs will be priced as Beastmen for troops, as well as using the most expensive type for characters.

Orcs come with the following abilities/changes from the standard Chaos Wars rules:

- Orcs add +1 to a leaderless rally.
- Orcs can see in the dark.
- Orcs have the "Fearsome" attribute (CW 2:7.5) - Opponents in Melee with this unit suffers a -1 modifier to their Morale Check rolls.
- Orcs **DO NOT** suffer from daylight sensitivity, or from the quarrelsome rules, or penalties to morale checks with no leaders attached.

Goblins will be priced as Goblins for troops and characters. Goblins have the following changes/abilities from the standard Chaos Wars rules:

- Goblins do not suffer from daylight sensitivity.
- Goblins suffer no penalties of any kind when moving through woods.
- All other limitations are in effect (Leaders, Quarrelsome). Goblins do not suffer from being quarrelsome (CW 3:7.12) if the army commander is within 12" of the assisting unit.

Sea Elves ...

5.3 Deployment of Forces

In going from strategic map to tactical map, take into account the suggestions from TSWG, in terms of translating from hex to table. (WHAT SECTION?)

If using a scenario, such as from 1HW, consider their force deployment and layout first.

For solo play, use the following from DBS:

Group elements according to their type (e.g., All Bows form one group, all Knights another, etc.). No group may be larger than 8 elements (e.g., the Spartan army (#24b) contains 12 Spear; 8 of those Spear will form one group, the extra 4 will form another.

Determine actual placement of each group by rolling 1d6:

- | | |
|-----|---|
| 1-2 | Left Flank |
| 3-4 | Right Flank |
| 5 | Center |
| 6 | Reserve (or Center, if Reserve is not possible) |

Actual positions (i.e., Center, Flank, etc.) will vary according to the size of your battlefield. The center is the middle of the area you are deploying to. Reserve is behind the center, try to make 2 inches or 200p. Left and right, also try to make 2 inches or 200p between groups.

When positioning groups, it is possible to end up with the whole NPG army in one massive group in one area (i.e. center, reserve, etc.).

When multiple groups are occupy a mixed position in the Center, Flank, etc., deploy them consistent with the following rules:

- If units support or are consistent with each other, ensure they are deployed according to the rules being used. Example for DBA: All Pikes, Spear and Warband will be in support of each other (i.e., 2 ranks); Psiloi will support Blades only if YOUR army contains more than 3 mounted elements.
- The fastest elements are placed on the outer extremities of a group. Fastest mounted have priority over slower mounted. (e.g. for DBA: 3xCb, 4xPk & 1xSch have been grouped together on the left flank, the 4xPk are sandwiched between the CB and the SCh since they both move faster than the Pk.)

Some positions may be rendered impractical due to the presence of impassible terrain or terrain an element cannot enter. In that case, reroll for position.

If deploying reinforcements that appear in the game, use these same rules for where the units appear, unless the scenario is specific on the position.

5.3.1 Declining Contact

Once deployment is complete, (or in some cases, before deployment occurs, depending on the situation), one side or the other may decline the contact and withdraw from the field of battle. This can include situations where one side is greatly outnumbered (more than 4:3) or the situation places them at a great disadvantage.

For Orcs, a reaction roll must be made (2d6) and only on a 2 or 3 will they decline/withdraw. For Sea Elves, they will withdraw only on a 2-4.

For forces that are lead by an A or B class leader, they withdraw in good order and will move to a position that best favors them. For forces led by a C or D class leader, they must perform a morale check (per 5.4.2). Failure of the moral check means retreat (for Class C) or flee (for Class D) action. For retreat/flee, they will move in reverse of the direction they approached, or in the case of where they were encamped in their position, a random roll will indicate the direction of movement away.

5.4 Tactical Decisions Engine for Solo Play

Keep in mind the overall goal of the entire army, the goal or victory conditions of the scenario and what the NPG's side would most likely want to do.

In the first turn/round/bound of the game, roll a d6 to determine the battleplan/mood of the NPG:

0-2: Defensive; 3-4: Cautious; 5+: Aggressive

Modifiers (optional): -1 Every 25% of units NPG lost; +1 Every 25% of units player lost

Thereafter, reroll the NPG's battleplan/mood at the start of a turn only when:

- **First contact** with enemy forces
- **Reinforcements** have arrived for either side the preceding turn.
- **25/50/75% loss** of the number of initial units for either side during the preceding turn.
- Some **major event** has occurred that would cause either side to change their mood (Example: A mage on the Blue side cast a spell on the opposing side's strongest element, causing that element to have a large negative effect - this would affect both sides in their mood/momentum, so a recheck is warranted.)

Move the NPG's elements according to the following priorities (which reflect NPG's mood):

Aggressive	Cautious	Defensive
1. Attack 2. Maneuver 3. Cohesion	1. Maneuver 2. Attack 3. Cohesion	1. Cohesion 2. Maneuver 3. Attack

Attack: Moving of element(s) into melee or into shooting range.

Maneuver: Moving element(s) towards a favorable/strong position, or that side's part of the battlefield, such as swinging around to your rear positions and camp. Also move in response to prevent the opponent's attempts to outflank. For DBA: Groups confronted by bad-going will form column to pass through it, but only so long as none of your Psiloi or Auxilia are currently occupying it.

Cohesion: Maintenance of groups. Where applicable: Elements that have recoiled, fled or been destroyed and rendered a group in disorder are corrected; individual elements that are in even a slight chance of being destroyed are retreated to safety or reinforced by forming a new group. Groups in column and not in bad going will form line.

Exercise your best tactical judgment while at the same time remaining within the parameters of the battleplan/ mood. For example, an Aggressive mood indicates that all avenues of directly engaging in melee or volleys (i.e., Attacks!) should be exhausted before attempting to maneuver element(s) around a flank. It might be helpful at this point to view the engine as your Commander, issuing out orders that you must manifest as best as you see fit.

5.5 Aftermath

The aftermath of battle includes the following:

1. Determination of losses of forces.
2. Morale - both sides must make a morale check after the engagement, only if engagement was at Army vs. Army level. (See TSWG, p31)
3. Outcomes of the battle.

5.5.1 Losses

Effect on armies depends on level of the conflict.

- If at company level, no effect.
- If this was at regimental level, then losses are percentage of 1 regiment.
- If this was at army level, determine number of elements/type lost as a percentage from the starting forces.

Breakdown of losses:

Winner of battle (not Bestial), or lose in friendly territory

25% - dead

25% - Walking wounded - added back immediately

25% - Light wounds - Added back after 1 move

25% - Serious wounds - Added back after 3 moves

If lose in enemy territory, or Bestial

All light wounds are serious wounds, all serious wounds are dead, so:

50% - losses

25% - Walking Wounded - added back immediately

25% - Wounded - Added back after 3 moves

[Losses Spreadsheet](#)

Lightly wounded losses recover in 10 days. Seriously wounded losses (not prisoners) recover in 30 days. For the recovered, their fraction must be > .75 to constitute a full unit recovered.

