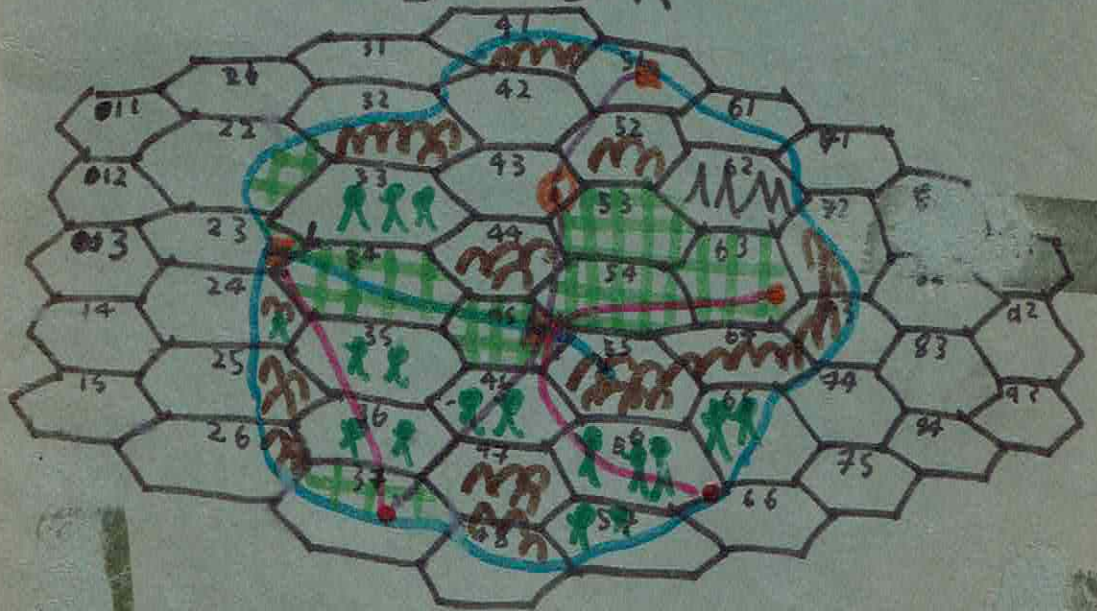


NAME François Devours M17

David Vines EW

Mrs. Armstrong 15-3

# WARGAMING BOOK



E. J. ARNOLD

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an 'i' in the text means an entry in the Addendum

## Board Campaign Rules

### 1.1 Scenery

Throw 2 dice for each Hex then consult the chart below and write in pencil the result. Then alter results to make mountains ranges etc.

Symbol	Result
	2 open country, if double, throw again, Desert.
	3 Hills + Woods
	4 Woods
	5 Open Country
	6 Hills, if double, throw again, Mountains
	7 Open Country
	8 Woods, if double, throw again, Forests
	9 Open Country
	10 Hills
	11 Open Country
	12 Open Country, if double, throw again, Desert

Now draw in the rivers

### 1.2 Habitation

Choose sites and throw a dice to find size of habitation. 1 farm (1) ● 2 castle (2) ●



- 3 Hamlet (2) ■ 4 Village (2) ■  
 5 Town (3) ● 6 City (3) ●

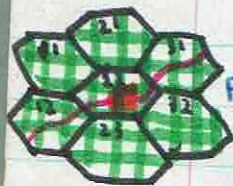
Then throw no. of dice in brackets  
 then multiply by for farm 5, castle 5,  
 Hamlet 10, village 100, town 1,000, city  
 10,000

Now draw in roads

1st class 

2nd class 

### 1.3 Farming A



All Open Country Hexagons around  
 Farms, Castles and Hamlets, for one Hex  
 are farmed.

### 2.1 Movement A

The max. move of a Division or Spies  
 etc. is shown on the chart opposite  
 (The move is mostly)

### 2.2 ships

- 2.2.1 at sea all ships move 5 Hexagons  
 2.2.2 in rivers all ships move 4 Hexagons  
 upstream, and 6 Hexagons down stream.

	Roads		open Country		Hills	
	Class		open Country	Desert	Hills	Mountains
	1st	2nd				
Infantry	4	3	2	1	2	1
Archers	4	3	2	1	2	1
Cavalry	6	5	4	1	3	1
Camels	5	4	3	3	2	0
chariots	5	3	3	1	1	0
Elephant	4	3	2	0	2	2
Spies + Sc.	30	25	20	5	15	5
Siege eng.	2	1	1	0	1	0

	Woods		Farmed land		Symbol	Value
	Woods	Forest	Your army own	opponent your odds		
Infantry	2	0	2	1		1
Archers	3	1	2	2		1.5
Cavalry	3	0	4	3		1.5
Camels	2	0	3	2		1.5
chariots	1	0	2	1		2
Elephant	2	0	2	1		2.5
Scouts + Sp.	15	3	20	20	S	—
Siege eng.	1	0	1	0		—

The number is the number of Hexagons in equl. Div.





### 2.3 crossing rivers




Crossing a river without a road bridge then lose 2 Hexagons of Movement. If this is not possible then wait one week and then cross the river. This applies in any Hex

### 2.4 Stacking

The maximum stack allowed is 3 nor. divisions.

