

# MIGHTY DBX EMPIRES

## Adapted by John Gillson

These campaign rules are based on the Mighty Empires Game produced by Games Workshop and the DBA Campaign system. This material has only been modified for use in DBx games and no infringement of copyright has been intended. Original rules and map tiles are available for downloading elsewhere on the web.

### THE GAME MAP

#### THE MAP

The game map is made from the hexagonal map tiles representing provinces. By placing the tiles together a landscape of the campaign area is created. Alternatively, draw a map on a hex sheet.

#### THE PROVINCES

Each hexagon represents a Provinces and may be may be of the following types:-  
Steppe (plains), Hills (and mountains), Littoral (coast and rivers), Arable (with a settlement), Dry (desert) and Forest.

#### CREATING A MAP

Players assemble the map by placing down provinces in turn, starting with a highland province. Each player places a new province adjacent to two (or more) placed provinces.

Rivers must be continuous. A river may not simply end, but must drain into a coastal province, a lake, a swamp, or another river province. A coastal province should match with other coastal provinces.

### REALMS & REASOURCES

#### CREATING THE REALM

Once the map is complete, each player rolls a dice, and the highest scoring player chooses one of the provinces as his capital the centre of his realm.

The player with the next-highest dice score then chooses his capital/province, and so on, until each player has chosen a capital.

Two capitals may not be within three provinces of each other.

Each realm consists of a capital city province and the six adjoining provinces around it, making seven provinces. Some realms may have less if situated on a coast.

Each province may contain villages, cities or fortresses, or be barren.

To determines what lies within the provinces, roll a D6 on the chart below:-

D6	Province
1-3	Barren
4	Village
5	Town
6	Fortress

#### SHIPS

Cities in a coastal province will have a fleet, represented in the game by the ship models. Fleets may be used to transport their armies during the course of the campaign.

#### THE REALM'S ARMY

Military strength is represented by:

	HOTT	DBA	DBM100	DBM	POINTS
Army	72 APs	36 elements	300	1500	300 - 500

## DIVIDING THE ARMY INTO BANNERS

The empire's army is divided into separate field armies called banners. Banners may be created within the limits set out below:-

	<b>HOTT</b>	<b>DBA</b>	<b>DBM100</b>	<b>DBM</b>	<b>POINTS</b>
Minimum Banner	12 APs	6 elements	50	100	50
Standard Banner	24 APs	12 elements	100	300	100
Maximum Banner	36 APs	18 elements	150	500	150

Those playing as a self-contained game simply divide their total number of points between separate banners and record the points value of each banner on a piece of paper.

## VICTORY

The object of the campaign is to overthrow your enemy by conquering his army and expanding your own realm into an Empire.

As a player expands his territory his empire grows, but his own realm remains the same - it is always his capital city plus the adjoining provinces.

An empire is therefore a player's realm plus all the territory he has conquered.

Some players do not worry about ending the campaign game, or victory conditions, but instead maintain a continuing saga for year after year.

It is suggested that players agree to a fixed number of years for the campaign, such as six or ten turns.

In order to determine the winner at the end of the campaign, add up the gold value of non-razed home realm settlements that have been captured at the end of the last winter turn after deployment.

Count fortresses as worth two gold for this purpose.

The player who has captured the highest value is the winner.

Alternatively, players may arrange some other means of victory, such as the largest army, highest revenue, most number of provinces, or whatever.

The main point is that if the campaign ends in a fixed time, then players that have been eliminated early have an opportunity to try again soon, and hopefully avoid the mistakes or bad luck that turned the tide of history so decisively against them.

## THE CAMPAIGN SEASON

The campaign season covers six months of activity.

It ends with a winter period in which armies are retired to winter quarters, and preparations are made for the following season.

## CAMPAIGN TURNS

The campaign season is divided into either three or six turns, and one winter turn.

<b>Campaign Season</b>			<b>Reorganisation &amp; Construction</b>
<i>Spring</i>	<i>Summer</i>	<i>Autumn</i>	<i>Winter</i>
1	2	3	4
1 2	3 4	5 6	7

## INITIATIVE

During each campaign turn, each player takes an individual turn.

To determine who goes first during any campaign turn, each player rolls a D6.

The highest scoring player goes first, followed by the next highest, and so on.

### SEQUENCE OF PLAY

During his individual turn the player works through the sequence given below.

Special rules for each phase of the sequence are explained later.

Once every player has taken his individual turn, the campaign turn is over and another is begun.

#### Spring, Summer and Autumn Seasons

1. Initiative. Roll for Initiative.
2. Events. Roll for Events
3. Supply Check for supply or attrition
4. Movement. Banners may move into an adjacent province.
5. Battle. Resolve any battles.
6. Siege. Resolves any assaults or other action.
7. Raze. Raze any uncontested province, whether it is friendly or not.
8. Reorganisation. Banners may be split up or combined with other banners in the same province.
9. Claim Territory. Banners in sole occupation of a province may add it to their empires

#### Winter Season

1. Winter Retreat. Banners retire to winter quarters.
2. Winter Events. Roll on the Events Chart to determine any unexpected occurrences within your Empire.
3. Revenue Collection Collect revenues due from the empire.
4. Expenditure Spend revenue
  - a. Diplomacy. Players may make alliances or pacts or attempt to ally with independent realms.
  - b. Recruitment. Fresh troops can be raised and existing units upgraded.
  - c. Recovery. Razed settlements are tested to determine if they recover.
  - d. Construction. Fortresses or ships can be built.
  - e. Siege Sustain a siege
5. Deployment. Banners are repositioned in preparation for the new season.

### INITIAL DEPLOYMENT

Banners are deployed in any friendly settlement within the players own realm. The number of banners that may start in a province is follows.

Settlement	Number of Banners
Capital	4
Town	2
Village	1
Fortress	1

### SPRING, SUMMER AND AUTUMN SEASONS (3 or 6 turns)

#### 1. INITIATIVE

Players roll for initiative. Aggression factors may be added. The highest die rolled goes first etc.

#### 2. EVENTS

Roll a D6 if an odd number, roll again on the relevant **Events Table**.

#### 3. SUPPLY

Determine if banners are in supply. A banner is in supply if it can trace a path of contiguous hexes back to its capital without passing through plundered or enemy hexes. If not it is out of supply and must roll for attrition.

#### Attrition

HOTT	DBA	DBM100	DBM	Points
D6 x 2APs	D6 x 1 element	D6 x 10% points (MAX 50% points)	Up to 50%	Up to 50%

The first element lost must be of mounted troops if any are present.

#### 4. MOVEMENT

A banner that is out of supply may move up to 2 provinces towards or into a friendly province.

##### Normal movement

Banners in supply move up to two friendly provinces per turn, otherwise only one.

##### Forced March

Banners may move an additional province by force-marching. But must dice for attrition, with a -2 modifier.

##### Mountain movement

A banner that attempts to cross a mountain province side in either Spring or Autumn must roll a D6 on a result of 1 it has been caught in storms and so must roll for attrition.

##### Desert movement

A banner that attempts to enter a desert province in Summer must roll a D6 on a result of 1 it has been caught in storms and so must roll for attrition.

##### Sea movement.

One fleet may transport one banner.

