MIGHTY EMPIRES

By Rick Priestley & Steve Hambrook with invaluable assistance from Keith Krelle, Tom Merrigan, Thomas Webster-Deakin, Mark Owen & Ewan Lamont.

"You handle an army with elegance, my Lord. Your considered ruses fool the foe and you are lucky at dice. Oh Prince! These are but parlour games... can you wield an empire?"

Lecture for an Insignificant Princeling by Inuendo Machiavenni

The Mighty Empires campaign system allows Warmaster players to create entire nations and wage wars between them. Players begin by creating a territorial map, establishing their realms, and finally dispatching armies to battle over the surrounding lands. Battles are resolved as complete Warmaster games. The system described here is based upon the Mighty Empires game published by Games Workshop but currently out of print.

The full Mighty Empires campaign system is available free from the Resources section of the Fanatic Warmaster website (www.warmaster.com). All players need to do is download the map tile PDF files and empire counters PDF files, paste them onto thick card and then cut them out (players can download as many PDF files as they need). Then in conjunction with these rules, players are all set to start their campaign.

WHAT YOU WILL NEED

Map tiles – you will first need to download the map tile file and print out the tiles. We recommend that you stick the printed sheets to a cardboard backing before cutting them out. You will find it convenient to colour code the back of the tiles with a marker pen or something similar – this makes the packs easier to sort.

Territory Markers – you will need sets of markers to indicate which tiles belong to which empires. These can be small card chits, tiddly-winks, or any similar coloured tokens – we found some cheap beads which do the job fine. If playing the team game, you will need to divide each set of markers into numbered sub-sets – eg, Red 1, Red 2, Red 3, Blue 1, Blue 2 and so on so, that each player has both an empire and a number.

Special Location Markers – you will need distinctive markers to represent Mines, Wizards Towers, Necropoli, Temples, Stone Circles, and Bridges. At one time these were available as metal castings from GW Mail Order. As an alternative, we would suggest players make simple card markers with the words, 'Mine', 'Temple', and so forth, written on them.

Attack Arrows – these are used to help work out who attacks whom and are simply card arrows painted in the same colour as each empire's territory markers. You will need one arrow per empire.

NUMBER OF PLAYERS

There are two ways of playing the campaign – either individually with one player representing one empire, or in teams of up to seven per empire.

In the individual game, each player takes control of one empire, its territories and armies. This allows up to six players to take part using the basic tile set. More players can take part simply by expanding the map with additional tile sets to create a gigantic continent. This is the usual way the campaign is played amongst a group of friends or regular gamers.

In the team game each empire can have up to seven players, one of whom is the ruler whilst the others are vassals or chieftains who hold territories on his behalf. This allows up to 42 players to take part using a single tile set (ie, 6 empires). There is no need for every empire to have exactly the same number of players – although it is helpful if they are roughly equal. In practice seven players in every empire produces a rather crowded game where it is a little too easy for individual players to get knocked out – so we recommend three or four as the ideal. Team games are more suitable for weekend inter-club games and the like.

For now we shall describe the individual game – we'll return to the team game at the end.

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THE MAP

The hexagonal shaped tiles are used to create a map of the campaign land. There is no reason why players shouldn't position the tiles anyway they like to create a suitable world – simply place them to make a map as you wish. Alternately, use the rules given in the World Creation section on page 30.

Before starting the map, remove the capital tiles – these are the ones with white dots. Once the map is finished, each empire rolls a D6 and the highest score, first chooses and then positions his capital tile in place of any tile of the same type of set. He is followed by the other empires in descending order of dice scores. Capitals cannot be placed within three tiles of a capital that has already been placed – this ensures the rival empires begin a reasonable distance apart.

You can make the map any size you like but it is necessary to use enough tiles to allow the players to position their capitals and initial territories. We recommend that you use 15 tiles per empire taking part, so 4 empires = 60 tiles, 6 empires = 90 and so on. This will give you enough space to establish territories but still allows conflict to begin fairly quickly.

Each empire begins with a capital tile (a tile with a white dot on it) and an initial territory comprising the surrounding six tiles. Place a suitable territory marker on these tiles to indicate that they belong to the empire. The other tiles on the map are neutral areas or wilderness belonging to no one at the start of the game.

MAP TILES

The Mighty Empires map tiles are placed together to create a fantasy landscape of mountain chains, rolling plains, mighty rivers and wave-swept coasts. Mountain springs form rivers, rising in the highlands and flowing down to the sea. Wide plains spread out to foothills, broken here and there by thick forests. River mouths open up into jagged coastlines enclosing the heartlands of rival nations.

There are four different sets of map tiles each representing one of four different predominant terrain types: **Lowland, River Valley, Coastal** and **Highland**. The tile types are mostly recognisable and are also indicated on the downloadable files. It is recommended that tiles are marked on their reverse side to show which set they belong to.
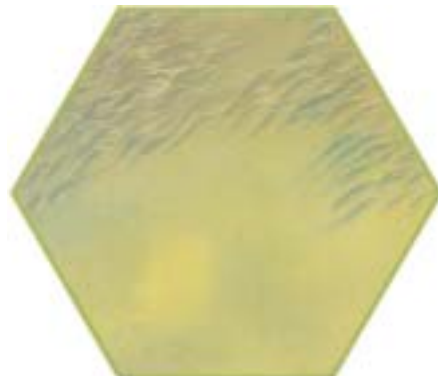
Lowland tiles include open plains, forests and hills. Some tiles are entirely covered with one type of terrain, while others show a fair mixture of several different types. Note that although some lowland tiles include hills, none contain mountains.
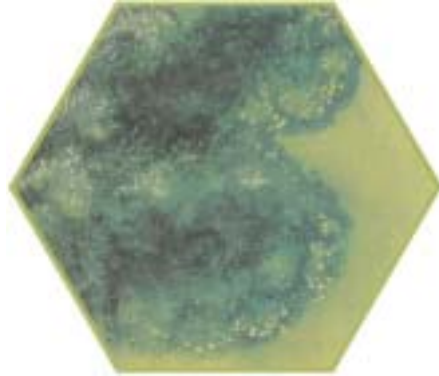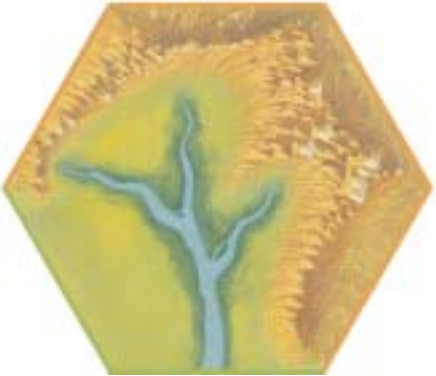
A lowland tile,
with wood

