

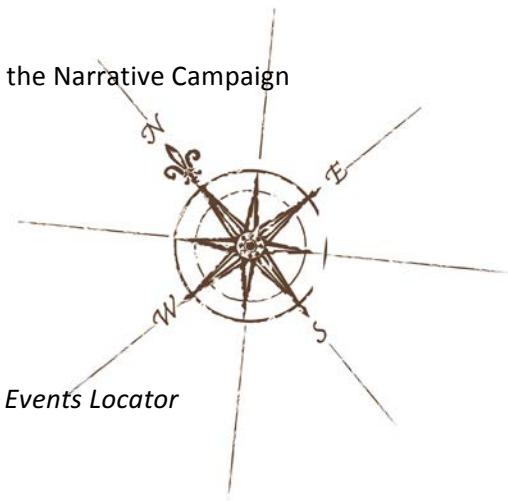
Dawns & Departures

A Campaign System for Sharp Practice

TOO **FAT** Lardies

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Introduction

Welcome to Dawns & Departures, the campaign handbook for Sharp Practice. If you're enjoying Sharp Practice, this additional material will, we hope unlock the door to exciting new worlds and adventures, where your characters can enjoy endless exploits in plausible settings.

Our objective with Dawns & Departures was to create a tool which allows the gamer to create campaigns with as much or as little detail as he wants to see included. It is not a one-size-fits all set of instructions, indeed it presents several options for different types of campaign, using different methods to allow the gamer to select the one they think fits their purpose best and to then tailor-make that campaign by adding their own ideas. However, whichever campaign type you choose, we feel that the campaign setting will enhance any game of Sharp Practice by providing a background narrative and an on-going dynamic system which allows you to follow the careers of your miniature heroes as they fight their way across the globe of the 18th and 19th centuries.

From the outset, we wanted to create a system which allows a narrative to evolve which reads like a swashbuckling adventure story, with plenty of character but also ample command decisions to keep the experience fresh, varied and interesting. Most of all, we wanted to create a world in which individual personalities would evolve, as would their relationship with their men, their superiors and their enemies, be they gentlemen rivals or mortal foes. Each campaign is designed to be just one small chapter in the career of our characters, with numerous episodes being possible over an historical campaign.

As with the predecessor of this supplement, At the Sharp End which we produced for our WWII rules, Chain of Command, we wanted the system to be simple to run and manage. At its most straightforward, the campaign will be a succession of games played out over a set number of battlegrounds. Here front-end preparation will mean that it is possible to move swiftly from one game to the next with an absolute minimum of note keeping. At its most sophisticated, the player will be faced with the challenge of manoeuvring his force and choosing the moment to strike in order to gain the best possible chance of victory. Yet, despite the added command choices to be made, Whichever one you choose, the paperwork is still minimal. In running over twenty campaigns during the development process, I have never once needed to use more than a single sheet of paper to manage the entire campaign, usually keeping what small amount of notes required on the back of the campaign map.

Most important of all, Dawns & Departures provides a basic framework on which to construct your campaign. It also allows enough "elbow room" for you to add your own flourishes and detail as you see fit. However you play your campaigns, we hope you have fun with Sharp Practice.

Richard Clarke
Lard Island
2016



Campaigning with Sharp Practice

There are three types of campaigns offered within this supplement: The Ladder Campaign; the Programmed Campaign and the Narrative Campaign. All three are different, yet all share common rules which makes moving from one campaign type to another relatively simple. The first two have no need of an umpire, whereas the third will benefit so much from having a third party control the run of play that we have accepted that as a necessity.

To illustrate all three campaign types and how they work, we will use the following map. This shows part of Germany at the time of the Seven Year War, but could equally relate to the Napoleonic Wars period if you wished to use it for that.



As we can see, the map shows a fairly typical area of Middle-Europe, with a meandering road running through farming country with some mountains and hills to the West. To the North lie the Abbey at Feldmeir and the Castle Hegel and on the main road lies the town of Mittelstadt and the villages of Norddorf and Suddorf. Other points of note are the Grosseheide heath in the South East and the Reisenbergen mountains in the South West. How this map is used when constructing a campaign will depend on which of the three campaign types is being fought. Let us consider those three options now.

THE LADDER CAMPAIGN

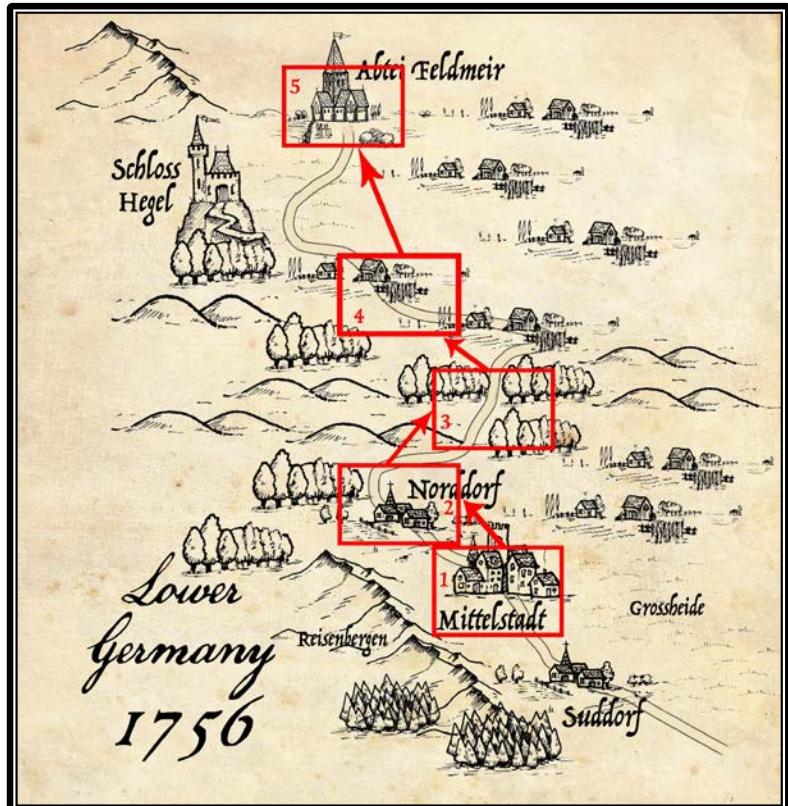
The Ladder campaign presents a simple succession of battles fought in a linear manner, one after the other, with each battlefield being a rung on the ladder. It is extremely easy to plan, requiring the designer to simply decide on the number of actions he wants to fight and then select that many locations. This would look very simple on the map, as we see below.

Whilst it is possible for opposing forces to fight their way up and down the ladder, both attempting to reach the far end and victory, the ideal situation suited to such a campaign is a rear-guard action where one side is constantly retreating whilst faced with harrying attacks by their opponent. For example, were a retreating force from the Margrave of Underberg-Uralt be falling back before a force from the Duchy of Strudelheim, we may start the campaign with the Underbergers occupying Mittelstadt and the Strudelheimers in possession of Suddorf. We could then fight a campaign of five games with the actions at Mittelstadt, Norddorf, the woods to the North, the farmland above that and finally the defence of the Abbey at Feldmeir.

Such a campaign would normally see the Underberg force weaker, hence their continual retreat, as they tried to delay the forces of Strudelheim. This campaign might be occurring because the Abbey was being used as a field hospital and by delaying the Strudelheimers the wounded could be evacuated. It could be because the Abbey is set on a lake and transports have been sent to rescue the Underberg force. Indeed, any narrative which ensures a delaying fight on a time scale will suit this campaign.

The ladder system uses a flexible approach to time and ground scale, so that each game focuses on the next point of action in the campaign, whether that is one hour, one day or one week after the previous game. Distance between each action is, for the most part, ignored. A campaign could, as a consequence, run over a leisurely period of weeks or represent a frantic burst of activity covering a matter of hours.

As a result of this approach, some aspects of the campaign management rules must be regarded as abstract rather than precise models of possible outcomes. Casualties and recovery time for the

