

MIGHTY EMPIRES

For Warmaster Campaigns

It is probably the ultimate ambition of every accomplished Warmaster player to take part in a large, well-organized campaign. What gamer could resist the chance to command the army of an entire nation? How can a single battle compare with the thrill of conquering cities, subjugating wild tribes, and defeating the armies of rival empires?

The war-game campaign provides players with a means of linking together all the intricate military problems of maps, supplies, movement and diplomacy. Mighty Empires allows Warmaster players to create their own map using the specially designed map tiles, and to recreate new maps as many times as they like. The map tiles also provide the basis for all supply and movement rules, allowing armies to conquer far and wide as the player's empires expand. When armies clash it is time to transfer the action to a tabletop using the conventional Warmaster Battle rules. As part of the campaign the battle game assumes a far greater significance – whole empires may rise or fall depending on the outcome! Because players may not wish to fight each and every minor conflict, the campaign rules provide an alternative system for working out battles on paper.

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

*Lecture for an Insignificant Princeling by
Innuendo Machiavenni*

MIGHTY EMPIRES

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The original version of Mighty Empires was written by Rick Priestly and Nigel Stillman of Games Workshop in 1990.

All White Dwarf articles (by various authors, all copyright Games Workshop) published for Mighty Empires as well as all official web based revisions have been inserted into this file. Furthermore the rules have been modified for the use with Warmaster, which includes rule revision, addition and clarification where appropriate. All above changes to the original version of Mighty Empires were compiled or written by Helge Seetzen in 2001. No copyright is claimed.

Thanks to Rick Priestly for the permission to modify the original rules and publish this file on the Internet. Thanks to all writers who have contributed to this version through White Dwarf or web-based articles. Please direct comments and suggestions to Helge Seetzen at hseetzen@physics.ubc.ca

For all those who are already familiar with the original Mighty Empires rulebook, I recommend a very careful lecture of these rules. In many cases the required changes were very subtle correction of numbers or removal of a negation. This is largely due to the differences between Warhammer and Warmaster (e.g. while a Warhammer unit will not regenerate its casualties after battle, a Warmaster unit will). The larger changes should be obvious but many of these subtle ones require careful reading.

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Enjoy your campaigns!

Helge

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MIGHTY EMPIRES

THE MAP

The Mighty Empires game map is made from the hexagonal map tiles. By placing the tiles together a fantasy landscape of great mountain chains, rolling plains, mighty rivers and wave-swept coasts is created. Mountain springs will form rivers, rising in the highlands and flowing down to the sea. Wide plains spread out to foothills, broken here and there by thick forests. River mouths will open up into jagged coastlines enclosing the heartland of rival nations. Because the tiles may be laid down in countless different ways, the map will be different each time you play Mighty Empires.

There are four different packs of map tiles and each represents one of four different predominant terrain types: Lowland, River Valley, Coastal and Highland. Their reverse sides can identify the tiles.

THE TILES

Lowland tiles include open plains, forests and low hills. Some tiles are entirely covered with one type of terrain, while others show a fair mixture of several different types. Although some lowland tiles include hills, none contain mountains.

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

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

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

Capital Tiles. These are the six tiles marked with a circle indicating the possible positions of players' capital cities. The tiles are treated exactly like highland, lowland, coastal or river valley tiles, depending on the pack they come from.

CREATING A MAP

Tiles have both a type, represented by the deck that they come from, and terrain edges. A tile may have two different types of terrain on its edges. For example, a highland tile may have three edges shown with mountains, and three edges shown as green lowlands.

For each tile, the terrain on the edge may be different than the terrain of the tile. The tile may also have terrain drawn across

the tile, such as a mountain range or river, yet still have edges that are lowlands, or coastal.

Players assemble the map by placing down tiles in turn, starting with a highland tile. Each player places a new tile adjacent to two (or more) placed tiles. One of the edges of the new tile must match the terrain type of one of the tiles the new tile is placed next to.

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

Two capitals may not be within three tiles of each other. This rule allows room for the realm, or six tiles surrounding the capital.

THE GAME MAP

1. REALMS

It is a good idea to design several maps before attempting to produce a final map for your game. Every map is different, and some maps will give a more interesting game than others. With practice, you will soon learn how to lay down the tiles to create a more plausible and useful map.

KEEPING YOUR MAP

If you are playing Mighty Empires as a self-contained game then there is nothing to stop you beginning immediately. However, if you intend to use Mighty Empires as the basis for a long term campaign involving many Warmaster games, then you must decide what to do with the map during the weeks or months that the campaign lasts.

A campaign of this duration represents a considerable investment of effort, so you must find a way of preserving the map when not in use. The best option is to temporarily stick the map down onto one or more large sheets of card. If you can keep the map flat and the counters fixed in place then you can return to the game at any time. If you cannot keep the map flat, then you must record the positions of city, fortress, village, army and other counters before storage. If none of these options proves practical, it will be necessary to make a copy of the map, together with the positions of counters, so that you can reconstruct it as required.

No matter how large your map it will always have edges that delineate the playing area. You may choose to explain this barrier to movement by inventing impenetrable deserts, forests or seas. Alternatively, you may wish to ascribe these areas to other powerful nations whose territory is regarded as inviolable. A third, and better, option is to assume these areas are simply unexplored: awaiting the further expansion of the continent with an additional Mighty Empires set.

CREATING THE REALM

A Mighty Empires game may be fought between two or three players although with the addition of further sets, more players can be accommodated. One player who commands the armies and dictates the strategy of a realm represents each side. The realm is the player's homeland and is populated by one of the

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Warmaster races: High Elves, Orcs, Men, and so on. The player might be a king, a powerful baron, a freebooter warlord, or any type of head of state appropriate for his chosen race.

Once the map is complete, the possible sites for realms are indicated by the position of the capital city tiles. To establish where the realms lay each player rolls a dice, and the highest scoring player chooses one of the capital tiles as the center of his realm. The player places a city piece marked with a flag of his chosen color on the tile. The player with the next-highest dice score then chooses his capital and color, and so on, until each player has chosen a capital. There are three complete sets of self-adhesive flags (blue, red, and yellow) plus additional flags to represent independent realms (orange) as explained later. Unused capital tiles may be left unexplored or assumed to be the site of independent cities - in which case a city model with an orange independent flag is placed on these tiles.

Each realm consists of a capital city plus a one tile-wide band of territory around it, making seven tiles. This territory may contain villages, cities or fortresses, or it may be barren and unoccupied. If the capital lies on the coast or map edge some of the player's territory may be lost, in which case the realm is slightly smaller than normal. Players may wish to move capitals from the map edge to avoid this.

Each player determines what lies within his realm using the chart below. First, nominate one of the territory tiles, then roll 2D6 and compare the result to the tile type (highland, lowland, river valley or coastal). The result indicates the type of settlement in that tile. The player places a settlement piece of the appropriate type and attaches his own colored flag. The player then continues to roll for each tile until the territory is filled.

REALM CONTENTS CHART				
2D6	Lowland	Highland	River Valley	Coastline
2	Barren	Barren	Barren	Barren
3	Barren	Barren	Barren	Barren
4	Barren	Barren	Barren	Barren
5	Barren	Barren	Village	Barren
6	Village	Barren	Village	Barren
7	Village	Barren	Village	Village
8	Village	Village	Village	Village
9	Fortress	Village	Fortress	Village
10	Fortress	Fortress	City	Fortress
11	City	Fortress	City	City
12	City	City	City	City

Barren. If the tile is barren, place a territory marker of the player's color. The tile is windswept, infertile and generally devoid of agriculture or industry. It is inhabited sparsely, if at all.

Village. The presence of a village counter in a tile does not indicate that there is literally one village in the area. It means the area is fertile, productive and inhabited by a substantial population spread throughout villages, farms and small market towns. These areas provide the agricultural and industrial lifeblood of the realm and are every bit as important as cities and fortresses.

Fortress. A fortress counter represents a great castle or fortress built to defend the realm against attack. A tile that has a fortress

is not necessarily otherwise empty. As well as the fortress; the tile contains villages, farms and other settlements.

City. The city counter represents a city with outlying villages and communities. The city attracts wealth and trade from the surrounding area, and has a large population. The capital city represents the very heart of the player's realm.

SHIPS

Cities in a coastal tile are also trading ports where large merchant ships can dock. Some of these cities have a resident fleet of trading ships, represented in the game by the ship models. If a player's realm includes ports, roll a D6 for each in turn and place the number of ship models shown on the chart below.

SHIP CHART	
D6	Ship Counters
1	None
2-4	1
5	2
6	3

Each ship model represents a small trading fleet consisting of craft of various sizes and designs. They are not warships as such, but players may well wish to use fleets to transport their armies during the course of the campaign.

2. EMPIRES

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

THE REALM'S ARMY

Once the player has located and populated his realm, it is time to determine its military strength. Military strength is represented by a point value. Many players prefer a system where every realm begins with an equal military strength. This can be easily achieved if players agree on a mutually convenient points value, between 3000 and 5000 points is best.

A random starting point forces players into different strategies immediately. Players take five dice for the capital, two dice for each city, and one die for each fortress or village in the realm. Roll the dice, add them, and multiply by 100. This is how many points the army starts with.

ALTERNATIVE START

Players may also wish to purchase their initial realm. Each player takes 80 crowns and purchases the settlements, ships, bridges, and starting forces for his realm. Each player is given his capital. A village costs 5 crowns, a fortress 10, and a city 15. Other items may be purchased as described further in the rules. There is no limit placed on construction, except the crowns available, at this point.

However you work out initial realms, all the players must use the same system!

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VICTORY

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

This can become tedious, and players become frustrated if their empire suffers an early reverse. 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-raided 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 tiles, 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.

If you are using Mighty Empires as a basis for a Warmaster campaign, then the point value of the army reflects the point value of troops given in the army lists. Players do not need to own models equal to the point value of all the troops in the campaign. Logistical limitations will tend to mean that battles rarely involve more than 3000 points on any side. It is also very unusual for a player to commit all of his troops to a single battle.

Where the Mighty Empires game is used as a campaign system in conjunction with Warmaster it will be necessary to convert the initial points value into troops. If players wish to play Mighty Empires as a self-contained game without fighting any tabletop battles they won't have to work out proper armies - the points value alone will suffice and the comments below do not apply.

In addition, players may not wish to use all the rules for recovery, characters, restrictions on generating magic, and the like.

THE EASY SYSTEM

Players may wish to leave the content's of the banners abstract. Banners maneuver on the map as a number of points, as if using the Mighty Empires rule system. Only when the banners are moved to the tabletop are armies selected from the army books. Players may presume that competent staff and determined leadership ensure that the proper troops are present at the proper time. This has the very great advantage of ease and speed of play.

Use the casualty recovery system given later in the rules. Treat any reference to wounded or captured characters as killed instead. Magic items and equipment may not be captured.

THE MODERATE SYSTEM

The point values of the banners are abstract, as in the easy system. However, characters such as heroes and lords are worked out. Their equipment is fixed, and can only be changed during the winter season. Use the full rules for character

assassination, casualties, recovery, capture, and the like. During a Warmaster battle the character must fit appropriately within the point value of the army list when the force is converted into a Warmaster army.

THE FULL SYSTEM

If using the full Warmaster system, players will require a copy of the rulebook to work out their forces. Each player refers to the army list for his chosen race, and works out the entire realm's army to the point value indicated. The initial military strength only represents the player's own troops, not peripheral types employed, loaned or conjured by him. When the army is split up into banners, as described later, individual banners need to satisfy the constraints of the army list (min/max restrictions).

If a player wishes his army to include a spectacular engine or beast model he has built or converted himself, or anything else not covered in army book, then he may do so, but must agree on a point value with his fellow players. Similarly, if players wish to step beyond the bounds of the army list, introducing new troops or changing the minimum and maximum allowances, this can be arranged by mutual consent.

As the player works out his army he must make a list of each unit or character together with its size, troop type, movement and point values.

DIVIDING THE ARMY INTO BANNERS

The empire's army is divided into separate field armies called banners. Banners are placed on specific map tiles to indicate where troops are deployed. Because each banner represents a different body of troops, it is necessary to fix one of the numbered flag sticker sets to each set of banners. This number is used to identify the banner when it is on the map.

At the beginning of each campaign season, each banner must contain a minimum of 500 points and a maximum of 1500 points of troops. Those playing Mighty Empires 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.

Players selecting tabletop armies from an army list must also ensure that each banner contains at least one character model and the required number of minimum units. This represents the maximum number of troops that can successfully forage from the surrounding territory as explained later.

To organize the army into individual banners take a blank piece of paper and write Banner 1, Banner 2, Banner 3, and so on down the left hand side of the page leaving sufficient room in between to list the contents of each banner. Then list the characters and units in each banner under the appropriate heading. Write the points value of each character or unit next to it and write the total points value of the banner next to the heading. This sheet must be updated throughout the season as battles are fought and casualties sustained.

It is possible to split an army into relatively few banners, or into as many as the minimum points/troops rules allows. It is up to you to decide how to split your army; you may prefer to

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concentrate your troops, or you may opt to divide the army into as many banners as possible.

There are advantages and drawbacks to each option, as players will realize once the game is underway. Bear in mind that a banner may have to act on its own against an enemy force, so it should include a reasonable balance of troops. For example, a banner, which contains no missile troops, could find itself at a severe disadvantage if faced by enemy equipped with a preponderance of missiles and engines. Similarly, a banner that contains only missiles or engines will be vulnerable to shock troops. On the other hand, a player might deliberately create a number of weak banners in order to mislead other players about his deployments. The ideal combination will depend largely on the type of army you are using.

PLACE BANNERS ON THE MAP

Once the players are ready, each player places his banners within his own realm. Any number of banners may be placed in a tile. Crowding banners into a single tile will pose logistical problems, as we shall see later.

Banners may start the game at any point on the. It is convenient to refer to all the banners in a single tile as a force. A force can consist of any number of banners, or perhaps troops inside a fortress or city.

PLACE BAGGAGE COUNTERS

All armies require baggage. Do not worry about how this works right now, all will be explained in the following section. Special baggage counters worth one or more baggage points represent baggage. Baggage counters are placed underneath banner models, indicating how much baggage each banner has.

At the start of the game, each player randomly generates the amount of baggage he has at his disposal by rolling 2D6. This initial allocation represents the realm's stockpiled supplies for the campaign season; future baggage must be bought. This baggage can be distributed, as you like, through the realm's forces, though no banner may have more than six points. Baggage counters are placed underneath the banners and the campaign season is then ready to begin.

THE CAMPAIGN SEASON

The Mighty Empires map represents a medieval environment where roads and rivers are rarely passable during the winter, and where military conquest is largely restricted to the warmer months. This period, stretching from the spring to the autumn equinox, is known as the *campaign season*. During the campaign season armies march to war and plans hatched over the winter are finally put to the test.

The campaign season covers six months or twenty-four weeks of activity. It ends with a period of retrenchment in which armies are retired to winter quarters, crops are gathered, and the battling nations prepare for the following season. This remaining portion of the year is called the winter and is described in its own section.

CAMPAIGN TURNS

The campaign season is divided into six turns, each turn representing four weeks or one month.

Spring	Month	Autumn	Winter
Equinox	1 2 3 4 5 6	Equinox	

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.

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.

1. **Subsistence.** Calculate subsistence for all banners and pay any deficit with baggage.
2. **Scouting.** A banner may scout an adjacent tile.
3. **Movement.** A banner may move into an adjacent tile that it (or another) banner scouted that turn.
4. **Battle.** If a banner moves into a tile already occupied by one or more enemy banners there may be a battle or siege.
5. **Siege.** A besieging force resolves any assault or other action.
6. **Raze.** A banner may *raze* any uncontested tile that it occupies, whether its civilian inhabitants are friendly or not. A fortress or city cannot be razed while it remains defended.
7. **Reorganization.** A banner may be split up or combined with other banners in the same tile, baggage redistributed, and baggage stockpiles created.

1. SUBSISTENCE

Armies require a constant source of supply in the form of food, clothing, arms, and transport. In the game supplies are represented by the subsistence rules. A player who fails to take note of the effects of these rules will quickly find his armies disappearing, as desertion and starvation take their inevitable toll.

Subsistence is calculated in terms of subsistence points. A single banner requires one subsistence point at the beginning of each of the player's campaign turn. Subsistence can be obtained from two sources:

1. **Foraging.** A banner may obtain subsistence by foraging in the tile it occupies at the beginning of the player's turn. Foraging encompasses the gathering and requisitioning of crops and livestock and billeting of troops on the local population. Every tile has a subsistence value depending on its population. One point of subsistence value allows a single banner to subsist for a turn. This is shown in the table below. During a siege, neither side may subsist by foraging in a tile.

FORAGING CHART	
Type of Tile	Subsistence Value
Capital	4
Other City	2
Fortress	1
Village	1
Barren	0

2. **Baggage.** A banner may subsist from its baggage. One point of baggage enables a single banner to subsist for that turn. The player deducts one point of baggage from the baggage train. If several friendly banners occupy the same tile, their baggage may be pooled and redistributed. A banner may therefore acquire baggage from other banners. Baggage may also be acquired from the enemy following a battle or siege, or because of razing settlements. No banner may ever have more than six points of baggage at a single time. If a banner gains more, the surplus is lost immediately.

NO SUBSISTENCE

If a banner is unable to subsist, it is in deep trouble. Supplies will gradually run out; starvation will lead to desertion, equipment will be lost, ammunition is used up, transport is abandoned or eaten. If a player is unable to provide subsistence for a banner, he must make an immediate test for *subsistence shortfall*. Roll a D6 and consult the chart below.

SUBSISTENCE SHORTFALL	
D6	Effect of Subsistence Shortfall
1	Lose D6x50 points
2	Lose D6x20 points
3	Lose D6x10 points
4	Lose D6x5 points
5-6	No effect

The player determines the point value lost and removes this from the banner's recorded value. Where banners represent Warmaster armies, troops are removed to the value indicated. A player may be forced to remove more points than required because of the value of individual models. The player may choose which troops to remove, conserving what supplies he has for his favored units. Note that the player is obliged to remove whole units, and cannot remove troops from several units if he wants.

2. SCOUTING

When armies move it is assumed that small detachments are sent ahead to locate settlements, assess forage potential, and ensure the safe passage of the army. This is referred to as scouting.

SCOUTING DECLARATION

During the scouting phase, the player indicates which banners are attempting to scout an adjacent tile. Each banner may attempt to scout one adjacent tile per turn. It is not permitted for a player to attempt to scout the same tile twice per turn, *from the same tile*. Different forces in different tiles *may* scout the same tile.

1. If the tile has not been scouted, yet (by anyone) it will be empty or unknown. By successfully scouting the tile, the player finds out what is in it, and may be able to absorb the tile into his empire.
2. A banner may not move unless it has successfully scouted the tile that it intends to move to. Scouting is therefore an important limitation on the movement of large forces.

SCOUTING BY A LARGE FORCE

If two or more friendly banners are grouped together in the same tile, each banner may attempt to scout a different tile. The player may then choose to send any or all of the banners into any or all of the scouted tiles.

BLOCKING TERRAIN

The presence of mountains and rivers that would normally block the movement of a banner makes no difference to scouting. Terrain of this kind can prevent a large body from moving, but does not hinder a tiny group of scouts. Note that it is not possible to scout across the open sea.

SCOUTING CHARTS

To establish whether scouting is successful roll 2D6 and consult the scouting chart appropriate for the type of terrain. The result

will depend on whether the tile has already been explored; a tile which has already been successfully scouted is called a known tile, a tile which has not yet been successfully scouted is an unknown tile.

SCOUTING UNKNOWN TILES

An unknown tile is empty – it contains no settlements or territory counters.

The existence of settlements in the unknown tile is established when the tile is scouted and an appropriate settlement piece is placed in the tile. Once a tile's contents have been established, they are fixed; further scouting cannot alter or affect what is in a tile

Find the appropriate Scouting Chart for the tile terrain type, then roll 2D6 and read the result.

If the result is *barren*, the tile contains no settlements, but still becomes part of the scouting player's expanding empire. A territory counter of the player's color is placed in the tile.

If the result indicates an *event*, then some problem has beset the force and the tile is not successfully scouted. A further roll is made on the *Scouting Event Chart* as explained later.

If the result indicates that there is a *settlement* in the tile, it normally becomes a part of the player's empire. A village, fortress, or city piece with the proper flag is placed in the tile.

If a settlement resists the invaders, then a settlement counter with an orange independent flag is placed in the tile to represent an independent settlement. For rules regarding these independent settlements, see *Independent Settlements* and *Independent Empires*.

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SCOUTING CHARTS

LOWLAND AND COASTAL TILES ROLL 2D6

2	Barren	The tile is barren. Place your territory marker in it.
3	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress	If the roll is double 2 the fortress resists the invader. See Independent Settlements. Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Village	The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
6	Village	If the dice roll is double 3 the inhabitants of the tile resist your presence. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Barren	The tile is barren. Place your territory marker in it.
8	Village	If the dice roll is a double 4 the inhabitants of the tile resist your presence. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Village	The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
10	City	If the dice roll is a double 5 the inhabitants resist your presence. See Independent Settlements. Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
12	Barren	The tile is barren. Place your territory marker in it.

HIGHLAND TILES ROLL 2D6

2	Barren	The tile is barren. Place your territory marker in it.
3	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress	If the roll is double 2 the fortress resists the invader. See Independent Settlements. Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Barren	The tile is barren. Place your territory marker in it.
6	Village	If the roll is double 3 the village resists the invader. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Barren	The tile is barren. Place your territory marker in it.
8	Village	If the dice roll is a double 4 the inhabitants of the tile resist your presence. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Barren	The tile is barren. Place your territory marker in it.
10	City	If the dice roll is a double 5 the inhabitants resist your presence. See Independent Settlements. Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
12	Barren	The tile is barren. Place your territory marker in it.