Fleets may move two coastal areas, or 4 open sea areas per turn.

A banner that attempts to cross a sea province side in either Spring or Autumn must roll a D6 on a result of 1 it has been caught in storms and so must roll for attrition.

##### Moving into a province with an enemy banner

A battle will be fought unless the defender decides to:-

- Retreat into the provinces settlement to Stand Siege, or
- Retreat out of the province and into a friendly province.

##### Moving into a province with an independent settlement

Roll D6. On a result of:-

- 1-4. The settlement joins the player's empire
- 5-6 the province is independent and it will defend itself.

Determine the size of the defending force (this is done each time that an independent province is invaded).

D6	Hott			DBA			DBM100			Points		
	Village	Fortress	City	Village	Fortress	City	Village	Fortress	City	Village	Fortress	City
1-2	4	6	8	2	3	4	10	20	30	10	20	30
3-4	6	8	10	3	4	5	20	30	40	20	30	40
5-6	8	10	12	4	5	6	30	40	50	30	40	50

##### Battle or Siege

An independent force in a village will always fight a battle.

An independent force in a city or fortress province that is larger than the attacker will also fight a battle.

Otherwise, it will withdraw in to the settlement and fight a siege.

#### 5. BATTLES

Battles are fought using tabletop rules or the Battle Rules

##### Results of Battle

The results of the battle are applied and in addition to those destroyed during the battle, the loss of a general or camp/stronghold/baggage is penalised by a further loss of :-

HOTT	DBA	DBM100	DBM	POINTS
4 APs	2 elements	15 points	15%	15 points

This simulates desertion by demoralised troops.

##### After Combat

A defeated defending army may either:-

- Retreat into the provinces' settlement to Stand Siege, or
- Retreat into a friendly adjacent province.

A defeated attacking army must:-

- Retreat back to the province that it came from.

If a defeated army cannot retreat then it is destroyed.

## 6. SIEGES

Sieges are conducted according to the Siege Rules.

## 7. RAIDING, PLUNDERING & PILLAGING

A player may R,P&P a province if either:-

It has no banner defending it,

or

The defending banner has taken refuge to stand siege.

He gains the revenue from that province.

The province is then marked as razed and provides the owner no revenue in the coming Winter turn.

## 8. RE-GROUPING

Armies may be reorganised by splitting into smaller banners or by combining with other friendly banners in the same province.

## 9. CLAIMING TERRITORIES

A player whose army is in sole possession of any un-razed province may claim the province and add it to his empire.

## WINTER SEASON

### 1. WINTER RETREAT

At the end of the Autumn season all armies must return to billets in a friendly settlement for the winter.

Each army must trace a path of friendly provinces back to its capital.

If the path is traced through enemy, Independent or plundered hexes then test for Attrition.

Roll a D6, on a result of 1-3 it must roll for attrition.

### 2. WINTER EVENTS

Roll a D6 if an odd number, roll again on the **Events Table**.

### 3. REVENUE COLLECTION

Collect revenue from the empires from each settlement

Settlement	Revenue
Capital	4
Town	2
Village	1
Fortress	1

Any city harbouring a fleet over the winter may add +1 to its revenue value for each ship model.

#### Isolated Settlements

Settlements (other than those separated by sea) that cannot trace a path via contiguous hexes to the owner's capital without passing through enemy, independent or plundered settlements are deemed to be isolated.

Isolated settlement remains part of that player's empire. But yields no revenue.

#### Plundered Settlements

Plundered settlements provide no revenue.

#### Events

Some events alter the amount of revenue that can be collected.

Rebellion may also result in isolating some parts of the empire.

#### Ships

If the port's own revenue value is lost following an event, the ship's value is also lost.

#### 4. REVENUE EXPENDITURE

Revenue may be spent as per the table below.

	Amount	DBA	HOTT	DBM100	Points
<b>Diplomacy</b>	1 gold	Per Mission to attempt an alliance with an Independent realm Revenue may be used to bribe other players.			
<b>Recruitment</b>	1 gold	1 Element	2 APs	for 10 points	for 100 points
<b>Recovery</b>	1 gold	+1 on die roll for recovery of a razed settlement			
<b>Construction</b>	2 gold	for a fleet			
	5 gold	to build a fortress in a settlement			
	10 gold	to build a fortress in a barren province			
	15 gold	gold to upgrade a fortress to a settlement			
	3 gold	for a siege train			
	1-2 gold	for a bridge			
<b>Sustaining Sieges through the winter.</b>	1 gold	per 3 elements	per 6 APs	per 25 points	Per roll of a D6 for each besieging banner.

#### Recovery of Plundered Settlements

For every razed province, roll a D6.

This may be modified by +1 for every gold paid.

D6	Result
1-3	The area remains abandoned
4-5	Villages recover fully. Cities and fortresses remain abandoned.
6	The settlement recovers.

When a settlement recovers, its allegiance must be determined once more.

A recovered settlement that:-

- borders a province belonging to a player's empire, it automatically belongs to that empire.
- does not border any province already belonging to a player's empire becomes an independent settlement.

If the recovered province borders more than one empire, an adjoining province containing a city takes precedent over a fortress, a fortress over a village, and a village over unoccupied territory.

If claims are equal, the recovered settlement will be independent.

Recovered settlements are treated exactly like other settlements.

A recovered city or fortress reacquires its full defensive value.

#### Sustaining Sieges

If a player elects to sustain a siege over the winter, he must pay the besieging force D6 gold or according to the size of the force.

To determine the result of a winter siege, roll on the siege starvation table, but this time with a -1 modification to the dice roll. Results are applied normally.

If the garrison surrenders or is betrayed, surviving banners of both sides must immediately attempt to reach Winter Quarters under the normal rules.

Failure to do so will result in their destruction.

## 5. DEPLOYMENT

Over the winter, troops allocated to existing banners are pooled and the entire army may be reorganised.

Once banners are organised, they are positioned in settlements within the player's empire, as per the initial deployment. Banners cannot be deployed in barren or razed provinces.

Fleets may be deployed at any city in the player's empire that has a harbour.

If a player wishes to deploy a banner in a settlement that is entirely separated from his realm by water (say on an off-shore island or on a part of a peninsula that is cut off by an opposing empire) then he must also deploy one of his ships into a harbour in the same or an adjacent province. If there is no harbour available it is still possible to deploy a banner into a settlement, but only if a newly constructed ship is also deployed in the same or an adjacent province.

### End of Campaign Year

#### BATTLES RULES (PERCENTAGE)

Determine the points value of both armies by consulting 'Loses Table' and cross referencing the Force column with the 20% column. The defenders figure is subtracted from the attackers figure to give the differential that corresponds on the Battle Table. Note the results are percentages.

The attacker rolls a D6 and read off the results.

Battle Table									
Army Differential									
D6	-4	-3	-2	-1	0	+1	+2	+3	+4
1	*40/-	30k/-	*30/-	20k/-	20/-	20k/-	20/-	20k/-	10/20
2	*30/-	*20/-	*20/-	20/10	20/10	20k/10k	10/20	10/20	-/10
3	20k/-	10/-	10/-	10/10	20/20k	20k/20	10/10	-/10	-/10
4	10/-	10/-	10/10	20/20k	20k/20	10/10	-/10	-/10	-/20k
5	10/-	20/10	20/10	10/20	10/20	10/20	-/20*	-/20*	-/30*
6	20/10	10/20k	10/20	-/20k	-/20	-20k	-/30*	-/30k	-/40*

## = attacker/defender      k = general killed      - = no losses      \* = baggage captured

To determine the number of points lost read off the table below the result is the % lost.