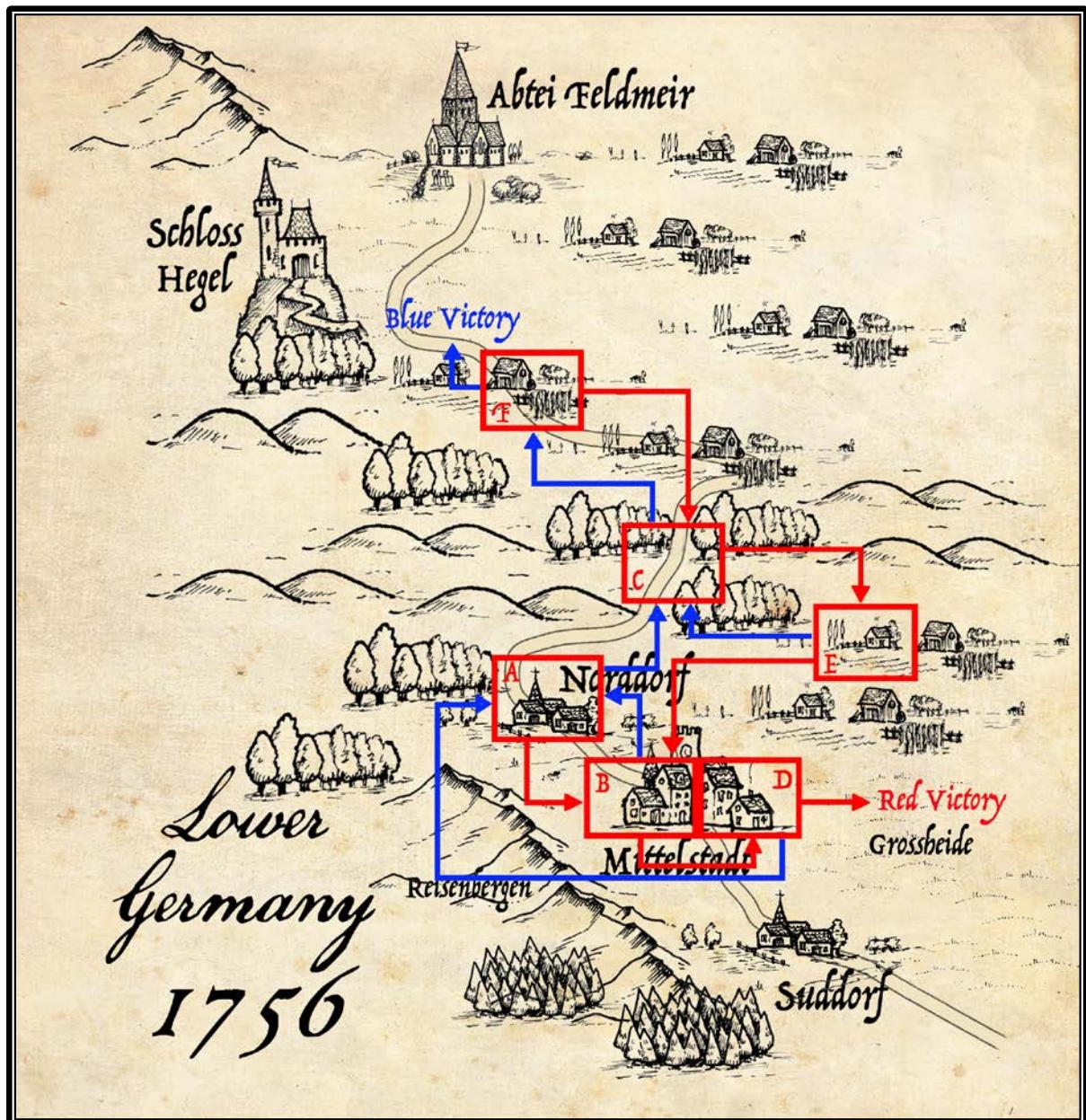


wounded, for example, are treated in the same manner regardless of the duration of the campaign.

THE PROGRAMMED CAMPAIGN

The Programmed Campaign is based around the concept that each action fought will have a pre-programmed consequence. If Side A wins an action, that has one outcome, whereas if Side B wins, it has a different outcome, with both of these being pre-programmed. Such a campaign involves an amount of planning at the front end, but once that is done it is very simple to run as what happens at the end of each game is already clearly mapped out. The players simply follow the path determined by the result achieved in each game until one or the other secures victory.

The Programmed campaign can be relatively simple if only a few games are planned, but as the number of potential actions increase the complexity for the campaign designer will increase, although once the initial plotting is done the campaign should still be very simple for the players to follow. The



system does allow the campaign designer to add some variety to the campaign, so that it is not simply a procession up and down the main road. Indeed, the campaign below shows some elements of that.

This campaign is based on the assumption that the hills and woodland in the centre of the map mark the border region. The forces of Underberg-Ural have attacked from the North in the hope of seizing the town hall at Mittelstadt where the Strudelheim Army Pay Chest is located after breaking an axle while passing through the region. The action begins with Table A. When that game is completed a victory for Underberg will result in the red arrow leaving Table A being followed. This leads to Table B, the outer defences of Mittelstadt. Another Underberg victory there leads into the heart of Mittelstadt itself and a further victory, resulting in the seizure of the pay chest, in a campaign victory for Underberg, the Red forces in this instance. However, at every point of action there is an alternative blue route which would be taken if Strudelheim win.

To achieve victory, we can see that the Strudelheimers have to defeat the Underbergers and chase them back across the border into their own farmlands.

What has been done here to avoid the campaign simply being fought up and down the main road, is the addition of Table E. This will only be used if the Underbergers are pushed back away from Nordorf, and represents them seeking another route to Mittelstadt by making a flank march through the farms there as their initial approach failed. Also, we can see that if the Underbergers are defeated in the town of Mittelstadt, on the very cusp of gaining their prize, they do not just retreat back to the town's outer defences, but are hurled back all the way to Nordorf. Variations like these add some narrative to the campaign which serves to keep the players immersed in the plot rather than just playing a sequence of games.

As with the Ladder Campaign, the Programmed Campaign ladder system uses a flexible approach to time and ground scale, so that each game focuses on the next point of action in the campaign, whether that is one hour, one day or one week after the previous game. Distance between each action is, for the most part, ignored. Some aspects of the campaign management rules must be regarded as abstract rather than precise models of possible outcomes. Casualties and recovery time for the wounded, for example, are treated in the same manner regardless of the duration of the campaign.

THE NARRATIVE CAMPAIGN

This is the primary Sharp Practice Campaign System which we recommend. For the Narrative Campaign, the idea is to create a map which replicates the real terrain in which a small force of the type one finds in Sharp Practice would operate and which would allow that force and its opponents to move freely on a map, with decisions being taken about which route to take in order to reach a destination. This offers far more freedom than the previous two methods and introduces many more command choices as well as a level of narrative which projects and amplifies the story line to the point where one could be involved in the most riveting of adventure tales.

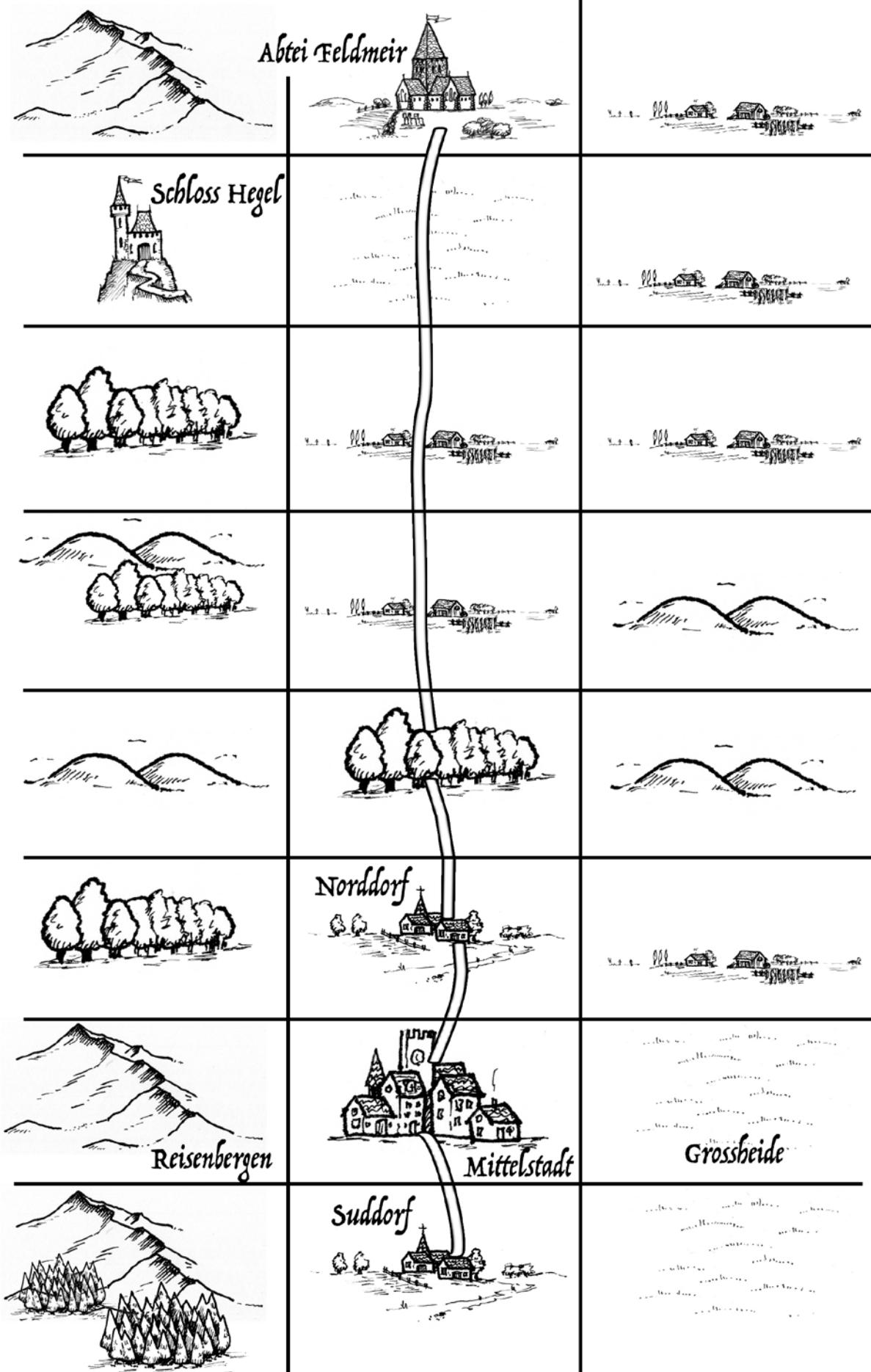
To achieve this, we take a 'Skipping rope' approach to the map in order to create an orderly background in which to fight our campaign. Firstly, we consider our map. This could be taken from a real map; it could be entirely fictitious or it could be constructed with our terrain generation system which we will look at shortly. Here we will continue to use our fictitious Seven Years War map drawn up for a campaign in Germany.



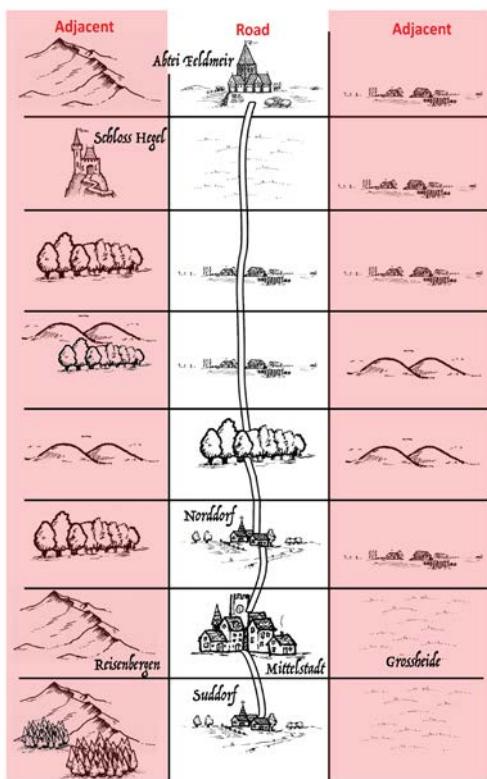
Now, we divide the main road into key sections. Starting from the South we have Suddorf before we get to Mittelstadt. To the North of that we see the road run through the woods before we get to an extensive area of farmland which here we break into two section to reflect the fact that this is a long stretch of countryside. Finally, we have an area of heath before we reach the Abbey.