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RIVER VALLEY TILES ROLL 2D6

2	Barren	The tile is barren. Place your territory marker in it.
3	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress	If the roll is double 2 the fortress resists the invader. See Independent Settlements. Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Village	The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
6	Village	If the roll is double 3 the village resists the invader. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Village	The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
8	Village	If the dice roll is a double 4 the inhabitants of the tile resist your presence. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Village	The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
10	City	If the dice roll is a double 5 the inhabitants resist your presence. See Independent Settlements. Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
12	Barren	The tile is barren. Place your territory marker in it.

SCOUTING EVENT CHART

2	Mass desertion among the ranks places the troops in severe disarray. Each banner in the force loses D6x50 points of troops.
3	Mutiny! The troops are paralyzed by momentary unrest. No banner in the force may move this turn and may not scout or move in its following turn.
4	The army's supplies go rotten on the march. Each banner in the force loses 1 baggage point from its baggage. If a banner has no baggage, consult the Subsistence Shortfall Chart.
5	Sickness sweeps the army incapacitating the force for a short while. Each banner in the force loses D6x10 points value of troops.
6	The army is forced to a halt by localized storms. The force may not move this turn.
7	Due to an unfortunate breakdown in communications, the army's scouts head off in the wrong direction. Nominate a tile side as 1 and number the remaining sides 2 to 6 clockwise. Roll a D6. The scouts will scout in the tile indicated by the dice roll. Roll again on the scouting charts. Assuming the tile is successfully scouted, the force may choose to move into it or not in the same way as normal.
8	The scouts are ambushed by bandits and fail to return. The scouted tile remains unknown and the force is unable to move into that tile this turn.
9	The scouts encounter a merchant convoy carrying food and supplies. The scouts abandon their scouting mission in order to redirect the convoy into the force's baggage. The tile remains unknown but the scouts return carrying D6 extra points of baggage back to the force.
10	The scouts encounter a mercenary band. Roll a D6. On a roll of 1-4 they succeed in recruiting D6x20 points of troops. On a roll of 5-6 they are brutally slaughtered by the mercenaries and are never seen again. Whatever the result of the encounter the tile remains unknown and the force cannot move into it this turn.
11+	If the tile is lowland, river valley or coastal ignore a result of 11 and roll again on this chart instead. If the result is 12, or if the tile is a highland tile on a result of 11 or 12, the scouts discover a Dragons Lair and retreat without scouting the tile. The force is therefore unable to move into the tile this turn. Furthermore, the scouts may have disturbed the sleeping dragons. Roll a D6. On a result of 1-3 the dragons are not woken and there is no further effect. On a result of 4-6 D6+1 dragons are woken and emerge from their lair to lay waste to the countryside (see Winter Events for details of dragon attacks).

HARBORS

Cities in a coastal tile always have associated harbors – the city may literally be by the sea or have a harbor nearby. If scouting reveals a city in a coastal tile, the player makes the following additional D6 roll to see if there are ships and if so how many.

SHIP CHART	
D6	Ship Counters
1	None
2-4	1
5	2
6	3

If the city submits to the player’s rule its ships automatically come under the player’s control and are marked with the player’s colored symbol. If the city is independent, the ships are marked with the orange independent symbols.

EVENTS

If the scouting charts indicate an event then something has happened which prevents the scouting troops from accomplishing their mission. The tile is not scouted and if it is unknown then it remains unknown. Furthermore, it is not possible for the banner to move into that tile during that turn. To discover what has prevented the scouts from fulfilling their mission roll 2d6 and consult the *Scouting Event Chart*.

INDEPENDENT SETTLEMENTS

Scouting will sometimes reveal settlements whose inhabitants resist the player’s invading force. These are called independent settlements, and are represented by villages and fortresses with the independent orange flags. Although these settlements all use the same color flag, this does not necessarily mean that they are all part of the same empire – only that they do not belong to a player’s empire.

If a player wishes to move his banners into a tile with an independent settlement in it, he must be prepared to fight the inhabitants just as if they were enemy forces.

Banners are not used to represent independent forces. They are generated fresh whenever a player wishes to enter the tile. The size of the force is based on the size of the settlement, representing local militia from the general area of the tile. A city will always have a larger force than a village, although the force’s actual size may vary from battle to battle.

Battles against independent settlements are usually worked out on paper using the rules given later, but can be fought as a tabletop war game if players prefer.

INDEPENDENT EMPIRES

Where independent settlements spread over adjoining tiles they are assumed to form a single independent empire. Independent empires are less stable than the players’ own empires. They are poorly organized and are often formed from loose confederacies or tribal groups rather than proper nations. If an independent empire is split, isolated settlements are no longer considered part of the same empire. This makes no difference during the campaign season, but is important during winter diplomacy, as players may wish to court independent empires as allies.

SCOUTING A KNOWN TILE

A tile, which already contains a city, fortress, village, or barren territory marker, must still be successfully scouted before a banner can move into it. This applies whether the tile is part of your empire or not. It is still necessary to roll on the scouting charts to see if a special event occurs, but ignore all other results, as any settlements are already known.

If a map tile belonging to a rival player is successfully scouted, and if there is no banner, city, or fortress, in the tile to defend it, then the tile changes hands and becomes part of your empire.

This doesn’t happen in the case of cities and fortresses. A banner must occupy cities and fortresses before they change allegiance.

If the tile has an independent settlement in it, this settlement remains both independent and hostile. If a player wishes to capture this settlement, he will have to move a banner into the tile and win a battle.

If a tile is scouted and contains an enemy banner, the tile does not change hands when it is scouted. The tile will only become part of the scouting player’s empire if he enters the tile with a force and defeats the defending player’s army.

Whenever a tile containing a player controlled enemy force is successfully scouted, roll a D6 and consult the *Scout Skirmish Chart*. The scouts spy on the enemy’s forces, while the enemy’s own outriders and pickets will naturally try to screen their forces and see off the intruders.

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SCOUT SKIRMISH CHART

D6	Result
1	The scouting player reveals the point values in each of his banners to the defending player.
2	No information gained by either side.
3	Defender reveals total points value of the force.
4	Defender must reveal the point value of each banner, and completely reveal the contents of one of them.
5-6	Complete information is discovered about the defending player.

Whenever a tile containing an independent settlement is scouted, on a D6 roll of 4+ the size of the militia force summoned to defend the settlement is determined before the player chooses to move in.

Whenever a tile containing an enemy player's fortress, with no banner to defend it, is scouted; on a D6 roll of 4+ the size of the skeleton force defending it is determined before the attacker chooses to move in.

3. MOVEMENT

During the movement phase of the turn a banner may move into an adjacent tile that has been successfully scouted during the scouting phase.

Banners are positioned against the edge of the tile adjacent to the tile the banner is leaving. Banners always move from tile edge to tile edge in this way. Banners are positioned so that it is obvious which edge they occupy.

BLOCKING TERRAIN

A banner may trace any route from the edge of the map tile that it is in to its destination edge in an adjacent tile. Banners may avoid crossing rivers or mountains where possible by going around them. If a banner cannot trace a route without entering an area of mountain or crossing an un-bridged river, its route is *blocked*, and it will be necessary for the force to test to see if a route is found through the blocking terrain. See the *route roll* rules. The test is taken when the force declares its destination but before it moves. If no route is found, or the banner is not moved, then the banner's move is over for this turn.

Some special rules apply to blocking terrain. A city in a river tile is presumed to have a bridge over the river. A force friendly to the city may therefore move across the river without having to make a route roll. This does not apply to fortresses or villages.

A city in a mountain tile is presumed to have roads in passes from each edge through the city. A force friendly to the city may therefore move through the tile without having to make a route roll. This does not apply to fortresses or villages.

A banner positioned on a mountain edge does not have to make a route roll unless it attempts to cross another mountain edge on either its current tile or its destination tile. It will need to make a route roll if it crosses a river, as normal.

A banner positioned on a tile edge crossed by a river must be placed so that it is clear which side of the river it is on.

Only ships may move across open water. Nautical movement and warfare is described in the separate *Ships and War at Sea* section.

Only banners comprised entirely of amphibious, ethereal, or flying troops may enter the swamp hex, and do not count the terrain as blocking. A banner composed entirely of amphibious, or flying troops may cross over rivers without a route roll. A banner composed entirely of flying troops may cross over mountains without a route roll. A banner with any undead troops must always make a route roll in order to cross over rivers, even if there is a bridge in the tile.

OTHER TERRAIN

Plains, hills and forests do not block or affect movement.

THE ROUTE ROLL

A banner may not normally move into a tile if it is impossible to do so without crossing an area of Brown Mountain or an un-bridged river. Such terrain blocks movement. If a player's intended movement were across such terrain, the player must make a route roll. Only one roll is made irrespective of the amount of blocking terrain or the number of banners in the force. Roll a D6 and consult the route chart.

ROUTE CHART

D6	Result
1-2	Failure. No route is found. The force may not move this turn.
3-4	Perilous Route. A route is found but is perilous. The force decides whether to risk it or not. If it does, roll a D6: <ol style="list-style-type: none"> 1 Lose D6x50 points per banner and all baggage in force. 2 Lose D6x20 points and baggage point per banner. 3 Lose one point of baggage per banner. If a banner has no baggage, lose D6x20 points. 4 Lose one point of baggage for the entire force, or D6x20 points from one banner if no baggage. 5-6 Entire force passes through with no losses.
5-6	Safe Route. The force may move without danger.

If no route is found this does not prevent another attempt next turn. A different player must find a route through the

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same terrain during his turn. Different players must always attempt to find their own route for their force.

Routes do not persist but must be discovered afresh each time a force wishes to move through the blocking terrain.

MOVING INTO BATTLE

If a force moves into a tile with another, presumably enemy, force there may be a battle. The moving force is referred to as the attacker, and the forces in the tile are referred to as the defenders. Defenders may avoid a battle by taking refuge in a fortress or city, or retreating from the tile. If they retreat to a fortress or city, there will be a siege.

If a banner moves into a tile containing an independent settlement, there will always be a battle.

When forces are brought to battle the result can be determined using the *Battles* rules, or using tabletop miniatures. Both players must agree to use miniatures before a battle is fought on the tabletop; otherwise, the *Battles* rules are used. Battles against independent settlements are usually fought using the *Battles* rules, but this is at the discretion of the player attacking them.

The intent of the rule requiring both players to agree before resolving the battle as a table top game is to ensure that the war games played are interesting for both players, and to speed up the Mighty Empires game. This ensures that interesting games are generated faster.

SCOUTING

The scouting rules provide the means to discover what a banner may contain. An attacking force must decide whether to enter the tile based on the information discovered during the scouting phase. Defending forces for independent settlements are decided when and if a player successfully scouts them.

A defending force must decide whether or not to retreat out of the tile or into a city or fortress based on information discovered during previous scouting turns. There is no opportunity to discover the point values of a force before it is revealed during the battle.

RETREAT

A force may decide to retreat before being brought to battle. If so, use the rules in the *Battles* section, and treat the retreating force as if it were defeated, with the following modifications.

The attackers may elect to pursue a voluntarily retreating force if they first roll 4+ on a D6. If so, refer to the pursuit table in the *Battles* section, adding +1 to the die roll. An organized retreat is better able to defend itself. Treat any results that indicate a character being captured as no effect.

Not all the banners need retreat. If a screening force fights a battle, the retreating force may not be pursued.

4. BATTLES

When a force moves into a tile occupied by an enemy force a battle is fought. Battles are resolved by means of the rules below. Alternatively, battles can be resolved as a tabletop war game using Warmaster rules. The latter option is discussed in more detail later.

BLOCKING TERRAIN ON THE MAP

It is possible that opposing forces are in the same tile but are divided by a blocking terrain feature such as a river or a mountain. This does not prevent a battle from being fought, but makes no difference to the theoretical positions of banners on the map. Neither force is considered to have crossed the blocking terrain. Perhaps the two forces clash when passes are clear or rivers low. Whatever the reason, the battle makes no difference to subsequent route rolls for crossing blocking terrain.

BATTLE RESOLUTION

Each player declares the total points value of his force. The side with the most points has an advantage but will not necessarily win. The players refer to the *Combat Table* shown below. The points values of the two forces are rounded up to the nearest value on the table and the two values compared to give a combat factor that ranges between -9 to +9. The *combat factor* represents the attacker's chances of winning, the higher the number the greater likelihood the attacker will win.

STRATEGIC MODIFIER

Each player chooses one of the three options available to him. The attacker may choose from direct attack, surprise attack, or flank attack. The defender may choose from counter-attack, hold, or withdraw. Once both players have chosen their cards they reveal them and check the table below to obtain the *strategic modifier*.

STRATEGIC MODIFIER TABLE			
	Counter	Hold	Withdraw
Direct	-2	0	+2
Surprise	0	+1	-1
Flank	+1	-1	0

RANDOM MODIFIER

There is no such thing as certainty in battle. The attacker rolls two dice and adds them together to obtain the *random modifier*. If the roll is a double, then a random character is also a casualty. Refer to the *character casualty* rule.

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BATTLE RESULT

The attacker then adds the combat factor to the strategic modifier and random modifier to obtain the combat score. The attacker then consults the table below to work out the result of the battle.

BATTLE RESULT MODIFICATION

A battle involving 1000 points on each side would not necessarily result in the same casualties as a battle involving 5000 points on each side. To represent this, casualties caused on the Battle Result Table are multiplied by a factor of one for each full 1000 points in the opposing force at the start of the battle. For example, a force of less than 1000 points will inflict the casualties indicated on the table, a force of 1000-1999 will inflict twice as many casualties, a force of 2000-2999 will inflict three times as many, and so on. This new rule makes it harder for small forces to take on very large ones without

suffering considerable losses - although with luck, it is still possible to obtain a favorable result.

BATTLE RESULT TABLE		
Score	Result	Points lost
2 -	Defender Wins	Defender lost D6x50 points. Attacker lost 100 + D6x50 points and is scattered.
3-5	Defender Wins	Defender lost D6x50 points. Attacker lost 50 + D6x50 points.
6-8	Draw	Both lost D6x50 points.
9-11	Attacker Wins	Attacker lost D6x50 points. Defender lost 50 + D6x50 points.
12 +	Attacker Wins	Attacker lost D6x50 points. Defender lost 100 + D6x50 points and is scattered.

COMBAT TABLE

	250	500	750	1000	1250	1500	1750	2000	2500	3000	4000	5000	6000	7000	8000	9000	10000
250	0	+2	+3	+4	+4	+5	+5	+6	+7	+8	+9	+9	+9	+9	+9	+9	+9
500	-2	0	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+9	+9	+9	+9	+9
750	-3	-1	0	+1	+1	+2	+3	+4	+5	+6	+7	+8	+9	+9	+9	+9	+9
1000	-4	-2	-1	0	0	+1	+2	+2	+3	+4	+5	+6	+7	+8	+8	+9	+9
1250	-4	-2	-1	0	0	0	+1	+2	+2	+3	+3	+5	+6	+7	+8	+8	+9
1500	-5	-3	-2	-1	-1	0	0	+1	+1	+2	+4	+4	+5	+6	+7	+8	+8
1750	-5	-4	-3	-2	-1	-1	0	0	+1	+2	+3	+3	+4	+5	+6	+7	+8
2000	-6	-6	-4	-3	-2	-1	0	0	0	+1	+2	+2	+3	+4	+5	+6	+7
2500	-7	-6	-5	-3	-2	-1	-1	0	0	0	+1	+1	+2	+3	+4	+5	+6
3000	-8	-7	-6	-4	-3	-2	-1	-1	0	0	0	+1	+1	+2	+3	+4	+5
4000	-9	-8	-7	-5	-4	-2	-2	-1	-1	0	0	0	+1	+1	+2	+3	+4
5000	-9	-9	-8	-6	-5	-3	-2	-1	-1	-1	0	0	0	+1	+1	+2	+3
6000	-9	-9	-9	-7	-6	-4	-3	-2	-1	-1	-1	0	0	0	+1	+1	+2
7000	-9	-9	-9	-8	-7	-5	-4	-3	-2	-1	-1	-1	0	0	0	+1	+1
8000	-9	-9	-9	-9	-8	-6	-5	-4	-3	-2	-1	-1	-1	0	0	0	+1
9000	-9	-9	-9	-9	-9	-7	-6	-5	-4	-3	-1	-1	-1	0	0	0	0
10000	-9	-9	-9	-9	-9	-8	-7	-6	-5	-4	-2	-1	-1	-1	0	0	0

DEFEATED

A defeated force must withdraw from the tile immediately. If an attacking force is defeated, it is moved back into the tile it came from. If a defending force is defeated, it must retreat into an adjacent tile that is part of the player's empire.

A defeated force is unable to retreat if there are no adjacent tiles belonging to the player's empire. If this occurs, the force is destroyed. A force retreating over a mountain or river must make a route roll and is destroyed if it cannot find a route.

Forces retreating from a tile in which there is a city are always presumed to be able to find a route in the tile. There is no need to make a route roll if the blocking terrain is in the same tile as the city.

A retreating force must pay for subsistence in the normal manner before it moves. It may use settlements in the tile

to draw subsistence from only if the attackers failed to pursue. If no baggage is available, there will be a subsistence shortfall as normal.

A retreating force, which has not yet taken its campaign turn, may neither scout nor move during the remainder of the campaign turn. A force may make a retreat more than once during a campaign turn, paying the penalty each time.

DEFEATED AND SCATTERED

The entire defeated force is driven in panic from the tile and is scattered. The force retreats in confusion and disorder, breaking up and dispersing as it does so. The force retreats from the tile as described above for *Defeated*.

In addition, a scattered force abandons all its baggage and the enemy captures this. The scattered force may not make a route roll to cross over mountains or rivers and is destroyed if it must do so in order to retreat. If a tabletop

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army represents the force then any siege engines are also abandoned and are captured by the enemy.

Once the force reaches the safety of an adjacent friendly tile, it reunites into its normal banners and suffers no further effects.

DRAW

If the game is a draw, then the attacker must retreat as if defeated. If the tile is barren, the defender must retreat as if defeated. Otherwise, the defender must remain in the tile and defend his settlement.

Neither side may pursue the enemy. If required to make a route roll, the player may re-roll until a route is found, although a perilous route must be used if it is found. There is plenty of time to find a route. If a force is unable to retreat in spite of this, it is destroyed.

The tile does not change hands in the event of a draw, but remains a part of the defender's empire.

PURSUIT TABLE

D6	Pursuit Result
1	Dispersed. Retreating force loses all baggage and siege equipment and is not allowed to make route rolls.
2	Shadowed. Retreating force loses D6x50 points.
3	Capture General. Retreating force loses D6x50 points, or the general is captured if tabletop armies are used. If the general is wounded he is captured, if dead a random character is captured instead.
4	Capture Baggage. All baggage captured by pursuers.
5	No effect.
6	Rear Guard. Pursuers lose D6x50 points.

VICTORY

The winning force remains in possession of the tile. Any settlement models or territory markers are replaced with the victor's own and the tile becomes part of his empire.

A victorious commander may decide to pursue a defeated force as it leaves the tile, although he is not required to do so. There are advantages and risks.

If the victor decides to pursue, roll a D6 and consult the pursuit table. Apply any loss of baggage before the retreating force attempts to pay for subsistence. The losses from the pursuit table are modified for the size of the pursuing or retreating forces in the same way as battles.

DEDUCTING LOSSES

Deducting points from the value of the force represents the loss of troops. If a force consists of several banners

then losses are divided as equally as possible between them.

If model armies represent forces, then losses incurred under the battle resolution system must be translated into model losses among the forces' constituent units. The player deducts any units he wants, reducing the force by no less than the number of points lost. It may be impossible for the player to reduce his force by the exact amount, in which case he will have to deduct marginally more. Any tendency on the part of the players to expend poorer quality troops rather than better quality troops is considered acceptable and realistic. Models must be removed together with their magic items. It is not possible to pay for losses by giving up magic items or other upgrades.

Where model armies represent forces, a player may remove a character or characters if he wishes. Characters may also be lost under the casualty rule given below.

CHARACTER CASUALTY RULE

Any double rolled on the random factor means that a character has been slain during the battle. Roll a D6 to determine which side has lost a character: 1-3 attacker, 4-6 defender. Where using points only the player deducts a further D6x30 points from his force. If model armies represent the forces then the player may nominate any character model from his force as the casualty.

INDEPENDENT SETTLEMENTS

When a player marches his force into an independent settlement, he must fight a battle against the inhabitants. Depending upon the time of year, local politics, and the efficiency of the settlement's mustering system, the army will vary in size. The size of an independent settlement's army is therefore determined randomly before each battle. Consult the chart and roll a D6.

DEFENDER POINT VALUE

D6	Village	Fortress	City
1	100	200	300
2	200	400	600
3	300	600	900
4	400	800	1200
5	500	1000	1500
6	600	1200	1800

BATTLE OR SIEGE

An independent force in a village will always march out to fight a battle. If the independent force is in a city or fortress tile and has a greater points value than the attacker then it will also fight a battle. Otherwise, it will withdraw in to the settlement and fight a siege. See the *Siege* section for the rules on sieges.

RESOLVING THE CONFLICT

Conflicts with independent settlements are resolved in the same way as conflicts with other players. Any of the

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other players may be asked to choose the strategy battle card for the independent force or a card can be dealt randomly.

RESULTS

If an independent force is defeated then it is automatically destroyed and dispersed. The settlement changes allegiance and becomes part of the player's empire. The player's flag is placed in the settlement and the independent flag removed.

If an independent force succeeds in expelling a player force then the player's banners are moved back in the tile they came from using the same rules as if defeated by another player. The independent troops are assumed to disperse after the battle. If the tile is attacked again then a fresh force of independent defenders is generated.

If the result is a draw then the player's force is returned to the tile that it came from exactly as if drawing against another player. There is no difference between a draw and a defeat for the player, except for a better opportunity to search for a route if required.

Independent forces never pursue a defeated enemy, they are assumed content with driving off their foe and defending their homeland.

FORTRESSES WITHOUT BANNERS

No fortress is ever undefended. Although no banner is placed, 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 D6x50 points with D6-2 baggage counters. This force is only used if the fortress has no banner to defend it. If a banner is there, it is assumed that the garrison is busy preparing weapons, looking after animals, guarding the fortress commander, and the other day-to-day tasks of running a fortress.

