

CAMPAIGN: WAR OF THE BROKEN WILLS

STORY: WAR OF THE BROKEN WILLS

The year is 1785, 7 years after Marcus Fontusius Rethida and his sister Cillia Rethida were forced to leave their beloved country Ukkhinbar. They had grown up as prince and princesses at the royal court in the Capital Wawic. But had to flee south during the coup. Their own nephew had murdered their father and crowned himself emperor.

Now it was the time to march back to their hometown. Five large armies listened to their command. When they had left, they had been young. Heading south they found rest in Segifell. A rough city, where you're live was most precious. They had met an old man, which had taken them into house. The 17 year old twins, had been weeping and sleeping for a week, they had lost everything. Only the ring, received from their father was still on their finger. The man tried to comfort them, and learned them a riddle: *"Bait with smelt to catch a cod"*

The first year they worked here and there. Creating more and more connections, and growing a larger network. Both on the legal side as on the dark side of the world. After three years, Marcus and Cillia started to think about revenge on their Nephew. They started to employ people for their cause. Now after the 7 years, they have amassed 5 armies. Built from mercenaries, pirates and adventurers. But very loyal, as long as they paid regularly.

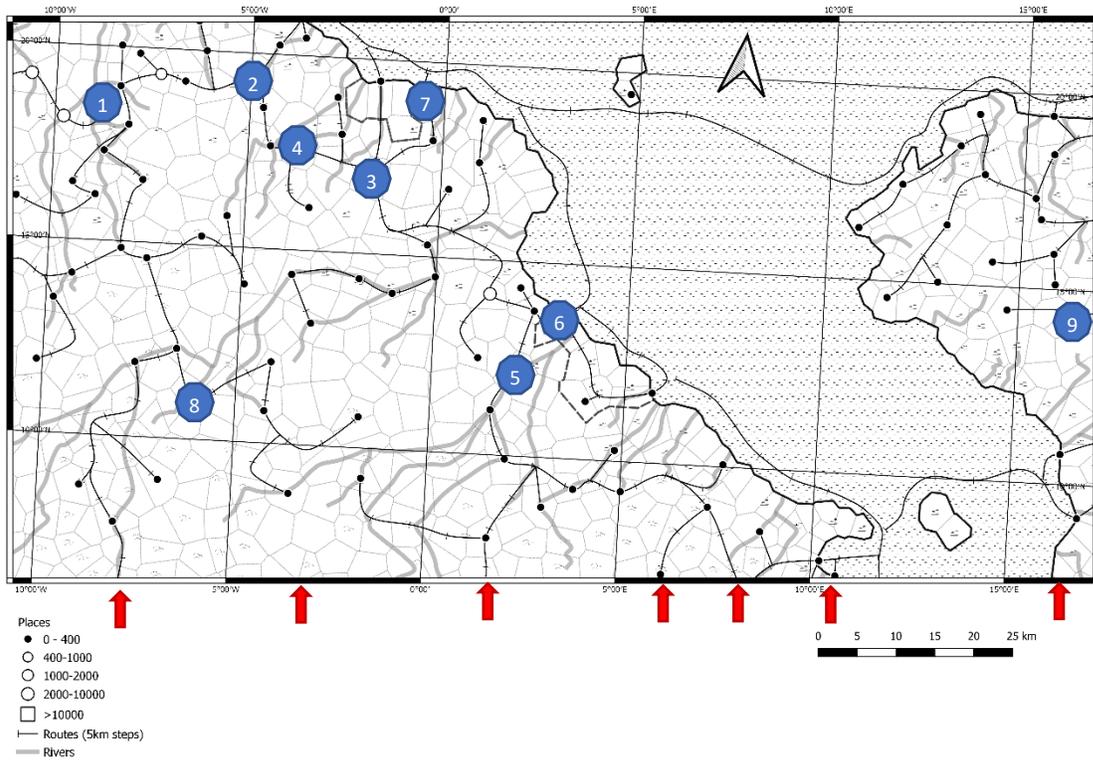
They had only a limited amount of money, so they had to do a quick campaign. Moving as swiftly as possible, to liberate the capital. After that they would deal with the rest of the country, but would have access to the treasure of the crown to pay the armies. Spies are reporting multiple armies which are defending the capital and surrounding lands. The only way to their home, is forward.

