INTRODUCTION

Fantasy Warriors Campaign is an addition to Fantasy Warriors that allows players to now fight campaigns of any size, consisting of armies and their forces, planning and executing grand strategies, force reactions and orders, reinforcements, deserters, casualty recovery, capture of objectives, the will to fight, exhaustion, new orders and a host of other tactical options that will truly test your ability to command a Fantasy Warriors army.

In addition Fantasy Warriors Campaign contains two new features that bring greater scope to any Fantasy Warriors game, especially the campaign. The first off is the introduction of a new order called 'retreat'. Using the retreat order will now enable a warchief in a losing battle to leave the battlefield with the fabric of the army intact. It is during a campaign that retreat orders will have their best use, as they have a direct effect on casualties and casualty recovery after a battle. In essence, retreat orders now allow you to live to fight another day.

The second new addition is that of giving orders to units. Giving orders to units will allow a warchief with no battle leaders, and thus no other commands, a much greater degree of flexibility over the command of his army; this will allow small skirmish-type battles to take place giving the full feel of a Fantasy Warrior battle. The two systems of giving orders (by unit or by command) can be used against each other on the battlefield, so players are now free to develop their own personal preference.

THE COUNTER SHEET

A campaign counter sheet is included allowing you to view your strategic situation at a glance. The counters on the sheet allow you to field two complete opposing armies consisting of six forces per side. Each force is represented by its own numbered counter showing its current order or reaction. One side is represented by a red background the other by a blue background. The counter set is as follows:

FORCE ORDERS

12 Full Speed (6 red, 6 blue)
12 Probe (6 red, 6 blue)
12 Defend (6 red, 6 blue)

FORCE REACTIONS

12 Confused (6 red, 6 blue)
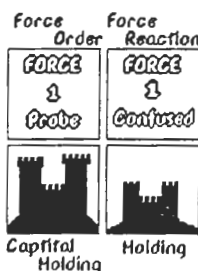12 Unsteady (6 red, 6 blue)
12 Shattered (6 red, 6 blue)

HOLDINGS

8 Red Holdings
2 Red Capital Holdings
8 Blue Holdings
2 Blue Capital Holdings

BATTLEFIELD COMMAND ORDER

9 General Retreat counters

THE MAP

A campaign map is supplied, allowing you to get a campaign underway quickly. You can easily design your own or modify existing maps.
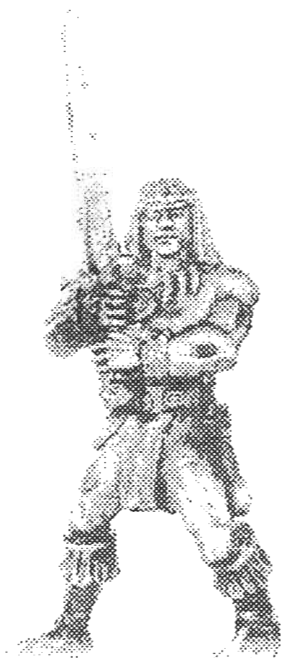
SETTING UP A CAMPAIGN

This section deals with setting up a campaign and covers the map terrain, territory, placing holdings and organising armies ready for the coming struggle.

IF YOU PLAN TO GO ON THE OFFENSIVE, REMEMBER ENEMY TERRITORY IS HOSTILE AND YOU WILL FIND THE GOING A LOT TOUGHER.

THE MAP

MAP TERRAIN

There are five types of map terrain: Clear, swamp, river, forest and mountain. Map terrain affects army movement and can affect army orders and efficiency. As a rule of thumb armies in less rugged terrain will perform better than armies trying to struggle through forests or march over mountains. Full details of map terrain and its effect on movement can be found in Phase 2 Force Movement – page 9.

TERRITORY

There are three kinds of territory in a Fantasy Warriors Campaign: friendly, neutral and enemy. Friendly territory will contain all friendly holdings and gives an advantage to movement and the recovery of casualties after battle. Enemy territory has the opposite effect on movement and casualties. Neutral territory has no effect.

HOLDINGS

Holdings represent a player's key points. They are placed on the map at the start of the campaign and do not move during the campaign. Defending your own holdings and capturing or destroying the enemy's are prime objectives during a campaign. Should you ever have to take a 'Will To Fight' test during a campaign, the number of holdings you control will be of crucial importance.

CAPITAL HOLDINGS

Each player in a campaign has only one capital holding. It is by far the most important holding and should be protected at all costs. As well as being the prime holding, a capital holding also functions as the issuing point of any reinforcements and replacements due to an army during the course of a long campaign. See Reinforcements – page 16.

RULES FOR DEFINING TERRITORY ON THE MAP

- Divide the map into three equal areas. If they cannot be equal, the central (neutral) area should be unequal, leaving the two outer areas equal.
- The central area is classed as neutral territory.
- Both sides roll a dice. The winner decides which of the other two remaining areas will be his friendly territory.
- The loser takes the last remaining territory as his home territory.

Note

If you want to fight smaller campaigns use a smaller area of the map. The map is grid referenced, and as long as everyone knows exactly the area over which they are fighting there will be no problem.

YOU ARE STARING DEFEAT IN THE FACE IF YOU LOSE YOUR CAPITAL HOLDING.... WHATEVER HAPPENS KEEP IT PROTECTED.

RULES FOR PLACING HOLDINGS ON THE MAP

- Both sides roll a dice, the loser places all of their holding counters upon the map first.
- Holdings can only be placed in friendly territory.
- No friendly holding can be within 2 squares of another friendly holding.
- No holdings can be placed in mountain, forest or swamp terrain except as follows:

  Dwarves can place holdings in mountains.
  Wood Elves can place holdings in forests.
  Goblins can place holdings in forests.
  Orcs can place holdings in swamps.

Note

The number of holdingsa player has in a campaign is a matter of choice. Suggestions are:

Small campaign – one capital and two holdings.
Medium campaign – one capital and three or four holdings.
Large campaign – one capital and six holdings.

ORGANISING AN ARMY

An army is broken down into forces. Each force is represented on the map by a counter, showing its force number and current orders or reaction. A force can consist of one or more commands, the battle leader with the highest leadership being regarded as the warchief of that force. Before a Campaign can begin all players taking part must agree on the total points value of their Army. The total points value does not have to represent every figure in your army collection, it can be more. It is unlikely that during a Campaign you will fight a battle with your entire army present. About twice as many points as actual value of your army is a good starting base.

RULES FOR THE ORGANISATION OF FORCES WITHIN AN ARMY

- Any number of forces can be created within an army.
- Every force must contain a battle leader and at least one unit to create a command.
- A force can consist of any number of Commands.
- The battle leader with the highest Leadership in a force is considered the warchief for that force.
- Individuals can be in a force. They cannot outnumber the number of units in the force. Usual rules for Individuals apply.
- Allied and mercenary commands cannot form a force on their own. They must be used in conjunction with a regular Command. All rules for allied and mercenary commands apply.

THE ARMY ROSTER

When your army has been divided into its respective forces make a note of all the relevant details. An example army sheet is shown below.

WHEN YOU ARE ORGANISING AN ARMY THINK CAREFULLY ABOUT THE COMPOSITION OF YOUR FORCES. DO YOU WANT BALANCED FORCES OR FORCES DESIGNED TO CARRY OUT SPECIFIC ROLES LIKE SCOUTING OR ASSAULT. PERSONALLY I PREFER BALANCED FORCES, THEY CAN COPE WITH MOST SITUATIONS WHEREAS A SPECIFIC FORCE IS USELESS IN THE WRONG SITUATION.

