CAMPAIGN SYSTEM

Version 4.2

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BASIC CONCEPTS

THE CAMPAIGN

This document will serve as a set of rules by which to play an ongoing **Chronopia** campaign. A referee or moderator is not required, but secret diplomacy between players will be difficult without one and special events that should be unknown to other players will not be possible unless there is a separate moderator. In the ideal case, the moderator would not participate in the campaign as a player but would only control "non-player" forces.   But if a moderator can participate as a player in the campaign while maintaining a degree of impartiality, then that too can be made to work.

The campaign can take place in one of two places in the game-world of **Chronopia**:

- A newly discovered and fertile land that is ready to be explored and conquered, or

- The discovery of several mysterious magical portals led to an undiscovered New World awaiting explorers and heroes.

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Each game turn will require the players to make several decisions and possibly fight in one or more battles. A game turn equals approximately one week of time, but can be played out in as little as a single afternoon of gaming or as much time as is needed for all events to play out.

THE PLAYERS

The participants in the campaign will be generals of their chosen **Chronopia** race, saddled with the duty of conquering this new land by any means at their disposal. More than one player may choose to play the same race. If this is done they are simply generals competing for the favor of their ruler.

Non-Player Forces

In games with a moderator, there may be Non-player races or forces run by the moderator. These could be small city-state forces or full sized empires. In situations where a player must withdraw from the campaign, the moderator may decide to take over his force until such time as a new player can be found to take over the abandoned empire.

STARTING ARMIES

Each player will start with 1,200 points worth of troops that can be divided up into multiple armies. The minimum size of a starting army is 400 points. During the course of the campaign armies will grow and reduce in size as well as in number. All individuals must be given a name by which they will be known in the campaign. Armies are shown on the map with two numbers and a color. The color is the same as the owning player. The first number designates the particular army within a player's empire.   The second number designates the army size. Army size gives the approximate point value of the army. Multiply the size times 100 to get the minimum point value of the army, the actual value will may be as much as 99 points greater than the minimum value. During the course of the

campaign no army may grow larger than size 25 (maximum of 2599 points).

Joining a Campaign in Progress

If a new player wants to join a campaign that is already in progress, there are two options open to him.

He may assume the empire of a player who is leaving or has left the game.

- He may start a new empire on the fringes of the current map. If this is the case, the moderator should determine if the new player's starting forces need to be upgraded to give him a chance against the other players.

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New players that join a campaign after turn 5 are given three 'freebies' when they join the game. These consist of a size 5 army (up to 500 points), 4 road sections and 1,000 Guilders. The moderator may modify these in any way necessary to allow the new player to be "survivable" in respect to the other players. This procedure can also be used to allow a player whose kingdom has been destroyed to re-join the campaign. The moderator may if desired expand the boundaries of the existing map to accommodate new kingdoms, but existing players should be allowed time to adjust to any possible new threats before enemy forces are placed on the map.

Game Transfer

In the event that a campaign in progress is moved to a new map players will have one of two options in regards to the move.

Option 1: Move all of their existing holdings to the new map in whatever fashion/order the moderator deems appropriate.

Option 2: Start a new empire under all of the following guidelines.

- Cities: Start with a size 25 empire.   No city may start above size 5.

- Forces: Start with armed forces of 4500 points or less. No army may start above size 15.

- Settlers: Start with up to 2 settlers (size 1), they must start in a city.

- Engineers: Start with up to 2 engineers, they must start in a city.

- Misc.: Start with 8 sections of road, one watchtower, one supply depot, and one temple. All of which must start within 5 of one of your cities.

New placement will be handled at the moderator's discretion, but will be staggered.

ECONOMICS

This campaign system provides an economic system to help structure the game and provides a method of purchasing and maintaining the players' armies. The basic monetary unit is the *Guilder*. The guilder is equal to 1 army purchasing point from the Chronopia rulebook and its associated source books.

CITIES

In the campaign, cities are even more important that the armies that you will use to conquer the land. Without the sustenance that the cities provide, your armies would soon find them starving out in the wilds of this New World. Each player starts the game with three size 4 cities or four size 3 cities. These cities are placed according to the following restrictions:

No city may be within 5 hexes of an enemy city.

- One city must be no more than 10 hexes from an enemy city.

Each player rolls a d20. In order, highest to lowest, each player places a city until all cities have been placed. All starting armies must begin in a city owned by the player or in a hex adjacent to a city owned by the player. The moderator may suspend the two rules above if new players are joining the game. The moderator may place them in an attempt to balance the game as needed.

City Size / Population

Cities are rated as to their size. This is a range from 1 to 10, with a size 10 city being a booming metropolis of over 50,000 citizens. The table below indicates the relative sizes of cities in the campaign. The size of a city is directly ties to how much income it provides to your treasury.

Base Income

The income that your cities produce depends on their size. The higher the population, the more workers are available to harvest the land. The greater the available resources, the greater opportunity to turn it into currency for your treasury. The base income level for each of your cities is equal to its size multiplied by 100. As an example, a size 10 city produces 1,000 guilders per turn. Income is vital to your success in the campaign. With it, you are not necessarily guaranteed victory, but without it you are surely guaranteed defeat.

Table 1: City Size

City Size	Income	Population
1	100	1 to 200
2	200	201 to 400
3	300	401 to 800
4	400	801 to 1,600
5	500	1,601 to 3,200
6	600	3,201 to 6,400
7	700	6,401 to 12,800
8	800	12,801 to 25,600
9	900	25,601 to 51,200
10	1000	51,201 +

Corruption

Every turn the corruption level of a city will fluctuate. The moderator will randomly roll a d20 for each city in the game. This is the percentage of that city's income that is lost to corruption, crime, waste, etc… This can be countered, to some extent, with a courthouse city improvement.

Calamities

Every turn there is a 10% chance that some calamity will befall each player. Yes, it is possible that the hands of fate (i.e. the luck of the roll) can cause someone to suffer calamities more often than others. Such is life. The table below details the possible calamities that can befall players.

Famine – This will affect one randomly determined city. The City size will be reduced by 1-3 points. If this reduces a city to size zero it is destroyed. A granary will reduce the effects of a famine by 1-4 points, possibly eliminating any detrimental effects altogether.

Epidemic – This will affect one randomly determined city. City population will be reduced by 1-3 points. If this reduces a city to size zero it is destroyed. An aqueduct will reduce the effects of an epidemic by 1-4 points, possibly eliminating any detrimental effects altogether.

Barbarian Horde – A barbarian army will appear 5 hexes away from a randomly determined army, which they chose as their target. The size of the barbarian army is equal to 5 + 1d10 and will move to engage their target each turn. If defeated in battle they will leave the map. If not defeated, or if circumstance become such that continued pursuit defies logic, then the moderator may intervene and operate the army as a non-player force. Barbarian Hordes are always considered to be in normal supply, and may never ally with any player.

Miscommunication – A randomly selected army will take two move orders in random directions this turn.

Treachery – One randomly selected city loses 10%-100% of its income for this turn. Additionally, one of the other players in the game found the money (killed the tax collectors or something of that nature) and you have a 25% chance of finding out who it was.

Slave/Worker Revolt – One randomly selected city loses 5%-25% of its income for this turn. Things return to normal next turn after some brutal beatings.

City Improvements

Through the course of the game, you can enhance or upgrade your city by various means. Usually these require the building of some structure. The possible structures and their effects are listed below:

Marketplace - A marketplace provides an area where the local populace and traveling traders may exchange goods. A Marketplace increases income of the city by 50%, so a Size 5 city has an income of 750 Guilders instead of 500 Guilders.

Granary – A granary is a large storage facility for food and supplies. Cities without a granary are limited as to how large they can grow. Cities without a granary cannot grow larger than size 4.

Harbor - Cities that are located on or next to a river or adjacent to an open water hex may build a harbor. A harbor allows the owner of the city to move and supply his units over the water.

Courthouse – A courthouse enforces the law of the land. Without one, corruption and crime can take a huge bite out of your income.

Cathedral - Cathedrals inspire the inhabitants of cities. In game turns, this means that all units within a 1 hex radius of the city have their Leadership score increased by two. Note that this increase is only effective for friendly units within 1 hex of the city; once they move on, the increase is lost.

Military Academy - A Military Academy doubles the amount of troops a city can raise as a new army. It does not affect the amount of troops an Army can raise while in the city.

Barracks - Normally, armies are not allowed in a city. They must camp outside for there is no room for them in the city itself. The exception to this is if the city has the city upgrade "Barracks". If a city has a barracks upgrade, then it may house
either up to a size 5 army or up to a size equal to the city size whichever is greater. A Barracks upgrade gives no cut in cost of

army upkeep, but any army in a city hex costs only 30% to upkeep (like a watchtower). Armies inside the city never get "Outmaneuver" in a city fight, but may take part in a city fight according to existing rules.

Aqueduct – This system will provide clean water to all of the citizens of your city and also remove wastewater and other materials away from their homes. An aqueduct is required if a city is to attempt grow beyond size 6.

Improvement	Build Cost	Upkeep	Effect	Counters
Aqueduct	500	50	City may grow past size 6 up to size 10	Epidemic
Barracks	150	25	Allows presence of a field army within the city.	
Cathedral	150	25	Increase LD of nearby friendly forces	
Courthouse	200	75	Reduces the effects of corruption	Corruption
Granary	100	50	City may grow past size 4 up to size 6	Famine
Harbor	200	50	May move supply and units over adjacent open water hexes	
Marketplace	150	75	Increase city income by 50%	
Military Academy	250	75	Increase maximum raiseable army by 100%	

Table 2: City Upgrade

UNIT TYPES

The campaign provides for several different unit types. All unit types are created in the cities and then can perform their own actions.

Armies

The Army is the basic fighting unit of the campaign. An army is composed of troops purchased from the Chronopia rulebook and/or sourcebooks. Armies move around the map and engage other armies in battle. Armies can also eliminate or Enslave Settler and Engineer units as well as lay siege to or reduce the income of enemy cities.

There are two requirements for an army to initially become a "Field Army". The first is that the army conforms to normal Chronopia army structure rules, and the second is that it must be at least size 5 (minimum 500 points in size).   Any army not meeting these requirements is considered a "Broken" army. Broken Armies may not leave a city hex unless it is fleeing from an enemy army (in which case it must follow rules for a Broken army and must head to the next closest friendly city). Once the two requirements are met, then the army is upgraded to a "Field" army and it may leave the city hex. Should an army ever find itself less than size 5 due to happenstance or casualties, then is considered a Broken army and must immediately head towards the nearest friendly city to rebuild. Armies that become "illegal" in respect to normal Chronopia rules may stay in the field as long as they are size 5 or greater, but once they return to a city, they may not leave until again it is a legal army. Even mercenaries fall under this rule. Any army that is less than a

size 5 army for any reason is considered a "Broken Army" and has a "restricted " visible range.

Enemy armies automatically destroy Scouts, Engineers and Settlers. Enemy armies need only to end any action in the same hex as the unit to destroy the unit. The Army does not need to stop for the rest of its turn unless it wishes to enslave the unit in the case of settlers and engineers.

Armies are classified in a variety of ways. The first way defines its mobility. If an army has all fast moving models (fast defined as having a MV stat of 5 or better) and has at least one non-flying model, then the army is a CAV army (cavalry). If any army has at least one slow moving model (slow defined as having a MV stat of 4 or less) then the army is a FOOT army. If the army has all flying models, then the army is a FLYER army.

- CAV

- FOOT

- FLYER

The next designation for an army is its race. This is important because certain races have special abilities that pertain to visibility and movement over terrain. If at least 70% of an army's point come from a single empire (as in: able to be recruited in a normal city in that empire) then that army belongs to the same race at that empire (it does not matter who the controlling player of the army is). If more than 30% of an army is mercenaries or comes from differing empires, then the army is considered a mercenary army. Mercenary armies are denoted with a special marking on the map.

- Mercenary

- Race of army

Armies can function according to the morale of their troops. There are only two classifications an army can have and these are an indirect indication of its morale and ability to fight in the field. A Field army is and army that is functional in all ways and has all its action available to it. A Broken army is an army that has a limited set of actions available to it and has special rules associated with it. Broken Armies are denoted with a special marking on the map.

- Field

- Broken

Broken Armies

There are several ways that an army can become a Broken army. The first is if the army is smaller than the minimum sized army allowed (5). Since this condition is permanent (unless a larger army absorbs it or the army rebuilds in a city) an army below the minimum size has no hope of becoming a Field Army until it becomes larger. The second way is for an army to flee a battle. Anytime an army flees a city or a hex to avoid a fight, then that army is Broken at the beginning of the following turn. If a battle is fought and the army withdraws from the battle after six turns, then the army is not broken.

Broken armies may not move into any hex that contains an unfriendly unit of any type. Broken armies may only move in a direction that reduces the distance between it and the nearest city of its empire (unless an enemy unit or impassable terrain blocks the way), and must always move at least one hex. If broken armies are caught in combat then all models in the army suffer a –1 to MW, CC and LD in addition to any other modifiers that are incurred.

At the end of the turn, if a broken army is not smaller than the minimum army size requirement, then it may attempt to regroup. The Commander of the army does this with a normal leadership test. If the leadership is passed, then the army returns to Field Army status. Otherwise it remains as a Broken army.

Scouts

Scouts are cavalry units and therefore may Move 2 and March 3. A scout unit costs 100 guilders to raise and 50 to upkeep. You may not have more scout units than you have field armies. Scouts may only be raised in a city. If a scout unit ever encounters an enemy army they are automatically destroyed and cannot be enslaved. Scouts are non-combat and cannot harm settlers and engineer units.

Garrisons

All cities are assumed to have a basic garrison that the city supports. The point value of the garrison is either 500 or equal to the city's size times 100, whichever is greater. These forces are chosen at the time they are used (no leeway) and do not have to remain accounted for. Troops purchased with up to 50% of the garrison's value may be given the special ability of "Outmaneuver" at no additional cost as long as no more than a single size one individual is included in this. Garrisons cost nothing to upkeep.

Engineer Battalions

The Engineer Battalion is the construction unit of the campaign. Engineer Battalions are used to build structures, such as Watchtowers, Temples, or Supply Depots, as well as bridges and roads. They can also be used to supplement the empire's income by working any mines that might happen to be in the area. Engineers cannot fight. If attacked by an army, the Engineer Battalion may be eliminated or enslaved.

Settlers

The Settler band is the colonization unit of the campaign. Settlers are used to found new cities. Settlers, like Engineer Battalions, cannot fight. If attacked by an army, settlers may be eliminated or enslaved.

Spy

The Spy is a special type of unit. Each city of size 4 or greater may raise/employ a maximum of one spy at a time. If he is captured/killed then the city may raise another. Spies are not represented on the map and cannot be encountered like other units.

ORDERS

Each turn, every player issues orders for all the cities and units under his control. These orders instruct the cities and units what to do for that turn. Orders consist of a list of actions to be performed by the unit or city. The list of actions that each unit or city can perform are given later in the rulebook.

The Map

The map for the campaign can be drawn out on is a sheet of hex-based graph paper, or even several sheets, or can be done graphically through other means. Whatever means the moderator comes up with is acceptable, but he must keep in mind that every turn will require map modifications that can involve quite a number of units and cities.

SIZE OF THE MAP

The size of the map is entirely up to you. You will want a map that is large enough to sustain the growth of your player's empires, while at the same time not allowing this growth to run rampant. Also bear in mind that the more players that are in the campaign, the larger your map should be. A campaign between three players will not need as large a map as one with eight or ten players. It is recommended that there be at least 20-25 hexes on the map per player in the campaign.

TERRAIN

The terrain used in the campaign can encompass all of those found in the normal Chronopia world. They are represented on the map by specific colors or icons and all follow the special rules as presented in the various Chronopia source books.

Crag - A crag is a very rough terrain feature. A Crag icon indicates it. A flying unit forced to make a forage roll while in a Crag hex is automatically eliminated. A force may not move through or into a Crag hex unless flying over it.

Desert - Areas that are yellow in color or that contain a small pyramid icon represent desert. Rules for desert terrain can be found on page 55 of the Land of Two Rivers source book. Armies may not normally march through desert hexes. Armies may not forage in Desert hexes. An army that is in the desert, and not in a city, that is forced to make a forage roll is automatically eliminated. Flying units may move, but not march, normally over desert.

Forest - A tree icon or dark green coloration represents a heavily forested area. Such terrain uses the rules for 'Forest Covered' as detailed on page 75 of the Sons of Kronos source book.

Jungle/Swamp (fringes) - A small palm tree icon or a light aqua coloring will designate areas of the outer fringes of a jungle or swamp. Rules for this terrain can be found on page 46 of The Fallen Land source book.

Jungle/Swamp (heart) - A large palm tree of a dark aqua coloring will designate areas that lie in the heart of the jungle or swamp. Rules for this terrain can be found on page 46 of The Fallen Land source book. Armies may not normally march through Jungle/Swamp (heart) hexes. Flying units may move, but not march, over jungle/swamp (heart).

Mountains/Cave Entrances - Areas that are gray in color or have a mountain icon represent mountainous regions. Armies cannot normally march in mountains. A Mountain area may have Cave Entrances. A Cave Entrance Icon or a yellow star indicates a Cave Entrance. Underground passages may be entered at Cave Entrance Locations. Hexes containing Cave entrances may be built

on normally. Flying units may move and march normally over mountains.

Oasis - An oasis is a fertile area in the midst of a desert; usually it is the site of an underground stream. An Oasis is treated as Plains. An Oasis is indicated by a palm tree icon or by a blue/green colored hex.

Plains - A blank hex (i.e. no icon marking) or a hex with light green coloring represents plains or clear grassland. All normal rules apply in a Plains hex.

