

Swords & Sorcery 6 Player Campaign

The War of Imperial Expansion aka
The Great War in the Southern Ararlve Valley.

The Empire seeks to bring the last independent human enclave under its control and weaken the power of the non-human inhabitants of the Valley. The rest of the inhabitants fight for their freedom, their survival, and possibly to settle old grudges.

Six Players

The Empire
The Paladins of the Empire
The Cronks
The Swamps
Corflu Cultists
The Duchy of Endore

Theatre of War

Only the areas south of the Undine are used except for the Empire province of Minotarus. It may only be reached via the bridge from the Empire or by a cross-river invasion from the Swamps. Only the Swamp creatures or armies/elements that they allow may use that movement route as only they have the capability of crossing the Undine via natural means. No sea movement rolls are necessary for using this movement route.

All Capitals are fortified cities. Other areas do not have major fortifications and may be captured without a siege. Castles and BUAs may still be picked as terrain pieces for battles if the game allows, but these will not affect the capturing of a province after a battle.

Victory Points

Several factions have natural grudges or affinities with other factions in the Valley. Those listed as sworn enemies award 1.5x the victory points for defeating or conquering a territory. Those listed as natural allies count as only ½ the victory points for defeating or conquering. Treachery among allies is not unknown!

Empire: Paladins are allies. Duchy of Endore is a sworn enemy.

Paladins: Empire is an ally. Corflu Cultists are a sworn enemy.

Duchy of Endore: The Swamps are an ally. The Empire is a sworn enemy.

Cronks: The Swamps are an ally. The Empire is a sworn enemy.

The Swamps: The Paladins are an ally, The Empire is a sworn enemy.

The Corflu Cultists: The Cronks are an ally. The Paladins are a sworn enemy.

Winning a challenge battle against an ally or sworn enemy rounds up.