5.5.2 Morale - After Action and General

(Based on TSWG pg 31 and SUWC morale bonuses/penalties)

The Morale value of a unit is based on their composition and the leader attached.

Composition: Morale

Regulars: 5; Regulars/Militia: 4; Militia/Regulars: 3; Militia: 2

Effect of Leader Class:

A: +1/results are one one level better*; B: +1; C: No bonus/penalty; D: -1

* (fall back becomes fight, retreat becomes fall back, flee becomes retreat)

The winner of the battle adds an additional +1 to their morale check.

Apply the bonuses/penalties to the unit's morale value, and then check against the table. Apply the results of the moral. (TSWG pg 31)

	Losses					
Morale	1-10%	11-20%	21-30%	31-40%	41-50%	51%+
1	Fall Back	Retreat	Flee	Flee	Flee	Flee
2	Fight	Fall Back	Retreat	Flee	Flee	Flee
3	Fight	Fight	Fall Back	Retreat	Flee	Flee
4	Fight	Fight	Fight	Fall Back	Retreat	Flee
5	Fight	Fight	Fight	Fight	Fight	Fight

Fall Back - move back 1 in good order (post combat results), can continue next turn.

Retreat - move back 1 in disorder (post combat results), must make morale check to reorganize and fight next turn, otherwise reorganizes following turn. Serious wounded become prisoners or lost.

Flee - Move back 1 (post combat results), continue to move away until in "safe" territory, then the force is dissolved. Serious wounded become prisoners or destroyed. **Due to fearsome nature of orcs**, morale check can stop flee, treat as retreat. If flee longer than 3 turns, dissolved!

For other morale checks, must roll at/less than the unit's morale score on d6. Apply leader bonus/penalty to roll as follows: A: -2; B: -1; C: +/-0; D: +1. Orcs receive -1 due to fearsome nature.

5.5.3 Outcomes

Outcomes can be actions the winner and/or loser takes (at the strategic level) immediately after the battle, effects of the outcome that may affect future battles, etc.

Prior to battle, draw up three outcomes based on the scenario, forces involved and situation. Rank them as "best, average, worst." Not all battles and situations may call for outcomes.

Once battle is completed, dice to see which outcome occurs. Ideally, these results should only affect the unit(s) involved in the combat (at the strategic level.) The leader class affects the results!

Class A	Class B, C	Class D
1 - 4: Best 5 - 6: Average	1: Best 2 - 5: Average 6: Worst	1 - 4: Worst 5 - 6: Average

6. Sieges

(Based on SUWC rules, pp 84-89, differences/updates are listed here)

6.1. Strength of defenses

Cities, Named fortresses or fortresses near cities: Class 1 Fortress

Large towns, Named Keeps: Class 2 Fortress

Named Watch Towers: Class 3 Fortress

Named Villages: Weak Walled Towns

6.1.1. Garrisons

Garrison force resembles the mobilization force for that location, and also represents the point values of the defenders. If the commander is Class D, roll 1d6 1-2: garrison was not raised in time, only the force listed below

Type	Force	Defense
Class 1 Fortress/City	Class A Location	1500
Class 2 Fortress/Large Town	Class B Location	1000
Class 3 Fortress	Class C Location	800
Town	1 regiment militia	800
Earthworks	Forces in hex	600

6.1.2. Earthworks

A unit can create earthworks in 1 turn/week if encamped in a location without moving and not attacked.

6.2. Commander's Type

Depends on the commander's class. (See Characters) I've adapted the Military Class/Loyalty.

6.3 Supplies

6.3.1 Starting Supplies

Attacker (friendly locale) - can count on indefinite supplies, subject to potential issues, such as weather or events. The unit still has supplies brought with (3 turns).

Attacker (unfriendly locale) - can count on the supplies brought with (3 turns), but must maintain a supply connection with friendly or conquered locales. This connection can be interrupted by weather or events!

Defender - For a Class 1/Class 2 location, assume 3 turns for civilian population and 3 turns for military forces. For a Class 3 or small town, assume 3 turns but shared between civilian and military. Starting supplies can be supplemented if there was sufficient warning of a siege happening. Assume 1 turn of extra supplies is laid up for each turn of warning, except during Winter.

Supplies During Siege

Attacker - The movement penalty due to weather delays the delivery of supplies by turns. (Example, if Turn 3 has a movement penalty of -1, then Turn 3's supplies come on Turn 4.). Events can also affect supplies.

Defender - Events and attacks can affect supplies laid up. An event may see supplies captured!

6.4 Siege Turn

1. Determine weather - use same as wargames turn
2. Morale check (military); Treachery check (civilian)
3. Turn random event
4. Turn supply consumption
5. Attacker/defender action
 - a. Attacker: Assault / Surprise
 - b. Regular Siege operations (Attacker, Defender)

6.5 Morale / Treachery Check

Military morale checks are made per rules from [5.4.2 Morale](#). If a unit is on half-rations, add +1 to roll. If a unit is out of food, add +2. After > 3 turns of no food, add +3.

If a unit fails morale, it will surrender. Morale checks are made only after combat, loss of a regiment or more, an event, or a change in supplies (half rations, no food).

Civilian and/or Leader treachery checks can be made as well under the following circumstances:

- If the leader is a D rating
- If the leader has a loyalty rating of 3 or 4
- If the population is on half-rations or out of food
- If an event calls for it.

A civilian treachery check is based on population and the leader of the population. If the location is a military location (fortress, castle), then there is no real civilian population to perform the treachery.

Base value: Capitol City: 5; City: 4; Large Town: 3; Small Town/Village: 2

Leader rating: A/Beloved: -2; B/Well Liked: -1; C/Average: +/-0; D/Disliked: +1

To avoid treacherous moods, the civilian population must roll higher than the location's value score on d6. Apply leader bonus/penalty to the roll. Once there is a treacherous mood, the check is no longer made, rather roll a d6 on this and subsequent turns. A 1 means the population has committed treachery and allowed the attackers to win.

For a leader with a loyalty rating of 3 or 4, they may be treasonous on a 1-2 (4 rating), or 1 (3 rating). Once they are treasonous, the check is no longer made, rather roll a d6 on this and subsequent turns. A 1,2,3 result means they have committed treason and allowed the attackers to win.