With our key road sections divided, we consider what lies to either side of that feature. On the map below we can see that the Abbey has mountains to the West and farmland to the East, whilst Norddorf has woods to the West and farms to the East, and so on.

With the map thus divided, we now need to imagine that we are about to take each end of the main road and pull it, as thought it was a skipping rope, in order to straighten it. This will then allow us to create a neat version of the terrain which will conform to a regular playing surface, transferring the terrain onto a more regulated map, here being eight Areas high by three Areas wide. With our 'Skipping rope' straightened, the simplified map looks like this.



It is important to note here that campaign maps are always three Areas wide, as the small forces being used in Sharp Practice are not going to be roaming freely across hundreds of square miles, but are rather going to be focussed on marching to their primary objective. To do this they will either be taking the main road or making a minor detour into the surrounding countryside.



The map now has the Areas divided into three columns. In the centre are the Road Areas, to either side are the Adjacent Areas. Each of these Areas represents an area of land of no specific size but generally the central Road Areas typically incorporate five to ten miles of road. The Adjacent Areas simply reflect the terrain that is encountered if the column moves off the road. As will be seen, a force looking to move rapidly will be well advised to stick to the Road Areas where possible, as leaving this will see it moving through terrain which is poorly mapped and along tracks which are normally limited to use by the odd yokel on his way to his fields or driving his cows in to be milked.

The Narrative Campaign system uses a more precise approach to time scale, with each turn representing half a day's action. Ground scale is still somewhat vague so that the commander can focus on broad brush decisions, "Advance through the farmland with a view to attacking the enemy outpost in the town" as opposed to precisely measuring each mile. This approach allows the presents the commanders with the type of information they would have had in the black powder era, before precise maps

were drawn up and allows the campaign to progress with maximum speed and minimum paperwork.

The Narrative Campaign uses the full panoply of campaign management rules which, whilst still abstract in some respects, are certainly more detailed and allow more player involvement than the Ladder or Programmed campaigns.



Creating Your Campaign Map

First choose the type of campaign best suits your needs. With that done you will need to construct the landscape across which the opposing armies will fight. For historical campaigns, this may well be a simple matter of taking a real terrain and overlaying whichever campaign template you wish to use on top. Alternatively, it is simple to create a whole map, or simply the relevant parts, by using the Random Terrain Generation System below.

RANDOM TERRAIN GENERATION

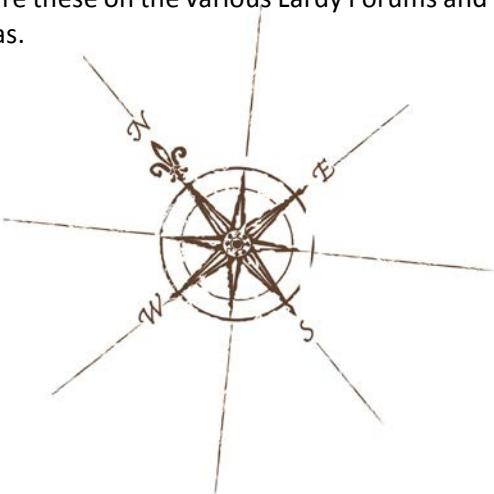
Whilst using an historical map has great appeal, the player may find it simpler to generate the terrain in a random manner. To do this we need a terrain table for the particular part of the world we want to represent. The system allows us to generate terrain for both the Areas which are around the main road crossing the map, or the more rural (or even untamed) terrain lying off the main route.

The map is divided into twenty-four Areas. To make this simple we give each a number. This will be useful when identifying where forces begin the campaign and where objectives are located in the Campaign Backgrounds.

1	2	3
4	5	6
7	8	9
10	11	12
13	13	15
16	17	18
19	20	21
22	23	24

THE GEOGRAPHICAL TABLES

Here we present three tables for Northern and Southern Europe and North America. These can only be general guides and when representing very specific areas you will almost certainly wish to make some adjustments or create your own. Please do share these on the various Lardy Forums and Groups so we can all benefit from the collective body of ideas.



Northern European Terrain

This should be used for most of Europe to the North of Switzerland and can be used for some areas of North America on the East coast which have been intensively settled.

Northern Europe		
Dice	Road Areas	Adjacent Areas
2	Hills	Mountains
3	Hills	Mountains
4	Heath	Hills
5	Cultivated Land	Hills
6	Village	Heath
7	Cultivated Land	Cultivated Land
8	Cultivated Land	Cultivated Land
9	Woods	Woods
10	Town	Village
11	Significant Building	Significant Building
12	Heath	Swamp or Lake

Northern Europe Mountains & Hills: Where Mountains are present, roll a D6. On a roll of 3 or 4 add woods. On a roll of 5 or 6 add Forests. Where Hills are present, roll a D6. On a roll of 4 or 5 add woods. On a roll of 6 add Forests.

Northern Europe Rivers: Where Hills, Mountains a Swamp or Lake are located in a horizontally Adjacent Area, roll a D6 to see if the Main Road crosses over a river via a bridge. On a 5 or 6 a river and bridge are present so we roll again to determine how that is constructed. On a 3 to 6 it is a stone bridge, on a 1 or 2 a wooden bridge. Here the river is presumed to cross both the Area with the bridge along with the two Adjacent Areas.

Southern European Terrain

This should be used for most of Europe to the South of the Alps.

Southern Europe		
Dice	Road Areas	Adjacent Areas
2	Wooded Hills	Woods
3	Hills	Wooded Mountains
4	Town	Wooded Hills
5	Plain	Mountains
6	Plain	Sparsely Cultivated
7	Cultivated Land	Plain
8	Cultivated Hill	Hills
9	Village	Cultivated Land
10	Sparsely Cultivated	Village
11	Significant Building	Mountains
12	Mountains	Significant Building

Southern European Habitation: Where Villages, Towns and Significant Residences are present, roll a D6 for that type of terrain.

Villages: On a roll of 1 to 3, the village is on the plain. On a roll of 4 or 5, it is on a hill. On a 6, it is on a mountain.

Towns or Significant Building: On a roll of 1 to 4, the feature is on the plain. On a roll of 5 or 6 it is on a hill.

Southern Europe Rivers: Where Hills or Mountains a Horizontally Adjacent Area, roll a D6 to see if the Main Road crosses over a river via a bridge. On a 5 or 6 a river and bridge is present so we roll again to determine how that is constructed. On a 2 to 6 it is a stone bridge, on a 1 a wooden bridge. Here the river is presumed to cross both the Area with the bridge along with the two Adjacent Areas.



North American Terrain

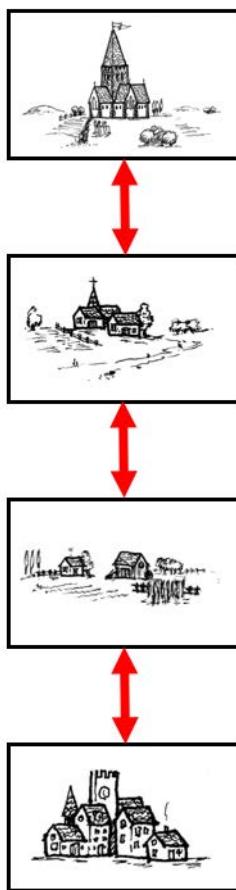
This should be used for the Eastern part of North America, chiefly covering the 13 Colonies and the more occupied parts of Canada

North America		
Dice	Road Areas	Adjacent Areas
2	Forest	Forest and Swamp
3	Woods	Swamp
4	Woods	Forest
5	Hills	Forest
6	Cultivated Land	Woods
7	Woods	Sparsely Cultivated Land
8	Sparsely Cultivated Land	Hills
9	Town	Woods
10	Grassland	Wooded mountains
11	Wooded Mountains	Mountains and Forest
12	Wooded Mountains	Mountains and Forest

North American Rivers: Where Hills, Mountains a Swamp or Lake are located in a Horizontally Adjacent Area, roll a D6 to see if the Main Road crosses over a river via a bridge. On a 5 or 6 a river and bridge are present so we roll again to determine how that is constructed. On a 5 or 6 it is a stone bridge, on a 1 to 4 a wooden bridge. Here the river is presumed to cross both the Area with the bridge along with the two Adjacent Areas.

MAP REQUIREMENTS

With a Ladder Campaign we need only decide on how many rungs we want to include on our ladder and then we can roll using the Road Areas box on the table that best fits our purpose. Let's assume we are going with the Peninsular War and give that a go. To keep it simple, I am going to use four rungs on the ladder. I roll my dice in sequence using the Southern European Geographical Table and the Road Area column specifically. I roll 4, 9, 8 and 11. That gives me a town, cultivated land, a village and a Significant building. On a campaign map that will look like the simple path shown below, left.



We then roll again to find out if these features are located on the plain, hills or mountains and adjust our map accordingly. To enhance things further, you can add terrain in around that skeleton to flesh out the map and make the whole thing more plausible, but essentially this provides the core four battlefields over which we can now fight. It is important to note here that this system does not allow for rivers and bridges, so when you have rolled for each Area, roll again, with a 6 signifying that a river runs through that battlefield with a bridge being present.

For a Programmed Campaign, precisely the same system can be used, although our experience has shown that it is easier to dice for a complete campaign map, as for a Narrative Campaign, and then use that to create a Programmed Campaign map, as this will show Areas where flank marches may be more likely. It also has the benefit of creating the entire campaign map and that aids the narrative when presenting this to the players.

For a complete map, as used in the Narrative Campaign, we create a map eight Areas tall and three Areas wide, as discussed above. The tables below each have two columns; one for the Road Areas, the other for Adjacent Areas. We use two columns as we are far more likely seeing a road avoiding mountains where it can, and towns lying along major routes with villages and smaller Areas of habitation outlying from that.

Generating a map for a Narrative Campaign is a simple process of rolling for each of the 24 Areas on the relevant Geographical Table and using the appropriate column and then following the supplementary instructions

below. With that done we will have our setting created and will be ready to continue creating our campaign.