*A plain lowland file*

A lowland tile with hills

2

Highland tiles are covered with hills and mountains, but will usually also include areas of plain or forest. Some highlands contain river sources, as shown by the blue river line running off one side.
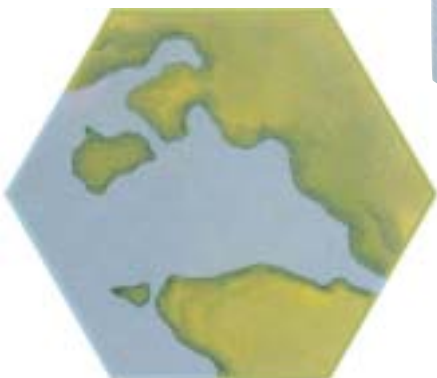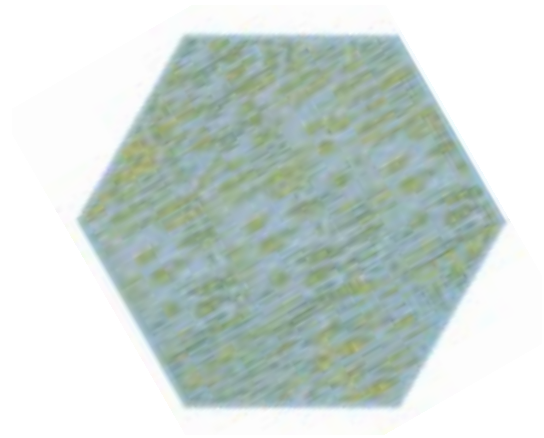

A highland tile with river source

River valley tiles contain a stretch of river running from one edge to another. Some tiles show a river outlet and an area of coast, these are 'river end' tiles used to join the river to the sea. There are also special swamp and lake tiles – these are discussed later.
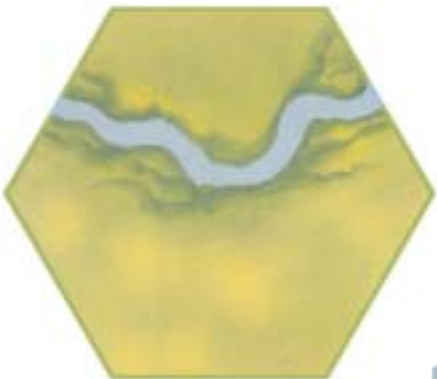

Swamp

Coastal tiles contain a stretch of coast. These tiles are laid to form coastlines, complete with inlets, promontories and other typical coastal features. You will notice that some of the coastal tiles contain inlets similar to river ends in the river valley pack. These serve a dual role in that they can be used to represent ordinary indentations in the coast or denote river ends if necessary.

River valley tile
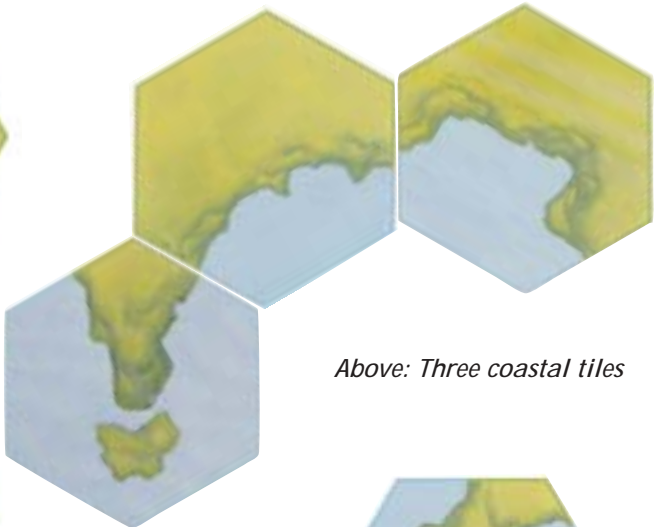
Above: Three coastal tiles
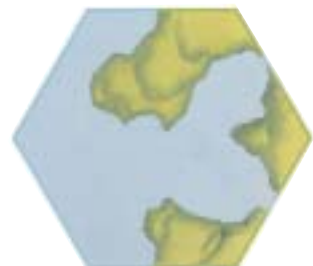
River end tile

*Right: This special coastal tile may double as an alternative river end*

TILE EDGES

Every tile has 6 edges. Each edge is clearly marked or coloured with one specific kind of terrain. Each type of terrain matches with one of the pack types.

| Terrain	Edge Colour and Design		Matching Tile Pack
Mountain	Brown		Highland
Hill	Brown/Green		Highland or Lowland
Plain	Green		Lowland
Forest	Dark Green		Lowland
River	Blue River		River Valley
Coast	Half Blue		Coastal
Sea	Blue		None
Swamp	Green/Blue		Lowland or River Valley

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Capital tiles are the six tiles marked with a circle indicating the positions of capital cities. The tiles are treated exactly like highland, lowland, coastal or river valley tiles, depending on the set they belong to.
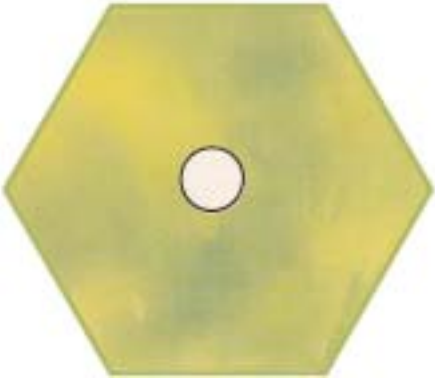
Sea tiles – we have included a number of blue sea tiles – these were not in the original Mighty Empires game and don't form part of a tile set as such. They are simply used to fill in any gaps in the sea once the map is complete.

Capital tile
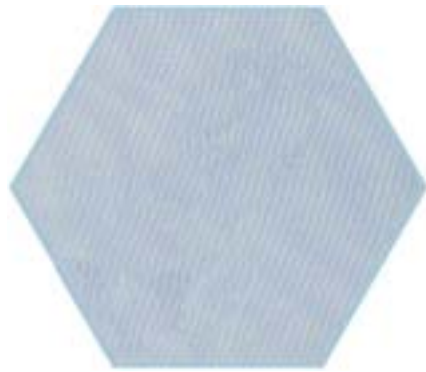
Sea tile

WORLD CREATION

The map can be laid out in any preferred fashion but we found it convenient to devise the following guidelines to allow a group of people to create a map together. To begin with, the player who owns the tiles may wish to design a few maps solo to get a feel of how the system works and what looks most attractive.

Divide the tiles into sets

Remove the capital tiles. Sort the remaining map tiles into their four sets – highland, lowland, coastal and river valley. Shuffle each set and place face down. Make sure you have ample space to lay out the whole map before you begin.

Place the first tile

Take a tile from the highland pack and place it face up in the centre of your area. As this is a highland tile it will include mountains. Orient the tile so that the mountain peaks point towards the intended top of the map. Highland features are coloured shades of brown. The tile may also have areas of lowland, as shown by any green areas on the tile. It is also possible that the tile will show a river source as indicated by a blue river line flowing off one edge.