6.6 Random Event

Each side rolls 2d6; on a 2 or 12 a random event occurs. Roll 2d6 on the Fortunes of War table. No Modifiers- each result may only occur once per game. Roll again if necessary

Roll	Result
2	Fire/Accident! 1d6 siege weapons are destroyed (if none or dice pips left, then remaining # of companies are lost) or a location loses 1d6x100 defense points. Treachery/treason check required.
3	Raided! 1 weeks food captured by opponent. Treachery check required.
4	Raided! Lose 1d2 companies.
5	Dissent - Morale is checked with -1 penalty next turn. Treachery check required.
6	Reinforcements - Add 1d2 companies.
7	Food Goes moldy- Lose one week's food! Civilian treachery check required.
8	Desertion - Lose 1d2 companies. Treason check required.
9	Spirit of Valor- Morale is checked with +1 penalty next turn, if treacherous or treasonous, that no longer applies.
10	Food poisoning- Lose 1 company.
11	Pointless raid - each side loses 1d2 companies
12	General illness - Each regiment loses a company. Double if on half rations or lack of food. This can repeat! Treachery/treason check required.

6.7 Assault

6.7.1. Point values of Attackers/Defenders

- based on number of troops involved.

Calculate based on number of troops involved with these weights:

Regular Forces

Knights (HOTT), Medieval / Knights (OHW) - x2

Blades, Spears (HOTT) , Medieval Men at Arms (OHW) - x1

Shooters (HOTT), Medieval / Archers or Dark Ages / Skirmishers (OHW) - x½

Militia Forces

Cavalry (HOTT), Dark Ages / Cavalry (OHW) - x1

Warband (HOTT), Dark Ages / Warband (OHW) - x1

Shooters (HOTT), Dark Ages / Skirmishers (OHW) - x½

Hordes (HOTT), Medieval / Levies (OHW) - x½

Example: For a regiment of 1,000 regular troops, 300 shooters (light) and 700 blades (medium), their point value is 850.

Add the value of the defensive location to the defender's point value and then compare ratios of attackers to defenders and use dice charts.

6.7.2. Assault Results

Class 1 Fortresses: if defenders lose, check to see if garrison retreats to inner defenses or flees. This could be dependent on morale (Class B,C,D). Class A will always retreat to inner defenses. If they retreat, another assault must be repeated. (See SUWC, #7 and #18).

6.8 Regular Siege Operations

Attackers must spend a number of turns to create earthworks to perform siege operations. Time varies according to the rating of the besieged location: Class 1: 3 turns, Class 2: 2 turns, Class 3 or worse: 1 turn. After that time, they may build siege engines.

Siege Engines: If attackers are regular, they may build 1 engine per regiment, per turn. If attackers are mixed, they build 1 engine per 2 regiments. If attackers are militia, they build 1 engine per 3 regiments.

Defenders may build defensive engines as well (this reflects building engines and reinforcing walls/structures). They build at the same rate as attackers.

Once attacking begins, use table from SUWC/pg 88 to calculate breach time and conduct breach/assault as written.

7. Characters

Commanders of armies, regiments, companies and garrisons are at/near Superhero level, and have different characteristics that define them.

7.1. Determine characteristics

For SUWC/TSWG use

Dice d4 for Military Class: 1: A, 2: B, 3: C, 4: D

A is Extremely Competent, B is Mostly Competent, C is Competent, D is Incompetent

Dice d4 for Loyalty: 1 - 4

1 is Always Loyal, 2 is Mostly Loyal, 3 is Sometimes Loyal, 4 is Disloyal

For SUWC use, Military Class equates to the Class A, B, C, D commanders used in siege rules for morale checks. Loyalty is used for determining if treason will happen during a siege. For treason checks, a Loyalty value of 3 means a -1 penalty on d6 treason checks, a value of 4 means a -2 penalty.

For TSWG use, Military Class equates to Competency checks on initial mobilization. See that section (1.6) for details.

For Chaos Wars use, A = Level 4 Champion, B = Level 3, C = Level 3, D = Level 2

7.1.1 Leadership Decisions

For dicing for decisions/outcomes, put them in 3 groups and dice 2d6:

- 2, 12 - least likely choice(s) (5.5%)
- 3-4, 10-11 - unlikely choice(s) (27.5%)
- 5 - 9 - most likely (67%)

Apply the following modifiers, only if rolled a 3-12. *A natural 2 (1,1) stays as-is, no modifiers. This reflects that sometime the best commanders make the worst decisions!*

- A class - if 4-, apply a +1, if 10+, apply a -1
- B class - if 2, apply a +1, if 12, apply a -1
- C class - no adjustments
- D class if 3-5, apply a -1, if 9-11, apply a +1

7.2. Determine D&D stats

Level

If leading an Army and/or Marshal or higher in rank (Duke/Duchess), d6: 1-2: 9th, 3-6: 10th.

If already known to be 2nd to Marshal or equivalent (for town/location), or leading a regiment, d6: 1-4: 8th, 5-6: 9th.

If leading a company, or in charge of a garrison (town/location - not a Marshall), d10 score, 1-4 = 5th, 5-7 = 6th, 8-9 = 7th, 0 = 8th)

Based on level, determine rest of stats using [this guidance](#) from Delta/David:

Rolling ability scores:

Levels 5-7: Roll one ability 2d4+10, two 2d6+6, others 3d6.

Levels 8+: Roll one 2d3+12, one 2d4+10, two 2d6+6, and two 3d6.

Hit Points:

(Note: Since Delta is OD&D based, this is adjusted for AD&D different dice) - Roll for level HD, re-roll any dice that come up: 1 for d4, 1,2 for d6, 1-3 for d8. Roll highest level straight up (if applicable).

For monster generals/commanders, the level is useful for determining ability for combat, spells and saving throws but not necessarily for hit points/points-to-kill or similar physical/racial qualities. It's expected they'll be the toughest ones, so maximum values may make sense. (Check the MM for information on leader types, and adjust appropriate to my campaign - example: Orc leading an army - Cmdr Class C1, 10th lvl F, 16hp [which is the max of the leader stats from MM])

7.3 Yearly and Seasonal Events

(Taken from SUWC and Oriental Adventures - 1st Edition Advanced Dungeons & Dragons)

Determine if death/illness occurs:

Age	Throw 1d6 -
1-20	If 1, throw again: 1 dead; 2 seriously ill (dies on 1-2 next year, 3 seriously ill)
21-40	If 1, throw again: 1 dead; 2-3 seriously ill
41-50	If 1, throw again: 1-2 dead; 3-4 seriously ill
51-60	If 1-2, throw again: 1-2 dead; 3-5 seriously ill
61-70	If 1-2, throw again: 1-3 dead; 4-6 seriously ill
70+	If 1-3, throw again: 1-3 dead; 4-6 seriously ill

Dice for season and start/mid/end. Seriously ill means unavailable for season.

