

WARLORDS OF EREHWON

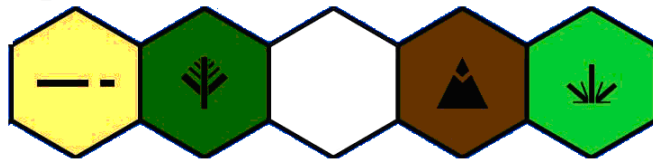


CONQUEST OF NOWHERE



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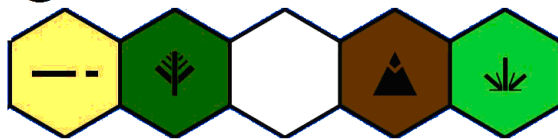
VERSION 3.4

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CONQUEST OF NOWHERE



AN UNOFFICIAL CAMPAIGN SUPPLEMENT

This is a fan created campaign supplement designed for use of the game “Warlords of Erewhon” written by legendary games designer Rick Priestly and published by Warlord Games.

This system was designed for use between a group of friends regularly playing fantasy battle games and looking for ways of tying games together in a narrative sense. It started out as a couple of tables for developing units and quite frankly spiraled out of control. Balance was a consideration only to an extent, as we were happy to play unbalanced games if the narrative dictated it. We were more focused on telling a story and giving an inspiration and reason behind our battles.

The campaign system, much like Erewhon itself, is heavily inspired by fantasy wargaming of yesteryear, focusing on small warlords and bands of loyal followers instead titanic battles & god-like beings with phenomenal powers as many modern wargaming settings prefer. There is scope for lucky players to have a character become one of these god-like beings, however there is much greater chance of warlords suffering inglorious deaths upon nameless battlefields! There are also occasions where epic battles between hundreds of men can take place, but these are rare and exciting occurrences.

Also interspersed throughout this book is a personal love for massive d100 tables and random dice rolls that can affect characters and narratives in interesting ways that are heavily inspired by role playing and wargaming manuals of the late 80s. I make no apologies for the ridiculous and random nature of this book. It’s a dice game after all!

The rules in this system are designed to enhance your narrative gaming experience and not box it in. If you have created custom scenarios and events that you want to use, include them! If presented with a random dice roll, but something else sounds cool, hilarious or poignant for a particular unit or warlord, go with it.

It is recommended that you play quite a bit of Warlords of Erewhon before trying out this supplement. Firstly, because it’s a bloody good game in and of itself but secondly because a half decent knowledge of the rules is required to get the most out of this book.

The most important rule is to have fun. It’s a game of toy soldiers after all.

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Chapter One

Getting Started

Getting Started

To begin a campaign, we start with two or more players who are interested in playing a string of games of “Warlords of Erewhon.”

To begin a campaign, first create an engaging and interesting narrative to describe why these warlords are going head to head to fight over this land. Is this a struggle for succession; is this a race to prove themselves to a wicked god or a staunch defender and a vile invader fighting for the fate of your world?

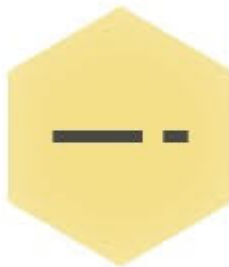
The game will need a world map made up of hex tiles (explained on page 7). These are the lands that are fought over in this a campaign. The types of hex tiles are seas (optional), grasslands/farmland, deserts/wasteland, mountains, forests/jungle and frozen land.

A warlord will always begin with 1 hex tile under their control. Hexes owned by a warlord are often referred collectively as the Warlord’s “Sphere of Influence”. A warlord and his troops cannot be everywhere at once but this represents how they can nominally control an area through their bureaucrats and the stationing of a few loyal soldiers or simply instilling the fear of reprisals in the populace. If your hex map is printed out, which we recommend it is, hexes within a sphere of can be filled out and kept a record of.

These are the types of hex tiles that can make up a player’s sphere of influence.



Grasslands/Farmland



Deserts/Wasteland



Mountains



Forests/Jungle



Frozen Land



Seas (optional)

Designer’s note:

Sea tiles are completely optional in this supplement. There are basic rules for fighting over and taking over sea hexes however more detailed rules can be found in the expansion: Man-O-Warlords.



The World Map

A campaign will use a world map to represent the area that the battles are being fought over. The world map is created using the types of hex tiles as shown below:



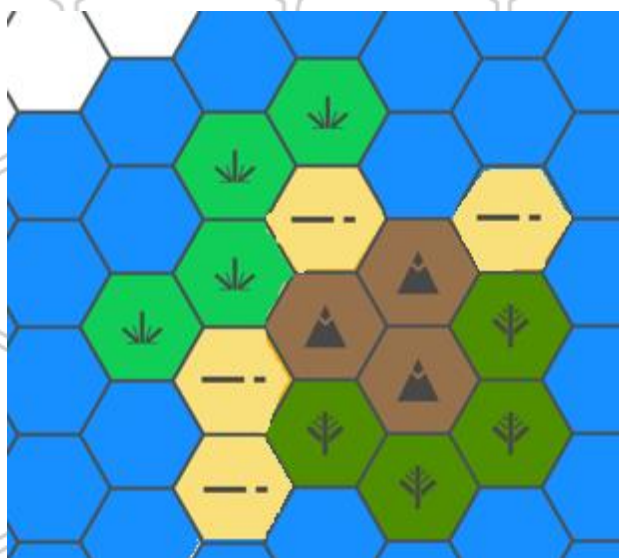
A world map is of a finite size, meaning that there are limited numbers of hex tiles available for players to bring under their sphere of influence. However, players may collectively choose to extend the world map, adding another island or continent to allow a new player to join the campaign or to extend the longevity of their campaign.

The world map will need to be updated following events and games of warlords of Erewhon to represent who has taken or lost what hexes from their sphere of influence. It is recommended that one player in the campaign be made the “Cartographer” and put in charge of updating this map and sharing it regularly with the players. This cartographer does not need to be present when games are being played but may need to text or email players an image of the map in its current state before they play so that they know what is happening. Likewise, the players will be responsible for sending updates to the cartographer so that they can update the map after the game if he is not present.

The map can be a simple hex drawing, a print out using the icons in this document or can use the old Warhammer Mighty Empires hex tiles. As long as it is clear to each player what hex represents what, all should be fine. Players will also need a method of showing which hexes are under the sphere of influence of what warlord and where castles or towns have been built. These could be small flags, models or tokens. Once again, as long as it is clear to every player who owns what hex, it should be fine.

Designer's note:

There are many different ways to create and represent a hex map. Some may prefer a physical map whereas others may update a digital one regularly shared with the rest of the players



Playing a Campaign Game

You have a world map, you have two or more players, you have a “cartographer” and you have a copy of Warlords of Erewhon. How do you start playing? Conquest of Nowhere requires a little more time and investment than a simple game of Warlords of Erewhon. There is a little record keeping between battles, where some units change and develop over time, empires grow or shrink and your favourite beloved heroes die inglorious deaths. Because of this, we separate the game into “pre-game”, “going to war” and “post-game”. A summary of each of these is presented in the below.

Pre-Game:

1. Both sides play a pre-game turn. The warlord with the largest sphere of influence goes this first. (Randomise if they are the same size.) They can choose to expand their sphere of influence (page: 17), drill the troops (page: 26) or build and defend (page: 25).
2. Play out any battles, scenarios or effects caused by expanding spheres of influence. If needs be also play out any recoveries or improvements caused by playing these scenarios as if in the post-game phase.

Going to War:

Check the campaign map to see if your warlords have adjacent hexes under their sphere of influences. If they do not, you must fight a “no man’s land skirmish” (page:36). If they do, you may choose to fight a “no man’s land skirmish” or “Invasion” (page:36-37).

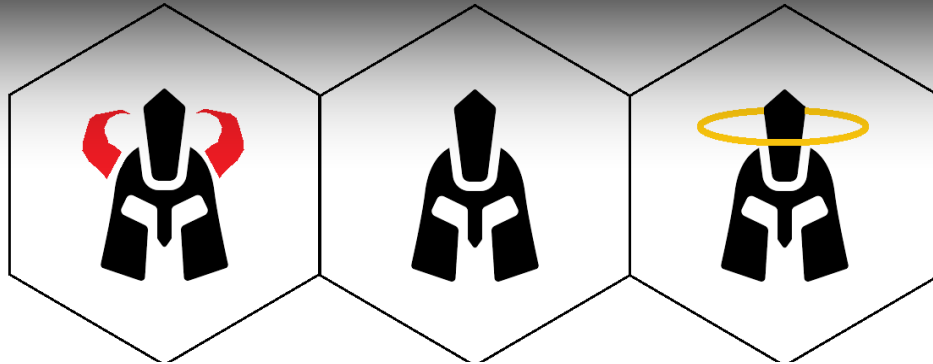
No man’s land skirmish: If playing a “no man land’s skirmish” roll on the “no man’s land skirmish” table (page: 36-37) to determine attacker and defender. Decide a scenario from the rule book. Then play this game.

Invasion: If playing an “invasion”, roll on the “invasion table” to determine attacker and defender. (page: 36-37) Once the hex being invaded is selected, roll on the appropriate “opposed hex” table (pages:38-46) and play the scenario.

Post game:

- 1) Warlord Improvements: If he took part in the battle, and survived until the end without falling or fleeing, the winning Warlord must roll for a new improvement from the appropriate table. (Pages 49-56)
- 2) Warlord Recovery: If a warlord or warlords fell in battle, they must roll on the warlord recovery table. (Pages 57-62)
- 3) Units of Renown Improvements: Did a unit of renown do anything particularly heroic or amazing? If both players agree they may roll on the appropriate units of renown improvement table as if they had drilled in the pre-game. (Page 26)
- 4) Units of renown recovery: Did a unit of renown fall in battle? If so they must roll on the units of renown recovery table. (Pages 62-65)
- 5) Updating the world map/Get ready for your next battle! (Page 66)

The Warlord



The Warlord:

In this supplement we have extended the definition of warlord. The warlord can be a warlord chosen from an army list but can also be wizard character selected from an army list within the Warlords of Erewhon army book. This wizard, and this wizard only can count as your warlord for the purpose of any rules. (Why? Because sometimes it's fun or cool to have an army lead by a lunatic with a wand!)

He may be given any appropriate equipment and upgrades allowed within his army list entry. However, once selected, this cannot be changed. A warlord cannot decide to have one less wound or have lost his magic scimitar just to lower his points value for a particular game. Also, a warlord's points value will never change. This is regardless of how many improvements he has or how many recoveries he picks up.

Your warlord is your avatar on the battlefield. He/she/it should be a character with malicious, benign or completely neutral motivations and a personality of their own. You must declare and note if you believe your leader to be a malicious, benign or neutral character. This is your warlord's "Description". This can have ramifications later with random events, the types of units that will fight for them and the rewards they can receive for being victorious on a battlefield.

When your warlord fights, they can potentially grow and develop as a leader and a fighter, as well as become increasingly injured and infirm.

If a warlord wins a battle (that they physically took part in), they can roll on the appropriate warlord's improvement table. The malicious leader's reward table is designed for evil wizards, savage monsters and scheming cultists - basically bad dudes who like to do bad things. The benign warlords reward table is for leaders who are paragons of virtue and justice with noble intentions. The neutral warlords table is aimed at those characters who fall somewhere between these two extremes. These are sometimes self-serving swine who

fight for profit alone or could be reluctant warriors who wish to defend their homes and families for self preservation instead of ideological reasons.

Absent Warlord:

Normally, in Warlords of Erewhon, an army must be led by a warlord. However, some scenarios in this campaign will indicate that you cannot take your warlord. By this we mean you cannot take the named warlord with all his improvements and special abilities accrued throughout this campaign. In these scenarios, your army may be led by a lesser warlord, a lieutenant of your warlord given responsibility to lead the army. Select a normal warlord from army list to count as your de facto warlord for the duration of this battle. Or, your army may not be lead by anybody at all! Enjoy watching your leaderless rabble doing the best that they can with little or no direction!

Death of a Warlord:

If a warlord falls in battle, they may not have died. Roll on the warlord recovery table and apply the result. If a warlord dies, a player must create a new warlord to lead their army or concede defeat in the campaign. Narratively, this will normally be one of the old warlord's subordinates, heirs or understudies who take it upon themselves to step up and fill the power vacuum. When a new warlord attempts to take over, it is inevitable that they will not hold the same sway as their predecessor yet. Some areas under the control of the previous warlord may attempt to splinter away. Roll a d6 for every hex owned by the deceased warlord. On the roll of a 1-5 the new warlord has retained control of these areas, on the roll of a six, he hasn't and the hex is becomes unopposed.

Warlord Mastery:

All warlords can also be masters of a single land type. This means that both they, and by extension their armies can traverse these lands easier than others. This should reflect their race, back-story and skills. Typically, a Warlord can only be a master of one type of land. The types of mastery that a warlord can select are:



1). Master of the sea (optional). This warlord is a master sailor and navigator. When taking a new unopposed sea hex he can choose to roll a d6. On the roll of a 5 or 6 he automatically takes the hex under his sphere of influence. If he rolls between a 1-4 he must consult the normal table for bringing a hex under his influence. (*Recommended - pirates , sea elves, mermen, naval officers, explorers*)



2). Master of the plains. This warlord is an old soldier used to marching long distances over open ground. When taking a new unopposed grasslands/farmland hex he can choose to roll a d6. On the roll of a 5 or 6 he automatically takes the hex under his sphere on influence. If he rolls between a 1-4 he must consult the normal table for bringing a hex under his influence. *(Recommended - knights, high elves, plains horsemen, bandits)*



3) Master of the mountains. This warlord is a mountain king or cave dweller able to find a route through the trickiest mountain ranges. When taking a new unopposed mountain hex he can choose to roll a d6. On the roll of a 5 or 6 he automatically takes the hex under his sphere on influence. If he rolls between a 1-4 he must consult the normal table for bringing a hex under his influence. *(Recommended- dwarves, goblins, orcs, trolls, ogres, troglodytes.)*



4) Master of the forest. This warlord is at one with nature. When taking a new unopposed forest/jungle hex he can choose to roll a d6. On the roll of a 5 or 6 he automatically takes the hex under his sphere on influence. If he rolls between a 1-4 he must consult the normal table for bringing a hex under his influence. *(Recommended- wood elves, dryads, rangers, outlaws, jungle tribes, lizard folk)*

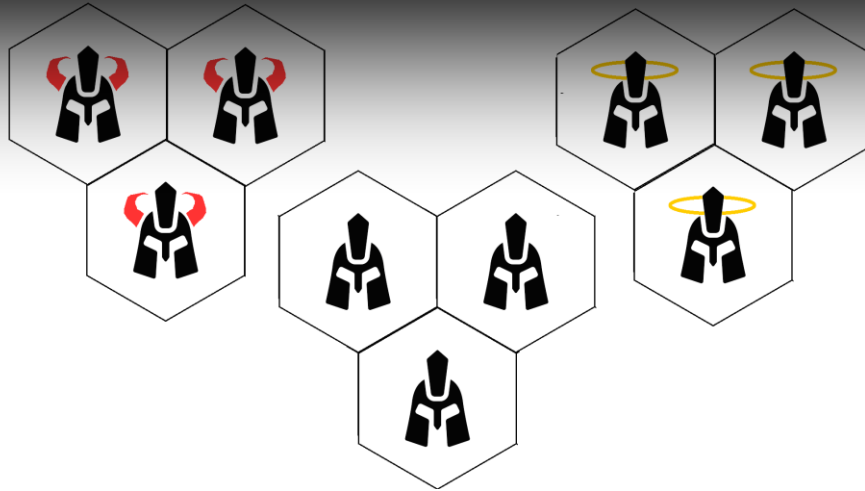


5) Master of the wastes. This warlord does not need to eat or drink. Where other men are driven mad or give in to exhaustion, he keeps going. When taking a new unopposed desert/wasteland hex, he can choose to roll a d6. On the roll of a 5 or 6 he automatically takes the hex under his sphere on influence. If he rolls between a 1-4 he must consult the normal table for bringing a hex under his influence. *(Recommended- undead beings, desert tribes and traders, demons)*



6) Master of Ice. This warlord does not feel the cold. He moves through knee deep snow unhindered. When taking a new unopposed ice hex he can choose to roll a d6. On the roll of a 5 or 6 he automatically takes the hex under his sphere on influence. If he rolls between a 1-4 he must consult the normal table for bringing a hex under his influence. *(Recommended- Norse raiders, barbarian tribes, northern warriors.)*

Units of Renown



A warlord can keep up to four “Units of renown”. Units of renown make up the warlord’s most trusted warriors and experienced fighters. They may not be available for every fight, but when they arrive en-masse, their presence can tip the balance of a battle. Each unit of renown is a regular unit chosen from an appropriate army list. Once the number of models, equipment and upgrades are selected, it cannot be changed in future games. A unit of renown’s points value will never change. This is regardless of any improvements they receive or whether they pick up any injuries. There are some circumstances where some members of a unit of renown can permanently die. Even if the unit becomes smaller because of this, the points value of the unit still does not change. Once created, the unit of renown starts with one free roll on the appropriate Units of Renown reward list. (Typically, a unit of renown shouldn’t be a monstrosity. Also, some beasts, such as wolves or mindless monsters don’t really fit either. Units of renown are assumed to be beings with some agency, thought and ability to think and feel human or human-like emotions. Artillery pieces can be units of renown, although the crew themselves are considered the “human” element and the characters with the skill and personality that makes the artillery piece particularly deadly.)

A warlord does not begin with any units of renown. To create a unit of renown, a pre-game turn action must be spent “drilling”. If this is done, a unit of renown can be created and receives one free roll on the unit of renown improvement table (page:) (Alternatively, an existing unit of renown can also be given one free roll on the units of renown improvement table by spending a pre-game turn drilling.)

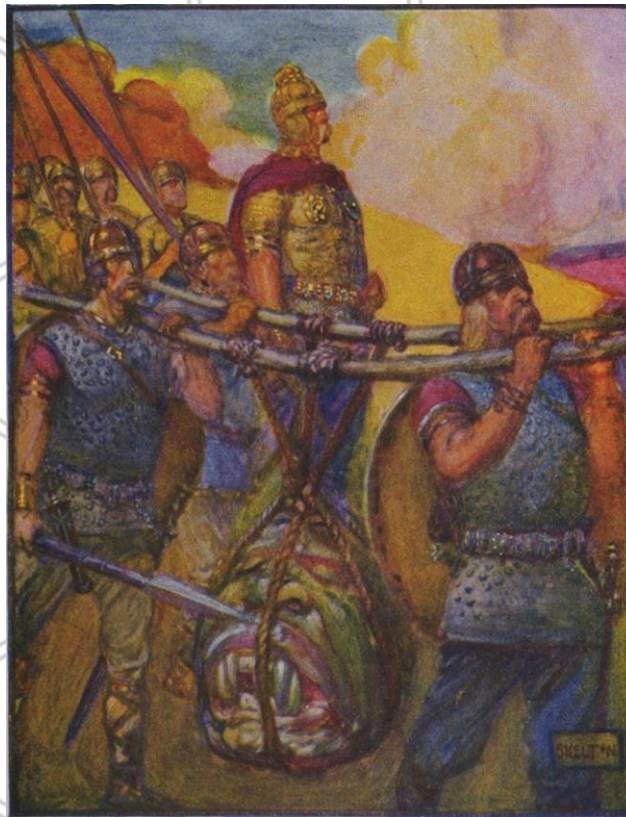
Just like their warlords, these units must be described as benign, malicious or neutral and this will affect the table they use and rewards available to them. Units of renown can be neutral when their warlord is benign or malevolent however benign warlords cannot lead malevolent troops and malevolent warlords cannot lead benign troops. Neutral warlords can lead any type of unit of renown.