Rivers - A blue line running on an edge of a hex denotes a river. Rivers are independent of the other listed terrain types with the exception of Water and Mountains. A force may only move across a river at a bridge or ford, unless you have a city along the river with no enemy city on the river between it and the crossing point. A force may move beside the river (walking on the riverbank) using normal movement rules. A force may also move on the river (in boats/barges) if you have a city along the river with no enemy city on the river between it and the moving force. Forces, which move by boats, may move 2 hexes per movement action without using a March action. This rate of 2 hexes is regardless of other terrain in the hex with only one exception and may only be used if the entire move action is on river and/or water hexes. This movement rate of 2 hexes is regardless of whether the army is all cavalry or not, and no army may increase this rate even with a March action. . The one time boats cannot be used on a river is when both sides of a river are mountain hexes. In this case it is assumed that the river has rapids and waterfalls that make boat travel impossible.

An army of nothing but flyers can move across rivers without the need of a bridge, ford or Harbor. Harbors are not needed to provide movement on rivers, but are required to move through water hexes. Cities built on a river will restrict movement through the river/city hex. The owner of the city can demand whatever toll he likes to allow passage through that hex. It does not restrict movement up to, or into, that hex though. Also, having a city on a river hex that leads to open water hexes does not allow movement on the open water hexes unless a Harbor has been built in the city. But boats may move along the shore (edges) of a water hex as long as land is always on one side. Having a city with a Harbor on a river hex that leads to open water hexes that lead to another river will allow movement on both rivers and the open water as long as there is no intervening enemy city.

Road - A black or dark brown line running through a hex denotes a road. Road terrain may be combined with other listed terrain types with the exception of Water. An army moving along a road may move +1 hexes per Move/March action. This bonus applies only if the entire Move/March action takes place on road sections. Armies composed of all flyers may not use the road movement bonus.

Ruins - A Ruins icon present in the hex indicates ruins. Ruins do not necessarily provide access to underground tunnels. Ruins also function as a Watchtower for armies that are in the hex at the start of a turn. If two armies move into a Ruins hex then randomly determine which one will benefit from the use of a Watchtower.

Ruined/Abandoned City – This will be the result of a city that has been abandoned by its owning player. An army or engineer battalion with the use of a Hold action can loot it once you are in the hex. Looting provides you with Guilders in a similar fashion to looting the baggage train of a defeated army. The former size of the city will still be noted on the map. Take the former size * 100 and use the formula for spoils in the combat section of the book to determine what you find. An abandoned city can only be looted once, after which it will function as *Ruins* if the original city was size four or greater, otherwise it is removed from the map.

An abandoned city that has not been looted can be turned into a city by settlers using only a single action rather than the normally required two. The size of the resulting city is equal to the size of the settler band and does not take into account the previous size of the city.

Snow - Snow is actually a climate effect that can alter other terrain hexes. A snowflake icon or a white circle outlined in black is an indicator of a hex that is affected by snow. Rules for 'Snow Covered' terrain can be found on page 73 of the Sons of Kronos source book. Armies may not normally march through snow-covered hexes. Flying units may move and march normally over snow covered terrain.

Underground - Underground areas are not a normal terrain type. There may be underground tunnels that are unseen by forces above ground. A Underground Entrance is indicated by an icon or a yellow star.   Underground passages may not necessarily be able to be entered at Mine Entrance locations. Additional rules covering the underground are described in detail later.

Mine Entrance - A mine icon or a black circle indicates a mine. A hex containing a mine indicates that it is a location that is rich in precious ores and minerals that can be used to augment a kingdoms income. Engineers may work the mines to produce Guilders. Nothing can be built on a hex containing a mine except for roads.

Water - Either a dark blue coloring or an icon of a drop of water represents water. If a hex is completely filled with water, and no other terrain type, then it is impassable to normal troops. A ship must transport troops across such a hex, requiring a city with a Harbor. An army of nothing but flyers can move and spend up to a single turn over water before needing to land. In the open water, there is no limit to how many ships can be in a hex. It is assumed that the ships carry much of the required food and water for the army they carry, so while in the open water hex overcrowding limits do not apply and supply lines are extended 5 hexes for all supply ranges. This ends after the army is disembarked. Also enemy ships will pass each other and even occupy the same hex without conflict in the open water.

Badlands – Badlands is a generic term for terrain that is rough terrain. Normally it is a cross between broken mountains and a desert. This terrain is normally avoided be large forces and thus it becomes a haven for lots of untamed nasties. Visibility into or out of the badlands is never more than 2. No unit may ever march in the badlands without a road and no unit may move more then 1 hex per action into unexplored territory. Areas surrounded by Badlands, like the underground, must be explored before it's interior is known.

SPECIAL TERRAIN TYPES

These terrain features enhance regular terrain hexes as listed below. Each Special Terrain Type is indicated on the map by a two to four character sequence. Special terrain types may be indicated on the campaign map at the start or may be uncovered by players as they move their forces around.

Ford (FD) - Fords are naturally occurring shallow areas in a River. Forces may cross a river at a ford normally without the need for boats. A special Ford icon may indicate Fords.

Fleetfoot Fruit Trees (FFFT) - This region contains groves of Fleetfoot Fruit trees, which increases the stamina of any and all that eat of the fruit. Any army that ends a turn on this hex acquires a stash of Fleetfoot fruit. This stash must be used sometime within the next three turns, and when used gives an additional move or march action to the army for that turn. A green star may also indicate Fleetfoot Fruit Trees. Nothing except roads can be built on a FFFT hex. A green star may indicate a FFFT hex.

Mystic Portal (MP) - Moving into a Mystic Portal allows an army to re-appear at any other MP next turn. A black star may also indicate a Mystical Portal. When moving onto a MP with the intention of moving out of another one next turn you must indicate which one you will be coming out at when you issue the order to move in. A letter will designate MP's. If a Unit declares that it is moving into a portal, but does not give a desired destination, then they will appear at a randomly determined previously undiscovered portal if one exists. Nothing, except roads, can be built on an MP hex.

If two armies start at different MP's and move into the hex previously occupied by the other army they will not encounter each other. They will simply appear at their destination MP. Basically, they both automatically swap hexes. Appearing in the destination MP does not count as movement.   You appear there on your next turn and may use all of your actions per the normal rules. You may opt to move through a hex that contains an MP as if it were a normal hex. Having an army in a hex with an MP does not restrict another army from teleporting there from another MP. Supply can be traced through MP's, but you will need to count the hexes of both MP's.

Sweet Water Clear Spring (SWCS) - This region contains an enchanted spring that fortifies and restores any and all who drink from it. Any army that ends its turn in a Sweet Water Clear Spring can support itself and will cost no upkeep for as long as it remains at there. Sweet Water Clear Springs are indicated on the map by a blue star. Nothing can be built on a SWCS hex except roads.

Magical Glade (MG) - Any magic users (to include Shamans, Alchemists and any other "special" magic using individual) that ends a turn here may purchase one spell (to include potions bombs etc) from ANY spell available in the campaign or in the game of Chronopia. Once this is done, this individual may never again use a Magical Glade (i.e. a single individual may never have more that a single spell not in his own normally available spells). The points of the chosen spell are added to the profile of the Individual with the subsequent increase of upkeep starting next turn. Sweet Water Clear Springs are indicated on the map by a red star. Nothing can be built on a MG hex except roads.

STRUCTURES

City (CT) – Cities are population centered and are described in detail elsewhere. No other structures may be built in a hex containing a city, but may be destroyed in order to build a city.

Any Army can occupy any hex containing a city of the same empire at the reduced upkeep cost of 30% of their total point value rather than the normal 50%. Armies are not considered to be inside the city walls but rather camped outside the city and therefore must do combat with any enemy army entering the hex. The exception to this is if the city contains a barracks. If the city has a barracks, then a limited sized army may stay inside the city itself (see barracks for details).

Bridge (BR) - Bridges allow units to cross over Rivers. A player may construct bridges with his Engineer Battalions.

Supply Depot (SD) - Supply Depots help in supplying a player's force. A player may construct them during his turn with his Engineer Battalion(s). Supply Depots are indicated on the map by a small black dot or an icon. A supply depot can be built on most hexes, but to extend a supply line it must be within 5 hexes of a friendly city or within 3 hexes of another friendly supply depot. At least one supply depot in the chain must fall within 5 hexes of a friendly city. A supply depot cannot house garrison forces or armies in the same way as cities or Watchtowers, but a supply depot can be built in the same hex as a Watchtower, combining both structures, and their abilities. Additionally, temples can be combined with either or both of these structures to combine all of their abilities. A captured supply depot interrupts the chain just like a destroyed one would. A supply depot that does not have a guarding force can be taken over by an enemy who spends an action in the hex on Hold. A supply depot may be built in a hex containing a Watchtower or a Temple.

Any Army can occupy a hex containing a Supply Depot at the reduced upkeep cost of 45% of their total point value (40% if there is a Watchtower in the same hex).

Temple (TM) - Temples increase the leadership of a player's force. A player may construct them during his turn with his Engineer Battalion(s). Fighting in a hex that contains one of your temples increases Leadership by +1. Hexes with temples can be moved through by enemy troops without hindering them. A Temple may be built in a hex containing a Supply Depot or a Watchtower.

Watchtower (WT) - Watchtowers increase a locations defensive strength and visibility as well as reduces upkeep costs of an army. A player may construct Watchtowers during his turn with his Engineer Battalion(s). On the map, a hollow circle in the color of the owning player or an icon designates a watchtower. Any Army can occupy a hex containing watchtowers at the reduced upkeep cost of 45% of their total point value (40% if there is a supply depot in the same hex). Just as enemy forces cannot move through your cities without permission, they can also not move through a hex that has occupied watchtowers without permission.

Hexes with unoccupied watchtowers can be freely moved through by enemy troops. A Watchtower may be built in a hex containing a Supply Depot or a Temple. At the start of a battle the owner of a Watchtower may place a suitable terrain piece representing the watchtower anywhere on his/her half of the game table and may place up to a single warband and/or a single individual in the Watchtower.

VISIBILITY

Cities, Watchtowers, Field Armies, and scouts are the only things that have extended visibility over the map. Settlers, Engineers, Supply Depots, and Temples see only the hex that they occupy, plus adjacent hexes. Spies have no visibility.

Field Armies have "Normal" visible ranges, while Cities, Watchtowers, and Scouts have "Long" visible ranges. Broken Armies have "Restricted" visible ranges.

All cities are visible to all players although size, upgrades, and any forces in the city remain hidden.

How far away a unit can be seen depends more on the unit to be seen than it does the unit doing the "seeing" but both are a factor.

Field Armies are classified as **Small** (Size 0 to 6), **Medium** (Size 7 to 13), **Large** (Size 14 to 20) and **Huge** (Size 21 to 25). How far away an army can be seen is shown in the table below. Engineers, Settlers, Scouts, Supply Depots, Temples, Roads, and Bridges, all count as Small Units, Watchtowers count as Medium units, and Cities count as Large units. If more than one different kind of unit occupies a hex, then only the largest counts for visibility purposes. Either a hex is visible, or its not, there will not be a case where some of the units in a hex are visible, but others are not. If multiple armies are in a hex together, then their sizes are additive for the purpose of determining their final size (for example, two small size 6 armies add to get a medium size 12).

Visibility does not extend through portals. Visibility underground is always 1 regardless of the target or type of visibility. If target unit is in the mountains or light swamp then visibility is reduced by one hex. If target unit is in woods or deep jungle then visibility is reduced by two hexes. Visibility can never be reduced to less than 0 for units with Normal visibility or less then 1 for units with Long visibility. Any army that contains at least 70% of its point value from a single race (or similar races) gains the following special modifier:

Table 3: Visibility Chart

Target Unit	Visibility Rating		
	Restricted	**Normal**	**Long**
Small (0-6)	1	2	3
Medium (7-13)	2	3	4
Large (14-20)	3	4	5
Huge (21-25)	4	5	6
Overcrowded (25+)	5	6	7

Dwarves: In Mountains reduce size by one category*
Sons of Kronos: In Forests reduce size by one category*
Stygian: In Deserts reduce size by one category*
Swamp Goblins & Jade Elves: In All Swamps (fringe and deep) reduce size by one category*

UNDERGROUND RULES

The new world is riddled with a huge underground labyrinth. Nothing is known of the labyrinth except that is full of big nasties and extends to all parts of the world. Whenever in the underground, underground rules and effects apply. Entrances to the underground are all over the map, but are small so are often hard to find. Once found, they will be shown on the players map.

Unlike the surface, visibility underground is only 1 regardless of visibility or target unit's size. Also unlike the surface, max occupancy is 13 rather than 25. Units may not march into or through unknown hexes. Players may trade maps of the underground but this must be done through the moderator to be officially counted and added to the known map of a player. Supply extends underground the same as it does on the surface, but like portal, the entrance hex counts twice (once for the surface, and once for the underground). It is always important to remember that supply underground is often risky because blocking the entrance easily cuts it off from above.

Cavalry and flyers move underground just as they do on the surface except their movement into unknown hexes is reduced to 1.

Building Underground

Only cavern hexes (a hex that is entirely clear with no cavern walls within it) may be built in, with the exception of roads and supply stashes. Engineers may dig new tunnels at the same rate as they build roads, but new cavern hexes may never be excavated (the job is simply too massive). Supply Stashes may be set up in the same manner as building a supply depot and act exactly like a surface supply depot, but these can be set up in non-cavern hexes.

Roads may be built underground, but these are not the same kinds of roads as found on the surface. Instead they are more like "cleared paths" but function the same. There may even be naturally occurring "roads" underground. Roads will be signified underground in the same manner as they are signified on the surface.

Cities in the underground are not shown to all players like surface cities, but rumors about cities and other things in the Labyrinth are often passed around so keeping the existence of an underground city a secret is not always easy (although knowing there is one and knowing where it is are two different things). There are also hidden treasures and wondering armies in the Labyrinth so who knows what one might find in there. Foraging in the labyrinth is difficult at best, so armies forced to forage underground subtract 7 from the die roll to determine the results (negative numbers count).

Mines are different form the underground labyrinth and should not be confused with entrances to the labyrinth. They are separate and in no way related except that Mines and entrances are sometime near each other or even co-located.

NEUTRAL FORCES

There are a number of cities that start on the map as "Neutral". Another player does not control these cities, but rather the moderator controls them. These cities can be sent diplomacy, attacked, allied with etc just as any other city can be. The moderator has a table to determine initial reaction towards an empire that includes everything from becoming a dedicated ally to leading you into a trap. The race of the city and the race of the empire dealing with them will modify the probabilities of initial reactions. Some neutral cities have pre-set initial reactions to certain if not all races (for instance, cities of the dead hate all races and do not deal at all).

There are also "neutral" armies roaming around. Again, these armies can be negotiated with depending on the race doing the negotiations. Either the moderator and/or any other impartial player chosen by the moderator may play out battles between Players and "Neutral" forces. This leaves open the possibility that just because you are playing a firstborn empire does not preclude the possibility that you might be able to play a game as Swamp Goblins if you so choose.

The Turn Sequence

As stated earlier, each game turn represents about a week of time. During this time your armies will move across the land, possibly doing battle with the enemy, your cities will produce income with which you will support your armies, and your enemies will do the same for their cities and armies. For each turn the sequence of phases is given below and each of the phases will be discussed separately.

- Diplomacy (may continue during other phases)
- Income
- Payables/Upkeep
- Actions
- Combat
- End of Turn Accounting

DIPLOMACY

Diplomacy is not a phase that occurs within a certain time period like the other phases. As in actual politics, diplomacy is always an ongoing affair. It is up to the moderator to allow sufficient time between the other phases for diplomacy to occur, but not so much so that the game will bog down. Players are free to negotiate, bribe, threaten, etc. the other generals in the campaign. Any deal that can be struck is viable, but also beware, any deal can also be broken. The repercussions of a broken deal and a slighted general can be a high price to pay. The only diplomacy that needs to go through the moderator are issues of swapping troops, selling troops, using allies, or other deals that require moderator intervention etc. Basically, things that are out of the regular scope of the game or are not covered by these or the normal Chronopia Rules need to go through the moderator. Diplomacy that involves things like providing support, threats, bribes, etc. does not need to be sent to the moderator, just to the players involved. If you have any doubt as to whether or not something needs to be sent to the moderator, go ahead and send it. If you come to an agreement on an issue, like providing support for another player, then all players involved must include them with their actions for the turn so the moderator knows how to apply the results during the turn. The actual mechanics of diplomacy are left up to the moderator.

INCOME

Each player will perform this phase simultaneously. Before moving to the Action phase all players must adjust their treasury as needed. For games with a moderator, the moderator may wish to simply send out income statements to each player showing the monies available to that player from the income of that players cities and the amount previously left over in the kingdom's treasury.

City Income

The income that your cities produce is directly linked to their size. Details on how a player can determine if a hex's ownership if it is in dispute or if the city is under siege can be found later in these rules. Table 1 gives the income level for each of your cities listed by size. The base income of a city is equal to its size multiplied by 100. Certain city upgrades can increase the income produced by a city.

Other Players (payables and receivables)

Now is the time to pay out and collect monies that are owed to and from other players through previous deals and/or negotiations. Add or subtract these amounts from your treasury. This can be done in secret if there is no moderator, but you should have a witness to the transfer of funds if possible.

Specials

Any special events that may increase your income can be accounted for at this time.

PAYABLES/UPKEEP

This phase can best be done in conjunction with the Actions phase. This is the time to pay the bills. All players complete this phase simultaneously and adjust their treasury as required, taking into account all the costs of maintaining their empire.

Specials

Any special events that require the expenditure of funds must be taken care of first. These could include calamities income loss due to attempted sieges, or other outside influences.

City Upgrades/Buildings

The upkeep of your city upgrades and other buildings must be taken care of next. If they are not paid then they will immediately cease to provide you're city with their benefits and you must roll for Disrepair and Neglect. Not paying for a granary or Aqueduct may cause the city to be reduced in size if it is too large. It would be reduced to the largest legal size for a city without the upgrade, even if the upgrade survives the Disrepair and Neglect Roll. This reduction would occur prior to the next income phase. Buildings such as watchtowers, supply depots and temples will continue to operate normally if the upkeep is not paid for, but they still must undergo the Disrepair and Neglect roll.

Disrepair and Neglect

Any city feature or special building that does not have its upkeep paid for in full is at risk of falling into disrepair. If you choose not to pay for the upkeep of an item there is a 50% chance that the feature or building is lost and will need to be rebuilt. Lost buildings are removed from the map and do not leave ruins.