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A highland tile is placed first because this pack contains river sources as well as plain and mountain edges. No other pack contains river sources.

Place the second tile
The second tile is taken from any set that matches one of the exposed edges on the first tile. For example, if the first tile shows four mountain edges (brown) and two plain edges (green), the second tile must be taken from either the highland or the lowland pack: in this case you cannot take a river valley or coastal tile as these sets can't match against any exposed edge.

Orient the new tile so that any hills or mountains point to the top of the map to match the mountain peaks on the first tile. If a tile has neither of these features it can be turned in any direction.

Place the tile against an edge that matches to the tile's set. A tile from the highland set must always be placed against a brown mountain or brown/green hill edge, a tile from the river valley pack must always be placed against a river edge, and so on.

Note that it is not always necessary that the edges of the two tiles actually match where they meet. The tiles have been designed so that mountain, hill, plain and forest edges blend in to each other however they are placed. What is important is that the newly positioned tile is chosen from the set that corresponds to the edge colour of the adjoining tile – in other words newly placed tiles must match **set to edge**.

The second highland tile could be placed in any of the three positions indicated, highland tile against mountain
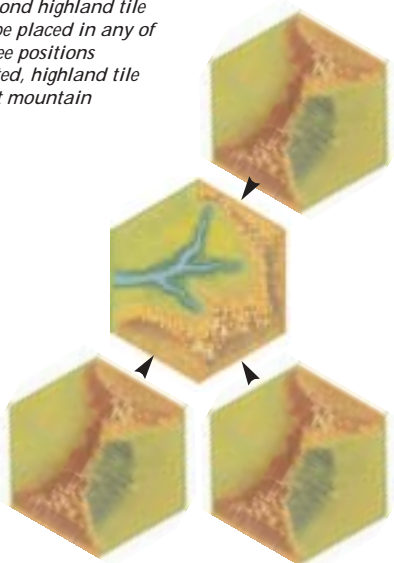
Place the third and subsequent tiles
Continue adding tiles to complete the map. Choose a set that matches with at least one of the exposed edges of the map. Take the top tile from the set. This new tile may be positioned against any exposed edge that matches the tile's set exactly as before. Remember to orientate any tile with mountains or hills so that these features point in the same direction as other highland tiles.

Once the first **two** tiles have been placed, subsequent tiles must be positioned so that they touch at least two other tile edges. The new tile only has to match against one of these edges. This is intended to ensure the map unfolds as a compact land mass. With only two adjacent tiles on the table, the third tile may only be placed in one of two positions. As the map grows, there will be more choice as to where new tiles can be placed.
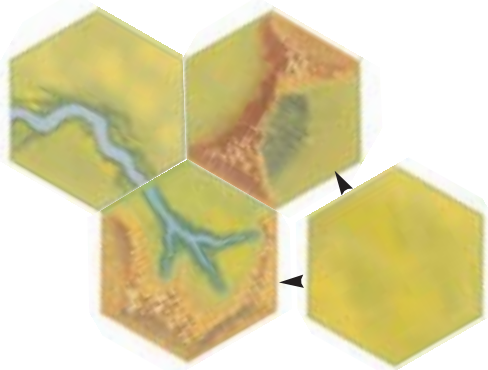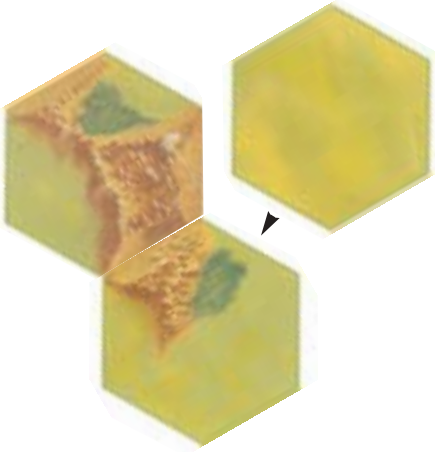

Tiles are placed so that they touch at least two others

Note that each new tile only has to match 'set to edge' along **one** edge – it does not have to match against every edge, as this would be impossibly restricting. This enables players to position tiles fairly easily in one of several places where the tile might fit, and allows for a degree of choice and variation. Except in the case of the rather obvious exceptions described next, the other edges are not important: they may match or they may not. This means that it is often possible to place tiles from two different sets into the same space.

With two tiles already in place it is possible to use either a highland or lowland tile in the position shown. Above a lowland tile is placed against the plains edge. Below a highland tile is placed against the mountain edge.

SPECIAL PLACEMENT RULES

1. Some tiles have a definite orientation because they have mountains or hills on them. Other tiles do not have these features and so can be placed any way up. Sometimes a tile's orientation will make it impossible to place it on the map. When this happens put the tile at the bottom of its pack and take another.
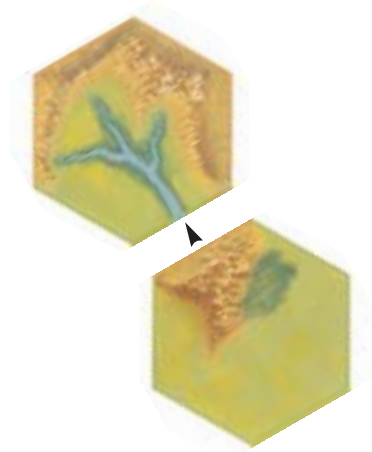
Here the highland tile cannot be placed in its correct orientation as the existing mountain will block the river source.
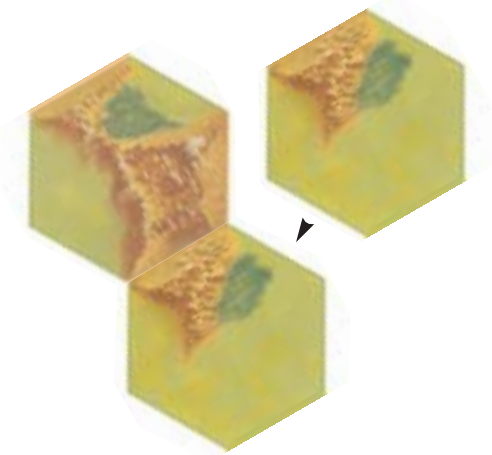
2. The river valley pack contains river end tiles that bring the river to the sea, a lake, or a swamp. It is not always a good idea to place a river end tile directly against a river source tile as this gives a very short and uninteresting river. If you draw a river end, and the only available position is against a river source, the tile may be returned to the bottom of the river valley pack and another tile taken from the top.
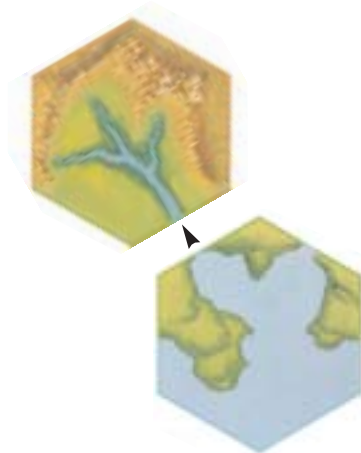
In this situation a player has the option of placing the tile or drawing another.