The garrison force is never allowed to leave the fortress. It will always retreat to the fortress and prepare for a siege if attacked.

5. SIEGES

Unlike battles, sieges can take several turns to resolve. While the siege is in progress players must take care to record details of the defending and attacking forces, especially details of damage caused by battery and declining baggage supplies leading to subsistence shortfall.

DEFENDER'S OPTIONS

As soon as an attacking force enters a tile containing a defending force as well as a city or fortress, the defenders may choose to retreat into their city or fortress. The defending banners are placed directly next to the city or fortress to indicate this. No battle is fought.

A city or fortress can hold only a limited amount of troops. A city may hold up to three banners, a fortress may hold up to two. If a force is larger than the settlement can hold, the force may be split. Some batters retreat to the settlement, which the remaining banners fight a battle or retreat from the tile.

Banners that retreat, leaving a city or fortress behind them, may not be pursued.

Whilst the fortress or city remains garrisoned, the tile remains part of the player's empire regardless of the presence of besiegers.

ATTACKER'S OPTIONS

Once defenders have taken refuge in a city or fortress the attacker must decide whether to remain in the tile and besiege the city or fortress or return to the tile he came from.

An attacking force can be reorganized into two or more banners (rules on minimum and maximum banner sizes permitting.) One or more banners can lay siege while the remainders move back to the tile they came from.

A banner that remains and lays siege is left on the tile edge where it entered. A banner retreating to the tile it came from is turned around and moved onto the edge of the adjacent tile.

UNDER SIEGE

Once a siege has begun, the tile is declared to be under siege. Sieges can last for many campaign turns and are unlikely to end quickly unless the attacker opts for a direct assault.

While the tile is under siege, no force from any side may move through it. Forces may move into the tile, but may only move out of the tile by the same edge they entered. A besieged city or fortress therefore presents a barrier to movement and continues to do so until the siege is over.

While the tile is under siege, fresh besiegers can join or relieve the original besieging force. Banners belonging to other players may also enter the tile to fight a battle with the besiegers. Besieged troops take no part in battles fought in the tile between other players. However, if the new attacking force belongs to the besieged player, the defenders can rally out and join the battle.

The besieger may give up the siege during any turn. His forces retreat into the tile they came from.

The besieged forces may rally out to do battle with the enemy during any turn. A conventional battle is fought as described in battles.

FORTIFICATION DEFENCE VALUE

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

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multiplier modifier applied to the value of the garrison represents this. A city has a modifier of x2, a fortress a modifier of x3. For example, a city's garrison of 500 points is worth $500 \times 2 = 1000$ defense value. The chart below summarizes the multiplier value.

FORTIFICATION DEFENCE VALUE		
Garrison	Multiplier	Maximum
City	X2	3 Banners
Fortress	X3	2 Banners

It is important to note that an independent settlement or player controlled garrisoned fortress under siege does not roll each campaign turn to determine the size of the defending force. The force is determined once at the start and remains for the rest of the siege.

SIEGE TACTICS

During the siege phase a besieger may choose to either assault the defenders or attempt to batter them into submission by means of engines, mines, or whatever means he has at his disposal.

ASSAULT

An assault is resolved in the same way as a battle. Refer to the *Combat Table* in the *Battle* section. Compare the point value of the attacking force with the defense value of the fortification. Note that the defense value will be higher than the value of the troops in the fortification because of the garrison multiplier explained above.

The strategic battle cards can be used in conjunction with assaults to provide an element of skill. The defender's options may be thought of as representing localized reaction to attacks at specific points rather than an overall strategy. For example, the withdraw card therefore represents a withdrawal to inner defenses rather than an abandonment of the entire fortress. Similarly, the counter attack card represents a sally by a group of defenders; it does not mean that the entire garrison rushes out at once.

The random modifier is also applied in exactly the same way as for battles, however a different results chart is used as shown below.

SIEGE COMBAT RESOLUTION TABLE		
Score	Result	Points lost
Up to 5	Bloody	Defender lost D6x50 points.
	Repulse	Attacker lost 2D6x50 points.
6-8	Repulse	Defender lost D6x50 points. Attacker lost D6x50 points.
9+	Stormed	Defender loses garrison. Attacker lost D6x50 points.

Stormed. The settlement is taken and the model fortress or city replaced with one bearing the player's own colored

flag. Any baggage, standards, or war machines with the defenders are captured (see *Booty*.)

Repulse. The attacker is repulsed from the walls. The attacker may launch a further assault that turn if he wishes, and may continue to launch assaults until the settlement is stormed or until the attackers suffer a bloody repulse.

Bloody Repulse. The attacker is thrown from the walls. This does not end the siege but the attacker may not launch a further assault until the following campaign turn.

Losses are multiplied for large forces in the same manner as a normal battle; see *Battle Result Modification* above.

BATTERY

The attacker may forego the opportunity of assaulting a city or fortress in favor of battering it for a turn. Engines of war launch their missiles against the defenses, engineers undermine the walls, and sappers attempt to blast holes in walls and doors. If players are using tabletop armies then battery is possible only if a force contains stone throwing engines, sappers, or cannons.

Following a turn of battery, any assault made in the following turn is worked out with an assault bonus. The bonus is determined by rolling a D6 immediately before the assault (its too late to back out) and is shown on the chart below. To benefit from this bonus the assault must be made in the turn following the turn of battery; otherwise, the defenders rebuild their fortifications and make good any damage done.

BATTERY TABLE		
D6	Effect	Assault Bonus
1-2	Nothing	0
3-4	Minor Damage	+1
5	Major Damage	+2
6	Breach	+3

STARVATION

A tile containing a city or fortress normally provides subsistence. However, while the siege lasts neither side may claim subsistence. The defending force will have to use any baggage carried or which has been stockpiled in the city or fortress. The attacker must also survive from his baggage. Normal subsistence rules and losses from subsistence shortfalls apply to the fighting forces of both sides.

When conducting a siege against an independent fortress or city it is necessary to establish how much baggage the settlement has. At the start of the siege roll D6-2 to establish the amount of baggage held by the defenders – a score of less than zero is always zero.

A city or fortress that has no baggage and therefore has no means of subsistence cannot feed its civilian population.

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This leads to the possibility of surrender under terms or betrayal. If the defenders cannot meet their subsistence requirement, make the usual deduction of troops. Then roll a D6 on the siege starvation table.

SIEGE STARVATION TABLE	
D6	Result
1	Betrayal. The settlement is betrayed from within. The garrison is destroyed and 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 tile into an adjoining tile. The tile does not have to be a part of the player's empire, but routes must be scouted. Re-roll results of no route. 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 defenses 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.

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 tile 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.

BOOTY

Once the settlement has been taken, the attacker takes any baggage stockpiled in the settlement or held by the defenders. The upper limit of 6 baggage points per banner continues to apply and any excess is immediately lost.

If using tabletop armies then any war engines with the defenders are also captured. This is limited to siege engines as described in the Warmaster rulebook. Machines and Artillery are not considered war engines. The captors may use engines if they are capable of such things. Otherwise, war engines remain with the captors as part of their baggage and are automatically sent to the capital at the end of the campaign season. They remain with the force's baggage until the end of the season, when they are sent to the capital.

6. RAZE

Armies make demands on the lands through which they move: foods for the troops, fodder for their horses, draught animals and carts for transport, and so on. This is represented by the subsistence rules that allow banners to subsist in tiles containing settlements. These demands

may impose hardships upon the local inhabitants, but they are not so great as to prevent further subsistence or to destroy the settlements.

Razing a settlement is more destructive altogether. A razed settlement is looted of everything of value, all crops are harvested or destroyed, the area is stripped of its livestock, and everything that is useful to the army is taken. Once a settlement has been razed it cannot support even its own population, and banners will be unable to gain subsistence from it.

RAZING A TILE

A force may raze the settlement it is in at the end of the player's turn. The only exception is during a siege, when a settlement may not be razed until it has fallen to its besiegers.

The player declares that he is razing the settlement and places a razed territory marker in it. The settlement model remains in place and retains the player's colored flag marker. Tiles that have been razed do not really belong to any empire - but they retain their flag to show which player razed the tile.

The player takes baggage points equivalent to the settlement's subsistence value and places them in his force's baggage. Baggage points may be distributed among banners in the force as the player sees fit. This represents the loot taken by troops, stripped from the fields and pilfered from the inhabitants. A banner is still subject to the usual limitations on the amount of baggage carried and any excess is immediately lost.

RAZED TILES

Once a tile has been razed, it is treated as a barren area belonging to no empire. It cannot be used for subsistence, and it yields no revenue at the end of the year. If the tile contains a city or fortress, it cannot be defended during a siege.

A razed tile remains barren until the following winter when a test is made to restore all razed tiles.

THE PURPOSE OF RAZING

Razing a tile denies its revenues and subsistence to your enemies, but it also destroys its benefit to you. A deep raid into enemy territory, razing tiles as you go, can seriously weaken his empire. This is especially true during the latter half of the season when your enemy may have little chance to retaliate.

Razing may also be useful as a defensive measure. If your forces are retreating, they can deny subsistence to the enemy by razing tiles as they retreat. Such a measure may save your skin in an emergency.

7. REORGANIZATION

The reorganization phase gives players the opportunity to restructure their forces, distribute supplies and create stockpiles.

REORGANIZING BANNERS

Transferring points between banners reorganizes a force of two or more banners. Where armies are represented by actual tabletop troops, whole units or characters may be transferred from banner to banner but individual units may not be split.

Any casualties of still existing units are regenerated in this phase. That is, all units that have still at least one stand alive at the end of the game will regain full strength. Magic items that are one use only will be recharged as well.

Banners that have fallen to below 500 points must combine with other banners in the same force where possible. The result is to bring the combined banner up to the minimum 500 points value. All newly created banners must conform to the requirement that each banner has between 500 and 1500 points. Wherever possible the min/max restrictions have to be observed for each newly created banner. If this is not possible (e.g. because two banner dropped below 500 points and need to merge but both of them have a unit that is only allowed once in a 1000 point army) then as many banner as possible with valid min/max restrictions have to be created. All remaining units that do not fit into the valid banner have to be pooled into one final banner. All changes to the composition of a banner must be recorded-and the point value adjusted accordingly.

Banner that do not comply with the min/max restrictions (created as described above) have to pay twice as much upkeep (i.e. two baggage points per turn, or standing on a tile that supports 2 banner).

Note that the requirement to reorganize only applies to banner which drop below 500 points during a battle involving other friendly banner. In all other cases reorganization is optional (and if chosen needs to comply with the rules above).

DISTRIBUTING BAGGAGE

Baggage may be freely distributed between the banners in a force. No single banner may possess more than 6 points of baggage and any excess that cannot be stockpiled is lost.

STOCKPILES

Baggage points held by a banner may be transferred to a city or fortress in the same tile to create a stockpile. A city or fortress may hold a stockpile of up to 6 points of baggage in addition to baggage held by banners in the tile. Baggage counters are placed in the tile next to the settlement piece.

A banner may subsist from a stockpile in the same tile instead of using its own baggage. In the case of a siege, only the defenders may subsist in this way. Baggage from a stockpile may also be transferred to any banners in the tile during reorganization.

If a city or fortress falls to another player, he also captures its stockpile. Captured baggage can be left in the stockpile or placed with the conquering force.

A friendly banner in the tile may deliberately destroy stockpiles, but not if the tile has no banners in it.

If a settlement is razed, its stockpiles are liberated and are distributed among the occupying force together with the additional baggage points yielded from the razing itself. Any baggage points the force cannot carry are lost. Once a settlement has been razed, it cannot be used to stockpile further supplies.

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.

1. 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 tile. The number of ship models that may be placed in a tile 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.

There is no need to provide subsistence for ships as it is assumed they collect fresh water and supplies from the coasts they pass, sending out small boats to forage or buy provisions. If the ship is carrying a banner, then the player must provide subsistence from its baggage in the normal way.

Ships may move one tile during the player's turn. As long as the ship remains at sea it may enter any coastal tile, even a tile 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 tile is unknown and the ship is carrying a banner as noted below.

Unoccupied ships may not scout and so may not acquire territory. Ships that are carrying a banner may scout coastal tiles using the normal coastal scouting table. It is assumed that the army is sending out small landing parties to explore the terrain.

ENGAGING ENEMY SHIPS

If a ship enters a tile 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 tile 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 tile and may move away in their following turn. In this situation, rival ships may occupy the same tile 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 tile. 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 tile 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 D6x50 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 tile or river-valley map tile that ends on the coast automatically has a harbor. No other settlements have harbors. Ships at sea within a map tile that contains a harbor may put into the harbor during their turn – this does not affect their normal movement so it is possible to move into a tile and into a harbor in the same turn. Similarly, ships in harbor at the start of their turn may put to sea and then move one further tile during their turn.

If a ship decides to enter a harbor 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 tile but is moved out to sea.

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

TRANSPORTING TROOPS

A banner entering a tile that contains a friendly ship in harbor 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.

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A banner may only embark if terrain or besieging forces do not block its way to the harbor. 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 harbor in the turn may disembark its banner immediately. A ship already in the harbor 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 tile are treated exactly like those entering from an adjacent land tile. If the tile 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 tile. If the ship has moved off then the defeated force cannot retreat and so is destroyed.

Although harbors 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 tile 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 harbor. They will attempt to bring any ship entering the map tile to battle, and will automatically attack any ships that enter the harbor. An independent ship driven off during a naval battle is destroyed.

BEACH LANDINGS

A banner may embark or disembark from coastal tiles not containing a harbor. The banner must be 600 points or less. Larger banners may neither embark nor disembark on the beach. All other rules concerning harbors apply.

2. PIRATES

When scouting reveals an independent city in a coastal map tile the player rolls on the Harbor 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 tile 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 tiles. If the ship moves over or into a tile 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 tiles. If the ship moves over or into a tile 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 tile 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 tile 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 tile 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,

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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 tiles containing fortresses or cities, but they cannot raze these settlements, as their defenses 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 harbor - 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 harbor up to three ships over the winter, including ordinary ship models as well as pirates. Any ships attempting to over winter in a harbor, 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.

MOVING OVER OPEN SEA TILES

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 tiles, it is possible to fill in blank sea areas in your *Mighty Empires* map. These tiles 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 tiles, and do not need to make a scouting roll to do so. When a ship moves into the sea map tile the player must roll a D6 and consult the Ocean Weather Chart.

OCEAN WEATHER CHART

D6	Result
1-3	Calm Seas. The ocean remains calm and the ship successfully moves into the tile without hazard.
4	Becalmed. The wind fails leaving the ship stranded in the sea tile. The ship may only move out of the tile again by rolling a 6 at the beginning of a subsequent turn. If the ship is unable to move out of the sea tile before the end of the year it is lost.
5	Strong Winds. Strong seasonal winds carry the ship far off course. Nominate each tile edge as 1 to 6 and roll a D6. The ship is immediately moved into the map tile 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 harbor 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 tile 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 6xD100 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.

THE WINTER SEASON

After the final turn of the campaign season, play ceases for the duration of winter. The winter may be inactive from the point of view of battles, but it is a busy time for the rulers of the various empires. Gains must be consolidated, fortifications built, armies brought up to strength and re-equipped. Winter is the time to prepare for the next mason's campaigning.

1. THE WINTER SEASON

The winter lasts for the equivalent of six ordinary campaign turns or six months. During this time, each player gathers revenues and allocates resources for the following season. Players will need to consult with each other to resolve some procedures, but each player can make most calculations independently. It is a good idea to begin the winter season as soon as the final turn of the campaign season is over, while the players are gathered together. In any case, players should set a date when they can meet to complete their winter business before starting a new campaign season. Once each player has completed his winter tasks, the next campaign season is ready to begin.

During the winter, each player works through the following phases in the order given. The procedures and rules are given in detail in this section.

1. Autumn Equinox. Autumn spells can be cast (see Equinox Magic).
2. Winter Quarters. Banners retire to winter quarters.
3. Events. Roll on the Events Chart to determine any unexpected occurrences within your Empire.
4. Revenue. Collect revenues due from the empire.
5. Diplomacy. Players may consult with each other and make alliances or pacts. Players may attempt to ally with independent realms, or plot intrigue against other realms. Prisoners can be ransomed.
6. Recruitment. Fresh troops can be raised and existing units upgraded.
7. Recovery. Razed settlements are tested to determine if they recover. Any characters bearing wounds will recover as appropriate.
8. Construction. Fortresses or ships can be built.
9. Baggage. Baggage is bought in preparation for the following season.
10. Deployment. Banners and their baggage are repositioned in preparation for the new season.
11. Espionage. Espionage results are worked out.
12. Spring Equinox. Spring spells can be cast.

1 & 12 EQUINOX MAGIC

Players of Warmaster will be fully acquainted with the effects of magic on the battlefield. Equinox magic is

altogether different; it is far more powerful and dangerous than battle magic.

Equinox spells may only be attempted on two occasions during the year: the spring and autumn equinoxes. The first occasion in the game when this magic may be used is the autumn equinox at the beginning of the first winter season. These times are occasions of great magical flux when the air fills with the sorcerous power of the changing seasons.

Equinox spells can only be cast from the empire's capital where its most sacred and arcane sanctuaries are located. Magical power is channeled through these ritual centers during the equinoxes, drawn by the conjunctions of planets and the mystic rite of the season, ready to be directed in the form of a spell.

In order to cast a spell during the spring equinox it is necessary to deploy a powerful wizard inside the capital in preparation for the new campaign season. In order to cast a spell during the autumn equinox, a powerful wizard must be in the capital at the end of the campaign season. If a wizard is not in the capital at the appropriate time, it is not possible to cast an equinox spell. In order to qualify as able to cast a spell it is necessary to have a banner worth at least 500 points in the capital at the appropriate time. This banner is assumed to include a powerful wizard. Players with fully worked out Warmaster armies must have a wizard in the capital in order to qualify.

Each player casts one equinox spell in turn, one after the other in a sequence determined by rolling a dice or by some other suitable method. Each player casts only 1 spell during each equinox.

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. A D12 is a 12 sided dice numbered 1 to 12 - the same effect can be achieved by rolling a D6 and noting the score, then rolling a second D6 and if the score is 4, 5 or 6 add +6 to the original dice score. The result is a random number between 1 and 12.

The player chooses which target tile the spell will affect. This may be any tile within 12 tiles 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 tile the spell takes full effect. If the result is less than the distance between the caster and the target tile the spell fails. A failed spell has

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no effect. Tiles affected by a spell are marked with a spell counter and the effects noted separately.

SPRING SPELLS

SPRING SPELLS	
1 Abundance	7 Raise Dead
2 Chaos Void	8 Rot
3 Hold River	9 Scrye
4 Magical Protection	10 Storm
5 Portents of Terror	11 Summon Host
6 Quake	12 Withershins

1. Abundance

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

2. Chaos Void

This spell may only be cast against an unknown or barren tile. It brings the powers of raw magic into a deadly coalescence, dissolving the contents of the tile and creating a vortex of chaos. Any force moving into the tile 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 tile 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 tile or any tiles 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 tile, the force is destroyed in its entirety and the spell has no further effect.

4. Magical Protection

This spell is cast on a tile and nullifies the effects of any equinox spell already cast on that tile. This spell also prevents any further equinoctial magic being cast upon the target tile.

5. Portents of Terror

All living creatures within the tile suffer nightmares and waking qualms of terrifying intensity.

Any force within the tile 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 that turn, and any mercenary or allied banner 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. Undead forces are not affected.

6. Quake

An earthquake, leaving the settlement vulnerable, devastates the walls of a city or fortress in the target tile. The defensive multiplier of the settlement is reduced to 1. 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 D6x100 points of undead troops. The undead will automatically attack any force that is in the tile. If the tile is empty, the undead remain in the tile for the duration of the campaign season, and will fight any force that moves into the tile. The undead are destroyed if defeated and forced to leave the tile. A banner may represent the undead army - the army does not require any subsistence.

8. Rot

All baggage points in the tile decay and are immediately destroyed. Any further baggage points taken into the tile during the campaign season will also decay and be destroyed.

9. Scrye

The casting wizard is able to see the enemy troops inside the tile. The player who has been scryed must reveal the point value and exact composition of the force within the tile.

10. Storm

The tile 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 settlements within it, the tile provides no subsistence throughout the season. Ships within the tile are wrecked on the D6 score of 1 or 2, and driven into a neighboring tile on the score of 3 or more. Banners may move into the tile as normal, but any scouts attempting to scout from the tile are driven back on the D6 score of a 4,5 or 6.

11. Summon Host

The spell summons D6x100 points of troops to form a host of monsters. This host will serve the player for the remainder of the campaign season. The host is deployed as a single banner within the player's empire. Players using tabletop armies may select a monster permitted to them from their army list. This includes all living flyer (not the gyrocopter). For the empire the d6x100 points instead represents a massive gathering of flagellants providing d6 flagellant units. Similarly, for Dwarfs a group of Trollslayer (d6 units) is summoned together.

12. Withershins

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

AUTUMN SPELLS

AUTUMN SPELLS	
1 Blight Crop	7 Prosper
2 Deluge	8 Reign of Madness
3 Trail of Howling Doom	9 Call of Heroes
4 Forge Magic	10 Break Siege
5 Inundation of Blood	11 Shrouding Mists
6 Bumper Crop	12 Tornado of Peril

1. Blight Crop

This spell is cast on a tile 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 tile, causing the river to swell, forming a tidal wave of destruction. Any settlement in the tile 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 tile downstream of the tile is razed on the D6 score of a 6.

3. Trail of Howling Doom

This spell unleashes a trail of magical wind and storm beginning in the target tile. Any banner in the tile suffers D6x10 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 tile and affects it in the same way. The spell continues to move from tile to tile until it has affected a total of D6 tiles.