PATHS DIVIDE

Now we have our map created we find that paths divide here, depending on which campaign option you are using. The Ladder Campaign and Programmed Campaign use largely the same campaign rules but in a much reduced format as so much of what is included in the Narrative Campaign, such as the movement of troops and supplies, is not needed with those options.

Below, the handbook will present the full rules for the Narrative Campaign. Following that we will look at the Ladder Campaign and the Programmed Campaign to see how the main rules can be applied to them. Even if you do not intend to use the full Narrative Campaign system, it is worth reading the rules in full as many ideas for campaign settings and events will be found therein.

The Narrative Campaign Rules

With the map created, we can now move on to the campaign background. As your character's progress over multiple missions, it will be the variety found within this section which keeps the missions fresh and interesting.

CAMPAIGN BACKGROUND GENERATION

At the very heart of the narrative campaign is the campaign background. This tells us what missions our forces have and sets the scene for what is the next adventure in an on-going story. Before any campaign begins, roll a D6 to see which side is taking the lead in this campaign. Normally this will be a 50:50 roll, with Red taking the lead on 1 to 3 and Blue on 4 to 6, but if you feel that one side won a particularly large victory in the previous campaign and, as a result has the momentum behind it, feel free to add plus or minus 1 to their roll to increase their chance of getting the result you feel most appropriate.

There may be some situations, such as where a popular Leader is captured by the enemy, that circumstances cry out for a rescue mission to be launched. If that is the case, then just go with it. The more the campaigns create their own on-going story-line the more the players will enjoy them.

Roll 2 D6 on Mission Table to discover the campaign background.

North America			
Dice	1-2	3-4	5-6
1	Tax Collector	Seize & hold	Break In
2	The Peasants Are Revolting	The Bridge	The Conquering Hero
3	Raise the Siege	Rear-guard	Arrest Warrant
4	Tete du Pont	The Diplomat	Screen the Army
5	Prison Break	Relieve the Fort	Intimidation
6	A Lady's Escort	Go with a Bang	Coup de Main

Now consult the full Campaign Background below to see what the specific missions are for both sides. Be aware, only the side taking the lead in the campaign will know exactly what their mission is, so keep the name of the campaign hidden from their opponent.



Tax Collector

LEADING PLAYER

Your mission is to accompany a tax collector to each inhabited Area on the map to collect taxes from the population before retiring off your friendly base line. Unfortunately, this is a border area where your opponent claims to rule and it is likely they will attempt to oppose your mission. You must collect as much tax as possible before withdrawing into your own territory. Collecting taxes can be a slow process. For each inhabited Area, roll a D6. If the roll is below the number shown on the table below, the population form an orderly queue and hand over the dues in a speedy manner, causing no delay to the force. If the roll is equal to or above the number shown on the table below, the process cases a delay of half a day. Once completed, the amount of tax collected is shown in the third column.

Area	Roll	Taxes Collected
Sparsely Cultivated Land	6	1
Cultivated Land	5	2
Village	4	3
Town	3	4
Significant Building	4	3

The tax collecting forces has one wagon provided to transport monies collected.

SECONDARY PLAYER

Your mission is to protect the disputed border lands. You have received word that an enemy force has crossed the border and is at large in your territory. You must oblige them to withdraw across the border as soon as possible.

VICTORY CONDITIONS

The Leading Player can claim a victory if he can collect 50% or more of the taxes potentially available in the area covered by the map. The Secondary Player can claim a victory if the figures is less than 50%

SPECIFIC TERRAIN REQUIREMENTS

None

FORCES

Both sides should field an equal size Main Force. The Secondary Player may place one Outpost of two Groups of Militia quality troops in any inhabited Area on the map. The Leading layer's force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 2 in Area 1,2,3,4 or 6. Roll a D6 to see which Area. On a roll of 5 the force has been delayed until the next turn when they roll again.

SUPPLIES

The Secondary begins the campaign with 20 sacks of supplies. The Leading Player begins the campaign with 16 sacks of supplies. Both sides may forage for additional supplies. The population is considered neutral for both sides.

INITIATIVE

The Secondary Player always hold the Initiative unless it is seized temporarily by the Leading Player as a result of a battle. In such a situation, the Leading Player holds the initiative only for the next campaign turn until the initiative reverts to the Secondary Player.

Seize & Hold

LEADING PLAYER

Your mission is to advance into enemy territory and seize a notable terrain feature closer to your opponent's base line than to your own. This could be a town, village, bridge, notable building or similar. Once captured, you must hold this position until relieved by a large body of friendly forces who are using this as a jump-off point for a major offensive.

SECONDARY PLAYER

Your mission is to protect your territory from any enemy incursion. You have received word that an enemy force has crossed the border and is at large in your territory. You must oblige them to withdraw across the border as soon as possible.

VICTORY CONDITIONS

The Leading Player must be in control of the objective Area when the main column arrives.

SPECIFIC TERRAIN REQUIREMENTS

One notable piece of terrain must be in Areas 1 to 12. If this does not happen when terrain is diced for, place a village in Area 8

FORCES

Both sides should field an equal size Main Force. The Secondary Player may place two Outpost of two Groups of Militia quality troops in any inhabited Area on the map. The Leading Player's force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 1 in Area 1,2,3,4 or 6. Roll a D6 to see which Area. On a roll of 5 the force has been delayed until the next turn when they roll again. However, the Secondary Player's force may not move from that Area until it is warned of an enemy presence by one of the outposts or until the main objective has been captured by the enemy.

SUPPLIES

The Secondary Player begins the campaign with 14 sacks of supplies. The Leading Player begins the campaign with 16 sacks of supplies. Both sides may forage for additional supplies. The population is considered neutral to both sides.

REINFORCEMENTS

At the start of Turn 5, a large force allied to the Leading Player arrives on the table in Area 23. It will subsequently move directly up the main road towards the main objective. If any enemy outposts are left in place they will delay this force by half a day on a roll of 5 or 6 on a D6. This force is too large to be attacked and will not be involved in any tabletop actions. If it arrives at the objective Area and finds it in friendly hands it will be able to launch its planned attack on time and the Leading Player will claim victory. If the objective Area is in enemy hands they may claim victory.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.

Break In

LEADING PLAYER

Your mission is to accompany an experienced lock-pick into enemy territory where he will attempt to secure some important papers from a strong-room in a notable terrain feature closer to your opponent's base line than to your own. This could be a town or notable building. Once captured, you must hold this position until the lock-pick can work his magic and then escape back over your base line with the secured item in your possession. For each full turn the lock-pick works on the door, roll a D6. On a 3 to 6 he picks the lock successfully.

SECONDARY PLAYER

Your mission is to protect your territory from any enemy incursion. You have received word that an enemy force has crossed the border and is at large in your territory. You must oblige them to withdraw across the border as soon as possible.

VICTORY CONDITIONS

The Leading Player must retrieve the papers and get them to safety.

SPECIFIC TERRAIN REQUIREMENTS

One notable piece of terrain must be in Areas 1 to 12. If this does not happen when terrain is diced for, place a Town in Area 5

FORCES

Both sides should field an equal size Main Force. The Secondary Player may place two Outpost of two Groups of Militia quality troops in any inhabited Area on the map. The Leading Player's force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 1 in Area 1,2,3,4 or 6. Roll a D6 to see which Area. On a roll of 5 the force has been delayed until the next turn when they roll again. However, the Secondary Player's force may not move from that Area until it is warned of an enemy presence by one of the outposts or until the main objective has been captured by the enemy.

SUPPLIES

The Leading Player begins the campaign with 14 sacks of supplies. The Secondary Player begins the campaign with 16 sacks of supplies. Both sides may forage for additional supplies. The population is considered neutral for both sides.

INITIATIVE

The Secondary Player begins the campaign with the Initiative and retains it until the Leading Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.

The Peasants Are Revolting

LEADING PLAYER

Unrest has broken out in your enemy's territory. Your mission is to stir up trouble by crossing the border with an Exploring Officer and recruit as many enemy peasants to the cause of freedom. The peasants may be found in any inhabited Area. When you enter such an Area roll a D6 to see how many peasants flock to join you.

Area	1-2	3-4	5-6
Sparsely Cultivated Land	None	None	One Group
Cultivated Land	None	One Group	Two Groups
Village	One Group	Two Groups	Three Groups, one Leader
Town	Two Groups	Two Groups, one Leader	Three Groups, one Leader
Significant Building	One Group	Two Groups	Two Groups, one Leader

If a Leader is present, roll a further D6. On 1 to 4 they are Status I, on 5 or 6 Status II. The peasants count as Militia and are musket armed. Typically, they will be represented thus:

Militia					Type	Militia
Points Value	3		Weapon	Musket	Size	10
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics
No Shock	No	No	3	-	-	Poor Shots Hearth & Home

VICTORY CONDITIONS

The Leading Player must march through at least sixteen Areas of the map. Once that is completed he may withdraw via his friendly map edge.

SPECIFIC TERRAIN REQUIREMENTS

At least six inhabited Areas.

FORCES

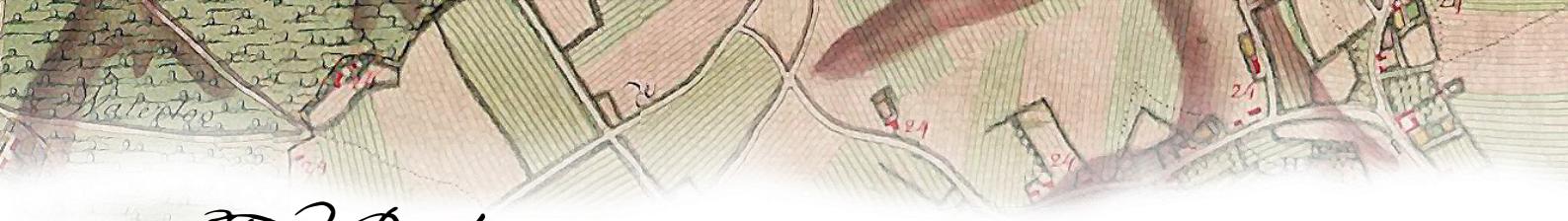
The Leading Player should field a force half the size of the Secondary Player but should be able to select whatever troops he wishes rather than using a core force list. The Exploring Officer joins the force at no cost. The Secondary Player may place two Outpost of three Groups of Regular quality troops in any inhabited Area on the map. The Leading Player's force begins the game in Area 23. The Secondary Player's force begins the game off the map and will only arrive when warned of an enemy presence by one of the outposts or when the last outpost falls. The Secondary Player's force will then enter the map in the next turn in Area 7, 9, 10, 12, 13 or 15; roll a D6 to see which. If they arrive in an Area occupied by the enemy forces an action occurs immediately.