AN EXAMPLE BARBARIAN CAMPAIGN ARMY

FORCE 1
WARCHIEF ON FOOT, LEADERSHIP 4.
INDIVIDUALS ON FOOT, 1 DESTROYER,1 COURIER.
1 WIZARD (MAGIC 5D).
UNIT 1. ELITE BODYGUARD, 10 FIGS.
UNIT 2. AVE BATTLE GIANT, 1 FIG.
UNIT 3. VET WAR MAMMOTH, 1 FIG.

FORCE 2
WARCHIEF ON FOOT, LEADERSHIP 3.
INDIVIDUALS ON FOOT. 1 HERO,1 COURIER.
1 WIZARD (MAGIC 2S).
UNIT 4. VET BARBARIAN INFANTRY, 20 FIGS.
UNIT 5. VET BARBARIAN INFANTRY, 20 FIGS.
UNIT 6. VET BARBARIAN ARCHERS,10 FIGS.
UNIT 7. VET BARBARIAN ARCHERS,10 FIGS.

FORCE 3
WARCHIEF ON FOOT, LEADERSHIP 3.
INDIVIDUALS ON FOOT, 1 HERO, 1 COURIER.
UNIT 4. VET BARBARIAN INFANTRY, 20 FIGS.
UNIT 5. VET BARBARIAN INFANTRY, 20 FIGS.
UNIT 6. VET BARBARIAN ARCHERS, 10 FIGS.
UNIT 7. AVE BARBARIAN BATTLE GIANT, 1 FIG.

FORCE 4

COMMAND 1
WARCHIEF ON FOOT, LEADERSHIP 4.
INDIVIDUALS ON FOOT. 1 HERO.
1 WIZARD (MAGIC 2S).
UNIT 8. AVE BARBARIAN GIANT, 1 FIG.
UNIT 9. BARBARIAN BERSERKERS, 5 FIGS.
UNIT 10. VET BARBARIAN INF, 20 FIGS.

MERCENARY COMMAND 2 (ON HALF PAY)
GOBLIN BATTLELEADER LEADERSHIP 3.
INDIVIDUAL HOBGOBLIN DESTROYER.
UNIT 11. VET MEDIUM DRAGON. 1 FIG.
UNIT 12. ELITE WAR TROLLS, 3 FIGS.

FORCE ORDERS AND REACTIONS

Force orders and reactions operate in a similar way to those found for commands and their units in Fantasy Warriors Battle; although they are similar they are not to be confused. Force orders and Reactions apply solely to forces on the Campaign Map. Their function is to configure either your force to operate in a defined strategic manner or to show you at a glance that your force is reacting and unable to operate in such a way.

During the course of a campaign a force will either be operating under force orders or it will be reacting. No force can have an order and be reacting at the same time, it either has an order or is reacting. Force orders and reactions are displayed on the map throughout the campaign by their relevant counter.

Force orders and reactions can be changed during phase 1 of the Campaign Turn.

FORCE ORDERS

There are three force orders in the game:

1 FULL SPEED

This order is used when you wish a force to move quickly. To maintain speed the force sacrifices its ability to scout.

- A force with full speed orders will receive a +2 modifier to movement. See Force Movement – page 9.
- A force with full speed orders will be unable to scout before a battle. If the force has a wizard or scout individual they are allowed to use their scouting skills before a battle.

2 PROBE

Probe orders allow normal movement coupled with the ability to scout fully. Of the three orders this is the most flexible.

3 DEFEND

Defend orders allow a force no movement, instead the force has a greater bonus to scouting and can construct certain items of battlefield equipment. This is the natural order to use if you are forced into defending a key location and know the enemy must come to you.

- A force with defend orders will double its scouting score before a battle.
- A force with defend orders cannot move during a campaign turn.
- A force with defend orders can construct any combination of the following battlefield equipment prior to a battle: pits, chevaux de fris and pallisades. They can construct the equipment up to a points value of 1 point per figure headcount of the defending force, i.e. a force with a headcount of 100 figures could construct 100 points of equipment.
- Should the force leave the position all equipment built is deemed lost.

TAKE CARE WHEN USING DEFEND ORDERS. IF YOU SELECT A LOCATION THAT DOES NOT INTERRUPT THE ENEMY'S LINE OF MARCH, THEY CAN SIMPLY BYPASS AND LEAVE YOU POWERLESS TO BRING THEM TO BATTLE.

- Equipment built is not cumulative, i.e. should a defender not leave a battlefield and fight a further battle they cannot build further equipment to add to the original quota.

FORCE REACTIONS

Exactly when and how a force loses its orders and starts reacting is dealt with in the rules as these events occur. There are three force reactions in the game:

1 CONFUSED

Although movement is not impaired a confused force does not function to its full potential. It cannot scout and all units within it start off a battle disorganised. Should a confused force suffer any further mishap it will become unsteady.

- A force with a confused reaction will be unable to scout before a battle. If the force has a wizard or scout individual they are allowed to use their scouting skills before a battle.
- All units in a confused force will start a battle disorganised.

2 UNSTEADY

An unsteady force is getting near to collapse. Movement, scouting and battlefield capability are all impaired.

- A force with an unsteady reaction will receive a -2 modifier to movement. See Force Movement – page 9
- An unsteady force will be unable to scout before a battle.
- Individuals with scouting ability (Wizard and Scout) will also be unable to scout.
- All units in an unsteady force will start off a battle shaken.

3 SHATTERED

- A force with an shattered reaction will receive a -2 modifier to movement. See Force Movement – page 9
- If it is contacted by the enemy it will collapse immediately, and is removed from play.

IF YOU HAVE A REACTING FORCE RECONFIGURE IT AS QUICKLY AS YOU CAN . IF IT IS SHATTERED GET IT BACK TO FRIENDLY TERRITORY TO STAND ANY CHANCE OF RECOVERING IT .

PLACING FORCES

ON THE MAP AT THE START OF A CAMPAIGN

- Forces are placed on the map (with their relevant order counter) next to or on a friendly holding.

THE CAMPAIGN TURN

This section deals with the heart of the Campaign game, the Campaign Turn. The Campaign Turn consists of 7 phases, although not every phase is always used during a turn. The sequence of a Campaign Turn is as follows:

Phase 1 – Changing Force Orders And Reconfiguring
Phase 2 – Force Movement On The Map
Phase 3 – Battle
Phase 4 – After The Battle
Phase 5 – The Will To Fight Test
Phase 6 – Time
Phase 7 – Reinforcements

REMEMBER, A FORCE ON FULL SPEED ORDERS CAN SCOUT IF IT HAS A WIZARD CASTING ARCANE EYE, OR/AND SCOUT INDIVIDUALS TO SCOUT ON THEIR OWN.

PHASE 1 Changing Force Orders And Reconfiguration

The first phase of a campaign turn consists of changing any forces' orders and reconfiguring reacting forces with new orders. Both actions are governed by the force test (see below) and, as you well know, nothing in Fantasy Warriors is certain.

WHAT HAPPENS DURING FORCE ORDERS AND RECONFIGURATION

- Any players wishing to change or reconfigure their forces state that intention.
- Players test for each force concerned using the force test method below. After the test has been conducted replace the relevant force counter according to the final score results.