### 3.1 Sizes of ships

There are three sizes of ship

-  dibosh - carries 2 equ. divisions
-  tribosh - carries 3 equ. divisions
-  pentabosh - carries 5 equ. divisions

### 3.2 joining a ship

To embark or disembark with the use of a port loses the division 3 Hexagons of Movement and with the use of a port, loses 1 Hex. of Movement. If this is not possible then wait one week and embark or disembark.

4.1 defensive value of terrain A

The defensive values of terrain is as follows and is added to the defender's value.

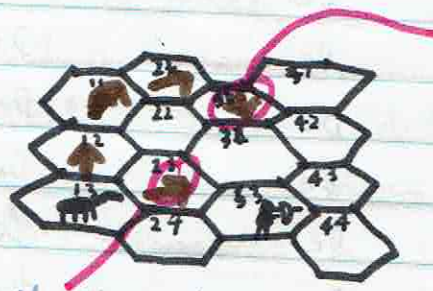
- Wood or Hill Hex = 1 equ. Division
- Desert Hex = 1.5 equ. Division
- Forest or Mountain Hex = 2 equ. Divisions

4.2 Battle results

Find the ratio of equ. Att. Divisions: equ. Def. Divisions. Then use the 'info' random program' and look up on the chart below on the next page

4.3 Archers

If you come next to a division of Archers you must stop.



must stop  
no more move left

must stop because next to Archers

see adden appendix I



odds	less than 1:6	1:6	1:5	1:4	1:3
1	A elim	A elim	A elim	A elim	A elim
2	A elim	A elim	A elim	A elim	A elim
3	A elim	A elim	A elim	A elim	A elim
4	A elim	A elim	A elim	A elim	A elim
5	A elim	A elim	A elim	A elim	Ab2
6	A elim	A elim	A elim	Ab2	Ab2
7	A elim	A elim	Ab2	Ab1	Bb1
8	A elim	A back2	Ab1	Bb1	Bb1
9	A back2	Ab1	Ab1	Bb1	Bb1
10	A back1	Ab1	Bb1	Bb1	Bb1

odds	5:1	6:1	greater than 6:1
1	Lx	Db1	Db1
2	Db1	Pb1	Db2
3	Db1	Db2	De
4	Db2	De	De
5	De	De	De
6	De	De	De
7	De	De	De
8	De	De	De
9	De	De	De
10	De	De	De



	5	2:2	2:3	1:1	3:2	2:1	5:2	3:1	4:1
clim	Aclim	Aclim	Ab2	Ab2	Ab1	Ab1	EX	EX	
clim	Aclim	Ab2	Ab2	Ab1	EX	EX	EX	EX	
clim	Ab2	Ab2	Ab1	EX	EX	EX	EX	EX	
Ab2	Ab2	Ab1	Ab1	EX	EX	EX	EX	EX	
Ab2	Ab1	Bb1	Bb1	EX	EX	Db1	Db2	Db2	
Ab1	Bb1	Bb1	EX	EX	Db1	Db2	Db2	De	
b1	Bb1	Bb1	Db1	Db1	Db2	Db2	De	De	
b1	Bb1	Bb1	Db1	Db2	Db2	De	De	De	
b1	Bb1	Db1	Db2	Db2	De	De	De	De	
b1	Db1	Db2	Db2	De	De	De	De	De	

KEY

- Aclim = Attacker destroyed
- Ab2 or Aback2 = Attacker back 2 Hexagons
- Ab1 or Aback1 = Attacker back 1 Hexagon
- Bb1 = Both Attacker and Defender back 1 Hexagons
- EX = Attacker and defender lose the their no. of attackers defender
- Db1 = Defender back 1 Hexagon
- Db2 = Defender back 2 Hexagons
- De = Defender destroyed.

## 5.1 Sieges

Classify the towns into the following

Name	value	X Roll. Die	max no. no
1st class Fortress	150	100	3
2nd class Fortress	100	100	2
3rd class Fortress	60	100	1
Walled Town	40	100	2
Strong Fort	100	60	1
Weak Fort	20	40	3
Field Fortification	20	20	3 per hex

## 5.2 Capturing a Town by Treason

Check the loyalty of the mayor then check on the chart below

Completely Untrustworthy - die 1, 2, 3 to be successful.

Bribeable - die 1 or 2 to be successful and die again to find cost  
 1 - 100 crowns  
 2 - 35 crowns  
 3 - 150 crowns  
 4 - 180 crowns  
 5 - 325 crowns  
 6 - 450 crowns

Dutiful but can be blackmailed - die 1 to be successful

any form of habitations



### 5.3 Capturing a town by Surprise

This requires that the number of equ. attacking divisions is greater than the number of equ. defending divisions. Dice 6 to be successful. Other wise The attackers lose half the defenders value

### 5.4 Capturing a town by Assault.

Find the of the Attacking number of equ. divisions multiplied by 100 to the Defensive value of the town. Then dice and consult the chart below. If a win then Def lose 100%