4. Forge Magic

This spell has no range and so always works. The caster uses the forces of magic to create a magic item. Players not using tabletop armies to fight battles can represent the magical power by adding 2D6x20 points to the value of a banner, otherwise, choose a magical item of up to this point value.

5. Inundation of Blood

The tile is submerged under a deluge of blood that pours from the sky, drowns crops, and sweeps away settlements. No revenue may be gathered from the tile during the coming winter season, and any banner in the tile loses 2D6x20 points of troops. Any village in the tile is destroyed on the D6 roll of a 6 and the tile is 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 empire's total revenue this year.

7. Prosper

This spell is cast against a razed tile adjacent to the player's own empire, and affects this tile plus all adjacent razed tiles. The tiles 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 other recovered tiles (see Recovery).

8. Reign of Madness

This spell may be cast against an enemy village. The entire population is infected with a whirling madness and they dance off never to be seen again. The tile is razed and all banners in the tile 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 towards the capital where they offer their aid to the player. The player may recruit additional D6x100 points of characters over the coming winter phase. Characters are chosen from the army list as normal. Any banner can only have 1 general, so choosing a large number of generals is not recommended. The point value includes mounts and magic items for the characters.

10. Break Siege

This spell may be cast on a tile that 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 tile 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. Alternatively, the spell may be cast against any enemy force that is not in a settlement at the end of the campaign season. The enemy force is also surrounded by magical mists that 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 that devastates the tile, 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 tile is destroyed if there is no settlement, and is otherwise destroyed if the settlement is razed.

2. WINTER QUARTERS

During the Winter Quarters phase, every banner is removed from the map and replaced within its home realm in a tile that is capable of supporting it. Remember the realm only consists of the seven tiles you begin the game with - not your whole empire. The notable exceptions concern besieged and besieging forces (of which more later).

In order for a banner to retire unhindered to Winter Quarters it must be able to trace a clear route through its

MIGHTY EMPIRES

own side's territory from its position at the end of the year to any non-razed tile in its own realm. There must be no blocking mountains or rivers. A route may not be traced through enemy, unknown, or razed territory. If a banner cannot trace a route to its realm via its own territory, it must make a special Winter Retreat before it can move to Winter Quarters.

SEA

Banners separated from their realm by sea may move to Winter Quarters without suffering the hardships of a Winter Retreat if there is sufficient sea transportation in the empire. For every ship counter in the empire, the player may retreat one banner across the sea. In order to return successfully to Winter Quarters the banner must still be able to trace a route from its position at the end of the year to a coast tile, and from the coast on the other side to its own realm. Banners returning to Winter Quarters from overseas do not have to trace their route via harbors - any coastal tiles in their empire will do.

Note that the process involved is not a literal one of a specific ship carrying a specific banner, rather the number of ship models is taken as standing for the general maritime capacity of the nation and its ability to move troops and supplies overseas. Banners unable to retreat in this way must make a Winter Retreat representing the haphazard requisitioning of boats and supplies from local sources.

Banners remain garrisoned over the winter, resting in preparation for the spring when they are re-equipped and repositioned during the *Recruitment* and *Deployment* phases.

SUBSISTENCE

Tiles provide subsistence to forces billeted over the winter season. A village tile provides one point, a fortress one point, a city two points and a capital four, just as during the campaign season. Banners can only be placed in settlements that can support them. For example, a village or fortress can support only 1 banner.

If players have insufficient settlements to support their army, any unsupported banners are immediately removed.

BAGGAGE

Any baggage points are removed at the end of the campaign season. It is assumed that any remaining supplies are used up over the winter.

BOOTY

Any booty carried by the army is transferred to the capital. This includes any captured engines and prisoners. Players fighting tabletop battles may include war engines among the empire's recruits for the following season (the engine is free). Prisoners are thrown into the dungeons and can be ransomed during the diplomacy phase.

SHIPS

Ships are repositioned in a friendly harbor during the winter quarters phase. Ships do not require subsistence over the winter.

Ships must be able to trace a route back to their winter quarters through coastal tiles. Ships may pass over tiles occupied by enemy ships without penalty.

Ships unable to reach a friendly harbor are destroyed (e.g., if harbors have been captured by the enemy).

RAZED TILES

Settlements that have been razed cannot provide subsistence over the winter. A razed port cannot harbor ships.

SIEGES

Any besieging force may elect to retire or maintain the siege over the winter. The force cannot divide so that a portion of its troops retires while others maintain the siege. If the siege is maintained the player must divert baggage to the besieging force as described later under section 9. *Baggage*.

WINTER RETREAT

A force that cannot trace a line of retreat to its winter quarters without crossing a river, mountain or unknown tile, must make a special winter retreat. As the force struggles over unfavorable terrain, it will lose troops to the ravages of the encroaching winter. For each banner roll a D6. If a force has baggage left when making a Winter Retreat then the player may add +1 to the dice roll for each point of baggage carried.

WINTER RETREAT TABLE

D6	Result
1	Banner destroyed – disappearing never to be seen again.
2	Lose D6x200 points of troops from the banner.
3	Lose D6x100 points of troops from the banner.
4	Lose D6x70 points of troops from the banner.
5	Lose D6x50 points of troops from the banner.
6+	Lose D6x30 points of troops from the banner.

3. WINTER EVENTS

Winter is a time of rest and renewal for the armies of the empire and a time of hardship for many of the empire's inhabitants. While seasoned campaigners toast themselves with ale and log fires and bards add new verses to their heroic songs, for many the winter brings only privation and despair.

Winter is a time when newly conquered people may be tempted into dissent, and when disease can wreak havoc among populations already weakened by hunger and war. The turning of the seasons also brings with it the fear that this year might once more be the year of the Dragonrage.

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Every few years, for reasons unknown, Dragons come roaring from the heart of the mountains, bringing terror and destruction to princes and paupers alike. These events and others are covered during the events phase and are represented by means of a test made once by each player.

The player rolls 2D6 and consults the chart below.

2D6	WINTER EVENTS TABLE
2	Dragon Rage. From the heart of the mountains at the center of the world, great Dragons come roaring forth to raze the land and strike terror into all who lie in their path (see The Dragonrage.)
3	Peasant Revolt. Lose D6 crowns of revenue this year.
4	Rebellion. An underling rebels against your rule. Randomly select a fortress in the empire, which becomes an independent settlement. Any troops in the tile are removed. The fortress yields no revenue this year.
5	Plague. Plague ravages the land. Randomly select one garrisoned settlement in your empire other than the capital. All troops in that settlement are wiped out. The settlement yields no revenue this year.
6	Raids. Test for each settlement lying in a tile adjacent to an enemy held tile (including independents). Roll a D6. If the result is 4, 5 or 6 raids and banditry prevent revenue being collected from that tile this year.
7	Increased Revenue. Your merchants and traders have had a very successful year with goods and wares being sold and transported to the far reaches of the empire. The tax revenue from all this activity adds 1 gold crown to the royal coffers for every city in your empire. The tax cannot be collected from razed cities.
8	Plentiful Harvest. The fine weather and hard work of your farmers has resulted in a bountiful harvest. For every three villages in your empire, receive 1 additional gold crown of revenue this season. Razed villages yield no revenue at all.
9	Special Tribute. Collect an additional D6 crowns of revenue this year.
10	Famine. Widespread famine makes it impossible for your empire to rebuild and repopulate razed territory this year. No recovery roll is made in the recovery phase.
11	Treachery. For each city or fortress in your empire that borders an opposing empire or independent settlement, roll a D6. On a roll of 6, the settlement switches its allegiance and makes peace with the enemy. Exchange your flag for that of the opposing empire or an independent settlement. The revenue from that settlement can now be collected by your enemy
12	Dragonrage. From the heart of the mountains at the center of the world, great dragons come roaring forth to raze the land and strike terror into all who lie in their path (see The Dragonrage).

THE DRAGON RAGE

The Warmaster World is a dark and terrible place, where monsters lurk and danger is ever near. But nothing strikes more fear into the hearts of the inhabitants of the Old World than the plagues of dragons that periodically devastate whole regions of the world. This destructive and highly unpredictable event is known as the Dragonrage.

ORIGINS

The cause of the Dragonrage is lost in the mists of time. Some attribute it to the movement of the planets and stars, others to the changing flux of Chaos flowing from the collapsed warp gates at the poles of the earth. Though many theories abound amongst scholars, natural philosophers and magicians, no one can say why, when, or from where the next plague of devastation will come. All that is known is that over the years dragons gather in caves deep in the heart of the mountains. After many seasons conserving their strength, they suddenly issue forth and lay waste to the lands around in an orgy of destruction.

Curious travelers or treasure hunters may occasionally disturb small groups of dragons from their slumber. When this happens dragons may be woken prematurely so that they issue forth, destroying all around before returning to their hidden caves.

TRIGGERING DRAGONRAGE

A Dragonrage occurs when a scouting force wakes a nest of sleeping dragons. A result of 11 or 12 on the Scouting Event Chart indicates that scouts have found a dragon's lair. Roll a D6. On a result of 1-3, the dragons remain undisturbed and nothing further happens. If the result is a 4-6 then D6+1 dragons are disturbed with dire consequences.

A Dragonrage also results when a player makes a roll of 2 or 12 on the Winter Events Chart. This is a far more destructive event involving 2D6+3 dragons. The dragon's lair is randomly determined from amongst the two map tiles that depict entirely mountainous territory. If only one of these tiles is in play, then this will always be the dragon's lair.

MOVING THE DRAGONS

First, place the appropriate number of dragon models D6+1 or 2D6+3 onto the tile containing the dragons' lair.

Nominate any of the six map tiles which are adjacent to the dragons lair as 1, and the remaining adjacent tiles as 2 to 6 counting clockwise from 1. Roll a D6 to determine which new tile the dragons will move into. One dragon model is left behind in the old tile and the remainders are moved into whichever adjacent tile has been indicated by the dice throw.

Repeat this process as many times as necessary, leaving one dragon behind in each tile. Eventually all of the dragons will have been used leaving a trail across the map. As the dragons cross the landscape, their movement may sometimes result in more than 1 dragon landing in some tiles. These extra dragons have no additional destructive effects.

Once all of the dragons have been positioned, roll a D6 for each tile containing dragon models and consult the following table. Remove each model after the effects have been worked out.

1	The dragons roar overhead breathing fire and smoke, but wheel away in a new direction causing no damage.
2-4	The dragons swoop down upon the tile destroying everything in their path. If the tile contains a settlement, it is razed exactly as if an army had razed it. If there is a banner in the tile, it loses D6x30 points of troops. If there is any area of forest in the tile, it is burned and cannot count towards construction during the winter season.
5-6	The dragons completely lay waste to the tile destroying any settlements and slaughtering the inhabitants. If the tile contains a settlement, it is razed as described above. Any banners in the tile are destroyed. If there is any area of forest in the tile, it is burned and cannot count towards construction during the winter season. Any ship in the tile is destroyed on the D6 roll of a 4, 5, or 6.

Note that dragons will fail to raze a Wilderness location on a D6 roll of 5+.

DURATION

A tile razed by dragons during the campaign season remains razed for the rest of the campaign season. The tile may be recovered by rolling on the recovery chart during the winter recovery phase exactly like other razed tiles.

A tile razed during a winter event remains razed throughout the following campaign season. No recovery roll is made until the recovery phase following the next full campaign season.

4. REVENUE

Our fantasy states have medieval style economies where wealth is counted in terms of goods as much as in gold.

This wealth is an important part of the campaign. It is needed to recruit new troops, bring depleted units up to strength, re-equip troops, hire mercenaries, build ships or fortifications, and to repair sacked settlements. The unit of currency used is the crown. Crowns represent wealth in a very broad sense, not just money but negotiable goods of all kinds. For convenience sake, when referring to crowns we assume we are talking about real gold coins, but players should remember that this is not literally the case.

During the first winter of the campaign, revenue is gathered for the first time. Players determine their revenue and note it down. Revenue is spent during the winter and any not spent is lost to the players; being taken up by civil projects, artistic patronage, and other frivolous items of expenditure.

GATHERING REVENUE

Revenue may only be gathered if the player's capital city has not fallen to the enemy or been razed. If a capital falls to the enemy or has been razed the player is unable to collect revenue that year. Being unable to collect revenue does not necessarily mean the player is defeated as he may still have an army and other territories, however his lack of revenue means that he starts the campaign season with no reinforcements or baggage. For those using Mighty Empires as a self-contained game it is convenient to assume that players unable to collect revenue because of the loss of their capital are out of the game.

Settlement Type	Revenue Value (crowns)
Capital City	4
Other City	2
Village	1
Fortress	1

The revenue value of settlements within the empire is equal to their normal subsistence value. The chart shows the revenue value of each type of settlement. Add up the total value of all of the settlements in the empire.

For example: if an empire has its capital city, three other cities, twelve villages, and three fortresses, its revenue value is 4+6+12+3 = 25.

RAZED SETTLEMENTS

Razed settlements provide no revenue.

ISOLATED SETTLEMENTS

During the course of the campaign season, empires expand outward from the capital cities. Newly conquered territory will be linked to the capital by friendly tiles. However, as the campaign progresses this link may be broken: inter-linking tiles falling to an enemy or being razed. If a settlement can no longer draw a line to the capital via non-razed friendly tiles, it is isolated. Isolated settlements are part of the empire in every other respect, but they provide no revenue.

MIGHTY EMPIRES

EVENTS

Some events alter the amount of revenue that can be collected. Rebellion may also result in isolating some parts of the empire. This is why events should be resolved in the events phase before revenue is collected.

SHIPS

Ships represent trading fleets and therefore a valuable source of wealth. Any city harboring a fleet over the winter may add +1 to its revenue value for each ship model. If the port's own revenue value is lost following an event, the ship's value is also lost.

SPENDING REVENUE

Revenue is spent during the winter. The following list summarizes the empire's items of expenditure.

1. Diplomacy. Diplomatic missions and the ransom of prisoners.
2. Recruitment. Raising new units, reinforcing old units, hiring mercenaries and paying allies.
3. Recovery. Rebuilding razed settlements.
4. Construction. Building fortresses or ships.
5. Baggage. The cost of baggage bought in preparation for the following season.
6. Espionage. Hiring of assassins, spies, agents and saboteurs.

5. DIPLOMACY

During the winter, players will probably wish to spend their time fruitfully planning the destruction of their foes. Players may make use of the diplomacy phase to solicit the aid of independent empires, or to enter into agreements with fellow players.

FACTS

Players may consult with each other freely during the diplomacy phase. This represents the exchange of letters and the efforts of diplomatic missions in foreign kingdoms. A player may make secret agreements with any other players: perhaps arranging to cooperate, or merely exchanging promises to respect territorial boundaries. Players may make any promises to any or all of their fellows, but are under no obligation to keep them!

WRITTEN PACTS

Players are under no obligation to keep a written record of their arrangements with other players, though a shrewd player may prefer to get things in writing. A written pact is worth no more than a verbal agreement (i.e., nothing) but at least you can show it to other players as evidence of treachery (planned or already accomplished).

EXCHANGE OF PROMISES

Prisoners are only important if you are resolving battles by fighting tabletop battles. Players can agree to exchange any prisoners they hold. Prisoners can also be

offered for ransom in return for gold crowns gathered as revenue. The agreed numbers of crowns are transferred from one player to the other, and the prisoner is returned. Captives are always returned without weapons and equipment, although a ransomed character may be provided with an ordinary sword or other hand weapon free of cost.

ALLIANCES WITH INDEPENDENT EMPIRES

If an independent settlement or empire borders your empire, you may send a diplomatic mission. If the independent empire borders two or more empires, players intending to send a mission must declare they are doing so at the end of the campaign season. It costs the player 1 crown to send a diplomatic mission. The player may send 1 mission to any of the independent settlements/empires bordering his empire.

Assuming the player's mission is the only one to visit the empire, the player rolls a D6.

-
- 1- The diplomats are thrown out of the king's presence and sent back to their master bearing some terrible humiliation. Examples: stark naked and dyed blue, shaven if Dwarfs, obscene tattoos on forehead, shackled together in chains.
 - 5 The empire's ruler is reasonably impressed with the statesmanlike wheedling and diplomatic pleading of the mission. He agrees to a temporary alliance. The player places his own territory counter/s in the independent empire but the settlement models still carry the orange independent flags. The empire now has flags indicating that it is independent, and territory markers showing its allegiance. The allied player may move his forces through the empire without being attacked. The player's banners may not subsist from the allied empire without breaking the alliance. The player may not annex tiles from the empire to his own empire without breaking the alliance. Espionage does not affect the alliance: such acts can always be blamed on someone else!
 - 6 The empire's ruler is completely overawed by all the attention, and his empire enters into a complete alliance with your empire. His entire court is soon adopting the fashions and manners of your empire. The independent empire is quickly absorbed into your empire as a technically independent ally, but is really little more than a semi-autonomous province. Replace the independent settlements with those bearing your own flag and treat it as part of your empire from now on.
-

If several players attempt to send a mission to the same independent empire, they must first vie for an audience with the king. Roll a D6.

-
- 1- The risible antics of the competing missions convince the king that all foreigners are fools. They are sent back home in humiliation.
 - 4
 - 5 Each player rolls a D6. The highest scoring player impresses the king and he enters into a temporary alliance as described for 5 above. The opposing diplomats disappear into the dungeons and are never seen again.
 - 6 Each player rolls a D6. The highest scoring player has ingratiated himself with the king and he enters into a complete alliance as described for 6 above. The opposing diplomats suffer a horrible fate (the successful players can decide what!)
-

Temporary alliances last only for the duration of the following campaign season. Complete alliances amount to the total absorption of the independent empire into the player's empire. Revenue is not collected from an independent empire that has been absorbed during that same winter season.

6. RECRUITMENT

During the recruitment phase, players can spend revenue to recruit and train new troops, and to reinforce or upgrade existing units.

CROWNS FOR POINTS

A gold crown of revenue buys 100 points worth of troops. An empire with an income of 25 crowns therefore has a potential of 2,500 points to spend over the winter. It is very unlikely that a player will want to use all of his revenue to expand his armies: there is much other expenditure to eat away at the budget.

THE LIMITS OF THE ARMY LIST

Players using fully worked out armies may purchase new units or increase the size of existing units. The realm's army is considered as a single force for this purpose, and the limitations of the army list must be satisfied at this time.

RE-EQUIPPING CHARACTERS

Characters may also buy one magical item from those available to them in the rulebook, up to the limits imposed there. Discarded items may be passed to other characters, otherwise it is lost and its point value cannot be reclaimed.

RECRUITING ALLIES

Allies may only be recruited if the empire has entered into an alliance with an independent empire or settlement during the diplomacy phase. One allied contingent may be recruited for each independent settlement/empire that has become an ally - whether a temporary or a complete alliance.

A player may purchase allies using the rules and points values given in an army book. The normal points value limitations do not apply, so the player is free to hire as many allied troops as he can afford. However, allies of the same race are always organized into allied contingents under an allied contingent.

The point cost of allied troops is equivalent to their cost for a single season. At the end of the season, allies are removed from all armies. New allies may be recruited in the following season, but only if new alliances have been made during the intervening winter.

7. RECOVERY

RAZED SETTLEMENTS

Settlements that have been razed may recover over the winter as citizens return to their homes and new settlers take over abandoned territory.

A test is made for each razed tile on the map. For every razed tile, roll a D6.

D6	Result
1-3	The area remains abandoned and uncultivated. Cities and fortresses remain charred ruins populated only by squatters and bandits.
4-5	The inhabitants gradually trickle back to their homes. Villages recover fully and can provide subsistence as normal. Cities and fortresses remain abandoned and provide no subsistence.
6	The settlement recovers sufficiently to provide full subsistence from the beginning of the campaign season.

When a settlement recovers, its allegiance must be determined once more. A recovered settlement that does not border any tile already belonging to a player's empire becomes an independent settlement. If the recovered settlement borders a tile belonging to a player's empire, the settlement automatically belongs to that empire.

If the recovered tile borders more than one empire, an adjoining tile 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.

REBUILDING

A player may use part of his empire's revenue to rebuild a razed settlement that adjoins his empire so long as it does not adjoin a rival player's empire as well. Once the recovery test has been made, the player may spend revenue to rebuild settlements that have failed to recover. Every crown spent adds +1 to the D6 score already rolled.

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A city which fails to recover on the D6 roll of a 2 can therefore be brought to full recover at a cost of 4 crowns.

CHARACTER RECOVERY

Characters who have sustained wounds during the campaign season will automatically recover from any penalties other than permanent effects. Make any necessary adjustments to the character's profile. See *Character Recovery* for details.

8. CONSTRUCTION

During the construction phase a player may spend revenue on the construction of ships, cities and fortresses within the boundaries of their empires. The number of pieces in the Mighty Empires game limits the number of settlements and ships that it is possible to have in play. It is convenient to rule that it is only permitted to build new settlements and ships if models are available to represent them. Additional pieces may be purchased separately or provided by combining several Mighty Empires games together.

SHIPS

Ships may only be built in cities that lie on the coast or at a river mouth and which therefore have harbors. Each city may build 1 ship model at a cost of 2 gold crowns. The ship is placed on the tile, and is ready for use when the new season begins.

FORTRESSES AND CITIES

The construction of fortresses and cities places major demands upon the economic resources of an empire. At the same time, a carefully sited and garrisoned citadel can protect and safeguard important military and trading routes.

A tile containing a village may be converted into a fortress at a cost of five gold crowns. A fortress model bearing the appropriate colored flag replaces the village model.

Building a fortress in a previously barren hex is a much more difficult task, involving the transportation of materials and manpower over long distances. The cost for constructing and supplying such an elaborate fortification is 10 gold crowns.

There can be no greater expression of egotism and vanity by an empire's ruler than to have a city constructed and inevitably named after himself. Such a project involves a huge expenditure in terms of manpower and resources and is usually regarded as an act of folly by either a glitteringly wealthy or otherwise completely lunatic king. A village or fortress may be built up into a city at the cost of 15 gold crowns.