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3. River valley tiles must be placed to allow the river to flow into an empty space or into an existing lake, swamp or river end. A river cannot be placed so that its course is blocked by a tile that has already been placed. If the tile chosen does not allow this, replace the tile at the bottom of the pack and take another.
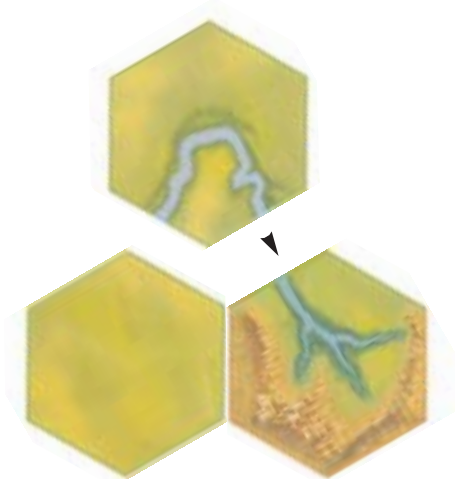
Do not place a river so that its course is blocked.

4. Do not place a tile if doing so would block the course of an existing river.
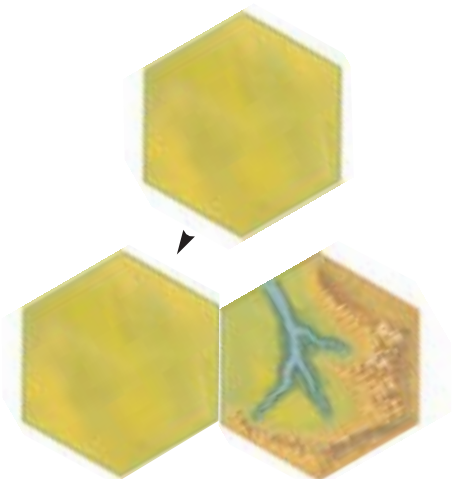

Do not place a tile so that it blocks the course of an existing river.

5. The river valley pack contains a special forked tile. This is only required to join two converging rivers. It is included to resolve a rare but interesting situation that would otherwise produce a potential stalemate in which no tile could be placed. Unless required, the tile is replaced at the bottom of the pack when drawn and another tile is taken.
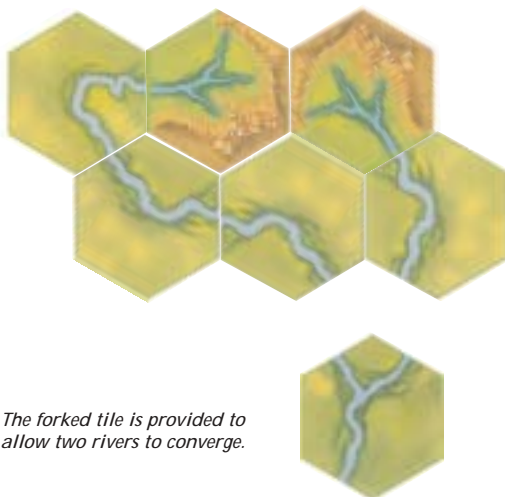
The forked tile is provided to allow two rivers to converge.

6. The river valley pack contains a special lake tile that provides another possible means of allowing rivers to merge. Rivers may be positioned so that they run into the lake at any of three points. A single river may also be positioned so that it runs out of the lake. Any lake tile edges may also be matched against lowland tiles to create an enclosed lake. The tile's remaining free edges match with the lowland set.
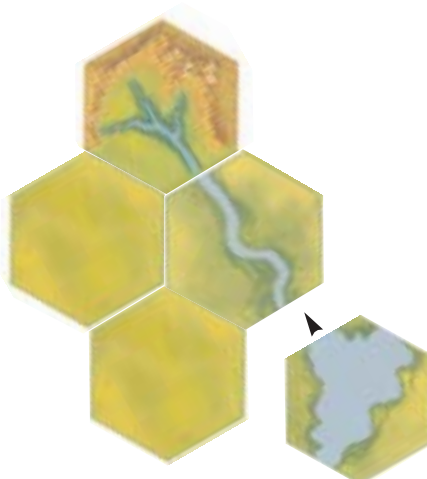
The lake is placed as a river outlet and can also be used to unite two converging rivers. A single river may run out of any remaining side.

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7. The river valley pack contains a special swamp tile. The swamp tile may be used to end a river in the same way as a lake – the river dissipating into an area of swamp. The tile is designed so that a river may run in at any edge. Once the swamp is in place, 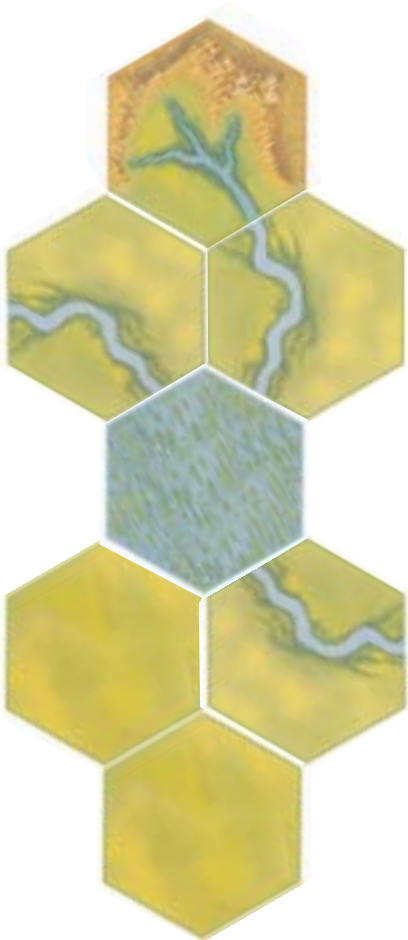a player may lay a river tile against one free edge, indicating that the river is running out of the swamp and continuing its course. As with the lake, several rivers may run into a swamp, but only one river may run out – a swamp may therefore be used to converge several rivers. It is possible that a river tile coming from a swamp will give a coastal river end or lake – in which case the swamp represents a low lying delta or marshy reed-bed. Lowland tiles may be placed against any free swamp edge.

8. A tile must not be placed so that it creates a blank space in the land area of the map – this would create holes that might prove difficult to fill.
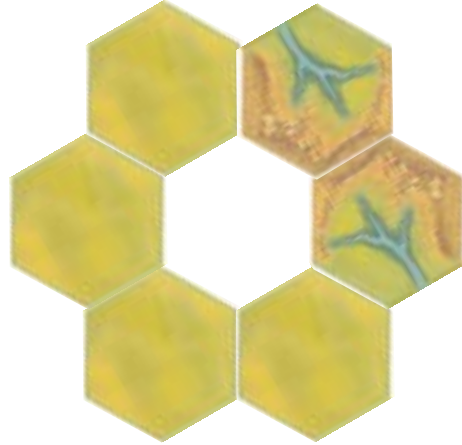
Do not leave a blank space like this.