3:2	Att. lose 100% Def	Att. lose 50% Def	Both lose 50% Def	Both lose 25% Def	Both lose 25% Def	<u>Win</u> Att. lose 100% Def
2:1	Att. lose 50% Def	Both lose 50% Def	Both lose 25% Def	Both lose 25% Def	<u>Win</u> Att. lose 100% Def	<u>Win</u> Att. lose 100% Def
3:1	Both lose 25% Def	Both lose 25% Def	Both lose 25% Def	<u>Win</u> Att. lose 100% Def	<u>Win</u> Att. lose 20% Def	<u>Win</u> Att. lose 20% Def
4:1	Both lose 25% Def	Both lose 25% Def	<u>Win</u> Att. lose 100% Def	<u>Win</u> Att. lose 100% Def	<u>Win</u> Att. lose 20% Def	<u>Win</u> Att. lose 20% Def
5:1	Both lose 25% Def	<u>Win</u> Att. lose 100% Def	<u>Win</u> Att. lose 100% Def	<u>Win</u> Att. lose 20% Def	<u>Win</u> Att. lose 20% Def	<u>Win</u> Att. lose 20% Def
	1	2	3	4	5	6






## 5.5 Capturing a town by siege

Find the ratio of Att. siege engines to the number of Def. siege engines



Then consult the chart below to find the no. of weeks taken to capture the town

Type \ odds	3:2	2:1	5:2	3:1	+
1st class Fortress	10	9	8	7	6
2nd class Fortress	8	7	6	5	4
3rd class Fortress	6	5	4	3	2
Walled Town	5	4	3	2	1
Strong Fort	4	3	2	1	1
Weak Fort	3	2	2	1	1
Field Fortifications	3	2	1	1	1

## 6.1 Value of Hexagons

Type of Hex	coastal	inland	Symbol
Farmland	250 crowns	350 crowns	
Open land	212.5 crowns	275 crowns	
Desert	200 crowns	250 crowns	
Hills	187.5 crowns	225 crowns	
Hills and Woods	185 crowns	210 crowns	
Woods	175 crowns	200 crowns	



Type of Hez	coastal	inland	Symbol of
Forest	162.5 crowns	175 crowns	
Mountains	150 crowns	150 crowns	

The ways of paying part of the this amount are varied, but the most common method is by a simple tax on land\* (maximum tax on land = 80%) A carte ~~stata~~ system is used where ~~the~~ a level pays  $\frac{1}{3}$  to himself,  $\frac{1}{3}$  to the next level and  $\frac{1}{3}$  to the treasury or  $\frac{1}{2}$  to himself and  $\frac{1}{2}$  to the treasury.

### 6.2 Income Tax

Since everyone has an income of 0.1 crowns income tax can be charged but the chance of revolution and the cost of quelling it, if possible, rises and the rate of income tax rises. See the chart overleaf

\* See also appendix eight

no. <sup>1</sup> rate <sup>2</sup>	1	2	3	4	5	6	7
13.0%	NR	NR	NR	NR	NR	NR	NR
5%	NR	NR	NR	NR	NR	NR	NR
10%	NR	NR	NR	NR	NR	NR	NR
15%	NR	NR	NR	NR	NR	NR	NR
20%	NR	NR	NR	NR	NR	NR	NR
25%	NR	NR	NR	NR	NR	NR	NR
30%	NR	NR	NR	NR	NR	NR	NR
33 1/3%	NR	NR	NR	NR	NR	NR	NR
35%	NR	NR	NR	NR	NR	NR	NR
40%	NR	NR	NR	NR	NR	NR	NR
45%	NR	NR	NR	NR	NR	Ne6	NR
50%	NR	NR	NR	NR	NR	Ne5	NR
55%	NR	NR	NR	NR	NR	£5000	NR
60%	NR	NR	NR	NR	Ne6	Ne4	NR
65%	NR	NR	NR	NR	Ne5	£10,000	NR
66 2/3%	NR	NR	NR	NR	£5000	Ne3	NR
70%	NR	NR	NR	Ne6	Ne4	Ne3	NR
75%	NR	NR	NR	Ne5	£10,000	£15,000	NR
80%	NR	NR	Ne6	£5000	Ne3	£15,000	NR
85%	NR	NR	Ne5	Ne4	Ne3	Ne2	NR
90%	NR	Ne6	Ne5	£10,000	£15,000	Ne1	NR
95%	NR	Ne6	£5000	Ne3	£15,000	Ne1	NR

<sup>1</sup> See appendix 1  
<sup>2</sup> only rates allowed



NR   NR   NR

8	9	10
<u>NR</u>	<u>NR</u>	<u>Ne6</u>
<u>NR</u>	<u>NR</u>	<u>Ne5</u>
<u>NR</u>	<u>Ne6</u>	<u>£5000</u>
<u>NR</u>	<u>Ne5</u>	<u>Ne4</u>
<u>Ne6</u>	<u>£5000</u>	<u>£10,000</u>
<u>Ne5</u>	<u>Ne4</u>	<u>Ne3</u>
<u>£5000</u>	<u>£10,000</u>	<u>Ne3</u>
<u>Ne4</u>	<u>Ne3</u>	<u>£15,000</u>
<u>£10,000</u>	<u>Ne3</u>	<u>£15,000</u>
<u>Ne3</u>	<u>£15,000</u>	<u>Ne2</u>
<u>Ne3</u>	<u>£15,000</u>	<u>Ne2</u>
<u>£15,000</u>	<u>Ne2</u>	<u>Ne2</u>
<u>£15,000</u>	<u>Ne2</u>	<u>R</u>
<u>Ne2</u>	<u>Ne2</u>	<u>R</u>
<u>Ne2</u>	<u>R</u>	<u>R</u>
<u>Ne2</u>	<u>R</u>	<u>R</u>
<u>Ne2</u>	<u>R</u>	<u>R</u>
<u>R</u>	<u>R</u>	<u>R</u>
<u>R</u>	<u>R</u>	<u>R</u>