GENERAL RULES

- Reacting forces will be tested first, next forces in enemy territory and then forces in neutral territory. Finally forces in friendly territory.
- No force can have its orders changed/reconfigured more than once per turn.
- Players can only test for each force once per turn.

THE FORCE TEST METHOD

For each relevant force roll 1D.

Add the leadership of the force warchief and modify the score as follows:

–3	Force currently has a shattered reaction.
–2	Force currently has an unsteady reaction.
–1	Force currently has a confused reaction.
–3	The force is in mountain terrain.
–1	Force is in enemy territory.
+2	Force is in friendly territory.

Final Score Results

6 or more	Ok, implement the new order.
4 to 5	The force now has defend orders.
3	The force now has a confused reaction.
2	The force now has an unsteady reaction.
1	The force now has a shattered reaction.
Less than 1	Complete disaster ! All control of the force is now considered completly broken and is removed from play. A will to fight test will have to be taken this turn.

RECONFIGURING FORCES

Reconfiguring a force is the only way to stop it reacting. The force is given an order, the force test is taken, and hopefully the force is no longer reacting but continuing with an order.

PHASE 2 Force Movement

Force movement is variable, reflecting the difficulties of communication, supply and organisation associated with the movement of armies. Terrain, force orders and reactions will also affect movement.

WHAT HAPPENS DURING FORCE MOVEMENT

- Players dice for initiative.
- Players move their forces in accordance with the results of initiative.

INITIATIVE

The method for testing movement initiative in the campaign game is the same as in Fantasy Warriors Fantasy Battles. The two options are offered, although the slightly more involved second method is more applicable to the campaign game.

First Method - Movement By Armies

- All players roll 1D.
- In the case of a tie, tying players roll again against each other.

Result

The player with the highest score chooses when he will move all his forces. He can have the losing players move all their forces first if he wishes.

Second Method - Movement By Forces

- Lay out the numbered initiative counters (From Fantasy Warriors Fantasy Battle), one for each force on the map.
- Players roll 1D for each force they have. To the score add the leadership of the Warchief of that force.
- The player with the highest score chooses **any** one of the initiative counters and places it over one of his forces.
- The player with the next highest score then chooses one of the remaining counters and places it as outlined above.
- Continue until all the counters have gone and then move the forces in the numerical sequence of the counters.
- When the player has moved a force he discards its numbered counter.

THE MOVEMENT METHOD

Roll 1D and add or subtract the following modifiers:

–3	Starting a move in mountain terrain.
–2	Starting a move in forest terrain.
–1	Starting a move on any terrain with a river.
–1	Starting a move on swamp terrain.
–1	Starting a move in enemy territory.
–2	Your force currently has an unsteady or shattered reaction.
+2	Your force has full speed orders.
+1	Starting a move in friendly territory.

Final Score Result

2 or less	No move this turn.
3 to 5	Move up to 1 square.
6 to 8	Move up to 2 squares.
9 or more	Move up to 3 squares.

GENERAL RULES

- The modifiers to movement are cumulative; i.e. moving in a forest with a river in enemy territory would give a -4 modifier.
- A force can move in any direction and has no facing.
- A force on probe orders can move from none or up to its maximum number of squares this turn.
- A force on defend orders never moves.
- A force on full speed orders must move at least 1 square.

BE CAREFUL WHEN ATTEMPTING TO CROSS OVER MOUNTAINS. IF A FORCE HAS ANYTHING OTHER THAN FULL SPEED ORDERS IT CAN BECOME BOGGED DOWN, ESPECIALLY IN ENEMY TERRITORY.

USE THE COUNTER-MARCH OPTION TO ESCAPE A MORE POWERFUL ENEMY, OR CRUSH A WEAKER ONE.

CHOOSING TO COUNTERMARCH

After your force has moved (or not moved) you can choose to Countermarch your force. Countermarching will give you definite movement, but will also give the force a reaction (see Countermarch Reaction Effects below).

- Forces with defend orders cannot countermarch.
- Shattered forces cannot be countermarched.

COUNTERMARCH METHOD

- **Move the selected force 1 square in any direction. Ignore any terrain effects.**

Countermarch Reaction Effects
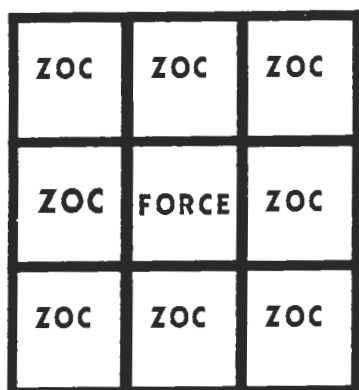
Force Currently Has:	Reaction After A Countermarch:
Any orders	Confused
Confused reaction	Unsteady
Unsteady reaction	Shattered

- **After the force has countermarched remember to give it the appropriate force reaction counter.**

ZONES OF CONTROL

Every force on the map will have a zone of control. Friendly zones of control will not hamper your forces' movements, but enemy zones of control will. A zone of control will consist of all the squares immediately surrounding a force, as illustrated below.

ZOC	ZOC	ZOC
ZOC	FORCE	ZOC
ZOC	ZOC	ZOC

Entering An Enemy Zone Of Control

If a force enters an enemy zone of control it must do one of two things.

- Immediately end movement. The force can however use the countermarch option.
- Move into contact with the enemy force, provided it has enough movement remaining to do so.

CONTACT

Contact is the coming together of two hostile forces that results in a battle. When a force ends its turn on the same map square as an enemy force, contact has occurred.

- Immediately a force has made contact with an enemy force, the movement for both forces is over.
- If one force has yet to move this turn, it cannot now do so.
- At the end of the campaign turn movement phase, play will transfer to the tabletop when contact occurs.

When Several Forces Make Contact In The Same Turn

Fight each battle in the order in which the contacts occurred. Don't worry about battles over-running each other, it's taken care of later in the rules – see page 11 The Duration of Battle.

Allied Contact

Allied forces are free to contact and have several forces in the same map square.

Ending A Move On An Unoccupied Enemy Holding

Ending a move on an unoccupied enemy holding will result in the capture of that holding. Remove the enemy holding counter and replace it with a friendly holding counter. The holding is now classified as a friendly holding. If the enemy recapture it, it reverts to being an enemy holding.

CAPTURING AN ENEMY HOLDING WILL CERTAINLY DEAL THE ENEMY A BLOW. BUT IF YOU THEN CANNOT HOLD ON TO IT, THE BOOT WILL BE ON THE OTHER FOOT.

PHASE 3 Battle

This is the stage where Fantasy Warriors Campaign blends into Fantasy Warriors Fantasy Battles. Several new features are included here to enable battles to fully function in a campaign environment, rather than just being one-off affairs.

MINIATURES

During the course of the battle keep all of the following figures in clearly defined areas away from the tabletop.

- All dead figures.
- All routers.
- All units that left the table on oppose orders.

After the battle it is likely they will not all be lost, and you will need to check later.

THE DURATION OF BATTLE

- A battle will last for one complete revolution of the time dial.
- The battle is over as soon as the hour glass reaches the hour upon which the battle first started, regardless of any magic used.
- Therefore using the magic spell hasten day or night, will lengthen/shorten the duration of a battle.

VICTORY, DEFEAT AND STALEMATE

The rules for victory in a campaign game differ from those of a one-off battle. In the campaign game the winner of a battle is the one who can drive the other off the battlefield. If, after a set time has elapsed, neither side can accomplish this, both sides will be forced to withdraw exhausted. The battle will then end in stalemate.