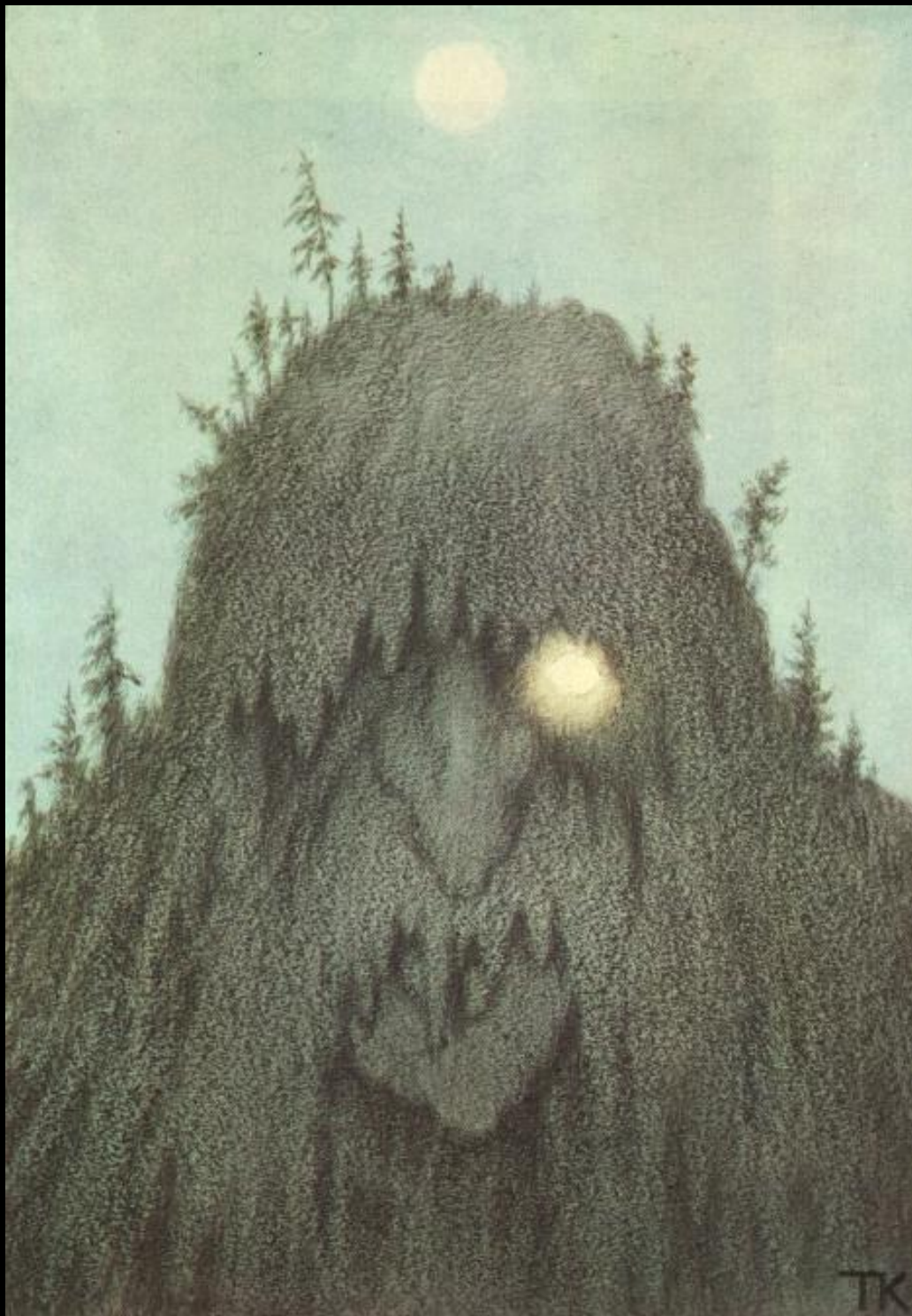
Units of renown can gain further rolls on the table by being drilled in a player's pre-game turn or by performing an amazing feat in battle. If both players agree that a unit of renown performed particularly well during a battle, they can roll on their reward table at the post game.

Likewise, if a warlord has below the maximum numbers of units of renown in his employ, and a regular unit completes some unbelievable cinematic feat upon the battlefield, players can agree to convert this unit into a unit of renown and roll as if it had been created through drilling.

Units of renown can only have a maximum of three improvements at any given time. Improvements cannot be taken away or substituted for others.

If a unit of renown is totally wiped out in a battle, they will have to roll on the "Units of renown recovery table" to see if enough of them survived to train up new recruits, if they received any lasting injuries or if they were so depleted that they had to be disbanded. If a unit of renown is destroyed/disbanded, a warlord can generate a new unit of renown by drilling in their pre-game turn. A warlord can choose to disband a unit of renown at any time – simply remove them from your warband.



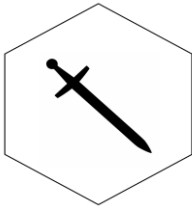


Chapter Two

Pre-Game

Pre-Game

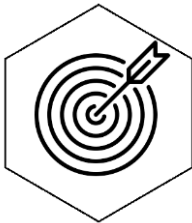
Before playing a game of Warlord's of Erewohn (explained in the section "Going to war"), both players can take a "pre-game turn". The warlord with the largest sphere of influence goes this first. (Randomise if they are the same size.) In this turn each player can attempt to take one of three actions:



1) Extend the sphere of influence



2) Build and defend



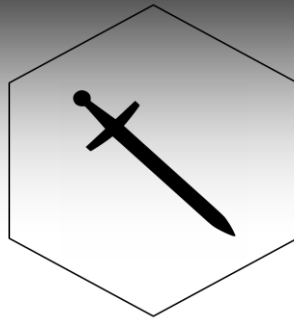
3) Drill the troops.

After this, the players "Go to war". This is where players will fight a battle, or one player will attempt to invade and take away one of the enemy's hex tiles and add it to their own "sphere of influence".

To find out how this is done, read the section titled: "Going to War"

Pre-Game

Extending the Sphere of Influence



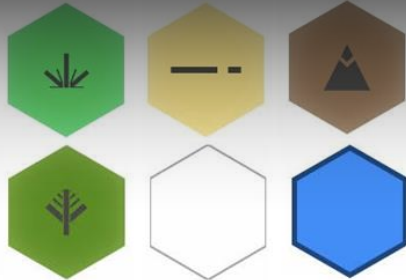
A player can spend their pre-game turn attempting to extend their sphere of influence. This represents a combination of exploring and invading local areas, subduing tribes and occupying villages in order to improve your warlord's standing and access to resources. In this campaign system, Hexes can be taken over, lost to opponents, or in rare circumstances changed completely, so warlords will often be in a position where they may want to spend a campaign turn attempting to make their sphere of influence bigger, without having to fight a rival to do so. To extend your sphere of influence, you must have an unopposed hex adjacent to one of the hexes under your sphere of influence.

An unopposed hex is a hex tile which is not currently under the sphere of any warlord's influence. This does not mean that it is uninhabited, just that the inhabitants are not necessarily at war with the warlord currently. Most times, taking an unopposed hex will cause little issue to the warlord in charge. Unopposed marching armies simply move through the area and stick a few flags in suitably dramatic spots. However, there is always a chance of something going wrong. Perhaps the local peasantry doesn't respond too kindly to the marching army moving through their town, or the terrain proves too difficult to navigate. The type of terrain you are attempting to move into can also affect the result – some lands are harder to explore than others. When you attempt to take an unopposed hex you must check the terrain type and roll on the appropriate unopposed hex table, applying the result.

Occasionally, when taking an unopposed hex, a warlord may be dragged into a battle with a ferocious beast or the local populace. In these events, the other player, or a third player can choose to play as this unaligned and rather angry force and write their list if needed. Then a small game of Erewhon will be played out to resolve this battle. This battle is played out within the pre-game, before the players "Go to War" (however, injuries or recoveries need to be taken into consideration too. These are explored in the "post-game" section) .

Pre-Game

Extending the Sphere of Influence (continued): Taking Unopposed Hexes



If you spend a campaign turn extending your sphere of influence you try to take an unopposed hex which is adjacent to a hex currently under your sphere of influence. To do this, check the hex type and roll on the appropriate D100 table and apply the result. Sometimes you will take the hex without issue, other times random events may affect your warlord or units of renown. Occasionally bandits, monsters or rebels may attack your army and you will need to fight a game of Warlords of Erehwon to resolve this. Your opponent will probably want to play as the random encounter warband. If you have a third player arbitrating the campaign, then perhaps they will play as these random encounter monsters and armies.

The random encounters and monsters within these tables have been written (rather selfishly) to match many of the models in the collections of myself and my gaming circle. However, feel free to adapt these to your own needs. So, you were supposed to be jumped by barbarians and you only have orcs? Make them orcs! You've rolled a dragon, but you've only got a giant demon? Use that instead!

Below are a series of tables for taking unopposed Grasslands/Farmlands, Mountains, Deserts/Wastelands, Frozen Land, Forests/Jungles, Seas(optional), Towns/Forts & Walled Cities/Castles.

Designer's note:

In some lucky circumstances, when you take a hex into your sphere of influence, a small band of warriors join your army and take part in your next battle. In these cases, select them from an appropriate entry in the rulebook. This unit can be given any free weapons allowed on their profile but cannot be given any upgrades or equipment that cost points.





Unopposed Grasslands/Farmlands (D100)

01-05 Here be monsters: Your warlord's forces move into a deserted and empty land. Where are the peasants? What happened to the towns? Why are their bones strewn across the floor? He suddenly realises that this area has a large and terrible monster living within it. Roll a d3 to find out what sort of monster it is. 1. Dragon 2. Giant 3. Cyclops Your Warlord, and one unit of renown can attempt to fight this beast. They may take further units to aid them in this however the points cost of the entire force cannot exceed the points cost of the monster. If you win the battle, you can extend your sphere of influence over this hex. You can choose not to fight the beast, in which case, you cannot take this hex.	24-80 No problem: Your warlord takes this hex. He finds a land of little interest filled with grasslands, rolling hills and happy little bunny rabbits. 81-90 Pleasant Peasants: A group of peasants rally to your warlord's cause. In your next battle you can add a unit of 5 peasants to your army for no additional points. After this, they may leave to work the land unless you start paying them – and will cost points to field in future games. Those potatoes don't pluck themselves you know. You take this hex. 91-98 Hero's welcome: Your warlord is welcomed into the area by the local populace either because they respect him or are totally afraid of him and his army. The army are re-supplied and refreshed. You take this hex and you can immediately attempt to extend your sphere of influence again.
06-10 Peasant's revolt: The local populace is not as friendly as they had seemed. After moving in, a band of your warlord's warriors are jumped by a group of pitchfork wielding peasants. Randomly select one unit of renown from your force. Calculate its worth in points. Your opponent can now create a peasant mob of equal or similar worth. You must now fight a small battle between these two small forces. If you win, you can take this hex.	99-100 The wise man: Your Warlord comes across an old wise man on the road who whispers some ancient and arcane knowledge into his ear. Your Warlord attempts to respond but when he does, the wise man has disappeared into mist. You have taken this hex into your sphere of influence and your warlord has gained valuable knowledge, advice or prophecy that will aid him in the future. Roll a d6 to find out what knowledge he received: 1-4 Arcane knowledge: Roll on your warlord's improvement table and apply the results. 5: Secrets of great leadership: you can immediately roll on the units of renown improvement table for all your units of renown. 6: Prophecy of your warlord's death: Your Warlord is shown his own death in a magical vision. He can try to avert this fate. If your warlord is killed by an event or on the warlord recovery table, there is a chance he can escape his fate. Roll a d6. On a 4+ he remembered the prophecy and avoided his death. This can only be used once. Make a note of this! You may not need it for some time, but you wouldn't want to forget it.
11-20 Quagmire: Poor weather and muddy conditions make progress slow. The army can move through this land, but it will take some time. You do not yet take the hex. Your next pre-game turn must be spent taking it, which you will automatically do without having to roll.	
21-24 Blighted land: Your warlord realises that a famine must have struck this land and that his maps are out of date. Change this hex into a wasteland and roll again on the unopposed wasteland/desert table.	



Unopposed Forests / Jungle (D100)

01-04 Forest fairy's curse: Your leader sees a flutter of fairy dust disperse around them. He sneezes and then thinks nothing else of it. By evening they are deathly ill. You take this hex . Roll a Res test for your leader. If they fail and do not have the wound special rule, they have died. If they have more than one wound and they fail, they permanently lose one of their extra wounds.	30-80 No problem: Your warlord's army marches through a pleasant wood. They hear birds singing and see flowers blooming. It is, quite frankly, lovely. Move this hex into your sphere of influence. 81-89 Can't see the wood for the trees: Your warlord's army can navigate these woods, but it isn't easy. You do not move the woods into your sphere of influence at this time, however next pre-game turn you cannot take any other action but must automatically take this hex without a need to roll.
05-10 Oh Merrrryyyy Mennnn: A group of bandits hidden in these woods attack a group of your warlord's soldiers. Randomly select a unit of renown. Create a small barbarian army of similar points value to the unit of renown. They must immediately fight in a heavily wooded board. If the unit of renown is victorious, you take this hex.	90-96 Friendly guide: For a small fee, a tiny forest dwelling gnome guides the army through a section of woods. The army moves through with ease. You take this hex and you can immediately attempt to extend your sphere of influence again.
11-22 Impenetrable: Your warlord's army simply cannot make their way through these woods. You cannot move this hex into your sphere of influence at this time.	97-98 The enchanted forest: The army is affected by the positive magic that flows through this forest. Move this hex into your sphere of influence. Select one of your units of renown. If they are neutral or benign, they will magically receive a roll on the benign rewards table (regardless of if the unit is neutral). However, if the unit is malevolent, the magics effect them horribly, making them physically pained and sick- roll on the unit of renown recovery table.
23-29 Deforestation: Your map was horribly out of date. It appears that this area of woodland was cleared some time ago. Change this hex into grassland and roll on the unopposed grassland table.	99-100 The cursed forest: The army is affected by the negative magic that flows through this forest. Move this hex into your sphere of influence. Select one of your units of renown. If they are neutral or malevolent, they will magically receive a roll on the malevolent rewards table (regardless of if the unit is neutral). However, if the unit is benign, the magics effect them horribly, making them physically pained and sick- roll on the unit of renown recovery table.



Unopposed Mountains (D100)

01 Rockfall/ landslide: Whilst travelling this dangerous land your warlord has a horrible accident. Immediately roll on the hero recovery table. You take this hex.	36-80 No problem: Your warlord's army traverses the mountains. You take this hex.
02-09 Troll attack: Your army is attacked by trolls. Your Warlord and one unit of renown must fight a group of trolls of similar points immediately. If you are victorious, move this hex into your sphere of influence.	80-86 Friendly hill tribe: A group of warriors join your warlord's warband. In your next battle you can add a unit of ten barbarians to your army free of charge. After this battle, they will long for their home and return to the mountains unless you start paying them – therefore it will cost points to field in future games. You take this hex.
10-20 Angry goblins: A group of goblins hidden in these mountains attack a group of your soldiers. Randomly select a unit of renown. Create a small goblin army of similar points value to the unit of renown. They must immediately fight in a heavily mountainous board. If the unit of renown is victorious, move this hex into your sphere of influence.	87-90 The Mountain Man: A mountain man (either because he believes in your warlord's mission or because he was threatened) guides your warlord's army through a secret passage in the mountains. You take this hex. You can immediately attempt to take another hex into your sphere of influence by rolling on the appropriate table.
21-30 One step forward, two steps back: Mountain climbing isn't easy. Your warlord can not find a way through these mountains. You can not move this hex into your sphere of influence yet.	91-98 What doesn't kill you...: The climb is difficult, but the troops are stronger for the experience. Give a randomly determined unit of renown a roll on the unit of renown reward table.
31-36 Two steps forward, one step back: You can not move this hex into your sphere of influence yet however next pre-game turn you cannot take another action but must automatically take this hex into your sphere of influence.	99-100 On top of the world: From this vantage point your leader surveys the land all around. He can easily create a watch tower here from which he can control this entire region. For every unopposed hex adjacent to this hex, roll a d6. On a 4+ it is automatically brought into your sphere of influence.



Unopposed wastelands/desert (D100)

01 The wasteland claims another victim: Perhaps lost in the wasteland, or dehydrated and starved in the desert, one of your warlord's units of renown sets off but is never seen again. Nobody knows what their true fate is. Randomly select a unit of renown and treat them as being killed. Move this hex into your sphere of influence.	22-35 Slow progress: You move through the desert, albeit slowly. You cannot take this hex into your sphere of influence at this time. However next pre-game turn you must immediately take it into your sphere of influence and take no further action.
02-09 Lost: The army cannot find their way through the desolate wasteland. You cannot take this hex into your sphere of influence at this time.	35-80 No problem! : Your warlord marches triumphantly through the deserted wasteland You take this hex.
10-15 Arise o restless dead: Your warlord comes across a lone necromancer, with the ability to raise skeletons from the grave, living out in the wastes. If your warlord is malevolent, one necromancer and 5 skeleton guard will join your army and can take part in the next fight without costing any additional points. Move this hex into your sphere of influence. After their first fight the necromancer leaves and his warriors mysteriously turn into dust unless you start paying them – therefore it will cost points to field them in future games. If your warlord is neutral or benign, they must immediately fight this necromancer. Select your Warlord and one randomly selected unit of renown - immediately fight between these two units on a deserted and sparse board. If you are victorious- move this hex into your sphere of influence.	81-87 Oasis: This is no desert! Your army find a green and verdant land. Replace this hex with grassland. Roll again on the unopposed grassland/farmland table. Take this hex into your sphere of influence.
	88-95 Desert guide: For a small cost, a desert trader helps navigate your warlord through this stretch of wasteland You take this hex. You can immediately attempt to extend your sphere of influence again.
	95-98 Underground caves: Your warlord discovers a long abandoned mine out in the desert and decides to explore it. Take this hex into your sphere of influence. Now, select three adjacent hexes (not including sea hexes.) Randomly determine one of these. The caves lead here and the army rush through. Nobody sees it coming and they take this land with ease. Take this hex into your sphere of influence also.
16-21 Crusaders: The army come across a band of crusaders fighting for a noble cause, bringing civilisation to the wastes. If your warlord is benign, one lord knight with 2 knight bodyguards will join your army and can take part in the next fight without costing any additional points. Move this hex into your sphere of influence. After their first fight the crusaders leave to continue their mission unless your warlord start paying them – therefore it will cost points to field in future games. If your warlord is neutral or malevolent, they are challenged to single combat and must immediately fight this knight. Fight between the warlord and the knight on a deserted and sparse board. If you are victorious- move this hex into your sphere of influence.	99-100 The lost Ziggurat: Your Warlord discovers a lost ziggurat in the desert, long abandoned but built to withstand the test of time. With a little work, this could become a fortress to defend. Take this hex and convert it into a castle/walled city under your influence.