To determine cause of death (other than due to serious illness), throw 1d6: 1 - 4: illness/natural causes, 5: accident, 6: suicide or murder

Determine if there is a birth:

If character is married: 20-30 years old: 4-6; 30-40 years old: 5-6

If character is unmarried: Throw 2d6, if 2, then test for childbirth (unfaithful!) - if characteristics indicate tendency for infidelity, raise the odds.

Throw 2d6, if 2-3, then throw 1d6: 1 - mother dies in childbirth, 2 - child dies, 3 - child is born ill (throw for "may die" next year), 4 - child has birth defects, 5 - child is twins, 6 - mother cannot have further children

Determine gender. Once baby reaches 10, then determine what they will be class-wise, at 15, roll stats.

Determine other events

Some events will set the tone for a large area, like a duchy, for the year. Seasonal events would be in line with the yearly event, if they conflict, reroll the seasonal. For an event that affects an NPC, determine if this is at the ducal level or lower.

Yearly - at a duchy/entity level

Dice 1d6 - 5 or 6 indicates a yearly event. If an event is indicated, dice 3d6 for event. Once the event is diced, then dice for the season and start/mid/end.

3. Noble/Royalty visits
4. Noble/Royalty assassination plot (at NPC/by NPC/within NPC area)
5. Astrological event
6. Natural disaster - Earthquake, Fire, Flood, Tsunami/Tornado,
7. Major Resource Famine/Bounty
8. Incursion, Major (at NPC/by NPC)
9. Incursion, Minor (at NPC/by NPC)
10. Major Conflict with another noble/royalty
11. Major Conflict within family
12. Plague
13. Political Plot - involved/target
14. Major Uprising/Dispute of population
15. Religious event
16. If married - divorce/If unmarried - marriage
17. Major Discovery
18. Injustice of some sort

Seasonal - Nobility -

Event affects the NPC or the sphere of their influence/responsibility. These are events applicable for nobility/generals - those who control land/people.

Dice 2d6. 6 or more indicates a seasonal event. Dice 2d6 for event. Once the event is diced, then dice for start/mid/end.

2. Accident
3. Bandit Activity
4. Need to Tax
5. Monster/Famous/Supernatural Encounter
6. Minor conflict with another noble/family dispute
7. Criminal activity
8. Minor Uprising/Dispute of population

9. If military - promotion/demotion (dice); if non-military appointment to a position/removal from position.
10. Minor religious event
11. Minor resource famine/bounty
12. Visit with another noble in duchy

Seasonal - Non-nobility

Dice 2d6. 9 or more indicates a seasonal event. Dice 2d6 for event. Once the event is diced, then dice for start/mid/end.

2d6:

2. Accident
3. Criminal activity
4. Encounter with famous
5. Encounter with monster
6. Conflict with someone / minor family dispute
7. If military - promotion/demotion (dice); if non-military appointment to a position/removal from position.
8. Minor religious event
9. Minor personal downfall/windfall
10. Encounter with supernatural
11. Conflict with government
12. Visit with/by someone from another location w/in duchy (1d6 1 - outside duchy)

7.4 Survival After Battle

After mass combat.

2d6 roll $\leq$ (2 x Character Rank)

Class conversion: A = 4, B = 3, C = 3, D = 2

If success, character survives, check for injuries.

If fails:

- 2 - Undead!
- 3 - Dead
- 4 to 6 - Slightly wounded (25% hp loss / 1 Vitality Point). Save to avoid capture.
- 7 - Significant damage (75% hp loss / 3 Vitality Points). Scarred/crippled. Save to avoid capture.
- 8 to 10 - Knocked out. Save to avoid capture.
- 11 - Gravely injured. Check for 3 injuries
- 12 - Becomes increased due to battle. Raise class/level.

AFTER GAME MODIFIERS Situation Modifier

Opponent won the game: -1

Game was a Draw: +0

Character's side achieved a Minor Victory: +1

Character's side achieved a Solid Victory: +2

Character's side achieved a Major Victory: +3

For each point of Vitality the Character lost (beyond the first): -1 for each

For every additional Character, Dragon, Monster, or Giant the character killed during the game: +1 for each

Injuries:

3D6	Roll Result
1 - 2	The Character's Rank is permanently reduced by D3 (to a minimum of 1).
3	The Character's Rank is permanently reduced by 1.
4	The Character's Vitality is permanently reduced by D3 (to a minimum of 1)
5	The Character's Melee and Ranged Prowess are permanently reduced by D3 (to a minimum of 1).
6	The Character must now take Morale Checks, as a Foot Knight. If the character fails a Morale Check, it will become Berserk (See section 23:7)
7	The Character's movement is permanently reduced by D3.
8	The Character's Rank is reduced by 1 (to a minimum of 1) for the next D3 games.
9	The Character's Vitality is reduced by D3 (to a minimum of 1) for the next D3 games. Roll once and apply to all games.
10	The Character's Melee and Ranged Prowess are reduced by D3 (to a minimum of 1) for the next D3 games.
11	The Character's movement is reduced by D3 for the next D3 games. Roll once and apply to all games.
12	If a magic user, their Magic rating is cut in half for the next D3 games. If a Champion, may not use any Leadership Abilities for the next D3 games.
13	If a magic user, their Magic rating is cut in half during the next game. If a Champion, may not use any Leadership Abilities during the next game.
14	The Character's Rank is reduced by 1 (to a minimum of 1) during the next game.
15	The Character's Vitality is reduced by 1 (to a minimum of 1) during the next game.
16	The Character's Melee and Ranged Prowess are reduced by 1 (to a minimum of 1) during the next game.
17	The Character's movement is reduced by D3 (to a minimum of 1) during the next game.
18	No damage suffered.

8. Logistics

8.1 Reinforcements

If in friendly territory, such as their own local duchy, a unit can replace losses with fresh recruits on the following schedule. In conquered human territory, a human unit can conscript replacements (militia only), but at a much reduced rate. The replacements come at the end of the season. Units destroyed in that season will get replacements, but they will be assigned to different units.

	Spring	Summer	Autumn	Winter
Humans	2 regiments	4 regiments	2 regiments	2 regiments
Humans (conscripts)	none	1 regiment	none	1 regiment
Bestials	4 regiments	4 regiments	4 regiments	4 regiments
Sea Elves	TBD	TBD	TBD	TBD

To apply these across mixed types (regular/militia, militia/regular): 3/1, 1/1, 3/1, 1/1 or 1/3, 1/1, 1/3, 1/1 respectively. If the unit is in enemy territory, those replacements must march to the unit, provided there is a clear path to the commander of forces or the unit.

