

DBA & HOTT TERRITORIES CAMPAIGN RULES

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Conquer and Explore

To begin the campaign, each player generates three random territories (Excluding Lost Valley) from the chart shown below. These represent a mix of settlements, terrain and resources that his army controls. Once the campaign is under way, new players can join at any time simply by generating the three random territories. Players that have their territories reduced to below three may also restart in the same way.

Army size

Players select a standard DBA/HOTT army for start of the campaign. This army will start at full strength for the first battle, but any losses will be carried forwards. However, losses may be made up by recruiting elements from the territory that is being staked. These then remain with the army. Thus the size and composition of an army will vary throughout the course of the campaign. At no time may the army exceed 12 element/24 APs except in the case of when conducting an Invasion or with the addition of an allied contingent.

Allied Contingent.

Allied contingents may be available from certain territories. They arrive in a single one-element frontage column along the players base edge and over 600 paces from an enemy on a die roll of 6. They use their own separate die to determine how many elements/groups they can move each turn. An Allied contingent is only available for the battle that its territory is staked.

Fighting Battles

Players are free to fight each other as they wish, representing skirmishes along their common borders, intrusions into their rivals' territory and outright invasions. **However, players may not fight the same opponent twice in a row and must play at least one other person before returning to the first enemy.** The number of territories held by each player indicates the size and power of his realm. The more territories a player has, the bigger and better his power base will be.

When a battle is joined, both players must stake one of their territories. Each player nominates the territory to be staked before the game begins. In DBA the battles take place in the defenders territory terrain. If in doubt, dice for it. After the game is over, an additional territory is generated from the table below. The player who wins the game retains his original territory and selects either of the two remaining territories to add to his own. This will be either his rival's territory or the newly generated one. The loser takes the territory that is left. If the winner takes his rival's territory, then the loser is assumed to have been forced back into the newly generated territory. Likewise, if the winner takes the new territory, then the battle has determined which side will possess this new land.

Raid

If a player has at least half as much territory as his opponent, then he can raid his enemy's land. A raid is fought exactly like any other game, except that both armies are limited to the same maximum points value, set by the raider. Because the raiding player is making a surprise raid into enemy territory, taking advantage of his small size to penetrate deeply into his enemy's lands, he can pick which territory his enemy must stake. Furthermore, both armies are limited in choice as if the staked territories were the **only** territories either player had. This represents the fact that only local troops are available to fend off the raid, while the raiders are a nimble and mobile force.

Invasion

Players stake territories as normal, but the invader selects a second territory from the defender. This represents the attacker's penetration in force. The defender may use the recruitment values of both these territories and the attacker may double the recruitment value for his staked territory.

If the attacker wins, he gains both territories. If he loses, then his losses are doubled reflecting the ensuing debacle of a long retreat through hostile territory.

Alliances

Players may not form alliances with each other.

Winning the Campaign

The campaign is won by the first player to gain 13 territories. Or if two players both reach 12 territories, then the winner may be decided by a play-off between them or by playing a group game using Big Battle rules and other players using their armies as Allies.

HOTT Territories Chart (Roll D66) for Territory
 Roll 2 D6 for Territory, coloured = tens, white = units. Then where applicable, roll D6 for number of APs
 To add colour to the game, players are urged to name the territories as they are rolled for.

