

WARLORDS OF EREWHON MAPLESS CAMPAIGN

There are no maps in this campaign but players get to collect territories. And collecting territories makes the player more powerful. It is based on the campaign system in the Warmaster Ancient Armies book by Rick Priestley.

Territories

Players start with a Stronghold and three randomly generated territories from the Territories Table below. This is their starting Realm. Territories should be named as they are rolled for.

If a player's number of territories (excluding their Stronghold) is reduced to two or less they may Raid an enemy to try to re-establish themselves. If reduced to only their stronghold and no territories they must abandon it and start again.

Players must each keep a record of their territories on a Territory Record Sheet. Territories may provide reinforcements, magic weapons or enhancements to another territory

Stronghold Territory

A player's stronghold has no intrinsic value. Its recruitment value is increased after each battle by the amount of plunder that is won.

Plunder

The difference in the number of Order Dice that a battle is won by is the amount of plunder that the winner receives. Each die is worth 10 points. A running total of this is kept by each player and may be used to recruit units only when in dire need, that is, when they have only their stronghold and two or less other territories.

Warbands

Players select a base warband of an agreed number of points (e.g. from 500 to 1000) for each battle. The warband's composition can change between games and core armies fighting a battle must be of the same points size.

A player's Warband may be increased with reinforcement units to the value of their staked territories.

Only one monstrosity unit may be fielded by each warband either as a core unit or as a reinforcement.

Reinforcements

The combined values of staked territories may be used to recruit additional units for the battle.

Units may be recruited from your own list or mercenaries from other lists.

Only the common units may be recruited (this excludes the '**Special**: You can include a maximum of one in your warband' type units).

If the core warband does not contain a monstrosity then one may be recruited.

Undead may only recruit from the Undead list.

Recruited units may be upgraded provided that all figures in the unit receive the same upgrades.

These units are disbanded after the battle. Unspent points are ignored. Tough, war is unfair!

Monstrosities

Only one monstrosity may be used by a warband and may be included either as part of the core warband points or recruited from the staked Territory points.

Campaign Battles

Any player can fight any other player any number of times. Players cannot attack the same player twice in a row, but may be attacked themselves by that player. If you win a battle you get more territories.

All players need to keep track of their territories.

Battles are fought in the terrain of one of the territories staked by the defender. In a Border Clash the defender may choose which territory of the two staked. In an Invasion it is the territory selected by the attacker as the Invasion route and in a Raid as only one territory is staked there is no choice. The terrain for each battle is selected using the Territory Terrain Table.

Realm Territory Map (for those who must have a map)

This is a representation of a player's Realm (populate the rectangles with its name, value and a small sketch of the terrain type. The three rectangles in the centre represent the player frontier territories. The six rectangles surrounding the player's stronghold are used to record the territories received when losing a battle. The eight rectangles beyond the frontier territories are used to record territories gained on winning a battle.

BATTLES

Each player starts with their basic warband of the amount of points as agreed by both players (warband size may vary from battle to battle). Added to this are any reinforcement units that have been purchased with points from their territories that they have staked for the battle.

After each battle, the winner adds the Plunder value to the reinforcement value of their Stronghold.

Battles may be in the form of a Raid, a Border Clash or an Invasion.

Raid (a player attacking another player who has twice as many territories may only raid.).

The attacking Player chooses one territory and also selects the defenders territory (the area he is raiding).

Players add the respective territory reinforcement values to their armies.

The Raiding player decides the number of points for the battle.

If the battle is a draw then neither player benefits, however, if one player wins the battle:

- 1 A new territory is added to the campaign.
 - The winner of a battle randomly generates the new territory.
- 2 The winner gets an extra territory.
 - The winner can then either take the new territory or the territory the loser staked.
- 3 The loser retains the same number of territories, although depending on the winner's selection the specific territories may have changed.
 - If the winner takes one of the loser's territories the loser gets the new generated territory.

Border Clashes

Both Players choose and stake two territories and add the reinforcement values to their armies.

If the battle is a draw then neither player benefits, however, if one player wins the battle:

- 1 A new territory is added to the campaign.
 - The winner of a battle randomly generates the new territory.
- 2 The winner gets an extra territory.
 - The winner can either take the new territory or one of the territories that the loser staked.
- 3 The loser retains the same number of territories, although depending on the selection of the winner the specific territories may have changed.
 - If the winner takes one of the loser's territories the loser gets the new generated territory.

Invasion (the invading player must have at least 6 point generating territories).

Both players stake three territories. The invader choose three of his own territories and one of his opponent's territories (the invasion route). The defender chooses his other two. Each add their three reinforcement values to their armies.

If the battle is a draw then neither player benefits, however, if one player wins the battle:

- 1 Two new territories are added to the campaign.
 - The winner of a battle randomly generates the new territories.
- 2 The winner gets an extra two territories.
 - The winner can then either take one or more of the new territories or one or more of the territories the loser staked.
- 3 The loser retains the same number of territories, although depending on the selection of the winner the specific territories may have changed.
 - If the winner takes one or more of the loser's territories the loser gets the new generated territory.