8.2 Supplies

Lines of roads to friendly or captured areas. Within 3 hexes of supply trains if offroad. Otherwise, 3 turns of supplies before being affected. Supply trains may accompany and move behind, but those trains must have clear lines via roads back to friendlys, captured areas or another supply train. (yes, you can chain supply trains).

How much can a city/large town/town/villages in a hex supply?

8.2.1 Out of Food - Morale check

If a unit runs out of food and is unable to be supplied, it is forced to scavenge from the land and must make a morale check each turn it is in this state. D class commanders subtract 1 from the roll, A class commanders add 1.

1: Unit dissolves.

2 - 3: Unit refuses to move, due to scavenging. Recheck morale next turn.

4 - 5: Unit will move next turn. Recheck morale next turn.

6+: Unit will move next 2 turns. No need to check morale next turn, but recheck the 2nd turn after.

Appendix A - Force Composition Tables

Roll 1d6 against the table that best matches the army/unit you are fielding. An asterisk * indicates that one of the elements of that unit is the commander/General.

A.1 One Hour Wargames Forces

Humans/Elves

Human/Elf militia - Infantry, Warband, Skirmishers, Cavalry

Human/Elf regular - Knights, Archers, Men at Arms, Levies

Bestials

Orc militia and/or Goblyn, Ko-bald - Infantry, Warband, Skirmishers, Cavalry

Orc regular - Knights, Archers, Men at Arms, Levies

Unit/Types breakdown (judge the ratio accordingly)

Regular - all regular types

Regular/Militia: 3 to 5 regular, 1 to 3 militia

Militia/Regular: 3 to 5 militia, 1 to 3 regular

Militia: all militia types

6 Units

Roll	Infantry Knights	Warband Archers	Skirmishers Levies	Cavalry Men at Arms
1	3	2	0	1
2	3	1	2	0
3	3	0	1	2
4	4	1	0	1
5	4	1	1	0
6	4	0	1	1

4 Units

Roll	Infantry Knights	Warband Archers	Skirmishers Levies	Cavalry Men at Arms
1	2	1	0	1
2	2	1	1	0
3	2	0	1	1
4	3	1	0	0
5	3	0	1	0
6	3	0	0	1

A.2 HOTT Forces

Human Forces **PIKES INSTEAD OF SPEAR FOR REGULARS?**

24 AP Force Composition - Humans/Elves Regular (10/2 or higher)

1	* Knights x6 (12 AP)	Shooters x4 (8 AP)	Blades x2 (4 AP)
2	* Knights x6 (12 AP)	Shooters x2 (4 AP)	Spears x4 (8 AP)
3	* Knights x6 (12 AP)	Blades x4 (8 AP)	Spears x2 (4 AP)
4	* Knights x8 (16 AP)	Shooters x2 (4 AP)	Blades x2 (4 AP)
5	* Knights x8 (16 AP)	Shooters x2 (4 AP)	Spears x2 (4 AP)
6	* Knights x8 (16 AP)	Blades x2 (4 AP)	Spears x2 (4 AP)

24 AP Force Composition - Humans/Elves Militia (2/10 or lower)

1	* Spears x6 (12 AP)	Warband x4 (8 AP)	Cavalry x2 (4 AP)
2	* Spears x6 (12 AP)	Warband x2 (4 AP)	Shooters x4 (8 AP)
3	* Spears x6 (12 AP)	Shooters x2 (4 AP)	Cavalry x4 (8 AP)
4	* Spears x8 (16 AP)	Warband x2 (4 AP)	Cavalry x2 (4 AP)
5	* Spears x8 (16 AP)	Warband x2 (4 AP)	Shooters x2 (4 AP)
6	* Spears x8 (16 AP)	Shooters x2 (4 AP)	Cavalry x2 (4 AP)

24 AP Force Composition - Humans/Elves Mixed (Regular/Militia) (6/6 to 9/3)

1	* Knights x3 (6 AP)	Spears x3 (6 AP)	Blades x2 (4 AP)	Shooters x2 (4 AP)	Warband x2 (4 AP)
2	* Knights x3 (6 AP)	Spears x3 (6 AP)	Shooters x3 (6 AP)	Warband x3 (6 AP)	
3	* Knights x3 (6 AP)	Spears x3 (6 AP)	Blades x2 (4 AP)	Shooters x2 (4 AP)	Cavalry x2 (4 AP)
4	* Knights x4 (8 AP)	Spears x4 (8 AP)	Blades x2 (4 AP)	Cavalry x2 (4 AP)	
5	* Knights x4 (8 AP)	Spears x4 (8 AP)	Shooters x2 (4 AP)	Warband x2 (4 AP)	
6	* Knights x4 (8 AP)	Spears x4 (8 AP)	Blades x2 (4 AP)	Shooters x2 (4 AP)	

24 AP Force Composition - Humans/Elves Mixed (Militia/Regular) (3/9 to 5/7)

1	* Spears x4 (8 AP)	Warband x2 (4 AP)	Cavalry x2 (4 AP)	Shooters x2 (4 AP)	Blades x2 (4 AP)
2	* Spears x4 (8 AP)	Warband x2 (4 AP)	Shooters x4 (8 AP)	Knights x2 (4 AP)	
3	* Spears x4 (8 AP)	Shooters x2 (4 AP)	Cavalry x4 (8 AP)	Blades x2 (4 AP)	
4	* Spears x4 (8 AP)	Warband x2 (4 AP)	Cavalry x2 (4 AP)	Knights x2 (4 AP)	Shooters x2 (4 AP)
5	* Spears x4 (8 AP)	Warband x2 (4 AP)	Shooters x4 (8 AP)	Knights x2 (4 AP)	
6	* Spears x4 (8 AP)	Shooters x2 (4 AP)	Cavalry x2 (4 AP)	Knights x2 (4 AP)	Blades x2 (4 AP)

16 AP Force Composition - Humans/Elves Regular

1	* Knights x4 (8 AP)	Shooters x2 (4 AP)	Blades x2 (4 AP)
2	* Knights x4 (8 AP)	Shooters x2 (4 AP)	Spears x2 (4 AP)
3	* Knights x4 (8 AP)	Blades x2 (4 AP)	Spears x2 (4 AP)
4	* Knights x6 (12 AP)	Shooters x2 (4 AP)	
5	* Knights x6 (16 AP)	Spears x2 (4 AP)	
6	* Knights x6 (16 AP)	Blades x2 (4 AP)	