BRIDGES

The two new bridge models for Mighty Empires may be placed on the map once it is set up to represent the river

crossings already indicated on the artwork. In addition, bridges may be built over winter in the construction phase in a similar way to ship and fortresses. This will greatly improve the mobility of forces within your empire and prepare the way for a sudden advance in the following spring.

A bridge may be built across any river in your empire - even if the tile is barren or razed. The building cost is one crown for a bridge across the first four river tiles, and two crowns for a bridge further downstream. This is because as rivers get longer and wider they also become more difficult and costly to bridge. Bridges are affected by construction limits just like ships.

CONSTRUCTION LIMITS

The maximum number of bridges, ships, and fortresses that may be constructed is limited by the availability of timber. This is represented by the presence of forests in the player's empire. Count the number of tiles in the empire with forests marked on them (this includes highland tiles which have small green forest areas as well as lowlands which have large areas of forest). This is the maximum amount of bridges, ships, or fortresses that the empire can build in the construction phase.

9. BAGGAGE

During the baggage phase players may purchase baggage points. In the first campaign season, a 2D6 roll determines the baggage points. In following seasons players must decide for themselves how much baggage they want or can afford.

One point of baggage costs one gold crown. Players decide how much baggage they want, and pay the appropriate amount of crowns. Note down the amount of baggage purchased in preparation for the deployment phase.

SUSTAINING SIEGES

If a player elects to sustain a siege over the winter, he must provide the besieging force with additional baggage. During the baggage phase the player rolls a D6 for each besieging banner and pays for the number of baggage points indicated. Although the amount of baggage consumed is far less than would be used over the same period during the campaign season, it is still enough to seriously affect an empire's budget.

If a player is unwilling or unable to provide baggage for a besieging force, the entire force is destroyed and the siege ended.

If the player provides the baggage indicated, the siege continues through the winter.

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

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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.

10. DEPLOYMENT

Over the winter, troops allocated to existing banners are pooled and the entire army reorganized. Those playing without fighting tabletop battle may redistribute the points into banners as already described. Player selecting Warmaster forces may form new and old units into new banners. Each player prepares new force lists to accommodate his army for the coming season. Once banners are properly organized, they are positioned in settlements within the player's empire. Banners cannot be deployed in barren or razed tiles. Mercenary or allied contingents are always organized into their own separate banners. There is no requirement for the forces within a banner to satisfy the limits of an army list, only the requirements given in the Mighty Empires rules.

Once banners are in position, baggage counters are placed with banners, or may be stockpiled in settlements as required.

Ship pieces may be deployed at any city in the player's empire that has a harbor.

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 harbor in the same or an adjacent tile. If there is no harbor 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 tile.

11. ESPIONAGE

During the espionage phase assassins, spies, saboteurs and agents may be hired and deployed by the players. Each of these four types of operative can achieve different things, but all are treated similarly in the game.

COST

Operatives are bought at the cost indicated below. This is deducted from the player's revenue. The player notes down the number and type of operatives bought.

Assassin	1 crown each
Spy	1 crown for D6
Saboteur	1 crown each
Agents	1 crown each

Once each player has chosen his operatives, all players should get together to play out the espionage phase. Each player declares his total number of operatives, but does not have to give details of their type.

The player with the most operatives takes an assassin, spy, saboteur, or agent counter and places the counter face down on a map tile. Then the player with the next highest number of counters places one of his operatives, and so on, each player placing a counter in turn. Counters continue to be placed until there is none left. A player may place several counters in the same tile, and may place counters together with those of other players. Specific rules affecting the placement of operative types are given below.

The results of espionage are worked out once all the counters are in place. The players randomly determine an order between themselves. The first player resolves the actions of one of his operatives, then the next player resolves the actions of one of his, and so on. Once an operative's actions have been resolved, the counter is discarded. Continue until all the counters are removed.

ASSASSINS

Assassin counters may be placed on any tile that contains an enemy banner. Assassin counters may also be placed on a capital city tile irrespective of whether banners are present.

To determine the results of an assassination attempt roll a D6. If an assassin has been placed on an enemy capital that has no banner in it, skip this stage and go to the following chart.

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BANNER ASSASSINATION TABLE

D6	Result
1	Assassin is uncovered and slain before he has time to do any damage.
2	Assassin bungles his attempt and is cornered and slain by enemy troops. However, he still manages to take 2D6x10 points with him. These are deducted from the force list in the same way as subsistence shortfalls.
3	Assassin slays an enemy character. The enemy player must select one character from his banner. The character is slain and cannot be recovered. Players not fighting tabletop battles lose D6x20 points from the banner's value.
4	Assassin slays an enemy character. The assassin automatically slays the highest-ranking character. The character cannot be recovered. Players not fighting tabletop battles lose D6x100 points from the banner's value.
5	The assassin slays an enemy character as described under number four above, and makes good his escape slaying a further 2D6x10 points of troops in the process.
6	The assassin slays two enemy characters. One is chosen by the enemy player as under number three above, and the other is the highest ranking as under number four above. If only one character is present he is slain and no further damage is done.

If an assassin is placed on a capital city tile that has no enemy force in it roll on the table below.

CAPITAL ASSASSINATION TABLE

D6	Result
1-2	The assassin is uncovered and slain before he has time to do any damage.
3	The assassin runs riot in the imperial palace, slaying indiscriminately before he is finally caught and slain. The king decides that palace security needs beefing up a bit. One unit of at least 10 models is withdrawing from the army and deleted from the force list. For players not fighting tabletop battles deducting 3D6x10 from the army's value represents this.
4	The assassin is uncovered in the nick of time and the king is saved, although sustaining light wounds which throw him and his court into panic. Rumors of the King's death spread throughout the army like wildfire. During the first campaign turn a force may only move on the D6 roll of 4, 5, or 6. On the roll of a 1, 2, or 3 the force remains in its tile. Forces move normally from the second turn onwards.
5	The king is wounded but survives the assassination attempt. Rumors and confusion paralyze the army. No forces may move during the first turn of the campaign.
6	The king is slain by the assassin and the whole court is thrown into anarchy. Rivals to the throne gather their political and military supporters as the nation teeters on the brink of civil war. Randomly select D3 fortresses. These fortresses take advantage of the anarchy by rebelling against the empire. Replace the fortresses with independent fortresses. Any banners in the rebel fortresses are lost and removed. Remaining loyal forces are thrown into confusion and cannot move on the first turn of the campaign. In the second turn they can move on the D6 roll of 4, 5, or 6. From the third turn they can move normally.

MIGHTY EMPIRES

SPIES

Spies may be placed on any tile containing an enemy banner. Roll a D6 and consult the chart below.

SPIE CHART	
D6	Result
1-3	Your spy vanishes without a trace and fails to make contact.
4	Your spy provides vague information about troop numbers and movements. The enemy player must reveal the total points value of the force in that tile. The enemy player must also decide and inform the player where the force is going to move during the first turn – this may be done secretly to avoid other players knowing.
5	Your spy provides exhaustive details of the force's composition. The enemy player must provide details of the entire force including the point values of each banner, and complete details of troops where these apply. This is most easily accomplished by allowing the spying player to see the relevant bits of the force sheet.
6	The spy discovers details of other operatives. The spy player may remove D6 other operatives from the map, irrespective of whom they belong to or where they are. If there are no operatives left to remove then tough luck – the information arrives too late to be of value.

SABOTAGE

A saboteur may be placed in any tile containing an enemy settlement. Roll a D6 to determine his effect.

SABOTAGE TABLE	
D6	Result
1-2	The saboteur is discovered and dealt with before he can accomplish his mission.
3	The saboteur sets a barracks ablaze. If there is an enemy banner in the tile D6x30 points of troops are slain. Where players have worked out Warmaster armies, these casualties are selected by the victim and removed from the banner. If there are no troops in the town there is no damage.
4	The saboteur poisons the settlement's food stores. All baggage currently in the tile, including baggage held by enemy banners, is removed.
5	If the settlement is a city harbor with ships, the saboteur has sunk part of the fleet. Remove one ship. If there is no harbor, the saboteur has engineered an explosion causing much damage. If there are enemy banners in the tile, they must remain there and fix the damage during the first turn of the campaign.
6	The saboteur sets fire to the settlement causing immense damage and killing many people. The settlement razed. Banners in the tile and any baggage held by them are not affected. Ships are destroyed on the D6 roll of 4, 5, or 6, but otherwise escape unharmed to the open sea.

MIGHTY EMPIRES

AGENTS

The purpose of agents is to uncover plots against your empire and to infiltrate and root out networks of enemy operatives. Agents can be placed in your own settlements to protect them against enemy activity, and they can also be placed in enemy settlements in order to act against enemy operatives who might be there notably other

agents. The main difference between agents and other operatives is that agents can sometimes be used several times during the espionage phase. The player may use an agent only once during his turn of the espionage phase, but can return to the same piece in a subsequent turn if he wishes. Roll a D6 to determine the effect of an agent. Unless they are destroyed beforehand, agent counters are removed from play once espionage is over.

AGENTS TABLE

D6	Result
1	The agent is uncovered by local authorities and quietly silenced. The agent is eliminated. Remove the counter.
2	The agent infiltrates a nest of enemy operatives and destroys one of them. You may look at all 3the operatives in the tile, choose and discard a4ny one operative counter you wish and re5place the rest face down. Your agent remains in place and may be used again in a subsequent turn.
3	The agent infiltrates and destroys an enemy espionage network. You may look at an the operatives in the tile, and remove all of one player's operative counters. Your agent remains in place and may be used again in a subsequent turn.
4	The agent is ruthlessly efficient and runs to ground all enemy operatives in the area. Remove all enemy operative counters from the tile. Your agent remains in place and may be used again in a subsequent turn.
5	Your agent smashes the local espionage ring and destroys all enemy agents in the tile. Remove all enemy operative counters from the tile. In the process, your agent obtains vital information that enables him to follow up his operations in another settlement. The agent counter may be moved into any of your own settlements or to any settlement belonging to a player whose operatives the agent has destroyed this turn. The agent counter may be used again in a subsequent turn.
6	Your agent establishes a counter-espionage network of double agents, traitors, and other infiltrators. All the operative counters in the tile immediately become yours - the counters are removed and replaced with your own equivalents. Any operatives in the tile, including the original agent, may be placed immediately on any of your own settlements or any settlements belonging to players whose operatives have been taken over by the agent this turn.

An agent counter may be activated and moved back to any of his own side's settlements on the roll of a 5 or 6 even if there are no enemy operatives in the tile he is in. However, a roll of a one still leads to his being uncovered and destroyed, presumably by agitators, local militia, police, or some other mysterious enemy.

TABLE TOP BATTLES

When opposing forces meet in the same tile the result of the battle may be determined by means of the battle resolution rules already described. This applies whether the banners are representing tabletop armies or not. This means that it is always possible to conclude a battle quickly and move on with the Mighty Empires game.

Where players have tabletop armies to represent their forces, battles may alternatively be resolved by means of a tabletop war game using Warmaster. Many players will prefer to resolve small encounters and battles against independent armies by means of the rules already described, reserving tabletop encounters for the larger and most important conflicts.

This section provides additional rules that will enable you to translate Mighty Empire scenery and conditions into Warmaster games.

The generals of both armies will attempt to scout out their opponents, trick them with misinformation, and maneuver to gain the advantage of the ground. Since this would be another war game in its own right, we resolve this with a few die rolls, representing the opposing commanders attempts to outwit each other.

TERRAIN

Warmaster provides a system for establishing battlefield terrain. Use the charts provided in Warmaster to generate terrain appropriate for the tile in which the battle is taking place. Alternatively, players may mutually reach an agreement on the sort of terrain that should be used.

If forces clash in a highland tile, for example, then there should be a greater number of hills. If in a lowland tile, then perhaps the table should be mostly clear.

BLOCKING TERRAIN ON THE TABLETOP

When fighting a battle it is interesting to take the blocking terrain that may be on the tile between the two forces. This adds another dimension to the game and makes such battles different to those fought over open territory. Both players must agree before using such features, otherwise a normal game is fought.

If the obstacle is a river, then the armies can start on opposite sides of a river running across the table. Crossing places must be provided, or these may be determined by a random dice roll or worked into the game in some other mutually agreeable way.

If the obstacle is a mountain the game can be played in a mountain pass, totally closed off at the sides, and with steep hills along the flanks.

If the obstacle is a coastline, one table edge may be designated as representing the feature and cannot be

crossed. Players may wish to improvise rules for encroaching tides and mud flats if they wish. For example, units moving over mud flats become bogged down on the D6 roll of 6.

DAY LENGTH AND DURATION OF PLAY

Warmaster battles tend to start a dawn. This provides both armies with 10 turns to complete a battle. In cases where a siege assault is begun, or the battle is a surprise attack, the attacker may decide what time of day the battle begins. If the battle begins as dawn then a 10 turns limited is imposed. If the attacker decides to begin the battle at noon then a turn limit of 5+d3 turns is enforced. If after the last turn no army has achieved a victory then the battle is a tie.

OVERWHELMING ENEMY

Due to the extreme mobility of units in Warmaster Battles it is possible for a small defending (or attacking) group to continuously avoid all enemy units and thus finishing the battle as a draw (and suspending the larger enemy force forever in the tile) despite being heavily outnumbered. The following optional rule provides a solution:

If a force in a field battle (i.e. not a siege) is outnumbered more than three times at the end of a battle (in terms of points on the board at the end) then it cannot enforce a draw. Instead, the larger army takes over the tile. The smaller army is forced to retreat as normal (though without loosing anything during the retreat and without the option of pursuit).

SCOUTING

Add up the unit strength of each unit in the army that is cavalry or a flying unit (for dwarfs count the number of Ranger units). Add to this the roll of a D6 to determine the scouting score. If one side has a scouting score more than twice that of the other, then that side has out-scouted his opponent.

A player that has out-scouted his opponent may add or deduct one from the die roll to determine the scenario played, after the dice have been rolled. There are other benefits as well, as described below.

DETERMINE THE SCENARIO

Roll two dice on the table below. If the tile attacker has moved forces into the tile across two or more edges, add one to the die roll.

SCENARIO TABLE

2D6	Result
1-3	Tile Defender Chooses
4	Last Stand
5	Breakthrough
6	Capture
7	Meeting Engagement
8	Meeting Engagement
9	Flank Attack
10	Ambush
11-14	Tile Attacker Chooses

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Last Stand. The player with the lowest total unit strength in his army is the scenario defender. He may add or remove an additional D6 pieces of terrain once the normal terrain is set up, although he may not place impassible terrain. His forces got onto the table somehow! Units that survive the battle may recover casualties under cover of darkness, in accordance with the normal recovery rules. Use the “Battle of NobHill” scenario on page 81 of the Warmaster rulebook to play the Last Stand scenario.

Breakthrough. If one player out-scouted the other then he may choose whether to be the attacker or defender. Otherwise, each player rolls a D6. The high scorer may choose. Use the “Relief of Karbutzal” scenario in the Warmaster rulebook to play “Breakthrough”. The wall does not have to be deployed and will be regarded as the middle of the battlefield for all victory point purposes.

Capture: Use the “Battle of Little Big Bash” scenario from the rulebook on page 80. Unless a river is in the tile the objective (bridge) can be represented by any terrain feature. The river in the scenario represents the middle of the battlefield for victory points.

Meeting Engagement: Regular Warmaster battle.

Flank Attack. If the tile attacker moved two or more forces into the tile across two or more edges, then that player is the attacker. If one player out-scouted the other, then he may choose whether to be the attacker or defender. Otherwise, dice for it.

Use the same rules as for Meeting Engagement with the exception that the attacker can withhold up to one brigade and at least one character (if a brigade is withheld). Starting in turn 3 this brigade can be given orders by the associated characters. A successful order allows the brigade to enter the battlefield on any flank of the defender (narrow table edge). All blunders are ignored.

Ambush. If a player out-scouted the other, then that player is the ambushing player. Otherwise, the highest score of a D6 is the ambusher. The ambushing player may add or remove an additional D6 pieces of terrain after the battlefield is set up. He may not place impassible terrain, the ambushed force ended up in there somehow! Use the “Wagon trail over axe bite pass” scenario from the rulebook on page 85. The defender gets one wagon for each point of baggage with the defender’s banner. If no baggage is present, fight a Meeting Engagement instead.

WINNERS AND LOSERS

The winner and loser is determined using the victory point system in the Warmaster rulebook. Winners resolve the battle using the *Victory* result of the *Battles* rules. Losers have earned a *Defeated* result.

If a winner won a decisive or massacre victory, then he has inflicted a *Defeated and Scattered* result on the loser.

Victory Point Difference	Result
0-200	Draw
201-400	Victory
401-601	Decisive Victory
601+	Massacre

All points are for 2000 points engagements (all sides added together) for bigger or smaller conflicts the numbers have to be adjusted proportionally. Regardless of scenario, an army retreating from battle due to reaching its breakpoint or slain general has its result reduced by one level (a Victory becomes a Draw, a Defeat becomes a Defeated and Scattered result, etc). If both armies retreat in the same turn the effects cancel.

SIEGE

Players may wish to use the siege section of the Warmaster rules to resolve a siege campaign. If the attackers win the assault scenario, they have *Stormed* the fortress or city. If the defenders win then they have inflicted a *Bloody Repulse* on the attackers. Playing a tabletop war game is decisive. There will be no more fooling around with assaults this campaign turn.

Players defending a fortress gain a bonus of 50% points over and above the points value of their army. This may be spent to purchase additional troops, equipment, or fortifications.

Where a siege scenario specifies a point value gained or lost, that point value is modified for the size of the applicable force, in the same manner that a battle result is modified. An attacker or defender may switch between the Mighty Empires options, or Warmaster Siege options at will, but may not do both in a turn.

CASUALTY RECOVERY

Models removed from the table are not necessarily slain. Some will be dead, but the majority are wounded, exhausted, or otherwise incapacitated. Following the battle some of the wounded may die, but others will recover sufficiently to join the ranks. Once the battle is over and the two forces have completed any retreats and pursuit, each side recovers a proportion of its battlefield losses.

RANK AND FILE TROOPS

All units alive at the end of the battle will be reinforced to their original number of stands.

CHARACTERS

Characters casualties may be recovered in a similar way as units. Each character must make a separate roll. Apply the modifiers below to a D6 roll on the *Character Recovery Table*.

1. -1 if force defeated.
2. -2 if force defeated and scattered.
3. -1 if force pursued.
4. +1 if force victorious.

Roll 2D6 and consult the wound chart if the character is wounded.

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CHARACTER RECOVERY

D6	Result
1 -	Dead
2-3	Unconscious. If his side won, or is a draw, then the character recovers. If his side lost, then the character is captured.
4-5	Wounded but rescued by friendly troops.
6	Lightly wounded, the character avoids permanent harm.
+	The character makes a full and complete recovery and rejoins his force.

GENERALS

A Warmaster army needs a general. All new banners raised need to have a general. If during the campaign an army loses its general the next highest character (according to command value) assumes the role of the general (he maintains his statistics but acts as the general during battles). If all characters are lost then a “temporary commander” is elected from among the unit officers. This commander acts as the general but offers no attack bonus, moves only 40cm per turn and has a command of 3 lower than the general of the race would have.

CHARACTER WOUND CHART

2D6	Wound	Recovery Time	Penalty whilst Recovering	Permanent Effects
2	Severe Arm Wound	Remainder of campaign season	Out of action	-1 Attack
3	Light Arm Wound	One turn	-1 Attack	None
4	Critical Head Wound	Remainder of campaign season	Out of action	-2 Command
5	Severe Head Wound	Three turns	Out of action	-1 Command
6	Light Head Wound	Two turns	-1 Command	None
7	Superficial Head Wound	One turn	-1 Command	None
8	Light Body Wound	Two turns	-1 Attack	None
9	Severe Body Wound	Three turns	Out of action	-1 Attack
10	Critical Body Wound	Remainder of campaign season	Out of action	-2 Attack
11	Light Leg Wound	One turn	Movement reduced to 40cm if not mounted	None
12	Severe Leg Wound	Remainder of campaign season	Out of action	Movement reduced to 40cm if not mounted

BOOTY

Captured siege engines, and the like are treated as in the Mighty Empires *battles* rules.

PRISONERS

Character models taken prisoner after being discovered lying wounded on the battlefield are added to the victorious' force baggage train. A prisoner's weapons and equipment, including any magic items, are also captured. Magic items usable by the capturing race are claimed by the force commander and divided up as spoil. Other items are retained in the baggage train, and may possibly be recaptured. Once the force returns to winter quarters the unusable items are stored in the hall of relics in the capital, and are treated as destroyed. Prisoners are carted about in chains until they are recaptured along with the baggage, or until the end of the campaign season when they are transferred to some deep dungeon in their enemy's capital.

A player may elect to execute any prisoners during his turn. However, because characters are naturally resourceful individuals, any attempt to slay them may well precipitate unforeseen events, almost certainly leading to their escape. After all, the scriptwriter is on their side. If electing to execute a character roll a D6.

CHARACTER EXECUTION TABLE

D6	Result
1	The character overpowers the guards and escapes by means of heroic subterfuge, spectacular swordplay, and unrivaled bravado. The character immediately rejoins the nearest friendly force. His equipment has been lost, but he may be provided with hand weapon, light armor, and shield at no cost.
2	Character escapes by feigning illness, slipping past his guards and leaving his enemy's camp dressed as a servant, leper, or beggar. The character immediately rejoins the nearest force as for 1, but is wounded during the escape. Roll for wounds on the table above.
3	The character escapes by bribing the executioner to substitute his body or fake his death. Abandoned and destitute, the character makes his way towards the capital,

-
- reaching it at the end of the campaign season.
- 4 Character's execution is stayed at the last moment due to evil omens, portents of doom, and other irrefutable indications of divine disfavor. The character remains a prisoner.
- 5- The character fails to come up with a convincing plan of
6 escape and is duly executed by his captors.
-

Allied and/or mercenary banners may be subject to different rules than their friends/employers. Where players are using allies or mercenaries, this potential difference must be borne in mind.