Unopposed frozen land (D100)

01 I'm going out. I may be some time: A terrible snowstorm cuts off some of the soldiers and they presumably perish in the blizzard. Randomly select on unit of renown and remove them from your army. You take this hex.	
02 Frostbite: Your warlord succumbs to the ravages of winter. Let's hope nothing too important drops off. Roll immediately on the warlord recovery table. You take this hex.	86-92 Barbarian guide: A barbarian turncoat is willing to sell his soul for a little coin. He guides your warlord through the frozen wastes. You take this hex. You can immediately attempt to extend your sphere of influence again.
03-11 Blinding Snow Storm: It is impossible to navigate this land at this time. Your army cannot yet take this hex into your sphere of influence.	91-94 Blessings of the snow fairy: Your Warlord sees a beautiful snow fairy appear on the tip of his finger. If your warlord is neutral or benign, they receive her blessings and may roll once on the benign Warlord Reward Table (even if the warlord is neutral). If your warlord is malevolent, he swats the fairy with his other hand before she gets a chance to do anything. Either way, you take this hex.
12-19 The thawed-out beast: An angry ancient beast, long asleep in the ice, has begun to thaw out. It will surely awaken if the army passes by. Roll a d3 to determine what kind of beast awakes: 1) an ice dragon 2) an ice giant 3) a thawed-out tyrannosaur You may put together a small warband of a similar point cost and fight this monster. If you succeed, you take this hex. You can choose not to fight, and not take this hex.	95-99 Blessings of the ice witch: Your army finds an old hag living in a cottage in the snow. She approaches your warlord. If your warlord is malevolent or neutral, she casts a powerful spell over them. Roll immediately on the malevolent warlord reward table. (Even if your warlord is neutral) If your warlord is benign, they slay the witch before she has a chance to speak. Either way, you take this hex.
20-29 Slow but steady progress: Your warlord's army is held up by deep snow but can eventually make it through. You cannot take this hex into your sphere of influence at this time. However next pre-game turn you must immediately take the hex into your sphere of influence and complete no other action	
30-80 No problem: The army braves the elements and marches through the snow. Take this hex into your sphere of influence.	
81-85 Barbarian Tribes: A group of barbarians sick of the war ravaging their land are seen on the horizon. If your warlord is neutral, some of them will offer to fight alongside him. In your next battle add 10 barbarian warriors. These do not cost any additional points. After this battle, the barbarians will return to their tribes in the frozen land unless you start paying them – therefore it will cost points to field them in future games. Move this hex into your sphere of influence. If your warlord is not neutral, the barbarians see your army as an invading troublemaker. Immediately fight a 500pt battle between a force of your choice and an army of barbarians created by your opponent. If you succeed, you take this hex.	100 Long abandoned magic portal: Half buried in snow, you find a magical portal created by a long forgotten ancient race. Stepping through it can teleport your army anywhere in the world. Your wizards believe it unstable. It may work...just one last time. First take this hex into your sphere of influence. Then select any hex on the map that you wish to bring under your influence. Then roll a d6 to see what happens when you try this. 1- Catastrophic failure. The portal collapses but not all of your units make it out alive. Randomly select one unit of renown. They are destroyed as they are swallowed up by arcane magics and atomised. No further effect. 2-5 Almost accurate. The portal deposits your army close to the hex they wished to travel to. Randomly determine an adjacent hex to the hex that you were trying to take. There is no defence as you have simply teleported in out of nowhere and taken over. Take this hex into your sphere of influence. 6 Pinpoint accuracy. Your army can immediately takes the hex that you have selected. There is no defence as you have simply teleported in out of nowhere and taken over.



Unopposed Sea (optional) (D100)

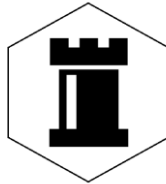
01 Lost at sea: Not all sailors make it home. Terrible storms, leviathans or whirlpools have claimed your warlord's fleet. You cannot take this sea hex lose d3 other sea hexes under your influence. (randomly determine these.)	96-99 Magical whirlpool: First, take this hex into your sphere of influence. Storms begin to erupt and lightning crackles. You believe all is lost when a flotilla of ships are dragged under by a great swirling whirlpool. However this is a magical portal which sucks in ships and deposits them elsewhere in the world. Roll a d6 to determine where they end up. 1 - nobody knows. The ships disappear and are never seen again. You do not get to take an additional hex. 2-3 unfavourable conditions! Your opponent may select any unopposed sea hex. You must immediately roll to try to take it into your sphere or influence. 4-6 favourable conditions! You may select any unopposed sea hex. You must immediately roll to try to take it into your sphere or influence.
02-09 Blown of course: Your warlord's ships are blown off course causing them to either make landfall on an unexpected shore or drift further out to sea in a random direction. You cannot take this hex, however you must randomly select an adjacent hex and attempt to take it instead. Roll on the appropriate table.	
10-20 Pirates!!! Your fleet is attacked by pirates. Roll a dice. On a 4+ you have defeated them and take this hex into your sphere, otherwise you cannot take this hex. Designer's note: (See expansion: <i>Man-O-Warlords</i> for more in depth and exciting ways to determine this result) 	100 Undiscovered island: Your map is out of date or inaccurate. It appears that a large island or land bridge was previously unrecorded or has recently formed. First roll a dice to see what the island is like. 1 - Desert island (change this hex into a desert tile and roll on the appropriate chart to attempt to take it immediately) 2 - Tropical island (change this hex into a forest tile and roll on the appropriate chart to attempt to take it immediately) 3-4- Verdant island (change this hex into a grassland/farmland tile and roll on the appropriate chart to attempt to take it immediately) 5- Iceberg (change this hex into a frozen/snow tile and roll on the appropriate chart to attempt to take it immediately) 6 - Volcanic island (change this hex into a mountain tile and roll on the appropriate chart to attempt to take it immediately)
21-35 Unfavourable winds: You cannot take this hex at this time.	
36-80 Plain sailing: You take this hex.	
81-90 Favourable winds: You bring this hex into your sphere of influence. You can immediately attempt to take another adjacent sea hex.	
91-95 Blessings of the fickle sea god: You take this hex into your sphere of influence. The fickle sea god favours you with fair winds and good sailing. Meanwhile he rains down storms, tidal waves and destruction upon the seas in your enemy's control. Select one sea hex under your enemy's influence. This is now unopposed.	

Pre-Game

Build and Defend



A player can spend a pre-game turn converting a hex into a settlement/ fort. This represents a pretty basic set of buildings perhaps on a hill or with a small palisade. These cannot be created on sea, forest/jungle or Mountain hexes. A player can build and own a maximum of one settlement/fort for every 5 hexes under their influence (not including sea hexes). If an opponent attempts to take a settlement or fort when they “Go to War”, they will now roll on the occupied settlement/fort table. You may choose to note the locations of settlements/forts with some kind of token such as the one provided here:



A player can also spend a pre-game turn converting a settlement or fort into a walled city/castle. A player can build and own a maximum of one walled city/castle for every 10 hexes under their control (not including sea hexes.) If a player attempts to take a castle or walled city when they “Go to War” then they must roll on the opposed castle/walled city table. You may choose to note the locations of walled cities/castles with some kind of token such as the one provided here:



Designer's note:

For the purposes of taking an unopposed hex, an unopposed hex with settlement/fort or walled city/castle upon it will just count as the regular hex type that the buildings are in. After all, an undefended castle or unoccupied town do not pose much of a challenge.

For the purpose of taking an opposed hex, the opposed hex with a settlement/fort or walled city/castle upon it is not considered its original type. It is now considered a settlement/fort or walled city/castle.



Pre-Game

Drilling the Troops



A warlord can spend their pre-game turn drilling their troops instead of building or extending their influence. They can select one of their “units of renown” and roll once on the Units of Renown improvements table. (A warlord can maintain a maximum of 4 units of renown and a unit of renown can have a maximum of 3 improvements.)

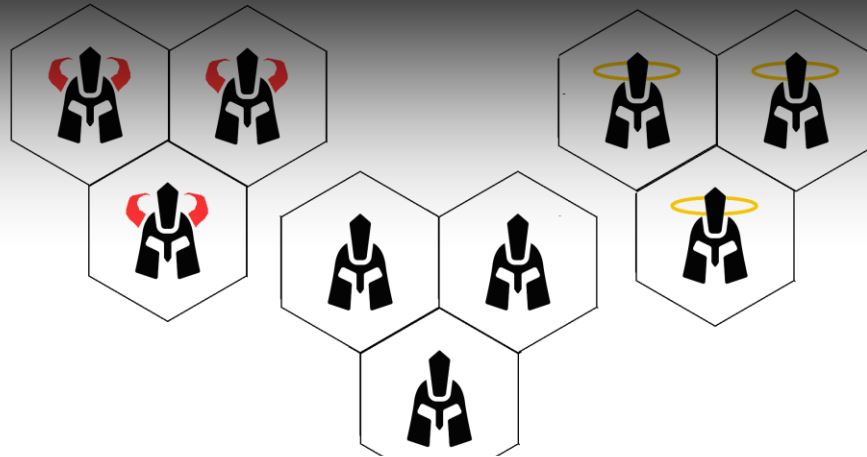
If a warlord wishes to create a unit of renown, they can use drilling to instead generate a new one. Select a new unit, calculate their points cost and roll once on their table.

Units of renown are specially trained or particularly seasoned and trusted fighters. They are explained in greater detail in the section titled “Units of Renown” (page: 13).



Pre-Game
Drilling the troops (continued)

Improving Units of Renown



Through drilling or by completing some kind of unbelievable feat upon the field of battle, a unit of renown can roll on the Units of Renown Improvement tables.

A unit of renown can typically only have three improvements at a time. A warlord cannot remove these improvements to make space for new ones. When improving a unit, you must roll on the table that matches their description, be they benign, malevolent or neutral.

Below are three tables that are used to determine the improvements for a unit described as neutral, benign and malevolent.

Designer's note:

Please note, that although this section is included in the "pre-game" chapter, it may need to be used in the post game, in exceptional circumstances where a unit of renown has performed so well that both players agree that they deserve an improvement.





Benign unit Improvement table: (D100)

01 -05

Weapons of the holy flame: The weapons of this unit are wreathed in holy fire. Evil beings continue to burn long after being struck. If a malevolent enemy unit of renown or warlord suffers a wound from this unit, they must roll on the recovery table after the fight regardless of whether they were a casualty or not.

06-11

The March of the righteous: This unit marches forward, secure in the knowledge of their righteous cause. Once per game, they can be given an advance order as if they had no pins at all and remove d3 immediately after.

12-15

Witch Hunters: Before a game has begun, but after deploying, you can declare that an enemy warlord, unit of renown or wizard is “a witch”. (Regardless of how true this is, the army hear and believe your witch hunter’s accusations). The witch hunt is now on and your army believe it is their mission to rid the earth of this foul being/beings. If your army can destroy the “witch” at some point during the battle, all friendly units will remove d3 pins immediately.

16-20

Blessed Shot: Once a game they can use a fire order as a “blessed shot” order. This is exactly the same as a fire order, except they half the number of shots that they fire as a unit (rounding up and to a minimum of one). For example, 8 bowmen may only shoot 4 arrows. This shot adds +SV2 to the weapon profile for this shot only.

21-25

Shield Wall!: This unit gains the ability “Shield Wall”.

26- 30

Arcane magical energy: The leader of this unit has been filled with magical energy rendering him harder to kill. He gains the tough special rule. If he already has this rule, add 1 to his tough.

31-35

Trained bodyguard: If this unit remains within one two inches of their warlord, once per game, you can elect to transfer a wound suffered by the warlord onto this unit as one of the soldiers dives in the way of a flying spear, pushes the warlord out of the way of an oncoming sword or lays down their life in any of suitably heroic way.



Benign unit Improvement table (continued):

36-40

Monk: This unit is accompanied by a holy man chanting and reciting holy scriptures. He is considered a part of this unit. His stats are:

Ag 5 Acc 5 Str 5 Res 5 Init 7 Co 6 Weapon: Stave / Special Rule: Divine Intervention

41-50

Seekers of evil: This unit is at home when it's away from home, fighting evil enemies in distant lands. The leader of this unit is +1 Co when your army are the attacker.

52-58

Fearsome reputation: Enemies far and wide have heard of the fighting prowess of this unit. Enemy units within six inches of this unit suffer -1 Co.

59-65

Templars: This unit have become religious fanatics who have sworn to rid the world of evil. If they are rolling to hit against a unit of renown or hero who is described as "malevolent", they receive +1st and +1 acc.

65-70

Vital Strike: For one ranged attack or one round of combat per game, this unit can declare that they are making a vital strike. For this attack only, their weapons will count as +1SV

71-75

Brothers in arms: This unit will protect one another to their very end. Once per game this unit, following a round of shooting or fighting where some of this unit have been removed as casualties, you may re roll the res tests of the fallen to see if their brothers have saved them. If they have, bring back these models into the unit. Note: if the unit was wiped out completely, this cannot be done as there is nobody left to save them.

75-89

Assassins: This unit have been trained for one purpose and one purpose only. They live to kill a specific enemy warlord. You must decide which warlord this is when you roll this. If that warlord later dies, they cannot change this selection. If this unit attacks the warlord (and his unit) that they have been trained to kill, they count as +1st and +1acc

90-95

Training in celestial magic: The leader of this unit has gained at least some rudimentary knowledge of celestial magic. They gain magic level +1 and know one spell (fireball). If they were already a spell-caster give them +1 magic level and choose any new spell for them to know. They can not change this spell choice at a later date. If the unit already was at magic level 3, roll again on this table.

Benign unit Improvement table (continued):



96-100

An inspiration to all:

This unit is beloved by all and are considered the beating heart of your war band. If they were to lay down their life for a noble cause, it would inspire others to fight on. If this unit is removed as a casualty, all friendly models within 20 inches of them benefit from +1 Co for the rest of the game. However, if they rout and flee, this does not inspire anybody!!!



Neutral Unit improvement table: (D100)

01 -05

Loyal Apothecary: A member of this unit is a trained apothecary and serves as your warlord's medic. Having this unit in your army means that you may reroll a leader recovery roll. The second result stands.

06-11

Wiley out-flankers: Instead of setting this unit up on the at the start of a battle, you may keep it in reserve. At the start of the second turn roll a dice. On a 5+ choose a table edge where they can set up. On a 1-4 your opponent can choose a table edge for them to be set up (your table edge cannot be selected as this would make for pretty awful outflanking)

12-15

Beserkers:

This unit gains the "Beserk" special rule.

16-20

Focus, breathe, fire: Once a game, they can use a fire order as a "focus,breathe, fire" order. This is exactly the same as a fire order, except the unit counts as +2 ac for this round of firing. (Re-roll if this unit has no ranged weapons.)

21-25

Shield Wall!: This unit gains the ability "Shield Wall".

26- 30

Home Ground Advantage: If your army is considered the defender in the battle that you are playing, the leader of this unit has +1 co.

31-35

Trained bodyguard: If this unit remains within one two inches of their warlord, once per game, you can elect to transfer a wound suffered by the warlord onto this unit as one of the soldiers dives in the way of a flying spear, pushes the warlord out of the way of an oncoming sword or lays down their life in any of suitably heroic way.

36-40

Trained attack hound: This unit is accompanied by an attack hound. It is considered a part of this unit. It's stats are:

Ag5 Acc0 Str5 Res6 Init5 Co5

Savage/ 1xHthSv1



Neutral Unit improvement table (Continued):

41-50

Seasoned campaigners: This unit is at home when it's away from home, fighting enemies in distant lands. The leader of this unit is +1 comm when your army are the attackers.

52-58 **Fearsome reputation:**

Enemies far and wide have heard of the fighting prowess of this unit. Enemy units within six inches of this unit suffer -1co.

59-65 **Monster slayers:**

This unit is expert at hunting and destroying monsters and beasts. If they are rolling to hit a monster, beast or monstrosity unit they receive +1st.

65-70

Vital Strike: For one ranged attack or one round of combat per game, this unit can declare that they are making a vital strike. For this attack only, their weapons will count as +1SV

71-75

Second Wind: This unit digs deep and finds reserves of energy when the going gets tough. Once per game, alongside any other orders they receive, this unit can choose to dig deep. If they do this, remove d6 pins.

75-89

Assassins: This unit have been trained for one purpose and one purpose only. They live to kill a specific enemy warlord. You must decide which warlord this is when you roll this. If that warlord later dies, they cannot change this selection. If this unit attacks the warlord (and his unit) that they have been trained to kill, they count as +1st and +1acc

90-95

Environment specialist: This unit specialises in warfare in a specific type of environment, the same environment that their warlord is a master of. When fighting in a hex that matches their warlord's mastery, they can receive free order after the armies have been set up, but before the game begins.

96-100

Survivalists: If this unit has to roll on the unit of renown recovery table, you can choose to re-roll this result. However, the second result must stand.



Malevolent unit Improvement table: (D100)

01 -05

Slow acting poison: The weapons of this unit have a slow acting poison coating them. If an enemy warlord suffers a wound from this unit they must roll on the recovery table after the fight regardless of whether they were a casualty or not.

06-11

Wild Charge: This unit can, when pushed, run into battle with a blood fuelled psychotic fury. Once per game they can re-roll the result if they take a pin as a result of sprinting. If this unit is heavily laden they do not get this bonus, however they can now sprint as if they were not heavily laden once per game.

12-15

Beserkers:

This unit gains the “Beserk” special rule.

16-20

Barrage: Once a game, as long as this unit did not move they can use a fire order as a “barrage” order. This is exactly the same as a fire order, except the unit rolls double the number of shots as normal but shoot at -1acc for this round of firing. (Re-roll if this unit has no ranged weapons.)

21-25

Shield Wall!: This unit gains the ability “Shield Wall”.

26- 30

Demonic/Necromantic energy: The leader of this unit has been filled with sorcerous energy rendering him harder to kill. He gains the tough special rule. If he already has this rule, add 1 to his tough.

31-35

Trained bodyguard: If this unit remains within one two inches of their warlord, once per game, you can elect to transfer a wound suffered by the warlord onto this unit as one of the soldiers dives in the way of a flying spear, pushes the warlord out of the way of an oncoming sword or lays down their life in any of suitably heroic way.

36-40

Trained beast: This unit is accompanied by a foul and evil beast that follows its every whim. It is considered a part of this unit. It's stats are:

Ag5 Acc0 Str5 Res6 Init5 Co5 Savage/ 1xHthSv1



Malevolent unit Improvement table(continued):

41-50

Seasoned invaders: This unit is at home when it's away from home, conquering in distant lands. The leader of this unit is +1 comm when your army are the attacker.

52-58

Fearsome reputation: Enemies far and wide have heard of the fighting prowess of this unit. Enemy units within six inches of this unit suffer -1co.

59-65

Hero slayers: This unit is evil to the bone and hates all that is good and chivalric in the world. If they are rolling to hit a unit of renown or hero who is described as "benign", they receive +1st and +1 acc.

65-70

Vital Strike: For one ranged attack or one round of combat per game, this unit can declare that they are making a vital strike. For this attack only, their weapons will count as +1SV

71-75

Do not suffer the weak to live: This unit abhors any signs of weakness within their ranks. The commander will happily execute a soldier who is slowing them down or looks like they are about to flee. Once per game this unit, once activated, but before taking any orders, can remove one model as a casualty and remove D6 pins.

75-89

Assassins: This unit have been trained for one purpose and one purpose only. They live to kill a specific enemy warlord. You must decide which warlord this is when you roll this. If that warlord later dies, they cannot change this selection. If this unit attacks the warlord (and his unit) that they have been trained to kill, they count as +1st and +1acc

90-95

Training in the dark arts: The leader of this unit has gained at least some rudimentary knowledge in black magic. They gain magic level +1 and know one spell (fireball). If they were already a spell-caster give them +1 magic level and choose any new spell for them to know. They cannot change this spell choice at a later date. If the unit already was at magic level 3, roll again on this table.