Army Upkeep

Your armies that are traveling across the wilderness come next. There are a couple of things to consider when supporting your armies;

- Do you have the money available to provide them with the support that they need to continue?
- Do you wish to provide them with support?

To answer the first question, take the total point value of the army and divide by 2 (rounding up). This amount would then be deducted from your treasury. If you do not have this amount then you cannot support the army. Either you have enough or you don't. You cannot send partial support to an army. If you cannot, or choose not to, support an army then they are considered "Out of Supply" and suffer all the associated affects as described later. In addition to paying for the upkeep of any army in your command you

may also replenish the armies with replacement troops for ones that were killed in the previous turn. Troops killed on a turn when the army is "Out of Supply", troops killed due to starvation affects, or troops killed in a turn prior to the previous turn may not be replaced. Also, replacement troops may never be sent to an Army that is currently "Out of Supply" for any reason. Normally, replacement troops cost the same as if buying them new and are purchased now and arrive with the supplies in time to use during this turn's actions. Only carbon copies of the troop killed can be replaced. Individuals may be replaced, but the individual must be given a new name and start with zero experience points.   If an army is completely destroyed, then all individuals are permanently killed and no part of the army can be replenished.

Engineering Battalion Upkeep

The upkeep of Engineer Battalions is next. The upkeep cost is 50 Guilders per Battalion. If you do not pay for their upkeep they are immediately eliminated from the game. If engineers are ever "Out of Supply" for any reason they are immediately eliminated from the game.

Scout Upkeep

Scouts require an upkeep of 50 guilders per turn. They may not forage and if you do not pay for their upkeep they are immediately eliminated from the game.   If Scouts are "Out of Supply" for any reason they are immediately eliminated from the game.

Settler Upkeep

Settlers require 10 Guilders per turn per size rating in upkeep. If you do not pay their upkeep they are immediately eliminated from the game. It settlers are ever beyond 'Regular Supply' range for any reason they are immediately eliminated from the game.

Spy Upkeep

Spies require 200 guilders per turn. If this is not paid they are immediately removed from your empire. Spies can never by "Out of Supply".

Other

Anything not covered in one of the above sub-phases should be paid for now. This could include paying for the upkeep of another player's army if you struck such a deal in previous negotiations or for any of a number of other things.

ACTIONS

If playing with a moderator then each player will secretly write down the actions for each army unit, settler unit, engineer unit and city that they control. These will be compared to the actions of the other players and any actions that result in combats will be reported to the affected players. If there is no moderator then each player will write down each of their actions and all players will reveal them simultaneously. Army locations, Army sizes, and City sizes that changed due to supply status, actions etc. should all be adjusted before resolving any combats.

COMBAT

After all actions have been submitted and compiled, any hex occupied by two or more armies may have a battle. See the Combat section for details on handling battles and their aftermath. This phase has a variable length and should allow for all players time to resolve all battles. If two players in the same hex come to a negotiated peace, then they must to the moderator that their battle has been resolved peacefully. Terms of their agreement need not be disclosed, but battles resolved in this manner do not earn experience points or victory booty as described under the battle results and experience sections of the rules.

END OF TURN ACCOUNTING

If playing with the moderator, he will finalize the turn, including final ownership of all hexes and units. Play will then proceed with the Income phase of the next turn.

Actions

Each unit or city may perform one or two actions per turn depending on the unit or city. How many actions a particular unit or city is allowed to use is detailed in their entry below. Each player writes the orders that he wishes for his cities and units to follow. As in the real world, mistakes happen and orders may not be able to be carried out as planned. These cases will be covered later. Orders must be in the following form:

<Unit or City name> - <action> [action qualifiers]

For example, a movement order for an army would be:
Firstborn Expeditionary Force - Move 3

The moderator may reject orders that are not in this format or illegal. A unit that has been given no orders will automatically assume all of its actions to be Hold for the turn. If you send orders that are legal, but incorrect, they stand as sent (mistakes happen, and your units must assume their leaders know what they are doing… even if it doesn't make sense). Your troops get the orders and execute them even if you later realize that they were incorrect. If you send in illegal orders the moderator will use his/her best judgment on how to follow them. As an example, if you send in the orders for an army that includes two March actions, one will either be changed to a Hold action or a regular Move action. Orders are logged, plotted and executed by the moderator in the following order:

- City Action 1
- City Action 2 (if applicable)
- Units Action 1
- Units Action 2 (if applicable)

If opposing units occupy the same hex during the first or second actions of both units then they will stop at the point where they have common ground and fight. If opposing units cross a common hex side but going opposite directions, then they will both stop in one of the two hexes randomly selected.

Hex occupancy & Overcrowding

Map hexes are limited in the number of troops (army sizes) that they can support. Limits are given in Table 4 below.

If the number of troops (total sizes) in a hex exceeds this number then starvation from overcrowding will occur. This is different from starvation as a result from foraging, as it will take place after any battle that may take place in the hex. . It also is different form foraging loss in that losses from overcrowding can be resupllied if not out of supply. Multiple friendly armies can occupy the same hex, but the maximum limit still applies to them.

When determining overcrowding losses each player lays claim to a percentage of the limit equal to the percentage of their army in the hex. Example - Player A (size 14) and Player B (size 11) are allied against Player C (size 23) in a battle (all are of course in the same hex). The hex is a normal "plains" hex so maximum hex occupancy is 25. During the battle, Player C takes heavy casualties reducing his army to size 11. Players A and B are reduced to sizes 11 and 7 respectively. Player A lays claim to 38% of the hex, player B to 24%,

and player C to 38%. The percentages can end up with round off error that the moderator will have to resolve. That results in player A's army being 1 size too large (it's claim = 10 of the 25 that the hex can support), B's army is also 1 size too big (it's claim = 6, while its size is 7) and player C is in the same boat as player 1. You must lose 4 wounds of troops for every size that your army is too big. What this means is that each player in this example must lose an additional 4 wounds of troops. Armies can give a portion of their claim to another player in the same hex, but this must be stated at part of their original orders.

Table 4: Max Hex Occupancy

Hex Type	Max Occupancy	Comments
Underground	13	
City (Inside City)	See Barracks Rules	City size or 5 whichever is highest
City (Outsides City)	25	Counts for troops not in city
Hex w/ Supply Depot	35	10 goes to the owning player, the rest is split up normally
Other	25	

In the case of cities, armies and garrisons in the city do not count against the normal 25 for the hex as long as the city is standing. The city can always support forces inside the walls, but the forces are limited as described under the Barracks rules. If armies inside the city come out to do battle, then they figure into the max hex occupancy as normal.

Supply ranges

Armies receive their regular supplies of food, fresh water, replacements, etc. from nearby friendly cities or Supply Depots. The distance an army is from the nearest friendly city or Supply Depot determines its supply status. If an empire chooses not to pay for the upkeep of an army, then they automatically suffer the effect of 'Out of Supply' status. If an army is 'Out of Supply' you cannot choose to pay their upkeep. They are too far away for your caravans to reach them. Check the table below and apply the results as stated.

- **Regular Supply** = 0 to 5 hexes away from a friendly city. No restrictions. May take two actions from the list below. Replacements for killed troops are paid for at the normal cost.

- **Long Supply** = 6 to 10 hexes away from a friendly city. May only take one action from the list below. Replacements for killed troops are paid for at 1½ times the normal cost.

- **Extended Supply** = 11 to 15 hexes away from a friendly city. May only take one action from the list below. Cannot March, but automatically suffers the penalties that are associated with Marching. Replacements for killed troops are paid for at 2 times the normal cost.

- **Out of Supply** = 16+ hexes away from a friendly city. May only take one action from the list below. Cannot March, but automatically suffers the penalties that are associated with Marching. Must roll for starvation effects according to the foraging rules below. Also, armies that you choose not to send supplies or those that are under siege must check for starvation effects. Replacements for killed troops cannot be purchased.

Foraging – Determine your starvation test number by adding a number of points equal to the size of all of your Individuals plus 2 points for each Warband in the army. You will need to roll this number or higher on a d20 to avoid the effects of starvation. For every point you miss the roll by the army loses 2 'wounds' worth of troops. The owner of the army can decide which troops suffer from starvation. Troops in warbands that have multiple wounds may not choose to take partial wounds, enough wounds must be allocated to a warband member to cause it to be removed. Once an Individual is given a wound you must continue to give that Individual wounds until it is dead or there are no more wounds to distribute. Troops that die from starvation may not be bought back like other casualties. Additionally, troops that die in combat that are 'Out of Supply' cannot be re-purchased. Troops dying from starvation will take place before any combat that the remaining troops might see that turn.

Supply Route - The following items may modify the effective distance that your armies are from friendly cities or supply depots:

impassable rivers, open water (unless a city with a harbor is making this link of the chain), enemy supply depots, enemy Watchtowers, enemy cities, and hexes containing enemy armies. Enemy Engineers, Settlers, and Scouts do not impede supply routes. When counting up how far away an army is from a friendly city or supply depot you cannot count hexes that contain the previously items above that impede supplies. You will have to count 'around' them to determine their supply range.

Re-Supply - Armies in the field are far more expensive to keep in fighting order than armies kept back at home. And reinforcements to Field armies are not always easy to come by or get to an army in a timely fashion. To represent this, the cost and ability to re-supply an army varies with range. How much an army can re-supply and the cost for doing so is given in the table below.

Table 5: Re-Supply Costs

Location of Army	Re-supply up to	Re-supply cost
In a city	100% points lost	Normal costs
Normal Supply range	80% points lost	Normal costs
Long Supply range	60% points lost	125% Normal costs
Extended Supply Range	40% points lost	150% Normal costs
Out of Supply	Cannot re-supply	Cannot re-supply

Table 6: Summary of Supply Ranges and Effects

Supply Status	Range in hexes	Army Restrictions	Army Actions	Army Replacements	Scout Actions	Engineer Actions	Settler Actions
Regular	0 to 5	No restrictions	Two	Normal Cost	Two	Two	One
Long	6 to 10	No restrictions	One	125%	Two	One	One
Extended	11 to 15	Cannot March, but automatically suffers the penalties that are associated with Marching	One	150%	One	Destroyed	One
Out of Supply	16+	Cannot March, but automatically suffers the penalties that are associated with Marching. Must roll for starvation effects.	One	Not Allowed	**Destroyed**		

ARMY ACTIONS

These are the actions that your army may take. Each turn an Army may take two actions, unless otherwise prohibited.

Join - If two armies of the same empire are in one hex, they may combine into a single force by the use of the combine action. More than two armies may combine into a single force with the combine action if they are in a city. All armies involved must expend an action

to join. Armies that have only a single action due to supply status will not be able to join another army unless they for some reason start the turn in the same hex as the army they wish to join with.

Disband - All or part of an army may be ordered to disband. If only part of an army is disbanded, then the specific unit or units must be noted. Once disbanded, the army may only regain the forces through the normal recruitment procedures (see Recruit Troops/Learn Spells below). Troops that are going to be disbanded must still have their upkeep paid on the turn when you issue this

order, unless you choose to provide no support at all to the entire army.

Move - An army can move one hex in any direction, unless blocked by impassable terrain. If it ends up in the same hex as an enemy army they must fight unless they both agree to occupy the hex without being hostile towards each other. Armies cannot pass through, enemy city or watchtower hexes that are occupied by a defending army without permission from the owning player. These hexes can be entered to initiate combat or in the case of a city, to conduct a siege. If you attack a defended Watchtower and drive the other army out you can then take over the Watchtower, if you wish, and then freely move through the hex until another player occupies it. A undefended watchtower, supply depot, or temple may be entered and conquered without combat.

A number from 1 to 6 indicates the direction of movement. The numbers correspond with the movement rosette as displayed on the campaign map.

Armies that consist solely of troops/individuals with a Movement of at least 5 are called 'cavalry' (CAV) armies and may add +1 to all land based movement rates. Cavalry armies that consist solely of flying models are classified as flyers (FLYERS) and may move over water hexes. A Cavalry army that contains a combination of land based and flyers is a CAV army and cannot cross over water hexes and are considered the same as if the army contained no flyers. If you are adjacent to an enemy army, settler, or engineering battalion you may add '-follow' to your Move order. This will indicate that you are trying to keep up with the enemy, staying in an adjacent hex, if possible. If you are adjacent to an enemy army you may add '-engage' to your Move order. This will indicate that you are attempting to follow and engage the enemy army if possible. If specified in your orders, your army will even March in order to catch up and engage the enemy.

Movement along rivers and shores in boats

With rivers and shores actually being on hex edges rather then hexes themselves, movement along them is clearly defined here.

- When moving along a river or a shore, the actual number of hexes a unit moves is counted rather then the number of hex-edges.

- As long as the river or shore that the unit is following connects directly to the hex that the unit is moving from, then it is a legal hex to move to using the boat movement rate.

- When moving on rivers or along shores, a unit may not pass an adjacent land hex that is occupied just as it cannot pass through an occupied hex during land movement. This means that for river travel, both sides of the river must be free of enemy troops, and for shoreline travel, the land side must be free of enemy troops.

- Boat actions are expended at the same time as the actions of the unit they are transporting are expended. In affect, this means that if an army takes one action to get to the boat, then the boat has one action to transport the army on the water. If the army takes both actions to get to the boat, then there are no remaining actions to move over water.

- Boats have two actions even if the unit they are transporting does not. So settlers on boats will in affect have two actions while on the water.

March - While marching, an army can move two hexes during a single turn. If they encounter and enemy army and find themselves in combat, they will suffer –1 to all of their CC, MW and LD statistics. Two numbers from 1 to 6 indicate the direction an army marches. The numbers correspond with the movement rosette as displayed on the campaign map. An army may normally only March once per turn. If during both actions, an army only enters clear terrain or hexes containing roads that connect to the hex that they are in, then an army may March twice in single turn. Marching twice in a turn incurs double the normal march penalty if caught in combat (i.e. –2 to LD, MW and CC). The effects of a March action apply to the whole turn.

CAV armies may add +1 to all land based marches, and FLYERS may add +1 to all marches. The March order can also use the follow or engage designators that are available to Move orders.

Recruit Troops / Learn Spells - Armies in a friendly city can recruit new troops to add to their army. The number of points of troops that can be purchased for a single army is equal to the size of the city multiplied by 100. Of course, you also need to be able to pay the full value (equal to the point value) of the new troops immediately. Spell casters can purchase new spells in the same manner, and at the same time, as new troops are being purchased. A Spell caster can learn a maximum of one new spell per turn, but they must roll equal to or less than their PW to learn the spell. If they fail this roll they still spent the guilders equal to the cost of the spell in points. Spell casters that learn new spells have their point value, and upkeep cost, raised accordingly. New Spell casters come with whatever spells you wish in keeping with the normal Chronopia rules and need not roll to learn them. Troops raised by the use of an Army's action become part of that army. The final composition of the army must adhere to all regular warband to individual and missile warband to non-missile warband ratios.

Hold - An army can opt to stay in its current location, doing nothing but getting ready for an enemy attack. This is usually done while in a friendly city hex, but can be done elsewhere or for any reason. Any actions for any army not otherwise specified will always default to a Hold action.

Split - An army may split into two, or more, smaller armies with the use of a split action. If in a city, the army may be broken down into more than 2 new armies if the owner so wishes. If not in a city, you can only split into two new armies. When you split and create two, or more, armies each one has used one action for the turn to perform the actual split. This leaves each army with a single action.

Besiege City - If an army is in the hex containing an enemy city it can use its last, or only, action for the turn in an attempt to lay siege to the city. See the Siege rules for full details.

Patrol - An army may use both of its actions to patrol the surrounding area. The army is on the lookout for enemy movement in the area and will not be moved unless an enemy army comes into an adjacent hex. Any enemy army moving into a hex adjacent to an army on patrol will be engaged, with the patrolling army being moved to the adjacent hex that contains the enemy army. A /M designator can be used with a patrol order. This will extend the engagement range to a total of two hexes, but no more regardless of the

composition of the army. This will cause the patrolling army to move two hexes to engage an enemy army. An army using the /M designator will suffer the same penalties in combat as if they had marched. If more than one enemy army moves into an adjacent hex (2 hexes for /M) then the patrolling player will be given 24 hours to decide which army to engage. They must engage one and if no response is made then the moderator will randomly determine which one is engaged. If an army begins the turn in a patrolling armies range (adjacent or 2 hexes away) then their first move for the turn must be to get out of range without going through patrolled hexes, using either a move or march action. If after their first action they are still in patrol range, or they entered another patrolled hex, then they will be engaged. Patrolling cannot take you through a portal, but an army coming through a portal into patrol range will be engaged as outlined above.

Table 7: Army Actions

Action	Cost	Effect
Hold	0	Nothing
Join	0	Combine one or more armies
March	0	A normal move of two hexes
Move	0	A normal move of 1 hex
Recruit	Troops	Add troops to the army
Siege	0	Attack a city
Split	0	Split troops into two or more armies
Patrol	0	Ready to intercept enemy troops

ENGINEER BATALLION ACTIONS

These are the actions that your engineer battalions may take. Each turn an engineer battalion may take two actions, unless otherwise prohibited.

Build Bridge - An Engineer Battalion may build a bridge over a river on any one edge of the hex that the engineers occupy in a single action.   Any adjacent hex with roads will automatically link up to a bridge. There is no cost for building a bridge.

Build Road - An engineer battalion may build a road in a hex in a single action. Cities, Watchtowers, Supply Depots and Temples count as having roads as soon as an adjacent hex is provided with roads and they will automatically link up to any and all hexes containing roads or other hexes that automatically link up to roads. There is no cost for building a road.

Dig Tunnel – An engineer battalion may dig tunnels in the underground. They may even create new underground entrances. To dig a normal tunnel requires two action which in effect is a combined MOVE and DIG. The Engineer will dig a tunnel in the direction indicated and move into the new tunnel.

To create a new underground entrance is a huge task and will take engineers a full four consecutive actions to create one (2 full turns). Any interruption will cause their work to stop and they will have to

begin again from scratch. Creating a new Underground entrance can only be done from the underground coming up, and not from the surface going down.