UNDEAD

Undead do not require subsistence, and any baggage they acquire is automatically destroyed. An Undead banner cannot suffer depletion from subsistence shortfall, but it may suffer depletion due to magical instability instead. The physical existence of Undead is precarious as a form of instability that gradually destroys their animating magic affects them

An Undead banner must always include at least one character. If it doesn't then it is immediately destroyed. It cannot bring forward "temporary commander".

Each Undead banner tests in the subsistence phase to see if it is affected by magical instability. On the D6 score of a 6 the banner is affected and suffers depletion exactly as for a normal subsistence shortfall.

If more than one banner occupies a tile, the magic drain on the environment is stronger, so the chance of suffering loss is greater. If two banners occupy the same tile, either will suffer depletion on the score of a 5 or 6. If three banners occupy the same tile, any will be depleted on the score of 4, 5 or 6. If more than three banners occupy a tile, each suffers depletion automatically.

Wizards need to exert their entire magical potential just to keep what troops they have intact. This means it is not possible to summon further undead in between battles. However, spells of summoning can still be cast during tabletop battles. Undead summoned in this way are not added to the banner's strength, they crumble after the battle as the wizards lack the strength to sustain them.

DWARFS

Dwarfs build their homes in the mountains, often tunneling deep into the stone to fashion complete underground cities. Dwarfs also build conventional dwellings, but they retain a strong association with mining, stone working and mountains.

A Dwarf force is more likely to find a route through mountains than other races. When making a route roll across mountains, a force of Dwarfs adds +1 to its scouting dice roll.

A Dwarf settlement in a mountain tile will include numerous tunnels and caverns cut into the rock. These enable the Dwarfs to withstand the most persistent siege. In this situation, defending Dwarf casualties sustained as a result of an assault are always halved. Any battery roll made against a Dwarf mountain settlement suffers a -2 modifier so that a roll of 1-4 has no effect, a 5 causes only minor damage (+1 assault bonus) and a 6 causes major damage (+2 assault bonus).

Dwarfs are also very proud, loyal and persistent. No Dwarf settlement of any kind or in any location can be betrayed because of a starvation roll unless it includes mercenary or allied banners. No Dwarf settlement will surrender because of starvation unless the opposing besiegers are also Dwarfs.

REMOVING POINTS FOR ARMIES

Many events in Mighty Empires can force a banner to loose points. In principle such a banner is obliged to remove equal or more points by removing full units. Quite often this will lead to the loss of an expensive unit even if only a small point value had to be removed (e.g. loosing a unit of chaos knights worth 250 points because a 10 point damage was caused and no cheaper unit was available).

The following optional rule reduces this effect:

If a banner loses points, which are less than the cheapest unit available for removal, then no unit needs to be removed. Instead the banner accumulates further damage until the cost for the cheapest unit in the banner is reached (and it is removed). Generals are always ignored for the purpose of finding the cheapest unit in a banner.

THE CAMPAIGN WORLD

The world created by you using the map tiles may be thought of as either part of the Warmaster Old World, or as a completely different fantasy world that shares the Warmaster background and creatures.

This section of the rulebook introduces some of the different Warmaster races into the game. Up to now we have assumed that all races (Men, Elves, Dwarfs, etc.) behave in much the same way. In fact this is not the case at all, each has its own weaknesses and its own strengths as well as unique abilities. These rules can be used if you are playing Mighty Empires as a self-contained strategic fantasy board game, but they are especially appropriate for players using Mighty Empires in conjunction with Warmaster. Players are free to select the race of their Empire, and there is no reason why several players cannot have the same race.

RACIAL RULES

Up until now, we have not differentiated between the abilities of different races to march, live off the land, or scout. In fact, we have assumed that the players all rule over empires of men. These racial rules allow other creatures to benefit from their natural talents.

If players choose armies from an army book, a banner may include creatures of different races, such as Orcs and Trolls in an Orc and Goblin force. Even though these creatures are of a different race, the racial rules apply to the entire banner.

HIGH ELVES

Although the High Elves themselves are not a maritime race, their close cousins and associates the Sea Elves are masters of the craft. High Elf armies include many Elves of this race, and Sea Elf crews always man their sailing craft. Elven craft always out sail their enemy, and so may always bring enemy ships to battle if they wish. Elven fleets always add +1 to their naval engagement score when fighting enemy ships.

High Elves are also amongst the most powerful magicians in the world. During the Equinox Magic phases of Spring and Autumn High Elves may cast 2 spells from their capital rather than 1. A banner must still occupy the capital at the appropriate times.

ORCS AND GOBLINS

Goblinoids require subsistence just like Men, Elves and other creatures. Unlike these other creatures, goblinoids are cannibalistic. As supplies run out, the smallest end up on the tables of their larger cousins. The loss in points value of troops from subsistence shortfall is therefore doubled for these creatures.

Players using tabletop armies must take these losses from Goblins so long as there are Orcs and Trolls in the banner. Alternatively, if a force has enemy character prisoners, these may be eaten rather than the player's own troops. As food, prisoners are worth the basic points value for their race.

Goblinoids are hardy creatures with astonishing powers of endurance. They can march for days at a time and can cover ground very quickly, but may lose many of their troops as stragglers or through exhaustion.

A goblinoid force moving into a tile without precipitating a battle or siege may attempt to scout and move again - this is called a forced march. In order to make a forced march further subsistence must be provided immediately for the entire force. This additional subsistence may come from either from the occupied tile or from baggage exactly as normal. If subsistence cannot be provided a forced march move is not allowed. If the force successfully scouts an adjacent tile it must move into it regardless of what settlements or barren areas it contains. This represents the fact that the force has no time to put out proper outriders to investigate the local territory and so may stumble across enemy forces or hostile territory and be unable to avoid it.

D6	Effect of Forced March
1	Lose D6x50 points value of troops from the banner
2	Lose D6x20 points value of troops from the banner
3	Lose D6x10 points value of troops from the banner
4	Lose D6x5 points value of troops from the banner.
5 or 6	No effect. The force survives its grueling march without sustaining further casualties.

Losses sustained due to forced marching are deducted from amongst each affected banner. Players using tabletop armies may select which units they wish to lose - the cannibal rule that applies to subsistence shortfall does not apply to forced marching.

EMPIRE/BRETONNIA

No special rules apply to human armies.

CHAOS

Chaos armies gain twice as much from looting and razing tiles (since they enslave the population as well, not just the goods).

This being known, very few settlements will ever consider surrender to chaos armies. The "surrender" option during a siege (with Chaos troops as the besieging army) is ignored.

NAMES

Although it is possible to use the Mighty Empires game without creating any further details, most players will want to invent names for their characters and cities, and for geographical features within their empire. You may want to use the map for many campaign seasons, in which case it is well worth making the effort to do this. It's very little trouble at all, and adds considerably to the sense of realism in the campaign.

PLACE NAMES

Place names not only add character to the game, they are useful sources of reference. You can invent names of your own, or you can borrow from history or fiction if you prefer. The following charts can be used to give you a name that you can either use as it is, or change as required to suit your own idea of the language in your empire.

We have constructed charts for the major races covered in the rulebook. The practical limitations of time and space prevent us providing a list for every creature - but there's nothing to stop you making up your own. To use these charts you will need a D20.

The name charts contain two or three columns. Each column represents a name element in that particular language. Most names have two elements, generated by rolling on column 1 first and then column 2. Some names have a third element as indicated by an instruction to re-roll. Elven place names often have 3 elements, generated by rolling on columns 1, 2 and 3 in turn. Chaos is not represented directly as the followers of Chaos come from many races and so speak a variety of tongues. A Chaos player may choose any of the charts

MIGHTY EMPIRES

BRETONNIAN		
D20	Element 1	Element 2
1	Ais	ais
2	Beau	aisle
3	Bai	brun
4	Cor	bur
5	Deu	del
6	Donn	dinon
7	Fonten	fel
8	Gren	for
9	Hois	grande
10	Lil	grois
11	Ly	gris
12	Mars	lanque
13	Mon	mais
14	Na	nuon
15	Par	non
16	Reil	Ois
17	Sien	puit
18	Sur	quel
19	Tour	rienne
20	Vers	Re-roll, and then add a random third element from this column

EMPIRE		
D20	Element 1	Element 2
1	Alten	archen
2	Bel	bruk
3	Bur	burg
4	Cor	dorf
5	Dun	dorn
6	Dar	feld
7	Ein	felt
8	Gran	grad
9	Hel	heim
10	Lin	holm
11	Magden	howe
12	Mar	ten
13	Mund	mar
14	Neu	mark
15	Nor	meir
16	Riec	mund
17	Ver	port
18	Vol	stad
19	Wald	voltan
20	Wasten	Re-roll, and then add a random third element from this column

DWARF		
D20	Element 1	Element 2
1	Alabrin	adum
2	Aman	adol
3	Askul	afor
4	Bal	agun
5	Brok	agrim
6	Buk	akarak
7	Dun	alin
8	Dur	aluk
9	Dwor	athol
10	Forbrin	amenak
11	Con	ban
12	Ithrag	dor
13	Kar	dum
14	Karaz	kai
15	Kul	killuk
16	Mun	krag
17	Narga	lum
18	Olo	mun
19	Tar	tor
20	Thor	ungol

Note that Dwarf name often form two distinct parts separated by a hyphen (Dun-Krag), or the initial 'a' of the second element may be separated in the same way (Ithrag-a-Dum and Mun-a-Thol).

ELVEN			
D20	Element 1	Element 2	Element 3
1	Ath	A	anwe
2	Brim	an	anfel
3	Cir	at	ar
4	Con	ath	ath
5	Dor	brod	del
6	Ethil	dia	don
7	El	dor	dor
8	Elo	en	gost
9	End	fin	in
10	For	for	lun
11	Gith	gol	mar
12	Glor	in	nost
13	Hir	lor	or
14	In	mar	ost
15	Lor	ol	oth
16	Loth	rol	rond
17	Nim	sor	tor
18	Ra	than	uen
19	Sor	thiel	und
20	Than	-	-

Elf place names commonly have three elements, but may have two as indicated by the blank spaces in columns 2 and 3.

MIGHTY EMPIRES

PERSONAL NAME ENDINGS					
D20	Human	Elf	Dwarf	Black	Skaven
1	amy	andar	bar	bad	gleam
2	ard	andril	bard	bag	glister
3	bec	anel	gar	blad	gloss
4	bert	are	gin	bref	gore
5	bod	bane	gorf	bug	paw
6	court	deorn	gorm	but	nail
7	dam	ellion	grim	gag	scitter
8	den	endil	grom	gar	scritch
9	grim	fin	i	gol	skin
10	ly	galiel	in	grot	sniff
11	man	huir	it	grud	snitch
12	oc	ien	kon	hog	snout
13	red	il	lin	i	squitter
14	rew	ir	lok	lud	stare
15	son	irel	min	lug	tail
16	tal	irlan	ok	nok	tick
17	ter	mor	ori	rat	twitch
18	ton	nor	ril	rot	tweak
19	wel	nwaen	rin	ruk	whisker
20	win	wing	und	zog	witter

BLACK SPEECH		
D20	Element 1	Element 2
1	Ash	bad
2	Bran	blod
3	Bog	bul
4	Bug	burg
5	Dhak	dor
6	Drog	gabab
7	Durth	ghul
8	Gor	gog
9	Grag	goth
10	Grim	grod
11	Karg	rot
12	Mor	run
13	Nar	shak
14	Narg	slag
15	Naz	thang
16	Thor	ungol
17	Uth	waz
18	Uz	Reroll and add element from column 1
19	Zod	Reroll and add element from column 2
20	Zog	Reroll and add element from column 2

PERSONAL NAMES

Choosing the number of elements and generating them randomly from the can generate personal names for heroes and wizards. The final element of the name should be generated from the personal name-ending chart. A truly random method is to generate the number of elements and

the column to roll on as shown. First, choose whether the name is short, normal, or long - typical races are indicated on the charts. Chaos names can be generated from any chart the player chooses.

NORMAL LENGTH - HUMANS AND DWARFS	
D6	Result
1	1: 1
2	2: 1 + personal end
3	2: 1 + personal end
4	2: 2 + personal end
5	3: 1 + 2 + personal end
6	4: 1 + 1 + 2 + personal end

SHORT LENGTH - GOBLINOIDS AND SKAVEN	
D6	Result
1	1: 1
2	1: 2
3	1: personal end
4	2: 1 + personal end
5	2: 2 + personal end
6	2: 1 + 2

LONG LENGTH - ELVES	
D6	Result
1	2: 1 + personal end
2	2: 2 + personal end
3	3: 1 + 1 + personal end
4	3: 1 + 2 + personal end
5	3: 1 + 3 + personal end
6	4: 1 + 2 + 3 + personal end

PERSONAL TITLES

Heroes and wizards have the titles given for their level in An army book. You may also like to add a title suitable for the creature's race, and a christian name too if you wish. A Dwarf hero could be Hold Master *Guthri* Kulbard *Longbeard*, for example. These further details are left to the players to devise, and can be based on the metal model (longhorn, flatnose, bigteeth, etc) or a deed performed by the character in your campaign (Orc Slayer, Despoiler, Stunty Squasher, etc).

CAMPAIGN CHRONICLES

The object of the long term Warmaster campaign is to provide a constant source of interesting Warmaster games. Your campaign may serve you for many months, or even years, during which time players may drop out or join in, and territory may change hands several times. No one could hope to remember all of these details, so it will be necessary for one player to record events. This record forms the constantly growing Campaign Chronicles, a catalogue of battles, territorial gains, and other events.

At the beginning of the campaign, one of the players is given the role of campaign recorder. He will need a large ledger, a loose-leaf ring binder, or some other suitable book to record what happens.

THE CAMPAIGN CALENDAR

The chronicles form a diary of everything that happens in your campaign. Although you won't necessarily write an entry for every turn, you will need to organize a calendar system. On the most simple level you can start with year 1, campaign season, turn 1, and continue with turn 2, 3, etc. up to the winter season. Then note what happens over winter under the title 'Winter Season' and start again with year 2. This will give you a perfectly adequate, but rather uninspiring means of recording what happens and when.

INVENTING A CALENDAR

If you prefer, you can record events using your own calendar system. It is easy to invent a calendar, and even easier to borrow one from the pages of popular fiction. You may like to use the system described here, or you can use it as the basis for inventing your own.

Year Names: Each year is given a name based on an animal. There are ten names. Once the cycle is completed, it begins again.

Bear Fox Cat Griffon Dog Hydra Dragon Lion Eagle Tiger

Cycle Names: Each cycle of ten names has an associated adjective made up by the campaign recorder. These go before the year name, i.e., Leaping Tiger, Red Eagle, Fiery Bear, Dark Fox, etc. Other examples include:

Screaming Fighting Dancing Grim Gaunt Dire Destroying

Turns: Each campaign turn equals a month. If you assume the year begins with the Spring Equinox, the months can be expressed in the format, '1st month of the year of the Mad Hydra.

Winter: Events during the winter season can be recorded under a general heading of 'winter'. You can randomly assign events to specific months if you wish.

RECORDING WHAT HAPPENS

To begin the campaign chronicles write the name of the year across the page. Then indicate the season in the left hand margin. Indicate the campaign turn (or month) and record any events that happen during the first turn under this heading. Then indicate the next turn in the left hand margin again, and record events for the new turn, and so on.

The recorder can note down whatever details he thinks fit. Some turns may not justify an entry at all. Battles should always be included together with details of who fought, where, when and which side won. It is also worth recording anything interesting that happens in a battle, such as the death of a hero or valiant action by a special unit. A typical entry might read as follows:

"Turn 2: In the 2nd month of Summer Endfinnor Suzerain of the High Elves of Hirthingost led his army against the Chaos Horde of Magdenghul commanded by Chaos Lord Glorengrim the Foul. They met outside the city of Bugthang, and the Elven force was scattered by the might of Chaos. Endfinnor was downed in the battle by the Minotaur Doombull Droglok the Horned, and afterwards taken prisoner and clapped in chains. The Elves retreated leaving the field of glory to the warriors of Glorengrim."

An interesting option is to allow the winner to write up his own account of the battle in the style of his race. So, the entry for an Orc victory would read very differently from that of an Elven triumph. Players are not obliged to be truthful in their accounts - it is the victor's privilege to write history! The campaign recorder can always add a scribal comment if he thinks the account a little too spectacular.

Other occasions worthy of a mention might include interesting moves on the map, sieges, disasters following loss of baggage, areas that have been razed, and anything you think interesting. Winter happenings can be recorded too, especially diplomatic missions, attempted assassinations, natural disasters, and brief details of forces built up over the winter.

KEEPING THE CHRONICLES GOING

If the campaign recorder is not present to witness a battle, one of the players (usually the victor) should keep notes and write the battle up on the recorder's behalf. Any bias on behalf of either the players or the recorder is perfectly in keeping with the spirit of the campaign. Players should be encouraged to sing their own praises, ridicule their enemies, remind their foes of past defeats, and generally further their own interests by means of the chronicles.

Once the winter season is over, the campaign recorder may wish to hand the job over to another Player. Being the recorder is fun, but it is also quite demanding and it is only fair that all of the regular players should be prepared to take their turn. Changing recorders also ensures that the record is constantly but inconsistently biased.

Additional Rules

WILDERNESS LOCATIONS

A force that begins the turn in a barren tile may spend the turn exploring it instead of scouting and moving. The force is effectively scouting the whole tile, rather than just the route it is marching along, by sending parties out into the countryside, investigating mountain trails, questioning travelers and recording their findings on maps. An Exploration Roll represents this. If you wish to explore, roll a D100 and consult the Exploration Chart.

EXPLORATION

The Exploration Chart lists several possible wilderness locations. This chart first appeared in White Dwarf 131, but is reproduced here in a slightly amended form so as to increase the chances of finding mines in mountainous areas. The chart is deliberately designed to leave 15-30% at the top end as a 'roll again' result. This allows us to incorporate new results in the future and provides you with an opportunity to invent and insert more wilderness locations of your own, such as underground cave systems or ancient monuments.

EXPLORATION CHART					
Tile Type				Result	
Lowland	Coastal	River	Highland	Nothing discovered	is
01-55	01-55	01-55	01-55		
56-60	56-60	56-60	51-55	Necropolis	
61-65	61-65	61-65	51-65	Wizards Tower	
-	-	-	66-80	Mine	
66-70	66-70	66-70	81-85	Temple	
71+	71+	71+	85+	Roll Again	

MINES CHART

D6	Result
1	The mine has been worked out and is exhausted of minerals. Roll on the Disused Mine Chart. Dwarfs are such expert miners and prospectors that they stand more chance of finding something. For this reason, they re-roll this result if they wish. Dwarfs may re-roll on this chart or on the Disused Mine Chart instead.
2-4	The mine has a rich vein of base metals such as iron, copper and tin. These are useful for trade and the manufacture of weapons and armor. The ore can be traded or used to make weapons and armor. This generates two gold crowns revenue each year.
5	The mine has a very rich vein of precious metals such as gold and silver. These can be used to mint currency increasing the revenue of the realm. If you retain control of this tile in the winter season, you can claim revenue of three gold crowns each year.
6	Very precious or rare minerals were being mined here; roll on the Rare Mine Chart.

1. MINES

Mines are only found in mountainous regions. They delve deep into geological strata and volcanic fault lines to tap huge deposits of valuable metal ores and various strange and exotic minerals. Since mining has been going on in these areas for centuries, there are many lost and abandoned mines to be discovered. Many of the mines in the Old World were originally worked by Dwarfs in the days of their empire, and have been long since abandoned.

The discovery of a mine with a rich deposit still not exhausted by its former owners can lead to a massive increase of revenue for the empire concerned. Of course, there are risks involved in exploring the old shafts and tunnels, but these are more than offset by the potential rewards. This means that mountainous regions are potentially very valuable areas to conquer and bring within the borders of the empire, but they are also likely to be coveted by rival empires.

When a mine is discovered, scouts go into the workings looking for ore or slag in order to identify what was being mined. Sometimes the discovery isn't actually an old mine but a rich outcrop of minerals exposed in the rock face or in caves and ravines. Roll for the nature of the mine on the Mines Chart.

When a workable mine is discovered, place the mine model on the tile. This remains there to show that the mine is capable of producing riches and therefore might change hands in the course of the campaign. Once a mine has been found and its nature established, it cannot be changed by subsequent exploration. A mine can be razed like a settlement, in which case it is blocked for good (remove the mine from the tile). A mine provides no subsistence, nor is it able to withstand a siege or count as a defended settlement. If enemy forces occupy the tile, the mine is captured.

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RARE MINE CHART

D6	Result
1	The mineshaft caves in on the unfortunate scouts. Lose D6x10 points from the banner to represent those slain by the rock fall.
2-3	A rich vein of precious gems such as diamonds, amethysts, sapphires and similar precious stones is found. This treasure can be used to increase revenue. In the winter season, if you retain control of this tile, you can work the mine, claiming revenue of D6 gold crowns from the mining settlement each year.
4-5	Meteoric Iron. This exceptionally hard metal can be used to forge magical weapons. In the winter season, if you still retain control of this tile, you can work the mine. This allows you to choose a single magic item for your army each year, made from minerals obtained from the mine. Each item is worth up to D6x20 points.
6	Warpstone The mine is an ancient ruined Skaven mine, or was abandoned in horror when the former miners struck warpstone. Chaos discoverer can use the warpstone to forge magic items. Other races suffer a loss of D6x10 points due to the corrosive effects of warpstone and immediately block up the mine tunnels for good (remove the mine from the tile). In the winter season, Chaos forces that retain control of this tile can work the mine. This allows them to up to D6x20 points of magic items for their army each year, made from the warpstone.