SUPPLIES

The Leading Player needs no supplies for this campaign, being fed by the revolting peasants. The Secondary Player begins the game with 16 sacks of supplies but may forage for additional supplies. The population is considered friendly to the Leading Player.

INITIATIVE

The Secondary Player begins the campaign with the Initiative and retains it until the Leading Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.



The Bridge

LEADING PLAYER

Your mission is to rebuild a bridge which has been damaged in a recent action. You have with you a force of Engineers who are equipped for such a task. You must accompany the Engineers and ensure that the bridge is repaired.

SECONDARY PLAYER

Your mission is to protect your territory from any enemy incursion. You have received word that an enemy force has crossed the border and is at large in your territory. You must oblige them to withdraw across the border as soon as possible.

VICTORY CONDITIONS

The Leading Player must repair the bridge after which he must retire off his own base edge.

SPECIFIC TERRAIN REQUIREMENTS

One bridge in Areas 8, 11, 13 or 17. If this does not happen when the terrain is diced for, place a village in Area 8.

FORCES

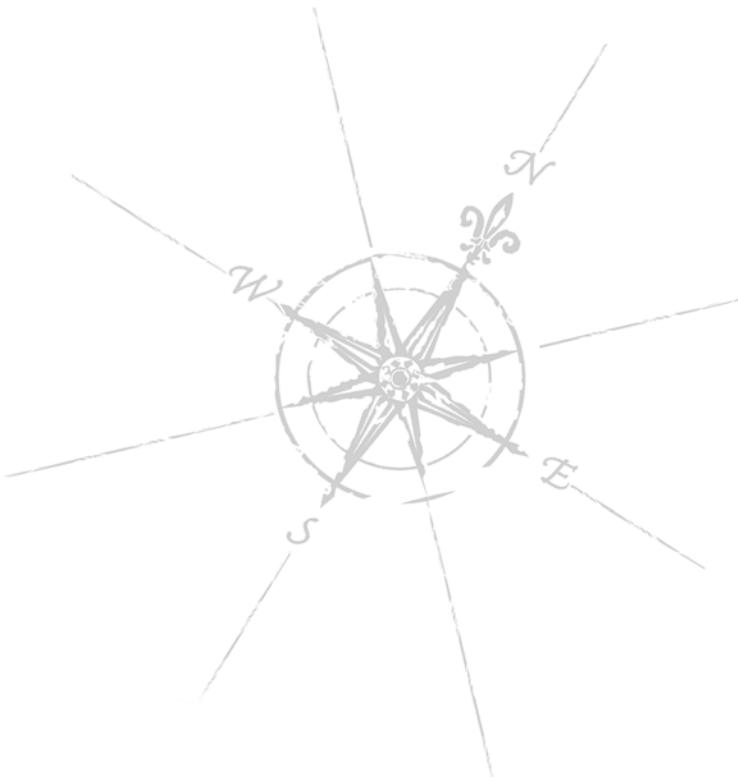
Both sides should field an equal size Main Force. The Secondary Player may place one Outpost of two Groups of Regular quality troops in any inhabited Area on the map. The Leading Player's force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 1 in Area 1,2,3,4 or 6. Roll a D6 to see which Area. On a roll of 5 the force has been delayed until the next turn when they roll again.

SUPPLIES

Both sides begin the campaign with 12 sacks of supplies. Both sides may forage for additional supplies. The population is considered neutral to both sides.

INITIATIVE

The Secondary Player begins the campaign with the Initiative and retains it until the Leading Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.



The Conquering Hero

LEADING PLAYER

Your mission is simple, you must drive the enemy from the Area covered by the map, disposing of all of their outposts and crushing any troops in the field.

SECONDARY PLAYER

Your mission is to protect your territory from any enemy incursion. You have received word that an enemy force has crossed the border and is at large in your territory. You must oblige them to withdraw across the border as soon as possible.

VICTORY CONDITIONS

The Leading Player must fulfil his brief and clear the map of enemy troops.

SPECIFIC TERRAIN REQUIREMENTS

None.

FORCES

The Leading Player's forces should gain an additional 15 support points over and above the Secondary Player. The Secondary Player may place three Outpost of two Groups of Regular quality troops in any inhabited Area on the map. The Leading Player's force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 1 in Area 1,2,3,4 or 6. Roll a D6 to see which Area. On a roll of 5 the force has been delayed until the next turn when they roll again.

SUPPLIES

The Leading Player begins the campaign with 14 sacks of supplies. The Secondary Player begins the game with 20 sacks of supplies. Both sides may forage for additional supplies. The population is considered friendly to the Secondary Player.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.



Raise the Siege

LEADING PLAYER

A garrison of our troops is under siege, surrounded by the enemy. It is vital that you reach them and lift the siege. When you get to them you must decide whether you can defeat the enemy or whether you evacuate the garrison and escort them to safety.

SECONDARY PLAYER

You have a force of the enemy under siege and are keen to starve them out. Assaulting their strong position is not an option. You must keep the enemy besieged until they surrender.

VICTORY CONDITIONS

The Leading Player must defeat all enemy troops, thus leaving the besieged garrison safe, or escort the garrison to safety off the map via his friendly map edge.

SPECIFIC TERRAIN REQUIREMENTS

A fort, castle or similar strong building must be in Areas 4 to 12. If this does not happen when the terrain is diced for, place one such building in Area 8.

FORCES

The Leading Player's forces should be 30 points weaker than the Secondary Player. The Secondary Player may place three Outpost of two Groups of Regular quality troops in any Area on the map adjacent to the besieged structure. From his force he must place one detachment adjacent to the fort to complete the siege. His Main Force may then be placed in any area adjacent to an outpost or detachment.

The Leading Player's Main Force begins the game in Area 23 with three Groups of Regulars under a Status III Leader being in the structure under siege.

SUPPLIES

The Leading Player begins the campaign with 12 sacks of supplies for the main body and a further 12 sacks for the besieged force. The Secondary Player has unlimited supplies for this campaign. The population is considered neutral.

REINFORCEMENTS

No reinforcements are available for this scenario. However, if the Leading Player makes contact with the besieged force they may join him as reinforcements. When that occurs the Secondary Player may move his outposts to join with his Main Force or Detachments.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.

Rear-guard

LEADING PLAYER

After a hard-fought campaign our main forces are retiring on our borders where they intend to rest for the winter. The enemy has been badly handled, but a small force is in pursuit and intends to snap at the Army's heels all the way home. At least that's their plans; you intend to stop them. Deployed as a rear-guard you must protect the main Army from these hyenas.

SECONDARY PLAYER

The enemy attack has been repulsed and their forces are withdrawing in disorder. They are starving and eating their own belts and boot leather, so they move slowly as they forage for what they can find. You must break through their rear-guard and inflict losses on the enemy main column.

VICTORY CONDITIONS

The Leading Player must protect the main column; the Secondary Player must do all he can to contact it. Each Campaign Turn the Secondary Player makes contact with the enemy main column does so he will inflict losses of one hundred men on the main column. The more he kills the better his result. One hundred men is a 25% victory, 400 men a 100% victory.

SPECIFIC TERRAIN REQUIREMENTS

None

FORCES

The Leading Player's forces should be 10 points weaker than the Secondary Player. Neither player has any Outposts. The Leading Player's Main Force begins the game in Area 5. The Secondary Player's Main Force begins the campaign in Area 2. The Secondary Player has the initiative.

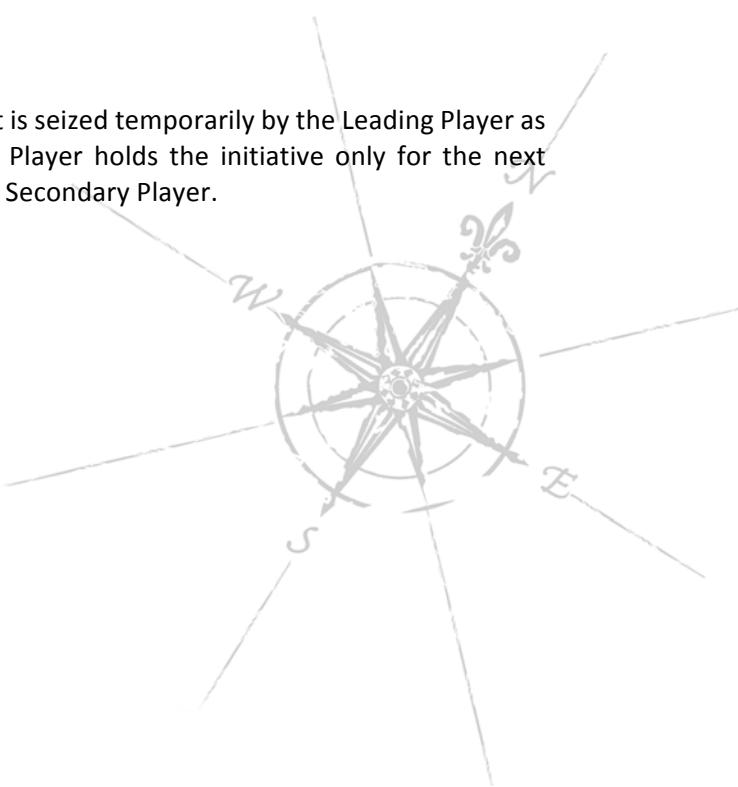
The Leading Player's Army begins the game in Area 11. They have no supplies and are moving at half-speed due to the need to forage. Thus far they have not abandoned their wagons.

SUPPLIES

The Leading Player begins the campaign with 12 sacks of supplies for the main body and a further 12 sacks for the besieged force. The Secondary Player has 16 sacks of supplies for this campaign. The population is considered neutral.

INITIATIVE

The Secondary Player always hold the Initiative unless it is seized temporarily by the Leading Player as a result of a battle. In such a situation, the Leading Player holds the initiative only for the next Campaign Turn, after which the initiative reverts to the Secondary Player.