To signify the dangers of working underground, on any turn that an engineer corps spends digging, there is a 25% chance that there will be a cave in which kills the engineers. For Dwarven engineers, this is reduced to 10%.

Build Supply Depot - An Engineer Battalion requires two consecutive Build Supply Depot actions to build a Supply Depot (or supply stash).   A supply depot has a base cost of 50 guilders, payable on the first of the two build actions, and an upkeep cost of 10 guilders per turn after the construction is complete.   A supply depot may be built in a hex containing a Watchtower or a Temple.

Build Temples - An Engineer Battalion requires one Build Temple action to build a temple. Temples have a base cost of 25 guilders and an upkeep of 5 guilders per turn after it is completed. A Temple may be built in a hex containing a Supply Depot or a Watchtower.

Build Watchtowers - An Engineer Battalion takes two consecutive Build Watchtower actions. Watchtowers have an initial cost of 100 guilders, payable on the first of the two actions required to build the tower, and an upkeep cost of 50 guilders per turn after the tower is completed. A Watchtower may be built in a hex containing a Supply Depot or a Temple.

Move - An Engineer Battalion can move one hex in any direction. If it ends up in the same hex as an enemy, it is eliminated.   A number from 1 to 6 indicates the direction of movement. The numbers correspond with the movement rosette as displayed on the campaign map.   Engineers may not move 'Out of Supply'.

Hold - This is the same as the Army action Hold.

Work Mine - An Engineer Battalion can choose to work a mine if they spend a turn in the hex containing a mine. They must perform two consecutive Work Mine actions. By doing so they can provide quite a bit of income to your coffers. The Moderator will roll a d20 and consult the following table to determine the amount that you mine.

Every time a mine becomes a ruin a new mine will appear in a random location on the map. The amount rolled is added to your treasury on the next income cycle.

Table 8: Mine Output

Roll	Output	Guilders	Range
1 - 6	Weak	(3d6/3) d20's x5	5 - 600
7 - 15	Normal	(3d6/2) d20's x5	10 - 900
16 - 18	High	(3d6) d20's x5	15 - 1800
19	Mother Load	(3d6+5) d20's x5 add +5 to roll next time mine is worked.	40 - 2300
20+	Exhausted	Output as Mother Load and hex becomes a ruin.	40 – 2300

Table 9: Engineer Actions

Action	Cost	Effect
Build Bridge	0	Add bridge to map
Build Road	0	Add 1 hex of roads to map
Build Supply Depot	50	Add supply Depot to map
Build Temple	25	Add temple to map
Dig Tunnel	0	Created 1 hex of tunnel or add an underground entrance.
Build watchtower	100	Add watchtower to map
Hold	0	Nothing
Move	0	Normal move of 1 hex
Work Mine	0	Add income to empire

SETTLER ACTIONS

Settlers have a very limited set of actions. Each turn a Settler band may take only a single action.

Found City – With this action the settlers create a new city in their current hex. It takes two consecutive actions to found a city and there is no cost associated with the founding of a city. Settlers may not found a city unless there are at least two non-city hexes between the new location and any other city on the map. There are no restrictions on the content of the non-city hexes but they may contain special terrain, watchtowers, etc.…

Move - The Settler band moves one hex. A number from 1 to 6 indicates the direction of movement. The numbers correspond with the movement rosette as displayed on the campaign map.

Hold - This is the same as the Army action Hold.

Table 10: Settler Actions

Action	Cost	Effect
Found City	0	Requires two actions to found new city
Hold	0	Nothing
Move	0	Normal move of 1 hex

SPY ACTIONS

Spies have a very special set of actions available to them. They are everywhere and nowhere, able to come and go like the wind. They are masters of sabotage and stealth. Each turn a spy may attempt one action from the following list.

Spy on City – This action is an attempt to gain information about an enemy city. This order must be accompanied by the name of the city that you are spying on. A successful spying mission will divulge the following information:

- all current city upgrades
- the current action(s) taken by the city
- the force list of any army in the city
- the current amount of Guilders in the empire's treasury.

The moderator will roll a d20 and consult the table below. If your spy is detected then the target player will be informed of the attempt, but it will be unknown to them as to who sent the spy or if their mission was a success or failure. Your spy returns unharmed. If your spy is caught/killed then the target player will know who sent the spy and if the mission was a success or failure.

Table 11: 'Spy on City' Results

D20 Roll	Mission Status	Spy Status
1 – 4	Success	Undetected
5 – 8	Success	Detected
9 – 12	Success	Caught / Killed
13 – 15	Failure	Undetected
16 – 18	Failure	Detected
19 – 20	Failure	Caught / Killed

Destroy – This action is actually an attack on the infrastructure of the city itself. You nominate the Target City and an improvement within that city that you are attempting to destroy. If you do not know for sure if a city has the particular improvement that you wish to target, you may guess. But if you target an improvement that does not exist, then the action is wasted and you will be notified that there was no such improvement in the city. The moderator will roll a d20 and consult the table below. A Mission Success result will cause that improvement to be destroyed while failure results in no detrimental effects at all.

Table 12: 'Destroy' Results

D20 Roll	Mission Status	Spy Status
1 – 4	Success	Undetected
5 – 8	Success	Detected
9 – 12	Success	Caught / Killed
13 – 15	Failure	Undetected
16 – 18	Failure	Detected
19 – 20	Failure	Caught / Killed

Disrupt - This action is an attempt to cause a civil disturbance in the city with the hopes of disrupting the production of whatever the city is currently working on (its action for the turn), causing a work stoppage (reduction of income), or if you are lucky, both!   The moderator will roll on the table below to determine the outcome of this mission. A total success will result in the city taking a hold action for all its actions instead of its intended action(s) AND reducing income by 50%. A partial success will result in the city taking a hold action for all its actions instead of its intended action(s). A failure results in the city suffering no ill effects. Spy status is the same as above, except if the spy is *Turned* he now works for the target city. If a spy is turned the new owner knows who sent the spy on the original mission.

Table 13: 'Disrupt' Results

D20 Roll	Mission Status	Spy Status
1	Total Success	Undetected
2 – 3	Total Success	Detected
4 – 6	Partial Success	Undetected
7 - 10	Partial Success	Detected
11 – 14	Partial Success	Caught / Killed
15 – 16	Failure	Undetected
17 – 18	Failure	Detected
18 – 19	Failure	Caught / Killed
20	Failure	Turned

CITY ACTIONS

Actions for cities are different from those for other units. Cities that are size 1-6 may take one action per turn. Cities that are size 7-10 may take two actions. The following is the list of allowable City actions.

Build City Upgrade - There are several upgrades that your cities can build and make use of. Each turn you can build one upgrade for a city. A summary of all City upgrades can be found on Table 2.

Marketplace - Increases the income of the city by 50%. Initial cost is 150 guilders and upkeep is 75 guilders per turn to maintain.

Granary – Allows growth of a city past size 4. Initial cost is 100 guilders and upkeep is 50 guilders per turn to maintain.

Courthouse – Reduces corruption is a city by d20%, with a minimum corruption value of 0%. Initial cost is 200 guilders and upkeep is 75 guilders per turn to maintain.

Harbor - Allows movement and support through water hexes that a continuous path can be traced to water hexes adjacent to the city or river running through the hex of the city. Initial cost is 200 guilders and upkeep is 50 guilders per turn to maintain.

Cathedral - Increases the LD of any units within one hex of the city by +2. Initial cost is 150 guilders and upkeep is 25 guilders per turn to maintain.

Military Academy - Increases the number of troops a city may raise as a new army from [Size * 50] to [Size * 100]. The academy initial cost is 250 guilders and upkeep is 75 guilders per turn to maintain.

Barracks - Normally, armies are not allowed in a city. They must camp outside for there is no room for them in the city itself. The exception to this is if the city has the city upgrade "Barracks". If a city has a barracks upgrade, then it may house either up to a size 5 army or up to a size equal to the city size whichever is greater. A Barracks upgrade gives no cut in cost of army upkeep, but any army in a city costs only 30% to upkeep (like a watchtower). Armies inside the city never get "Outmaneuver" in a city fight, but may take part in a city fight according to existing rules.

Aqueduct – Provides clean water to all of your citizens and takes away wastewater and other disease causing waste matter. Initial cost is 500 guilders and upkeep is 50 guilders per turn to maintain.

Capitulate - The owner of a besieged city may surrender it by performing a *Capitulate* action. See the Siege section for the specifics of what happens when the ownership of a city changes hands.

Counter Espionage – The city beefs up street patrols, puts extra guards at points of entry and in the vaults, more aggressively enforces its curfew and even institutes martial law if needed. All of these are done by the city in an attempt to thwart any possible actions by an enemy spy that may be directed at the city. Using this as your city action applies a +5 modifier to any espionage rolls made against the city.

Grow - Since larger cities provide more income you will want your cities to grow as much as possible. Of course, large cities also provide nice targets for your enemies. A roll is required to see if your city brings in new citizens, businesses, trade, etc. Roll a d20, if the roll is more than the current size of your city multiplied by two then it grows to the next size. The maximum city size is 10. Other than wasting your action for the turn there is no detrimental effect for failing this roll. Cities that are allowed two actions may attempt to Grow twice in a single turn, but only the first success will be counted. This means that you may use two Grow actions to get two rolls to grow and if either, or both, are successful you will grow once.

Raise Engineer Battalion - An engineer battalion costs 250 Guilders and requires an upkeep of 50 Guilders per turn. Engineer Battalions move like Armies, but they cannot March. If they are caught by an enemy's force in the field, they are cannot defend themselves and may eliminated or enslaved.

Commission Scout - A City may use an action to commission a scouting party. This becomes a new unit and it will immediately get one action. The cost for this action is 100 guilders, and in future turns the upkeep for the scouts will be 50 guilders. You may never have more Scouts than you have Field armies. If there are equal numbers of Scouts and Field army, and one of the Armies becomes Broken, then one Scout unit must be removed from the map.

Raise Spy – A spy is a special type of unit. It is not represented on the game map like other units. A maximum of one spy may be raised/maintained per city. If the spy that a city is employing in captured/killed they may then raise another. A spy costs 800 guilders to raise and costs 200 guilders per turn to maintain.

Raise Troops - Even without the presence of an army in a city, troops may be raised to form a new army. Raising troops from scratch by a city though is normally accomplished at a reduced rate. The size of the city * 50 equals the maximum number of points of troops that can normally be purchased during a turn. These troops will immediately have a single action available to them. Troops raised by the use of a City Action start as an Army separate from any others that might be in the hex, but may use their single action to join. If your city is large enough you may use two Raise Troops actions in a single turn, but the maximum allowable point value of all troops raised during the turn using city actions remains unchanged. For example, you have a size 10 city with a Military Academy giving you a maximum of 1000 points that you can in a turn. You can either use a single action to raise a single army of up to 1000 points, or you can use two actions to raise two armies with a total point value of up to 1000 points.

Spawn Settlers - To build new cities someone has to leave an existing city and venture across the wilderness. You may reduce the size of a city by up to 1/3 and these settlers may move out next turn towards their new homes. A city may not spawn settlers on two consecutive turns. No empire may have more settlers than it has cities. Remember that when you reduce the size of a city you also reduce the income that it produces for your empire. Settlers do not provide any income, but they do require support at the rate of 10 guilders per size rating per turn while traveling. It is advisable, but not required to have them moving in conjunction with a friendly army for protection. Once moving, settlers move at one hex per turn and they may not March. If enemy forces set upon settlers they cannot defend themselves and may be massacred in fairly short order or enslaved. See the table below to determine the minimum and maximum size of settlers that can normally be raised by a city. If more than the maximum number leaves in a single turn the whole city has been abandoned and a huge caravan of settlers has chosen to trek across the wilderness.

Additionally, it costs 50 guilders per size of the settlers' band to prepare them for their journey unless the entire city is disbanding and then they just grab what they can and there is no additional cost.

Table 14: Raised Settlers Limits

City Size	Min	Max
1	0	0
2	0	0
3	1	1

City Size	Min	Max
4	1	1
5	1	1
6	1	2
7	1	2
8	1	2
9	1	3
10	1	3

Hold - The city does nothing this turn.

Abandon City - If a city wishes to flee, then this can be the only action the city performs regardless of its size. A city may not be abandoned if there is an enemy army in the same hex at the beginning of the turn. Orders to abandon a city may not be given to the same city on two consecutive turns. A city being abandoned may not be used to recruit troops, nor may it collect income or take any actions on the following turn even if it is not conquered. All city improvements have a 50% chance of being destroyed.

When the decision is made to abandon a city, not all inhabitants will always be willing to leave. Nor will they be organized when they do so. When orders are given to abandon a city, roll a number of d20's equal to the size of the city and consult the table below to determine the results of each roll. In addition, the city garrison is automatically disbanded for this turn and the next. So any invading army will face no opposition or at most only the troops housed in the city barracks when entering the city. Troops housed in city barracks may either stay or be placed in an adjacent hex of their choosing as a broken army. For the purposes of sacking or taking a city, it's the new city size that is used and not the pre-abandoned city size.

Table 15: Abandon City Results

D20 Roll	Effect
1-4	Confusion and disorganized fleeing, these inhabitants are destroyed. Reduce city size by 1.
5-11	Stubbornness, these inhabitants stay in the city to see what happens.
12-14	Fleeing citizens, place a size 1 settler band in random friendly adjacent hex. Reduce city size by 1.
15-17	Aware citizens, place a size 1 settler band in chosen friendly adjacent hex. Reduce city size by 1.
18-20	Aware but slow citizens, place a size 1 settler band in same hex. Reduce city size by 1.

Table 16: City Actions

Action	Cost	Upkeep	Effect
Build Marketplace	150	75	Increase income by 50%
Build Granary	100	50	City may grow past size 4 up to size 6
Build Courthouse	200	75	Reduces the effects of corruption
Build Harbor	200	50	May move over adjacent open water
Build Cathedral	150	25	Increase LD of nearby friendly forces
Build Military Academy	250	75	Increase max. raised army by 100%
Build Barracks	150	25	Reduces garrison cost by 50%
Build Aqueduct	500	50	City may grow past size 6 up to size 10
Capitulate	0	0	Hands city over to another kingdom
Counter Espionage	0	0	Helps to resist the effects of an enemy spy
Grow	0	0	Attempt to increase size of the city
Raise Engineer	250	50	Produce an Engineer Battalion unit
Raise Spy	800	200	Produce a spy unit
Raise Troops	Var.	Var.	Produce an army
Abandon City	0	0	Citizens Flee
Commission Scouts	100	50	Produce a Scout Unit
Spawn Settlers	50 / size	10 / size	Produce a settler unit
Hold	0	0	Nothing

Combat

Battles between armies, sometimes multiple armies, can come about in a variety of ways. All of the means of fighting are listed below. In most cases, Combat means that the players involved must set a place and a time on their own to resolve the battle and report the actual results to the moderator. How the battle is reported to the rest of the players is up to the person doing the reporting.

INITIATING A BATTLE

There are two ways in which a battle may be initiated. Once it has been determined that there will be a fight the battle is resolved using regular Chronopia rules as modified or added to by the rules in this book.

Occupying the same hex

Armies that come in contact with an enemy unit in the same terrain hex after moving, marching, or sitting still will have to fight. Unless both players have given instructions to avoid contact with each other or have announced that they are friendly or allied with each other, then the forces will stop and fight if ever they cross each other's paths. The only time a unit may avoid being stopped by a hostile force, is if it is traveling with an escort or a second force that engages the hostile force attempting to stop it. Even then, the hostile force may only be ignored if the force (s) engaging it is at least 1 ½ times its size, and the destination of the unit wishing to avoid contact and continue moving is not the hex that the avoided force has come from. This is one of the few cases where conditional type orders may be issued or the moderator may ask for quick military decisions after ledgers have been turned in.

Example: A Swamp Goblin army (size 8) and a Jade Elf army (Size 6) are traveling together as allies. Their intended movement is from hex A to hex B to hex C. A Firstborn army (size 5) attempts to intercept them (an obvious suicide attempt to slow their progress) by moving from hex D to hex B. If the Swamp Goblin Army where to stop and engage the Firstborn army, then the Jade Elf army could continue to Hex C. The Jade Elf army is not large enough to allow the Goblin army to continued and the Jade army would not be able to continue if it where heading towards Hex D.

Moving Through the Same Hex

Since armies can perform 2 actions per turn, it may happen that one army moves through a hex occupied by another army. If both armies are noted with the phrase NO ENGAGE, then they will pass harmlessly by each other. If either one of the armies is not noted with NO ENGAGE, then the moving army stops in the contested location and a battle ensues. Any subsequent actions of the moving armies are lost.

City Hexes

If you are in a city and an enemy army enters the hex your army have a limited set of options:

- Leave the city and attack the enemy, outside the city itself but still in the same hex as the city

- Stay in the city and hope for the best if a siege ensues

- Use your first action to move/march out of the city hex. You lose your second action and cannot engage the enemy army that is still in the city hex.

If you wish to move into a friendly city, but there is an enemy also in the city hex you also have a limited set of options.

- Move into the city hex and attack the enemy army, outside the city itself but still in the same hex as the city

- Attempt to enter the city itself, while bypassing the enemy army. There is a 50% chance of you getting into the city. If you do not get into the city you will have to fight the enemy army.

Battle Results

Battles usually result in both casualties and loss of position. When armies from two empires meet, there is usually a battle unless stated otherwise. When this happens each player has 48 hours to notify the moderator what the intent of his army's commander is. The choices are simple, fight, truce, or run. If both players say truce, then nothing occurs. The following table gives the results of each of the possible combinations.

Any time a defender is forced to roll on the casualty table, the defenders wounds are calculated and then another roll is made for the attacker (inflicting wounds is rarely free). A d20 is rolled, then the result of the roll is modified by adding the result of the formula: (fleeing army size – attacking army size). Note that this is a negative number if the attacking army is larger thus making the die roll result smaller. Multiply this final result by 5 and this is the percent of the defender's wounds that the attacker will take. If the final die roll result (after modifier) is less than or equal to zero, then the attacker takes no damage. Using this method always insures that the attacker will not take more wounds than the defender unless the fleeing army is larger. Normally the moderator will inform both parties of the wounds taken but this is provided so that all players know how the results are come by.