DISUSED MINE CHART

D6	Result
1-3	The mine is utterly exhausted and the workings are in a dangerous state of disrepair. The mineshaft caves in on the scouts: lose D6x10 points from the banner to represent those slain by the rock fall. Because Dwarfs are such expert miners and prospectors, they are allowed to re-roll this result.
4	The mine is actually the entrance to a Dwarf Hold! Roll a further D6 and on a score of 1-4 the Hold is ruined and ignored. On 5 or 6 the complex is still inhabited and counts as an independent fortress of Dwarfs.
5	The mine is actually the entrance to a labyrinth. Roll again. On a score of 5 or 6, it counts as an independent fortress.
6	The mine tunnels are infested with Cave Trolls or Night Goblins. Orc or Goblin armies or Chaos armies can recruit D6x100 points of these. Other forces lose D6x10 points representing scouts eaten by Trolls or bushwhacked by Goblins.

2. WIZARD'S TOWER

Tall towers and magic have long association in the history of the Warmaster World. From these impressive structures, it is possible to watch and study the swirling patterns of magical energy which permeate the atmosphere and which are only visible to wizards and magical creatures. If carefully constructed and appropriately enchanted a tower can be made to attract and channel magical energy just as a lightning conductor channels electrical power. The height of a tower is very important to a wizard. The taller the tower the more effective it is as its increased height raises it above the magic turbulence created by ground dwelling living things whether intelligent creatures, animals, or plants.

Wizard's towers are not always located in wildernesses or on tall mountain peaks. Wizards who live in the cities of the Warmaster World also build towers that rise far above the urban sprawl. Some of the resulting spires are among the tallest buildings in the world and rise a hundred feet or more above the ground. The great Colleges, which act as libraries and schools of magic, inevitably have towers of various heights and design. The tallest and most elegant towers of all are said to belong to the High Elf city of Lothorn in the distant land of Ulthuan.

Only the most powerful wizards are likely to occupy a tower in the wilderness. These wizards will almost certainly have lesser wizards working on their behalf, as

well as a small army to protect the tower, and a whole community of servants to look after all of them.

The discovery of a wizard's tower is something of a mixed blessing for the player in whose empire it lies. Most wizards are too busy pursuing their own complex research to take any interest in what might be happening in the outside world, and it may be hard for a player to rouse a wizard from his immediate concerns. On the other hand, few wizards are actively bellicose unless provoked, so the presence of a Wizard's Tower is unlikely to cause any real harm to your empire. The greatest inconvenience comes during the Equinoxes when wizards are inclined to fire off experimental spells into the surrounding countryside.

A force, which moves into a tile containing a wizard's tower, may seek out the wizard and ask him for aid. To determine the result go to the wizard's tower reaction table and roll 2D6.

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WIZARD'S TOWER REACTION TABLE

2D6	<p>Result</p> <p>2 Joins Army. The wizard is overjoyed to see you and immediately decides to give up his solitary life and join your forces. The wizard packs his bags, musters his personal retinue, and joins one of your banners. If unable to join a banner because of point limitations then he forms a new banner.</p> <p>The value of the wizard and his personal entourage is 2D6x100 points. If you choose the force from the army book there must be at least one wizard. If less then the cost of one wizard is rolled then just one wizard will be provided.</p> <p>When the wizard leaves the tower it is assumed that he leaves another wizard in charge or a new one takes up residence.</p>
3-4	<p>Provides Troops. The wizard is keen to derive zoological, botanical, geological, cartographic, or other information. He agrees to send a small contingent with your army so that this information can be gathered. This contingent joins your force and fights as part of your army.</p> <p>The value of the troops sent to accompany you is 2D6x50 points. If choosing troops, the force must include at least one wizard.</p>
5-6	<p>Magical Item. The wizard responds to your request for aid by giving your force commander a powerful magic item. This item adds 50 to the points value of your force. If using tabletop forces refer to the rulebook and choose one magic item, which must be given to any character.</p>
7	<p>Scouts. The wizard sends a party of scouts to guide you to the next tile. This enables you to scout another tile immediately and (assuming it is successfully scouted) move into the scouted tile immediately if you wish.</p>
8	<p>Provides Information. The wizard is unwilling to provide material assistance but volunteers to help you to spy out your enemy. The player chooses any one enemy force within 12 tiles of the wizard's tower, and the enemy player must reveal the total points value of the force.</p>
9-10	<p>Ignores force. The wizard ignores the army altogether. He is either to preoccupied to pay any attention or is simply unwilling to listen.</p>
11	<p>Challenge. The wizard is irritated by the presence of your troops and issues a challenge to the most powerful wizard in your force. If you do not have a wizard in your force or if you refuse the challenge, case result 12 below applies. Assuming the challenge is met roll a D6</p> <ul style="list-style-type: none"> 1 Your wizard is defeated and slain. 2-3 Your wizard is defeated and temporarily banished into a limbo-like existence in the warp. He is not harmed and returns to your army automatically during the next winter season. 4-5 You succeed in defeating the wizard who withdraws into his tower. There is no further effect. 6 You slay the wizard leaving his tower open for plunder as described under 12 below. <p>If your own wizard is defeated then your force deducts points to represent his loss. If playing without tabletop forces this can be represented by D6x100 points.</p>
12	<p>Attacks. The wizard resents your presence and gathers his forces to attack you. The wizard's force has a point value of 4D6x100. The conflict can be resolved in the same way as an attack on an independent settlement.</p> <p>If the wizard's force wins the battle then your force is moved out of the tile as a force failing to take a settlement.</p> <p>If you succeed in defeating the wizard then you may plunder his tower, remove magical items and take supplies. This entitles you to add the items list below to your force. Players using tabletop armies may choose magical items up to the value indicated.</p> <p>D6x20 points of magical items for characters D6x25 points of magical items for units D6 baggage points</p> <p>A plundered tower is empty, barren, and destroyed. Remove the model. The tile may be explored again.</p>

A force may move into a tile without consulting its resident wizard at all. The force is assumed to give the wizard's tower a wide berth and there is no further effect.

Any force that begins the turn within the wizard's tower tile and which does not leave the tile that turn must roll to determine how the wizard reacts. Wizards dislike being disturbed and find the proximity of large numbers of armed warriors a bit intimidating. Go the wizard's tower reaction table and roll D6+6.

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A force may deliberately attack a wizard's tower in the same tile as described later.

A player may decide to attack a wizard's tower with the intent of plundering it. If he decides to do this, the action is described as in item 12 above. However, if the wizard's force is outnumbered it will resort to a siege. A wizard's tower is counted as a fortress for these purposes. While besieged no further rolls may be made on this chart for this tower.

EQUINOX MAGIC

Wizard's towers are deliberately constructed to exploit the magical flux that swirls and billows high in the sky. During the spring and autumn equinoxes wizards take the opportunity to practice their spell casting, often unleashing unpredictable experimental spells upon an apprehensive populace.

During the Equinox Magic phases roll a D6 for each wizard's tower on the map.

1-3	No spell is cast that Equinox.
4-5	A standard Equinox spell is cast.
6	An experimental spell is cast.

Few wizards care if their spells benefit or harm the local population, or take any trouble to aim their magic away from inhabited areas.

To determine the direction a spell travels nominate the six tile sides one to six and roll a D6. The spell travels 2D6 tiles in the direction indicated. Obviously, the spell might land in an unexplored tile, a tile occupied by an independent realm, or a tile that is part of a player's empire. It is also possible for the spell to land off the playing map altogether – in which case there is no further effect.

To determine which of the standard spells is cast roll a D12 and refer to the Equinox Magic spell tables. Check for the success or failure of the spell in the normal manner, after determining the range.

Spells affect the tiles already indicated with a few exceptions. A *Chaos Void* cannot be cast against a populated tile and is always displaced into the nearest random barren or unknown tile. If a *Hold River* or *Deluge* is cast against a non-river tile it is displaced into the nearest random river tile. A *Summon Host* and *Call of Heros* provide additional troops for whoever owns the target tile and is ignored if the tile is unknown.

Forge Magic provides the indicated items for whoever owns the tile and is ignored if the tile is unknown. *Bumper Crop* affects whichever player owns the target tile and is ignored if the tile is unknown. A *Break Siege* will automatically affect the nearest siege within 12 tiles and is ignored if there are none. Dice randomly to see which side is destroyed. *Shrouding Mists* automatically affects

the closest force within 12 tiles and is ignored if there are none, the forces is obliged to make a winter retreat.

Wizards often set themselves up miles from nowhere so that they can concentrate on developing new spells. These experimental spells don't always work, and when they do they sometimes have unpredictable and surprising effects. These effects may be localized in the target tile or they may be more widespread affecting the entire empire in some way. Roll a D6.

-
- 1 Disaster. The spell proves a complete disaster; the wizard and his tower disappear in a tumultuous explosion. The wizard's tower is removed leaving the tile empty.
 - 2 Flop. The spell proves largely unsuccessful having only a minor and inconsequential effect. For example, all butter is turned blue, ducks are overheard speaking Bretonnian, every hat in the land disappears, or the population sleeps in that morning.
 - 3 Minor Beneficial Success. Improved soil fertility, improved health, a statue turns to gold, or some other comparable event. If Autumn the tile yields an extra D6 revenue points. If Spring stockpile D6 baggage in the tile.
 - 4 Major Beneficial Success. Fruit and vegetables grow to gigantic proportions, hens lay golden eggs, the sun shines constantly all year, sickness is banished, and invalids are returned to full health. If Autumn the empire doubles its total revenue this year. If Spring stockpile D6 baggage in every city.
 - 5 Minor Destructive Effect. Wells become poisoned, crops shrivel, people sicken, money disappears, milk turns sour, or some other similar calamity occurs. If Autumn the empire loses D6 points of revenue. If Spring the empire loses one point of baggage from each of its banners. There is no subsistence shortage effect if the banners have no baggage.
 - 6 Major Destructive Effect. Buildings are blown apart, people vanish, herds sicken and die, plagues devastate the land, whole settlements are affected by the slowing of the time stream, important leaders are turned into frogs or toads, all the gold in the land turns into lead. If Autumn the total revenue of the land is halved rounding down. If Spring all baggage is removed from the empire's forces.
-

As an alternative to using this chart, players might like to invent their own effects before randomly determining where the spell lands. Obviously, effects cannot be so extreme that they remove any further point in continuing the campaign! The effects described above are about as severe as you can get, although you might like to vary the detail. For example, you could freeze armies, rearrange tiles, isolate cities with a magical barrier, or whatever you feel is appropriate.

3. TEMPLES AND STONE CIRCLES

The spread of religious beliefs goes hand in hand with the expansion of an empire. When an empire establishes temples in newly conquered territory complete with

MIGHTY EMPIRES

priests, monks or templar knights, it helps to spread the civilization of the realm concerned and strengthens the sense of civil unity. In the case of the empire founded by Sigmar in the Old World, it is partly due to the strength of the cult of Sigmar that the empire has survived so well over the centuries himself. How would the more remote regions know about Sigmar if it were not for the temples of his cult established in every town? Loyalty and reverence for Sigmar leads to loyalty and respect for the empire he founded.

Even barbarous, primitive or destructive hordes such as the Orcs or the followers of Chaos establish Waa-Totems and Chaos Shrines in the territories they over win. They do this to mark the territory they have claimed, often desecrating the monuments that were formerly there in the process. These places provide gathering points where the diverse tribes and creatures can mass for further conquest, temporarily setting aside their own tribal animosity to follow some great warlord on a holy war.

Once a shrine is discovered or established, it becomes a center for the priests or wizards that follow the cult. These are missionaries in the newly conquered regions. Some gain followers for the cult by their example; others ruthlessly hunt down opposition. Their tactics depend on the character of the empire concerned, but it all contributes to the strength and permanence of the empire.

Many temples are fortified monasteries where elite troops are initiated into select regiments. By serving the temple, they also serve the empire by protecting the surrounding region from rival incursions and by providing contingents for the realm's army. Usually this does not cost the imperial treasury anything, since the temple attracts its own recruits through religious zeal of its followers, and raises funds through tithes and pious contributions. Both the Empire and Bretonnia have long established orders of knights who swear devotion to various deities or former hero figures of the past. In terms of defense, it is often better to establish a temple of one of these military orders in a border region than to build an ordinary fortress there!

FOUNDING A TEMPLE

A temple may be founded in any tile within the empire for a cost of ten gold crowns. Temples are founded in the construction phase of the winter season. The temple functions exactly like a fortress but can be built anywhere, even in a barren tile. In addition to the normal rules for fortresses, the temple has the special powers described below for its type.

A temple may be discovered. If so, it is a temple of the appropriate type for the scouting party. A long forgotten or remote sect has been reunited with the realm.

Temples always contain riches in the form of artifacts, relics and treasure chests. If a temple is captured or sacked, the army responsible gains 2D6 gold crowns and the temple model is removed. Use one of the temple models to represent each temple you construct. The

model can be painted to indicate the culture to which it belongs.

Temples are founded in addition to any other settlement in the tile. Settlements cannot be converted into temples, nor can temples be converted into other kinds of settlement. If a settlement is present in the tile, it is assumed that the temple is built in or next to it. If the settlement falls, the temple is also captured and can be looted and razed.

If a temple occupies a river or coastal tile, with no other settlement, the river is not bridged at that point, nor is the temple capable of acting as a port. Temples located in barren tiles count as fortress monasteries in their own right. Certain cults have special restrictions on where they can build temples, as listed below.

Temples are often fortified and have a defense value of x3 in the same way as fortresses. When calculating the total defense value of the tile, add the point value of the defenders of any settlement also present.

TYPES OF TEMPLES AND THEIR SPECIAL POWERS

Bretonnia: The temples of Bretonnia are in reality fortress monasteries for knights belonging to one of the holy orders of Bretonnian chivalry. Once the temple is founded, the order will recruit and train knights at its own expense. The money is raised from the populace by means of tithes and pious donations and costs the imperial treasury nothing. The empire does however gain D6x100 points of knights to augment the army during each campaign season for as long as the temple remains active.

Roll for this force in the recruitment phase, and place a banner representing it on the temple tile at the start of the campaign season. This force disappears at the end of the campaign season and you roll again during the next recruitment phase. You do not keep accumulating temple troops from season to season. The number available is always random and varies from year to year. The temple counts exactly like a fortress if attacked.

Special restrictions: Bretonnian knightly orders require solitude and opportunities for heroic quests. Consequently, their temples are only ever founded in barren tiles, usually in wild frontier regions.

The Empire: The Empire boasts many monastery fortresses for knights who belong to one of the Empire's Orders such as the Knight Panther, the White Wolves, and the Knights of the Blazing Sun. Once the temple is founded, the order will recruit and train knights at its own expense. The money is raised from the populace by means of tithes and pious donations and costs the imperial treasury nothing. The Empire does however gain D6x100 points of knights to augment the army during each campaign season for as long as the temple remains active.

Roll for this force in the recruitment phase and place a banner representing them on the temple tile at the start of

the campaign season. The force disappears at the end of the campaign season and you roll again during the next recruitment phase. Temple troops do not accumulate from season to season; the number available is always random and varies from year to year. The temple counts exactly like a fortress if attacked.

Orc / Goblin: Orc and Goblin temples usually take the form of Waa-Totems that act as a focus for gatherings of Orc and Goblin tribes in temporary alliance massing for an Orc holy war. At the start of each campaign season D6x200 points of Orcs and Goblins gather at the waa-totem and are available for the army of the Orc empire. Roll for this force in the recruitment phase and place a banner representing them on the totem tile at the start of the campaign season. The force disappears at the end of the campaign season roll again during the next recruitment phase. Orc troops do not accumulate from, season to season; the number available is always random and varies from year to year.

Special restrictions: Orc/Goblin temples have no defensive value at all; they do not count as fortresses in the same way as other temples.

Chaos: Chaos temples act as a focus for gatherings of various Chaos creatures. At the start of each campaign season D6x100 points of infantry or monsters gather at the temple and are available for the Chaos army. Roll for this force in the recruitment phase, and place a banner representing them on the temple tile at the start of the campaign season. This force disappears at the end of the campaign season and you roll again during the next recruitment phase. The temple troops are not accumulated from season to season; the number available is always random and varies from year to year.

Special restrictions: Temples of Chaos are only founded in barren tiles where sufficient wasteland exists to harbor Beastmen and other creatures of Chaos.

High Elves: The temples of the Elves are the sanctuaries of powerful priesthoods. Constant ritual ensures that the tile containing the temple is immune from the effects of any kind of magic and Dragonrage. Such things flow around the region of the temple leaving it unharmed. For this reason, important cities are often provided with a great temple. High Elves may build temples more cheaply than any other race. If built in a city tile, a temple will only cost 5 gold crowns to construct.

Dwarf: Dwarf temples contain many Dwarf magic items. The player may use these. Each temple will provide D6x25 points of magic items per year. These may be taken in the winter season.

Undead: Undead Temples are usually graveyards. Each turn an undead banner stays on a graveyard it can add d3 units of skeleton infantry to its banner permanently. Graveyards have no defensive value.

4. NECROPOLIS

A Necropolis is a city of the dead consisting of thousands of tombs, built one on top of another. There are many Necropolises throughout the world: some are very large and imposing but others are quite small and well hidden. They were built hundreds if not thousands of years ago by a forgotten race of humans whose treasures, wealth, and magical artifacts can still be found buried inside their tombs. Most necropolises have long since been plundered by tomb robbers, and the tombs themselves dismantled and destroyed by people who didn't like the idea of living next to a haunted city of the dead. All that remains of these looted and broken Necropolises are rubble-strewn mounds of earth. Intact Necropolises are much harder to find, but as armies march through unexplored wilderness, they sometimes come across these crumbling structures.

If a force moves into a tile containing a Necropolis, the player may choose to send searchers inside to explore the ruins. Necropolises may contain treasure or magical artifacts, but they can also contain unforeseen dangers. Some of these are material and commonplace, such as bands of cut-throat plunderers, giant carnivorous tomb rats, gigantic poisonous insects, rock-falls, and tunnel collapses. There is also the possibility of getting lost and slowly starving to death among the labyrinthine tombs of the dead. However, these perils are nothing compared to the unparalleled consequence of disturbing a destructive force of Undead. When deciding whether to explore a Necropolis the player must balance the inherent dangers against the potential gain. A player is in no way obliged to search a Necropolis just because a force is in the tile. Should the player decide to search the Necropolis roll 2D6 and consult the Necropolis Search Chart to see what the searchers uncover.

A force which is in a Necropolis tile at the start of its turn can choose to remain stationary and search the Necropolis instead of scouting or moving. It is therefore possible for a force to search a Necropolis for several turns if the player wishes. The more time is spent searching the ruined tombs the more likely something dangerous is disturbed. To represent this increasing danger the player adds +1 to his dice roll for every turn spent searching. Thus a force entering a tile rolls 2D6, where as a force which entered in the previous turn rolls 2D6+1, and 2D6+2 in the following turn.

UNDEAD FORCES AND NECROPOLISES

Due to the powerful magical field radiating from the Necropolis an undead force does not suffer from magical instability if it is in a Necropolis map tile regardless of how many banners occupy the tile.

An undead player may search a Necropolis in the same way as any other player, but any search dice roll may be re-rolled once if the player does not like the first result. The player is obliged to stand by the second dice roll even if the result is worse than the first!

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Rather than search the Necropolis, an undead force may attempt to summon reinforcements from the dead. The player rolls a D6 to determine if he is successful.

D6	Result
1-2	The dead refuse to awake - no reinforcements are gained.
3-4	D6x50 points of undead arise and join the player's force.
5-6	D6x50 points of undead arise and join the player's force.

Reinforcements are added to the player's force. Players with tabletop forces may choose troops from the undead list. Where the player finds it necessary to create new banners due to maximum point and unit values, remember that a powerful character must lead undead banners.

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NECROPOLIS SEARCH CHART

Result

- 2 Fabulous Treasure. The searchers uncover a fabulously rich tomb containing jewels, gold coins, and countless other treasures. The treasure is added to the force's baggage train and may be added to the Empire's coffers on the army's return to Winter Quarters. Should an enemy force destroy the force carrying the treasure, the treasure is captured along with other baggage. If the army is destroyed in some other way, the treasure is lost. Make note of which particular banner is carrying the treasure. The treasure is worth 3D6 Crowns added to the Empire's revenue.
- 3 Hero's Tomb. The searchers find the tomb of a long dead hero. The hero's war gear includes a magical item worth D6x20 points. Players with tabletop armies may select items to the value indicated from the rulebook. Other players add the value indicated to their banner.
- 4 Necropolis Map. The searchers find a carved slab upon which is inscribed a map of the necropolis. A copy of the map is made and returned to the army's camp. Although of no value in itself, the map enables searchers to find their way into and out of the necropolis. During subsequent searches the player may add or subtract 1 from the Search Chart dice score, enabling searchers to avoid the worst perils and, hopefully, to find the most valuable treasures. The map may modify a dice score only one, it does not show everything!
- 5 Vast Hoard The searchers discover a hoard of gold and silver in a deep vault in the depths of the necropolis. The tunnel entrance is narrow and unsafe, but the quantity of treasure is virtually without limit. The player rolls a D6, if the score is a 6 the tunnel collapses and the treasure is sealed up forever. If the tunnel does not collapse the player may remove D3 Crowns of treasure. The searchers may continue to return to the horde in following turns by-passing the normal 2D6 search roll. Every time the player attempts to remove treasure from the vast hoard, a test must be made to determine if the vault collapses. Once the vault has collapsed, no further treasure may be removed. Treasure is carried in the force's baggage train and added to the Empire's revenue in the same way as the Fabulous treasure described above.
- 6 Cursed Treasure. The searchers find a sealed tomb containing gold and silver objects of ancient and mysterious origin. This treasure is worth D6 Crowns and may be added to the baggage train and carried to the Empire's coffers as described for Fabulous Treasure. However, the tomb was cursed and a strange sickness descends upon the force. The force loses D10x10 points of troops at the start of every following turn. The only way to lift the curse is to leave the map tile containing the Necropolis; once the force has left the tile the curse is lifted. Players with tabletop armies must remove casualties in the form of character models where possible.
- 7 Return Empty Handed. Several tombs are plundered but most have been robbed in the distant past and the remainder contains nothing of value or interest. The searchers return to camp empty handed but grateful to be alive and unharmed.
- 8 Massive Collapse. A large section of the Necropolis collapses, trapping or slaying many searchers and driving the rest away empty handed. The force loses D6x20 points of troops. Where tabletop armies are used casualties are chosen by the player in the same way as casualties suffered by subsistence shortfall.
- 9 Haunting Terror. The search party returns to camp in a state of abject terror, reporting tales of haunted tombs, frenzied zombies, and other horrors. The searchers refuse to re-enter the tombs and the entire army becomes so restless and agitated that the force is compelled to retreat from the tile in exactly the same way as if it had been beaten in battle.
- 10 Necromancer's Tomb. A search party stumbles through a secret door. As they grope their way along the dark and filthy passageway, they realize they are in the tomb of a Necromancer, and that the recesses and anterooms to either side contain hundreds of dead warriors. Fortunately, the skeleton army appears completely inert, and the party succeeds in entering the throne room of the Necromancer himself. The throne room contains endless riches and magical treasures, but to touch any of them would be to risk awakening the Necromancer. The tomb robbers are now faced with an uneasy choice. If the player decides to remove an item from the tomb, he rolls a dice on the chart below. If the dice score between 1 and 5 the party removes the item, or items, indicated. The player may now elect to leave the chamber or take another item. The player continues in this way until a 6 is rolled when the Necromancer is woken up. He instantly destroys the search party and reclaims any treasures they have already taken. Rousing his army of undead skeleton warriors from their deathly slumbers, the Necromancer leads his horde out of the Necropolis and attacks the player's forces as described for 12 below.