96-100

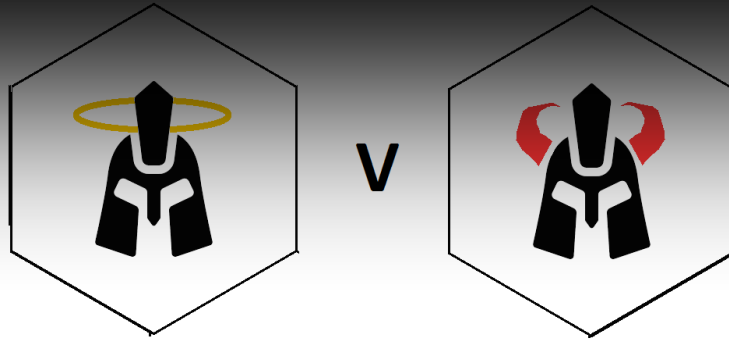
Curse upon death: The leader of this unit has sworn to avenge his death even beyond the grave, as a ghost or mass of demonic energy. If this unit dies as a result of a roll upon the unit recovery table, and they were slain by an enemy warlord or unit of renown, they too must roll on the recovery table straight after.



Chapter Three

Going to War

Going To War



After both players have completed their Pre Game turns, they then go to war. There are two ways of doing this:

- 1) The no man's land skirmish
- 2) Invasion!

The No-Man's Land Skirmish:

When the players meet up to play but none of their hexes touch one another, they will still want to have a battle. In this scenario, they have a "No man's land skirmish". In a battle like this, the two armies clash in some far-off neutral battlefield. The battle will not cause either player to lose or gain hexes but will still give warlords and units of renown chances to improve (or chances to be slain!).

You may select any scenario from the Warlords of Erehwon rulebook to play. Players may take 500,1000 or 1500pt armies. You warlords may take part alongside d3 units of renown if you so wish. Monstrosities are not used in No-Man's Land Skirmishes.

Invasion!:

This is when a player invades another player's hex and attempts to take it into their sphere of influence. This can only be done if the two players who wish to play have at least one hex that is adjacent to an enemy hex.

Whenever a warlord attempts to take an enemy hex into his sphere of influence he risks (or more often than not, seeks out) a battle. The random events detailed on the opposed hex tables, explain whether a battle has been triggered. The battle will take place, typically, between two armies. The events explain how many points per side that each player can spend on this army, whether the warlord may be used and what, if any, units of renown can be used. Typically, monstrosities won't be used in most battles unless both players agree to use them. If a battle is described as having "no restrictions", then the player may

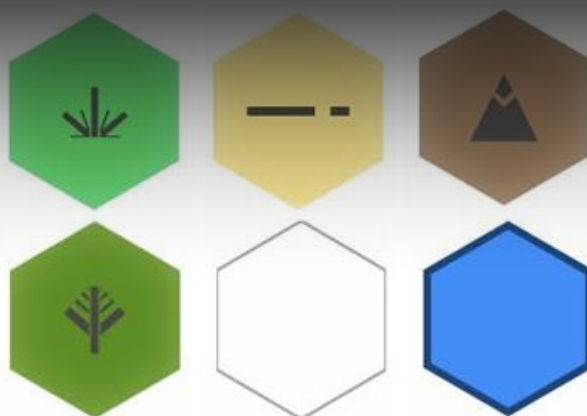
take whatever units they wish, including their warlord, units of renown and even giant, hulking monstrosities.

When you decide to play an “Invasion” battle, roll a D6 and consult this table:

Roll	Result
1	The warlord with the smallest sphere of influence is the attacker. He can pick any of his rival’s hexes that are adjacent to his own and attempt to invade and take them. Select the hex and roll on the appropriate opposed hex table. Apply the result.
2-4	The warlord with the smallest sphere of influence is the attacker. He invades, but his opponent can pick what hex he is attempting to invade. This must be a hex which is adjacent to one of his own. The defender selects the hex and the attacker rolls on the appropriate opposed hex table. Apply the result.
5	The warlord with the largest sphere of influence is the attacker. He can pick any of his rival’s hexes that are adjacent to his own and attempt to invade and take them. Select the hex and roll on the appropriate opposed hex table. Apply the result.
6	The warlord with the largest sphere of influence is the attacker. He invades, but his opponent can pick what adjacent hex he is attempting to invade. The defender selects the hex and the attacker rolls on the appropriate opposed hex table. Apply the result.

THE ATTACKER ALWAYS ROLLS ON THE OPPOSED HEX TABLE

Taking Opposed Hexes



When going to war and fighting an “Invasion!” battle, the “Attacker” attempts to take a hex tile from a “defender”. To take an opposed hex you will need to roll on the appropriate D100 table and apply the result. In rare and lucky circumstances you will take your enemy’s hex without issue, other times random events may affect your warlord or units of renown. Most times, you will need to fight a game of Warlords of Erehwon to resolve the fight against your opponent to take their hex from them.

Below are a series of tables for taking opposed Grasslands/Farmlands, Mountains, Deserts/Wastelands, Ice Wastes, Forests/Jungles, Seas(optional), Towns/Forts & Walled Cities/Castles.

Designer’s note:

Some of the results in these tables ask you to play a “pitched battle”. When this is written we suggest that you and your opponent decide whether you would like to play the “Upon the field of battle” scenario or “Bloody encounter”. Both are pitched battles but have slightly different rules. Pick which one you want or toss a coin!





Opposed Grasslands/Farmlands

01 Revolution! Whilst your warlord commits resources to taking this piece of land, he neglects to realise that he last left his home undefended and his bureaucrats underpaid. Peasants take over a city, town or piece land owned by your warlord. If you own walled cities, randomly select one. If you do not own walled cities, randomly select a fort or town. If you own none of these, randomly select one hex under your influence (not including sea hexes). This hex is no longer under your influence and has become an unopposed hex. Your Warlord is currently ignorant of this, and so you must roll again on this table to resolve his current invasion plans.	85-90 Defectors: When your warlord invades, many of the citizens of this land can see the writing on the wall. He's going to win - it's only a matter of time. Set up for an equally matched pitched battle with no restrictions. Then, before you begin, randomly determine one unit from your enemy's army that will defect at the start of the battle. It cannot be a warlord or a unit of renown. They are to be moved from the enemy's deployment zone and placed in yours. This unit is now under your control for the remainder of the game. If you succeed, take this hex into your sphere of influence.
02-10 Scouts caught red handed! Your warlord sends a small advance force into enemy territory and they stumble across a much larger and better armed force. Fight a pitched battle with your opponent. You can take one unit of renown of your choice and you cannot take your warlord. Your enemy have no restrictions. Your enemy's army should outnumber you in points cost. If by some miracle you succeed, take this hex into your sphere of influence.	91-95 Assassination attempts: Instead of invading the area, your Warlord decides to send a lone assassin into enemy territory to try to kill the enemy warlord. No battle is fought. Instead Roll a dice and consult this table below. 1-2- The assassin gets as far as the borders of the enemy's camp but is caught, hanged, drawn and quartered. No further effect. 3- The assassin gets as far as the enemy encampment but is stopped by the warlord's bodyguards. The bodyguards kill the assassin, but some are badly wounded and potentially killed in the process. Select a random unit of renown from your enemy's army and roll on the unit of renown recovery table. 4- The assassin gets as far as the warlord's tent. He is however awake and armed. The assassin and the warlord engage in a life and death struggle. The warlord must pass a res test against the SV2 blade of the assassin. If he fails, he must roll on the recovery table. 5- The assassin gets as far as the warlord's tent and finds him asleep. He plunges his knife into him but panics and flees before seeing if he is dead. The warlord must roll on the warlord recovery table. 6 - The warlord never sees it coming. Whilst he sleeps, a shadow enters the room, slits his throat and disappears without being seen. The enemy army awake the next morning to find that their warlord is dead.
11-22 Hostile territory: Your warlord enters your enemy's territory with a sizeable force, however the opposition are prepared and better equipped. You may bring your warlord and up to d3 units of renown. Your opponent may bring any units they wish. Fight a battle of your choice from the rulebook. Your enemy's army should slightly outnumber yours in points cost. If you succeed, take this hex into your sphere of influence.	
23-63 Pitched battle: Both warlords meet head to head and clash upon the battlefield. Warlords may take any units they wish – there are no restrictions. The battle is fought with armies of equal points value. If you succeed, take this hex into your sphere of influence.	
64-73 Epic battle: Both warlords commit all of their resources to this battle. Fight a pitched battle as described above make it of epic proportions, bring everything you've got if you want to! If you succeed, take this hex into your sphere of influence.	96-99 Unopposed! The enemy army have not responded to this invasion! Immediately bring this hex under your control! No battle is fought.
74-84 Overwhelming force: Your Warlord rushes across the borders before the enemy can mount a decent enough defence. Fight a pitched battle where you can bring up to your Warlord and any units of renown. Your opponent can bring their warlord and d3 Units of renown. Points cost should be equal. If you succeed, take this hex into your sphere of influence.	100 Lightning War: Your warlord's army flood over the border in such great droves that they are completely unstoppable. The enemy rout without firing a single arrow. Take the hex under your sphere of influence. You may now select any adjacent enemy hex to this hex and roll on the appropriate opposed hex table.



Opposed Forests/Jungle

01 Forests of death: Your warlord's army marches into the forests searching for their foe but find that the spirits here recognise that they intend to invade. The forest spirits have either decided to side with his enemy or have been placed under their wicked spell. The trees come alive and begin attaching your force. Your warlord retreats but not without suffering losses. Randomly select one unit of renown and roll on the unit of renown recovery table. If there are no units of renown, your warlord must roll a recovery. No battle is fought.	74-84 Scorched Earth: In your warlord's eagerness to conquer, he commits vast resources and lay waste to the forest, burning it to the ground. Fight a pitched battle where you can bring up to your Warlord and, if you desire, all units of renown. Your opponent can use their warlord and up to d3 Units of renown. Your army should outnumber theirs in points cost. All trees and forest related scenery is considered to be burning and counts as impassable terrain. If you succeed, take this hex into your sphere of influence and replace the forest tile with a desert/wasteland tile.
02-10 Woodland skirmish: You warlord sends a small advance force into the dense woodland. They march for days before and they stumble across an enemy encampment deep within the woods. Fight a scenario of your choice in dense woodland between small skirmish sized armies. No warlords or units of renown may be taken. If you succeed, take this hex into your sphere of influence.	85-90 The call of the wild: When your warlord invades the land, some of the creatures of the forest side with him, either seeing you as a liberator or simply because your warlord has put them under an evil spell. Set up for a an equally matched pitched battle with no restrictions. Then, before you begin, roll a d6 on the table below to decide which forest dwelling creatures have sided with you. 1 A bound bear 2 A bound tree man 3 A bound giant spider 4 A unit of three bound ogres 5 A unit of three allied ogres 6 A bound gigantic spider Place this unit in the middle of the board and scatter it 2d6 inches (stopping at any board edges). This unit will count as a part of your army for this battle.
11-22 The Teutoburg Effect : The army enters your enemy's forests with a sizeable force; however the opposition are prepared and better equipped. More to the point, they are waiting... Your warlord's only hope now is to retreat. Fight the "Unexpected Encounter" scenario from the rulebook. You may bring your warlord and up to d3 units of renown. Your opponent may bring any units they wish. The enemy army should outnumber your own in points cost. Regardless of if you succeed, you cannot take this hex at this time.	
23-63 Pitched battle: Both warlords meet in a clearing in the woods. They go head to head and clash. Warlords may take any units they wish. The battle is fought with equal points either side. If you succeed, take this hex into your sphere of influence.	91-99 Unopposed! The enemy army have not responded to this invasion! Forests are notoriously hard to patrol and defend. Immediately bring this hex under your control! No battle is fought.
63-73 Hunting grounds: Both warlords clash on the site of a mystical creature's hunting grounds. Play the "Rogue Beast" scenario from the main rulebook. You should take equal points value armies. There are no restrictions. If you succeed, take this hex into your sphere of influence.	100 King of the jungle: The forests welcome your warlord into their fold. Trees bow before him and great dryads appear to throw his enemies out of the borders of the forest. Two little birds bring a flowery crown and drop it upon his head. He is crowned the king of this wood. Immediately bring this hex under your control and roll on the warlord reward table. No battle is fought.



Opposed Mountains (Part 1)

01

It's a trap! A cheerful little goblin offers to help your warlord find a secret route behind enemy lines. Your Warlord accepts. However, the goblin leads him instead into the lair of a hungry mountain giant who immediately locks him in his larder. You must immediately fight the giant with an army of similar points value. All units of renown can fight. If you fail to slay the giant however, your Warlord is eaten the very next day and is considered dead. If you succeed - roll again on this table and attempt to fight your enemy.

02-05

Presumed Dead: Your warlord's army attempts to conquer the enemy's mountain, but it takes longer than expected. Whilst he is away for so long a few of his subjects, bureaucrats and "trusted" soldiers assume that he and his army have perished and make grabs for power. D3 randomly selected hexes under your control are lost and now become unopposed. (Do not count sea hexes). After you have done this, roll again on this table to find out what eventually happens once he navigates his way through your warlord's enemy's mountain.

06-10

The mighty mountain troll: Your warlord enters his enemy's territory, hearing rumours about a savage mountain troll which has been terrorising the local villages, coming down from the mountains and stealing livestock. If this troll were to be slain, the citizenry would be easily won over. However, his rival warlord has already sent a substantial force into the mountains to deal with it. Your Warlord is outnumbered. Play the rogue beast scenario with a mighty mountain troll as the beast. The enemy army should slightly outnumber yours in points cost. If you succeed, take this hex into your sphere of influence.

11-22

Avalanche risk:

Both warlords meet in a valley between two peaks. The snow on either side is likely to avalanche if too large noise or tremor occurs. Set up an equally matched pitched battle with no restrictions. An avalanche can only be triggered once in the game. The events that can cause an avalanche are the following:

1. A piece of artillery missing its target (and presumably hitting the ground or mountainside, causing a tremor)
2. A cannon or similarly "loud" weapon being fired (agree with your opponent on which weapons would be "loud")
3. A monstrosity being slain (and making quite a thud when they fall).
4. A monstrosity using the sprint order (not including flyers)
5. A spell miscast (causing all kinds of noisy and strange special effects to go off.)

If one of these events occur during the battle, immediately roll a d6. On a 5+ an avalanche has occurred. Divide the board in two halves so that both deployment zones are partially within both halves and randomly determine which side has avalanched. All models that have been hit by the avalanche must immediately pass a st test or be buried under the snow and considered destroyed. Flying units can pass an ag test in order to dodge the avalanche but must then pass a st test if they were hit by it. All units that lose a model to the avalanche take d3 pins. The entire half of the board where the avalanche occurred is now considered rough terrain.

If you succeed, take this hex into your sphere of influence.



Opposed Mountains (Part 2)

23-63 Pitched battle: Both warlords meet in the rock-strewn foothills of the mountains. The battlefield should be littered with rocks and hills. They go head to head and clash. Warlords may take any units they wish. A pitched battle is fought with equal points cost on either side. If you succeed, take this hex into your sphere of influence.	85-90 Race to the top: Your warlord's rival has constructed a great watchtower upon the peak of a mountain and your warlord wishes to take it. The tower is poorly defended but solidly built. Play the watchtower scenario ensuring that the tower has plenty of natural defences such as rocks and hills surrounding it. The attacking force may slightly outnumber the defenders. There are no restrictions. If your warlord is victorious, take this hex into your sphere of influence.
64-73 The uphill battle: Both warlords meet on a steep and unforgiving slope. The battlefield should be littered with rocks and hills. They go head to head and clash. Warlords may take any units they wish. A scenario of your choice is fought with equal points on either side. Before the battle begins, but after units have deployed, randomly determine which side of the board is the higher ground. When models move towards the higher ground, they suffer -1 movement and count as heavily laden. When models move towards the low ground, they gain +1 movement and may re-roll their ag test when they sprint. If you succeed, take this hex into your sphere of influence.	91-99 Unopposed! The enemy army have not responded to this invasion! Immediately bring this hex under your control!
74-84 Caves of death: Your Warlord invades a network of tunnels and mines where the enemy have hidden. Create a board that represents a series of tunnels and mines. (Dungeons and dragons, Warhammer quest and Dungeon saga scenery is perfect for this.) both sides may take a small skirmish sized force. No cavalry, large monstrosities, artillery or anything that would realistically struggle to enter tight winding paths may take part. If your warlord is victorious, take this hex into your sphere of influence.	100 King of the hill: A cheerful little goblin offers to help your warlord find a secret route behind enemy lines. Your Warlord accepts. He either endears himself to the creatures, or simply intimidates them enough that although it may have been planning to double cross him, it dares not do so now. You will now play a battle that simulates your army and their newfound goblin allies surprise attacking the enemy. Your enemy must set up a very small warband in the middle of a board. You may then set up your army on any and all sides that you wish. You also command a small warband of equal points value. No monstrosities may be taken by either side. On the start of each turn, roll a d6. On the roll of a 1 the goblins believe their job is done and no longer provide any help. Do not roll on this table again. On the roll of a 2-3 nothing happens. On the roll of a 4-5 a unit of five goblins enters a randomly determined table edge and joins your army. On the roll of a 6 a unit of ten goblins enter on a random table edge and join your army. These goblins do not count towards your army when calculating percentages lost for moral. If your warlord is victorious, take this hex into your sphere of influence.



Opposed wastelands/desert

01: Decimation: The army marches into the wasteland filled with vigour and pride, however their enemy is nowhere to be seen. They continue their march, but the wasteland takes its toll. Many perish along the way. By the time they find their foe they have been decimated by the brutal journey. Play an equally matched pitched battle in an empty deserted board. The attacker must roll a d10 for every single model in his army. On the roll of a 0 that model perished before they reached the battlefield - remove them from the unit. Do not roll for your warlord. If there was any drinking water available, he made sure he had the first swig! If your warlord is victorious, take this hex into your sphere of influence.	74-84 Sandstorm: Both armies clash upon the battlefield, however they are unaware that a horrendous sandstorm is on its way. Set up for an equally matched pitched battle. No restrictions are in effect. On each turn after turn one, roll a d6. On the roll of a 5+ the sandstorm has begun. The sandstorm makes issuing orders near impossible. At the beginning of each turn every unit must pass a CO check. If they fail they are confused and dazed by the swirling sands and cannot hear their orders. The unit receives an order dice from the bag and receives a down order immediately. If your warlord is victorious, take this hex into your sphere of influence.
02-10 The buried artefact: Your warlord enters his enemy's territory, hearing rumours about a hidden secret artefact hidden in the sands. However, his rival warlord catches word of this and heavily defends this ancient treasure. Play "the relic" scenario. The defender may slightly outnumber the attacker. No other restrictions apply. If your warlord is victorious, take this hex into your sphere of influence.	85-90 Deserters: When the army invade the desert some of the enemy troops have become disillusioned in their warlord's cause and see this army as great liberators (or perhaps simply lesser evils). They defect and join your warband. Set up for an equally matched pitched battle. At the start of the battle, before deployment, randomly select an enemy unit. (This cannot be a warlord or unit of renown). This unit must be redeployed in your deployment zone and is now considered a part of your army.
11-22 The Desert Watchtower: Your warlord's rival has set up a series of beacons across the wasteland. If they are lit, his forces will be alerted to the invasion and attack in full force. Play the watchtower scenario. The watchtower belongs to the defender and must be taken over. The defender's army should slightly outnumber the attackers in points cost. Both sides can take d3 units of renown. However, the defender's warlord cannot be present. If you're victorious- the watch tower was taken before the signal was given out and you may take this hex into your sphere of influence.	91-99 Unopposed! The enemy army have not responded to this invasion! Deserts are notoriously hard to patrol and defend. Immediately bring this hex under your control!
23-63 Pitched battle: Both warlords meet in a barren wasteland in the middle of the desert. They go head to head and clash. Warlords may take any units they wish. The battle is fought with equal points on either side. No scenery is used (except maybe a few decorative pieces such as dramatically strewn corpses). If you succeed, take this hex into your sphere of influence.	100 The desert lotus: The enemy army have not responded to this invasion! Deserts are notoriously hard to patrol and defend. Immediately bring this hex under your control! While surveying this newly acquired land, your Warlord finds a rare desert lotus growing in the shade of a rock. It is said to have magical properties and be able to bring mortals back from the dead, stave off the ravages of entropy for the undead and give a renewed vigour and energy to any who taste it. However - it comes at a cost. The Lotus has a way of meddling with the user's mind. Many who have been saved by it have come back...changed. The lotus may be used once by your Warlord in the future if they die as the result of a recovery roll. They are instantly fully recovered and lose any negative recoveries that they have sustained over the campaign. However, their mind will have warped and they are driven completely mad. If they were previously described as malevolent, they are now benign. If they were benign, they are now malevolent. If they were neutral before, randomly determine if they are benign or malevolent. Any malevolent units of renown with a newly benign leader, instantly leave his service. Any benign units of renown with a malevolent leader, instantly leave his service.
63-73 Tomb raiders: Your Warlord has gained intelligence that a secret artefact is hidden deep within this desert. His rival was completely unaware of this until your Warlord began searching. He has mounted a pitiful defence against your attempts to invade and steal the buried treasure. Play "the relic" scenario. The attacker may slightly outnumber the defenders army in points cost. No other restrictions apply. If your warlord is victorious, take this hex into your sphere of influence.	