Game Completion

When two armies are engaged in combat players play out the game using normal Chronopia rules. The minimum game length in 6 turns. Any models that leave the table for any reason prior to the end of turn 5 are considered dead. Prior to turn 6 if an army may withdraw from the field only in one of two ways.; by fleeing, or by getting the opposing player to allow the army to withdraw peacefully. Either way the army must retreat one hex and is "Broken". A peaceful withdrawal incurs no additional casualties. A fleeing withdrawal forces the defender to roll on the casualty table to determine the percentage of wounds taken. This is the percentage of wounds of SURVIVING models. Models already killed do not figure into this calculation in any way. Attacker does not take any wounds (unlike the case where the enemy flees before a battle).

If a player plays out the minimum number of turns he may then leave the field without his army being broken. He may still withdraw at this point, but must then incur all the associated penalties, which include being Broken for the next turn.

Player A	Player B	Player A Result	Player B Result
Fight	Fight	Normal Chronopia battle. Normal EP's. Normal booty.	
Fight	Truce	Normal Chronopia battle. Normal EP's. Normal booty. Player A is allowed to give 1 warband the Outmaneuver ability.	
Fight	Run	All characters get 2 EP's. Gain Player B's supply train.	Army broken. Roll on defender casualty table. No EP's
Truce	Fight	Normal Chronopia battle. Normal EP's. Normal booty. Player B is allowed to give 1 warband the Outmaneuver ability.	
Truce	Truce	No action required.	
Truce	Run	No action required.	Army broken. Immediately move 1 hex towards nearest friendly city. No casualties. No EP's.
Run	Right	Army broken. Roll on the Defender Casualty Table. No EP's.	All characters get 2 EP's. Gains player A's baggage train.
Run	Truce	Army broken. Immediately move 1 hex towards nearest friendly city. No casualties. No EP's.	No action required.
Run	Run	Army broke. Each army suffers 10% casualties in the ensuing confusion. Immediately move 1 hex towards nearest friendly city. No EP's.	

Table 17: Results of orders

In any case, the loser of the battle will be forced to immediately retreat one hex.

Table 18: Casualties Table

D20 Roll	Wounds
1	No casualties.
2-3	10%
4-5	20%
6-7	30%
8-9	40%
10-11	50%
12-13	60%
14-15	70%
16-17	80%
18-19	90%
20	100%

Retreats

Retreats are always back to the hex the army came from prior to entering this hex, or one hex in the direction of the nearest city in his empire. If these are not possible then the retreat is to a random adjacent hex. If there is no allowable hex for an army to retreat to, then it is destroyed. Retreats are immediate and occur prior to the beginning of the next turn. Retreating back through a portal or back onto a ship is a legal option and may indeed be required. An Army may not retreat into any hex occupied by any enemy unit or enemy city. It may retreat into a hex containing a "friendly" unit only if it's empire has already been declared as a Friendly or Allied Empire.

Casualties

Warband casualties are considered killed and are removed from your roster. They can be replaced during the next Army Upkeep portion of the Payables phase. They must be replaced on the turn after the battle in which they were lost or not at all. The cost for replacing a model is the same as if buying in new if the force is in regular supply range. If the force is in 'Long' supply range, then the cost for a replacement is 150% the original cost, and if the force is at "Extended' supply range then the replacement cost is double the original cost. Forces that are out of supply may not purchase replacement troops.

Individual casualties have a chance to recover from their wounds. Roll a d20 for each wound suffered in the battle. On a 10 or higher they regain that wound after the battle has ended. If they do not recover all of their wounds then they start the next turn at the reduced level. Wounded Individuals recover one wound per turn, starting with the turn after they were wounded. If they lost all of their remaining wounds in a battle and do not regain at least one of them then they have been killed and are removed from your roster. They can also be replenished in the same manner as Warband troops, but they will be replaced with a new individual of the same type and thereby lose any accumulated experience points and/or upgrades.

Warband models with multiple wounds

Warband models with multiple wounds are either alive and back to their full number of wounds or dead after the battle. They do not retain wounds like an Individual does.

Wound Allocation

When forced to allocate wounds to your force for any reason, be it starvation, fleeing a battle etc., you choose a model any continue giving that model wounds until the model is dead of the number of wounds to allot is exhausted. This means that a player may not split up wounds across multiple models. From each forced wound allocation, there can be no more than one live models that has wounds but is not killed.

Enslaving

When an enemy army lands on an unprotected settler or engineer unit, or wins control of the unit through combat, then the army may have an opportunity to enslave the unit. This may only be done if has been included in the orders or the army involved or is the default due to the declared status. If there is more than one army involved, then the settlers and/or engineers will only be enslaved if ALL armies have chosen to enslave them. If any army involved does not have orders to enslave the unit or that is not the default, then the unit is automatically destroyed. If the attempt to enslave the unit is made, then the following percentages are used to determine the outcome:

- 60% - Unit is Enslaved

- 20% - Unit resists and is killed

- 20% - Unit Escapes Unharmed, retreat unit 1 hex

Enslaved unit perform exactly like their contemporaries. An enslaved settler unit will build a normal city and not a conquered city. Enslaved engineers perform in the same manner as other engineers from the empire. Enslaved unit can function by themselves, and it is assumed that there are "handlers" from the controlling empire with the slaves at all time. It is to these Handlers that the actual orders are given.

If the original empire or any empire that is declared friendly or allied ever comes in contact or gains control of an enslaved unit, they are automatically set free with no required die roll. The empire that controls an enslaved unit may at any time put the slaves to death, but if the action that these orders are to be carried out is the same action that they are reached by a army that would set them free, then there is only a 50% chance of it succeeding.

Spoils

After a battle, the victor is able to pick over the baggage trains of the conquered. Some of the train may have been able to get away or some may have been damaged or destroyed in the battle. This will leave a variable amount of booty for the victor to capture. To determine the amount captured roll 1d20 for every point in size (as shown on the map) of the defeated army . Multiply that result times 5. This is the amount, in Guilders, that is added to your treasury.

Table 19: Spoils of War

PV of Defeated Army	Number of d20 to Rolls	Range of Spoils
1 to 99	0	0
100 to 199	1	5 to 100 G
200 to 299	2	10 to 200 G
300 to 399	3	15 to 300 G
400 to 499	4	20 to 400 G

If an army attacks a group of settlers, the spoils are less. Roll a number of d20 equal to the size of the settler band. The result is the amount of guilders looted. In the case of settlers, the owning player does not lose any money. There are no spoils for engineers.

Co-located Settlers and Engineers

If you win a battle in a hex where enemy Settlers and/or Engineers are present there is a 50% chance that they are also killed. Roll for each one that is present. If killed, the attacker rolls for spoils as normal. If an army's orders included instructions to enslave these units, then the same odds apply to the army getting the opportunity to attempt enslaving the unit.

Voluntary Retreat

During a battle you may always yield the field of combat to your enemy after turn 6. However, your enemy does not have to accept your yielding. If you yield and the enemy accepts then the battle is over and all remaining models are assumed to leave the field peacefully under a temporary cease fire order. If you yield and they do not accept then you need to get your guys off of the field as quickly as possible. Once off of the table the game is over. In either instance, yielding the field of battle causes you to lose the fight.

Declared Alliances

The normal defaults used by the moderator are that two forces are always hostile and will stop to engage each other and will impede each other's supply lines. Also empires may not use each other's supply lines or enter each other's cities without a fight.

These defaults hold true as long as the an empire leaves it's relationship with the other empire as "Unknown". Empires may change their status towards any other empire when turns are turned in and up to once during the diplomacy phase. How empire A looks at empire B does not effect how empire B looks on empire B. This means that it is possible for Kingdom A to be one state towards Kingdom B, but Kingdom B is in a different state towards Kingdom A. Also just because an empire has stated one way, the actual orders are not required to follow this status in any way. These declarations only affect the defaults used by the moderator and does not actually lock down any actions or change any rules (i.e. two friendly empires will no longer both have to put in their orders to let one or the other use supply lines). All declarations are a matter of public record and will be available to all players.

The following declared states are allowed:

Unknown - Always engage forces, hinder supply lines, allow no access to home supply lines. Allow no access to cities or structures. Kill Settlers and engineers.

Neutral - Always engage forces, do not hinder supply lines, allow no access to home supply lines. Allow no access to cities or structures. Enslave Settlers and engineers.

Friendly - Do not engage forces unless within 3 hexes of controlled city, do not hinder supply lines, allow access to home supply lines. Allow no access to cities or structures. Do not bother Settlers and engineers.

Allied - Never engage forces, do not hinder supply lines, allow access to home supply lines. Allow access to cities and structures. Protect Settlers and engineers.

At War - Always engage forces before all others, hinder supply lines, allow no access to home supply lines. Allow no access to cities or structures. Kill Settlers and engineers.

Again, these do not change any rules, but rather it changes what your default actions towards another's empire would be.

SIEGES

To begin laying siege to a city, the army must be at least equal size to the city and there may be no enemy armies in the hex. There are no other requirements. If any enemy army enters the hex after a siege has started, then the siege is not stopped unless the new army defeats the army laying siege in battle.

Anytime an army of any size lays siege to a city roll a d20. For every previous turn that there was an unsuccessful attempt to get into the city on this siege, add +2 to the die roll.   The following table is used to see if the attacking army gets into the city:

Table 20: Siege Roll

Size of City	Required roll
10	18+
9	17+
8	16+
7	15+
6	14+
5	13+
4	12+
3	11+
2	10+
1	9+

If the army gets into the city, then a city fight ensues. If the attacker wins, then the city is taken and the attacker must then choose to either sack the city, in which case it is destroyed, or keep the city as a conquered city. If the attacker loses, then the siege is broken. If the army does not get into the city, then in the following turn the city production is halved, and the city may not grow.

City Fights

City fights are the result of a successful siege. The attacking army is the army that is laying siege. The defending army consists of the innate city garrison and any troops in the city barracks. Barracks is a city upgrade, and if there are no barracks in the city, then only the garrison may defend the city. City garrisons are any troops the defender wishes to bring, but the total value may not exceed 100 times the city size. Special rules that apply to city fights:

- Warbands that consist of up to 1/2 of the points in the garrison's value may be given the Outmaneuver special ability.

- The dimensions of the attacker's deployment zone are half of normal size (length and width), but may be placed anywhere on his table edge. Any troops that cannot fit in the new deployment zone start on the table edge on following turns if there is room for them.

- The defender's garrison force has its deployment zone extended by 9" towards the center of the table.

- City fights must take place with city-type terrain. This must include buildings and streets. It may include very sparse forest areas that represent small parks. Individual trees may be placed throughout the play area, but not in a dense manner. There may be a river in the area, but there must be at least one large bridge crossing it. City fights may also take place at the city walls, but the walls must already be breached when the game begins.

All successful sieges become city fights unless the defender flees. If the Defender flees, then the city falls without a fight. If there is an army in the city, then it may leave the city taking normal losses for fleeing.

City Morale

Prior to a city fight, determined the city's morale. This is determined using the following rules:

- Starting with a base number of 10,
- Subtract the size of the attacking army
- Add the size of the city,
- Add 2 if the city has a cathedral
- Subtract 1 for every turn the attacking army has failed to get into the city for this siege.
- Add twice the size of any army in barracks.
- Add/Subtract any other special modifiers

The resulting number is the city's morale.

At the start of every turn stating on turn 5, if the point value of the surviving attacking army is larger than the point value of the surviving defending army, a city morale test must be made. The defending player rolls a d20, if the result is equal to or less than the

city morale, then the fight may continue. If the result is higher than city moral, then the city breaks and the defender is forced to withdraw. Garrison troops are all lost.

Withdrawing from a City fight

At any time during a city fight the attacker or the defender may withdraw. There are two types of withdrawals, a fighting withdrawal, and a peaceful withdrawal. Essentially, a fighting withdrawal is where a player chooses to pull all models off the board against the will of his opponent. All models pulled in this manner roll a d20 for each wound that they have, on an 11+ they take a wound. If the model has remaining wounds, it successfully gets off the field. In a peaceful withdrawal, the opposing player has "allowed" the enemy to leave without further hostilities. All models get off the board without incident. In a fighting withdrawal, even models than can get off the board on their own, or have already left the board need to roll to check for wounds. This represents the difficulty of getting out of the city alive. Withdrawing from the field automatically gives victory to the other player.

If a city has no troops defending it other than its garrison, then there are no troops for the defender to withdraw, i.e. there can be no survivors in a withdrawal. For this reason, a defender may choose never to withdraw simply to inflict as much damage as possible on the attacker. This is acceptable as long as the defender does not fail a city morale test, in which case he is forced to withdraw. The differences between the two types of withdrawals are relevant only to the attacker and to defending troops that are not a part of the garrison. Garrison troops are destroyed in either case.

Any surviving defending troops from a city fight are placed on an adjacent hex and are considered a broken army for the next turn.

Broken Siege

If a siege is broken due to a city fight, then the attacking army must leave the city hex in the following turn and the army may not re-enter the city hex during that turn. The city immediately returns to full production. Garrison is brought back up to full size at no cost. If the troops defending the city (both garrison and any army) where depleted by at least 50%, then this represents that the city was badly damaged and is reduced in size by one third (rounded to nearest whole number).

If the siege is broken due to a fight that occurs outside the city, then normal battle rules apply and there is no effect to the city or its garrison besides that the city income is immediately brought back up to full production.

Conquered city

If a city falls, then the conqueror has two options. The city may be sacked, in which case it is destroyed, or it may be kept as a conquered city. Conquered cities are cities of a foreign power whose inhabitants are force to serve under a new ruler. These are the effects of a conquered city

- Reduction in size by one third (rounded to nearest whole number) when initially taken

- Always provide only 50% of their normal income.

- Conqueror may buy troops of from the original empire from the city, but these troops may never comprise more than 30% of the army they belong to.

- Conqueror may NOT buy troops form his own empire from a conquered city

- Garrisons at conquered cities are comprised of troops from the conqueror's empire and may include up to 30% from the conquered cities original empire.

- At the end of any turn that the conqueror does not have an army in the same hex that is at least half the size of the city, the city may have an uprising. Take the city size, and subtract twice the army size of any army from the conqueror's empire in the hex. If a d20 roll is equal or less than this, then there is an uprising. (Example: a Firstborn size 5 city has been conquered by Elves. There is a size 2 Elven army in the city barracks. The city will revolt on a roll of 1. If there were no Elven army present, then the city would revolt on a roll of 5 or less).

- Conquered cities count as supply depots and not as cities for the purposes of tracing supply.

- After 7 turns as a conquered city, a city will become so subdued that they revert to a normal city within the controlling empire and function in all ways like any other city in the empire.

Sacking a city

When a city is sacked, generate a number of settler bands (all size 1) equal to the city size divided by two (rounded down) and place them in hexes adjacent to the city, no more than one per hex. These are survivors fleeing the city. City and all improvements are destroyed. Is city was size 4 or greater a ruins icon is placed in place of the city. Attacker rolls a number of d20's equal to the twice size of the city and multiples the result by 10. This is the amount of booty taken. If a city is sacked, no booty is taken for the battle to take the city (it has been accounted for in the sack booty). If a city is conquered rather than sacked, normal booty is taken for the battle.

Army Command

Armies of any effective size must be lead by a single leader. This leader is one of the Individuals that is part of the army. Each army designated as a "Field" army must identify which individual model is its leader. There can be only one 'leader' of an army. Additional individuals do not increase the maximum army size that can be lead.

Command Rating

Different individuals have different leadership skills. This is reflected by a command-rating characteristic. The command rating for each individual model for each individual model from the Chronopia rulebooks is given in the race-specific rules section of these rules. The command rating is a score from 5 to 25, or 0, which represents the effectiveness of their command ability. An individual's command rating is equal to the largest size army that they can command. An individual with a command rating of 0 cannot lead any army.

Commanding Foreign Armies

Players are allowed to trade troops and armies with each other as part of their strategy or negotiations. This can be done in a variety of ways and in most cases only take the player controlling the troops to note in their orders that they are now being led by a new commander. Changes in command do not actually take affect until the end of the second action. There are limitations however.

- A player may not turn control of an army over to another player unless there is at least one individual from the empire of the player taking control in the army.

- The commander of the army may only be a individual from the controlling players empires.

- All command ratings of individuals originating from an empire other than the controlling players are reduced to zero.

An army that loses it's commander and only has foreign individuals left to command the army become a Leaderless Army and does not need to break up. It will remain a Leaderless Army until another individual from the controlling players army is put in control of the army. A foreign army that has no individual from the controlling players empire may never March.

Loss of Commanders

An army that looses its commander must immediately nominate a new individual model to be the new commander. If the new commander's command rating is insufficient to handle the size of the army, then the army must use a Split action(s) to break down into smaller armies with their own commanders or, if there are no individual models left, into Leaderless bands.

Leaderless Armies

Non-Field Armies do not need to be lead by an individual model. It is not that these armies are truly leaderless; it is just that in most cases the junior officers in charge are not distinguishable from ordinary rank-and-file troops in Chronopia. A Leaderless Army that is involved in a battle suffers an additional –2 modifier to all initiative rolls for the battle.

Spellcasters

Spellcasters start with an initial number of spells. Through the campaign they may learn additional spells. There is no limit to the number of spells a Spellcaster may learn. However, he is limited to the number he can bring into a battle. A Spellcaster is limited to the number of spells as listed in the various **Chronopia** source books. Prior to a battle, a Spellcaster must note which spells he is bringing into the battle.

Summoned individuals are worth double the cost of the spell, in victory points, if killed. Example, an Adamantite Golem is worth 100 VP if killed. Models in a summoned unit are equal to double the cost of the spell, divided by the number of members summoned. Example, If a squad of Fire Demons is summoned each one would be worth 28 victory points. If a warband is summoned with a leader consider the leader as a regular member of the squad for determining   victory   points.

Experience

Individuals that fight in, and live through, battle will earn experience points, which can be used to increase their statistics. A running total of experience points should be kept for each Individual in your armies.