Victory And Defeat

- If at any point one side has no figures at all left on the battlefield, they have lost the battle.
- If the other side still has figures remaining, they have won.
- To claim victory there can be no enemy whatsoever on the battlefield.

Stalemate

- If the battle is over and both sides still have figures on the battlefield, neither side has won or lost. The battle has ended in stalemate. See After The Battle – page 14.

SCOUTING

Whether a force can or cannot scout depends upon its force orders or any force reactions. With the additions below all the usual rules of scouting also apply.

Forces That Can Fully Scout

- Any force on probe orders

Forces That Can Fully Scout With A Bonus

- Any force with defend orders will double its scouting score.

Forces That Can Only Partially Scout

- Any force on full speed orders.
- Any force that has a confused reaction.
- If the force has a wizard or scout individual they are allowed to use their scouting skills before a battle, otherwise no scouting may take place.

Forces That Cannot Scout

- Any force with an unsteady reaction.
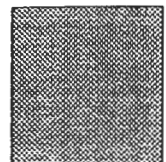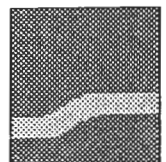
MAP KEY

FOREST

MOUNTAIN

PLAIN

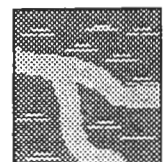**RIVER**

SWAMP

LAYING OUT THE BATTLEFIELD

Laying out the battlefield operates as normal but now takes into account the general terrain over which the battle is to be fought.

Map Terrain

The prime terrain type of the map square will govern the appearance of the battle field as follows:

Map Terrain Is Forest
- Double the number of terrain features per 12in length.
- Every other feature must be a wood.

Map Terrain Is Blank
- Lay out the battlefield as normal.

Map Terrain Is Swamp
- Every other terrain feature must be a swamp.

Map Terrain Is A Mountain
- The size of the battlefield is 2ft wide by 4ft long. It will contain 1D6 terrain features.

If You Fight More Than One Battle At The Same Location

Still lay out the terrain as a new battlefield, as each square on the map represents a much larger area than a single battlefield.

DEPLOYING THE ARMIES

All normal rules apply when deploying armies on the tabletop with the following additions:

Reacting Forces
- All units in a force with a confused reaction start the battle disorganised. Remember to place disorganised counters next to each unit.
- All units in a force with an unsteady reaction start the battle shaken. Remember to place shaken and disorganised counters next to each unit.

Missile Units And Volley Counters

Instead of receiving their full quota of volley counters, missile units in a reacting force will receive volley counters as follows.

Forces With A Confused Reaction

Roll 1D for each missile unit in the force, and give it that number of volley counters.

Forces With An Unsteady Reaction

Roll 1D for each missile unit in the force, and give it half (round up) that number of volley counters.
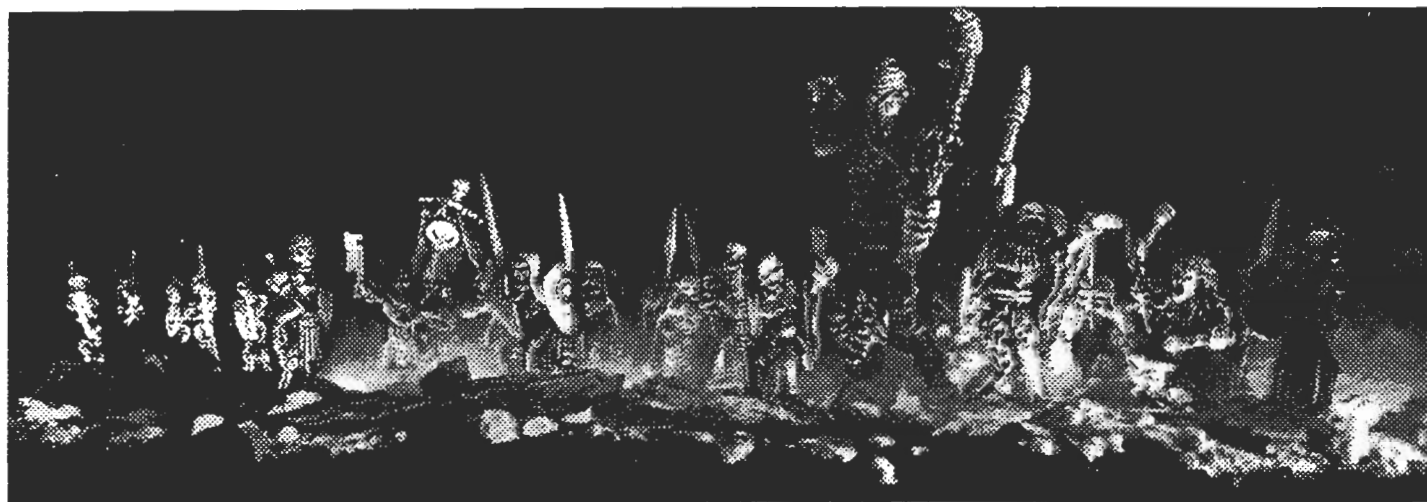
ISSUING ORDERS

Orders work as normal with the addition of a new order outlined below.

General Retreat

Issuing the order general retreat will enable a hard pressed warchief to disengage from the enemy and leave the battlefield in good order. Whilst it may not have significance in a one-off battle, it is vital to have this tactical option when victory appears impossible and annihilation would be pointless.

General Rules

- As soon as the order for general retreat is accepted by a battle leader it will automatically cause a command test at the end of this turn. Place command test counters as normal.

Note

It is still possible to leave the battlefield under oppose orders, although this method may cause some warriors in the unit to desert after the battle. Routing units leave the battlefield in any case and are almost certain to have a number of deserters.
See Phase 4 'After The Battle'.

Units With General Retreat Orders

- Will move at full speed towards their own tabletop base line.
- Can end their move facing the enemy.
- Cannot move into contact with the enemy.
- Will not slow for disorganising terrain.
- Will not halt to reorganise.
- When any figures cross their own baseline they have disengaged and are removed from play.
- If any units are contacted by the enemy whilst they have general retreat orders, they will immediately become shaken.

Missile Units With General Retreat Orders

- Can shoot but cannot blacken the sky.

The Battle Leaders Test And General Retreat Orders

As normal except

Result

Score = 0   Confusion and misunderstanding. If the new order was General Retreat, it is now hold.

The Command Test And General Retreat Orders

As normal except add the following modifiers to the command test method:

−3	This is the 1st hour of the battle.
−2	This is the 2nd hour of the battle.
−1	This is the 3rd hour of the battle.

EXAMPLE
of issuing General Retreat orders

It is the 4th turn of a battle. A barbarian player is getting the worst of a battle against a determined goblin army. Darkness is not far away and he knows his army will not stand up to the fanatical attacks of the goblins at night. He has three commands and decides to issue general retreat orders to two of them and keep the third on oppose orders to cover the retreat. He sends messengers bearing the order to the two battle leaders, they both understand and accept the new order which means the whole army must now take command test this turn. All the commands weather the command test, and during the next two turns the two retreating commands retreat off the table. On the last turn of the battle the command with oppose orders leaves the table and the battle ends in victory for the goblins. The barbarian player succeeds in saving the bulk of his army with the two retreating commands, but will have to check for deserters with the command that left under oppose orders.