NR - No revolution

Ne6 - New election within 6 month or abdication of the king demanded dice 6 to be successful

Ne5 - see above but replace 6 by '5' or '5 or 6'

Ne4 - see above but replace 6 by '4' or '4,5, or 6'

Ne3 - see above

Ne2 - see above

£5000 - Spend 5000 to quell revolution

£10,000 - Spend 10,000 to quell revolution

£15,000 - Spend 15,000 to quell revolution

R - Revolution

## 6.3 Mines

Type of Mine	1	2	3	4	5	6
gold	1000	2000	3000	4000	5000	6000
Silver	300	700	1000	1500	2000	2500
iron	200	600	1000	1200	1500	2000
Copper	200	500	750	1000	1250	1500
lead	150	300	450	600	750	900

## 6.4 Cost of Divisions crowns

Division	newly formed	already formed
C Cavalry	320 crowns	160 crowns
Ca Camels	240 crowns	160 crowns
A Archers	240 crowns	120 crowns
I Infantry	160 crowns	80 crowns
E Elephants	400 crowns	160 crowns
Ch Chariots	360 crowns	160 crowns

The Divisions are listed in approximate decreasing value

## 6.5 Costs of boats

Type of boat	newly made	already made
B bibosh	800 crowns	400 crowns
T tribosh	1200 crowns	600 crowns
P pentabosh	2000 crowns	1000 crowns



6.6 Cost of Roads and Bridges

A 1st class road costs 150 crowns per hexagon, 2nd class road costs 75 crowns per hexagon and bridges cost 250 crowns per bridge.

6.7 Cost of Fortifications

All towns start with a '0' grade Fortifications, Weak Fort has '1' grade; Strong Fort, grade 2; Walled Town, grade 3; 3rd class Fortress, grade 4; 2nd class Fortress, grade 5; 1st class Fortress grade 6

To increase the rating ~~by~~ see the chart below

increase	cost	time taken
1 grade	200 crowns	2 weeks
2 grades	400 crowns	4 weeks
3 grades	600 crowns	6 weeks
4 grades	1200 crowns	12 weeks
5 grades	1600 crowns	16 weeks
6 grades	2000 crowns	20 weeks

Field Fortifications cost 150 crowns

per Hexagon.

### 6.8 Mines (cost of)

Mines cost 800 crowns. die ~~is~~, 6 to be successful. If successful find type by throwing two dice.

2 gold 3 silver 4 copper 5 lead  
6 copper iron 7 copper 8 iron 9 lead  
10 copper 11 silver 12 gold.

Throw again for final value (only one die). Every year value up 1 from 1 until final value reached for 20 years.

### 6.9 Miscellaneous.

Item	newly formed	already formed	cost
Newspaper	1000 crowns	100 crowns	one
			bi-monthly
			one per country
			main
			Must be based
			a town
			is to



Item	newly formed	already formed	comments
University or Military Academy	5000 crowns	1000 crowns	<p>captured then no news- paper until end of year.</p> <p>Must be based in a town. If a town with a University or Military Academy is gained or lost then the University or Military Acad. gained or lost as well</p>
Siege engines	500 crowns	200 crowns	---

down  
one  
until  
zero

6.10 Harador

Harador must pay every year 3000 crowns for living in the desert. All other countries receive 300 crowns.

However Harador is the only country allowed to buy camels as normal. All other countries must buy their camels from Harador's price.

7.1 Counters

A counter will show where every ~~important~~ division and every important person is. In the case of an important person, the counter is number to link up with his character.

8.1 Countries

Any sort of country is allowed

9.1 Characters

See ~~attached~~ photo stat. Appendix 7



Handwritten title at the top of the page.

Handwritten notes on lined paper, including a list of items and their corresponding values or prices. The text is written in a cursive or semi-cursive style.

1	PA	200	100
2	PA	200	100
3	PA	200	100
4	PA	200	100
5	PA	200	100
6	PA	200	100
7	PA	200	100
8	PA	200	100
9	PA	200	100
10	PA	200	100
11	PA	200	100
12	PA	200	100
13	PA	200	100
14	PA	200	100
15	PA	200	100
16	PA	200	100
17	PA	200	100
18	PA	200	100
19	PA	200	100
20	PA	200	100

Adden Appendix 1

This is a program for finding a random number between 1 and 10

01	sto	20	'/EE	39	1
02	0	21	'/EE	40	0
03	rdl	22	9	41	+
04	0	23	=	42	1
05	X	24	sto	43	+
06	3	25	1	44	1
07	3	26	)	45	'/EE
08	3	27	=	46	'/EE
09	4	28	sto	47	9
10	7	29	0	48	-
11	-	30	rdl	49	1
12	(	31	1	50	'/EE
13	+	32	÷	51	'/EE
14	1	33	3	52	9
15	'/EE	34	3	53	=
16	'/EE	35	3	54	stop
17	9	36	4	55	goto
18	-	37	9	56	0
19	1	38	X	57	BB



## Appendix 2

These names and types are shown on the chart below.

<u>Name</u>	<u>Colour</u>	<u>Government</u>
Orist	Red	Monarchy
Caporil	Green	'First past the post' elections
Smerfon	White	Proportional rep. elections
Harador	Grey-Green	Dune empire
Arnorica	Olive Drab	Monarchy with adv. council
Belavor	Blue	Council of priests
Federation of states	Golden Khaki	Monarchy with advisory council
United Islands	Desert Tan	% vote per chiefs council.