Designer's note:

Having consumed the lotus, this newly mad warlord should be role played suitably to reflect his newfound insanity.





Opposed Frozen Land

01 The bleak midwinter: The army marches into the frozen tundra, however their enemy is nowhere to be seen. They continue their march, but the ravages of winter take their toll. Even the hardest of warriors feel the biting cold. By the time your Warlord finds his foe, his soldiers are worse for wear. Play an equally matched pitched battle. The attacker must roll one res test (ignoring armour) for every single unit in his army (picking the highest res in the unit). If the res test is passed, they fight as normal. If the res test is failed, they are horribly frostbitten and suffer a permanent-1 res for the remainder of the game. If you succeed, take this hex into your sphere of influence.	74-84 Snowstorm: Both armies clash upon the battlefield, however they are unaware that a horrendous snowstorm is on its way. Set up for an equally matched pitched battle. No restrictions are in effect. On each turn after turn one, roll a d6. On the roll of a 5+ the snowstorm has begun. The snowstorm makes effective marching near impossible. At the beginning of each turn every unit must pass a ST check. If they fail, they will struggle to move through the deep snow (Flying Units are also affected, being hampered by the savage winds). The unit can only move as if in rough terrain regardless of if they are out in the open. If your warlord is victorious, take this hex into your sphere of influence.
02-10 The Yeti: Your warlord enters his enemy's territory, hearing rumours about a savage yeti which has been terrorising the local populace. If this beast were to be slain, the citizenry would be easily won over. However, his rival warlord has already sent a substantial force into the frozen wastes to deal with it. Your Warlord is outnumbered. Play the rogue beast scenario with a troll (representing the yeti) as the beast. The defender should slightly outnumber the attacker in points value. If you succeed, take this hex into your sphere of influence.	85-90 Hot Spring Spa Break: When the army invades the frozen wastes your rival warlord responds with a sizeable force. However, before these warbands meet, a terrible cold snap sets in, causing many soldiers to freeze to the bone. Fortunately, your warlord finds shelter in some lovely caves with naturally occurring hot spring saunas. Meanwhile his rival's army are exposed to the elements. When you finally meet upon the battlefield the next day, your rival warlord's army is demoralised and cold whereas your army is refreshed and ready to fight. Set up for an equally matched pitched battle with no restrictions. The defender's units all begin the game demoralised. Roll a co check for each unit. If the pass, they begin the game with one pin. If they fail, they begin the game with d3 pins. If they roll a 0, they begin the game with d6 pins. If your warlord is victorious, take this hex into your sphere of influence.
11-22 Thin ice: Both warlords meet either side of either a frozen river or a series of large frozen lakes. They make a stand and fight a pitched battle on this spot. Unfortunately, the ice has begun to thaw. The frozen lakes and rivers count as normal terrain, however when a unit moves over it, it must pass an ag test. If the test is failed the ice begins to crack. The ground now becomes rough terrain. If you roll a zero on this test, or if another unit fails an ag test on this section of ice again, the ice has broken. The terrain becomes impassable. Any unit that was on the ice is instantly plunged into sub-zero water and is considered a casualty. (Flying Units are unaffected by any of these rules)	91-99 Unopposed! The enemy army have not responded to this invasion! Immediately bring this hex under your control!
23-63 Pitched battle: Both warlords meet in the frozen tundra. They go head to head and clash. Warlords may take any units they wish. The battle is fought with equal points on either side. If you succeed, take this hex into your sphere of influence.	100 Freeze! We've got you surrounded: The enemy army have responded pitifully to this invasion! Immediately bring this hex under your control! There was only a single unit posted to guard this area and they were quickly captured. Randomly determine one of your enemy's units of renown. If your enemy has no units of renown, instead take their warlord and his bodyguard. You have a choice on how to treat these prisoners. 1. Execution: you can kill this unit outright. They are now destroyed. 2. Ransom: you can negotiate with your rival. You can demand one of their hexes be given to your Warlord. This hex can be moved into your sphere of influence. If a deal cannot be struck, you can execute the prisoners or show mercy. 3. Mercy: you can be merciful and release these prisoners to go back to their people. If you do so, your warlord's good deed is rewarded by the gods. Roll once on the benign warlord's improvement table (regardless of your warlord's description.)
63-73 The frozen altar: Your Warlord has gained intelligence that a temple, half buried in the snow, is hidden deep within this land. Legend has it that a powerful artefact is hidden within, defended by an ice wraith. His rival was completely unaware of this until your Warlord began searching for it. He has mounted a pitiful defence against your attempts to invade and steal the buried treasure. Play "the relic" scenario and ensure that the relic is defended by a wraith. The attacker may choose to slightly outnumber the attacker.. No other restrictions apply. If your warlord is victorious, take this hex into your sphere of influence.	

Designer's note:

*This table is extremely simple and is designed to help simulate warlord's fleets clashing at sea. It uses simple dice rolls to do this. If you would prefer to play out these battles in a game of exciting naval warfare, disregard this table and use the alternative version available in the expansion: **Man-O-Warlords**.*

**Opposed Sea (optional)****01-10: Unable to find the enemy fleet.**

Both fleets set out for battle but due to poor weather, treacherous conditions or miscalculated navigation, they never actually meet. No further effect.

21-80 A fair fight:

Equally matched flotillas engage in a ferocious naval battle. It is hard to predict who will win. Both players must roll a d6. The highest roller is the victor. If you are the victor, take this hex into your sphere of influence. In the case of a draw, both fleets destroy one another. Nobody now controls this hex and it becomes an unopposed sea tile.

11-20: Horribly outnumbered.

Your warlord's fleet are horribly outnumbered by the opposition. Roll a d6. On the roll of a 5 or a 6 you may take this hex into your sphere of influence. On any other roll, apply no further effect.

81-100: Overwhelming numbers:

Your Warlord's fleet are far larger and better equipped than his opponents. Roll a d6. On the roll of a 3, 4, 5 or a 6 you may take this hex into your sphere of influence. On any other roll, apply no further effect.





Opposed Fort/Settlement

01-05: The enemy have been busy!

Instead of a small settlement or fort, your warlord arrives and to his horror he finds that then enemy have spent an enormous amount of time and resources converting this tiny settlement into a fortified city. Replace the enemy fort/settlement with a walled city/castle and roll again on the opposed castle/walled city table.

17-50 The Lone Fort

Your Warlords army come across the enemy fort and launch their attack. Play the watchtower scenario from the main rulebook. The battle should be fought with equal points value on each side. No restrictions apply. If you successfully take the tower, destroy or drive off the enemy, bring this hex into your sphere of influence.

06-16: A well defended town.

This town is extremely well defended. A castle, it is not. But perhaps decent palisade walls or a basic motte and bailey have been erected. Play a siege (as described in the Appendix: Fighting a Siege!). However, ensure that the enemy's fortress isn't too built up and too well defended. This isn't the walls of Constantinople! Just a local town or fort that's done a very good job at putting up a temporary defence. If you successfully destroy or drive off the enemy, bring this hex into your sphere of influence.

51-80 The Village

What rhymes with village? You guessed it. Your warlord's army come across an enemy village and decide to raze it to the ground. Play the "Pillage The Village" scenario from the main rule book. The battle should be fought with equal points value on each side. No restrictions apply. If you're successful, the village is utterly destroyed. Remove the fort/settlement from the map and bring this hex into your sphere of influence.

81-100: Blood on the streets

Your Warlords army move into what appears to be an undefended town, not realising that many of the inhabitants are in fact members of your enemy's warband. Play a small scale skirmish battle. Only infantry may take part. Set up the board so that it is both small and densely populated with buildings. Each of these buildings count as impassable terrain and may not be entered, as frightened peasants lock and bar the doors. Players draw dice as usual to deploy their units, however there are no deployment zones. Units may be placed anywhere within this labyrinth of alleys and back streets. If you successfully destroy or drive off the enemy, bring this hex into your sphere of influence.



Opposed Castle/Walled City

01-10: A poorly organised siege:

Your warlord besieges the enemy fortress too hastily. Fight a siege battle, ensuring that your army has enough ladders and rams etc to do the job, but not enough to be considered well equipped. Your enemy on the other hand, should be very well equipped to fight off attackers. If you defeat your enemy, take this castle and the hex into your sphere of influence.

90-100: A beautifully organised siege.

Your warlord starves out his enemy and waits until the perfect moment to strike. His enemy are hungry and demoralised. Fight a siege battle as described in the appendix: Fighting a Siege! However, before the battle begins, every enemy unit must take a single unmodified res test (using the highest res in the unit). If it fails it starts the game with d3 pins. If you defeat your enemy, take this castle and the hex into your sphere of influence.

11-89: Siege!

Fight a siege battle as described in the appendix: Fighting a Siege! If you defeat your enemy, take this castle and the hex into your sphere of influence.

Designer's note:

You may have noticed that the Opposed Castle/Walled City table is particularly lacking in detail and open to interpretation. This table will always result in a siege because, let's face it, sieges are awesome. You can make your sieges as crazy or as sensible as you see fit. See this as your opportunity to really flex your narrative muscles and create a battle you will talk, laugh or lament about in years to come!





Chapter Four

Post Game

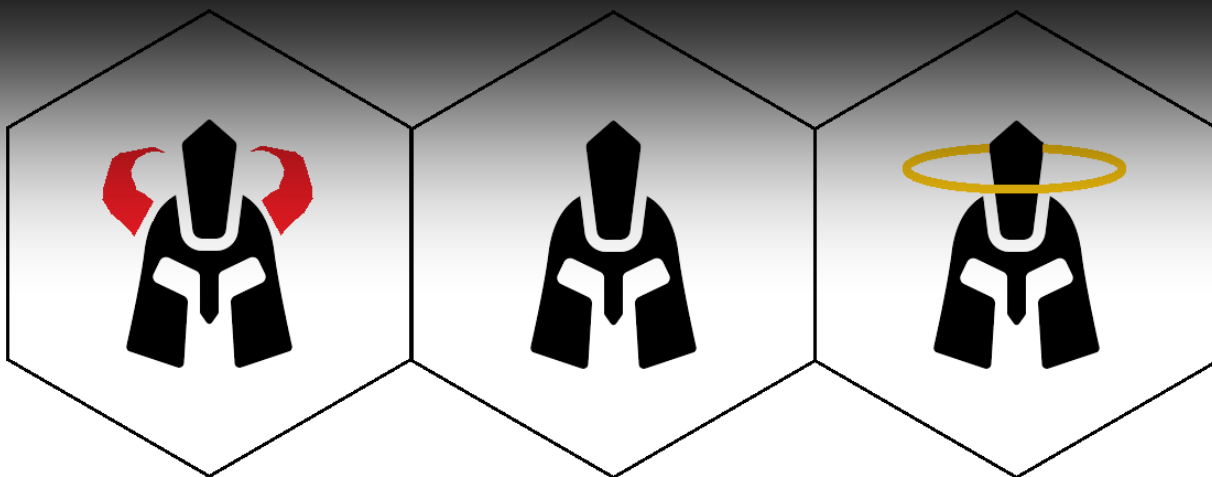
Post Game

After “Going To War”, the post game begins. There are a few actions that need to be completed in this phase.

These are the actions in the should be completed:

- 1) Warlord Improvements: If he took part in the battle, and survived until the end without falling or fleeing, the winning Warlord must roll for a new improvement from the appropriate table.
- 2) Warlord Recovery: If a warlord or warlords fell in battle, they must roll on the warlord recovery table.
- 3) Units of Renown Improvements: Did a unit of renown do anything particularly heroic or amazing? If both players agree they may roll on the appropriate units of renown improvement table as if they had drilled in the pre-game.
- 4) Units of renown recovery: Did a unit of renown fall in battle? If so they must roll on the units of renown recovery table.
- 5) Updating the world map.
- 6) Get ready for your next battle!

Warlord Improvements



Warlords who take part in and win a battle may roll on the Warlord's improvement tables. Depending on their description, they will need to roll on either the Malevolent, Benign or Neutral tables. Unlike units of renown, warlords have up to 4 improvements at a time, sometimes even achieving power so great that they are considered a demi-god. Also, unlike units of renown a warlord can try to get rid of one of their improvements in order to gain a new one. (This is not without risk however.) If a warlord has 4 improvements already and wishes to gain a new one he must first choose and remove an improvement. He may then roll a d6. On the roll of a 4 or higher he can roll a new improvement. On the roll of a 1-3 he cannot gain a new 4th improvement at this time.

A demi-god is a warlord with wounds 3 and tough 3, making then an almost unstoppable being of unimaginable power – these are extremely rare. There are four types of demi-god that a warlord can become. Rules-wise they are all exactly the same, but in a narrative sense, they are completely different.

- 1) Lich King – malevolent warlords may become a “lich king”. These are undead supernatural beings, almost immortal and fuelled by an utter contempt for all living life.
- 2) Demon – malevolent warlords may become a “demon”. These are the embodiment of evil, cruelty and vice given a terrible and indescribable form.
- 3) Demi-God – Any warlord may become like heroes of ancient myth. These are men and women who walk amongst mortals but wield god like strength, intelligence and charisma.
- 4) Living Saint – Benign warlords may become a “Living Saint”. These are beings that have ascended to the heavens and returned, reborn, as a celestial angelic form.

Below are the three warlord improvement tables.



Benign Warlord Improvement Table (D100)

01

A change of heart

What the hell is going on? Your altruistic and chivalric warlord is starting to rethink their life choices. Change their description to neutral and roll once on the malign warlord improvement table.

02-50

Improved Leadership:

This warlord has improved as a leader of men and a battlefield warrior. Roll on the neutral warlord improvement table.

51-61 Blessings of the Gods:

Your warlord's righteous crusade has caught the attention of the gods. They gift him special powers to further his fight against evil. Roll a d10 and apply the blessing described below.

0 - Shield of holy light. Your Warlord is shrouded in holy energy. The first time an enemy unit charges him in a battle, they are instantly hit by d3 SV1 hits. One use per battle.

1 - Beam of holy light. Your Warlord can shoot holy light from their eyes, staff or wherever you feel is appropriate. They can add a single ranged attack with a range of 10 inches, SV2 to their profile.

2 - Inspiring appearance. Your Warlord appears to his followers like an angel walking amongst men. They adore him and fight to impress him. Any friendly units within 4 inches of this model have +1co.

3- Angelic wings. Wings sprout from your warlord's back. Perhaps they are feathered protrusions or magical ethereal wings that appear and disappear on command. He and his unit gain the rule "fly".

4-God-guided swordsmanship: Add one hth attack to the warlord's profile.

5- The word of the gods. Your Warlord can attempt to convert wrongdoers over to his cause in the midst of battle. Once per game, he can attempt to convert an enemy unit that is 6 inches or closer to him. Roll a d6. On the result of a 6, your Warlord opens his mouth, but it is the gods who speak through him. The earth trembles and your enemies fall to their knees. The targeted unit are converted immediately and join your army. (If this is a unit of renown, instead of. D6, roll a d10. On the result of a 10, they join your cause for the duration of the battle and are controlled as one of your units

6- Holy Water. Once per game, your Warlord can throw holy water during HTH combat at his enemies. If they are a malevolent warlord or malevolent unit of renown they suffer a single "choking" hit. If they are not, they just get a little bit wet and carry on fighting...

7- Whip of righteousness. Your Warlord can summon an ethereal lash to help defend himself. This is a missile weapon that can only be used in exchange of missiles when the warlord is charged. It counts as SV1.

8- The swiftness if the gods. The warlord has been blessed with remarkable speed. Add fast(8) to his (and his unit's)profile.

9- Divine luck. Your Warlord receives premonitions that than help him dodge axe blows and arrow shots, potentially saving his life. Your leader has +1 res.

62-82

Chivalric Code. Your warlord leads their life by a set of strict rules based on decency and altruism. Roll a d10 and apply a code to your warlord.

1: Give to the needy: your leader is forever giving great swathes of land to those who need it the most. In turn these peasants work the land, making it fertile and green. Every time your Warlord takes a desert/wasteland into his sphere of influence, convert the hex with grassland/farmland.

2: Do not worship false idols: your Warlord tears down the symbols and blasphemous edifices raised by his rivals. If your warlord successfully takes a town/fort or walled city/castle previously owned by a malevolent warlord into their sphere of influence they immediately raze it to the ground. Remove the buildings and replace this hex with wasteland.

3:Spread the word of the gods: your leader is an evangelist and is followed everywhere by dedicated followers of the gods. Whenever your Warlord has to fight a battle roll a d6. On the result of a 6, a priest joins your army free of charge.

4: Protect the land: Your leader refuses to retreat and give ground to his enemies. If he is the defender, the army can only retreat and accept defeat once 75% of the army have been taken as casualties.

5: Lead by example: Your warlord leads by example, often leading the charge himself. He sheds blood with his men, and for this they love him. When he suffers his first wound, all friendly units (including his own) within 6 inches may remove d3 pins.



Benign Warlord Improvement Table (Continued)

6: Pass on your wisdom: your Warlord often chooses to pass his knowledge and fighting expertise into his closest companions. Choose one unit of renown to become his "closest companions". As long as this warlord lives, whenever they roll on the retinue improvement table, they can roll twice and you may select the result you wish for them to have.

7: Suffer not the witch to live: when facing an enemy in hand to hand combat that has a magic level, the warlord gains an extra attack.

8: Fight, until the job is done! This warlord believes so heartily in his cause that he is unlikely to admit defeat let alone death. If this warlord loses in battle roll a dice. One the roll of a 6 he doesn't need to roll on the recovery table if he was injured in the fight.