IF IT LOOKS AS THOUGH YOU CANNOT WIN THE BATTLE TRY TO HOLD OUT FOR ITS DURATION AND FORCE A STALEMATE. IF THIS OPTION LOOKS IMPOSSIBLE, ORDER GENERAL RETREAT..AT ALL COSTS DON'T GET WIPED OUT.

PHASE 4 After the Battle

After the Battle deals with the recovery of casualties and routers and then goes back into the map game to cover any after battle movement and reactions of the forces involved.

CASUALTY RECOVERY

Casualty recovery is divided into two sections. First it discovers if any figures that were classed as killed in battle are in fact lightly wounded and ready to return to their units. This is called checking for wounded. Secondly it discovers if any routers or those that left under oppose orders have deserted. This is called checking for deserters.

Checking For Wounded

- Checking for wounded is allowed if you won the battle, or it ended in stalemate.
- For each figure killed in battle roll 1D and see method below.
- Roll on a unit-by-unit basis.
- Roll for any individuals, battle leaders, warchiefs, and singe figure units.
- You cannot roll for equipment destroyed.
- The roll of the dice is final. There can be no divine intervention or magic to alter the outcome.

Checking For Wounded
Method

Roll 1D for each killed figure. Any 1 rolled is automatic failure. Any 6 rolled is automatic success.

+1	In friendly territory.
−1	In enemy territory.

Score	Result
1 to 3	The figure is indeed killed.
4 to 6	The figure was only wounded and can return back into the army.

Checking For Deserters
If You Won The Battle Or If It Was Stalemate

- Check only for those figures that left the table by rout. See method below.

If You Lost The Battle

- Check for those that left the table by rout, or under any orders other than withdraw. See method below.
- If the unit was a mercenary unit all figures in the unit will desert automatically.

Checking For Deserters
Method

Roll 1D for each figure. Any 1 rolled is automatic failure. Any 6 rolled is automatic success.

+1	Average quality.
+2	Veteran quality.
+3	Elite quality.
−1	Routed.

Score	Result
1 to 3	The figure has deserted and is lost.
4 to 6	The figure returns to the army.

AFTER BATTLE MAP MOVEMENT

If a force loses, or fights a battle to a stalemate it will have to abandon its current position on the map. If it lost the battle the force also has the added problem of having acquired a reaction.

General Rule

- Ignore all movement modifiers.

If You Lost A Battle

- Move the losing force 1 map square away in any direction.

If Your Battle Was A Stalemate

- Both sides move their participating forces 1 square away from each other. This should leave the opposing forces with one map square separating them. See exception below.
- Friendly forces can still remain in contact with each other.

Exception

- If the battle ended in stalemate and one side occupies a friendly holding, they do not have to move.
- If the battle ended in stalemate and any force had defend orders before the battle, they do not have to move.

AFTER BATTLE REACTIONS

Any force that loses a battle will also acquire a reaction as follows:

Force Started The Battle With:	It Now Has:
Any orders	Confused reaction
Confused reaction	Unsteady reaction

- Replace the effected force with the appropriate counter.

AFTER BATTLE NO WAR CHIEF OR BATTLE LEADER

If a force has no battleader and therefore no warchief a new one witll be promoted from the ranks. The new battleader will be of the same (prevalent) race as the force, will be on foot and have a leadership of 1.

PHASE 5 The Will To Fight Test

There will be times during a campaign when things will go wrong, and the situation will be beyond your control. Those who have placed you in command are perhaps losing faith in your ability to command and win the campaign, they could be contemplating the impossible – surrender.

If you fail The Will To Fight Test the campaign is over, your side has surrendered to the enemy, regardless of what you have up your sleeve.

WHEN YOU ARE CHECKING A UNIT FOR WOUNDED OR DESERTERS AND SPECIALS ARE INVOLVED, ALWAYS GIVE THEM PRIORITY WITH THE SUCCESSFUL DIE ROLLS. THIS WAY YOU CAN ENSURE YOUR UNIT AT LEAST HAS A LEADER FOR ITS NEXT ENCOUNTER.

The Will To Fight Test - Test When

Any force in your army is lost for whatever reason.
You lose a battle.
You lose a friendly holding to the enemy.

Method
Roll 1D

+1	Each battle won.
–1	Each battle lost.
+1	Each enemy holding captured and held.
–1	Each friendly holding lost to the enemy.
+3	Enemy capital holding captured and held.
–3	Friendly capital holding lost to the enemy.

Score   Result
less than 0   The campaign ends in defeat.

EXAMPLE
The Will To Fight Test

It is phase 5 of a campaign turn and an orc player who lost a holding this turn must take the Will to Fight test. Up to now in the campaign his army has:

Won 3 battles.
Lost 1 battle.
Lost 1 friendly holding.

He rolls1D, it comes up '3'.

Modified by:

+3 each battle won.
-1 each battle lost.
-1 each friendly holding lost.

For a final score of 4.

The will to fight is still there...the Orc player plans his next move.

PHASE 6 Time

Keeping track of time will tell you when reinforcements are due, and in scenario specific campaigns trigger off key events.

Time Rules

- Each campaign turn represents one day.
- During this phase add one more elapsed day to the campaign.

PHASE 7 Reinforcements

Exactly when reinforcements are available is usually campaign specific. If you are not playing a specific campaign scenario, use the example reinforcements below.

The rules covering the receipt of reinforcements are as follows:
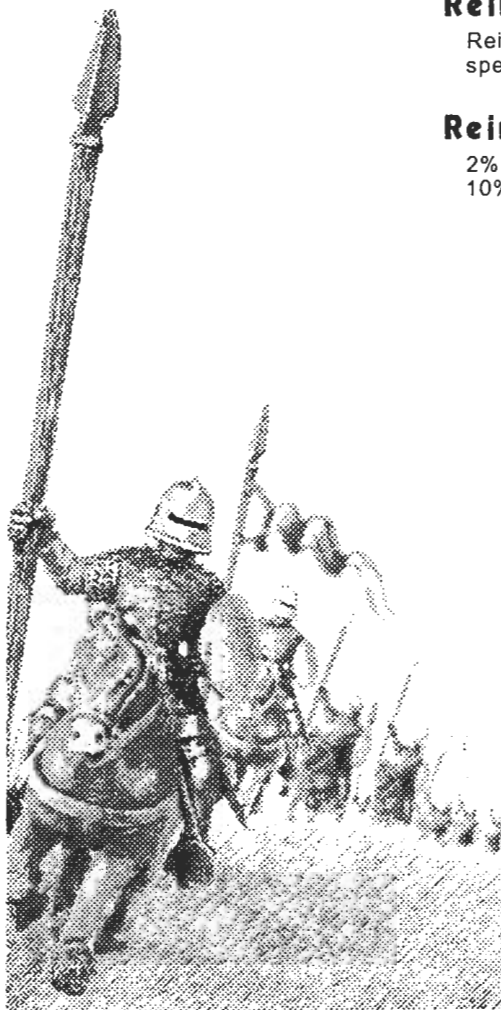
General Rules

- Reinforcements can only issue from the player's capital.
- Reinforcements can only consist of the following troop qualities: poor, average or veteran.
- If there is a friendly force on the capital holding the reinforcements will join that force.
- If there is no friendly force on the capital holding the reinforcements will form a new force and must have at least one battle leader.
- The reinforcement force can contain individuals subject to the normal rules. The individuals cannot outnumber units in the reinforcement force.
- Reinforcements can contain mercenary and allied commands, subject to the normal rules.
- Points can be spent on war machines and battlefield equipment.
- Points can be held over to the next reinforcement day. If this is done, all points from this reinforcement day are held over to the next.