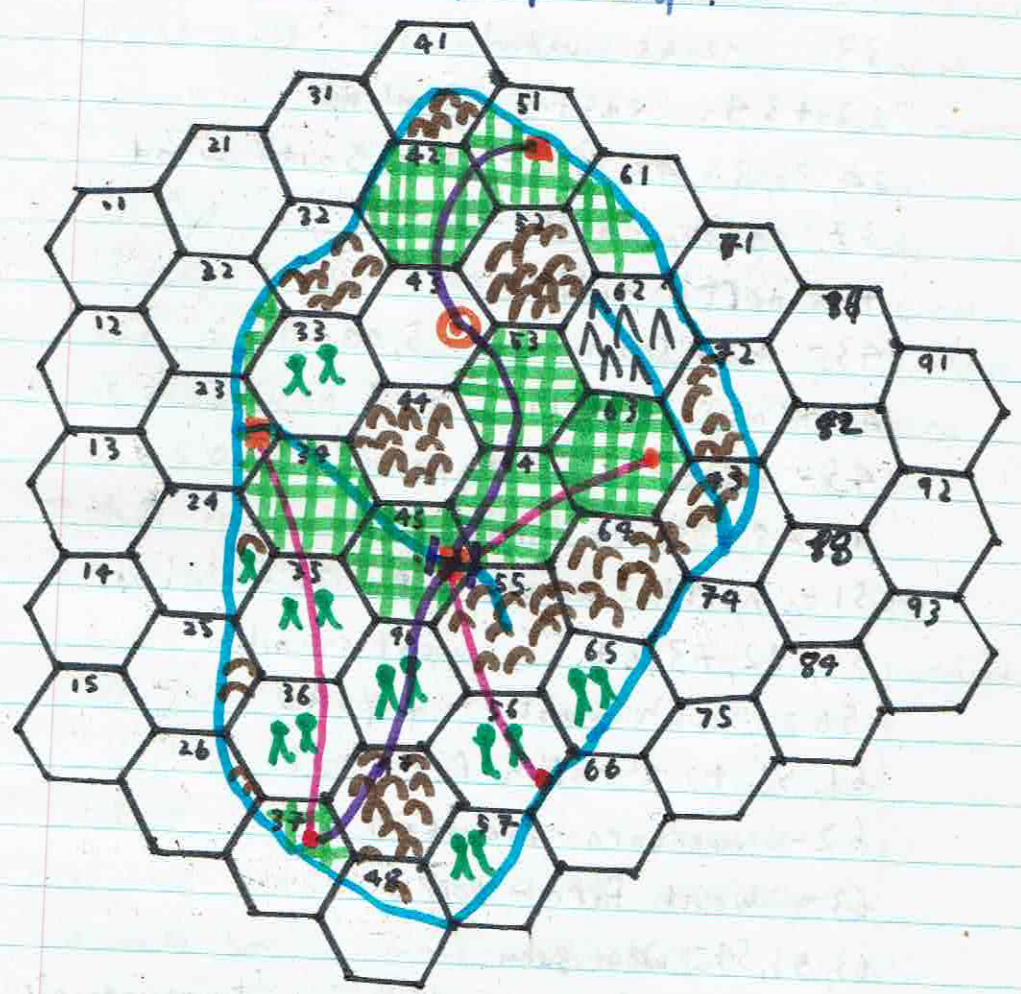
Appendix 3

The dates of end of the weeks

Foamad 7	piphi 7
→ Foamad 28	→ piphi 28
Horning 7	rehtar 7
→ Horning 28	→ <u>rehtar 28</u>
Toler 7	acher 7
→ Toler 28	→ acher 28
idva 7	This month is only included
→ idva 28	<u>every 23th year only</u>
ansu 7	cenquill 7
→ ansu 28	→ cenquill 28
torad 7	qusharing 7
→ torad 28	→ qusharing 28
naves 7	Receives taxes and
→ naves 28	other income on
maring 7	qusharing 28
→ maring 28	
votery 7	
→ votery 28	



Appendix 4 - A Sample Campaign  
First Draw your map: -



Now we must name the hills,  
towns, rivers, woods and farms.  
23 - easton hamlet - pop. 50

29, 25, 26, hill range - easton hills

32 - east hill

33 - east wood

22 + 34 - easton farmland

24, 35, 36, 46, 56, 57, 65 - South wood

37 - an 500 castle - pop. 50

41 - north hill

43 - maintown - pop. 5,000

44 - middle hill

45 - centre hamlet - pop. 50

47, 48 - south hill

51 - north hamlet - pop. 30

52, 72, 73, 64, 55, western hills

56 - south castle - pop. 40

61, 51, 42 - north farm

62 - western mountain

63 - west farm - pop. 30

63, 53, 54 - west barn

The island is split in two countries -  
 Southern (23, 24, 25, 26, 34, 35, 36, 37, 45, 46,  
 48, 55, 56, 57, 64, 65, 73) and northern (22, 33,  
 41, 42, 43, 44, 51, 52, 53, 54, 61, 62, 63, 72)