Army Strength (points)																				
% Losses	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-100
10%	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
20%	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
30%	1	3	4	6	8	9	11	13	14	16	17	19	21	22	24	26	27	29	31	32
40%	1	2	5	7	9	11	12	15	17	19	21	23	25	27	29	31	33	35	37	39
50%	2	4	7	9	12	14	17	19	22	24	27	29	32	34	37	39	42	44	47	49

	1	2	3	4	5-6	7	8	9-10	11	12	13	14	15	16	17-18	19	20	21	22	23	24
10%	0	0	0	0	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2
20%	0	0	1	1	1	1	2	2	2	2	2	3	3	3	3	4	4	4	4	4	5
30%	0	1	1	1	2	2	3	3	3	4	4	4	5	5	6	6	6	7	7	7	8
40%	0	1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	8	9	9
50%	1	1	2	2	3	4	4	5	6	6	6	7	7	8	9	9	10	10	11	11	12

In both of the above cases, roll again until one side has destroyed the opposing general or the required 30% of the force. The actual elements lost are at the discretion of the players.

**VICTORY IN BATTLE**

On both the war games table and when using the combat tables, victory goes to the player who has either destroyed one third of his opponents army or destroyed his opponents general and more elements then his own.

**Calculating Army Breakpoint**

The following tables detail the 33% breakpoint for various sized armies.

In a campaign game, you can apply that same percentage to determine the number of lost elements that equals the breakpoint.

<b>DBA</b>		<b>HOTT</b>		<b>DBM100 &amp; DBM</b>
1-3 elements	1 element lost.	1-6 APs	2AP lost	30% of the army points value
4-6 elements	2 elements lost.	7-12 APs	4AP lost	Loss of each baggage element
7-9 elements	3 elements lost.	13-18 APs	6AP lost	counts as ten points lost.
10-12 elements	4 elements lost.	19-24 APs	8AP lost	
13-15 elements	5 elements lost.	25-30 APs	10AP lost	

**Results of Battle**

The results of the battle are applied and in addition to those destroyed during the battle, the loss of a general or camp/stronghold/baggage is penalised by a further loss of :-

<b>HOTT</b>	<b>DBA</b>	<b>DBM100</b>	<b>DBM</b>	<b>POINTS</b>
4 APs	2 elements	15 points	15%	15 points

This simulates desertion by demoralised troops.

**SIEGES RULES**

Sieges can take several turns to resolve.

**GARRISONS**

No fortress is ever undefended there is always a small garrison defending a fortress. This force is treated the same as those of an independent settlement, and is composed of:-

<b>HOTT</b>	<b>DBA</b>	<b>DBM100</b>	<b>DBM</b>	<b>Points</b>
2-6 APs	1-3 Elements	D6x5	D6x5	D6x5

This garrison is only used if the fortress has no banner to defend it.

The garrison is never allowed to leave the fortress.

**FORTIFICATION DEFENCE VALUE**

The defensive capability of a fortress or city depends on its fortifications and how well it is garrisoned.

The number of banners that can be held and the defense value is as follows:-

<b>FORTIFICATION DEFENCE VALUE</b>		
	<b>Defence Multiplier</b>	<b>Maximum Banners</b>
City	X 2	3
Fortress	X 3	2

The force of an independent settlement or player controlled garrisoned fortress under siege is determined once at the start and remains for the rest of the siege.

**UNDER SIEGE**

Once a siege has begun, the province is declared to be under siege.

A besieged city or fortress presents a barrier to movement and continues to do so until the siege is over.

While the province is under siege, no force from any side may move through it.

Forces may move into the province, but may only move out of the province by the same edge they entered.

DEFENDER'S OPTIONS	ATTACKER'S OPTIONS
The besieged forces may rally out to do battle with the enemy during any turn.	While the province is under siege, fresh besiegers can join or relieve the original besieging force.
The besieged can rally out and join the battle of a relief force belonging or allied to them.	The besieger may give up the siege during any turn. His forces retreat into the province they came from.
The besieged may surrender during any turn.	

Banners belonging to other players may also enter the province to fight a battle with the besiegers.  
Besieged troops take no part in battles fought in the province between other players.

DEFENDER'S OPTIONS	ATTACKER'S OPTIONS
If a force is larger than the settlement can hold, the force may be split.	An attacking force can be reorganised into two or more banners (rules on minimum and maximum banner sizes permitting.)
Some banners retreat to the settlement, while the remaining banners fight a battle or retreat from the province.	One or more banners can lay siege while the remainders move back to the province they came from.
Banners that retreat, leaving a city or fortress behind them, may not be pursued.	A banner that remains and lays siege is left on the province edge where it entered.
Whilst the fortress or city remains garrisoned, the province remains part of the player's empire regardless of the presence of besiegers.	A banner retreating to the province it came from is turned around and moved onto the edge of the adjacent province.

### SIEGE TACTICS

During the siege phase a besieger may choose to either assault the defenders or attempt to starve them into submission.

### ASSAULT

Compare the point value of the attacking force (the attacker may increase the strength of his force by moving additional banners to join the siege) with that of the defender (defender strength x defence multiplier).

Determine the value of both armies by consulting '**%Loses Table**' and cross referencing the Force column with the 20% column. The defenders' figure is subtracted from the attackers' figure to give the differential.

The attacker rolls a D6  
 +/- the differential  
 +1 on the die roll if the besieger has any Siege engines  
 and reads off the results.

Siege Assault Table		
D6	Attacker	Defender
1	10%	0
2	20%	10%
3	30%	20%
4	20%	30%
5	20%	30%
6	20%	100%

Assaults may be made in subsequent turns

### STARVATION

Both sides roll for attrition with a -3 modifier.  
Apply loses as necessary.

## SHIPS AND WAR AT SEA

The Mighty Empire campaign game is not primarily concerned with action at sea, but provision has been made for it. Fleets can transport troops across open water, but it is also possible to resolve naval battles in an abstract manner comparable to that used for sieges.

### FLEETS

#### SHIP MODELS

Each ship model represents no one ship but a small fleet of craft of assorted size and type.

#### MOVING SHIPS

Ships may occupy the water portion of any coastal map province.

The number of ship models that may be placed in a province is not limited.

It may be necessary to have a single model represent several if there is insufficient space for a large fleet.

Ships cannot be moved off the map into the imagined area of open sea.

Ships may move one province during the player's turn.

As long as the ship remains at sea it may enter any coastal province, even a province occupied by enemy land forces or belonging to another empire.

The passage of the ship does not affect possession of the coastal territory unless the province is unknown and the ship is carrying a banner as noted below.

#### ENGAGING ENEMY SHIPS

If a ship enters a province containing an enemy ship counter, either side may attempt to bring the other to battle, Note however, that both sides may choose not to fight in which case both sides occupy the province peacefully.