9: In prayer, we find salvation: This warlord prays before every battle. Before the start of a battle roll a d6 and apply one of these results: 1: his prayers go unanswered and he feels down and depressed - the warlord is minus one co and minus one strength this battle. 2-4: No effect. His prayers go unanswered, but there are more pressing concerns at this time. 5: The gods fill your warlord with renewed vigour- your Warlord counts as +1St for this battle. 6: Religious fervour: Your leader feels that the gods will direct him to victory today. He fights in a state of religious fanaticism, caring little for his or anyone else's safety. For the remainder of this battle he is +2st, -1res and -2co and gains the rule "Zealous" for this game.

10: Be Merciful: When a unit of renown or warlord is destroyed in a battle by this warlord or his unit- after the battle he can offer them mercy. If the enemy accepts, your warlord spares them. This means that they do not need to roll in the recovery table. For this act of mercy, the gods bless the warlord and he can immediately roll on the benign warlord improvement table. (You can only do this once per battle.) However, your enemy can reject your mercy meaning that they have to roll on the recovery table.

82-89

Improved retinue.

If your warlord has a group of bodyguards that make up part his unit, roll a d6 on this table below and apply the result.

1- improved weapons: each member of his retinue gain sv+1 on one weapon of your choice.

2 - additional bodyguards. Add one more bodyguard to the unit free of charge.

3- improved armour. Increase the res value of his bodyguard by one but add the heavily laden rule.

4- banner bearer: give one of his retinue a banner, standard or symbol of his power. As long as this model is alive, your leader's command special rule has a range of 15 instead of 10.

5- Paladin bodyguard. Your Warlord has hired a shining knight to serve as his personal bodyguard. Add him to this unit free of charge. His stats are as follows:

Ag4 Acc5 Str5 Res5(8) Init(6) Co8 – Special rule: Heavily Laden/ Armed with a sword and heavy armour.

6- Prophet. Your Warlord has started being followed by prophet who believes fully that your warlord is the gods representative on earth. His stats are as follows:

Ag 5 Acc 5 Str 5 Res 5 Init 7 Co 6 Weapon: Stave / Special Rule: Divine Intervention

If your warlord does not have a bodyguard, he now gets one. Your Warlord is given two retainers to accompany him for free. Their stats are as follows:

Ag5 Acc5 Str5 Res5(6) Init7 Co7 – Armed with swords and light armour.

90-99

One step closer to Sainthood.

Your Warlord increases in power taking him one step closer towards becoming a living embodiment of all that is good and holy. To represent this add +1 tough to their profile. If they have reached tough 3, add +1 wound. Once the warlord has reached +3 wounds and they are considered a living saint. You may choose to change the model that represents your warlord to show this change.

100 Living Sainthood

Your Warlord has reached the pinnacle of good and transforms into a shining beacon of hope - a living saint. They are demi-gods with incalculable power. They automatically count as wound 3 and tough 3 from now on. You may choose to change the model that represents your warlord to show this change.



Neutral Warlord improvement table (D100)

01

I've seen the light!

Your warlord has experienced something that has totally changed his view of the world. He wants to be good and do good from now on.

Change your warlord's description to benign and roll once on the benign warlord improvement table. Any units of renown in your warband that are malevolent have a choice to make. Do they stick with this moral blank turned good, or do they leave? Roll a dice for each malevolent unit of renown in his warband. On the roll of a 4+ they change to neutral and remain with him. Otherwise, they leave never to be seen again.

02

Turning to the dark side:

Your warlord has experienced something that has totally changed his view of the world. He has finally snapped, lost his mind and become completely evil. Change your warlord's description to malevolent and roll once on the malevolent warlord improvement table. Any units of renown in your warband that are benign have a choice to make. Do they stick with this warlord now that he has turned into a monster, or do they head for the hills and hide? Roll a dice for each benign unit of renown in his warband. On the roll of a 4+ they change to neutral and remain with him. Otherwise, they leave never to be seen again.

3-10 Inspired to be a better man:

Your Warlord is far from a reformed and chivalric hero, but recent experiences have allowed a little goodness into their heart. Roll once on the benign warlord improvement table.

11-14 Filled with hateful anger:

Your leader may not be a complete despot, but just sometimes he lets that hatred flow through his veins and it effects his decisions. Roll once on the malevolent warlord improvement table.

15-20 Inspirational leader:

This warlord is an inspiration to all who follow him. Any unit within 5 inches of him can, on the roll of a 4+ remove 1 pin automatically whenever he is activated.

21-26 Orator:

This warlord delivers a rousing speech before the battle. The troops are fired up and ready to fight. The entire army has +1 res for their first turn.

27-32 Diplomat:

There are often other paths that a leader may take instead of all-out war. If your warlord is about to enter a battle where an enemy is invading a hex under his sphere of influence, he can attempt to talk his way out of the situation. He may choose to pass a command test. If he does, the fight is averted. However, if this happens, the enemy can attempt to not be swayed by his diplomacy. The enemy may also roll a command check. If they roll a lower score than the first warlord, the battle goes ahead as normal.

33-38 Understudy:

Your Warlord is already training his successor for when he eventually retires or falls in battle. Add an extra bodyguard to his unit. Name this bodyguard and choose if he is neutral, malevolent or benign. Narratively speaking, when your warlord dies, this character will become your next Warlord.

39-44 Master tactician:

This warlord will do everything in his power to fight on his own terms. After all units have deployed, he can pick d3 units and redeploy them if he wishes.

45-50 Mastery of many lands:

This warlord will already be a master of one hex type. He can now select another hex type, and gain mastery in this as well.

51-56 Student of magic:

This warlord has been hitting the books and gaining impressive knowledge of the arcane arts. He gains the skill magic level 1 and can learn one spell. If he is already a spell-caster he can improve his magic level by 1 and learn a new spell. If he is already magic level 3, there is nothing new to teach him. Roll again on the table.



Neutral Warlord improvement table (Continued)

57-62 **Resilience:**

It will take more than that to kill him. +1 tough (up to a maximum of tough 3) If he is already tough 3, roll again.

63-68 **Impressive size:**

Your Warlord has grown in stature making him an imposing figure. +1 wound (up to a maximum of wound 3) If he is already wound 3, roll again.

73-78 **Strength of ten men:**

Your Warlord grows in strength and fighting ability. +1 strength (up to a maximum of 3 higher than his starting stats). If he has received +3 strength through other means already, re-roll.

79-84 **The great builder:**

This warlord is famed for his ability to quickly and effectively bring civilisation to the lands he visits. In normal circumstances a town/fort must be converted into a walled city/castle. This warlord can create a walled city/castle even when no fort or town previously existed in this hex.

86-90 **Ferocious reputation:**

All who face him, fear him. Enemy units within 6 inches of this warlord suffer from -1 command.

91-96 **The common touch:**

This warlord has the local populace in the palm of his hand. They have often been known to fight on his behalf when required to.

When fighting a battle, after setting up roll a d6 and consult this table:

1-4 : No peasants were nearby

5 : Five peasants rush to join your army. Add a unit of five peasants and deploy them now.

6 : Ten peasants rush to join your army. Add a unit of ten peasants and deploy them now.

97-100 **Drill Sergeant:**

This warlord is dedicated to improving his troops. Any time that he can roll on the improvement table he can choose to forfeit this and instead choose one of his units of renown and roll on their table to improve them.

Malevolent Warlord Improvement Table (D100)



01

A change of heart

What the hell is going on? Your nefarious and evil warlord is starting to rethink their life choices. Change their description to neutral and roll once on the benign warlord improvement table.

02-50

Improved Leadership:

This warlord has improved as a leader of men and a battlefield warrior. Roll on the neutral warlord improvement table.

51-61 Malevolent Mutations:

Your warlord's wicked ways have caused them to begin to change and mutate. Roll a d10 and apply the mutation described below.

0 - Foul Flatulence. Your Warlord gives off a terrible odour. When an enemy unit charges him, they are instantly hit by d3 choking attacks.

1 - Fiery breath. Your Warlord can breathe fire! They can add "1x flaming breath sv1 fire" to his profile.

2 - Horrific appearance. Your Warlord becomes increasingly grotesque to behold. Perhaps their flesh is riddled with maggots, horns sprout from their head or buboes infest their skin. Any enemy unit within six inches of them are now -1 co.

3- Bat like wings. Wings spawn from your warlord's back. Perhaps they are fleshy protrusions or fiery magical wings that appear and disappear on command. He and his unit gain the rule "fly".

4- Extra arms. Your Warlord has spawned an additional arm. Add one hth attack to their profile.

5-Canabalistic tendencies. Your Warlord now consumes the flesh and bodies of others to revitalise themselves. Once per game the warlord can chose to eat the flesh of a model that has been taken casualty a regenerate a single lost wound. This can be done immediately after the casualty is removed. This model must be a model that has died within 3 inches of the warlord and can be friend or foe. Also, it needs to be something "fleshy" that he could feasibly eat. (In other words: golems, skeletons or war-machines aren't edible. Elves, men, orcs or goblins however are very tasty indeed. Zombies aren't tasty - but they do count as fleshy!)

6- venomous fangs. Your Warlord can bite his enemies using his razor-sharp poisoned bite. Add a 1xhth poison SV2 to his profile.

7- Whipping Tongue. Your Warlord has an elongated, barbed tongue that can be used as a last line of defence. This is a missile weapon that can only be used in exchange of missiles when the warlord is charged. It counts as SV1.

8- hoofed feet. The warlord has satyr like cloven hooves for feet. Add fast(8) to his profile.

9- extra eyes. Your Warlord has extra eyes. Perhaps these cover his face, are embedded in his palms or live on the back of his head. This allows him a better chance of seeing an attack before it strikes. Your leader has +1 res.



Malevolent Warlord Improvement Table (Continued)

62-82

Sadistic Habits. Your leader has become increasingly debauched and sadistic. Roll a d10 to find out what sadistic habit they have picked up.

- 1: Twisted Firestarter: your leader is now a pyromaniac who burns everything in his path. Whenever your leader takes a forest or farmland/grassland into his sphere of influence, replace it with wasteland as he burns everything to the ground.
- 2: The Iconoclast: your leader has grown to hate all signs of their rival's power and civilisation. If your warlord successfully takes a town/fort or walled city/castle into their sphere of influence they immediately raze it to the ground. Replace this hex with wasteland.
- 3: Carnival of debauchery: your leader is followed everywhere by a crazed circus of perverse and peculiar characters. This hedonistic court also follow him onto the battlefield. Add 5 peasants (without any weapons and dressed in bondage gear) to his unit as a part of his bodyguard.
- 4: Prideful: Your leader refuses to retreat and give ground to his enemies. If he is the defender, the army can only retreat and accept defeat once 75% of the army have been taken as casualties.
- 5: Disgusting opulence: Your warlord adorns himself with gold, gems and fine robes. Although this improves his status, it makes it difficult to walk. Your Warlord gains +1Co but also gains the heavily laden rule.
- 6: Favouritism: your Warlord favours some of his units of renown more than others. Randomly determine one unit of renown. They are now his favourite. From now on, whenever they roll on the units of renown improvement table, you can re-roll the result and select which result you want. However, doing this risks upsetting the other units of renown. Whenever you do this roll a d6 for every other unit of renown, on the roll of a 6 they gain the "surly" rule. If they already have the "surly" rule, they are so angered that they leave your warband permanently.
- 7: Maniac: There is no telling what this ruler may do. Just when everyone thinks he is about to march his army in one direction and prepare to defend themselves, he changes his mind and attacks somewhere else. Whenever you have selected or been told what hex to invade roll a d6. On the roll of a 6, he doesn't attempt to take this. Instead, he automatically takes any adjacent hex of your choice. There is no defence mounted as nobody sees it coming, they simply lose the hex and your warlord gains it.
- 8: Anger Management Issues: This warlord is likely to flip out and start throwing his toys out the pram if things don't go his way. If this warlord loses a battle roll a dice. One the roll of a 6 he bets one of his bodyguards to death. Randomly select a member of his retinue and permanently remove them.
- 9: Drug crazed lunatic: This warlord is experimenting with illegal, noxious and rather powerful substances that can have unexpected effects. Before the start of a battle roll a d6 and apply one of these results: 1: terribly hungover - the warlord is minus one co and minus one strength this battle. 2-4: No effect. He wasn't partying last night and he's not about to start now. 5: Stimulants - your Warlord counts as +1Str and -1co for this battle. 6: Hallucinogenics: Your leader is seeing things and loses his mind, fighting like a man possessed. For the remainder of this battle he is +2st and -2co.
- 10: Merciless: When his enemy routs, he gives chase and cuts them down. If you defeat an enemy army, roll a d6 for every unit of renown that fought. On the roll of a 6, his troops chased them down and shot them all in the back. That unit is now dead.

82-89

Improved retinue.

If your warlord has a group of bodyguards that make up part his unit, roll a d6 on this table below and apply the result.

- 1- improved weapons: each member of his retinue gain sv+1 on one weapon of your choice.
- 2 - additional bodyguards. Add one more bodyguard to the unit free of charge.
- 3- improved armour. Increase the res value of his bodyguard by one but add the heavily laden rule.
- 4- banner bearer: give one of his retinue a banner, standard or symbol of his power. As long as this model is alive, your leader's command special rule has a range of 15 instead of 10.
- 5- Half-Ogre bodyguard. Your Warlord has hired a hulking brute to serve as his personal bodyguard. Add him to this unit free of charge. His stats are as follows: Ag4 Acc5 Str5 Res5(8) Init(6) Co8 – Special rule: Heavily Laden/ Armed with an axe and heavy armour.
- 6- Crazy Seer. Your Warlord has started being followed by a crazy seer who serves as his personal advisor. His stats are as follows: Ag 5 Acc 5 Str 5 Res 5 Init 7 Co 6 Weapon: Stave / Special Rule: Divine Intervention

If your warlord does not have a bodyguard, he now gets one. Your Warlord is given two hired thugs to accompany him for free. Their stats are as follows:

Ag5 Acc5 Str5 Res5(6) Init7 Co7 – Armed with maces and light armour.



Malevolent Warlord Improvement Table (Continued)

90-99

One step closer to Demonhood/Lichdom.

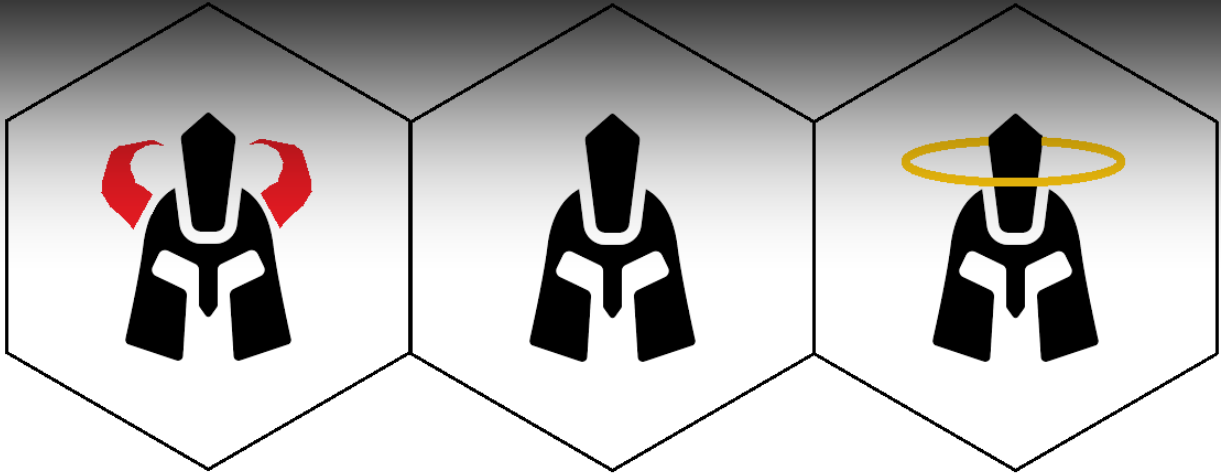
Your Warlord increases in power taking him one step closer towards becoming an all-powerful Lich King or demon.

To represent this, add +1 tough to his profile. If they he has reached tough 3, add +1 wound. Once the warlord has reached +3 wounds and they are considered an all-powerful Lich King or Demon. You may choose to change the model that represents your warlord to show this change.

100 Demonhood /Lichdom

Your Warlord has reached the pinnacle of evil and transforms into a foul demonic entity or an immortal cold-hearted lich king. They are demi-gods with incalculable power. They automatically count as wound 3 and tough 3 from now on. You may choose to change the model that represents your warlord to show this change.

Warlord Recovery



Removing a warlord as a casualty in a game of Warlords of Erewhon does not automatically mean that the warlord has died. There are many ways that the term “casualty” can be interpreted. Below is the Warlord Recovery Table. If a warlord is removed as a casualty, consult this table at the end of the battle to see what his ultimate fate was. He may have been utterly destroyed, grievously wounded, lightly flesh wounded or come away from his experience better and stronger.

(If a warlord fled the battlefield, there is no need to use this table.)



Warlord recovery table:

01

Utterly destroyed: this warlord is utterly destroyed. No amount of medicine or magic can recover his mortal remains let alone heal him. Your Warlord is dead and you must create another warlord following the rules on pages 10-12. The troops within your dead warlord's ranks begin to worry about their future fates and are less likely to follow their new leader. Apply the result "killed" to the old warlord and roll a d6 for all other units of renown in your warband. On the roll of a 6, they flee from your army one night and are never seen again. Remove them from your warband also.

02-05

Killed: this warlord was destroyed. His bodyguard disband. You must create another warlord and follow the rules for creating a new warlord in pages 10-12.

6

Mortally wounded: Your Warlord is dying. Nothing can save him now. He can fight in ONE more battle. The next time you have a battle where you are allowed to take your warlord you MUST take your warlord. He will however suffer a -1 to all of his stat line. At the end of this battle, regardless of outcome, he dies and you must generate a new warlord. Send him out in blaze of glory! Let him die with a sword in his hand!

7-8

There is a chance we may save him: legends speak of a magical potion that can revive a man on the brink of death. The sand of a desert, the brine of the sea, the ice of a glacier, a bottle of mountain air, the leaves from an ancient oak and the well tilled soil of the fields are all needed to help create this remedy. If your warlord has one of every hex type in play on your map represented on your world map under his control, the potion can be created. Apply the fully recovered result. If not, it cannot be found. Apply the mortally wounded result.

9-10

A terrible ordeal: roll twice on this table and apply both results in the order you receive them (re-roll results 01-21)

Warlord recovery table: (continued)

11-16

Slowed down: Your warlord has been injured and may never fully recover. His movement is reduced by one inch.

17-24

Flesh wounds: Your warlord will be back, they just have minor scratches and bruises to attend to. They cannot fight in the next battle. If the next battle asks you to use your Warlord specifically, they do not arrive to the battle but you must still spend their points cost when calculating your warbands points value. After your next battle, the warlord has recovered and functions as normal.

25-36

Afraid: The warlord has survived but fear the type of being that caused them harm. Decide how to best describe the species/race of the unit that caused them to roll on the injury table. It could be "Afraid of: Orcs", "Afraid of :Skeletons" or "Afraid of :Humans" for example. Whenever he fights beings that fit this description from now on, he is -1 co whenever they are within 6 inches.

36-45

Psychologically damaged: The Warlord survived their ordeal but is plagued with terrors and self-doubt. He suffers minus -1 co.

46-50

Loss of bodyguard: the warlord survived but his bodyguard have proven pretty useless. He fires them all on the spot. Your Warlord no longer has any of the bodyguards on his profile but his points cost remains the same.

51-60

Disillusioned: Your Warlord survives, but some of his troops no longer fully believe in his mission. Roll a d6 for all Units of renown. If you roll a 6 they gain the rule "Surly". If they already had the rule "Surly", they are removed from your warband as they run away one night.