905fering28 Northern is a monarchy, but has an advisory council; while Southern has 'First past post' elections. Thus we must first choose the king of Northern. His name is king Boris the ninth and has decided to uphold his family pledge to revenge the invasion of Southern on the western hills. The capital of Northern is maintown. The population of Northern is 5060 and king <sup>Boris</sup> the eighth decided that maintown would have 8 seats on his advisory, and north hamlet and west farm would 1 apiece. The three parties are, in Northern: Joinists, Warists, Reduce Tax Party (RTP). This year elections results in maintown: Joinists 1410 Warist 2437 RTP 1153 resulting in 2 seats for Joinists 4 seats for Warists 2 seats for RTP. The election in ~~west~~ north hamlet Joinist 11 Warist 10, RTP 9. The seat goes to Joinist. The election results for west farm are Joinist 13,

Warist 8, RTP 9  $\therefore$  The seat goes to the jointists  $\therefore$  The final results are jointist 4 seats, Warist 4 seats and RTP 2 seats.

The population in Southern is 190. The number of seats in the parliament is 4. The elections results are shown below.

Region	joint votes	RTP votes	protectionist
Easton	19	16	15
anlon	16	20	14
centre	17	20	13
South	16	10	14

The parliament is therefore made up of 2 jointists and 2 RTP. The 4 members decide on an attempt on a peace treaty with Northern in an attempt to join and Reduce Taxes.

In Northern we must now decide the tax rates. After discussion with his advisory council he decides to change 50% land tax and  $33\frac{1}{3}\%$  income tax.

The total income of Northern is 2066 crowns. The income tax roll is '2' or 'No revolution.'

In Southern the parliament decides on ~~75%~~ 5% tax on land and 40% income tax. The total income of Southern is 2981. The income tax roll is '68' or ~~No revolution~~ or 'Spend 10,000 to quell revolution' since Southern cannot afford this, there is a revolution but the revolutionaries only receive 6 crowns so there is no revolution yet.

The peace conference between Northern and Southern breaks down because King Boris demands the return of the western hills. King Boris buys 3 divisions of Elephants (cost 1200, left with 866) sends them into 55, 64, 73. The warriors in his country praise him.

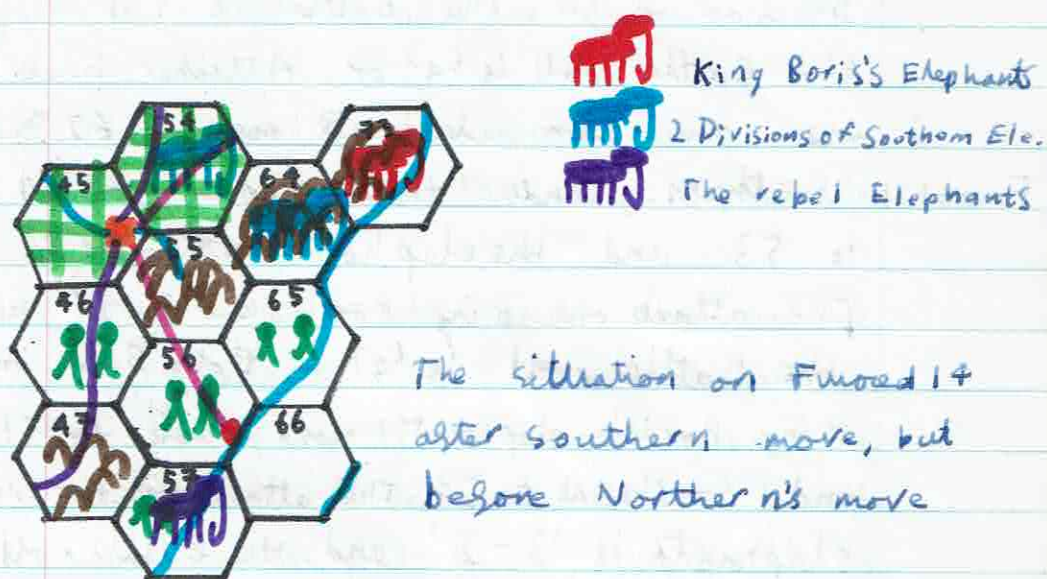
Proceed 7 Southern buys 5 divisions of Elephants (cost 2000, left with 981) and places 2 on 45, 2 on 46 and 1 on 56



and attacks the elephants on 55. The Battle is 3-1, the Battle roll is '2' or Defender back one. The Elephants move back into 64.

King Boris orders his elephants in 65 and attacks the Elephant Division in 56. The Battle is 3-2 and the Battle roll is '2' or Attacker back one. The two Elephants move to 64.

Fmored14 We must now see if the elephant division in 56 rebels. The rebel roll is '10' and Elephants revolted and attack the Elephants in 46. The Battle is 2-5 the Battle roll is '6' or Attacker back one. The Rebel Elephants move to 57. The remaining Elephants on 45 and 46 move to 54 and 55 respectively and attack the elephants on 64. The Battle is '3-2' The Battle roll is '10' or Defender ~~also~~ destroyed. The elephants on 64 are removed and the elephants on 55 move to 64.  
see appendix 5



King Boris buys one more Elephant and Fortifies main town to strong Fort class. (cost 400 crowns, left with 66)  
His two Elephant Divisions are sent to 63. King Boris decides after discussions with his advisory council to raise income tax to 45%. This means he receives an extra 54 crowns for a total of 125 crowns left. The average income tax roll is 67 or No revolutions. His two elephants attack the two elephant



30.