Reinforcement Supply

Reinforce at the end of every 7 days, or follow reinforcement supply rules if playing a specific campaign.

Reinforcement Points Value

2% of your initial starting points value for every holding you control.
10% of your initial starting points value for your capital holding.

AN EXAMPLE CAMPAIGN

The following example campaign adheres to the general rules laid down before and contain additional suggestions for giving the campaign a specific flavour. It can be played out as shown or you can use it as the basis for your own campaign. Feel free to modify and experiment but bear in mind to keep the campaign as balanced as possible if you want both sides to have an equal chance of victory. This does not mean both sides must start a campaign on equal terms, but the weaker should definitely have some chance of becoming stronger, or the stronger should run a good chance of becoming weaker.

THE RAID

The raid is a small campaign featuring the raiders (who are tribal) and the defenders (who are disciplined).

THE RAIDERS

BACKGROUND

The time is late autumn and already food stocks are critical. If something drastic is not done your people will starve to death during the winter. They have no wealth, items to trade, and subsequently no alliance with neighbouring states. There is no alternative but to raid.

The raid has been planned for the last weeks of mild weather, enabling your forces to attack, plunder and escape, before the inevitable winter snowfall prohibits all movement. The winter will also foil any retaliatory raids by the enemy and give you time to prepare for any eventuality in the spring.

OBJECTIVES

Your tribal raiders must attempt to capture and plunder at least two of the defender's holdings, then return to their own territory carrying the plunder, before the winter weather sets in. Timing of the raid is critical, since as soon as the snows begin to fall movement comes to a virtual standstill, and any forces caught out in the open will become shattered or worse.

THE DEFENDERS

BACKGROUND

Life goes on as normal. The winter stores have been laid up and, history has shown, there should be just enough to last.

Your forces have begun to bivouac for the winter. The time of danger from attack is past, no one in their right mind would attack now with winter so near.

OBJECTIVES

Your forces are not prepared for such an outrageous attack. At all costs you must protect your winter stores, if they go to the enemy your people will starve. You will have to drive the raiders from your land, and then decide if you want to carry the war into their own territory. The winter snow is probably only days away, you must act quickly and decisively.

Player's notes...

Player's notes...

SETTING UP THE CAMPAIGN

DEFINING TERRITORY

Define the territory as normal. Use all of the map.

PLACING HOLDINGS

The raiders only use one holding which is their capital.
The defender places 4 or more holdings, one of which is their capital.

ARMY ORGANISATION

Armies are organised as normal, but the starting point values for both sides differ as follows; The raider's starting points will be 100% higher than the defender's, for example if the raiders start the campaign with 4000 points the defenders will start with 2000.

FORCE ORDERS

The raider's forces start the campaign with any orders.
The defender's forces all start the campaign with defend orders.

PLACING FORCES

The raiders start the campaign with their forces on or next to their capital holding.
The defenders start the campaign with their forces deployed as normal.

THE CAMPAIGN TURN

Changing force orders, reconfiguration and movement will become affected by the snowfall as the campaign progresses. See 'Time' and 'Reinforcements'.

THE WILL TO FIGHT TEST

The will to fights operates as normal. The campaign ends if one side fails the test. See Ending the Campaign.

THE EFFECTS OF SNOWFALL

Each level of snowfall will affect a force as follows:

Movement

−1 to movement modifier per level of snowfall.

Changing Orders

−1 modifier per level of snowfall.

The Will To Fight Test

−1 modifier per level of snowfall.

CARRYING OFF PLUNDER

Carrying off plunder applies solely to the raiders and works as outlined below.

- A raiding force must first capture an enemy holding.
- On the next movement phase of the campaign turn the raiding player can elect to plunder the holding.
- If the player plunders the holding apply the following:

1 Turn the holding counter over and place it under the plundering force. This signifies the holding has been plundered and is of no further use to either side, also the plundering force now has the plunder.

2 When the plundering force moves it now carries the plunder with it. i.e. it moves the upturned holding counter with the force.

3 The force performs as normal with one exception. It cannot receive or act under full speed orders.

4 If the plundering force loses a battle it also loses the plunder. The plunder is removed from play – scattered to the four winds.

5 Plunder is not transferrable.

VICTORY AND DEFEAT

Victory will occur if one side fails the will to fight test or if the raiders can move a force carrying plunder onto their capital holding.

✔ PHASES 6 & 7

Key events, time and reinforcements during the campaign

Key events are triggered every 7 days. Use the following method every 7 days of the campaign.

DAY 7

THE DEFENDERS

- Receive reinforcements as normal.
- Check the weather and roll 1D

Score

1 to 4	No snowfall.
5 to 6	Snowfall 1 level. See The Effects of Snowfall – page 18

- Roll 1D for random events

Score

1 to 3	No events.
4	Receive 100 extra points of reinforcements.
5	Firewater rations. Obtain 1D6 firewater counters and distribute them to your forces.
6	Receive 100 extra points of reinforcements and roll again.

THE RAIDERS

- Receive no reinforcements.
- Roll 1D for random events

Score

1 to 3	No events.
4 to 6	Hero appears. A hero on foot joins your army. Add one hero on foot, of the same race, to one of your armies. You do *not* have to pay points costs.

DAY 14

THE DEFENDERS

- Receive reinforcements as normal.
- Check the weather and roll 1D

Score

1 to 2	No snowfall.
3 to 5	Snowfall 1 level. See The Effects of Snowfall – page 18.
6	Snowfall 2 levels. See The Effects of Snowfall – page 18.

- Roll 1D for random events

Score

1 to 3	No events.
4	Extra firewater. Obtain 1D6 firewater counters and distribute them to your forces.
5	Receive 100 extra points of reinforcements.
6	Receive 150 extra points of reinforcements.

THE RAIDERS

- Receive no reinforcements.
- Roll 1D for random events

Score

1 to 3	No events.
4	Receive 50 extra points of reinforcements.
5 to 6	Receive 100 extra points of reinforcements.

Player's notes...

DAY 21

THE DEFENDERS
- Receive reinforcements as normal.
- Check the weather and roll 1D

Score

1 to 2	No snowfall.
3 to 4	Snowfall 1 level. See The Effects of Snowfall – page 18.
5 to 6	Snowfall 2 levels. See The Effects of Snowfall – page 18.

- Roll 1D for random events

Score

1 to 3	No events.
4	Receive 50 extra points of reinforcements.
5	Receive 100 extra points of reinforcements.
6	A hero emerges and stirs the population. A hero on foot joins your army. Add one hero on foot of the same race as any one of your forces. Your army also receives an extra 100 points of reinforcements.

THE RAIDERS
- Receive no reinforcements.
- Roll 1D for random events

Score

1 to 4	No events.
5 to 6	Receive 100 extra points of reinforcements.

DAY 28

THE DEFENDERS
- Receive reinforcements as normal.
- Check the weather and roll 1D

Score

1 to 2	Snowfall 1 level. See The Effects of Snowfall – page 18.
3 to 4	Snowfall 2 levels. See The Effects of Snowfall – page 18.
5 to 6	Snowfall 3 levels. See The Effects of Snowfall – page 18.