Winning the Campaign

Before the campaign starts you should set out the victory conditions. Options include:

- The player who has the highest total territory value at the end of a fixed time period.
- The player that reaches a target territory value fastest.
- The player that acquires a certain number of territories fastest.
- The player that gains the most plunder.

TERRITORY TABLE

Roll 2D6 counting one as ‘Tens and the other as ‘Units’.

D66	Territory	Value	Details
11 - 13	Magical Weapon		<p>This is not a territory so cannot be staked. The player may select a Magical Weapon of a random value. Roll a D6, on a;</p> <p style="padding-left: 40px;">1 a 5 point weapon, 2-3 a 10 point or less weapon, 4-5 a 15 point or less weapon, 6 a 20 point or less weapon,</p> <p>The weapon must be allocated to either their Warlord or a Hero and may be wielded by them in every battle. However, if the wielding unit is destroyed in battle and their army defeated the victor gains the Magic Weapon and it can then be allocated to and wielded by either their Warlord or Hero unit. Record the weapons name and value.</p>
14 - 15	River	70	-
16 - 24	Village	50	-
25	Town	80	-
26	Fortress	60	-
31 - 35	Road		<p>Roll a D6 x10 to establish its value. If you stake it and win a battle roll a D6x10 to increase its value.</p>
36 - 42	Bridge		Roll a 2xD 6x10 to establish its value.
43	Mountain Pass		Roll a 3xD 6x10 to establish its value.
44 - 46	Steppe	40	-
51 - 53	Mountains	30	Roll a D6 each time you win a battle on a score of 6 you gain a Mine territory in addition to any territory won.
54	Port	90	When combined with any roads territories the value of the roads are doubled.
55-56	Trade Route	0	Allows a re-roll on this chart once per turn. The result of the second roll must be accepted.
61 - 62	Mine	100	After winning a battle roll a D6, on a score of 6, gold is struck. Add 50 points for the next game only.
63 - 64	Forest	40	-
65	Lost Valley	-	<p>Roll again twice on this chart - the valley has the territory value of both rolls combined. The Lost Valley is a single territory even though it has the resources of two. A lost Valley cannot include other lost valleys!</p>
66	Event	-	<p>A natural disaster, human catastrophe, or some other unexpected event has occurred. An event is not a territory, so if you roll an event generate another territory immediately. When generating your initial three territories events are ignored altogether. Events only occur after a battle. To determine which of the two player’s Realm’s is stricken, both roll a die. The event happens to the lowest scoring player, who then rolls on the Events Table to determine what has befallen his Realm. If both players roll the same scores then both must roll for a separate event.</p>

Generating the Realm

When generating the three initial territories, if an Event or a Lost Valley is rolled, discard and roll again. Also, a player can have only one Port or Mine in their initial Realm. If you roll more than one, then discard and roll again.

TERRITORY & TERRAIN EFFECTS TABLE

Territory	Compulsory Terrain	LOS	Cover	Move
Mountains, Mountain Pass, Mines	Rocky,	Open	Res +1	Rough.
	Broken	Open	None	Rough.
	Steep slopes	Open	None	Rough.
	Impassable Cliffs	Blocked from below, clear from above.	-	May climb up/down if whole of unit touching or within 1" of base or edge. Make an Agility test and move (1M) if passed.
Lost Valley	Steep slopes	Open	None	Rough.
	Thick forest	Within 2" of edge or enemy	Res +2	Rough -2 Agility. Impassable to chariots and artillery.
	Scrub	Open	Res +1	Rough.
Forest	Dense woodland	Within 2" of edge or enemy	Res +2	Rough.
	Thick Forest	Within 2" of edge or enemy	Res +2	Rough -2 Agility. Impassable to chariots and artillery.
Steppe	Scrub	Open	Res +1	Rough.
	Light woodland	Open	Res +2	Rough.
	Gentle hills	See special LOS rule.	None	No Penalty. Special LOS rule. Blocked unless within 2" of crest. Units must be within 2" of hill crest to see over and be seen.
River	River	Open	None	Cross only at bridge or ford. Must have two crossing places.
	Stream	Open	None	Obstacle, Rough
	Marsh or Bog	Open	None	Rough -2 Agility. Impassable to chariots and artillery.
				Special rule. If units fail their Agility test when attempting to move through a marsh then they do not move at all. In addition, a unit that fails agility test for moving into or through a marsh gains a pin.
	Mire or Swamp	Open	None	Rough -2 Agility. Impassable to chariots and artillery. Special rule. This is the same as marsh (above) and in addition, if the units Agility test is failed on a roll of a 10 then one of their number selected at random is immediately drawn to their destruction beneath the mire – remove the model as a casualty.
Bridge	River	Open	None	Cross only at bridge or ford. Must have two crossing places.
	Stream	Open	None	Obstacle, Rough.
Port	River	Open	None	Cross only at bridge or ford. Must have two crossing places.
	Building	Blocked	See pages 103 to 106 of the rules.	
	Water	Open	-	Impassable.
Village	Building	Blocked	See pages 103 to 106 of the rules.	
	Walls	Open	Res +2	Obstacle
	Hedges or Fences	Open	Res +1	Obstacle.
	Orchard	Open	Res +2	Rough.
	Crops	Open	Res +1	No penalty.
Town	Building	Block	See pages 103 to 106 of the rules.	
Fortress and Roads; no compulsory terrain. Players may place a tower or fortification as a terrain choice in Fortress terrain.				
Rivers flow from one short table edge to the other roughly through the centre of the table. It is placed by the defender after any hills have been placed and must have two crossing places as it may only be crossed at a bridge or ford. Streams must flow through two table sections and into a river if one has been chosen. Either or both banks of a river or stream may be edged by hedges for the equivalent of one third of its length.				