Divisions on 54. The Battle is 4-1<sup>7</sup>  
the Battle roll is '4' or Attacker back  
one. The two elephants move to 62.

Finrod 21 Southern sends their elephants on 54  
to 53 and the elephants on 55 to 56.  
The attack on King Boris is '2-3' and  
the Battle roll is '5' or 'Both Back one'.  
King Boris' elephants move back to 61  
and Southern's to 54. The attack on the rebel  
elephants is '3-2' and the Battle roll is  
'4' or 'Exchange'. The rebel elephants  
and one southern elephant is destroyed.  
The revolution is crushed.

King Boris sends his elephants inside  
maintown (43) and awaits the siege.

Finrod 28 Southern buys one siege engine (cost 5  
crowns left with 481). It is placed on  
54 with the elephants and a siege of  
centre town begins.

Horning 19 The siege of centre town ends and  
elephants ~~move to~~ and siege engine move  
to 45.



- Morning 21 The elephants and siege engine move to  
 34
- Morning 28 The elephants and siege engine move to  
 23 and start the siege on Easton  
 hamlet.
- Toler 14 The siege ends and the engine  
 elephants and the siege engines move  
 to 33 King Boris moves his elephants  
 out of Maintown and attacks the  
 Southern Elephants, The Battle is  
 2-3' the Battle roll is '10' or Defender  
 Back two. The Southern Elephants and  
 siege engines move back to 35.
- Toler 21 Southern again attempts a peace  
 treaty which is accepted. Southern now  
 holds 23, 24, 25, 26, 33, 34, 35, 36, 37, 45,  
 46, 47, 48, 54, 55, 56, 57, 64, 65, & 73.  
 Northern holds 22, 32, 41, 42, 43, 44, 51,  
 52, 53, 61, 62, 63, 72. The peace holds  
 at least to the end of the year.

Year 2

February 1

msgering28 It's election time!

The election results in Northern are

	Jointist	Warist	RTP
Maintown	1658	2416	925
north hamlet	11	8	11
west farm	13	8	9

In tied seats the King decides which party will receive the seat. ∴ the advisory council is made up of 4 Warist, 4 Jointists and 2 RTP.

The election results in Southern are

	Jointist	RTP	Protectionist
anton	16	18	16
Easton	14	22	14
centre	21	15	14
South	13	14	13

∴ The parliament is made up of 3 RTP & 1 Jointist.

In northern taxes are set at 50% on land and income. The treasury now contains 1996 crowns. The 'income tax roll' is '8' or 'New election within 3 months'

In Southern the taxes are 80% land tax and 25% income tax. The treasury now contains 4093 crowns. The income tax roll is '5' or No revolution.

Both sides must spend 320 crowns to keep their elephant divisions.

Forward King Boris Buy 1 siege engines and increases maintown to 2nd class Fortress and north hamlet and west farm to weak Fort. His elephants and siege engines enter and remain in main town. A peace agreement is made for another six months.

Toler 28 The demanded election Northern is held and the results are

	Tornilt	Warist	RTP
Maintown	1409	2227	1364
north hamlet	10	6	14
west farm	11	6	13

∴ The new advisory council is 4 Warists 4 RTP 2 Tornilt.



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- torced 7 The peace agreement runs out and Southern buy 4 siege engines (cost 2000 crowns left with 1573 crowns) and put his 5 siege engines and 2 elephants in 63 and lay west farm to siege.
- torced 14 West town captured the forces move to 5 and is attacked by King Boris at odds of 4-1 and Battle roll of (3) on 4th back one. King Boris moves back to 42
- torced 21 Southern moves to 42 and begin the siege of mintown.
- torced 28 The elephants of King Boris again attack 60 elephant at (1-1) and the 'Battle roll' is (7) Defender back one. Southern's elephant and siege engines move back to 53 and the siege is broken. Northern re-enters the town.
- Genes 7 The Southern elephants move to 62.
- Genes 14 The Southern elephants move to 51 and lay siege to it.
- Genes 21 North hamlet captured and the forces move to 43 and lay siege to it

~~never~~ The king orders his elephants to attack the forces at '1-1'. The Battle roll is '10' or defender back two. They retreat to 45 and a peace conference is held making a peace treaty until year 7 of Year 3

~~gathering 28~~ Election time! Northern now only holds 22, 32, 42, and 43. Southern holds the rest.

~~gathering 28~~ Election time! King Boris moves the now other seats to maintowns and the results are

	Townist	Warist	RTP
Maintown	1130	2585	1285

The advisory council is made up of 5 Warists 3 RTP 2 Townist.

In Southern there are now 6 seats in the parliament. One for each town. The results are

	Townist	RTP	<del>Supra</del> protectionist
easton	19	18	13
baron	17	13	20

	Touist	RTP	Protectionist
Centre	20	12	18
South	10	15	15
			Septa
North	9	14	7
West	8	13	9

In southern ties to the previous election winner... The ~~final vote~~

The parliament is made up of 3 RTP  
2 Touists 1 Protectionist.

In what's left of northern ~~land~~ land tax is 80% and income tax 50%. The treasury now contains, after 'already formed' costs, 1256 crowns.

In southern land tax is 20% and so is income tax. The treasury now contains, after already formed costs, 1595 crowns.

The revolution roll in northern is 13' or 'No revolution'.

The revolution roll in Southern is 6' or 'No revolution'.