To bring an enemy ship to battle both sides roll a D6. The highest scoring side has out-sailed the other and may decide whether to force a battle or not.

If no battle is fought, all ships remain in the province and may move away in their following turn.

In this situation, rival ships may occupy the same province without fighting.

#### NAVAL ENGAGEMENT CHART

Battles at sea are resolved by means of the chart below.

Both sides add up the number of friendly ship models in the province.

If any side has banners on board its ships these are added to the total.

For example, if a force of two ships and two banners is fighting the total is four. Both sides add the score of a D6 to the total.

NAVAL ENGAGEMENT CHART	
Difference In Score	Result
0	Draw – both sides sustain no losses
1	Lower scoring side driven off. The higher scorer may move the lower scoring ships one province along the coast. If this is impossible because the ships are at the end of the map, the lower scorer is destroyed.
2	The lower scorer is driven off as for 1 above. In addition, any banners carried by the losing side each lose D6x5 points of troops.
3	The lower scorer suffers one random ship destroyed together with all on board. Any remaining ships are driven away as for 1 above.
4+	Lower scoring side loses all ships and all on board.

#### HARBORS

Any city in a coastal map province or river-valley map province that ends on the coast automatically has a harbour.

No other settlements have harbours.

Ships at sea within a map province that contains a harbour may put into the harbour during their turn – this does not affect their normal movement so it is possible to move into a province and into a harbour in the same turn.

Similarly, ships in harbour at the start of their turn may put to sea and then move one further province during their turn.

If a ship decides to enter a harbour already occupied by an enemy ship, there will be a naval battle.

Neither side may avoid the engagement in this situation. If the result is a draw, the attacker remains in the province but is moved out to sea.

The presence of a ship in a harbour does not affect possession of the province, so a ship from one empire may lie in the harbour of another, but have no effect on the province's ownership.

### **TRANSPORTING TROOPS**

A banner entering a province that contains a friendly ship in harbour may be placed in the ship.

The player can do this by making a note, or placing the banner directly next to the ship counter. A ship counter can hold only one banner.

A banner may only embark if terrain or besieging forces do not block its way to the harbour.

If the city is besieged it will not be able to embark until it has fought and defeated the besiegers.

If mountains lie between the banner and the city, a route roll will have to be made to cross them.

A ship that enters harbour in the turn may disembark its banner immediately.

A ship already in the harbour may disembark its banner and then take its move as normal.

A banner that disembarks from a ship has taken its move, and may not move further that campaign turn.

### **DEFENDED HARBORS**

Banners disembarking into a province are treated exactly like those entering from an adjacent land province.

If the province already contains enemy troops, a battle is fought for possession or the defender may retreat as normal.

If a battle ends in defeat for the invaders, the banner immediately re-embarks and the ship is moved out into the open sea in the same province.

If the ship has moved off then the defeated force cannot retreat and so is destroyed.

Although harbours are associated with cities, it can be assumed that the actual landing area may be somewhere slightly apart from the city docks.

With this in mind, it is possible to fight a tabletop war game to represent the invasion.

However, a battle fought amongst the quays and warehouses of the dock-lands might make an interesting game if players are able to provide appropriate scenery.

### **POSSESSION OF HARBORS**

A force disembarking into an unoccupied city takes it over exactly as a land force would in the same situation.

A force which defeats an enemy defending force assumes occupation of the city and the province passes into the hands of the conquering empire.

### **INDEPENDENT HARBORS AND SHIPS**

Independent coastal cities may have ships; This is determined during scouting. Independent ships remain in harbour. They will attempt to bring any ship entering the map province to battle, and will automatically attack any ships that enter the harbour. An independent ship driven off during a naval battle is destroyed.

### **BEACH LANDINGS**

A banner may embark or disembark from coastal provinces not containing a harbour.

The banner must be 60 points or less. Larger banners may neither embark nor disembark on the beach. All other rules concerning harbours apply.

### **MOVING OVER OPEN SEA PROVINCES**

It is rare for sailors to venture far from sight of the land, and most journeys take the form of hopping along the coast. In this way it is possible to make for a safe haven in the event of a storm, and it is possible to stop to take on fresh water and supplies. Pirate galleys are especially small and ill equipped to undertake hazardous sea voyages; they are fast fighting ships without the resilience or staying power to sail the oceans. In this respect, the galleys follow the rules in *Mighty Empires* - they may only move along the coasts and not into areas of open sea.

With the introduction of sea provinces, it is possible to fill in blank sea areas in your Mighty Empires map. These provinces represent the deep ocean, where storms can be extremely hazardous, where winds can becalm a ship or take it way off course, or where inexperienced seamanship can quickly lead to a ship capsizing or losing its masts. Sailing ships are allowed to move into these sea provinces, and do not need to make a scouting roll to do so. When a ship moves into the sea map province the player must roll a D6 and consult the Ocean Weather Chart.

## **MIGHTY EMPIRES UCS**

### **THE MAP**

*The game map is made from the hexagonal map provinces. By placing the provinces together a landscape of the campaign.*

### **THE PROVINCES**

Steppe (plains), Hills (and mountains), Littoral (coast and rivers), Arable (with a settlement), Dry (desert) and Forest

There are some special rules that go with some of the provinces, as follows.

#### **River Delta**

It costs

12 Gold Crowns to build a fortress.

7 Gold Crowns to build up a village to a fortress

Cannot build a city.

Any settlement in the province gains you an extra D3 Gold crowns in each Revenue phase.

#### **Isthmus**

Any banner wishing to cross from one side of the isthmus to the other must Roll for attrition.

it will cost 2 gold to build a bridge.

A city located within this province will only have a bridge across the Isthmus on a roll of 4+ on a D6.

There is an additional -1 strategic modifier whenever a battle takes place in this province.

The Isthmus also generates an extra Gold Crown in revenue if there is a bridge located there.

#### **Rocky Promontory**

This rugged area of coastline is a warning that the surrounding sea is littered with reefs, rocks and other underwater dangers. Whenever a ship moves into this province it should roll on the Sea Hazards table.

#### **Off Shore Isle**

The province can support any kind of settlement, and is treated like any other coastal province except in battle.

As the province is easily defended there is a further -2 strategic modifier for any battles taking place in this province.

Banners may only travel between the main coast and the Off Shore Isle by being transported on a ship.

#### **Rocky Coast**

Banners on ships may not disembark from a ship onto this province.

#### **Chasm**

The Chasm is impossible to bridge or cross, so no banner may exit the province from an edge which is on the opposite side of the Chasm.

Roll a D6 every Winter Events phase.

On a roll of a 1 there is an earthquake with the following effects:-

Any settlement in the province will be Razed,

Any Banners in the province are destroyed.

Roll a D6 for every province adjacent to the chasm.

On a roll of 1-3 it is affected by the earthquake and suffers the effects above.

#### **Volcano**

Roll a D6 in every Winter Events phase.

On a roll of 1 the Volcano erupts!

Any settlement and banners in the province are destroyed.

In addition the lava spreads to D6 adjacent provinces. To determine which provinces, number one face 1, and the others 2-6 working clockwise. Roll a number of D6's equal to the number of lava flows to see where they spread.

Any province affected by a lava flow is razed and any banners caught are destroyed.