Die Roll	Territory	Details	APs
11	Wizard's Tower	For each Wizard's Tower you control, your army may include one additional <i>Magician</i> .	N/A
12	Sacred Grove	For each Sacred Grove you control, your army may include one additional <i>Paladin</i>	N/A
13	Shrine	For each Shrine you control, your army may include one additional <i>Hero</i>	N/A
14	Temple	For each Temple you control, your army may include one additional <i>Cleric</i>	N/A
15-16	Trade Route	A Trade Route allows one re-roll when rolling territories after a victory. However, you must keep the new roll, even if it is the same as the old territory.	N/A
21-32	Village	For each Village you control, your army may recruit from any of the following :- <i>Hordes, Shooters, Spears, Riders, Warband.</i>	1 - 6 on a D6
33-34	Town	For each Town you control, your army may recruit from any of the following :- <i>Airboats, Artillery, Knights, Riders, Shooters, Blades.</i>	1 - 6 on a D6
35-43	Road	For each road you control, your army may include any except :- <i>Airboats, Artillery, Beasts, Gods, Flyers.</i> If a player stakes a road and wins, increase the value by 2 APs to a maximum of 6APs.	2
44-46	River	For each river you control, your army may include any except:- <i>Airboats, Artillery, Beasts, Gods, Flyers.</i> If a player stakes a river and wins, increase the value by 1 APs to a maximum of 6APs.	2
51-52	Bridge	For each Bridge you control, your army may include any except :- <i>Airboats, Artillery, Beasts, Gods, Flyers.</i>	1 - 6 on a D6
53-54	Mine	For each Mine you control, your army may include any elements.	1 - 6 on a D6
55	Pass	For each Pass you control, your army may include any except:- <i>Airboats, Artillery, Gods.</i>	1 - 6 on a D6
56	Mountains	For each Mountains you control, your army may include:- <i>Behemoths, Beasts, Dragons, Flyers, Lurkers.</i> Roll again and on a roll of 6 this territory also has a Mine.	1 - 6 On a D6
61-65	Forest	For each Forest you control, your army may include:- <i>Behemoths, Beasts, Dragons, Sneakers, Lurkers.</i>	1 - 6 On a D6
66	Lost Valley	A Lost Valley contains another territory generated from this table. A lost valley may not contain another lost valley so re-roll a result of 66.	

When a territory is generated roll a D6 to fix its value. Then allocate the type of elements for that value. These are the element types that are available for that territory for the duration of the campaign.

When rolling for a territory after a battle, if the die roll is a double, then an event occurs. Roll 2D and consult the Event Table to see what the event is. Both players roll a die and the event happens to the lowest die roll. (or each player rolls a D6 and if a player rolls a 6 then the event happens to the other player)

HOTT Events

Roll 2 D6 and consult the table for the relevant event. If at any point a player is left with less than 3 territories, he must abandon all and start again.