Arrest Warrant

LEADING PLAYER

Sadly, corruption exists in high places and you have been tasked with arresting one such official who it is believed is taking gold from our enemies in exchange for information. It appears that he is loitering in the border regions with a view to making his escape. You must arrest him and bring him back for trial.

SECONDARY PLAYER

You have crossed the border into enemy territory with orders to engage any enemy forces you meet. You have little in the way of supplies and will forage to ensure that the enemy do not benefit from the harvest.

VICTORY CONDITIONS

The Leading Player must move to arrest the suspected traitor. The Secondary Player is simply in the Area to forage and cause problems. If the Secondary Player's forces enter an Area adjacent to the traitor, he will send a message stating he is a friendly spy and requesting assistance.

SPECIFIC TERRAIN REQUIREMENTS

None. The traitor will be in Area 10, 11 or 12, as long as an inhabited Area is present. Failing that dices for the Area randomly and convert that Area to a cultivated Area.

FORCES

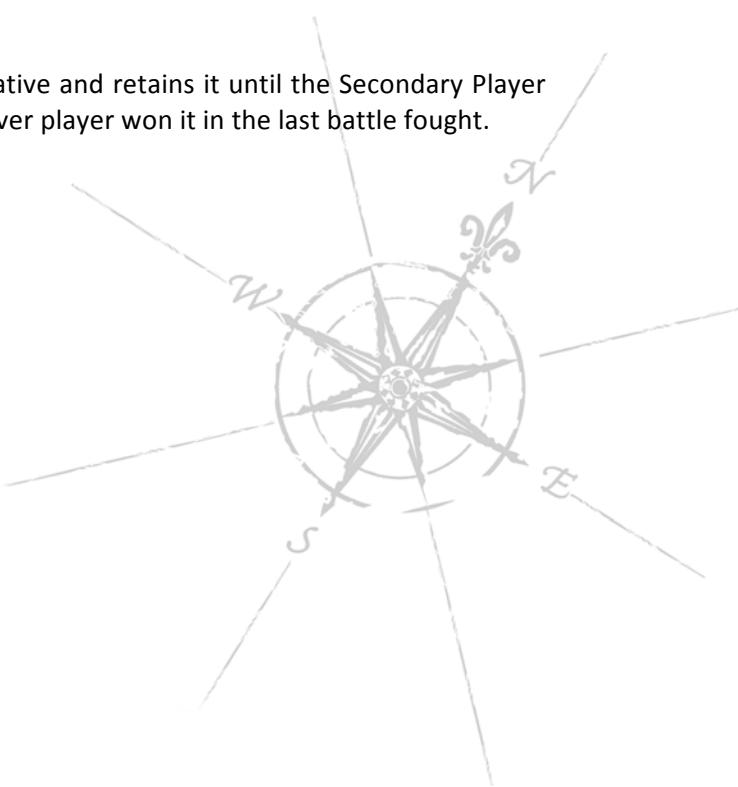
Both sides should field an equal size Main Force. The Leading Player may place one Outpost of two Groups of Regular quality troops in any inhabited Area on the map. This force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 1 in Area 1,2,3,4 or 6. Roll a D6 to see which Area. On a roll of 5 the force has been delayed until the next turn when they roll again. The Leading Player should not be aware of the Secondary Player's presence in the Area unless warned by an Outpost.

SUPPLIES

The Leading Player begins the campaign with 14 sacks of supplies. The Secondary Player has six sacks of supplies for this campaign. The population is considered friendly to the Leading Player.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.



Tête de Pont

LEADING PLAYER

With the enemy crossing our border, the General has ordered that we demolish the bridge across the river which is currently a threat to our main positions. You have been selected to lead a force to hold off any enemy force in the Area.

SECONDARY PLAYER

The enemy has deployed their main Army with a bridge across the river on their flank intact. You have been sent as an advanced party to hold the bridge and keep it intact and open until our main Army arrives.

VICTORY CONDITIONS

The Leading Player must destroy the bridge; the Secondary Player must keep the bridge intact and open for his main Army.

SPECIFIC TERRAIN REQUIREMENTS

A bridge should exist in Area 11 or 13.

FORCES

Both sides should field an equal size Main Force. Neither side will have any Outposts. The Leading Player's force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 1 in Area 2.

SUPPLIES

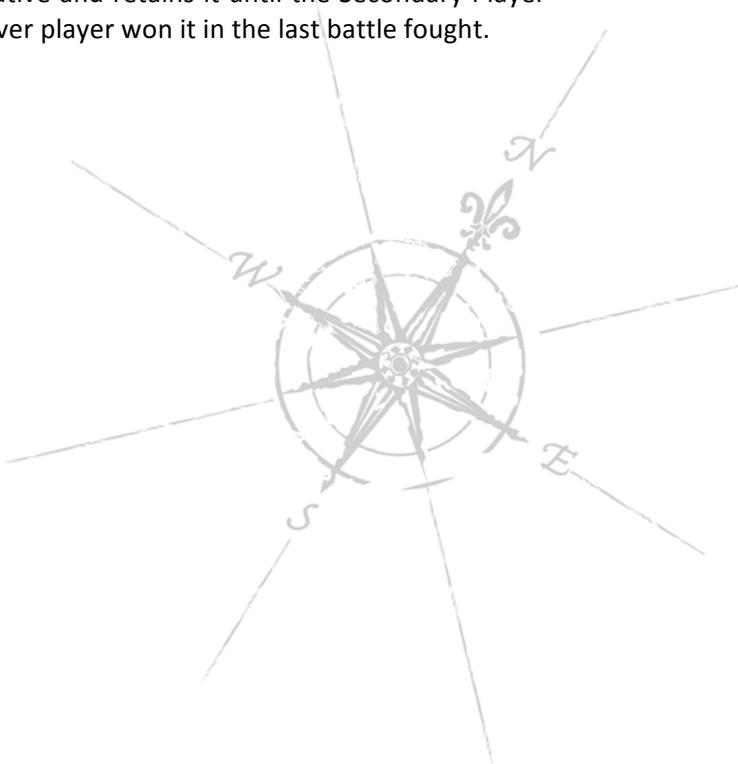
Both sides begin the campaign with 14 sacks of supplies. The population is considered friendly to the Leading Player.

REINFORCEMENTS

A large force allied to the Secondary Player arrives in Areas 2 on Turn 6. This will move towards the bridge and if intact will cross, thereby winning the campaign.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.





The Diplomat

LEADING PLAYER

With talk of a peace movement in our enemy's government, you have orders to escort a diplomatic agent to a position in enemy territory where he can meet with a contact who can escort him on further. Your mission will take you deep into enemy territory and you must then retire southwards to leave via your friendly map edge.

SECONDARY PLAYER

Your mission is to protect your territory from any enemy incursion. You have received word that an enemy force has crossed the border and is at large in your territory. You must oblige them to withdraw across the border as soon as possible.

VICTORY CONDITIONS

The Leading Player must cross the map to deliver the agent to Area 1, 2 or 3. He will not know which Area until he reaches an Area adjacent to one of them when a message from the contact will reach them and reveal his location (roll a D6). The Secondary Player will not be aware of the enemy's objective, but must repel any enemy invasion.

SPECIFIC TERRAIN REQUIREMENTS

None.

FORCES

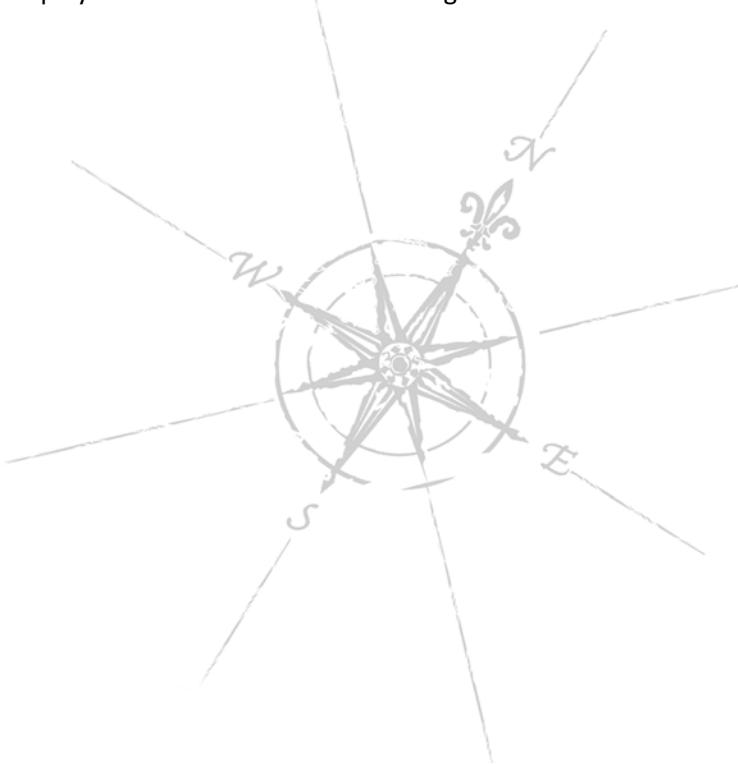
Both sides should field an equal size Main Force. The Secondary Player may place one Outpost of two Groups of Militia quality troops in any inhabited Area on the map. The Leading Player's force begins the game in Area 19. The secondary Player's force begins the game at the start of Turn 1 in Area 2.

SUPPLIES

Both sides begin the campaign with 14 sacks of supplies. The population is considered friendly to the Secondary Player.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.



Screen the Army

LEADING PLAYER

With our main Army advancing in several independent Corps towards the enemy, it is critical that they are protected until they have assembled once again as a single body. It is known that the enemy have forces on our flank so you have been despatched with a Detachment in order to keep the lines of advance free from any enemy hindrance.

SECONDARY PLAYER

The enemy is manoeuvring on a number of separate roads, so currently their forces are divided and could be attacked piecemeal if we can find a way through their screening forces. You have been despatched to push through the enemy screen and allow the main body to attack the enemy's Main Force.

VICTORY CONDITIONS

The Leading Player must protect the main column which will move across the map from left to right (nominally East to West). The Secondary Player must do all he can to break through the screen and make contact with the main Army. If he makes contact with the leading enemy troop columns he wins a complete victory, with the following enemy troop column he wins a 75% victory and with the train a 50% victory.