Earning Experience Points

Experience points are earned according to the following list;

- Fighting in a battle = 1 point

- Winning a battle = 2 points

- Successfully casting a spell = 1 point for each spell successfully cast.

- Killing an Individual = points equal to the size of the individual. The individual receiving the experience points must be the one that struck the killing blow.

Statistic	Max	Cost	Roll
CC	18	10	current statistic
MW	18	8	current statistic
PW	18	10	current statistic
LD	18	8	current statistic
AC	+2	15	15+
W	+2	10	15+
St	+2	8	12+
MV	+1	10	15+
A	+2	10	12+
Def	-3	15	15+
Command	25	1 per +1	10+

- Winning a battle against a superior foe = 1 point for every full 20% in points their total PV is over yours.

Spending Experience Points

Points can be spent in an attempt to increase various statistics. The cost for these attempts is listed in the following table. When attempting to raise a statistic you must first pay the points and then roll to see if you are successful. If you roll equal to or less than the required number add one to the statistic. If you roll more than the target number you spend the points, but do not gain anything.

All attempts at raising statistics must take place in a city hex where proper training facilities are available. Individuals that are training to raise a statistic may not attempt to learn a new spell in the same turn.

Destroying Structures

When you take over enemy cities and other structures several things may happen. See below for the effects of takeovers on different structures. Destroying structures like Bridges, Supply Depots, etc. take very little time in comparison to building them and can be done along with a regular Move, but not with a March. If you wish to move and destroy and enemy building, or complex such as a Supply Depot/Watchtower, simply write your Move order with '-Destroy'. This can also be done with your own structures if you so wish.

Bridges - Bridges may be destroyed if they are captured.

Cities - See the section on Sieges.

Supply Depots - Supply Depots that are taken over do nothing but cost you double upkeep for the first turn that they are in your possession. After that they can become part of your own supply lines.

Temples - Enemy temples cannot be taken over, only destroyed or left alone.

Watchtowers - Once you are rid of the enemy you can take over the Watchtowers and man them with your forces. You must pay double upkeep for the first turn that they are in your possession though.

Special Rules

The following sections detail special rules for each nationality in the Chronopia world. Special Rules do not apply to Mercenary armies, which are armies where at least 70% of the army's points do not come from a single force list. Any army, regardless of the player, that has at least 70% of its points coming from a single force list may use the special abilities described below.

Firstborn

- The Sons of Kronos entry in the Firstborn army list may be replaced with any entry from the 'Generic Tribal Army List' from the 'Sons of Kronos' rulebook, except for Individuals or War Hounds.
- The *Envision* Chronomancer spell works differently in the campaign game. It must be cast during a turn where the force is not in combat. Upon being successfully cast, *Envision* allows the casting Chronomancer to see the complete army list of any single enemy warband within 5 hexes.

Command Ratings

Chronomancer	25	
Repulsar Knight	20	
Judge	20	
Enlightened	20	
Mounted Knight	10	(15 for an all-mounted army)
Repulsar Marksman	10	
Black Sister Leader	7	
Mounted Axeman	5	(7 for an all-mounted army)
War Chariot	0	(10 for an all-mounted army)
Nightwalker	0	

Blackblood

- Blackblood, due to their Caravans, may extend each supply range by 1 additional hex from any Blackblood city or supply depot.

Command Ratings

Ogre Deathseeker	25	
Alchemist	15	
Troll Deathseeker	15	
Orc Kutara	10	(15 for all-mounted army)
Ogre Bull Cavalry	7	(10 for all-mounted army)
Troll	5	
Goblin Chariot	0	(5 for all-mounted army)
Double Kutara	0	

Devout

- Risen swordsmen (or archers) that are summoned or raised during a combat may join warbands of like risen at the end of the encounter. Roll a d20 for each summoned risen swordsman and on a 12 or higher they join unit that is already part of your warband. If there is not such a warband in your army they may form one of their own, but you will have to either add more summoned risen during the next combat or recruit further risen in the next friendly city that you visit. Summoned risen may replace those destroyed in battle without having to pay the replacement cost.

- Risen troops do not count towards the forage success roll, but Necromancers and Warped Lords count as Size 3 creatures for this purpose.

- Greater Undead and Undead Knights that are summoned may join the warband at the end of a battle in one of two ways. Greater undead may join a unit of Risen Swordsmen at the end of a battle as long as they roll a 12 or higher on a d20. Undead Knights can be joined into warbands of knights at the end of a battle as long as there are 3 or more and they each roll a 12 or higher on a d20. If a unit is created then it must be maintained with at least 3 undead knights at the end of each combat encounter or the rest will crumble away.

- Demon Knights may form a unit in the same fashion as Skeleton Knights.

- Demons of the Twilight and Greater Demons of the Twilight that have been summoned may remain in the warband as individuals as long as there are enough warbands to support the extra individual(s) and if they each roll an 18 or higher on a d20 after every battle.

- A successfully cast 'Corrosion' spell only lasts for the current battle.

- Individuals that are killed by a 'Vortex' spell cannot be healed. They are dead and are removed from the game.

- Individual Risen casualties do not get to roll to recover at the end of a battle. If they lose all of their wounds they are removed from your roster. If they only lose a portion of their wounds they are automatically fully recovered after the battle.

- Individual Demon casualties are allowed to roll to recover at the end of a battle, but the roll is on a 12 or higher on a d20 instead of the normal 10 or higher on a d20.

- Summoned Risen and Demons that are absorbed into your warband do not need continued concentration on the part of the caster after the initial battle when they were summoned.

Command Ratings

Warped Lord	25
The Nameless	20
Necromancer	15
(25 for an all-Risen army, additional Necromancers are OK)	
Soulflayer	15
Tormented	0
Harbinger	0
Damned	0
Jackal Clan Scout	0
Dusk Realm Demon	0
Abyss Crawler	0
Shadow Stalker	0

Stygian

- For every three dead enemy models that have not already been feasted upon, a Stygian Priestess, an Embalmed, or a Sister of Tiamat may recover one wound without having to roll. This may be done multiple times if there are enough dead enemy models.

- For every dead enemy model that has not been feasted upon in battle or after the battle to recover lost wounds, you may roll a d20. On a 10 or higher they join your warband as a member of the drugged as long as your warband has sufficient numbers of Stygian to support them. If you fail this roll and do not consume them they are considered dead. New additions to the drugged increase the total point value of a warband by 5 points each and must be supported as normal.

- Greater Desert Wyrms do not remain in a warband after the battle has concluded.

- The Stygian may March through Desert hexes.

- The Stygian may forage in desert hexes.

Command Ratings

Priestess	25
Embalmed	20
Guardian	15
Great Warrior	7
Sisters of Tiamat	0
Venom Spawn	0
Desert Wyrm	0
Ophidian	0
Tree Devil	0

Sons of Kronos

- Each warband in your army may be taken from the 'Tribe of the Goddess', 'Shadow Tribe', or 'Tribe of the Dawn' army lists as presented in the 'Sons of Kronos' rulebook. Warbands built from different lists cannot combine in any way, but may fight along side each other.

- Units of Warhounds may be as large at 16 models.

- If your Hunter is killed and is not replaced next turn any units of Warhounds will not be able to fight if you end up in a combat until he is replaced. They are not removed from your roster sheet, but they are incapable of joining the combat until a new Hunter arrives.

- Warbands purchased with the 'Tribe of the Dawn' army list may purchase the Firstborn cavalry units as described above.

- The Sons of Kronos may March through snow-covered hexes.

Command Ratings

Monarch	25	
Horse Warrior	25	
Wyrd	15	
Blade Maiden Leader	7	(10 for an all-Kronos army)
Viridian Lord Champion	0	(10 for an all Viridian Lord army)
Hunter	0	
Scythed Chariot	0	

Dwarves
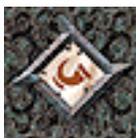
- Dwarves may March through Mountain hexes.

Command Ratings

Dark Tusk Hero	25	
Horn Skull Champion	25	
Mauler	20	
Keeper	15	
War Totem	7	(10 for an all-mounted army)
Tusked Raider	5	(7 for an all-mounted army)
Horned Raider	5	(7 for an all-mounted army)
Totem	0	
Scavenger	0	
Vulture Impaler	0	

Elves

You must select one house to play for the duration of the campaign.

House of the Crystal Lotus

- Ice Warriors that have been summoned during a combat may remain with your warband if the leader is alive at the end of the game and if each remaining member of the unit rolls an 12 or higher on a d20. The unit can only be replenished through subsequent castings of the spell. Extra Ice Warrior Leaders can form another unit if there are 4 Ice Warriors plus a Leader already present or they may revert to a regular warrior and join a unit that is already in existence. After the initial battle, Ice Warriors that are absorbed into your warband do not need continued concentration on the part of the caster.

House of the Obsidian Serpent

- Adamantite Golems that were summoned during the battle may be kept as part of your warband if they have survived. They do not get recovery rolls like other individuals, but are fully recovered after the battle as long as they have at least one wound left. If they are killed during the battle they are considered destroyed. Since they are treated as individuals you must have enough units to support another individual in your warband. After the initial battle, Adamantite Golems that are absorbed into your warband do not need continued concentration on the part of the caster.

House of Helios

- Daughters of the Phoenix that were summoned during the battle may be kept as part of your warband if they have survived. They do not get recovery rolls like other individuals, but are fully recovered after the battle as long as they have at least one wound left. If they are killed during the battle they are considered destroyed. Since they are treated as individuals you must have enough units to support another individual in your warband. After

the initial battle, Daughters of the Phoenix that are absorbed into your warband do not need continued concentration on the part of the caster.

▪ Fire Demons that have been summoned during a combat may remain with your warband at the end of the game if each remaining member of the unit rolls an 12 or higher on a d20. The unit can only be replenished through subsequent castings of the spell. Extra Fire Demons must join an existing unit of Fire Demons. This may take the unit size over the norm of four. After the initial battle, Fire Demons that are absorbed into your

warband do not need continued concentration on the part of the caster.

Command Ratings

Lotus Eater	25	
Flying Dragonbane	25	
Crystal Knight	20	
Obsidian Guard	20	
Warrior of the Sun	15	
Golden Lance	10	
Dragonbane Warkiller	5	(7 for an all-mounted army)
Dragonbane Scout	0	(5 for an all-mounted army)

Swamp Goblins

- The Swamp Goblins may March through Jungle/Swamp (Heart) hexes.

- Swamp Goblins get a –5 die roll modifier when foraging in Swamp/Forest hexes.

Command Ratings
Shaman   25
Sentinel   15
Novice Shaman   5
(not a true Individual, but an army containing a Novice Shaman may be as large as 500 points)
Swamp Fiend   0

General

The following size three creatures are able to engage flyers that are at level 2 (3"-6"). They can charge and attack flyers at level 1 or two while on the ground (level 1), but can also be charged by flyers at these levels while they are on the ground. Flyers can break away using the normal rules for flyers leaving close combat. Basically, these guys are all tall enough if they stand up straight, or extend their necks, to smack a flyer at up to 6" in the air.

- Sisters of Tiamat

- Soulflayer

- Dark Tusk Totem

- Blue Ice Dragon

- Marauding Giant

Player Creations

Players will be allowed to submit new Individuals, Warbands, Spells, etc.… to the Moderator for consideration to be included in the campaign. The Moderator will inform players when they will be able to submit something. Their submission must accompany their regular ledger/actions for the indicated turn. The Moderator will make any changes that are needed to submission, but players will be able to make counter proposals as time allows. The Moderator will have final say on any additions to the campaign. Submissions to modify existing troop, of other existing items, will not be accepted and any player doing so will lose their current chance at a submission. This is for new things. Accepted player creations can only be used by the player that submitted them. Each submission must contain the following items:

- A complete listing of attributes, equipment, special abilities, cost, etc.…

- At least one other unit that already exists in the game that can be used for comparative purposes

- At least a paragraph of background information on the submission and how it fits into the scope of your army

- Which miniatures you will be using for your creation

Crystal Lotus Dragon Archers: Clay Richmond

As in any service organization, there is a hierarchy for troops to advance through in the Crystal Lotus Elves military. All troops begin their career as swordsmen, spearmen or archers, depending on their inherent skills. Elven archers that master their trade and exhibit some skills in hand to hand combat, the strength and aptitude to ride a dragon, and the ability to operate in smaller, more independent groups, are given the chance to join the Dragon Archers.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	13	-	12	2	-	0	-	-	-	-	-	Archer
12	-	-	-	2	-	2	-	-	-	-	-	Dragon
-	-	-	-	-	2	-	6	22	-1	2	59	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
13	14	-	13	2	-	0	-	-	-	-	-	Leader
12	-	-	-	2	-	2	-	-	-	-	-	Dragon
-	-	-	-	-	2	-	6	22	-1	2	63	Combined

Special Rules:　　Mounted Troops, Cause Fear, and Immune to Panic
Equipment:　　　Archers & Leader - Longbow, Longsword
　　　　　　　　　　Dragon – Bite (Dam 12)
Structure:　　　Warband (3-6 members made up of 0-1 Leader and 2-6 Warriors)

Crystal Lotus Dragon Cavalry: Clay Richmond

For the swordsmen and spearmen, those that exhibit that they have mastered their skills and wish to move up, the next step of mastery is in the ranks of the deadly axemen. This is as high as the normal rank and file elf will ever achieve during their obligatory time in service. Those who stay the course and show aptitude join the ranks of elite troops. Some go on to be Lotus Guard, the elite Crystal Lotus foot soldier, while others go on to join the Dragon Cavalry, the elite cavalry arm of the Crystal Lotus Elves. It is from the ranks of these elite troops that arise the Elven heroes that are knighted into the order of the Dragon Knights. Crystal Knights, Flying Dragonbane Knights, Dragonbane Warkillers and Dragonbane Scouts are the most common of these knights that serve the Crystal Lotus Elves.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
14	10	-	14	2	-	1	-	-	-	-	-	Warrior
12	-	-	-	2	-	2	-	-	-	-	-	Dragon
-	-	-	-	-	2	-	6	24	-2	2	67	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
15	10	-	15	2	-	1	-	-	-	-	-	Leader
12	-	-	-	2	-	2	-	-	-	-	-	Dragon
-	-	-	-	-	2	-	6	24	-2	2	72	Combined

Special Rules: Mounted Troops, Cause Fear, and Immune to Panic
Equipment: Rider & Leader – Longsword, Lance
                   Dragon – Bite (Dam 12)
Structure: Warband (3-6 members made up of 0-1 Leader and 2-6 Warriors)

Crystal Lotus Rangers: Clay Richmond

The great wooded forests and glades of the world are the ancient homes of Elven kind, in fact the very cradle of their race. For thousands of years they and they alone were masters of their realm, and lived in perfect harmony with nature. When the Firstborn first came to be known in the world, much of this began to change. The nature of the Elven race began to evolve in order to survive. Today, although the knowledge and wood lore available to them is surpassed by none, the bulk of Elven forces have evolved to take advantage of the greater armor and weaponry available in the modern world. But, as in any great social change, not all were so willing to give up the life that their forefathers lived. Now, though they are few, pockets of elves still live in small communal groups deep in the forests. Sometimes these groups are even accompanied or lead by Elven Druids, the ancient predecessors of the Lotus-Eaters.

Elven Rangers hale from these groups and are the manifestation of the ancient skills that highlighted the Elven race. Young elves in these groups wishing to earn the title of "Ranger" live a harsh life and spend their waking moments honing their special skills under the watchful eye of a personal mentor. After many years of training and experience, the initiate is given a series of tests. Little of what these tests consist of is known. What is known however, is that nearly half of them that take the tests don't survive, and that the final test includes unarmed combat with some unfriendly denizen of the deep forest. Those that successfully complete the final test then go through a highly secret ceremony. The senior members of the Druid circles attend this and it is this ceremony where the Elf is presented with the coveted "Rangers Shroud", the ancient magical mantle of the ranger. Rangers are a highly sought after warrior class by many of the great Elven factions.

Rangers use guile, speed and wood lore in battle instead of the heavy armor their brethren are so fond of. Their cloaks make them nearly invisible to missile weapons and the fast and agile bodies make them a difficult target for even the best swordsmen. Armed with a weapon in each hand, they dive into combat like a whirlwind of cutting steal. Elven rangers are often used as scouts or on special operations as they excel at using stealth to get close to the enemy before attacking and overwhelming them.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
14	12	-	14	2	1	0	3	20	-1	1	41	Ranger
15	13	-	15	2	1	0	3	20	-1	1	44	Leader
15	14	-	15	2	1	0	3	20	-1	1	49	Master
14	12	-	14	2	1	0	3	20	-1	1	48	Horn

Special Abilities: All members of the Warband have the Forest Warrior, Chameleon, Thrown Weapon, and Secondary Attack Special Abilities.
Equipment: Ranger – Longsword & Hunting Blades
                   Leader – Longsword & Hunting Blades
                   Master – Longsword, Hunting Blades, and a Longbow
                   Keeper of the Horn – Longsword, Hunting Blades, and a Stag Horn
Structure: Warband (2-8 Rangers, 0-1 Keeper of the Horn, 0-1 Ranger Master [must have at least 4 regular Rangers to purchase 1 Ranger Master], 0-1 Leader)
Ranger Stag Horn   The Ranger Stag Horn is a horn like no other. Its thin note carries with it the sound as well as the spirit of nature. Rangers revere the stag horn as they use its sound to represent the nature they love and are sworn to protect. Hearing the sound of the stag horn always puts new resolve and determination into the Elven Rangers to rid the field of the enemy's polluting presence. The presence of the Stag Horn in a warband of Rangers gives them the Ferocity Special Ability.