Fword 7. King Boris buy 2 siege engines  
 fortities maintown to 1st class fortress  
 Southern buys 2 elephants and 1  
 siege engines (N 56 crowns, S 295 crowns)  
 Southern starts a siege on Maintown.  
 King Boris elephant attack at odds  
 of '1-2' and a Battle roll of '10'  
 or 'Defender back'. The siege is  
 broken. Southern moves back to 44

Fword 14 Southern ~~starts~~ attacks the Northern  
 elephants at '2-1' and the Battle  
 roll is '2' or Exchange. The Northern  
 elephants and two elephants on 44  
 are lost.

Fword 21  
 F Toler 14 Southern starts a siege on Maintown  
 Maintown captured, King Boris  
 killed Northern joins Southern  
 Unconditionally.

The end of the Campaign

Appendix ~~Sec.~~ 5

The chance of a single unit revolt is shown on the chart below.\*

	£5000*	£10000*	£15000*	R
1	NR	NR	NR	NR
2	NR	NR	NR	NR
3	NR	NR	NR	NR
4	NR	NR	NR	R
5	NR	NR	R	R
6	NR	R	R	R
7	R	R	R	R
8	R	R	R	R
9	R	R	R	R
10	R	R	R	R

\* This only applies if the money stated is not paid.

NR - The unit does not Revolt.

R - The unit joins the Rebels.

N.B. - Also see the character of the leader of the division.

Appendix 6 - Program for characters

01	<del>0</del> 4	22	7	43	M+	64	:
02	<del>sto</del> sto	23	+	44	<del>#</del> 6	65	5
03	<del>1</del> 6	24	(	45	rel	66	)
04	<del>sto</del> 0	25	+/-	46	6	67	:
05	<del>2</del> sto	26	+	47	gin	68	goto
06	<del>1</del> 1	27		48	5	<del>69</del> 0	
07	sto	28	=	49	5	70	0
08	2	29	gin	50	rel		
09	X	30	2	51	2		
10		31	8	52	goto		
11	0	32	sto	53	0		
12	+	33	0	54	9		
13	(	34	)	55	rel		
14	rel	35	)	56	2		
15	0	36	M+	57	X		
16	X	37		58			
17		38	=	59	0		
18	0	39	sto	60	+		
19		40	2	61	(		
20	÷	41		62	rel		
21		42	+/-	63			



appendix 8 - Land Tax

As land tax rises also does the chance of costly preventive measures against revolution.

	1	2	3	4	5	6	7	8	9
0%	NR	NR	NR	NR	NR	NR	NR	NR	NR
10%	NR	NR	NR	NR	NR	NR	NR	NR	NR
20%	NR	NR	NR	NR	NR	NR	NR	NR	Net
30%	NR	NR	NR	NR	NR	NR	NR	NR	Net
40%	NR	NR	NR	NR	NR	NR	NR	NR	Net
50%	NR	NR	NR	NR	NR	NR	NR	Net	Net
60%	NR	NR	NR	NR	NR	NR	NR	Net	Net
66 $\frac{2}{3}$ %	NR	NR	NR	NR	NR	NR	NR	Net	Net
70%	NR	NR	NR	NR	NR	NR	Net	Net	Net
80%	NR	NR	NR	NR	NR	NR	Net	Net	Net

For key see page 13

#### Appendix 4- Way of ruling of a country

Since there are many different ways of ruling, I will only go through the ones listed in Appendix 2.

Monarchy In this there is a king or similar person who is the ultimate ruler, under him are lords who pay the king taxes but they can use their own forces for whatever they like, but when the king needs those forces, they usually lend them to him.

Below the the lords are the counts. These pay to the lords and the king and similar rights to the lords.

Below these are Mayors who rule towns and city, and on the bottom are the normal people.

### 'First past the post' elections

In this type of election, the country is split up into small 'seats' of about ~~10000~~<sup>3000</sup> people in each and a maximum of 4 candidates stand for election in each seat. However as there is usually more than 4 parties, different parties usually stand for election in each seat. In the case of ties, the previous winner decides who wins, usually in favour for himself.

### Proportional representation

In this type of election the country is split up in regions of about 250,000 people in each. This region has about 10 or more seats to represent it and the seats are divided in the same ratio of the votes, but rounded.



### De jure Empire

In this kind of government, it is nominally ruled by the emperor ~~by is not~~ but is really a conglomeration of city states which go their own way according to their mayor, who is the ruler of the city state.

### Monarchy with Advisory Council

There are two sorts, but both have a king who is advised by an elected body of men. They are different in the ways in which they are elected, see 'F' elections and 'pr' elections.

### A council of priests

In this sort of government, the country is ruled by a council of priest who decide what to do by consulting the gods.

### A council of chiefs with % votes

Here ~~a~~ ~~choices~~ policies by deciding what to do and each chief has a % vote to vote with depending on his importance.

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### Addendum

In this section extra items are added according to need and notice

#### 2.1 Movement

The chart for Hills and woods is shown below:

Infantry	2
Archers	3 2
Cavalry	3
Camels	2
Chariots	1
Elephants	2
Spies + Scouts	15
Siege eng.	1

If an entry is bought this means the movement is one hex per two weeks.

4.1 defensive values of terrain

A Wood and Hill Hex = 1.5 equ.

1.3 Farming

This means that hexes containing Villages, towns, and cities are Not Farmed