## Sand Banks

The Sand Banks are a Sea Hazard and any ships should roll on the Sea Hazards chart at the end of this article. The Sand Banks cannot support a settlement, and troops may not be landed on them.

## Plateau

The Plateau provides an additional -1 strategic modifier on any battles taking place within that province, due to the defenders being able to set up earthworks and ambushes with greater ease.

OCEAN WEATHER CHART	
D6	Result
1-3	Calm Seas. The ocean remains calm and the ship successfully moves into the province without hazard.
4	Becalmed. The wind fails leaving the ship stranded in the sea province. The ship may only move out of the province again by rolling a 6 at the beginning of a subsequent turn. If the ship is unable to move out of the sea province before the end of the year it is lost.
5	Strong Winds. Strong seasonal winds carry the ship far off course. Nominate each province edge as 1 to 6 and roll a D6. The ship is immediately moved into the map province indicated. If the ship is moved off the map playing area then the ship is swept away and lost.
6	Storm. The ship is overtaken by storms. Roll a D6: 1 – Ship capsizes and is lost. 2 – Ship loses rigging and drifts around on the currents. The ship may only move at the beginning of any subsequent turn on the D6 roll of a 4, 5 or 6. The ship may be re-fitted by visiting any harbour after which it may move as normal. 3 – The ship is blown wildly off course. Nominate each sea edge as 1 to 6 and roll a D6. The ship is immediately moved into the map province indicated. If the ship is moved off the map playing area then it is swept away and lost. 4 - Heavy weather takes its toll on the crew, any banner carried by the ship suffers 6xD10 points casualties and any baggage carried is lost. 5 - The ship is blown onto a sandbank and becomes stuck fast. The ship must wait for the next high tide before it can move off. The ship misses its next turn but may then proceed as normal. 6 - The ship weathers the storm and is propelled into a fast oceanic current. The ship is moved again immediately - the player has no choice but to move as the current is far too swift to allow the ship to remain where it is.

## PIRATES

When scouting reveals an independent city in a coastal map province the player rolls on the Harbour Chart to see if the city has an associated trading fleet.

If a fleet is present then the ship models supplied in the game normally represent it.

However, it is possible that the city is a nest of pirates and that its fleet is a pirate fleet.

Roll a D6. If the result is a 1, 2 or 3 the ships are ordinary sailing ships. If the result is 4, 5 or 6 the ships are pirate ships.

Pirate ship models represent dangerous groups of pirates rather than just a single ship.

Unlike other independent ship models, pirate ships move over the seas during the campaign season, raiding nearby coasts and attacking the fleets of the players.

At the start of each campaign turn roll to determine the movement of each pirate ship.

Each pirate ship is moved independently, so if there are several ships on the same province they may move in different directions.

Pirate ships either move directly along the coast or they remain where they are - nominate one direction as up coast and the other as down coast and roll a D6:

PIRATE MOVEMENT CHART	
D6	Result
1-2	The ship moves up coast by D6 map provinces. If the ship moves over or into a province containing a coastal village which has no protecting forces, then the village is razed on the D6 roll of a 4 or more. Independent settlements are always considered to have a small force and so are not razed.
3-4	The ship moves down coast by D6 map provinces. If the ship moves over or into a province containing a coastal village which has no protecting forces, then the village is razed on the D6 roll of a 4 or more. Independent settlements are always considered to have a small force and so are not razed.
5-6	The ship remains in its province and does nothing this turn.

If a pirate ship moves off the map then it is removed from play.

The pirates have moved off into another area and will not menace the players any longer.

If a pirate ship moves into a province containing a player's ship then the player may attempt to bring the pirate ship to battle. Both sides roll a D6 to establish which side has out-sailed the other in the normal way for naval engagements. If the pirates score highest, then they have avoided the player's fleet and the pirate ship is unaffected.

If the player scores highest then the pirates are brought to battle and a naval engagement is fought.

Regardless of the results of the naval engagement, the pirate ship is halted in that province for the turn.

This means that even though a player might fail to destroy a pirate ship by fighting it, at least he will reduce the devastation caused by piracy.

Naval engagements are resolved as described in Mighty Empires using the Naval Engagement Chart.

However, pirates add +1 to their dice score to account for their ferocity and the superior handling qualities of their ships.

The procedure therefore works as follows: both sides add up the number of ships on their side (in the case of pirates this is usually 1 because each ship moves independently).

Each player then adds +1 for each army banner carried on board his ships. Note that pirate ships never carry banners, but their crews are aggressive and can look after themselves.

Both sides add a D6 to their total. The higher scoring side is the winner and the extent of the victory depends on the difference in dice scores.

Pirates may move into and through coastal map provinces containing fortresses or cities, but they cannot raze these settlements, as their defences are too powerful.

During the winter season, each pirate ship automatically returns to the nearest independent coastal city.

Pirate ships may move through other ships in order to reach a harbour - they cannot be brought to battle or otherwise prevented from reaching their destination.

Due to bad weather and the need to conduct essential repairs, pirate galleys must be berthed in dry-docks over the winter.

An independent city may harbour up to three ships over the winter, including ordinary ship models as well as pirates. Any ships attempting to over winter in a harbour, which is already fully used, are automatically removed from play - it is assumed that these ships are either wrecked by storms or fall into disrepair.

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<b>Events Table</b>	
<b>2D6</b>	<b>Event</b>
<b>2</b>	Mass desertion among the ranks. Each banner in the force loses D6 x 5 pts
<b>3</b>	Mutiny. The force may not move that turn
<b>4</b>	Army supplies go rotten each banner in the force loses 1 baggage point. If no baggage point are available see Subsistence Shortfall.
<b>5</b>	Sickness. Each banner in the force loses D6 x 1 pts
<b>6</b>	Storms. The force may not move that turn
<b>7</b>	Breakdown in communication. A random hex is scouted
<b>8</b>	Ambush. All scouts are killed
<b>9</b>	Merchants. The province is not scouted but the 1D6 baggage points are gained
<b>10</b>	Mercenaries On a roll of a D6. 1 – 4 D6 x 2 troops join the banner 5 – 6 All scouts are killed
<b>11+</b>	Coastal, Lowland or River Valley – Roll again Highland & Forest – Dragons 1-3 Not woken 4-6 D6 + 1 Dragons appear

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<b>Winter Events Table</b>		
<b>2D6</b>	<b>Result</b>	<b>Effect</b>
<b>2</b>	Treasure Horde rumour	Dragons, Raiders etc.
<b>3</b>	Peasant Revolt	Lose D6 crowns of revenue
<b>4</b>	Rebellion	1 randomly selected Fortress becomes an independent – remove all forces from the province
<b>5</b>	Plague	A randomly selected settlement (not your capital) loses all its garrison
<b>6</b>	Raids	All provinces adjacent to enemy / independent territory collect no revenue on a roll of 4-6 (on a D6)
<b>7</b>	Increased Tax	All non raised cities receive +1 revenue for that year
<b>8</b>	Plentiful Harvest	For every 3 non raised villages receive + 1 revenue that year
<b>9</b>	Special tribute	Receive an extra D6 revenue
<b>10</b>	Famine	No recovery roll is made in the recovery phase
<b>11</b>	Treachery	For each province adjacent to enemy / independent territory make a roll of a D6. A roll of 6 indicates that the province switches sides
<b>12</b>	Treasure Horde rumour	Dragons, Raiders etc.