DEPLOYMENT:

Enemy start with 9 PEF Armies

You start with 5 armies, two under command of Marcus and three under command of Cillia.

Each army is 6 units. Scenario determines how many units are involved in each battle. Following OHW scenarios



You start on southern edge, with 5 armies, deploy as you wish.

Enemy start northern cities with 9 PEFs. 1 PEF start at other side of water to the right.

GAME PLAN

To play the campaign I will be using the following rules:

- Campaign AI: PEF system Two Hour Wargames
- Battle rules: simplicity in hexes
- Battle AI: based on chain reaction system Two Hour Wargames
- Battle scenarios: One Hour Wargames

Two hour wargames have created multiple rules, I own the Morale Napoleon rules, and have used this as inspiration for the Automated Opponent. For the battles I will use the simplicity in hexes. And for creating different scenarios, I will use the One Hour Wargame book, and select one of the 30 scenarios randomly.

CAMPAIGN RULES

CAMPAIGN MOVE:

Player starts, every army may perform 1 action.

Action	Effect
Move	Move 1 area
Move along road	Move 2 areas, connected by the road This is not applicable for bridges.
Fight	Move into enemy occupied area
Cross river	Spent one action crossing a river were no bridge is located.
Embark ship	In harbor embark on ships
Move with ship	Move to next harbor, along sea paths. It is not possible to land in occupied harbor.

PEF MOVEMENT

Roll 2d6

Pass on 5+

0 d6 passed	PEF stays in place
1 d6 passed	PEF moves 1 action to nearest enemy, stay on road if possible
2 d6 passed	PEF moves 2 action to nearest enemy, stay on road if possible

ENEMY ARMY MOVEMENT

Roll 2d6

Pass on 4+

0 d6 passed	PEF stays in place
1 d6 passed	PEF moves 1 action to nearest enemy, stay on road if possible
2 d6 passed	PEF moves 2 action to nearest enemy, stay on road if possible

Modifier:

If previous battle won +1D6

If previous battle is lost -1D6

PEF RESOLVING

When next to area with a PEF, resolve PEF as scouts will discover the PEF.

Roll 1d6, on 3+ scouts report enemy army

If no enemies, remove PEF, next encounter modifier next roll +1

BATTLE RULES

When two armies conquest the same area, play a battle.

SCENARIOS

Use OHW scenarios.

Check for cities or rivers on map.

Landscape	D10 result (OHW scenario number)									
	1	2	3	4	5	6	7	8	9	10
City larger 400 people (non black dots)	9	10	12	14	15	16	18	21	22	28
River present	3	5	9	12	18	19	20	23	26	30
Other	1	2	4	6	7	8	11	13	17	24

BATTLE AI

Enemy actions will be determined by his role. Defined in scenario.

Roll 2d6

Pass on 4+

	Defending	Equal	Attacking
0 d6 passed	Unit stays in place	Unit stays in place	Unit stays in place
1 d6 passed	Unit stays in place	Unit moves 1 action to nearest enemy, stay on road if possible	Unit moves 1 action to nearest enemy, stay on road if possible
2 d6 passed	Unit moves 1 action to nearest enemy, stay on road if possible	Unit moves 1 action to nearest enemy, stay on road if possible	Unit moves 2 action to nearest enemy, stay on road if possible

BATTLE RESULTS

Check for winner or loser

Winner occupies conquered area

Loser do rout check

Throw 1 D6, if higher than amount of lost units, retreat in direction of closest friendly army. Spent next turn action on recovering (no movement)