16 AP Force Composition - Humans/Elves Militia

1	* Spears x4 (8 AP)	Warbands x2 (4 AP)	Cavalry x2 (4 AP)
2	* Spears x4 (8 AP)	Warbands x2 (4 AP)	Shooters x2(4 AP)
3	* Spears x4 (8 AP)	Shooters x2 (4 AP)	Cavalry x2 (4 AP)
4	* Spears x6 (12 AP)	Warbands x2 (4 AP)	
5	* Spears x6 (12 AP)	Shooters x2(4 AP)	
6	* Spears x6 (12 AP)	Cavalry x2 (4 AP)	

16 AP Force Composition - Humans/Elves Mixed - Regular/Militia

1	* Knights x2 (4 AP)	Blades x2 (4 AP)	Spears x2 (4 AP)	Warbands x2 (4 AP)
2	* Knights x2 (4 AP)	Shooters x3 (6 AP)	Spears x3 (6 AP)	
3	* Knights x2 (4 AP)	Blades x2 (4 AP)	Spears x3 (6 AP)	Cavalry x1 (2 AP)
4	* Knights x3 (6 AP)	Shooters x1 (2 AP)	Spears x3 (6 AP)	Warbands x1 (2 AP)
5	* Knights x4 (8 AP)	Spears x3 (6 AP)	Shooters x1 (2 AP)	
6	* Knights x4 (8 AP)	Blades x1 (2 AP)	Spears x2 (4 AP)	Cavalry x1 (2 AP)

16 AP Force Composition - Humans/Elves Mixed - Militia/Regular

1	* Spears x2 (4 AP)	Warbands x2 (4 AP)	Knights x2 (4 AP)	Blades x2 (4 AP)
2	* Spears x3 (6 AP)	Warbands x2 (4 AP)	Shooters x3 (6 AP)	
3	* Spears x3 (6 AP)	Shooters x2 (4 AP)	Cavalry x2 (4 AP)	Blades x1 (2 AP)
4	* Spears x3 (6 AP)	Warbands x1 (2 AP)	Knights x2 (4 AP)	Shooters x2 (4 AP)
5	* Spears x4 (8 AP)	Shooters x2 (4 AP)	Knights x2 (4 AP)	
6	* Spears x3 (6 AP)	Cavalry x2 (4 AP)	Knights x1 (2 AP)	Blades x2 (4 AP)

From HOTT rules

Medieval

Knight General (2AP)	1	2
Hero (4AP)	1	4
Knights (2AP)	5	10
Spears or Blades (2 AP)	2	4
Shooters (2AP)	2	4

Alternatives: Hero General (4AP), Mage (4AP), Priest (3AP)

Barbarian

Hero General (4AP)	1	4
Mage (shaman/druid)	1	4
Riders (2AP)	1	2
Warband (2AP)	6	12
Shooters (2AP)	1	2

Alternatives: Cleric (3AP), Lurkers(1AP)

Hyboria - Medieval

Knight General (2AP)	1	2
Knights (2AP)	3	6
Spears (2AP)	4	8
Shooters (2AP)	4	8

Alternatives: Hero General (4AP), Mage (4AP), Sneakers(3AP), Riders(2AP)

De Camp Novarian - Othomae

Knight General	1	2
Mage	1	4
Knights (2AP)	2	4
Riders (2AP)	1	2
Spears (2AP)	4	8
Shooters (2AP)	2	4

24 AP Force Composition - Orcs Regular (10/2 or higher)

1	* Knights x4 (8 AP)	Blades x4 (8 AP)	Spears x4 (8 AP)	
2	* Blades x6 (12 AP)	Spears x4 (8 AP)	Knights x2 (4 AP)	
3	* Blades x6 (12 AP)	Spears x2 (4 AP)	Knights x4 (8 AP)	
4	* Knights x6 (12 AP)	Spears x4 (8 AP)	Blades x2 (4 AP)	
5	* Knights x6 (12 AP)	Spears x2 (4 AP)	Blades x4 (8 AP)	
6	* Blades x4 (8 AP)	Spears x4 (8 AP)	Knights x2 (4 AP)	Shooters x2 (4 AP)

24 AP Force Composition - Orc Militia/Goblyns/Ko-balds (2/10 or lower)

1	* Warband x4 (8 AP)	Shooters x4 (8 AP)	Cavalry x2 (4 AP)	Hordes x4 (4 AP)
2	* Warband x4 (8 AP)	Shooters x2 (4 AP)	Cavalry x4 (8 AP)	Hordes x4 (4 AP)
3	* Warband x4 (8 AP)	Shooters x4 (8 AP)	Cavalry x4 (8 AP)	
4	* Warband x4 (8 AP)	Shooters x3 (6 AP)	Cavalry x3 (6 AP)	Hordes x4 (4 AP)
5	* Warband x4 (8 AP)	Hordes x8 (8 AP)	Cavalry x2 (4 AP)	Shooters x2 (4 AP)
6	* Warband x3 (6 AP)	Hordes x6 (6 AP)	Cavalry x3 (6 AP)	Shooters x3 (6 AP)

24 AP Force Composition - Orcs Mixed - Regular/Militia (6/6 to 9/3)

1	* Blades x4 (8)	Spear x4 (8)	Warband x2 (4)	Shooters x2 (4)	
2	* Blades x4 (8)	Spear x4 (8)	Warband x3 (6)	Hordes x2 (2)	
3	* Knights x2 (4)	Blades x4 (8)	Spear x3 (6)	Shooters x2 (4)	Hordes x2 (2)
4	* Blades x4 (8)	Spear x4 (8)	Warband x2 (4)	Cavalry x2 (4)	
5	* Blades x4 (8)	Spear x4 (8)	Shooters x2 (4)	Cavalry x2 (4)	
6	* Blades x4 (8)	Spear x4 (8)	Cavalry x3 (6)	Hordes x2 (2)	

24 AP Force Composition - Orcs Mixed - Militia/Regular (3/9 to 5/7)

1	* Warband x4 (8 AP)	Hordes x2 (2 AP)	Shooters x3 (6 AP)	Blades x4 (8 AP)	
2	* Warband x4 (8 AP)	Hordes x2 (2 AP)	Cavalry x3 (6 AP)	Blades x4 (8 AP)	
3	* Warband x4 (8 AP)	Hordes x2 (2 AP)	Shooters x3 (6 AP)	Spears x4 (8 AP)	
4	* Warband x4 (8 AP)	Hordes x2 (2 AP)	Cavalry x3 (6 AP)	Spears x4 (8 AP)	
5	* Warband x3 (6 AP)	Shooters x2 (4 AP)	Cavalry x3 (6 AP)	Hordes x4 (4 AP)	Blades x2 (4 AP)
6	* Warband x3 (6 AP)	Shooters x3 (6 AP)	Cavalry x2 (4 AP)	Hordes x4 (4 AP)	Spears x2 (4 AP)