## 2. Spring Equinox Events

Every spring your holy men make sacrifices to the gods to insure a bountiful year and success in battle. To represent this, each player must roll two six sided dice and compare the result to the following chart:

2-Succession Crisis: The head of your empire has expired unexpectedly during the long winter. Your troops may not move into new, unexplored territories or enemy held territories this year while your nobility argues over the succession.

3-Floods: Your rivers are overflowing, destroying cropland and sending refugees into your cities. The number of resources available to you this year is halved.

4-Peasant Uprising: The peasants are revolting! You must spend the first three months of the campaign year putting down the uprising and may not move into new, unexplored territories.

5-Evil Omens: news of evil omens spreads through the land. Morale is low everywhere. Your armies suffer a +1 to all command rolls to move into new, unexplored territories for the coming campaign year.

6-8-No events of any importance take place this spring.

9-Good Omens: The stars are favorable for success in battle for the coming campaign year. You may ignore the command penalty for moving into enemy and enemy occupied territories.

10-Scouts: Your scouts have identified obstacles to your exploration this year. You may subtract 1 from your command rolls to enter new, unexplored territories this year.

11- Early Harvest: You may roll five additional dice for resources this spring (5d6x100)

12-Holy War: Your holy men incite your troops in a crusade. Religious fervor sweeps your armies. The break point of your armies is raised from half your units to two thirds your units for all battles in the coming campaign year.

## 4. Autumn Equinox Events

At The Autumn Equinox:

Every autumn your holy men make sacrifices to the gods to scrye the darkness of the coming winter and beg the gods' mercy from the cold and snow. To represent this, each player must roll two six sided dice and compare the result to the following chart:

2-Earthquake: Roll a d6 for each fortified territory you own. On a 1 or a 2, the fortification is reduced and removed from the map. Capital territories cannot be affected.

3-Early Frost. An early frost ravages your croplands. The number of dice rolled for resources from open territories (not fortified territories or capital territories) is halved.

4-Schism: A disagreement on religious or political doctrine drives a wedge between you and your allies. All alliances to which the player belongs are dissolved. They may be re-established next year, assuming the alliance remains legal.

5-Inflation: the rising cost of maintaining an army has bankrupted your treasury. You may not spend any money to raise fleets or fortifications next year. Additionally, you may not hire Regiments of Renown.

6-8-No events of any importance take place this autumn.

9-Royal Heir: You and your consort give birth to an heir. You may ignore the results of one Succession Crisis for each royal heir in your household.

10-Spies: Your spies have infiltrated the enemy and commit acts of sabotage and mayhem. Nominate one enemy player. One of your enemy's fortified territories of your choice is reduced as it burns to the ground.

11- Indian Summer: You get an extra harvest this year. Roll a d6. This is the number of additional resource dice you may roll in the the next campaign year.

12-Assassins: You may nominate one enemy player. Assassins in your employ assassinate the head of the player's empire, throwing his forces into turmoil. He or she may not move beyond his established borders during the next year, just as if he had rolled a Succession Crisis in the spring.

### **Equinox Spells**

Each player may cast one spell during an equinox. Spring spells are cast during the spring at the onset of the campaign season. Autumn spells are cast during the autumn at the end of the campaign season. To determine which spell is cast the player rolls a D12 and consults the appropriate spring or autumn spell chart. If the player does not want to use the spell indicated, he may roll again but must abide by the second dice roll.

The player chooses which target province the spell will affect. This may be any province within 12 provinces of the player's capital other than an opponent's capital. The player then rolls 2D6.

If the result is equal to or greater than the distance between the capital and the target province the spell takes full effect. If the result is less than the distance between the caster and the target province the spell fails. A failed spell has no effect. Provinces affected by a spell are marked with a spell counter and the effects noted separately.

### **Spring Spells**

#### **D12 Spell**

**1 ABUNDANCE.** The province blossoms with life throughout the season, its soil enjoys unheard of fertility and its population thrives. The province will provide sustenance for any force in the province no matter how large. If razed, the province yields an extra D6 baggage points for a province of its type. Once razed the spell is nullified.

**2 CHAOS VOID.** This spell may only be cast on an unknown barren province. It brings the powers of raw magic into a deadly coalescence, dissolving the contents of the province creating a vortex of chaos. Any force moving into the province during the campaign season is instantly destroyed. The chaos void is automatically closed up at the end of the campaign season.

**3 HOLD RIVER.** The spell is cast against a province containing a river. The effect is to cause the river to magically dry out at that point, allowing the river to be crossed in that province or any province lower down its course. The spell lasts for the entire campaign season, but can be reversed by the player who cast the spell during any campaign turn on the D6 roll of a 5 or 6. If successfully reversed while an enemy is attempting to cross the province, the force is destroyed in its entirety and the spell has no further effect.

**4 MAGICAL PROTECTION.** This spell is cast on a province and nullifies the effects of any equinox spell already cast on that province. This spell also prevents any further equinoctial magic being cast upon the target province that year.

**5 PORTENTS OF TERROR.** All living creatures within the province suffer nightmares and waking qualms of terrifying intensity. Any force within the province at the beginning of any campaign turn must roll a D6. On the score of a 1,2 or 3 the force is immobilized as dissent breaks out among the superstitious troops. The force will do nothing this turn and any mercenary or allied banners will immediately disperse and is removed from the game. On the score of 4,5,or 6 there is no effect for the duration of that campaign turn. The spell lasts for the entire campaign season.

**6 QUAKE.** The walls of a city or fortress in the target province are devastated by an earthquake leaving the settlement vulnerable. The defensive value of the settlement is reduced to 0. The devastation is rectified automatically and without cost during the following winter season.

**7 RAISE DEAD.** The spell raises the dead forming an army of D6x10 points of Undead troops. The Undead will automatically attack any force which is in the province. If the province is empty, the Undead remain in the province for the duration of the campaign season and will fight any force that moves into the province. The Undead are destroyed if

defeated and forced to leave the province. The Undead army maybe represented by a banner - the army does not require any subsistence. Undead players may control this force as normal but it disappears at the end of the campaign season.

**8 ROT.** All baggage points in the province decay and is immediately destroyed. Any further baggage points taken into the province during the campaign season will also decay and be destroyed.

**9 SCRYE.** The casting wizard is able to see the enemy troops inside the province. The player who has been scryed must reveal the points value and exact composition of the force within the province.

**10 STORM.** The province is beset with Storms of terrifying intensity. These storms last for the duration of the campaign season, making movement difficult and agriculture barely possible. Regardless of the settlements within it the province provides no subsistence throughout the season. Ships within the province are wrecked on the D6 score of 1 or 2, and driven into a neighboring province on the score at 3 or more. Banners may move into the province as normal but any scouts attempting to scout from the province are driven back on the D6 score of a 4, 5 or 6.

**11 SUMMON HOST.** The spell summons D6x10 points of troops to form an Ethereal, Monstrous or Chaos Host. This host will serve the player for the remainder of the campaign season. The host is deployed as a single banner within the players empire. Players using tabletop armies may select a host permitted to them from Warhammer Armies. This result may be taken as a supernatural Rare Choice, or other appropriate selection.