9. Coastlines always follow a line from one tile to another, creating a properly defined coast. River end tiles must not be placed so that the coastline runs into a land edge. If a river end tile is drawn, and if it cannot be placed against a river edge, the tile is replaced at the bottom of the pack and another tile is taken. A variety of river endings are provided, so it is usually possible to find one that matches existing coastlines.

The swamp tile is placed as a river outlet and can be used to unite up to six converging rivers.
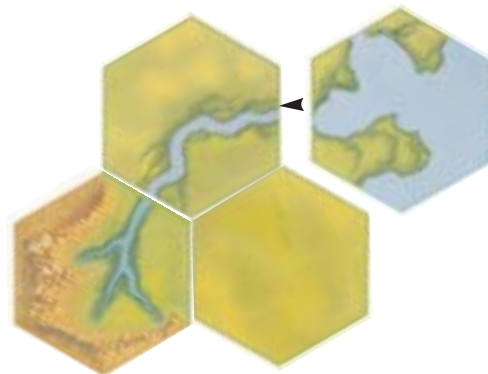
Do not position a river valley ending so that existing tiles interfere with the coastline.

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10. Coastal tiles may only be placed in such a way that they continue an established coastline and don't block existing rivers. Coastal tiles will therefore only be placed once a river ending has been positioned.
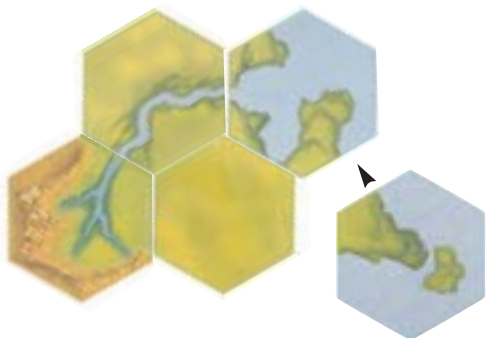
Do not place a coastal tile where the coastline interferes with the existing tiles.

11. The coastal pack contains two tiles that can function as optional river ends. The tile is laid from an adjoining coast edge as normal, but can be positioned as a river mouth without blocking an adjoining river, as would a normal coastal tile. You will notice that these tiles have several possible river mouths, and so can be oriented through more than one position. Because these tiles have more than one possible outlet, a single tile may serve as the outlet for more than one river if required. These special tiles may also be placed just like ordinary coast tiles, representing inlets or heavily indented stretches of coast.
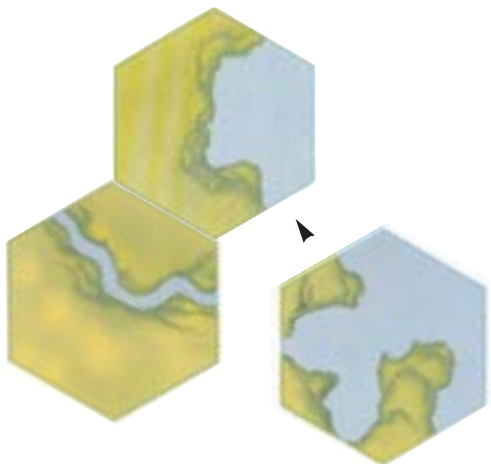
Some coastal sections may also serve as river endings.

12. As you begin to exhaust the sets, you will find that it becomes impossible to place further tiles. Once you can place no more tiles the map is complete.

13. Once the map is complete, capitals are selected and placed as already described (p2). Placing capitals will displace other tiles – the player can add these to the edges of the map once he has positioned his capital.

This second capital tile cannot be placed here as it is too close to the first capital
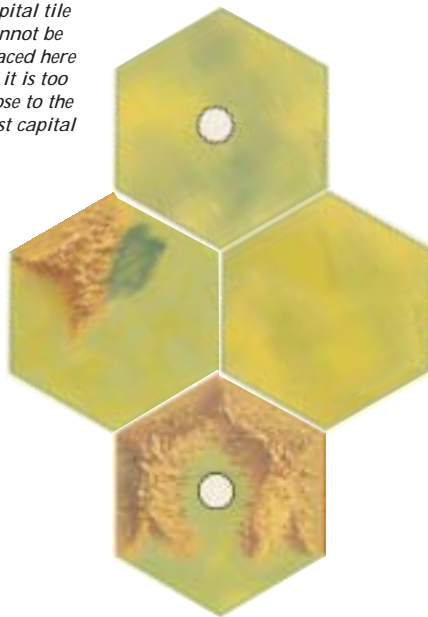
14. Please note that these guidelines are intended to help produce a coherent map, but ultimately it is up to you to use your judgement to create an inspiring and realistic fantasy world. Most of the placement guidelines are just common sense and are intended to make the map geographically credible. There will always be situations where you might prefer not to use a particular tile, or where you'd like to reposition a tile in order to improve the map. You might also like to tidy the map by repositioning tiles once the sets are exhausted. This is all quite acceptable and will help to make the final map both attractive and functional.

Players can create a map co-operatively if desired. Establish who goes first by rolling a dice – then work round clockwise in 'rounds'. Each player draws and lays a tile in turn until all of the tiles are used up or no further tiles can be placed. If a player does not want to lay a tile he does not have to do so – he can simply pass for that round.

EMPIRES

At the start of the campaign, each empire consists of a capital tile plus all the adjoining tiles – ie, seven tiles in total. Place an appropriate territory marker in each of these tiles (see below).

If the capital lies on the sea or the map edge some of the player's territory will be lost, in which case the empire will be slightly smaller than normal.
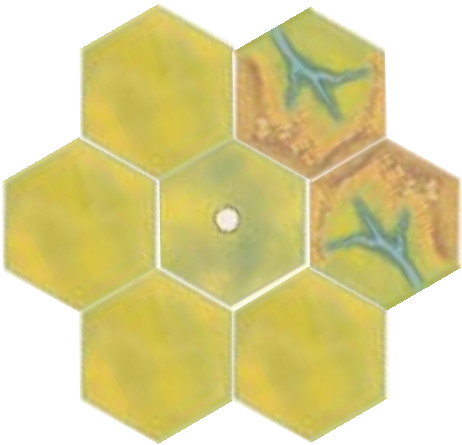
SPECIAL LOCATIONS

The map automatically includes special locations such as mines, wizard's towers, necropoli, and so on. These can be represented with suitable models if you have them (these pieces were originally produced as metal castings for the Mighty Empires game and are no longer available). If you do not have the models, we suggest you make up counters to use instead.

The map includes one special location per empire taking part in the campaign.

There are six types of special location – each is represented by a card counter. Each empire selects one location randomly from the six by drawing a counter from a cup. Locations that are not drawn are not used. Once drawn, each location is positioned by the player on the map as described below.