16 AP Force Composition - Orcs Regular

1	* Blades x4 (8 AP)	Knights x2 (4 AP)	Spears x2 (4 AP)
2	* Spears x4 (8 AP)	Knights x2 (4 AP)	Shooters x2 (4 AP)
3	* Blades x4 (8 AP)	Knights x2 (4 AP)	Shooters x2 (4 AP)
4	* Spears x4 (8 AP)	Knights x4 (8 AP)	
5	Shooters x4 (8 AP)	* Knights x4 (8 AP)	
6	* Blades x4 (8 AP)	Knights x4 (8 AP)	

16 AP Force Composition - Orcs Militia

1	Spears x3 (6 AP)	* Warband x2 (4 AP)	Cavalry x2 (4 AP)	Hordes x2 (2 AP)
2	* Spears x3 (6 AP)	Warband x2 (4 AP)	Shooters x2 (4 AP)	Hordes x2 (2 AP)
3	Spears x3 (6 AP)	Warband x2 (4 AP)	* Cavalry x2 (4 AP)	Hordes x2 (2 AP)
4	* Spears x4 (8 AP)	Warband x2 (4 AP)	Cavalry x2 (4 AP)	
5	* Spears x4 (8 AP)	Warband x2 (4 AP)	Shooters x2 (4 AP)	
6	* Spears x4 (8 AP)	Shooters x2 (4 AP)	Cavalry x2 (4 AP)	

16 AP Force Composition - Orcs Mixed - Regular/Militia

1	* Blades x2 (4 AP)	Spears x2 (4 AP)	Knights x2 (4 AP)	Warband x2 (4 AP)
2	* Spears x3 (6 AP)	Shooters x2 (4 AP)	Knights x2 (4 AP)	Hordes x2 (2 AP)
3	* Blades x2 (4 AP)	Shooters x2 (4 AP)	Knights x2 (4 AP)	Spears x2 (4 AP)
4	* Spears x4 (8 AP)	Knights x2 (4 AP)	Warband x1 (2 AP)	Cavalry x1 (2 AP)
5	* Shooters x4 (8 AP)	Knights x2 (4 AP)	Spears x1 (2 AP)	Warband x1 (2 AP)
6	* Blades x2 (4 AP)	Knights x4 (8 AP)	Spears x1 (2 AP)	Warband x1 (2 AP)

16 AP Force Composition - Orcs Mixed - Militia/Regular

1	* Spears x2 (4 AP)	Hordes x4 (4 AP)	Cavalry x2 (4 AP)	Blades x2 (4 AP)
2	* Spears x3 (6 AP)	Warband x2 (4 AP)	Shooters x3 (6 AP)	
3	* Spears x2 (4 AP)	Warband x2 (4 AP)	Cavalry x2 (4 AP)	Shooters x2 (4 AP)
4	* Spears x4 (8 AP)	Warband x2 (4 AP)	Cavalry x2 (4 AP)	
5	* Spears x2 (4 AP)	Warband x2 (4 AP)	Shooters x4 (8 AP)	
6	* Spears x4 (8 AP)	Shooters x2 (4 AP)	Blades x2 (4 AP)	

A.3 Chaos Wars Forces

Human Forces

Regular - Required/Small

(98 Troop Points, 12 Fantasy Points)

Men-at-Arms Archers

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Human	Yeoman	Foot	0	36
Equipment: Common Bows (12" range)					

Men-at-Arms Swordsmen

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Human	Yeoman	Foot	0	24
Equipment: Swords (+1 to Melee roll)					

Men-at-Arms Cavalry

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
6	Human	Yeoman	Cavalry	0	24
Equipment: Standard Mount (+1 to CM)					

Men-at-Arms Commander

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Human	Champion	4	Mounted	0	3
Special: Army Commander (Free Rank 1, mount)						

Wizard

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Human	Wizard	3	Foot	2	9
Special: Captain to Swordsmen unit						

Expansion I/Normal - 196 Troop Points, 15 Fantasy Points

(Include Required and add/change the following)

Men-at-Arms Spear

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Human	Yeoman	Foot	0	24

Militia Skirmishers

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Human	Peasant	Foot	0	24
Equipment: Improved Weapons/Axes (Reduces target's Armor by 1)					

Heavy Footmen

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Human	Knights	Foot	0	48

Heavy Footmen Commander

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Human	Champion	3	Foot	3	2
Special: Captain to Heavy Footmen unit						

Expansion II/Large - Troop Points, Fantasy Points

(Include Required + Expansion I and add/change the following)

Bestial Forces

Regular - Required/Small

92 Troop Points, 12 Fantasy Points

Goblyn Archers

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Goblyn	Peasant	Foot	0	24
Equipment: Common Bows (12" range)					

Orc Warriors

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Orc	Yeoman	Foot	0	36
Equipment: Special: Add +1 to leaderless rally; Can see in the dark; "Fearsome" - Opponents in Melee suffer -1 modifier to Morale Check rolls					

Orc Cavalry

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
6	Orc	Yeoman	Cavalry	0	30
Equipment: Standard Mount (+1 to CM) Special: Add +1 to leaderless rally; Can see in the dark; "Fearsome" - Opponents in Melee suffer -1 modifier to Morale Check rolls					

Orc Warlord

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Orc	Champion	4	Mounted	0	3
Special: Army Commander (Free Rank 1, mount); Can see in the dark; "Fearsome" - Opponents in Melee suffer -1 modifier to Morale Check rolls						

Orc Spellcaster

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Orc	Wizard	3	Foot	2	9
Special: Captain to Warriors unit; ; Can see in the dark; "Fearsome" - Opponents in Melee suffer -1 modifier to Morale Check rolls						

Expansion I/Normal - Troop Points, Fantasy Points

(Include Required and add/change the following)

Expansion II/Large - Troop Points, Fantasy Points

(Include Required + Expansion I and add/change the following)

Land Elf Forces

Regular - Required/Small

102 Troop Points, 12 Fantasy Points

Sailors - Archers

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Elf	Yeoman	Foot	0	36
Equipment: Common Bows (12" range)					

Sailors - Sword

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Elf	Yeoman	Foot	0	24
Equipment:					

Sailors - Spear

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
6	Elf	Yeoman	Foot	0	42
Equipment: Polearms (Adds +1 to Melee Roll. Reduces target's Armor Value by 1)					

Ship's Captain

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Elf	Champion	4	Foot	3	0
Special: Army Commander (Free Rank 1)						

Ship's Mage

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Elf	Wizard	3	Foot	2	9
Special:						

Expansion I/Normal - Troop Points, Fantasy Points

(Include Required and add/change the following)

Expansion II/Large - Troop Points, Fantasy Points

(Include Required + Expansion I and add/change the following)