SPECIFIC TERRAIN REQUIREMENTS

None

FORCES

The Leading Player's forces should be 5 points weaker than the Secondary Player. Neither player has any Outposts. The Leading Player's Main Force begins the game in Area 13. The Secondary Player's Main Force begins the campaign in Area 2. The secondary Player has the initiative.

The Leading Player's force attempting to cross the table unimpeded will arrive in Area 18, 21 or 24 (dice for which). On Turn 2 roll a D6. On a roll of 6 the force will arrive that turn. If it does not arrive, roll a D6 on subsequent turns, adding an additional +1 to the dice each time. When the force arrives its three columns trail back over three Areas, the first two being troops, the last being the train.

SUPPLIES

The Leading Player is fully supplied for this campaign and does not need to track supply. The Secondary Player has 16 sacks of supplies for this campaign. The population is considered neutral.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.

Prison-Break

LEADING PLAYER

In a recent clash with the enemy, one of our best-known officers with links to the Crown was captured by the enemy. Information from your spies tells you that the captured officer is being held in enemy territory and you have been sent to rescue him. With your column is a well-known agent, a stunning linguist and master of disguise. You must accompany him to an Area adjacent to the prison, leaving him hidden there while you attempt to draw off enemy forces as best you can. He will then do his work and break into the prison to rescue the officer. When the officer has been rescued they will return to the same rendezvous point to meet up with your force.

SECONDARY PLAYER

Your mission is to protect your territory from any enemy incursion. You have received word that an enemy force has crossed the border and is at large in your territory. You must oblige them to withdraw across the border as soon as possible.

VICTORY CONDITIONS

The Leading Player must rescue the officer and escort him safely off the map via his friendly edge. The Secondary Player will not be aware of the enemy's objective, but must repel any enemy invasion.

The agent will attempt to talk his way into the prison and escort the prisoner out using false papers. If the prisoner is not guarded by any troops this will succeed automatically. If one Group of enemy troops is guarding the prisoner the attempt will fail on a D6 roll of 1. If two Groups of guards are present it will fail on a roll of 1 or 2, and so on. The attempt will always succeed on a roll of 6. If the attempt fails, roll a D6. On a roll of 4 to 6 the agent talks his way out of the situation and sends word to be rescued at the rendezvous. Rescuing the agent alone counts a 25% victory.

SPECIFIC TERRAIN REQUIREMENTS

One Town or Significant Building must be in Area 1 to 9. This houses the prisoner.

FORCES

Both sides should field an equal size Main Force. The Secondary Player may place two Outposts of two Groups of Militia quality troops in any inhabited Area on the map. The Leading Player's force begins the game in Area 20. The Secondary Player's force begins the game billeted in the Area containing the prison. They will be informed on Turn 1 or 2 that a prisoner has been delivered who needs locking up, but this should be presented as an event of little significance.

SUPPLIES

The Leading Player has 12 sacks of supplies. The Secondary Player is in friendly territory and is automatically supplied for the entire campaign. The population is considered friendly to the Secondary Player.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.

Relieve the Fort

LEADING PLAYER

A garrison of our troops is trapped in territory which the enemy has now occupied. Whilst not under siege directly, they cannot withdraw due to enemy forces in the Area. You are being charged with leading a column to attempt to help them escape.

SECONDARY PLAYER

As part of a recent offensive you have captured an enemy fort and its garrison. You now intend to use them as bait to entice more enemy forces into a trap. You have forced the garrison commander to pen a letter calling for help for his isolated garrison and are now waiting for a relief force to fall into your clutches.

VICTORY CONDITIONS

The Leading Player must reach the fort as rapidly as possible to rescue any garrison there before withdrawing off the map via their friendly edge.

SPECIFIC TERRAIN REQUIREMENTS

A fort, castle or similar strong building must be in Areas 1 to 9. If this does not happen when the terrain is diced for, place one such building in Area 6.

FORCES

The Leading Player's forces should be equal in points to the Secondary Player but will also include two carrier pigeons which may be used to send messages to the fort. The Secondary Player may place two Outpost of two Groups of Militia quality troops in any inhabited Area on the map. Any pigeon carried messages sent to the fort will be given to the Secondary Player if they get through.

The Leading Player's Main Force begins the game in Area 23. The Secondary Player begin the campaign in the captured fort.

SUPPLIES

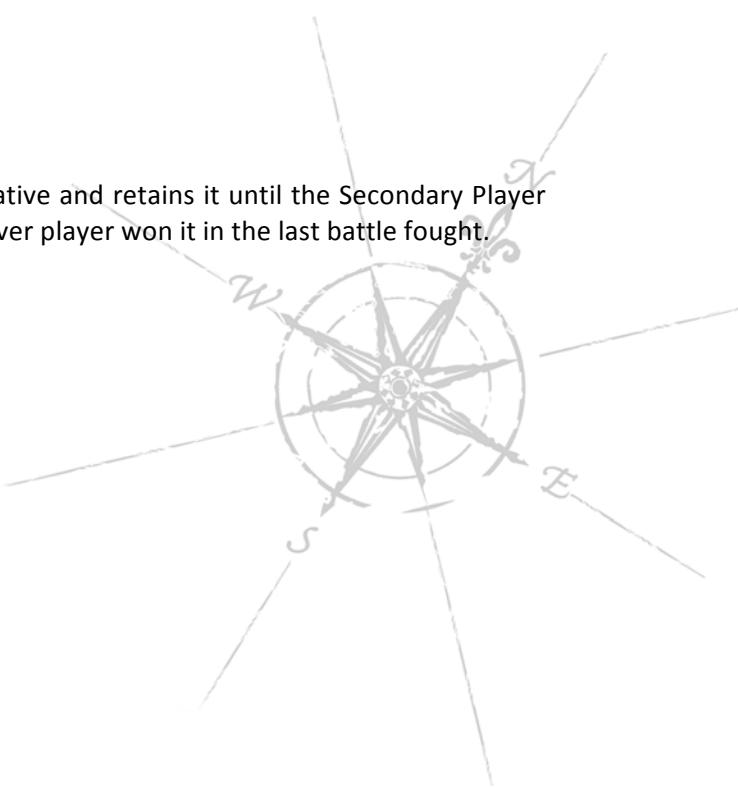
The Leading Player begins the campaign with 16 sacks of supplies. The Secondary Player has 14 sacks of supplies for this campaign. The population is considered neutral.

REINFORCEMENTS

No reinforcements are available for this scenario.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.



Intimidation

LEADING PLAYER

There are times when the gloves need to come off, and this is one of them. The peasants in the province have not shown sufficient loyalty to your cause and are suspected of actively assisting the enemy. Your mission is to burn every sixth house in any inhabited Area to the ground to show who is master in these parts.

Burning houses can be a slow process. For each inhabited Area, roll a D6. If the roll is equal to or above the number shown on the table below, the process causes a delay of half a day.

Area	Roll
Sparsely Cultivated Land	6
Cultivated Land	5
Village	4
Town	3
Significant Building	4

SECONDARY PLAYER

You have received word that an enemy force has crossed the border and is at large in your territory. You must oblige them to withdraw across the border as soon as possible.

VICTORY CONDITIONS

The Leading Player can claim a victory if he completes his mission in all inhabited Areas. He can claim partial victory based on the number of Areas he deals with. The Secondary Player can claim partial victory based on the number of Areas saved from the enemy's vengeance.

SPECIFIC TERRAIN REQUIREMENTS

None

FORCES

Both sides should field an equal size Main Force. The Secondary Player may place one Outpost of two Groups of Militia quality troops in any inhabited Area on the map. The Leading Player's force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 2 in Area 1,2,3,4 or 6. Roll a D6 to see which Area. On a roll of 5, the force has been delayed until the next turn when they roll again.

SUPPLIES

The Secondary Player begins the campaign with 14 sacks of supplies. The Leading Player begins the game with 12 sacks of supplies. Both sides may forage for additional supplies. The population is considered friendly to the Secondary Player.

INITIATIVE

The Secondary Player always hold the Initiative unless it is seized temporarily by the Leading Player winning it as a result of a battle. In such a situation, the Leading Player holds the initiative only for the next campaign turn, at which point the initiative reverts to the Secondary Player.

A Ladies Escort

LEADING PLAYER

With enemy forces and their agents roaming abroad, it is not safe for honest folk to travel the highways and by-ways of the land. As a result, you have been tasked with accompanying a noble lady on an important journey to a nearby Abbey.

SECONDARY PLAYER

News has reached you that the mistress of your enemy's ruler (or premier politician) is travelling to a nearby convent. Your force has been tasked with capturing the lady.

VICTORY CONDITIONS

The Leading Player must cross the map to the Abbey, allowing the lady a full half a day of prayer and reflection before returning to leave the table via their friendly edge.

SPECIFIC TERRAIN REQUIREMENTS

The Abbey should be anywhere on the table in Areas 1 to 12.

FORCES

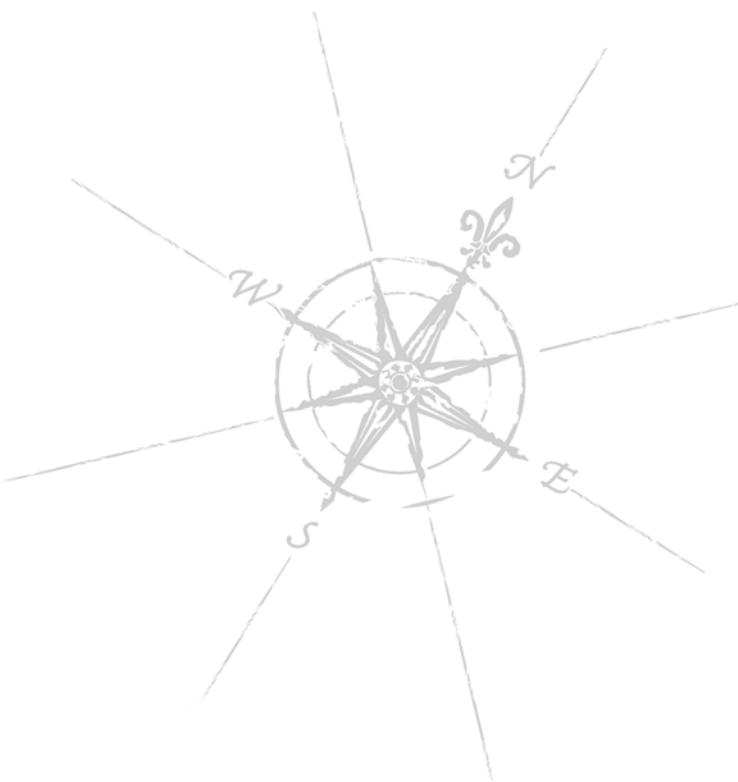
Both sides should field an equal size Main Force. The Leading Player's force begins the game in Area 23 with a carriage for the lady. The Secondary Player's force begins the game at the start of Turn 2 in Area 7, 10 or 13. Dice for which. If any victory result sees the Leading Player abandon a cart, roll a D6. On a roll of 5 or 6, it is the lady's carriage.