Special locations cannot be placed in tiles that are inaccessible (marshes/open sea), in tiles that are part of an empire's territory, or in any tile that is adjacent to an empire's territory. Special locations cannot be placed closer than three tiles to another special location.

Special locations give bonuses to the army of the empire to which they belong as noted below.

Special Location	Game Bonus
Mine	*Mighty Armour* – the player can re-roll all the Armour rolls for any one unit once during the battle.
Wizard's Tower	*Mighty Magic* – the player can cast a spell automatically once during the battle – the dice is not rolled and the spell is cast as if a successful roll had been made.
Necropolis	*Might of the Ancestors* – the player can add +1 extra attack to one unit during each turn – the bonus applies to that unit in each combat round that turn. As the effect is used from turn to turn it can be applied to a different unit each turn – but only to one unit in any turn. Note that this is +1 attack in total – not +1 attack per stand.
Temple	*Might of the Gods* – the player can dispel one enemy spell once per battle in the same way as a Dispel scroll.
Stone Circle	*Might of Stone* – the player can force his opponent to re-roll the dice when he casts a spell. This power continues to work until his opponent scores a successfully Cast on a re-roll.
Bridges	Bridges do not confer an in-game bonus but allow attacking empires to trace a route across rivers as noted below. If a player places bridges as a special location he can place up to three.

THE ARMY

Each empire is a great realm full of bustling cities, towns, and villages, each supplying troops for the empire's armies. These are not represented directly on the map. Similarly, we will not represent forces on the map itself; instead it is considered that the empires have armies and garrisons stationed within them. During each turn, the empire's forces are ready to give battle, to defend the borders, or to invade deep into enemy territory.

Players begin by agreeing the base army size for the campaign. 1,500-2,000pts is suggested as this allows games to be resolved reasonably quickly.

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CAMPAIGN ROUNDS

The campaign is divided into rounds. Each round consists of three phases. We've used the term rounds rather than turns simply to make the distinction between turns during a battle.

> **1. Orders phase**
>
> **2. Battle phase**
>
> **3. Post-Battle phase**

ORDERS PHASE

In the Orders phase, each empire secretly indicates which enemy empire it will attack. The players write down or otherwise indicate their targets and all reveal at the same time *(Note: we found it convenient to use the coloured empire counters, each player holding the appropriate counter in his fist and then all players revealing their counters at once).*

An empire can only attack another empire if at least one enemy territory lies within three tiles of one of its own territories. In addition, there must be a clear route to the empire that is to be attacked. A mountain tile edge, a river without a bridge, a swamp, a lake, and open sea tiles all block the route. When determining the route, do not count the edge of the tile the route is being taken from – only the edges of the tiles being 'routed' through (see below).

In the event that an empire cannot make an attack (it is either more than three tiles away from another empire or all of its attack routes are blocked by terrain) then it may attack the closest empire as the crow flies.

BATTLE PHASE

Once orders are revealed, the attack arrows are placed on the map to show where attacks have been launched. The purpose of the arrows is simply to make it easier to see what is going on. Place each coloured arrow so that it points from its empire and towards the target.

Not all attacks will necessarily succeed. Begin by working out which attacks succeed.

If an empire is not being attacked, its own attack succeeds automatically. The target empire's attack is cancelled and its attack arrow is removed. The target empire's own target is no longer being attacked so its own attack now succeeds – and so on. Once you have worked through this process, all the remaining arrows show successful attacks. Note that this will include situations where two empires are attacking each other if no others are involved, as well as attacks from those empires that have not been successfully attacked.
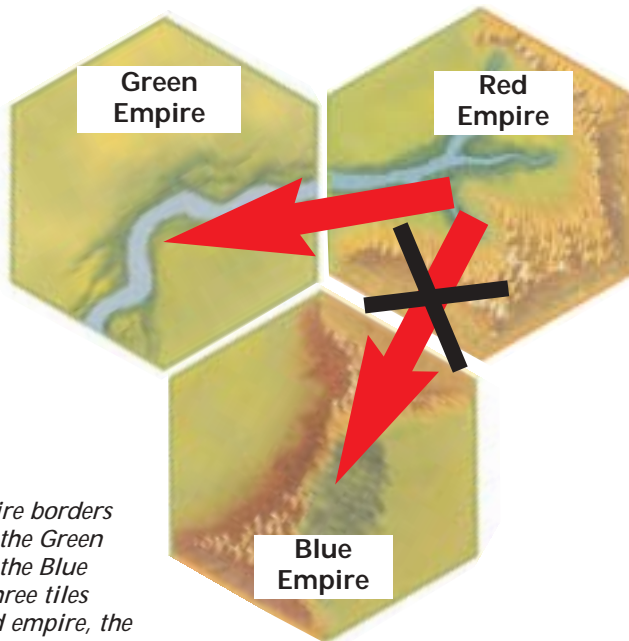
*Here, the Red empire borders both the Blue and the Green empires. Although the Blue empire is within three tiles distance of the Red empire, the Red empire is unable to attack it. This is because the Blue empire tile edge consists of mountains and there is no clear route to the Red empire.*

Conversely, because the Red empire does not have to cross the river in the Green empire tile, it is able to attack it.