**12 WITHERSHINS.** An enchantment is placed upon the province, affecting any force within it during the campaign season. A force wishing to scout from the province must determine its direction randomly using a D6 corresponding to each of the six province sides. The force does not have to move in the direction scouted it may remain stationary instead.

### Autumn Spells

#### D12 Spell

**1 BLIGHT CROP.** This spell is cast on a province in the enemy empire but affects the empire as a whole. Crops shrivel and fail, reducing the yield of the entire harvest. Deduct D6 from the revenue of the rival empire during the coming Winter season.

**2 DELUGE.** This spell may be directed against a river province, causing the river to swell, forming a tidal wave of destruction. Any settlement in the province is razed on the D6 score of a 4+ if it is a village, 5+ if it is a fort, 6 if it is a city. Any village lying in a province downstream of the province is razed on D6 score of 6.

**3 TRAIL OF HOWLING DOOM.** This spell unleashes a trail of magical wind and storm beginning in the target province. Any banner in the province suffers D6x1 casualties and any village is razed on the D6 score of a 5 or 6 - other settlements are not affected. The spell then moves into a randomly determined adjoining province and affects it in the same way. The spell continues to move from province to province until it has affected a total of D6 provinces.

**4 FORGE MAGIC.** This spell has no range and so always works. The caster uses the forces of magic to create a magic item. The type of item is generated randomly on D6

1 A ring with 1 chosen level 4 magic spell 2 A magic weapon with any 1 magic ability

3 A suit of armor with any 1 magic ability 4 A standard with 1 magic ability

5 An instrument with 1 magic ability 6 A scroll with 1 randomly selected level 4 spell

Players not using tabletop armies to fight battles can represent the magical power by adding 2D6x20 points to the value of a banner.

**5 INUNDATION OF BLOOD.** The province is submersed under a deluge of blond which pours from the sky and drowns crops and sweeps away settlements. No revenue may be gathered from the province during the coming winter season, and any banner in the province loses 2D6x2 points of troops. Any village in the province is destroyed on the D6 roll of a 6 and the province is then considered to be razed.

**6 BUMPER CROP.** This spell has no range and so always works. Crop yields throughout the player's own empire exceed all expectations. Add D6 to the empires total revenue this year.

**7 PROSPER.** This spell is cast against a razed province adjacent to the player's own empire, and effects this province plus all adjacent razed provinces. The provinces recover immediately, the razed counters are removed and the settlements become part of the player's empire. During the recovery phase these recovered settlements count as part of the empire, and may therefore affect territorial ownership of the recovered provinces (see Recovery).

**8 REIGN OF MADNESS.** This spell may be cast against an enemy village. The entire population becomes infected with a whirling madness and dances off never to be seen again. The province counts as razed and all banners in the province are immediately destroyed.

**9 CALL OF HEROES.** This spell is cast on the capital and so always works. Heroes from all over the land are drawn toward the capital where they offer their aid to the player. The player may recruit an additional D6x10 points of heroes over the coming winter phase, or the player may recruit up to D6 new WHQ Heroes without having to pay them. Also, these heroes can exceed the empire's population restriction. Heroes are chosen from Warhammer Armies as normal.

**10 BREAK SIEGE.** This spell may be cast on a province which, is being besieged over the winter the caster removes the entire force from any side, resolving the siege instantly by destroying either the defenders or attackers. If no sieges are in progress, the spell can be used to raze any unoccupied fortress in the target province instead.

**11 SHROUDING MISTS.** This spell may be cast against a friendly force which would otherwise be obliged to make a winter retreat during the winter quarters phase. The force is surrounded by magical mists and brought safely home without loss. Alternately the spell may be cast against any enemy force which is not a settlement at the end of the campaign season. The enemy force is also surrounded by magical mists which confuse and misdirect its return home obliging it to make a winter retreat during the winter quarters phase.

**12 TORNADO OF PERIL.** This spell creates a whirling tornado of magical energy which devastates the province, razing any village automatically, razing a fortress on the roll of a 3+ and a city on the roll of a 4+. Any force within the province is destroyed if there is no settlement, and is otherwise destroyed if the settlement is razed.

**PARTICIPATION BY ALLIES**

A player can send an allied contingent to a battle if this can move from his field army's location to the province under attack and is granted free passage through any intermediate province by the controlling player, but only if his own field army has not already made an attack that season.

If two contingents are sent in a season, they must be of different elements.

An allied contingent, from the player's own field army, consists of up to:-

HOTT	DBA	DBM100	DBM	POINTS
6 APs	3 elements	30 points	1/3 <sup>rd</sup> max army size	

(HOTT only) It cannot include gods, dragons or lurkers, nor both aerials and ground troops. One eligible element must be nominated to include a general.

Allied contingent(s) move in their side's bound, repeating phases 1 to 3 of the bound after their side's main protagonist.

They use their own separate die to determine how many elements/groups they can move each turn.

They do not arrive on table until they score 6, and then arrive in a single one-element frontage column, adjacent to their stronghold if any, at that table edge best representing their map route to the battlefield relative to the main protagonists. (They may sometimes have a choice of edge).

They cannot arrive within **600p** of an enemy stronghold/BUA/Camp/Baggage train.

Their edge of arrival is that on which replacement hordes will also arrive.

They measure their first move from the board edge.

They cannot leave the table intentionally or change sides and attack their supposed ally, but the eagerness with which they assist him is a matter for their own conscience!

An allied contingent:

- Cannot be sent to aid a player with whom its nation, overlord or tributary is at war.
- Cannot be sent to aid an invasion of the territory of a player with whom neither its nation nor its overlord is at war.
- Can be sent to aid defence against an invader with whom its nation is not at war.

## STANDING A SIEGE

If the defender elects not to fight a battle, the province's stronghold is besieged.

If he has a field army in the province, this must either retreat to another of his provinces or stand siege.

The attacker now dices. He must score 6 to capture a stronghold in which the enemy field army is standing siege, or 5 or 6 if the enemy field army is not present.

If a captured stronghold contains the defender's field army, the whole army is lost.

If a besieger fails to capture the stronghold, he loses:-

HOTT	DBA	DBM100	DBM	POINTS
2 AP	1 element	10 points		

of his choice, which he transfers from his field army to his reserve. His allies suffer no losses.

The siege continues next season unless winter intervenes or the besieging army moves or is defeated in battle.

The score needed for capture reduces by 1 each season the siege lasts.

A field army that has accepted siege can sally out in its next turn to give battle, but not to retreat without battle.

An allied contingent assisting a besieger is automatically recalled if its own nation is invaded.

## VICTORY

When the time limit has been reached, each player counts as his score the prestige points he has gained in battles plus points for each province now under his control.

A player who is knocked out of the game before then gets no points for provinces, but retains his prestige points.

Prestige points for Provinces:-	HOTT	DBA	DBM100	DBM
for each home province	6	3	6	6
for each tributary's province	2	2	4	4
For each captured province	4	-	-	-

## TRIBUTARY RULERS

### 7.0 Subjects.

#### 7.1 Becoming a Subject

There are three ways to become a subject state.