TABLE SETUP

Terrain Selection

The 6x4 table is divided notionally into six two foot squares.

Each player selects 3 terrain items. The Defender's choice must include two compulsory terrain items.

Starting with hills, then compulsory items, players take it in turns to place one terrain item in each square.

Selecting a Table Edge

Both players roll a dice, the highest score chooses a base edge. In a Raid the Attacker adds +2 to the die roll. In an Invasion the Defender adds +2 to the die roll.

RANDOM EVENT TABLE

D10	EVENT	Affects:-
1	<p>Plague Plague spreads through your settlements. Roll a D6 for each settlement territory. Villages are destroyed on a roll of 4-6. Towns, Ports and Fortresses are reduced to villages on a roll of 6. In addition you must abandon D3 territories of your choice. These territories are permanently lost. If the destruction leaves you with less than three territories then you must abandon any remaining territories and roll three new ones: your people migrate far away from the plague and take up residence in a new land.</p>	Village Town Port Fortress
2	<p>Raiders Brigands, hill tribesmen or nomad raiders run riot through your realm, burning and looting outlying settlement. Roll a D6 for each village in your realm. On a roll of a 6, it is destroyed and kits people massacred – it is lost to your realm. Also roll for each Steppe territory in your realm. On a roll of 4-6 the territory is plundered, herds driven off, farms destroyed and the land returned to wilderness – and lost to your empire.</p>	Village Steppe
3	<p>Bandits Harassment by bandits makes communications and trade impossible. Roll a D6 for each settlement territory. Roll D6 for each Town, Roads, Bridge or Pass in your territory. On a roll of 4-6 it is rendered untenable and must be abandoned. Abandoned territories are lost forever. Cannot use Trade Route to re-roll a territory after next battle.</p>	Towns Roads Bridge Pass Trade Route
4	<p>Fire Fire breaks out in one of your Towns or Fortress reducing it to ashes. If you have no towns then a village. If you have more than one such settlement randomly determine which is affected. It then contributes nothing to your army. Retain the territory and attempt to re build it. You cannot stake this territory in a game. On each subsequent game, roll a D6 and add +1 if you won the battle. On a roll of 6+ the settlement is rebuilt and counts as normal.</p>	Town Fortress
5	<p>Revolt Rebels seize one of your settlements. The settlement remains part of your territory but contributes nothing towards your army. You cannot stake the rebel settlement in a game. Randomly determine which Town, Fortress, or Port has been affected. Because the territory is in revolt you cannot count it as part of your empire when choosing your army. If you lose your next campaign battle the revolt spreads to another randomly determined a settlement (Town, Fortress, or Port). Each time you lose a battle the revolt spreads to another settlement. However, if you win a game then the revolt is crushed and all revolting settlements are brought back under your control.</p>	Town Fortress Port
6	<p>Storms Unseasonable snow, torrential rain etc. Troops bogged down and supplies ruined. Next battle you fight, you are unable to use any Towns, Ports, Bridges or Passes. Any bonuses from these territories are ignored and they may not be staked in battle.</p>	Towns Port Bridge Pass
7	<p>Drought Prolonged drought has spoiled the harvest. Crops fail and grasslands wither. Cattle and horses starve and die of thirst whilst people flock from the countryside to the towns. Next time you fight a battle you cannot count Villages or Plains as part of your realm. After your next battle roll a D6. On the score of 4-6 the drought has ended and your Villages and plains are restored. On the roll of a 1-3 the drought continues unabated, and your Villages and plains remain useless. Continue to roll after each battle you fight until the drought is ended.</p>	Villages Steppe
8	<p>Mine Exhausted One of your mines is exhausted and must be abandoned. If you have several mines randomly determine which is no longer of any use.</p>	Mine
9	<p>Hurricane Your empire is devastated by high winds. Roll a D6 for each territory that you hold. On roll of 6 the territory is destroyed. If you do not roll a 6 for any of your territories then the last one rolled for is lost (you must lose at least one). Additionally, in the next battle you fight, you are unable to use any roads, bridges or passes. Any bonuses from these territories are ignored and they may not be staked in battle.</p>	Any Territory
10	<p>Treachery. One of your lieutenants, is subverted by your enemies. Roll a D6 for each Fortress, Town or Port. On a roll of 6, the settlement randomly switches its allegiance to another player (the player that has just been fought).</p>	Fortress Town Port

REALM TERRITORY MAP