In this situation below, the players have all decided their orders and placed the attack arrows on the map to indicate which empire is attacking which. The Red and Blue empires have decided to attack each other which is fairly straightforward. However, the Green empire has also decided to attack the Blue empire and because the Green empire isn't under attack itself, the attack will go through negating the Blue attack. In the Battle phase, the Red and Green empires will form an allied army against the Blue empire.
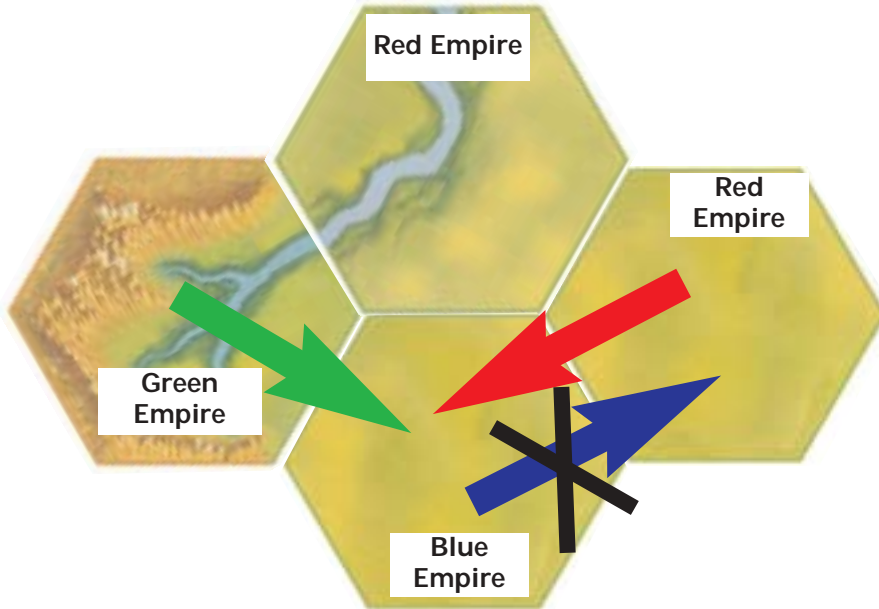
In the situation below, the players have all decided their orders and placed the attack arrows to indicate which empire is attacking which. The Yellow and Blue empires have decided to gang up upon the Red empire and attack simultaneously but because the Green empire has attacked the Yellow empire and isn't under attack itself, Yellow's attack on the Red empire is nullified and the Yellow empire must play a battle against the Green empire instead.
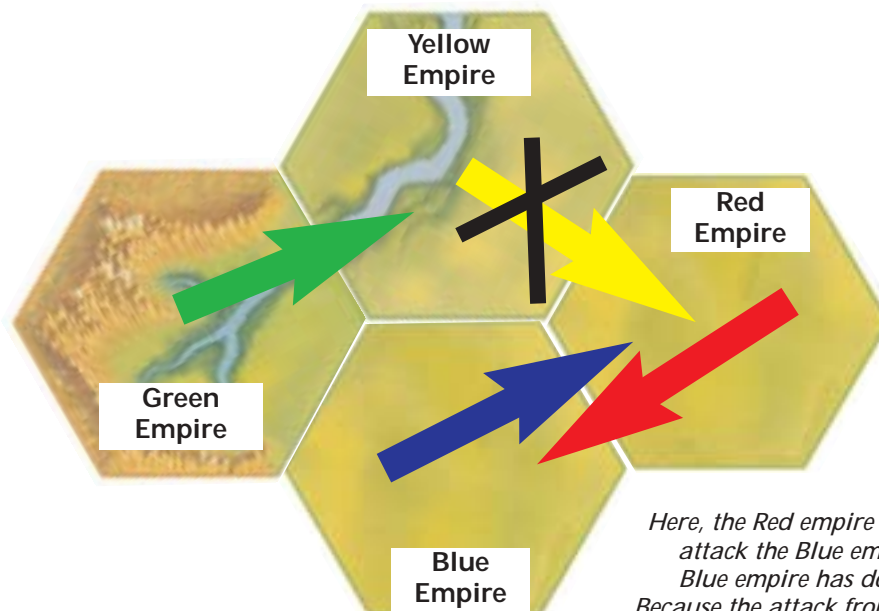
Here, the Red empire has opted to attack the Blue empire and the Blue empire has done likewise. Because the attack from the Yellow empire has been nullified by the attack from the Green empire this results in a one-on-one battle between Red and Blue.

Mighty Empires

No. of Allies	Total army size (based around 1,500 and 2,000pts standard)		
	%	1,500 pts	2,000 pts
2	125%	1,875 (2 armies of 940)	2,500 (2 armies of 1,250)
3	150%	2,250 (3 armies of 750)	3,000 (3 armies of 1,000)
4	175%	2,625 (4 armies of 660)	3,500 (4 armies of 875)
5	200%	3,000 (5 armies of 600)	4,000 (5 armies of 800)

Note that fractions in points resulting from using different standard army sizes are rounded up to the nearest five.

If two empires are attacking each other, the players fight a 'pitched' battle (in the usual manner – see page 63 of the Warmaster rulebook) to determine a winner.

In some cases an empire may find itself attacked by two, three or more enemy empires at once. In this case, the defender may choose to either fight separate battles against each of his attackers in turn and abide by his worst result (ie, a win and a loss counts as a loss overall) or he may fight a single multi-player battle against all of the attackers as **'allies'** (see below).

Note that it is theoretically possible for no attacks to succeed – ie, all the attack arrows have been removed – in which case play another round. This can only happen if all the empires attack their neighbour to their left or right – forming a complete circle with no mutual attackers. We have never known this occur!

Allied Armies
Each of the allied attackers fields a complete but reduced army as indicated on the chart above. It was decided that the attackers should field reduced armies because when playing with odds of 2:1 or 3:1 the defender stands no chance of winning at all. By reducing the odds slightly defenders at least stand a chance of winning. Each army is chosen in the regular way and must adhere to the usual choice restrictions for an army of that size – i.e. it must include a general and appropriate minimum numbers of certain troops.

For all intents and purposes, the allied armies are separate entities with separate 'break points' that move and fight in the same turn. It is entirely possible for the defender in a multi-player scenario to force one (or more) allied armies to withdraw and then be forced to withdraw himself by those allied armies that remain. If the defender manages to force the majority of the attacking armies to withdraw (both armies with two attackers, two armies with three attackers, three armies with four attackers and so on...) then he scores a win and all of the attacking armies lose. If the attackers force the defender to withdraw and still have more than half of their armies on the battlefield, then the attacking armies remaining on the battlefield score a win (allied armies that are forced to withdraw always lose). Any other outcome results in a draw. Victory points only count when determining the order empires may claim territories.

When fighting battles as allies, each army deploys opposite the enemy within the same deployment zone. Each of the allied armies must be deployed in its own designated part of the allied deployment zone (ie, if there are three allied armies, divide the deployment zone into three areas). This helps to keep each of the armies together and prevents units becoming isolated from characters.

All allies move and fight in the same turn as though they were a single army. The only way in which an allied army differs to an individual army is that orders may only be issued to units belonging to the same original army/race as the character issuing it (ie, in an alliance of Dwarfs, Elves and Empire only Dwarf units may receive orders from Dwarf characters, only Elf units may receive orders from Elf characters, etc).

Post-Battle phase
As battles are completed, players record wins/losses and Victory points scored. Once all the battles have been fought, the empires are awarded the following campaign points.

Win:	3 pts
Draw:	2 pts
Lose:	1 pt

During the post-battle phase, the players acquire or lose territory depending on their success in battle. In descending order starting with the player who scored the most Victory points, each player can add territories to his empire. Note that in some cases an empire may have insufficient Campaign points to add a territory – in which case no territory is added that round and any excess Campaign points are lost.

The Campaign points earned that round are used to acquire territory – this can be one, two or potentially three tiles. The chart below lists the points required.

3 pts To capture an adjacent territory tile from the empire fought against that round. The enemy's territory marker is removed and your own is placed there instead.

2 pts To remove an adjacent territory tile from the empire fought against that round. The enemy's territory marker is removed and the tile reverts to unclaimed wilderness.

1 pt To occupy a tile adjacent to the empire's own territory and which does not already form part of another empire. If the player has two or three points to spend he can therefore add two or three territories to his empire: in this case add one territory at a time and subsequent territories can be place next to ones already placed if the player wishes.

NON-AGGRESSION PACTS
A player can form a non-aggression pact with any other player or players whose empire adjoins his own. If both players agree then they have a NAP for that turn – each has agreed not to attack the other. Note that this does not mean the players aren't allowed to attack each other – it is perfectly allowed to break a NAP – but this will lead to a certain amount of mistrust in future. It's up to you!