- Roll 1D for random events

Score

1	Disease in the capital. Lose 100 points from your current reinforcements.
2	One of your warchiefs is beginning to show signs of severe stress. Reduce the leadership of 1 warchief in your army by 2 points.
3 to 4	No event.
5	Scouts offer their services. Add 2 scouts to your army and attach them to your forces.
6	A leader emerges. One of your warchiefs emerges as a natural leader. Increase the leadership of one of your warchiefs by +1. Leadership cannot be greater than 6.

THE RAIDERS
- Receive half the reinforcements they are entitled to.
- Roll 1D for random events

Score

1 to 2	Blizzard. One of your forces is caught in a blizzard. Give one of your forces a shattered reaction. If they all have a shattered reaction, remove one of your forces from the campaign. It has been destroyed.
3 to 4	No events.
5 to 6	A wizard joins your cause. He has a power of 25 magic power points at the start of any battle. Add one wizard of the same race to one of your forces.

DAY 35

THE DEFENDERS
- Receive half reinforcements.
- Check the weather and roll 1D

Score

1 to 4	No snowfall.
5 to 6	Snowfall 1 level.

- Roll 1D for random events

Score

1 to 3	Blizzard. One of your forces is caught in a blizzard. Give one of your forces a shattered reaction. If they all have a shattered reaction, remove one of your forces from the campaign. It has been destroyed.
4 to 5	No events.
6	An individual emerges from the ranks. Choose any one type of individual applicable to your army and place them in one of your forces. You cannot choose wizards, druids or enchantresses.

THE RAIDERS
- Receive half the reinforcements they are entitled to.
- Check the weather and roll 1D

Score

1 to 3	Blizzard. One of your forces is caught in a blizzard. Give one of your forces a shattered reaction. If they all have a shattered reaction, remove one of your forces from the campaign. It has been destroyed.
4 to 5	No events.
6	An individual emerges from the ranks. Choose any one type of individual applicable to your army and place them in one of your forces. You cannot choose wizards, druids or enchantresses.

DAY 42
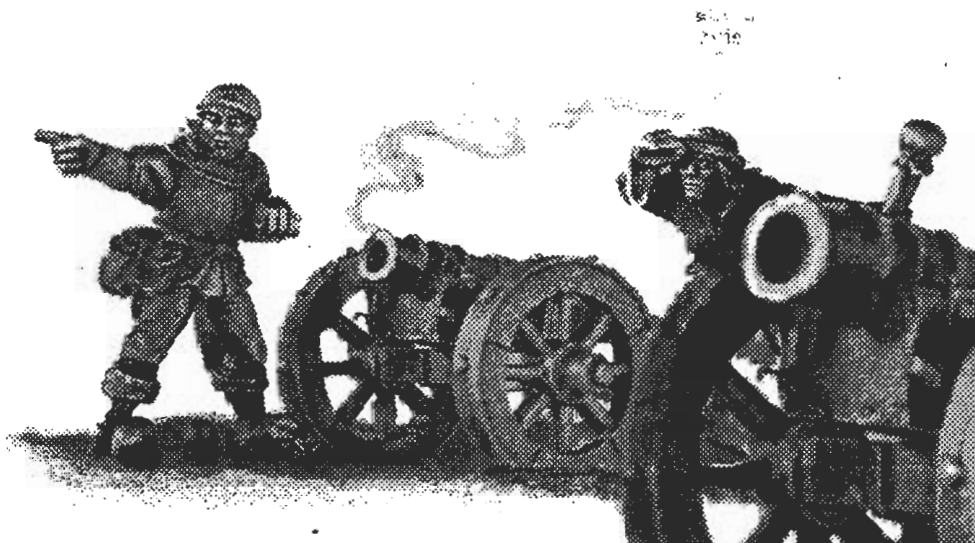
Winter sets in, snowfall levels rise, and the land is racked by constant blizzard. It is impossible to conduct warfare in such conditions, and if the campaign is still running it is now ended in an honourable draw for both sides.

Player's notes...

ORDERS BY UNIT
CONTROLLING ARMIES WITH A WARCHIEF AND NO BATTLE LEADERS

The system outlined below deals with a warchief commanding an army that contains no battle leaders and only one command (the warchief's). Rather than giving one order to all the units, as is done with battle leaders and their commands, it provides a method of giving orders to the individual units. This is a better system to use when fighting small battles as it allows a greater degree of flexibility for small armies containing mixed troop types. Provided all players are aware at the start of a battle there is nothing to stop both types of order-giving operating as both systems have their advantages and disadvantages.

Throughout the outline that follows the original method of giving orders will be described as 'giving orders by command', whilst the new method will be described as 'giving orders by unit'. Both methods are described collectively as an order system.

GIVING ORDERS BY UNIT
General Rules

- Before the start of a battle all players must be aware of other player's order systems.
- Once a system has been chosen for a battle it cannot be later changed to the other during the battle.
- To qualify as giving orders by unit there can only be the warchief and his command. There cannot be any other battle leaders or other commands of any sort, including mercenaries and allied commands.
- The warchief can control an army of any size (If he is able to).
- In multi-player battles where there are several allied warchiefs, each controlling an army or force, the type of order system can be chosen; provided that none of the rules above are infringed.

ORDERS BY UNIT ARE GOOD FOR SMALL FORCES WITH A HANDFUL OF UNITS, BUT WITH MORE UNITS YOU NEED TO BE ABLE TO REACT QUICKLY 'EN-MASSE' -- THAT MEANS ORDERS BY COMMAND.

GIVING ORDERS BY UNIT — NEW ORDERS

Changing a unit's orders happens in Phase 5 - New Orders and, apart from the following exceptions, is identical:

The Battle Leader's Test
The method outlined below will replace the method used for commands in the battle leader's test.

- New orders can only be carried to a unit by the warchief, courier-individual, or any other individual. A unit will not respond to any other type of figure carrying new orders.
- A new order is delivered by the messenger (whoever the messenger may be) being in base-to-base contact with the unit during Phase 5 — New Orders.

Method
Make a quality roll

+1	Fanatic unit receiving attack orders.
+3	Warchief delivers the message personally.
+1	Courier delivers the message.
−1	Unit is of a different race to the warchief, courier or individual.
−1	Unit is suffering bad light.
−1	Unit is disorganised.
−2	Unit is reacting.
−2	Unit has no leader special.

Score		
6+	OK	The unit understands and accepts the new order.
5	OK – Confusion	The new order is accepted but it causes confusion. The unit becomes disorganised if it is not already.
4	Delay	The messenger remains with the unit and may try to deliver the order next turn.
3	Delay and confusion	Confusion arises. The new order is not accepted yet. The unit becomes disorganised. The messenger remains with the unit and may try to deliver the order next turn.
2	Ignored	The unit ignores the new order and the messenger is dismissed. If the messenger happens to be the warchief they can of course attempt to deliver the message again on the next turn.
1	Ignored and confused	The new order is ignored, the unit becomes disorganised and the messenger is dismissed. If the messenger is the warchief they can try again next turn.
0	Chaos	Chaos arises. The new order is misunderstood:

If the new order was attack: THE UNIT IMPLEMENTS HOLD.
If the new order was hold: THE UNIT IMPLEMENTS ATTACK.
If the new order was oppose: THE UNIT IMPLEMENTS ATTACK.
If the new order was withdraw: THE UNIT IMPLEMENTS HOLD.

The messenger is dismissed, and the unit becomes disorganised.

Less than 0	Panic	Panic takes hold. The new order is ignored and the unit becomes shaken. If it is already shaken the unit will rout taking the messenger along with it.