D6 Result

1-3 A magical items for characters worth up to d6x20 points

4-5 A magical items for units worth up to d6x30 points

6 - The Necromancer wakes!

Players with tabletop armies may select appropriate magical items from the rulebook. Other players add the value indicated to their banner.

- 11 Tomb Rats. The searchers stumble upon a palatial cavern housing untold millions of carnivorous tomb rats. The rats flood from the tomb devouring the searchers and immediately head towards army itself. The great swarm of rodents envelops the entire army, overrunning the encampment and consuming everything in its path. Each banner in the force loses D6x50 points of troops and the entire force must retreat out of the tile as if it had been beaten in battle. If unable to retreat the force loses a further D6x50 points of troops before the rats finally stop attacking. In addition the force loses all of its baggage including prisoners, captured standards, captured war machines and anything else held with the baggage train.
 - 12 Eruption of the Undead. The searchers stumble across the tomb of a long dead Necromancer and inadvertently rouse him. The Necromancer leads his horde of undead warriors out of the Necropolis and attacks the player's forces. The resulting battle may be resolved by the Mighty Empires battle rules or by a tabletop game using Warmaster. The Necromancer's force consists of 4D6x200 points of troops. If a tabletop battle is to be fought then another player can choose the undead army from the Undead list. If the undead force is beaten or the battle is drawn the
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entire undead force is removed from the tile, the Necromancer and his army returning to the necropolis. In the event of a draw or Necromancer victory the player's force is retreated exactly as after a normal battle. If the Undead win then the undead force is not removed but remains in play and continues to move around the map each turn. At the start of each campaign turn, and before any of the players have their own turns; the Necromancer's force is moved one tile in a random direction. The force does not have to scout, but it is susceptible to the magical instability rule for undead (on the roll of a 6 the force suffers normal subsistence shortfall). As the undead move into undefended settlements, they automatically raze them. Independent settlements must be fought in exactly the same way as normal as these settlements may in fact harbor small armies Every time the undead force razes a village or fortress it grows in size by D6x20 points as the local inhabitants join its ranks. Every time the force razes a city, it grows in size by D6x100 points. If the undead move into a tile containing a player's forces, a battle or siege is fought as normal. The undead force continues rampaging through the countryside in this way until it is destroyed or leaves the map area altogether.

1. THE SIEGE TRAIN

Fortified cities, fortresses and great walls can block or hold up the progress of your conquering armies. Often the only way to continue the campaign is to attempt to besiege such places or storm them by assault. This is both time consuming and costly, and you may end up watching your armies wither away with constant assaults, or see the campaign season slipping away as your forces remain encamped around a defiant enemy fortification. The only realistic solution to breaking massive fortifications is to employ a formidable siege train that includes siege engines of gigantic proportions capable of smashing down the strongest walls, gates and towers quickly.

All armies are able to besiege fortifications using the engines of war permitted in the army list. These machines and artillery are small and mobile enough to be used in the field in open battles as well. Some are simple enough to be constructed from local materials by an army that suddenly encounters a fortified position blocking its intended route. The war machines, artillery and siege engines of a siege train are altogether on a different scale. These machines are so huge that they cannot easily be constructed in the field. Instead, they must be manufactured in advance, often in prefabricated sections that can be transported in wagons, on ships, or stored until needed in fortresses.

Four principle siege engines make up a siege train. These are described below.

THE MONSTER STONE THROWER

This is a catapult operated by a massive counterweight that swings a long shaft and hurls a boulder a very great distance. The huge boulder will smash any ramparts that it strikes. The catapult is made of thick timbers to withstand the stress and strain, but the parts can be transported individually on wagons and are lashed together into a catapult in the siege lines.

THE GREAT CANNON

The great cannon is a cannon so big that the ruler of the empire will have to make special measures to get hold of enough metal to make it. All the bells in the realm or all the cannons of the fleet may have to be melted down to provide enough bronze to cast a single great cannon.

The great cannon is so monstrous that hundreds of oxen are required to pull it. Few roads and bridges can withstand such a weight passing over them, and city gates must be demolished for it to pass through. Several ships must be lashed together to convey its weight on the ocean.

An extra large company of artillery crew is required to serve the gun. The cannon balls are usually made from stone and are fired with a sound like thunder. The shot roars through the air for a distance of several miles and

can roll several miles more when it strikes the ground. Walls, gates and towers are shattered when the ball strikes. One shot requires more gunpowder than the entire fleet uses in a year.

THE GIANT BATTERING RAM

The giant battering ram is cut from the tallest and strongest tree in the realm and shod with a massive iron or bronze head. Hundreds of men are needed to pull the ropes that swing the ram to strike a gate or fortress wall. One blow will smash great oak doors like matchwood or crumbles masonry into powder, collapsing towers and walls like sand castles. The hides of a thousand beasts form its canopy, protecting the operators from the arrows of the defenders. The giant battering ram is so heavy that its wheels cut gigantic ruts in the road as it is drawn along on the march by hundreds of oxen.

THE SIEGE TOWER

Hundreds of wagons are required to carry the prefabricated timbers that make up the siege tower, and when these are put together, the siege tower will be raised higher than any known wall. Bolt throwers shoot out of portholes on each of its many levels. A drawbridge or spiked corvus is read on the top of the tower to be dropped on the enemy battlements allowing attackers to swarm across, constantly reinforced by a steady stream of soldiers scaling ladders within the protected tower itself. The whole thing is sheathed in iron and bronze scales or thick hides. It is pushed against the walls by a thousand men toiling on the siege ramp required to support its weight.

RULES FOR USING THE SIEGE TRAIN

The siege train can contain up to four of the engines described above. These can be four different types or any combination of types, perhaps even four of the same type - it's up to you to determine your preferred siege strategy. The monster stone thrower and the great cannon are used for battering the fortifications prior to an assault. The siege tower and the great battering ram are used in the assault itself. With siege engines such as these, the demolition and swift storming of enemy strongholds is made possible. Sieges are reduced to a matter of weeks or even days, perhaps a single terrible assault! The conquering army proceeds as an irresistible force, and nothing can stand in its way. Each engine (element) of the siege train has a point value of 250. An attacking side equipped with these engines counts this point value in a siege. The point value of siege train elements is not counted in an open battle, since these engines cannot be maneuvered or set up on a normal battlefield. Too many preparations are required and the rate of fire of the massive artillery takes too long. Siege train elements count as baggage and will be captured if the accompanying banners and escorting troops are defeated.

CONSTRUCTING A SIEGE TRAIN

A siege train can only be built in a city or fortress during the construction phase of the winter season and costs 3 gold crowns per element. You can only build as many siege train elements, as there are wooded tiles within the empire. This represents the expenditure of timber required exactly as for ships and fortresses. The siege train can be stored in any city or fortress of the empire over the winter season.

MOVEMENT

The siege train moves at the same rate as a banner and is subject to all the same rules except subsistence. Up to four siege train elements can be added to a banner and are moved in company with it. The point value is additional to the maximum 1500 points allowed to the banner. If accompanied by a siege train the force cannot move via a perilous route, because the siege train makes it impossible to use wilderness tracks or fords or mountain passes. The force must therefore march along roads and firm open ground. A force with a siege train can however be transported by sea. The siege train does not require subsistence unless moving on its own

Three or more elements count as a 'siege train' banner in their own right and can move on their own without accompanying banners. The column is assumed to include the machines themselves plus 500 points of escorting troops and scouts (these can contribute to a siege or open battle). The subsistence requirement for an independent siege train is the same as that for a banner. It may be useful to move a siege train in this way if it is necessary for banners to move by a different route from the siege engines with the intention of making a rendezvous later (for example if the army intended using a perilous route, or the siege train was being transported by sea). Siege train models are placed in tiles to show where the siege engines are, whether they are with an army banner, involved in a siege, on the march, being transported by sea or in storage in a city or fortress. Abandoned elements are removed from the map, and are assumed to be broken up by locals for the timber or go rotten in the rain. Siege engines are unsuitable for mounting on walls, towers or inside a fortification and cannot be used in defense if located in a besieged tile.

BATTERING FORTIFICATIONS

The assault of a strong fortification will be more likely to succeed if it is preceded by a period of battery using siege engines. If siege train elements are available to the besiegers to contribute to the battering, far greater destruction will be achieved in a shorter space of time making the final assault even more certain of success.

To represent this, when rolling on the Battering Chart add a modifier of +1 to the battering roll for each siege train element present which is capable of battery (ie: the monster stone thrower and the great cannon). This means that besiegers using a siege train are much more likely to gain the maximum assault bonus.

ASSAULTING FORTIFICATIONS

The siege tower and the giant battering ram can be used in an assault to enable attackers to storm the walls and smash the gates allowing troops to pour through into the fortification. To represent this, the attackers gain an assault modifier of +2 per siege tower or giant battering ram present in the besieging force. This means that a force employing these engines is almost certain to successfully storm the fortification.

The formula for calculating the battle resolution score is given here to remind you, with the assault modifier added (see Mighty Empires rulebook).

Battle resolution: Basic factor (from combat table) + strategic modifier + damage multiplier per 1000 points of troops + siege tower or battering ram modifier (+2 per element) + Random Modifier (2D6).

SIEGE TRAINS CAPTURED OR DESTROYED IN BATTLE

Following a battle, any pursuit resulting in the capture of the defeated army's baggage also results in the capture of its siege train. In a siege in which the defenders win by playing the *counter attack* strategy card this means that a successful sally from the fortifications has destroyed one element of the siege train. This must be removed in addition to any points lost in troops from besieging banners. The defender can choose which element is destroyed.

2. WALLS

Gigantic walls that stretch for thousands of miles protect the empires that constructed them. Such a wall is an engineering feat that will cow barbarians for generations to come. These fortifications stand as a testament to your empire's strength for all time, and future generations will stand and wonder at them.

A tile edge may be fortified with a wall at the cost of one crown, if the tile has a settlement, or two if it does not. Timber limits your ability to construct walls in the same manner as ships or fortresses. Walls are located within a given tile. It is quite possible for two walls to be built facing each other, grim fortifications staring at one another across a land wasted by war.

A wall is treated as blocking terrain for all forces except for troops belonging to the empire that controls the tile. Forces that are composed entirely of flying troops may ignore the effects of the wall.

EFFECT ON COMBAT

When all attacking forces enter a tile across wall edges, the defenders have the option of defending the wall. If so, the defenders may multiply their point value by two, in the same manner as defenders of a city. Even if one of the forces was entirely composed of flying troops, the defenders still receive this bonus. If any of the attacking

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forces did not cross a wall, then the defender must fight a normal battle. Use the siege combat resolution tables.

This battle may be resolved as a siege combat, with the walls extending across the battlefield.

If the attackers suffer a repulsed or bloody repulse result, they must retreat from the tile in the normal manner

If the wall is stormed, and there is a fortress or city in the tile, then they may retreat to the settlement and prepare for a siege. The attacker may not assault the fortifications that campaign turn. Otherwise, they must retreat as if defeated on the open field.

SCOUTING

Forces may scout across walls held by enemy forces. However, no information may be gained about the defenders. Do not roll on the scout skirmish charts. In addition, territories behind walls will not switch allegiances because of scouting. Forces must actually cross the wall in order to capture the tile behind it.

USEFUL CHARTS AND TABLES

FORAGING CHART	
Type of Tile	Subsistence Value
Capital	4
Other City	2
Fortress	1
Village	1
Barren	0

SUBSISTENCE SHORTFALL	
D6	Effect of Subsistence Shortfall
1	Lose D6x50 points
2	Lose D6x20 points
3	Lose D6x10 points
4	Lose D6x5 points
5-6	No effect

ROUTE CHART	
D6	Result
1-2	Failure. No route is found. The force may not move this turn.
3-4	Perilous Route. A route is found but is perilous. The force decides whether to risk it or not. If it does, roll a D6: <ul style="list-style-type: none"> 1 Lose D6x50 points per banner and all baggage in force. 2 Lose D6x20 points and baggage point per banner. 3 Lose one point of baggage per banner. If a banner has no baggage, lose D6x20 points. 4 Lose one point of baggage for the entire force, or D6x20 points from one banner if no baggage.
5-6	Entire force passes through with no losses.
5-6	Safe Route. The force may move without danger.

STRATEGIC MODIFIER TABLE			
	Counter	Hold	Withdraw
Direct	-2	0	+2
Surprise	0	+1	-1
Flank	+1	-1	0

SCOUT SKIRMISH CHART	
D6	Result
1	The scouting player reveals the point values in each of his banners.
2	No information gained by either side.
3	Defender reveals total point value of his force.
4	Defender must reveal the point value of each banner, and completely reveal the contents of one of them.
5-6	Complete information is known about the defender.

BATTLE RESULT TABLE		
Score	Result	Points lost
2 -	Defender wins	Defender lost D6x50 points. Attacker lost 100 + D6x50 points and is scattered.
3-5	Defender wins	Defender lost D6x50 points. Attacker lost 50 + D6x50 points.
6-8	Draw	Both lost D6x50 points.
9-11	Attacker wins	Attacker lost D6x50 points. Defender lost 50 + D6x50 points.
12 +	Attacker wins	Attacker lost D6x50 points. Defender lost 100 + D6x50 points and is scattered.

PURSUIT TABLE	
D6	Pursuit Result
1	Dispersed. Retreating force loses all baggage and siege equipment and is not allowed to make route rolls.
2	Shadowed. Retreating force loses D6x50 points.
3	Capture General. Retreating force loses D6x50 points, or the general is captured if tabletop armies are used. If the general is wounded, he is captured, if dead a random character is captured instead.
4	Capture Baggage. All baggage captured by pursuers.
5	No effect.
6	Rear Guard. Pursuers lose D6x50 points.

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COMBAT TABLE

	250	500	750	1000	1250	1500	1750	2000	2500	3000	4000	5000	6000	7000	8000	9000	10000
250	0	+2	+3	+4	+4	+5	+5	+6	+7	+8	+9	+9	+9	+9	+9	+9	+9
500	-2	0	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+9	+9	+9	+9	+9
750	-3	-1	0	+1	+1	+2	+3	+4	+5	+6	+7	+8	+9	+9	+9	+9	+9
1000	-4	-2	-1	0	0	+1	+2	+2	+3	+4	+5	+6	+7	+8	+8	+9	+9
1250	-4	-2	-1	0	0	0	+1	+2	+2	+3	+3	+5	+6	+7	+8	+8	+9
1500	-5	-3	-2	-1	-1	0	0	+1	+1	+2	+4	+4	+5	+6	+7	+8	+8
1750	-5	-4	-3	-2	-1	-1	0	0	+1	+2	+3	+3	+4	+5	+6	+7	+8
2000	-6	-6	-4	-3	-2	-1	0	0	0	+1	+2	+2	+3	+4	+5	+6	+7
2500	-7	-6	-5	-3	-2	-1	-1	0	0	0	+1	+1	+2	+3	+4	+5	+6
3000	-8	-7	-6	-4	-3	-2	-1	-1	0	0	0	+1	+1	+2	+3	+4	+5
4000	-9	-8	-7	-5	-4	-2	-2	-1	-1	0	0	0	+1	+1	+2	+3	+4
5000	-9	-9	-8	-6	-5	-3	-2	-1	-1	-1	0	0	0	+1	+1	+2	+3
6000	-9	-9	-9	-7	-6	-4	-3	-2	-1	-1	-1	0	0	0	+1	+1	+2
7000	-9	-9	-9	-8	-7	-5	-4	-3	-2	-1	-1	-1	0	0	0	+1	+1
8000	-9	-9	-9	-9	-8	-6	-5	-4	-3	-2	-1	-1	-1	0	0	0	+1
9000	-9	-9	-9	-9	-9	-7	-6	-5	-4	-3	-1	-1	-1	0	0	0	0
10000	-9	-9	-9	-9	-9	-8	-7	-6	-5	-4	-2	-1	-1	-1	0	0	0

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LOWLAND AND COASTAL TILES ROLL 2D6

2	Barren	The tile is barren. Place your territory marker in it.
3	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress	If the roll is double 2 the fortress resists the invader. See Independent Settlements. Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Village	The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
6	Village	If the dice roll is double 3 the inhabitants of the tile resist your presence. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Barren	The tile is barren. Place your territory marker in it.
8	Village	If the dice roll is a double 4 the inhabitants of the tile resist your presence. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Village	The tile is fertile and inhabited by people who quickly submit to your enlightened rule. Place a village with your own flag in the tile.
10	City	If the dice roll is a double 5 the inhabitants resist your presence. See Independent Settlements. Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
12	Barren	The tile is barren. Place your territory marker in it.

HIGHLAND TILES ROLL 2D6

2	Barren	The tile is barren. Place your territory marker in it.
3	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress	If the roll is double 2 the fortress resists the invader. See Independent Settlements. Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Barren	The tile is barren. Place your territory marker in it.
6	Village	If the roll is double 3 the village resists the invader. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Barren	The tile is barren. Place your territory marker in it.
8	Village	If the dice roll is a double 4 the inhabitants of the tile resist your presence. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Barren	The tile is barren. Place your territory marker in it.
10	City	If the dice roll is a double 5 the inhabitants resist your presence. See Independent Settlements. Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
12	Barren	The tile is barren. Place your territory marker in it.

MIGHTY EMPIRES

RIVER VALLEY TILES ROLL 2D6

2	Barren	The tile is barren. Place your territory marker in it.
3	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
4	Fortress	If the roll is double 2 the fortress resists the invader. See Independent Settlements. Place a fortress model with an orange independent flag in the tile. If the roll is not a double the fortress submits to your rule and becomes part of your empire. Place a fortress with your own flag in the tile.
5	Village	The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
6	Village	If the roll is double 3 the village resists the invader. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
7	Village	The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
8	Village	If the dice roll is a double 4 the inhabitants of the tile resist your presence. See Independent Settlements. Place a village counter with an orange independent flag in the tile. If the roll is not a double the village submits to your rule and becomes part of your empire. Place a village with your own flag in the tile.
9	Village	The tile is fertile and inhabited by friendly people who quickly submit to your enlightened rule. Place a village model with your own flag in the tile.
10	City	If the dice roll is a double 5 the inhabitants resist your presence. See Independent Settlements. Place a city counter with an orange independent flag in the tile. If the roll is not a double the city submits to your rule and becomes part of your empire. Place a city with your own flag in the tile.
11	Event	The scouting force meets with an unexpected event and cannot complete its mission. Roll on the Event Chart.
12	Barren	The tile is barren. Place your territory marker in it.

SCOUTING EVENT CHART

2	Mass desertion among the ranks places the troops in severe disarray. Each banner in the force loses D6x50 points of troops.
3	Mutiny! The troops are paralyzed by momentary unrest. No banner in the force may move this turn and may not scout or move in its following turn.
4	The army's supplies go rotten on the march. Each banner in the force loses 1 baggage point from its baggage. If a banner has no baggage, consult the Subsistence Shortfall Chart.
5	Sickness sweeps the army incapacitating the force for a short while. Each banner in the force loses D6x10 points value of troops.
6	The army is forced to a halt by localized storms. The force may not move this turn.
7	Due to an unfortunate breakdown in communications, the army's scouts head off in the wrong direction. Nominate a tile side as 1 and number the remaining sides 2 to 6 clockwise. Roll a D6. The scouts will scout in the tile indicated by the dice roll. Roll again on the scouting charts. Assuming the tile is successfully scouted, the force may choose to move into it or not in the same way as normal.
8	The scouts are ambushed by bandits and fail to return. The scouted tile remains unknown and the force is unable to move into that tile this turn.
9	The scouts encounter a merchant convoy carrying food and supplies. The scouts abandon their scouting mission in order to redirect the convoy into the force's baggage. The tile remains unknown but the scouts return carrying D6 extra points of baggage back to the force.
10	The scouts encounter a mercenary band. Roll a D6. On a roll of 1-4 they succeed in recruiting D6x20 points of troops. On a roll of 5-6 they are brutally slaughtered by the mercenaries and are never seen again. Whatever the result of the encounter the tile remains unknown and the force cannot move into it this turn.
11+	If the tile is lowland, river valley or coastal ignore a result of 11 and roll again on this chart instead. If the result is 12, or if the tile is a highland tile on a result of 11 or 12, the scouts discover a Dragons Lair and retreat without scouting the tile. The force is therefore unable to move into the tile this turn. Furthermore, the scouts may have disturbed the sleeping dragons. Roll a D6. On a result of 1-3 the dragons are not woken and there is no further effect. On a result of 4-6 D6+1 dragons are woken and emerge from their lair to lay waste to the countryside (see Winter Events for details of dragon attacks).

MIGHTY EMPIRES