11-13	Plague Effects all except Undead & Ratmen who must roll for an event instead. Roll a D6 for each settlement. Villages are destroyed on a roll of 4-6. Towns are reduced to villages on a roll of 6. In addition you must abandon 1 other territory of your choice. Destroyed villages and abandoned territories are lost forever.
14-16	Raiders Brigands, hill tribesmen, or nomad raiders raid your settlements. If you have Towns then roll a D6 for each. On the score of a 4 or 5 the Town is reduced permanently to Village status. If you have any Villages then roll a D6 for each. On the roll of a 6 it is destroyed, on the roll of a 4 or more the territory is plundered and may not be staked or count as reinforcements during the next game.
21-23	Bandits Harassment by bandits make communications impossible. Roll D6 for each Trade Route, road, bridge or pass in your territory. On a roll of 4-6 it is rendered untenable and must be abandoned. Abandoned territories are lost forever.
24-26	Fire Fire breaks out in one of your Towns reducing it to ashes. If you have no towns then a village. If you have more than one such settlement randomly determine which is affected. It then contributes nothing to your army. Retain the territory and attempt to re build it. You cannot stake this territory in a game. On each subsequent game, roll a D6 and add +1 if you won the battle. On a roll of 6+ the settlement is rebuilt and counts as normal.
31-33	Rebellion. Rebels seize one of your towns, if none then a village. The settlement remains part of your territory but contributes nothing towards your army. You cannot stake the rebel settlement in a game. To end rebellion you must win games. If you win a game then the rebellion in one settlement is put down. If you have several revolting settlements then village revolts are always put down before those of towns. However, if you lose a game then the revolt spreads to another town, or if no other towns a village. Rebellion may take over all your settlements! Once all settlements have been restored the insurrection is over, no further rebellion roll need be made.
34-36	Diplomatic Scandal A scandalous incident involving a diplomat has reduced your foreign policy to tatters and sent allied ambassadors scurrying home. Trade is suspended and armies muster on the borders. Whilst this situation continues you cannot use any of your roads. From now on each time you win a battle roll a D6 - on the score of a 4 or more relations are back to normal and you may use your roads again.
41-43	Drought Prolonged drought has spoiled the harvest. You cannot stake any of your Rivers or Villages. After your next battle roll a D6. On the score of 4-6 the drought has ended and your Villages are restored. On the roll of a 1-3 the drought continues unabated, and your Rivers and Villages remain useless. Continue to roll after each battle you fight until the drought is ended.
44-46	Mine Exhausted One of your mines is exhausted and must be abandoned. if you have several mines randomly determine which is no longer of any use.
51-53	Earthquake An earthquake affect your Temple, Wizards tower, Sacred Grove, or Shrine. If you have more than one such settlement randomly determine which is affected. It is destroyed.
54-56	Corruption Corruption amongst Officials. Whilst corruption reigns you lose the points bonus of all Roads, Bridges and Passes. Stamping out corruption takes time. For each battle you fight from now on you recover the bonus of one of the affected territories - you can choose which. Corruption continues to drain your resources until you have fought one battle for each Road, Pass, or Bridge territory in your empire.
61-63	Hurricane / Violent Storms Your territory is devastated by hurricanes. Roll a D6 for each territory that you hold. On roll of 6 the territory is destroyed. If you do not roll a 6 for any of your territories then the last one rolled for is lost. (you must lose at least one). Additionally, the next battle you fight, you are unable to use any roads, rivers, bridges or passes. Any bonuses from these territories are ignored and they may not be staked in battle.
64-66	Treachery. For each Town roll a D6. On a roll of 6, the settlement randomly switches its allegiance to another player.

DBA Territories Chart

(Roll D66) for Territory

Roll 2D6 for Territory, coloured = tens, white = units. Roll D6 for Terrain. Roll D6 for Recruitment value.

To add colour to the game, players are urged to name the territories as they are rolled for.