IF YOU ARE GOING TO USE ORDERS BY UNIT, IT IS WORTHWHILE HAVING ONE OR MORE COURIERS IN YOUR FORCE. OTHERWISE THE WARCHIEF WILL HAVE TO DO THE RUNNING AROUND AND AT SOME STAGE IN THE BATTLE WILL INEVITABLY BECOME A TARGET.

GIVING ORDERS BY UNIT – THE COMMAND TEST

The command test when giving orders by unit is identical except for the following method which will supersede the method for giving orders by command:

The Command Test
Method
Roll 1D and add the warchief's leadership.

+1	The omens are good.
+1	The warchief's boast still holds good.
+1	Each talisman that is still functioning.
–1	The omens are bad
–1	The warchief's boast no longer holds good.
–1	Testers suffering bad light.
–1	If any units have routed.
–1	If any units have been annihilated.
–3	Warchief is dead or routed.

Score
7+	The army/force is unaffected.
6	All units become disorganised
5	All units become shaken
4	The whole army (including the warchief and any individuals) routs.

IT'S ALL OR NOTHING IN A COMMAND TEST WHEN USING ORDERS BY UNIT. BUT AT LEAST YOU DON'T HAVE BATTLE LEADERS TO WORRY ABOUT.
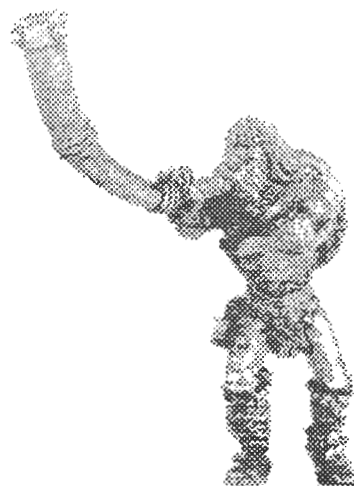
FORCE ORDERS
Full Speed: +2 movement, only partial scouting (use only Wizards and Scouts).
Probe: As normal.
Defend: No movement, double scouting score, can construct battlefield equipment at 1 point per figure.

FORCE REACTIONS
Confused: Only partial scouting (use only Wizards and Scouts), all units will start a battle disorganised.
Unsteady: -2 movement, unable to scout, all units will start a battle shaken.
Shattered: -2 movement, if the force is contacted by the enemy it will collapse and is removed from play.

SEQUENCE OF PLAY.
Campaign Turn.
Phase 1. Changing force orders and reconfiguring reacting forces.
Phase 2. Force movement on the map.
Phase 3. Battle.
Phase 4. After the battle.
Phase 5. The will to fight test.
Phase 6. Time.
Phase 7. Reinforcements.

PHASE 1. Changing Force Orders And Reconfiguration
All players wishing to change force orders or reconfigure reacting forces do so this phase.

The Force Test Method
For each relevant force roll 1D.
Add the leadership of the force warchief and modify the score as follows:

-3 Force currently has a shattered reaction.
-2 Force currently has an unsteady reaction.
-1 Force currently has a confused reaction.
-3 The force is in any mountain terrain.
-1 Force is in enemy territory.
+2 Force is in friendly territory.

Final score Results
6 or more Ok, implement the new order.
4 TO 5   The force now has defend orders
3   The force now has a confused reaction
2   The force now has an unsteady reaction.
1   The force now has a shattered reaction.
less than 1 Complete disaster! All control of the force is lost. The force is now considered completely broken and is removed from play. A will to fight test will have to be taken this turn. Acquire a Will to Fight counter.

PHASE 2. Force Movement
At the start of the game decide which method of movement is to be used.

- Players dice for initiative and move their forces in accordance with the results of initiative.

The Movement Method
Roll 1D and add or subtract the following modifiers:
-3 Starting a move in mountain terrain.
-2 Starting a move in forest terrain.
-1 Starting a move on any terrain with a river.
-1 Starting a move on swamp terrain.
-1 Starting a move in enemy territory.
-2 Your force currently has an unsteady or shattered reaction.
+2 Your force has fullspeed orders.
+1 Starting a move in friendly territory.

Final Score Result
2 or less   No move this turn.
3 to 5   Move up to 1 square.
6 to 8   Move up to 2 squares.
9 or more   Move up to 3 squares.

PHASE 3. Battle
Scouting
Probe orders = Fully scout.
Defend orders = Double scouting score.
Full speed orders or confused reaction = Can only use wizard or scout individual.

Modifiers to the scouting score
+ 2 In friendly territory.
- 1 In enemy territory.

General Retreat Orders
Units With General Retreat Orders

- Will move at full speed towards their own tabletop base line.
- Can end their move facing the enemy.
- Cannot move into contact with the enemy.
- Will not slow for disorganising terrain.
- Will not halt to reorganise.
- When any figures cross their own baseline they have disengaged and are removed from play.
- If any units are contacted by the enemy whilst they have general retreat orders, they will immediately become shaken.

Missile Units With General Retreat Orders
- Can shoot but cannot blacken the sky.

The Battle Leaders Test And General Retreat Orders
As normal except:

Result
Score 0   Confusion and misunderstanding
         If the new order was withdraw it is now hold.

The Command Test And General Retreat Orders
As normal except add the following modifiers to the command test method:

-3 This is the 1st hour of the battle.
-2 This is the 2nd hour of the battle.
-1 This is the 3rd hour of the battle.

PHASE 4. After the Battle. Casualty Recovery
Checking For Wounded
Method — check on a unit-by-unit basis.
Roll 1D for each killed figure. Any 1 rolled is automatic failure. Any 6 rolled is automatic success.

+1 In friendly territory.
-1 In enemy territory.

Score   Result
1 to 3   The figure is indeed killed.
4 to 6   The figure was only wounded and can return back into the army.

Checking For Deserters If You Won The Battle, Or It Was Stalemate
Check only for those figures that left the table by rout. See method below.

Checking For Deserters If You Lost The Battle
- Check for those that left the table by rout, or under any orders other than withdraw. See method below.
- If the unit was a mercenary unit all figures in the unit will desert automatically.

Method
Roll 1D for each figure. Any 1 rolled is automatic failure. Any 6 rolled is automatic success.

+1 Average quality.
+2 Veteran quality.
+3 Elite quality.
-1 Routed.

Score   Result
1 to 3   The figure has deserted and is lost.
4 to 6   The figure returns to the army.

After battle movement.
After Battle Map Movement If You Lost A Battle
Move the losing force 1 map square away in any direction.

If Your Battle Was A Stalemate
Both sides move their participating forces 1 square apart from each other. Friendly forces can still remain in contact with each other.

Exception
- If the battle ended in stalemate and one side occupies a friendly holding, they do not have to move.
- If the battle ended in stalemate and any force had defend orders before the battle, they do not have to move.

After Battle Reactions
Any force that loses a battle

Force Started The Battle With	It Now Has
Any orders	Confused reaction
Confused reaction	Unsteady reaction
Unsteady reaction	Shattered reaction

PHASE 5. The Will To Fight Test
Test When
Any force in your army is lost for whatever reason.
You lose a battle.
You lose a friendly holding to the enemy.

Method
Roll 1D
+1 Each battle won
-1 Each battle lost
+1 Each enemy holding captured and held.
-1 Each friendly holding lost to the enemy.
+3 Enemy capital holding captured and held.
-3 Friendly capital holding lost to the enemy.

Score
Less than 0 The campaign ends in defeat.

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