Blue Ice Dragon: Clay Richmond

The ancient predecessors and cousins of the current day Dragonbanes are powerful and highly intelligent creatures. It was before recorded history that these mighty reptiles became friends and allies of the elves. Although the intelligence and fighting style of the ancient Dragons do not lend them be suitable mounts, it was with their help that the smaller Dragonbanes of today were first captured and trained for the Elven knights.   These mighty dragons come in many forms but all have a will of their own and are treated as equals by the elves rather than mere beasts of War. In fact, they are even often found at the table in Elven war councils. Some races believe that there are even Dragons among these ancients that are capable of magic.   The ancient ally and avatar of the Crystal Lotus Elves has always been the winged ice breathing Blue Ice Dragon.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
16	10	-	16	3	4	3	3/6	25	-3	3	145	Dragon

Special Abilities: Cause Fear, Immune to Fear and Panic, Magical Resistance
Special Rules: Flyer, May spend an action to breathe a blast of ice once per turn. The Fire breath attack uses the Fame Template from The Dwarven Labyrinth, Dam 10. All models touched by the template are covered by the freezing chill and must make a successful Armor roll or take a wound. If models have more than 1 wound they must continue to make Armor rolls until they succeed or die. This attack may not be used in Close Combat. May spend 1 action to make a bite and two claw attacks at no penalty. May engage and be engaged in close combat by enemies in either the same or the next higher height band.
Equipment: Bite Attack of DAM 12two Claw attacks DAM 8Structure
Structure: Individual

Firstborn Mounted Scouts: Duffy Carter

The Firstborn Mounted Scouts are missile support troops for the Firstborn cavalry. Able to execute quick guerrilla strikes or act as mobile fire support, these troops are useful in many battle situations. They are the mounted brothers of the ever-flexible Firstborn Crossbowmen.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	13	-	14	2	-	0	-	-	-	-	-	Rider
10	-	-	-	2	-	2	-	-	-	-	-	Horse
-	-	-	-	-	2	-	6	22	-1	2	57	Combined

Special Rules: Mounted Troops
Equipment: Rider – Heavy Bladed Crossbow, Straightsword
Horse – Kick (Dam 8)
Structure: Warband (3-6 Firstborn Mounted Knights, Leaderless)

Firstborn Pikemen: Duffy Carter
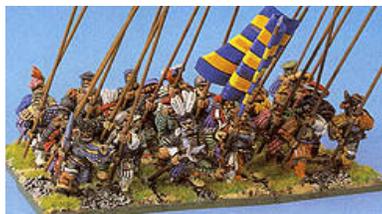
Firstborn Pikemen are recruited from the working population of the Firstborn lands. In times of need, the pikemen leave their farms and shops and follow the One King into battle. While they are not as well trained as Firstborn Knights, their numbers, pikes, and experienced leader make them an effective force on the field of battle.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	-	11	2	1	0	3	18	0	1	17	Pikeman
13	10	-	13	2	1	0	3	18	0	1	17	Leader

Special Rules: None
Equipment: Pikeman – Pike (CR = cc, MX = n/a, RM = n/a, Dam = 11) 2½" reach
Leader - Straightsword
Structure: Warband (8-12 Pikeman and 1 Leader)

Firstborn Mounted Ranger: Duffy Carter

The Mounted Ranger patrols the borders of the Firstborn lands. Rangers are drawn from the ranks of the Repulsar Knight Marksmen, chosen for their riding skills. Working alone, or just as often leading small bands of mounted scouts around the borders, the Rangers are the first line of defense against invasion and the early warning system of the Firstborn empire.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	16	-	16	3	-	2	-	-	-	-	-	Scout
10	-	-	-	2	-	2	-	-	-	-	-	Horse
-	-	-	-	-	2	-	6	23	-1	2	86	Combined

Special Rules: Mounted Troops, Causes Fear, Immune to Panic & Fear and Eagle Eye
Equipment: Rider – Composite Bow and Straightsword
                  Horse – Kick (Dam 8)
Structure: Individual
Command: 10

Dwarven Thermo-Priest: Mark Theurer

Dwarven Thermo-Priests spend most of their time deep in the hearts of active volcanoes. Nobody is quite sure how they withstand the massive heat of their chosen homes, but somehow they not only survive in this most harsh of environments but also turn it to their benefit. Thermo-Priests begin their lives predestined to lead their people in worship of the fire gods that live deep within the very molten core of the earth. Once he has proven himself worthy, by having all facial and cranial hair removed by being burned off without crying out, he is then taught the powerful magicks of his ancestors. Once trained, Thermo-Priests act as religious land battlefield leaders.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	15	14	3	3	1	2	24	-2	1	85	Priest

Structure: Individual (Maximum of 1 per 1,000 points)
Command: 20
Special Abilities: Secondary Attack, Causes Fear, Immune to Fire based weapons and spells
Weapons: Warhammer (CR = cc, MX = n/a, RM = n/a, Dam = 12) one-handed
                Vapor Gauntlet (CR = cc, MX = n/a, RM = n/a, Dam = 9x2) one-handed

Spells

Thermo-Compression (Actions = 2, Level = 6)
Upon successful casting of this spell, a fiery green glow surrounds the Thermo-Priest as magical energy flows through the boiler and into him. This causes him to shudder uncontrollably for a few seconds as the energy courses through his body. His Def is reduced to 0 for the rest of the current turn and he can take no other actions after attempting to cast this spell. On his next turn he has double the normal number of actions. Once successfully cast, this spell cannot be used again in the current battle.

Vapor Jets (Actions = 2, Level = 5)
If this spell is successfully cast place the deviation template on the battlefield, centered on the Thermo-Priest. Any models other than the Thermo-Priest that are touched by the template take a Dam 9 hit from a massive release of steam from the boiler that he carries. If a model takes a wound from this spell continue to make Armor checks until a save is achieved or the model dies.

Special Rules:

Thermo-Priest Steam Boiler   This is a special piece of equipment forged by the Thermo-Priests in the hearts of active volcanoes. Magical energy courses through these machines, waiting to be released by the incantations of the priests. While powerful and deadly, the boilers are prone to malfunctioning, sometimes at the worst possible times. Any time a Thermo-Priest is hit and does not make his saving throw roll a d20. On a roll of 18+ roll a further d20 and consult the table below.

1-3   Explosion! – The Thermo-Priest is automatically killed in a massive explosion as the boiler overheats and ruptures. Place the deviation template over the Thermo-Priest. Any models touched by the template suffer a Dam 10 hit with the same effects as the Vapor Jets spell.

4-6   Overheating – Any further rolls on this table result in an Explosion on a 1-2 instead of just a 1.

7-9	Structural Fatigue – A few bolts come popping out of the boiler as the pressure rises to dangerous levels. Any time the Thermo-Priest attempts to cast a spell roll a d6 before rolling to see if the casting is successful. On a 1 or 2 the casting fails.
10-12	Valve Damage – The boiler hisses as steam escapes. The Thermo-Priest must add 4 to the difficulty of any spells he attempts to cast for the current and next turn.
13-16	Falling Pressure – A fall in pressure makes it more difficult to channel energy through the boiler. The Thermo-Priest must add 2 to the difficulty of any spells he attempts to cast for the current and next turn.
17-20	Breakdown – The boiler makes some strange clanking noises and stops working. At the start of each turn roll a d6. On a 4-6 the Thermo-Priest can cast spell as normal. On a 1-3 he cannot cast spells for the current turn. On a 6 the Thermo-Priest has repaired the boiler and no longer has to check if it is working.

Dwarven Tomb Warriors: Mark Theurer

Dwarven Tomb Warriors are most used as guards for the final resting places of fallen Dwarven heroes and leaders, who are buried deep within the mountains. In times of war, these guards are called forth to combat any enemies of the stout, but proud, race. There is nothing subtle about these warriors. They wear heavy plate armor and are armed with Two-Handed swords. They steamroller into their enemies, cutting them apart and moving on to another foe.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
13	10	-	15	2	1	3	2	25	-2	1	40	Warrior

Structure: Warband (4-8 warriors, leaderless)
Special Abilities: Ferocity
Weapons: Two-Handed Sword (CR = cc, MX = n/a, RM = n/a, Dam = 15) two-handed

Minotaur Lord: Mark Theurer

A groaning beast that is neither Totem nor creation of magic, the Minotaur Lord towers over dwarf and man. It bellows in rage as it tears flesh and splinters bones. The first meeting of dwarf and Minotaur Lord was quite by accident. A group of miners, lead by a Mauler, crashed through the outer wall of a secret meeting chamber deep in the heart of a mountain. A standoff ensued between the dwarves and a group of Minotaurs. Having quite enough of this, the Mauler charged headlong into one of the beasts and a great battle took place, but just between the two warriors. After what seemed an eternity both warriors fell to the ground dead. A pact forged of mutual respect was born that day and now the mighty Minotaur Lords can be seen charging into battle ahead of their stout comrades.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
16	10	-	13	3	3	4	3	23	-2	2	90	Minotaur

Weapons: Armed with 2 really big bladed weapons [CR=CC, Dam=10x2]
Special Abilities: Secondary Attack, Immune to Fear and Panic, Causes Fear, Ram Attack Dam 12
Structure: Individual
Command: 0

Alexis Maximus: Alex Casillas

The Dark Lord has many champions in his ranks. Few, if ever, stand out. One who has reserved his name among the immortals is Alexis Maximus. He was born among the elves many years ago and trained with the great wizard 'Glendare'. As the years passed he became a powerful apprentice, his master was very proud indeed with his progress! Alexis became entranced with swordplay, with a thought he could manipulate any sword in the air like the Ogre warlord 'Kurg'! One day, a dreadful accident happened. While entertaining a lady friend with his abilities (in more ways than one!) He accidentally thrust his sword into Glendare as he entered the room! The wound was very deep…. Glendare, in his disgust, vanquished Alexis in his last breath to the Dark Lord's realm. The Dark Lord had been watching Alexis's progress with interest, in fact it was he that guided the sword into Glendare's belly! Over time, the Dark Lord used Alexis' abilities against his own people…the Elves. Mainly clearing entrenched settlers on the outer banks. Rumors filled the air of this new conqueror! Battles were won with ease now, and Alexis began to enflame the rumors by cutting the tongues off of the dismounted Elf dragons! Letting them run back to their camps, crying with pain. Many battles had been won by Alexis, by now he had become loyal to the Dark Lord, for he lets Alexis reign his might on the mortals with no restraint! The Dark Lord, as a gift, gave Alexis a warrior's coat made of all of the dragon tongues he had severed. The coat, shimmering with blue, red, and green provided Alexis with unparalleled protection, the only request of the Dark Lord….

" Make Epicathon Mine! "

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
16	10	16	16	3	2	0	3	22	0	1	116	Alexis

Structure: Individual (Special Character)
Special Abilities: Ferocity
Weapons: Staff of Summoning [CR = cc, MX = n/a, RM = n/a, Dam = 9]
Straightsword [CR = cc, MX = n/a, RM = n/a, Dam = 10]

Special Rules:
Dragon Tongue War Coat   Constructed by the Dark Lord with the severed tongues of elf dragons, this coat provides the ultimate protection. The wearer of this coat experiences an armor of 25, immunity to cold-based weapons and spells, and immunity to fire based weapons and spells. The wearer also suffers –2 modifier to CC due to its bulk.

New Spells: **Kung's Fury** (Actions = 2, Level = 5)
Once successfully cast, Alexis may wield his sword at a distance of up to 16". This can be used at any time after the spell is cast, even on a subsequent turn. The sword is floating around Alexis, waiting for the mental order to thrust forth and attack. Put a counter next to Alexis to indicate that he has not used this ranged attack yet. While this spell is in effect he cannot use the sword as if it was in his hand. If he wishes to attack with it he must do so at range, but using the following CC stats; CC = 16, Dam = 10x2. Using the sword in this mental ranged attack does not cost an action. After the sword is used in an attack it automatically returns to Alexis' hand and the spell must be cast again if he wants to use the sword at range again.

Ogre Bull Myrmadon Cavalry: Larry Naeyaert

These immense troops leading the Blackblood hordes into battle are a terrifying sight to behold. Few opponents have the courage to stand in the face of such a charge and fewer still survive this charge unscathed. These implacable brutes strike fear into the enemy with their ground-shaking advance and deadly charge.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
14	10	-	14	2	-	3	-	-	-	-	-	Ogre
10	-	-	-	2	-	4	-	-	-	-	-	Bull
-	-	-	-	-	2	-	4	25	-2	3	90	Combined

Special Rules: Mounted Troops, Trample (Dam 14), and Immune to Panic
Equipment: Rider – Heavy Longspear & Shield
Bull – Tusks (Dam 12)
Structure: Warband (3-6 Ogre Bull Cavalry, leaderless)

Orc Kutara Cavalry: Larry Naeyaert

These swift yet powerful warriors work in concert with other cavalry and infantry troops to swiftly seize the initiative of battle forcing opponents into defensive maneuvering, where the enemy more often than not makes costly errors. Charging into battle with their deadly Lances and then fighting fiercely with Falchion and Shield, these troops often shatter the enemy front lines allowing Blackblood infantry to penetrate deep into the opponent forces thoroughly disrupting their plan of attack.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
13	10	-	13	2	-	1	-	-	-	-	-	Warrior
11	-	-	-	2	-	3	-	-	-	-	-	Kutara
-	-	-	-	-	2	-	6	23	-2	2	78	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
15	10	-	15	2	-	1	-	-	-	-	-	Leader
11	-	-	-	2	-	3	-	-	-	-	-	Kutara
-	-	-	-	-	2	-	6	23	-2	2	86	Combined

Special Rules: Mounted Troops, Leap
Equipment: Rider – Lance, Falchion & Shield
                        Kutara – Bite (Dam 9)
Structure: Warband (3-6 members made up of 0-1 Leader and 2-6 Warriors)

Goblin Warg Archers: Larry Naeyaert

These highly mobile troops provide much needed hit-and-run tactics for the Blackblood, often softening the enemy's front-line or flank. Riding huge trained war wolves, called Wargs, these troops delight in demoralizing their enemies and furthering the cause of the Blackblood war machine.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
10	10	-	11	2	-	0	-	-	-	-	-	Rider
9	-	-	-	2	-	1	-	-	-	-	-	Warg
-	-	-	-	-	2	-	6	17	0	1	31	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
10	11	-	12	2	-	0	-	-	-	-	-	Leader
9	-	-	-	2	-	1	-	-	-	-	-	Warg
-	-	-	-	-	2	-	6	17	0	1	35	Combined

Special Rules: Mounted Troops and Forest Warrior
Equipment: Rider & Leader – Dagger and Bow
                        Warg – Bite (Dam 7)
Structure: Warband (2-5 Goblin Warg Archers and 1 Leader)

Goblin Warg Spearmen: Larry Naeyaert

These highly mobile troops provide much needed hit-and-run tactics for the Blackblood often barreling through the enemy's front line. Riding huge trained war wolves, called Wargs, these troops delight in demoralizing their enemies and furthering the cause of the Blackblood war machine.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	-	11	2	-	0	-	-	-	-	-	Rider
9	-	-	-	2	-	1	-	-	-	-	-	Warg
-	-	-	-	-	2	-	6	17	-1	1	29	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
13	11	-	12	2	-	0	-	-	-	-	-	Leader
9	-	-	-	2	-	1	-	-	-	-	-	Warg
-	-	-	-	-	2	-	6	17	-1	1	33	Combined

Special Rules: Mounted Troops and Forest Warrior
Equipment: Rider – Spear & Shield
                        Leader – Trident & Scimitar
                        Warg – Bite (Dam 7)
Weapons: Spear [CR = CC, Dam = 10]
                        Trident [CR = CC, Dam = 12]
                        Scimitar [CR = CC, Dam = 7]
Structure: Warband (2-5 Goblin Warg Spearmen and 1 Leader)

House Helios Dragonbane Warbands: Christopher Carr

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	12	-	12	2	-	1	-	-	-	-	-	Rider
12	-	-	-	2	-	2	-	-	-	-	-	Dragon
-	-	-	-	-	2	-	6	23	-1	2	63	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
13	13	-	13	2	-	1	-	-	-	-	-	Leader
12	-	-	-	2	-	2	-	-	-	-	-	Dragon
-	-	-	-	-	2	-	6	23	-1	2	66	Combined

Special Rules: Mounted Troops, Immune to Panic and Causes Fear
Equipment: Rider & Leader – May be armed with either a Lance and Longsword or a Longbow and Longsword. The entire warband must be equipped with identical weapons when purchased.
Dragon – Bite (Dam 12)
Structure: Warband (3-6 members made up of 0-1 Leader and 2-6 Warriors)

House Helios Firestorm Initates: Christopher Carr

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
9	14	-	14	2	1	0	4	20	+2	1	46	Initiate
9	15	-	15	2	1	0	4	20	+2	1	51	Leader

Special Rules: Immune to Fire-based attacks, Models that are normally immune to regular missile attacks take a single Dam 9 hit instead of 9x2. Only one unit of Firestorm Initiates may be taker per full 1000 points of your army.
Weapons: All: Fire Rune Longbow and Longsword

Fire Rune Longbow	CR	MX	RM	Dam	Missile Weapon
	18	20	-3	9x2	

Grey Tribe Assassins: Gabe Ratliff

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
10	10	-	10	2	1	0	4	18	0	1	28	Assassin
11	11	-	11	2	1	0	4	18	0	1	32	Leader
11	11	-	11	2	1	0	4	18	0	1	47	Plague Bringer

Special Abilities: All - Hide, Stealth
Assassins & Leader – Group Attack, Secondary Attack
Weapons: Assassins & Leader – Shurikens, 2 Hand Spikes
Plague Bringer – 2 Hand Spikes, Plague Bombs
Structure: 4 Assassins, 1 Leader and 1 Plague Bringer

Shurikens:	CR	MX	RM	Dam	Missile Weapon
	6	12	-2	6x2	

Hand Spikes:	CR	MX	RM	Dam	1 Handed Weapon
	CC	-	-	7	

Plague Bomb:	CR	MX	RM	Dam	Missile Weapon
	4	12	-4	7x2	

The Plague Bomb uses the small explosion template, centered over the target model. Any model touched by the template takes a hit with damage equal to 7x2. Any failed saves cause a wound and require you to keep rolling until you save or die. i.e. - Failing one save and making another results in you taking one wound and having to re-roll another single save or take another wound, and so on. Roll a d20 at the beginning of each turn for each Plague Bomb template that is on the table. On a roll of 11 or higher the template is removed. The template blocks LOS up to 3" high.