60-80

Recovered: Through some miracle, your Warlord and his retainers appear to have gotten away or recovered fully from their wounds. No further effect.

Warlord recovery table: (continued)

81-85

Vengeful: The warlord survives but remembers the faces of those who hurt him. He won't let this happen again. If he was injured by a warlord or unit of renown, make a note of this. This warlord will now have +1co when fighting a battle that includes this unit in the future.

86-89

Prejudice: The warlord was traumatised by what happened to them and hates all members of the species/race that did this. Decide how to best describe the species/race of the unit that caused them to roll on the injury table. It could be "Prejudice:Orcs", "Prejudice:Skeletons" or "Prejudice:Humans" for example. Whenever they fight beings that fit this description from now on, they are +2st instead of +1st in the round of combat that they charged in.

90-94

Better for the experience:

The warlord survives and may immediately make a roll on the appropriate warlord improvement table.

95-97

A change of perspective (good). A near death experience can change many things. Your Warlord has started down the route of becoming a better man and a reformed character. If your warlord was described as malevolent, change this to neutral. If your warlord was described as neutral, change this to benign. If your warlord was already benign, treat this result as "better for the experience".

(Any units of renown in your warband that are malevolent and now have a benign warlord have a choice to make. Do they stick with this evil psychopath turned good, or do they leave? Roll a dice for each malevolent unit of renown in his warband. On the roll of a 4+ they change to neutral and remain with him. Otherwise, they leave never to be seen again.)

95-97

A change of perspective (evil). A near death experience can change many things. Your Warlord has started down the route of becoming a twisted and bitter despot. If your warlord was described as benign, change this to neutral. If your warlord was described as neutral, change this to malevolent. If your warlord was already malevolent, treat this result as "better for the experience".

(Any units of renown in your warband that are benign and have a malevolent leader have a choice to make. Do they stick with this paragon of virtue turned bad or do they leave? Roll a dice for each benign unit of renown in his warband. On the roll of a 4+ they change to neutral and remain with him. Otherwise, they leave never to be seen again.)

Warlord recovery table: (continued)

100

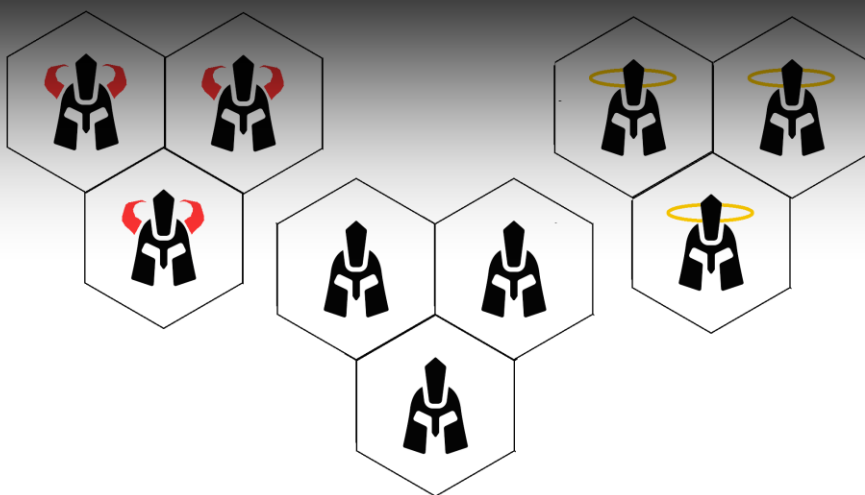
Demi-God:

Your leader dies, however something amazing happens. His body begins to glow with humming energy and float into the air. There is a blinding flash of light and suddenly, standing before his troops, is your warlord reborn. If your warlord was benign he has become a living saint: an angelic being with celestial powers. If your warlord was neutral he has become a Demi-God: a hero or mythical strength and endurance. If your warlord is malevolent: he has either become a demon or a Lich King - beings of unimaginable evil cruelty.

Either way, to represent this, your Warlord survives and now has wounds 3 and tough 3. You may also choose to represent him with a suitably epic looking model from now on.



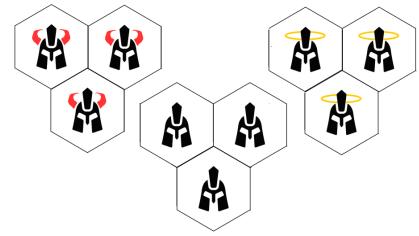
Units of renown: Recovery and Improvements.



Units of renown normally improve through “drilling”. However, a unit of renown who performs some kind of ridiculously heroic feat may be allowed to gain an improvement in the post game if both players agree. In this case use the improvement tables as drilling had occurred.

Units of renown are just as likely to perish as they are to grow into legendarily powerful fighting forces. Removing a unit of renown as a casualty in a game of Warlords of Erewhon does not automatically mean that they have all died. There are many ways that the term “casualty” can be interpreted. Below is the Units of Renown Recovery Table. If a unit of renown is removed as a casualty, consult this table at the end of the battle to see what their ultimate fate was. They may have been utterly destroyed, grievously wounded, lightly flesh wounded or come away from their experience better and stronger.

(If a unit of renown fled the battlefield, there is no need to use this table.)



Units of renown recovery table:

01-05

Catastrophic Loss: this unit is wiped out so wholly that troops within your warlords ranks begin to worry about their future fates. Apply the result “Dead” to the unit and roll a d6 for all other units of renown in your warband. On the roll of a 6, they flee from your army one night and are never seen again. Remove them from your warband also.

06-29

Dead: this unit was either wiped out to a man, or suffered such great losses and injuries that they had to be disbanded. Remove them from your warband.

30-34

Brutalised: the unit suffered such great losses or injuries that most of them no longer survive or are shadows of their former self. However, the surviving injured members can still train new recruits and anyone fit enough to fight can do so again. To represent this loss of experience and talent, roll a d6 for every Improvement that the unit have acquired so far. On a 4+ they can keep this skill, on a 1-3 it is lost.

35-39

Decimated: one randomly selected warrior for every ten models in this unit is permanently dead, meaning that your unit will cost the same amount of points to field but will have at least one less soldier. If the unit only had one model, apply the “dead” result. If the unit is a war machine with a crew, and either the war machine has died, or the number crew has been reduced to 0, apply the result “dead”.

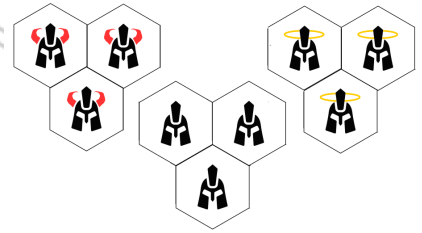
40-44

Slowed down: one randomly selected member of this unit has been injured and may never fully recover. Their movement is reduced by one inch. You can choose to remove one inch of movement from the whole unit or remove the one injured member of the unit permanently meaning that your unit will cost the same amount of points to field but will have at least one less soldier.

45-49

Flesh wounds: this unit will be back, they just have minor scratches and bruises to attend to. They cannot fight in the next battle. If the next battle asks you to randomly determine units of renown and this unit is selected, they do not arrive to the battle but you must still spend their points cost when calculating your warbands points value. After your next battle, the unit have recovered and function as normal.

Units of renown recovery table (continued):



50-54

Afraid: The unit have survived but fear the type of being that caused them harm. Decide how to best describe the species/race of the unit that caused them to roll on the injury table. It could be Afraid:Orcs, Afraid:Skeletons or Afraid:Humans for example. Whenever they fight beings that fit this description from now on, they are -1 co whenever they are within 6 inches of this type of being.

55-59

Psychologically damaged: the unit survived their ordeal, but are plagued with with terrors and self doubt. The entire unit suffers minus -1 co.

60-64

Loss of confidence: the unit survived but the leader of the unit has lost his confidence after this experience. He suffers -1co.

65-69

Disillusioned: your unit survive, but no longer fully believe in your warlord's mission. They gain the rule "Surly". If they already had the rule "Surly", they are removed from your warband as they run away one night.

70-80

Recovered: through some miracle, these lucky sods appear to have gotten away or recovered fully from their wounds. No further effect.

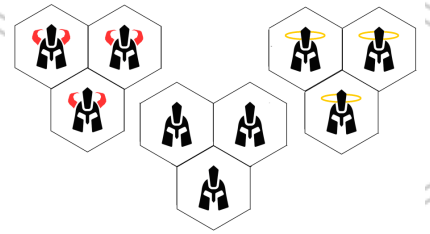
81-85

Vengeful: the unit survive but remember the faces of those who hurt them. They won't let this happen again. If they were injured by a warlord or unit of renown, make a note of this. This unit will now have +1co when fighting a battle that includes this unit in the future

86-90

Prejudice: the unit were traumatised by what happened to them and hate all members of the species/race that did this to them. Decide how to best describe the species/race of the unit that caused them to roll on the injury table. It could be Prejudice:Orcs, Prejudice:Skeletons or Prejudice:Humans for example. Whenever they fight beings that fit this description from now on, they are +2st instead of +1st in the round of combat that they charged in.

Units of renown recovery table (continued):



91-99

Better for the experience:

The unit survives and may immediately make a roll on the units of renown improvement table.

100

Heroes: Your troops survive and are heralded as heroes. Your Warlord bestows gifts upon them and holds a parade in their honour. They may make a roll on the units of renown improvement table AND unlike normal, they may do this even if they have already received the maximum 3 rewards.

Updating the World Map



The dust has settled, the dead have been buried, the victorious have basked in their glory and it will soon be time to fight another battle. Before this can be done, you must first ensure that the world map has been updated to reflect any changes that have resulted from events within the game. Sometimes hexes will have been changed. Often spheres of influence will have grown or been reduced. Forts may have been built or demolished. Either way, the map must be updated, not just individual warlord or warband record sheets.

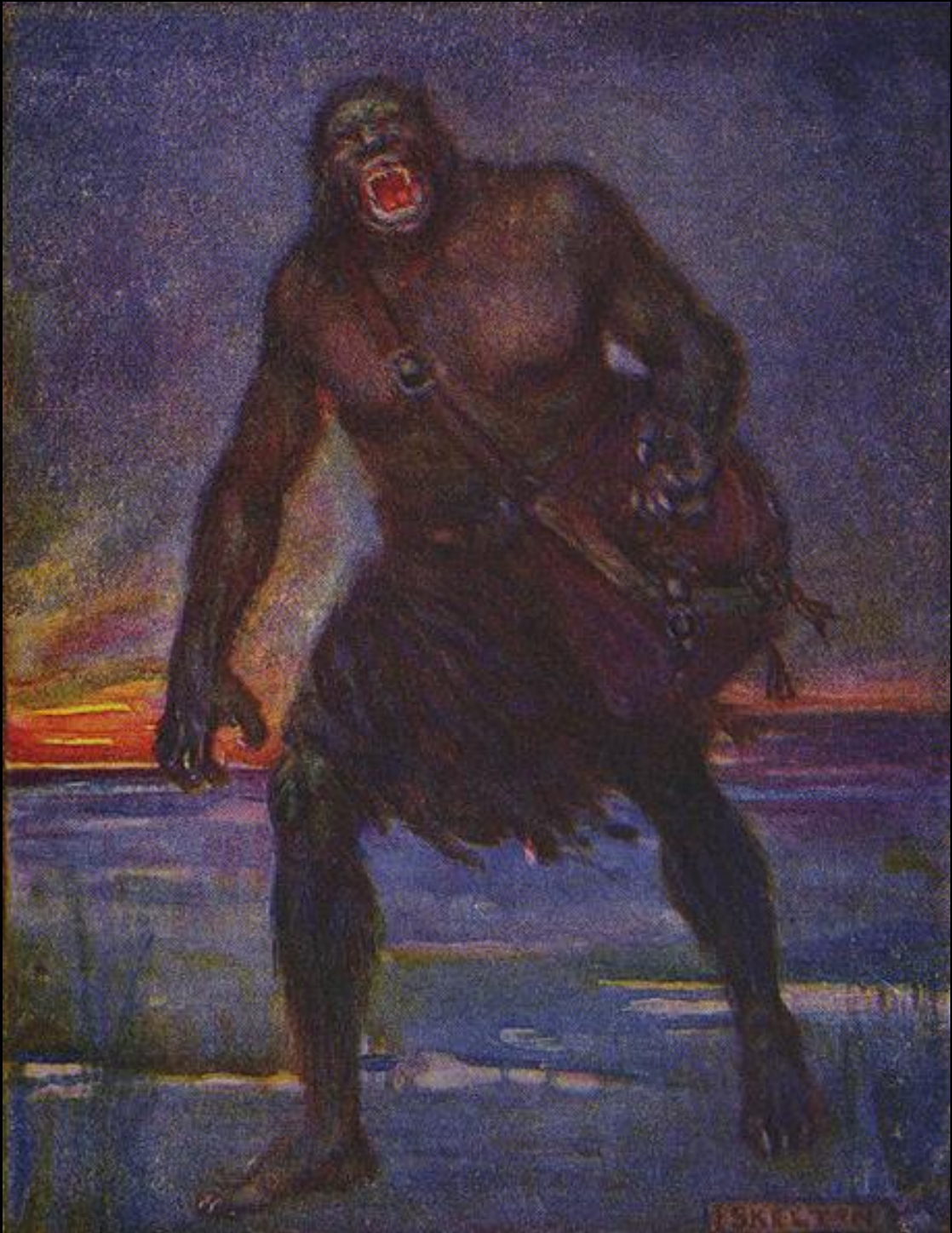
If the campaign's cartographer is present, then this is easy. Update the map, be it a physical model, pen and paper map or a digital record. If the cartographer is not present, send a text or email over so that he or she can update the map. Remember, you may not be planning on playing again for another few weeks, but two other players in your campaign may be meeting up to play tomorrow.

The campaign will quickly get very messy if two players on two separate days both end up taking the same unopposed hex because the map wasn't updated and shared. We don't want any real fights. Dice based battles will do fine for now...

Ending a Campaign

A campaign could end in a number of ways, but it is probably best that players decide this in advance. Does one side start with a walled city that the other side must take? Is there a time limit within which the most hexes need to be controlled or is the mission to destroy one particular warlord who, for narrative reasons, needs to be stopped? You could play until one warlord has lost every one of their hexes, although this would be a long and bloody conflict!





Appendix

Fighting a Siege!

The following rules are designed to allow warbands to lay siege to fortresses held by their opponents. Sieges are dangerous business, costly in man power, so games should be balanced accordingly.

Often a warlord will be able to build or seize a fortification for their warband, and of course when ever one Warlord has something there'll be a queue of others eager to take it off of him! It may be an earthworks fort made by the labours of his men, or an abandoned castle that the warband has simply moved into, but wherever a warband may find itself, it had better prepare to defend itself pretty quickly.

Anatomy of a fortress

Broadly speaking, the fortress will be made up of 3 main types of sections; a gate section, towers, and wall sections. Each section is considered a building in its own right when it comes to targeting etc.

The gate will normally be an access point for the fortress that now finds itself barred and defended to repel an assault. It will consist of heavy doors and positions for defenders to mount the barricades and fend off anyone attacking said doors. The gate section itself is considered a building, whether it contains towers or is simpler in design, and follow the appropriate rules in addition to those detailed below.

The tower is normally a hard point, with positions for defenders. The extra space afforded by a tower section means that they are the only place artillery can be deployed on the fortress. They are considered to be buildings and follow those rules in addition to those laid out below.

Wall sections make up the bulk of the fortress, and are simply a physical barricade mounted by defenders, but are treated like buildings that are 'entered' by being on top of them

Some fortresses may be surrounded or moats, pits, or flaming barricades of some sort. These 'moats' are considered impassable and will need either a mobile bridge section or drawbridge of some sort to cross. These should be used sparingly to either funnel the action to certain

spots or drive some narrative point... it is assumed that at some point both players will actually want to fight!

Positioning defenders

Gate and wall sections can accommodate warrior, beast, monster, and swarm units; some degree of common sense needs to be deployed here. Any models a defender can physically deploy on the wall can always be matched by the enemy, so if trolls can stand on the wall, trolls can climb the wall!

Tower units can also accommodate artillery units.

Mounted, chariot, and monstrosity units can never deploy on walls, gates, or towers... they'll have to wait as a pleasant surprise for the attackers should the gates fall!

How many units can deploy on a wall will depend on the physical dimensions of the model scenery used. All rules for coherency and space between units apply as normal. There needn't be space left for attackers to be positioned on the walls (if an orc was trying to steal your house, would you be so accommodating?) as for Escalade encounters all models positioned at the base of walls with ladders are considered to be involved in the attack and will break away or consolidate onto the wall at the end of the fight, as per normal combat rules.

Castle defences

Rock droppers, gravel throwers, thrown debris

Defending troops units can crew various small scale missile weapons as if they were artillery crew. These artillery pieces are fixed in position and can be fired with Fire orders, and may be used instead of the units own missile weapons should they have any (in this case the unit fires either all their own missile weapons or fires the single artillery piece). If the defenders are defeated and an attacking unit seizes the artillery piece and can use it.... presumably in the opposite direction!

Gravel thrower

Short 8

Long 16

SV 0

Special; Fire to shoot, D3 hits

Rock dropper

Short 6

Long -

SV 2

Special; fire to shoot

Boiling oil, pitch

Short 4

Long -

SV 4

Special; fire to shoot, D6 hits, fire attacks

Frisian Horses

Defenders will often deploy spiked wooden barricades on the path to their gates to prevent cavalry charges or slow down enemy battering rams.

The Frisian Horses will consist of two or more barricades arranged to overlap to prevent any direct charges. Any units wishing to move within 1" of a barricade cannot use a sprint order and may only run.

The barricades can be attacked and destroyed to clear the path. Any units attacking the barricade in hand to hand automatically hit, and artillery units can roll to hit as normal (normal missile fire will not be powerful or targeted enough to destroy the barricades). The barricade has a Res of 8 and Wound 2 rule, if destroyed it is removed from play but the attacking unit cannot make a consolidation move afterwards.

Barricades are considered to block line of sight for missile weapons.

Sally forth!

There is nothing to stop defenders opening their own gate and mounting a counter offence (or even an escape!) but doing so is not without risk.

Troops units manning the gate section can use an 'Advance' order to open the gates and allow their fellows to traverse the entryway. They need only be manning the section, not positioned anywhere in particular on it, and do not move; we can consider that the order itself allows the unit to leave their post, remove any locks or barriers, and return to their post.

The doors can be closed by the same unit only, by issuing them a second Advance order in a subsequent turn (or by another means should the unit acquire another order dice through spells, abilities etc.). The advance order once again gives the troops chance to close the doors, replace barricades, and return to their posts.

No unit may attempt to open or close the doors if there is an enemy unit on the walls or by the door (on the inside) as they are far busy preparing to fight the intruders. In addition, any doors that have sustained damage, as detailed on page 106 of the main rulebook, cannot be opened or closed; the damage sustained makes it too risky as the door may collapse and fall on the opener!

This tactic can also be used by attackers that have made it into the fortress and wish to open the door for their fellows (or perhaps even close it on them!)

Attackers tactics

Escalade

A unit can carry Escalade ladders. The ladders are used by the unit to scale a wall and attack the defenders. This is a simple, yet dangerous and costly, way to assault a castle.

Units carrying ladders can attempt to assault fortifications like a normal charge if they have sufficient movement to climb the walls. Chargers cannot 'Sprint' up ladders, and may only -
*****attempt an Escalade on a run or advance order. An Agility test must be made, and failed tests result in the unit taking a pin. If the unit is climbing an undefended area then they must cease movement on the wall or tower they have climbed, they are then considered to be regrouping at the top before pressing their attack.