A player can make an attack through the territory of another empire that he has a NAP with. The player simply treats the NAP'ed empire's territory as his own. This will allow the player to launch an attack on other enemies that might otherwise be to far away or divided from him by the NAP'ed empire.

Mighty Empires

DESTROYING EMPIRES

If an empire loses its capital tile then it is destroyed and the player is out of the campaign. All of the territories that were previously part of the empire immediately revert to unoccupied land and all territory markers are removed.

A capital can only be destroyed if it is the specific target of an attack. This is called a capital assault. To make a capital assault, the attacking empire must already own a territory tile that is adjacent to the capital tile.

At the start of the Orders phase the attacking empire(s) must openly announce that it is going to launch a capital assault. The player positions his attack arrow accordingly and then the remaining players work out their attacks secretly in the usual manner. Note that this gives the other players an opportunity to negate the capital assault by attacking the empire(s) making the assault.

Instead of a standard pitched battle, play a game of siege using the final scenario (3) and rules from Warmag 9 'Into the Breach'. If the attackers win, they have captured the enemy capital and thrown down that empire.

WINNING THE CAMPAIGN

In our experience, campaigns can often become very long affairs and players' enthusiasm inevitably dims after a while. We therefore recommend that the campaign is played to a set number of rounds or until one empire has conquered half of the territory tiles on the map. The empire that has the largest territory once all the rounds have been played is the winner.

Needless to say it is perfectly feasible to set any victory conditions you wish or to continue to run the campaign indefinitely if you prefer.

TEAM PLAY

In the team game, each empire is represented by a team of between one and seven players – we recommend three or four players per empire as ideal. It is usual for each empire to represent a single race (High Elves, Orcs & Goblins, Dwarfs, etc) but empires can be mixed if this is convenient. If you have a varied and uneven selection of armies it is often more practical to divide into Good and Evil empires rather than try to stick to racial types.

Note that in a long-term campaign it is not strictly necessary that every member of each team participate in every round. The system can accommodate periodic absences, holidays, and occasional participants, as well as unexpected visitors.

Territories

You will need to number the empire territory markers to represent individual players, eg Red 1, Red 2, Red 3, Blue 1, Blue 2, Blue 3, etc. Thus the Red empire is represented by all the red territories, and Red 2's territories are indicated by the Red 2 markers.

At the start of the campaign, one player in each empire is elected as overall ruler (the number 1 territory marker for convenience). Each player begins by placing an equal number of territory markers starting with the overall ruler who must place his first marker in the capital. Once each player has placed an equal number of markers the ruler takes any territories left over. So, with three players each takes two territories and the leader takes a third, with four players each takes one territory and the leader takes the remaining three, and so on.

Orders

The overall ruler decides where to attack either in consultation with his team or not as he pleases. It's great to be King!

Battles

Once successful attacks have been established battles are fought between players from the warring empires.

If two empires are attacking each other then the players simply pair off. This can be done randomly or by mutual agreement – it does not greatly matter. If you use the coloured and numbered territory markers then you can randomly allocate partners by pulling these blind from a cup.

If there are more players on one side than another, excess players double up with their team mates to fight two on one battles using the allied rules. If necessary fight three on one, four on one and so on, so that all the players are taking part.

If two or more empires are successfully attacking another, begin by allocating all the players from the attacked empire to opponents. Alternate between enemies starting with the most numerous. So, if there are five Red players taking on an alliance of five Blue and three yellow allocate Red to Blue, Red to Yellow, Red to Blue, Red to Yellow, and Red to Blue. Finally, randomly allocate the remaining attacking players to existing battles. This will result in two on one battles with allied armies from the same or different empires depending on the draw.

Any in-game benefits from special locations apply only to the individual player who owns the corresponding territory – they do not apply to the empire as a whole or to entire allied armies.

Post Battle

Determine how many battles each empire has lost, won, or drawn that round. Allocate campaign points as follows.

3 pts   The empire has won more battles than it has drawn/lost.

2 pts   The empire has neither won more battles than it has drawn/lost nor lost more battles than he has drawn/won.

1 pts   The empire has lost more battles than it has won/drawn.

The empire's campaign points are allocated to the individual player who both won his battle and scored the most victory points. Start with the empire whose player scored the most victory points and then proceed to other Empires in descending order as described for the individual game.

In the team game, a player can only acquire a maximum of one territory per round (except as noted below). The player places his territory marker in the tile to show he has taken possession of it. The tile can be anywhere on the edge of the empire – it does not have to be contiguous with the player's existing territories so long as it is contiguous with the empire as a whole.

Mighty Empires

If there are any campaign points left over once the player has acquired a new territory, then these pass to the next highest scoring victorious player in that empire. Once again the player can acquire a maximum of one territory. If there is a final point remaining the next highest scoring victorious player can use it to acquire a territory as well.

If there are only one or two victorious players in the empire then any surfeit points recycle to the first player again – in which case the player may get to place more than one territory in that round. If no players are victorious (say all draw or lose) then the points go to the highest scoring drawers – if all players lose to the highest scoring loser.

Note that at the start of the campaign when there is plenty of 'one point' territory to acquire it is usual for three players to each expand their territories when their empire wins the round. Later, as territories have to be won from the enemy, it is usual that only the top scoring player gets to place a territory.

In long term team games, a player who has no territory left can continue to play and will get the opportunity to acquire new territory exactly as before. Individual players do not get knocked out just because they have no territory. This is arranged for lengthy campaigns where players intend the campaign to last over several weeks or months.

In a weekend or inter-club game where a resolution is required within a relatively short time then individual players are knocked out once they have no territory. This will tip the balance of the game more quickly as empires with fewer players will be forced to fight more two on one and eventually three on one and four on 1 battles.

If a player has more territory than the empire's leader then he can challenge the current leader. In a long term campaign this can be resolved as a battle (civil war) but in an inter-club team game it is best resolved automatically. The player with the most territory automatically assumes the leadership of the empire if, in any subsequent round, he both wins his battle and scores more Victory points than the current leader.

THE WINNERS
There are several ways to resolve victors in team games – in an inter-club game or similar competitive team event this is usually done after a fixed number of battles or a fixed time limit. The empire with the largest territory at that time is the winner – in the event of a tie compare the final round Victory points of the rival team leaders.

NOTE ON ALLIED BATTLES
In a long running team campaign it is quite common to find that a disproportionate number of the games become two on one affairs because the teams are not evenly represented. This can get a bit tedious after a while. We therefore normally allow excess players to play 'civil war' games against fellow team members or against allies if they are agreeable. This just allows us to sort the games into more 1 on 1's if this is what the player's prefer. Wins and losses score to each players own empire as normal, and victory scores count for territory allocation in the normal way. Regardless of which players actually fought – the enemy empires fought against that round is still the 'enemy' for purposes of removing territory.