Dogs of War

Dogs of War are special warbands that hire themselves out as mercenaries. The game moderator will inform the players as to which Dogs of War are currently available for hire at the beginning of each turn, along with their minimum bidding price. Players will be allowed to bid on the various available units during the Diplomacy phase of the current turn. The minimum bid indicates the very least that will be accepted as an offer by the warband. Any players wishing to start the bidding, or outbid another player, must send a message to all players in the campaign indicating their bid. There are no conditional bids where you can keep automatically outbid other bidders. You must keep up with the bids and re-bid if you want to raise. Once the diplomacy phase ends the highest bidder has the warband join their forces. They can start in any of your cities and do not need to accompany a standing army, but they can join one. They act just like one of your warbands, with a couple of exceptions.

- They cannot use the LD of any of your Individuals for tests.

- Many of the DOW warbands have characters as part of the unit. These characters cannot leave the warband, they are part of it. They do not count as an individual for the army.

- You must have appropriate models to use for the DOW warbands. This does not mean that you have to buy the exact models, but you must use something that will very reasonably represent them. Ral Partha, Harlequin, Rackham, GW, Enigma and others make a wide variety of figures that can be used. Just make an effort to come close if you don't want to buy the 'real' figs.

The winning bid indicates the PV for purchase purposes for the first turn only. After that, their upkeep is based upon their minimum bid as their PV. Bidding on, and winning a bid does not cost a city action.

Long Drong Slayer's Dwarf Pirates

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
15	15	-	16	3	2	3	3	19	-2	1	63	Drong
13	12	-	15	2	1	2	3	19	-2	1	41	Pirate
13	12	-	15	2	1	2	3	19	-1	1	44	Standard
13	12	-	15	2	1	2	3	19	-1	1	48	Drummer

Drong, the pirates, the Standard Bearer and Drummer are all armed with a cutlass and a pistol.

Structure: Warband [Drong plus 5 pirates, 1 Standard Bearer and 1 Drummer]. If you fail to replace any lost members the remaining troops will leave you army.

Special Abilities: Long Drong Slayer and all members of his warband are Immune to Panic and Fear and have the Secondary Attack special ability.
Standard Bearer: Warband causes Fear.
Drummer: +1 MW to the entire warband.

Weapons: Cutlass [CR = CC, MX = n/a, RM = n/a, Dam = 8]
Pistol [CR = 6 and CC, MX = 12, RM = -4, Dam =12]

Availability: Any army except Blackblood and Swamp Goblins may hire Long Drong Slayer's Pirates.

Minimum Bid: 360

Pirazzo's Lost Legion

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
13	13	-	14	2	1	1	3	22	-1	1	44	Pirazzo
10	12	-	13	2	1	0	3	20	0	1	34	Crossbow
12	10	-	13	2	1	0	3	22	-1	1	33	Pike
12	10	-	13	2	1	0	3	20	0	1	30	Standard
12	10	-	13	2	1	0	3	20	0	1	31	Drummer

Pirazzo is armed with a sword, crossbow and pike. Crossbowmen are armed with a sword and crossbow. Pikemen are armed with a sword and pike. The Standard Bearer and Drummer are each armed with a sword.

Structure: Warband [Pirazzo plus 9 other members made up of Crossbowmen and/or Pikemen, 1 Standard Bearer and 1 Drummer]. When you hire the Lost Legion you can choose how many regular members will be armed as crossbowmen and how many will be armed as pikemen. You cannot change this once they join your army. If you fail to replace any lost members the remaining troops will leave you army.

Special Abilities: Pirazzo and the Pikemen have the Brace special ability.
                                Standard Bearer: +2 LD to the entire warband.
                                Drummer: The entire warband is immune to Fear.
Weapons: Sword [CR = CC, MX = n/a, RM = n/a, Dam = 9]
                                Crossbow [CR = 16, MX = 24, RM = -4, Dam = 11]
                                Pike [CR=CC, MX = n/a, RM = n/a, Dam = 11] 2.5" reach
Availability: Any army may hire Pirazzo's Lost Legion
Minimum Bid: 407

Al Muktar's Desert Dogs

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
15	13	-	16	3	-	1	-	-	-	-	-	Al Muktar
10	-	-	-	2	-	2	-	-	-	-	-	Horse
-	-	-	-	-	3	-	6	19	-2	2	70	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
14	12	-	15	3	-	2	-	-	-	-	-	Sharti
10	-	-	-	2	-	2	-	-	-	-	-	Horse
-	-	-	-	-	3	-	6	19	-2	2	64	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	-	12	2	-	0	-	-	-	-	-	Standard
10	-	-	-	2	-	2	-	-	-	-	-	Horse
-	-	-	-	-	2	-	6	19	-1	2	55	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	-	12	2	-	0	-	-	-	-	-	Horn
10	-	-	-	2	-	2	-	-	-	-	-	Horse
-	-	-	-	-	2	-	6	19	-1	2	54	Combined

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	-	12	2	-	0	-	-	-	-	-	Rider
10	-	-	-	2	-	2	-	-	-	-	-	Horse
-	-	-	-	-	2	-	6	19	-1	2	50	Combined

All members of the Desert Dogs are armed with a scimitar and shield.

Structure: Warband [Al Muktar and Sheikh Shafti plus 3 Riders, 1 Standard Bearer and Horn Blower]. If you fail to replace any lost members the remaining troops will leave you army.
Special Abilities: All members of the Desert Dogs have the Desert Warrior special ability. They are all mounted troops.
                                Standard Bearer: +1 CC to the entire warband.
                                Horn Blower: +2 LD to the entire warband.
Weapons: Scimitar [CR = CC, MX = n/a, RM = n/a, Dam = 10]
Availability: Any army may hire Al Muktar's Desert Dogs.
Minimum Bid: 393

Vespero's Vendetta

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
16	14	-	15	3	2	1	3	18	-3	1	55	Vespero
14	13	-	14	2	1	0	3	18	-3	1	50	Duellist

Vespero and the Duellists are armed with straightswords and daggers.

Structure: Warband [Vespero and 4 Duellists]. If you fail to replace any lost members the remaining troops will leave your army.
Special Abilities: All members of the warband have the Secondary Attack, Hide and Stealth special abilities. Additionally, Vespero causes Fear.
Weapons: Straightsword [CR = CC, MX = n/a, RM = n/a, Dam = 10]
 Dagger [CR = CC, MX = n/a, RM = n/a, Dam = 6]
Availability: Any army may hire Vespero's Vendetta.
Minimum Bid: 305

Braganza's Besiegers

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
13	13	-	14	3	2	1	3	23	0	1	45	Braganza
12	12	-	13	2	1	0	3	23	0	1	42	Besieger
12	12	-	13	2	1	0	3	23	0	1	45	Bugler
12	12	-	13	2	1	0	3	23	0	1	43	Standard

All members of the warband are armed with a sword, crossbow and warshield [-2 to be hit and -2 Dam from all regular missile weapons]

Structure: Warband [Braganza, 5 Crossbowmen, 1 Bugler and 1 Standard Bearer]. If you fail to replace any lost members the remaining troops will leave you army.
Special Abilities: Bugler: Immune to Panic
Standard Bearer: Immune to Fear
Weapons: Sword [CR = CC, MX = n/a, RM = n/a, Dam = 9]
Crossbow [CR = 16, MX = 24, RM = -4, Dam = 11]
Availability: Any army can hire Braganza's Besiegers.
Minimum Bid: 343

The Alcatani Fellowship

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
12	10	-	14	3	2	0	3	21	-1	1	19	Roderigo
12	10	-	13	2	1	0	3	21	-1	1	21	Pike
12	10	-	13	2	1	0	3	21	-1	1	35	Trumpeter
12	10	-	13	2	1	0	3	21	-1	1	24	Standard

Rodergio Delmonte is armed with a mace and a dagger. Pikemen are armed with a pike. The Trumpeter is armed with a sword. The Standard Bearer is armed with a sword.

Structure: Warband [Roderigo plus 9 Pikemen, 1 Trumpeter and 1 Standard Bearer]. If you fail to replace any lost members the remaining troops will leave you army.
Special Abilities: Roderigo has the Secondary Attack special ability.
Trumpeter: Gives the Warband Group Attack
Standard: Gives +3 LD to the Warband
Weapons: Sword [CR = CC, MX = n/a, RM = n/a, Dam = 9]
Pike [CR = CC, MX = n/a, RM = n/a, Dam = 11] 2.5" reach
Mace [CR = CC, MX = n/a, RM = n/a, Dam = 7]
Dagger [CR = CC, MX = n/a, RM = n/a, Dam = 6]
Availability: Any army may hire the Alcatani Fellowship.
Minimum Bid: 267

The Sisters of Sigmar

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
15	13	12	16	3	2	1	3	23	-2	1	76	Bertha
14	13	-	15	2	1	0	3	21	-1	1	35	Sister Sup.
10	10	-	14	2	1	0	3	21	0	1	20	Augur
12	12	-	14	2	1	0	3	21	-1	1	25	Sisters

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
10	10	-	13	2	1	0	3	21	0	1	15	Novices

Bertha Bestraufrung, high matriarch of the sisterhood, is armed with two Sigmarite Warhammers. Sisters Superior are armed with one of the following weapon combinations; 2 Sigmarite Warhammers or Steel Whip & Sword. The Augur is armed with 2 daggers. Sisters are armed with one of the following weapon choices: Sigmarite Warhammer & Shield, Two-Handed Warhammer, of a Flail. Novices are each armed with a single Sigmarite Warhammer. You must choose the weapon combinations for the Sisters Superior and Sisters when you hire the warband. You cannot alter these choices after the Sisters of Sigmar are hired.

Structure: Warband [Bertha Bestraufrung plus 2 Sisters Superior, 1 Augur, 4 Sisters, and 2 Novices] If you fail to replace any lost members the remaining troops will leave you army.
Special Abilities: Bertha Bestraufrung has the Secondary Attack, Immune to Fear, and Ferocity Special Abilities.
                       Sisters Superior: Secondary Attack
                       Augur: Secondary Attack, Blessed Sight (may re-roll any failed CC or LD test, but must accept the second roll.)
                       All: models Cause Fear in Devout all models that are not immune to fear.
Weapons: Sigmarite Warhammer [CR = CC, MX = n/a, RM = n/a, Dam = 9] Does +1 Dam to any Devout troops.
                       Steel Whip [CR = CC, MX = n/a, RM = n/a, Dam = 7] 2" reach, Opponent's Def is zero vs. this weapon.
                       Sword [CR = CC, MX = n/a, RM = n/a, Dam = 9]
                       Dagger [CR = CC, MX = n/a, RM = n/a, Dam = 6]
                       Flail [CR = CC, MX = n/a, RM = n/a, Dam = 13] Opponent's Def is zero vs. this weapon. User suffers –2 CC with this weapon.
                       2HD Warhammer [CR = CC, MX = n/a, RM = n/a, Dam = 14] Does +1 Damage to any Devout troops. User suffers –2 CC with this weapon.
Special Rules: Before any battle that the Sisters of Sigmar are involved in starts, Bertha Bestraufrung may select two spells from the following list of 'Prayers of Sigmar'. These can be used in the battle just like any other spells in Chronopia.

The Hammer of Sigmar [Actions = 2, Level = 5]
Upon successful casting of this spell, the weapons that the spellcaster is wielding gain +1 Dam and gain an additional (x1). These effects last for the current turn and the next turn.
Hearts of Steel [Actions = 1, Level = 3]
When cast the entire Warband is immune to Fear and Panic for the remainder of the current turn and all of the next turn.
Soulfire [Actions = 3, Level = 6]
All enemy models within 3" of the casting model suffer a Dam 8 Fire-Based attack. If a model takes a wound and has wounds remaining they must continue to make saving throws until they successfully save or die.
Shield of Faith [Actions = 1, Level = 2]
The caster gains Immunity from Magic. At the beginning of every turn roll a d20, on a 1-5 the spell wears off.
Healing Hand [Actions = 1, Level = 2]
This spell has the same effects as the Blackblood potion 'Breath of Life'.
Armour of Righteousness [Actions = 2, Level = 4]
The caster's A rating is increased by 2 and they cause Fear. This ability lasts for the current turn and the next turn.

Availability: Any army, except Devout, Obsidian Serpent Elves or Shadow Tribe, may hire the Sisters of Sigmar.
Minimum Bid: 305

Marauding Giant

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
14	10	-	14	3	5	5	5	25	0	3	140	Giant

Structure: Individual. May not be part of a garrison.

Command Rating: 0
Special Rules: Immune to Panic & Fear, Causes Fear. May choose to use a CC attack to pick up a size 1 or 2 model that is in base-to-base contact with the giant. If successful the model may be thrown using the stats below for thrown models. A model that has been picked up may be carried around if the Giant likes. The model may do nothing except try to escape the Giants grasp by making a ST test. If successful they fall to the ground, taking a hit equal to a 3" fall. When a grasped model is thrown it will take a Dam 12x2 hit.
Weapons: Uprooted Tree [CR = CC, MX = n/a, RM = n/a, Dam = 13x2]
                       Size 1 Model [CR = 8, MX = 16, RM = -4, Dam = 12] 1½" template, any models touched are hit
                       Size 2 Model [CR = 5, MX = 10, RM = -4, Dam = 14] 3" template, any models touched are hit
Availability: Any army may hire the Marauding Giant.
Minimum Bid: 140

Wandering Hill Giants

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
14	12	-	13	2	3	3	4	23	-1	3	89	Hill Giant

Structure: Leaderless warband of 3 Wandering Hill Giants. If you fail to replace any lost members the remaining troops will leave your army. This warband may not be put into a garrison.
Special Rules: Causes Fear, Immune to Fear
Weapons: Giant Club [CR = CC, MX = n/a, RM = n/a, Dam = 11x2]
Rock [CR = 6, MX = 16, RM = -4, Dam 12]
Availability: Any army may hire the Wandering Hill Giants.
Minimum Bid: 267

Cult of the Possessed

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
14	10	16	15	3	2	0	3	21	0	1	75	Magister
15	0	-	15	2	2	3	4	24	-3	1	55	Possessed
13	10	-	13	2	1	1	3	22	-1	1	30	Mutant
14	10	-	13	2	2	2	3	22	-1	1	31	Beastman
12	10	-	12	2	1	0	3	20	0	1	19	Brethren
10	10	-	19	2	1	1	3	20	-3	1	30	Darksoul

Structure: Warband [One Magister plus 1 Possessed, 2 Mutants, 2 Beastmen, 4 Brethren and 2 Darksouls] If you fail to replace any lost members the remaining troops will leave you army. The Magister is armed with a hand axe. The Possessed is armed with a bad attitude and claws. The Mutants and Beastmen are armed with swords and shields. Brethren are armed with either spears or maces and daggers. Darksouls are armed with 2 Handed Battle Axes.
Special Abilities: Brethren: Those armed with maces and daggers have the secondary attack ability.
Possessed: Immune to Panic & Fear, Causes Fear
Darksoul: Immune to Panic & Fear
[If the warband fails a Panic or Fear test the Possessed and Darksouls may form a separate warband if the controlling player wishes. They will fight on their own as a leaderless warband for the rest of the game.]
Weapons: Hand Axe [CR = CC, MX = n/a, RM = n/a, Dam = 7]
Possessed Claws [CR = CC, MX = n/a, RM = n/a, Dam = 11x2]
Sword [CR = CC, MX = n/a, RM = n/a, Dam = 9]
Spear [CR = CC, MX = n/a, RM = n/a, Dam = 11]
Mace [CR = CC, MX = n/a, RM = n/a, Dam = 7]
Dagger [CR = CC, MX = n/a, RM = n/a, Dam = 4]
2 Handed Battle Axe [CR = CC, MX = n/a, RM = n/a, Dam = 16]
Special Rules: Before the game starts the Magister may choose two spells from the following list at no cost. They are used like any regular spell in Chronopia.

Dark Blood [Actions = 1, Difficulty = 3]
A fountain of caustic blood shoots out of the Magister's hand and automatically hits the closest enemy model that is in LOS and within 9". The target takes a Dam 12x2 hit and the Magister takes a Dam 8 hit from loss of blood. The Magister gets a save based on his PW instead of his armor.
Vision of Torment [Actions = 1, Difficulty = 4]
The Magister may select any Warband or Individual that is within 24". If the spell is successfully cast the target must make a Fear test at –4.
Eye of God [Actions = 2, Difficulty = 4]
If successfully cast roll a d20 and consult the table below to see how the foul Chaos Gods reward the Magister.

1-3   Falls to the ground unconscious. Is out for the rest of the game and counts as a casualty, but suffers no lasting wounds.
4-17   +3 to one of the following stats for the rest of the game: CC, MW, PW, or LD
18-20   +3 to all of the following stats for the rest of the game: CC, MW, PW, and LD

Word of Pain [Actions = 2, Difficulty = 4]
Center the deviation template over the Magister. Any model whose base is touched by the template takes an automatic Dam 12 hit.
Lure of Chaos [Actions = 3, Difficulty = 12]
This is a very powerful version of the Possession spell. The Magister first designates any un-activated warband or Individual within 16" as the target of the spell. If successfully cast and not saved against the warband comes under immediate control of the Magister and is immediately activated. The target will not commit suicide, but can otherwise be used as the Magister wishes. The Lure of Chaos only lasts for the current turn.
Wings of Darkness [Actions = 1, Difficulty = 3]

When successfully cast the Magister may move up to 12" in any direction. This movement is part of the casting of the spell and does need the use of a Move action.

Special Rules: When the warband is hired you must choose one mutation for each Mutant and the Possessed.

Hideous: Causes Fear

Daemon Soul: Immunity to Magic

Great Claw: +1 Strength

Cloven Hooves: +1 Movement

Tentacle: Additional –1 Def

Blackblood: If the model takes a wound in CC the model causing the wound is splashed with acidic blood and takes an automatic Dam 8 hit.

Spines: When charged or charging, your opponent takes a Dam 8 hit if they fail a LD test.

Scorpion Tail: One extra CC attack with no penalty at Dam 8 for every attack action used.

Availability: Only Devout, Stygian, and Obsidian Serpent Elf armies may hire the Cult of the Possessed.

Minimum Bid: 388