- Voluntary. A player can willingly declare their voluntary subject status. The prospective overlord does not have to accept.
- Involuntary. As soon as all provinces have been taken the state becomes an involuntarily subject of the conquering state.
- Involuntary. If the Main Army is captured in a siege the state becomes involuntarily subject to the attacker.

#### 7.2 Subject obligations

Subject nations have these obligations:

- Provide an allied contingent to their overlord if asked.
- Allow passage of their overlord's forces.
- They may not attack or raid their overlord (or their overlord's overlord if one exists) or other subjects of their overlord (or his overlord- ad infinitum).

#### 7.3 Subject liberties

Subjects may:

- Renounce their subject status if their overlord loses two consecutive battles or becomes the subject of another nation.
- Renounce their subject status if they are unreliable and switch sides (as per the DBM rules or special campaign rule- see 3.0) in battle and the overlord loses the battle.
- Gain subjects of their own.
- Allow other countries to pass through their territory.

Not be attacked by their overlord or other subjects of their overlord.

## BATTLES

### Rivers

If the defender decides to use a river as a defensive barrier then it is only placed on a D6 roll of 4+.

If it is not placed it is assumed that the attacker either crossed it before the defender could deploy or has deviated away from it temporarily.

If the latter, the defender loses 10 points worth of element equivalents as scouts whom are away from the main army.

(If the attacker and allies has an army total at least double that of the defender and allies then this does not apply.

It is only to discourage defenders from adopting the same defensive ploy time and again).

### Pursuit

Both players count up the remaining number of mounted troops on the table, including those dismounted but retaining their mounts. Deduct one from the score of any element in contact with the enemy:

(DBM)Ratio of victor's mounted to loser's	Lost on, if Hordes, Artillery or Baggage	If Elephants or other foot	If other mounted
<b>Half or Less</b>	1,2,3,4	1,2	0
<b>More than Half less than doubled</b>	1,2,3,4,5	1,2,3	1
<b>Doubled</b>	1,2,3,4,5,6	1,2,3,4	1,2

### CALCULATING ARMY BREAKPOINT

The breakpoint in a regular DBA game equals 33% losses (4/12). In a campaign game, you can apply that same percentage to determine the number of lost elements that equals the breakpoint.

DBA		HOTT		DBM100 & DBM
1-3 elements	1 element lost.	1-6 APs	2AP lost	30% of the army points value
4-6 elements	2 elements lost.	7-12 APs	4AP lost	Loss of each baggage element counts as ten points lost.
7-9 elements	3 elements lost.	13-18 APs	6AP lost	
10-12 elements	4 elements lost.	19-24 APs	8AP lost	
13-15 elements	5 elements lost.	25-30 APs	10AP lost	

### SIEGES RULES

Sieges can take several turns to resolve.

### GARRISONS

No fortress is ever undefended there is always a small garrison defending a fortress. This force is treated the same as those of an independent settlement, and is composed of:-

HOTT	DBA	DBM100	DBM	Points
2-6 APs	1-3 Elements	D6x5	D6x5	D6x5

This garrison is only used if the fortress has no banner to defend it.

The garrison is never allowed to leave the fortress.

### FORTIFICATION DEFENCE VALUE

The defensive capability of a fortress or city depends on its fortifications and how well it is garrisoned.

The number of banners that can be held and the defense value is as follows:-

FORTIFICATION DEFENCE VALUE		
	Defence Multiplier	Maximum Banners
City	X 2	3
Fortress	X 3	2

The force of an independent settlement or player controlled garrisoned fortress under siege is determined once at the start and remains for the rest of the siege.

**UNDER SIEGE**

Once a siege has begun, the province is declared to be under siege.

A besieged city or fortress presents a barrier to movement and continues to do so until the siege is over.

While the province is under siege, no force from any side may move through it.

Forces may move into the province, but may only move out of the province by the same edge they entered.

DEFENDER'S OPTIONS	ATTACKER'S OPTIONS
However, if the new attacking force belongs to the besieged player, the defenders can rally out and join the battle.	While the province is under siege, fresh besiegers can join or relieve the original besieging force.
The besieged forces may rally out to do battle with the enemy during any turn.	The besieger may give up the siege during any turn. His forces retreat into the province they came from.
The besieged may surrender during any turn.	

Banners belonging to other players may also enter the province to fight a battle with the besiegers.

Besieged troops take no part in battles fought in the province between other players.

DEFENDER'S OPTIONS	ATTACKER'S OPTIONS
If a force is larger than the settlement can hold, the force may be split.	An attacking force can be reorganised into two or more banners (rules on minimum and maximum banner sizes permitting.)
Some banners retreat to the settlement, while the remaining banners fight a battle or retreat from the province.	One or more banners can lay siege while the remainders move back to the province they came from.
Banners that retreat, leaving a city or fortress behind them, may not be pursued.	A banner that remains and lays siege is left on the province edge where it entered.
Whilst the fortress or city remains garrisoned, the province remains part of the player's empire regardless of the presence of besiegers.	A banner retreating to the province it came from is turned around and moved onto the edge of the adjacent province.

**SIEGE TACTICS**

During the siege phase a besieger may choose to either assault the defenders or attempt to starve them into submission.

**ASSAULT**

Compare the point value of the attacking force (the attacker may increase the strength of his force by moving additional banners to join the siege) with that of the defender (defender strength x defence multiplier).

Determine the value of both armies by consulting '**%Loses Table**' and cross referencing the Force column with the 20% column. The defenders' figure is subtracted from the attackers' figure to give the differential.

The attacker rolls a D6

+/- the differential

+1 on the die roll if the besieger has any Siege engines

and read off the results.

Siege Table		
D6	Attacker	Defender
1	10%	0
2	20%	10%
3	30%	20%
4	20%	30%
5	20%	30%
6	20%	100%

Assaults may be made in subsequent turns with a +1 on the die roll.

### STARVATION

Both sides roll for attrition with a -2 modifier.

#### Or:-

Roll aD6 modify the result by -1 for each turn of siege commencing with the second turn.

A modified result of 1 indicates that its supplies have run out. And a second roll must be made on the following table.

SIEGE STARVATION TABLE		
D6	Result	
1	Betrayal	The settlement falls. The garrison is destroyed at no loss to the attackers occupy the city or fortress without loss.
2	Surrender	The garrison offers to surrender the settlement in return for safe conduct. If the attacker accepts, the defending force moves out of the province into any adjoining province. The besiegers occupy the settlement without loss. The besieging player can refuse the defender's terms, in which case the siege continues.
3	Hardship	The hardships endured by the civilian population mean that the maintenance of defences is neglected. Any further assaults are made with a +1 bonus. A succession of hardship results will increase the bonus by one each time.
4+	No effect	The population hardens its resolve and stands firmly by its defenders.

If the result is indicates that the siege continues, then roll on this table next turn automatically.

### TERMS OF SURRENDER

A siege may be ended at any time if the two antagonists can agree to terms. Typical terms are that the garrison is allowed to march to an adjacent friendly province during the player's turn, surrendering the fortress or city and its stockpiles intact. Players can negotiate details, such as the surrender of captives, standards, or war machines held by either side.