Die Roll	Territory	Details	Die Roll	Number of Elements	Element Types Available
11-14	Fortress	For each Fortress you control, your may recruit:- <ul style="list-style-type: none"> These are the entourage of the local warlord so will be available as an allied contingent. 	1	1	<i>El Ch Kn Cv LH</i>
			2-4	2	<i>Cm Sp Pk Bd Ax</i>
			5-6	3	<i>Bw Ps Art WW</i>
15-16	Trade Route	A Trade Route allows one re-roll when rolling territories after a victory. However, you must keep the new roll, even if it is the same as the old territory.	1-6	0	<i>El Ch Kn Cv LH</i> <i>Cm Sp Pk Bd Ax</i> <i>Bw Ps Art WW</i>
21-32	Village	For each Village you control, your army may recruit:-	1-4	1	<i>El Ch Kn Cv LH</i>
			5-6	2	<i>Cm Sp Pk Bd Ax</i> <i>Bw Ps Art WW</i>
33-34	Town	For each Town you control, your army may recruit:- <ul style="list-style-type: none"> 1-3 on D6 chance that these will be a mercenary band available as an allied contingent. 	1	1	<i>El Ch Kn Cv LH</i>
			2-5	2	<i>Cm Sp Pk Bd Ax</i>
			6	3	<i>Bw Ps Art WW</i>
35-43	Road	For each road you control, your army may recruit:- <ul style="list-style-type: none"> If you stake a road in a game and win, then increase the value of the road by 1element up to a max of 3. 1-4 on aD6 chance that these will be a mercenary band available as an allied contingent. 	1-6	1	<i>El Ch Kn Cv LH</i> <i>Cm Sp Pk Bd Ax</i> <i>Bw Ps Art WW</i>
44-46	River	For each river you control, your army may recruit:- <ul style="list-style-type: none"> If you stake a road in a game and win, then increase the value of the road by 1element up to a max of 2. 	1-6	1	<i>El Ch Kn Cv LH</i> <i>Cm Sp Pk Bd Ax</i> <i>Bw Ps Art WW</i>
51-52	Bridge	For each Bridge you control, your army may recruit:-	1-3	1	<i>El Ch Kn Cv LH</i>
			4-6	2	<i>Cm Sp Pk Bd Ax</i> <i>Bw Ps Art WW</i>
53-54	Mine	For each Mine you control, your army may recruit:- <ul style="list-style-type: none"> 1-3 on a D6 chance that these will be a mercenary band available as an allied contingent. 	1-2	1	<i>El Ch Kn Cv LH</i>
			3-4	2	<i>Cm Sp Pk Bd Ax</i>
			5-6	3	<i>Bw Ps Art WW</i>
55	Pass	For each Pass you control, your army may recruit :-	1-2	1	<i>El Ch Kn Cv LH</i>
			3-5	2	<i>Cm Sp Pk Bd Ax</i>
			6	3	<i>Bw Ps Art WW</i>
56	Mountains	For each Mountains you control, your army may recruit:- <ul style="list-style-type: none"> Roll again and on a roll of 6 this territory also has a Mine. 	1-2	1	<i>El Ch Kn Cv LH</i>
			3-6	2	<i>Cm Sp Pk Bd Ax</i> <i>Bw Ps Art WW</i>
61-65	Forest	For each Forest you control, your army may recruit:-	1	1	<i>El Ch Kn Cv LH</i>
			2-4	2	<i>Cm Sp Pk Bd Ax</i>
			5-6	3	<i>Bw Ps Art WW</i>
66	Lost Valley	A Lost Valley contains another territory generated from this table. A lost valley may not contain another lost valley so re-roll a result of 66.	1-6	0	

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61-63	Hurricane Your territory is devastated by hurricanes. Roll a D6 for each territory that you hold. On roll of 6 the territory is destroyed. If you do not roll a 6 for any of your territories then the last one rolled for is lost. (you must lose at least one). Additionally, in the next battle you fight, you are unable to use any roads, bridges or passes. Any bonuses from these territories are ignored and they may not be staked in battle.
64-66	Treachery. For each Fortress/Town roll a D6. On a roll of 6, the settlement randomly switches its allegiance to another player.

Optional Alternatives

	<p>Volcanic Eruption Volcano erupts and destroys one of your towns, then one of your other territories is destroyed (randomly).</p>
	<p>Storms Troops bogged down and supplies ruined. Next battle you fight, you are unable to use any roads, bridges or passes. Any bonuses from these territories are ignored and they may not be staked in battle.</p>
	<p>Pirates Roll a D6 for each Fortress in your territory. On a roll of 4-6 the Fortress is looted and destroyed. Any destroyed territory is lost forever.</p>

Other Campaign Rules

Other campaign rules may apply during the course of the campaign.

Armies

Players choose a DBA/HOTT army for the campaign. This army will start at full strength for each battle, 12 elements / 24 APs. However, it may be increased (up to 15 elements/30 Aps) by the values that the staked territory confers. Should the value be 3 elements/ 6APs then they may be used as an allied force and receive their own die in the battle.

To determine victory conditions in a campaign battle when an army may have more or less than 12 elements?

The breakpoint in a regular DBA game equals 33% losses (4/12). In a campaign game, you can apply that same percentage to determine the number of lost elements which equals the breakpoint.

DBA	33%		HOTT	33%
3 elements	1 element		6 APs	2AP
6 elements	2 elements.		12 APs	4AP
9 elements	3 elements.		18 APs	6AP
12 elements	4 elements.		24 APs	8AP
15 elements	5 elements.		30 APs	10AP