

RULES

Starting the campaign

In order of placing in the last campaign, each player chooses their special starting location
Everyone provides the following information:
 Warband name
 Warband type
 Starting warband rating
Each player also secretly chooses any two locations which will be worth double points to them at the end of the campaign (campaign master must choose first!)
Once the campaign has started, each warband's bonus locations will be revealed to the other players.

Playing a game

Find opponent(s)
Roll off to see who gets to choose where to fight, applying any underdog bonus to the roll. The winner chooses the location (if drawn the lower rating chooses).
Fighting in an uncontrolled location
 Roll 2D6 to determine the scenario. On a double other than 1s or 6s, play the location's assigned scenario (if it has one).
 Play the game
 The winner takes control of the location; if it's a draw, the location remains uncontrolled
Fighting in a controlled location
 The controlling player may choose to force the location's assigned scenario to be played. Otherwise roll 2D6 as above (the controlling warband counts as having the lower warband rating).
 The controlling player has the following advantages in deployment:
 He may choose whether to attack or defend irrespective of warband rating
 Whenever a roll is required in deployment (e.g. to determine who deploys or goes first) the controlling player simply chooses instead
 Play the game
 Use the warband ratings of the warbands BEFORE the game to determine control of the location after the game:
 Divide the warband ratings of each warband by the number of locations controlled, including this one (as if all the warbands playing controlled it)
 Apply the following modifiers to the controlling player's score:
 +10 if he won the game
 -10 if he lost the game (these modifiers are cumulative while the warband controls that location)
 The player with the highest control score is poised to take control but...
 At this point players may choose to abandon control of any other locations they have in order to regroup and boost their control score.
 Each player secretly writes down any locations they wish to abandon
 The abandoned locations are revealed together, and there's no going back if the sacrifice was for nothing!
 Recalculate the control scores as necessary. The player with the highest score takes possession of the location. Recalculate everyone's base control score.
 If the control scores draw, the location becomes uncontrolled.

Complete the after-battle sequence

During the campaign

At some stage in the campaign (quite possibly for the end game), one location will be selected which is worth D6 campaign points.