Sea Elf Forces

Regular - Required/Small

92 Troop Points, 12 Fantasy Points

Archer Phalanx

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Sea Elf	Yeoman	Foot	0	36
Equipment: Common Bows (12" range)					

Spear Phalanx

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Sea Elf	Yeoman	Foot	0	30
Equipment: Infantry Spears (On turn receiving charge, add +1 to Melee Roll)					

Sword Phalanx

Qty	Race	Type	Foot/Mounted	Fantasy Points	Troop Points
12	Sea Elf	Yeoman	Foot	0	24
Equipment:					

King

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Sea Elf	Champion	4	Mounted	3	8
Special: Army Commander (Free Rank 1, mount)						
Equipment: Swords (+1 to Melee roll)						

Sorceress

Qty	Race	Type	Rank	Foot/Mounted	Fantasy Points	Troop Points
1	Sea Elf	Wizard	3	Foot	2	9
Special:						

Expansion I/Normal - Troop Points, Fantasy Points

(Include Required and add/change the following)

Expansion II/Large - Troop Points, Fantasy Points

(Include Required + Expansion I and add/change the following)

Appendix B - HOTT/DBA Terrain and Battlefield Rules

Battlefield: 15mm: 24" x 24" (600mm x 600mm)

Create battlefield

Roll for random distribution of terrain

Roll for defender. Attacker dices for edge, defender sets up stronghold and deploys. Attacker deploys. Defender gets first bound.

Method 1

The following chart helps me to figure out what I should put on the battlefield, depending on terrain type from strategic hex map. (Berthier has the maps)

Hex Type	Compulsory Terrain	Optional Terrain
Grass	(Road/River)	Impassable Hill, Woods[B], Scrub[B], Marsh[B], Gentle Hills, Road
Forest	1-2 Woods	River, Woods[B], Marsh[B], Scrub[B], Gentle Hill, Impassable Hill
Hills	1 Impassable Hill 1 Gentle Hill	River, 1 - 3 Woods[B], Rocky[B], Scrub[B]
Marsh/Swamp	1-2 Marsh[B]	River, 1 - 2 Woods[B], Scrub[B], Gentle Hill, Impassable Hill

Fields - if throw a 1 on first PIP, then rough due to rain/crops.

If road or river in hex, then they are compulsory

Each battle field must have at least 4 pieces of terrain in 3 quarters. (pg 11).

For compulsory, dice for # if there's a range (1-3: 1 piece, 4-6: 2 pieces). Then dice for the remaining pieces. Lay out 6 pieces. Dice for which ones to use.

To place, roll 2 dice. First dice 1-3: left, 4-6: right. Second dice: 1-3 top, 4-6 bottom. This determines which quadrant. Then to see where within that quadrant, repeat. Note the rule that nearest point must be 600p (150mm) from center of board and place accordingly. Dice if need to decide on a particular placement.

For road/river placement, use the tiles. Decide if they come from left-right or top/bottom and which side of l/r, t/b by dicing. Lay the river terrain over the road terrain if you have both. If on a main (Class 1) road, assume a bridge. If on a Class 2 or an optional terrain road, dice 1-4 for bridge/ford, otherwise not and assume the rules for crossing a river (pg 11).

Method II

“Top of Battlefield”, “Bottom of Battlefield”, “Left”, “Right” are from my perspective when building the battlefield. Keep this consistent throughout placement.

1. Dice for who is the attacker/defender.
2. Select 1 piece of compulsory terrain.

Some compulsory terrain types may have 2 pieces. For those, throw a D6. If the defender has a total of more than 6 bad-going elements, add 1. If the score is 4 or more then select a second compulsory terrain feature.

3. Determine whether there will be 2 or 3 optional terrain features. Throw a D6, apply the modifiers: **Up to 3:** 2 optional features, **4 or more:** 3 optional features

Modifiers

- +2 Defender has more bad going elements than attacker
 - +1 Attacker has more mounted than defender
 - -1 Compulsory terrain includes 2 pieces of bad going
 - -1 Defender has more mounted than attacker
 - -1 Attacker has more bad going troops than defender
4. For each feature (2 or 3), throw a D6 and consult the table to determine which is to be used (there are 6 options per hex type.) There must be at least one that is bad going or impassable.

Hex Type	Compulsory Terrain	Optional Terrain
Grass	(Road/River if on strategic hex map)	Impassable Hill, Woods[B], Scrub[B], Marsh[B], Gentle Hills, Road
Forest	2 Woods	River, Woods[B], Marsh[B], Scrub[B], Gentle Hill, Impassable Hill
Hills	1 Impassable Hill	1 Gentle Hill, 1 - 2 Woods[B], River, Rocky[B], Scrub[B]
Marsh/Swamp	2 Marsh[B]	River, 1 - 2 Woods[B], Scrub[B], Gentle Hill, Impassable Hill

5. **Place River.** Rivers go from one edge to the opposite. They can meander (bend) so that they are up to 1 1/2 times the distance between the ends. They must avoid going within 600 paces of any battlefield edge except where they start and finish. They are allowed to cross 2 battlefield quarters only.

Throw dice, then refer to table.

Dice Result	Position of River
1-2	Left to right, between 12" and 18" from bottom of battlefield
3	Left to right, between 6" and 12" from bottom of battlefield
4	Top to bottom, between 6" and 12" from left of battlefield
5-6	Top to bottom, between 12" and 18" from left of battlefield

6. **Place Terrain.** Notionally divide the board into 9 sectors of equal size (~ 8"). For each piece of area terrain, roll two 2D6 of different colors to determine sector. All area features must have at least 50% of their area in the sector designated by the dice. If only one piece of Bad Going terrain is selected, it must straddle two quarters of the board

First Die	Second Die
1,2 = left	1,2 = bottom of battlefield
3,4 = center	3,4 = middle
5,6 = right	5,6 = top of battlefield

7. **Place Roads.** If one or more roads have been selected and there is a built-up area (BUA) one road must contact or pass through it.

Roads go from one battlefield edge to the opposite. They can bend slightly to avoid other terrain features but should otherwise be fairly straight. They must not cross more than 2 battlefield quarters, so take care when placing them near the middle of the battlefield. Where they cross rivers is either a ford (Class 2) or a bridge (Class 1) (Refer to strategic hex map).

For each road throw 1 dice. Refer to the table

Dice Result	Road Position
1	Left to right, 1" to 6" of bottom of battlefield
2	Left to right, 1" to 3" below or 1" to 3" above centerline of battlefield
3	Left to right 1" to 6" from top of battlefield
4	Top to bottom, 1" to 6" of left of battlefield
5	Top to bottom, 1" to 3" left or 1" to 3" right centerline of battlefield
6	Top to bottom, 1" to 6" of right of battlefield