Units are considered to carry one or two ladders between them, which means they will not be able to mount as effective an attack as when at equal level to their opponents. To represent this, defenders get a free hit on climbers, as if climbers were 'down' (If defenders are down already then this is cancelled out and combat is concurrent). If climbers win the surviving defenders retreat from the wall and the attackers consolidate onto it, they cannot move beyond the fortification and are considered to be regrouping at the top. In addition, only defenders may exchange missiles.

Catapults and other artillery

Sometimes warlords may attempt to simply bludgeon their way into a fortress by smashing the doors and walls down. The rules for targeting buildings can be used in these instances.

The doors to fortresses are usually of sturdy construction, and typically impervious to normal attacks. As such, the rules for attacking building entrances are not used for fortresses but instead are treated as a part of the building instead. The sturdiness of the entrance will generally match the construction of the building itself, and as such we can consider that the entrance is one tier lower on the chart of building toughness given on page 105 of the main rule book, i.e. a +5 stone castle will have a +4 entrance, and a +3 timber fort will have a +2 doorway.

Siege tower

Troops and monster units can man siege towers that will then trundle toward the fortress with the hopes of safely delivering their passengers to the walls. A maximum of one unit may be deployed, alongside a single hero unit if so wished.

Troops are deployed in the tower ready at the start of the game. The unit is then treated as the siege tower until it reaches the walls, or is destroyed, as detailed below. The unit may fire it's missile weapons if the tower is given an advance order.

The siege tower cannot move over obstacles, it needs a clear path. It can move up and down small inclines or rough ground. It will also only move in a straight line as the crews are too busy keeping it moving forwards to move the tower in any other direction.

The tower has the following profile;

Ag 4
Acc -
Str 5
Res 12
Int (as per unit inside)
Command (as per unit inside)
Special
Blundering, Large, if charges does 6 x HTH attacks SV2

Siege towers behave like chariots in terms of how they take damage - however they are particularly tough and offer a great deal of protection to the crews inside, and thus only weapons of SV5 or more can damage it. It also has a separate damage table:

1 - 2; superficial damage - no effect
3 - 4; light damage - take one pin
5 - 6 ; what's that cracking noise - take 1D3 pins
7; heavy damage - take 1D3 pins, Res is also reduced by 2
8; crew injured - take 1D3 pins, and 1 crew member is killed
9 - stopped - the tower is damaged to the point of not being able to move any longer, and all crew must disembark
10 - destroyed - the tower is greatly damaged and with a mighty crack the tower collapses in on itself. All models on board must make a Ag test or die.

If the tower is attacked by the enemy they are essentially attacking the crew and the rules for attacking a unit within a building are used. Also, if the crew decides to leave the tower or re-enter it is classed as entering a building.

Once at the walls, the tower can deploy its troops. This is treated as a charge, if the tower can make the charge to the walls it can deploy its troops who then fight without penalty as per the normal rules. If they win, then they consolidate onto the wall. If they lose, they retreat back into the siege engine.

Battering rams

Battering rams are essentially big melee weapons wielded by units. Troops and monster units can be deployed with the battering ram at the start of the game.

Wheeled Battering rams move at the same speed as the unit pushing them. If over strength (ie beyond minimum size) the unit pushing the ram may run. If at normal or below strength it may only advance. Handheld battering rams can always be run with.

Wheeled Battering rams are unwieldy and therefore may only move within a 90 degree arc to their front each turn. Handheld rams can be moved as normal.

Wheeled battering rams offer a degree of protection from missile attacks, a roofed timber ram giving a +3 res boost. Hand held rams offer no protection.

If a unit is broken it will abandon it's ram on the spot. A ram can be picked up by any troop or monster unit that ends it's movement in contact with it.

The rams are used as a melee weapon by all members of the unit; essentially the more people pushing it the more damage it will do. The rams are only used when the unit charges and are no use if the unit is charged.

Rams can only be used to attack doors of fortresses, the solid nature of walls and towers will make the ram useless. Note that each melee attack that hits causes damage to the structure.

Large wheeled ram

Range - melee

SV 6 -

Rules - 2D6 damage to structures per hit, heavily laden

Handheld ram

Range - melee

SV - 5

Rules - 1D6 damage to structures per hit, heavily laden

Games with Three or Four Players

The rules in this book have been written primarily with games where two players have met up and decided to do battle in mind. However, what if three or four players wish to meet up and play? How should this be handled. There is only one real answer to that question: However, you want! This is your campaign and you should bend and break rules to allow for special games any time you like. However, to give some idea for what you could do in this situation, below are some ideas for how to handle a campaign game where three players or four players have turned up.

Three Player Games:

Gaming-wise, this can be the most awkward to work around as it is an odd number, however with a little creativity, it can be used to great narrative effect. You could select any of these options below or randomise with a dice roll.

First all three players take a normal pre-game turn, expanding their spheres of influence, drilling their troops or building and defending. Next, play out one of these options instead of the normal “going to war”

- 1) **Three way no-man land’s skirmish.** All three armies clash in a three-way battle of your choice. This counts as a no-man’s land skirmish.
- 2) **The temporary alliance.** (This is only useable if at least one player has a hex adjacent to another player who is present.) Randomly select one player who is eligible to “Invade”. They may choose to “Invade” any enemy adjacent hex of one of the players present, rolling on the appropriate table. After the scenario has been decided, the third player who is not attacking or defending will make a temporary alliance with one of the forces. The player who is making the alliance can select which side to help but must choose the alliance that makes the most narrative sense. This can result in a good guy having to pick the lesser of two evils, but hey, that’s life. The players who are in an alliance with each

other should have a combined army of similar points cost to their enemy unless the scenario specifically says that they should be outnumbered. If the attacker wins, they gain the hex. If the defender wins, he retains the hex. There is no way for the third player to earn this hex.

- 3) **The unforeseen attack:** Randomly select one player. His army counts as the “third player”. The two other players use the “Going to War” section of this document to begin playing an “invasion” or “no man’s land skirmish”. During the battle that plays out, the third player’s army will suddenly emerge out of nowhere and begin fighting. On the start of turn 2 roll a d6. On the roll of a 4+ the army will be set up on an appropriate table edge. On turn 3 this becomes a 3+ and on turn 4 this happens automatically. Now we need to work out how larger force has turned up, and who their quarrel is with. You may choose to randomise this or select a combination that makes narrative sense in your campaign.

(If the game was an “invasion”, and the third army does not ally with a side but is clearly the victor at the end of the battle, then they may take the hex into their sphere of influence)

Size of force (d6)	Quarrel (d6)
1 Tiny: The third army is half the points cost of the other side’s starting armies.	1-4: Kill them all! The third army has a simple objective: Fight and kill everyone on the board.
2 Small: The third army is three quarters of the points cost of the other side’s starting armies.	5: Choose your side. You may choose which side to ally with. Try to make a choice which makes narrative sense in your campaign.
3-5 Medium: The third army is the same points cost of the other side’s starting armies.	
6 Large: The third army is of a slightly higher points cost than the starting size of the other two armies.	6: The underdogs: Who is losing? (You could use number of order dice left, points left on the table or pins taken to decide this.) You are sent in to ally with and relieve this force. Fight whichever side seems to be winning.

Four (or more) Player Games:

The easiest way to deal with four people turning up to play at the same time is to treat it as two separate games. If you are limited for space, use slightly smaller boards and smaller armies to fight with. Each player chooses an opponent, either randomly or because it makes most narrative sense. Then all players complete their pre-game turns together, play their “going to war” phases in pairs, and then come back together for the post game turn.

However, let’s face it, sometimes you want four (or more) armies to slog it out on a massive battlefield. If this is what you want, and I can’t blame you, then you absolutely can. However, with four or more armies coming together, and trying to invade hexes, it can get a little complicated. So, it is recommended in these scenarios, that the players all take a pre-game turn, play their giant fight as a “no man’s land skirmish” and then play their post-game turns.

Special Narrative Scenarios

This campaign supplement is designed to give players rich and varied battles with narrative twists. It is hoped that no two battles are completely alike, and players forge an ongoing narrative, with great warlords rising and falling, cities collapsing into dust and new ones being built in their wake whilst allegiances are forged or abandoned.

However, there is still scope for a player to create a custom scenario or have a really cool idea for a narrative driven fight between two army's that they just cannot wait to play out. This is totally acceptable and encouraged. Before two players go off and play their custom scenario it is probably best that all players in the group have a quick read of it and generally agree on the narrative direction, risks and rewards within the scenario. It could be annoying to find out later that two players decided to have a game where both their warlords found special gems which gave them godlike powers with absolutely no risk in order to achieve this.

Special scenarios may involve taking a specific hex into a sphere of influence as part of the reward for being victorious. This should be made clear to the whole group and agreed upon before playing out this scenario.

If a special scenario is agreed upon, the players who are taking part simply meet up, all take a pre-game turn and then ignore the "going to war" section of the book, instead playing out the scenario. Afterwards, the post-game turn will play out.

Dropping out & Casual Players

Players Dropping Out: It happens, a player gets involved in a campaign only to have the dreaded spectre of “real-life” appear and force them to drop out of a campaign part of the way through either entirely or partially (probably turning them into a casual player – explained later.) If this happens, you must roll with it. Make it a part of your narrative. Their Warlord was struck down by a lightning bolt or assassinated by their devious nephew plunging their whole empire into chaos. All their hexes become unopposed and ripe for the taking.

Armies dropping out: You’ve been playing the same army since the start of the campaign and now you are sick of them. You could run a second force (there is nothing stopping you doing this). Or, if you are truly done with that army you can drop them out of the campaign entirely in a similar way to that described above and start with a new army in an unopposed hex somewhere on the map.

Casual Players/Casual Armies: You’ve got a mate who wants to come and play a single game, but they can’t really commit to a whole campaign OR you have a second army that you want to roll out for a single game but you don’t want them to be a “main army” with a warlord, units of renown and an expanding empire to keep track of. This is a casual player or a casual army – they are entering the narrative as a guest star of the week and they’ll be gone just as soon. They can absolutely take part. Play against this force in much the same way as you normally would. The player who isn’t casual will get a pre-game turn (the casual player won’t), the battle will have to be a “no-man’s land skirmish” as the casual player owns no hexes, and the post game turn will only apply to the non-casual player.

Alliances

There are no in-game mechanics for alliances being forged or broken within this game. Quite frankly, it seemed a little complicated to try and work out! This is a suggested way to allow for alliances within your campaign.

Alliances are created, in most cases, off the battlefield. Diplomats, kings and important people in big hats meet up and discuss trade agreements, common enemies and the need to provide a strong and united front against the hordes of orcs that are approaching very quickly.

For players to create an alliance, they simply need to agree on being allies. The conversations had between two players about the pros and cons of forging an alliance perfectly role play what the diplomats, kings and men in big hats would be doing. Once players warlord's have made an alliance, their armies must not fight one another. If they do, the alliance is considered to be broken. However, there are some caveats to creating alliances.

- 1) It must make narrative sense! The pleasant wood elves and the demons from hell are now a team? Do me a favour! Use the character's backgrounds and motivation, as well as their description as a rough guide as to whether the alliance makes sense.
- 2) All players must agree that alliances are allowed in this campaign.
- 3) It doesn't ruin the game, but instead adds a bit of flavour. The two mightiest empires on the board teaming up to beat up the little guy may ruin it for some.
- 4) Alliances must be open and common knowledge to all players.
- 5) Alliances do not last forever. This isn't a "building a better world" simulator – this is a wargame! Make the alliances, just so that it becomes so much more dramatic when they eventually fall apart!

Alliances in this campaign do not allow players to trade hexes or units of renown or anything fancy like that. They are, far more simply put, temporary, narratively driven, non-aggression pacts between two warlords.

Quick Reference

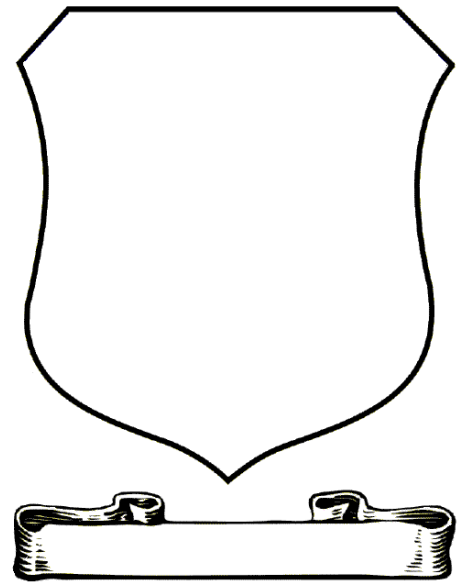
Pre Game: (Lowest sphere of influence takes the first pre-game turn).										
First player takes a pre-game turn. They can extend their sphere of influence, build and defend or drill their troops.										
Apply any results/play out any battles that result from doing this.										
Second player takes a pre-game turn. They can extend their sphere of influence, build and defend or drill their troops.										
Apply any results/play out any battles that result from doing this.										
Going to war:										
Check the campaign map to see if your warlords have adjacent hexes under their sphere of influences.										
If spheres of influence are not connected, fight a “no man’s land skirmish” (You may select any scenario from the Warlords of Erewhon rulebook to play. Players may take 500,1000 or 1500pt armies. Your warlords may take part alongside d3 units of renown if you so wish. Monstrosities are not used in No-Man’s Land Skirmishes.)										
If spheres of influence are connected you may play an “invasion”: Roll on the table below and apply the result.										
<table><tr><td>Roll</td><td>Result</td></tr><tr><td>1:</td><td>The warlord with the smallest sphere of influence is the attacker. He can pick any of his rival’s hexes that are adjacent to his own and attempt to invade and take them. Select the hex and roll on the appropriate opposed hex table. Apply the result.</td></tr><tr><td>2-4:</td><td>The warlord with the smallest sphere of influence is the attacker. He invades, but his opponent can pick what hex he is attempting to invade. This must be a hex which is adjacent to one of his own. The defender selects the hex and the attacker rolls on the appropriate opposed hex table. Apply the result.</td></tr><tr><td>5:</td><td>The warlord with the largest sphere of influence is the attacker. He can pick any of his rival’s hexes that are adjacent to his own and attempt to invade and take them. Select the hex and roll on the appropriate opposed hex table. Apply the result.</td></tr><tr><td>6:</td><td>The warlord with the largest sphere of influence is the attacker. He invades, but his opponent can pick what adjacent hex he is attempting to invade. The defender selects the hex and the attacker rolls on the appropriate opposed hex table. Apply the result.</td></tr></table>	Roll	Result	1:	The warlord with the smallest sphere of influence is the attacker. He can pick any of his rival’s hexes that are adjacent to his own and attempt to invade and take them. Select the hex and roll on the appropriate opposed hex table. Apply the result.	2-4:	The warlord with the smallest sphere of influence is the attacker. He invades, but his opponent can pick what hex he is attempting to invade. This must be a hex which is adjacent to one of his own. The defender selects the hex and the attacker rolls on the appropriate opposed hex table. Apply the result.	5:	The warlord with the largest sphere of influence is the attacker. He can pick any of his rival’s hexes that are adjacent to his own and attempt to invade and take them. Select the hex and roll on the appropriate opposed hex table. Apply the result.	6:	The warlord with the largest sphere of influence is the attacker. He invades, but his opponent can pick what adjacent hex he is attempting to invade. The defender selects the hex and the attacker rolls on the appropriate opposed hex table. Apply the result.
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6:	The warlord with the largest sphere of influence is the attacker. He invades, but his opponent can pick what adjacent hex he is attempting to invade. The defender selects the hex and the attacker rolls on the appropriate opposed hex table. Apply the result.									
(THE ATTACKER ALWAYS ROLLS ON THE OPPOSED HEX TABLE)										
Post Game:										
After the battle any warlord’s or units of renown who were completely removed as casualties, must roll on the unit of renown or warlord recovery table (page: and) to-determine their fate.										
After the recoveries, if the warlord fought, the winning warlord can roll once on the appropriate “Warlord Improvement table”. If any units of renown performed a great feat of heroism, bravery or experienced sheer blind luck, they may roll on the appropriate units of renown improvement table.										
If an “invasion” scenario was played, update the campaign map, or ask the cartographer to update the map to show any changes to spheres of influence.										

Table Page Reference					
Warlord Recovery:					
Page: 58					
Warlord Improvement:					
Page: 54		Page: 52		Page: 50	
Unit of Renown Recovery:					
Page: 63					
Unit of Renown Improvement:					
Page: 33		Page: 31		Page: 28	
Unopposed Hex: (Extending the sphere of influence.)					
19	22	21	20	23	24
Opposed Hex: (Going to war – Invasion!)					
39	43	41	40	44	45
Forts/Settlements (Player can build 1 for every 5 hexes)					
Opposed Hex Table:			Unopposed Hex Table:		
Page: 46			Check relevant hex type and roll on appropriate unopposed table.		
Castles/Walled Cities (Player can build 1 for every 10 hexes)					
Opposed Hex Table:			Unopposed Hex Table:		
Page: 46			Check relevant hex type and roll on appropriate unopposed table.		

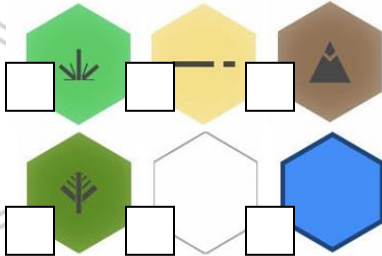
Warband/Sphere of Influence Record Sheet

Player Name:	
Name of Empire/Kingdom:	
Current Warlord (maximum 1):	
Units of renown (maximum 4):	

Heraldry and Motto

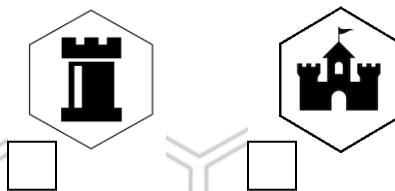


Sphere of influence



Total size:

Fortifications/settlements:



Notes/ history/ rivalries/alliances:

Units of Renown Record Sheet

Unit Name: _____

Unit	Ag	Acc	Str	Res	Init	Co	Special
------	----	-----	-----	-----	------	----	---------

Weapon Options/Upgrades

Description (tick one).

Improvement	Effect

Recovery	Effect

Units of Renown Record Sheet

Unit Name: _____

Unit	Ag	Acc	Str	Res	Init	Co	Special
------	----	-----	-----	-----	------	----	---------

Weapon Options/Upgrades

Description (tick one).

Improvement	Effect

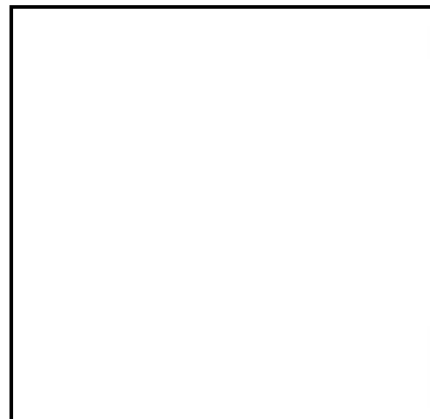
Recovery	Effect

Warlord and Bodyguard Record Sheet

Unit Name: _____

Unit Ag Acc Str Res Init Co Special

Weapon Options/Upgrades _____



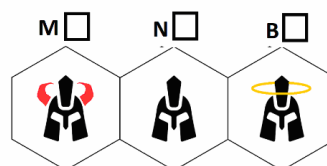
Portrait

Improvement	Effect

Recovery	Effect

Notes:

Description (tick one)



Mastery (tick one)