SUPPLIES

Both sides begin the campaign with 14 sacks of supplies. The population is considered friendly to the Leading Player.

INITIATIVE

The Secondary Player always hold the Initiative unless it is seized temporarily by the Leading Player winning it as a result of a battle. In such a situation, the Leading Player holds the initiative only for the next campaign turn, after which the initiative reverts to the Secondary Player.



Go with a Bang

LEADING PLAYER

Over an excellent bottle of claret with a Captain of the Engineers you have devised a cunning but simple plan with which to confound the enemy. The old bridge to the North has been demolished and repaired several times, much to the annoyance of your foe who have rebuilt it each time. Armed with a consignment of powder, the Captain suggests that if you could lure the enemy across the bridge, he will detonate the powder, hopefully blowing some of the enemy to Kingdom-come whilst leaving the rest trapped across the river for you to mop up. If he's daft enough to light the powder you are certainly ready to watch him to do so!

SECONDARY PLAYER

News has reached you that the enemy have once again entered our territory and you suspect that they are again seeking to destroy the bridge which is on the flank of their Army. You must ensure that the bridge remains intact.

VICTORY CONDITIONS

The Leading Player must destroy both the bridge and the enemy forces sent to defend it. The Secondary Player must keep the bridge intact.

SPECIFIC TERRAIN REQUIREMENTS

A bridge should be in Areas 8, 11, 13 or 17. If none is present, add one to Area 13.

FORCES

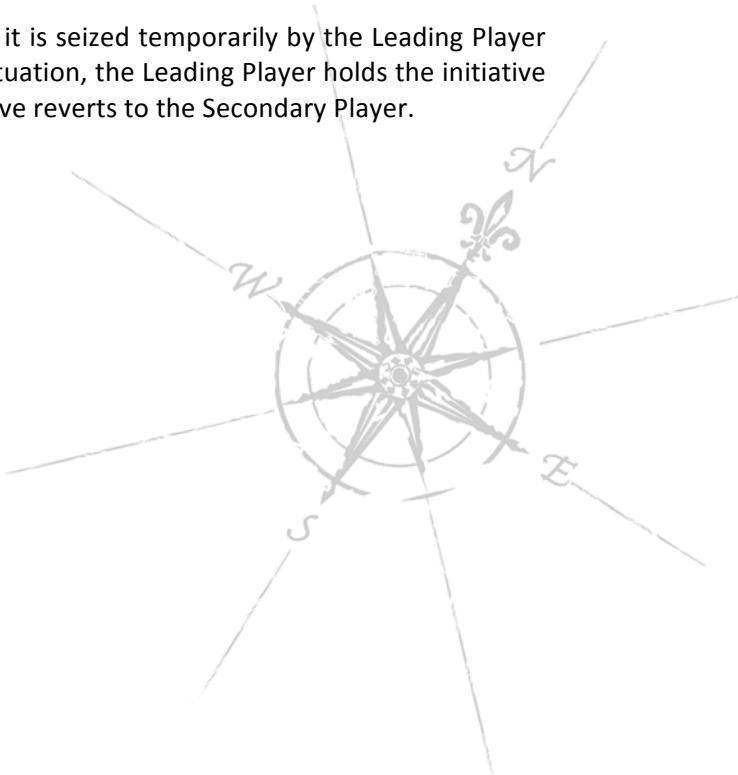
Both sides should field an equal size Main Force with Blue gaining the Engineer Detachment and their cart for no cost. The Leading Player's force begins the game in Area 23. The Secondary Player's force begins the game at the start of Turn 1 in Area 1,2,3,4 or 6. Roll a D6 to see which Area. On a roll of 5 the force has been delayed until the next turn when they roll again.

SUPPLIES

Both sides begin the campaign with 14 sacks of supplies. The population is considered friendly to the Leading Player.

INITIATIVE

The Secondary Player always hold the Initiative unless it is seized temporarily by the Leading Player winning it from him as a result of a battle. In such a situation, the Leading Player holds the initiative only for the next campaign turn, after which the initiative reverts to the Secondary Player.





Coup de Main

LEADING PLAYER

Through careful planning and subterfuge, you have accomplished a **coup de main** and not only seized a bridgehead across the river into enemy territory, but also managed to throw out some outposts to warn you when the enemy approach. You must hold the bridgehead at all costs as it is vital to the offensive which is about to begin.

SECONDARY PLAYER

The enemy have stolen a march on us and crossed the river, establishing a bridgehead in our territory. It is vital that this is crushed and you have been tasked with leading a column to do just that.

VICTORY CONDITIONS

The Leading Player must hold his position to the North of the river, ensuring that the enemy fails to push him back and regain the river line. The Secondary Player must capture the northern bank of the river before he runs out of supplies.

SPECIFIC TERRAIN REQUIREMENTS

A bridge must be in Area 17.

FORCES

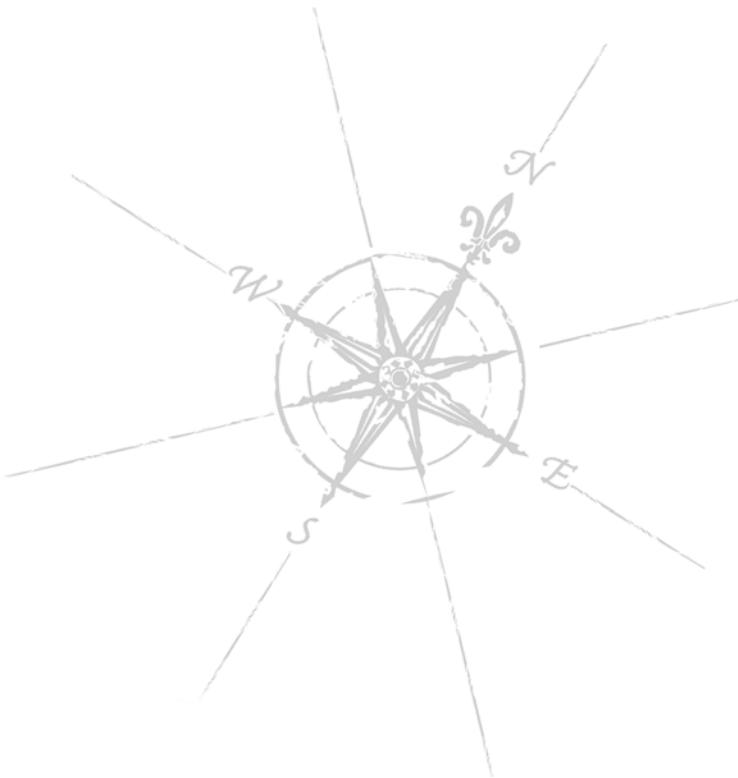
Both sides should field an equal size Main Force. The Leading Player may place two Outposts, each of two Groups of Militia quality troops, in any inhabited Area on the map. The Leading Player's force begins the game in Area 17. The Secondary Player's force begins the game in Area 2.

SUPPLIES

The Leading Player has 16 sacks of supplies. The Secondary Player has 12 sacks. The population is considered friendly to the Secondary Player.

INITIATIVE

The Leading Player begins the campaign with the Initiative and retains it until the Secondary Player wins it from him. Initiative will then be held by whichever player won it in the last battle fought.



CAMPAIGN FORCES

All of the campaigns in Dawns & departures have been designed for typical Sharp Practice core forces as listed in the main rules or supplementary lists which we have produced as downloads or in Special articles. Typically, we have allowed for 24 to 36 points of support. We recommend you take the force with the higher points value and allow it 24 support points. The force with the lower value will then select support to bring it to the same, or a similar, points value.

In some cases, the Campaign Background calls for an imbalance of forces. Where that occurs we express that in terms of points value. This should be taken from either the core force or the supports, as the player wishes.

CAMPAIGN SUPPORT OPTIONS

The Generic Support Options listed on page 80 of the main rules are designed for one-off games, although all of the options therein may well prove to be handy when on campaign. For Dawns & Departures we use the following Campaign Support List, where the points value of the options reflects their usefulness in this wider environment.

All of the Campaign Support Options which duplicate those in the main rules provide the same in-game benefits. The following options are enhanced in a campaign setting.

Carrier Pigeons

These provide a means of sending messages from one fixed point, to another, such as an Outpost to a garrison. Where this is selected, it is assumed that all Outposts and garrisons are equipped with two such birds.

Holy Man or Woman

In addition to their in-game role, a Holy Man or Woman may have a positive influence on the recovery of casualties, using their healing knowledge to save lives and heal the sick as well as providing encouragement on the battlefield.

Caisson

A Caisson with the force will ensure that Additional Canister is available whenever it is required for any artillery pieces present with the force.

Transport Cart

A transport cart will prove useful for transporting the wounded after battles and its presence may ultimately save lives and avoid wounded men being abandoned as Prisoners of War.

THE GENERIC SUPPORT LIST	
LIST ONE	
Musician	
Ladders	
Spirits and Tinder Box	
Carrier Pigeons	
LIST TWO	
Holy Man or Woman	
Specialist	
Caisson	
Water Cart	
Transport Cart	
Moveable Deployment Point	
Secondary Deployment Point	
Warning Beacons	
LIST THREE	
Physic	
Train Defence Group	
Exploring Officer or Scout	
Status I Leader	
Upgrade Leader by on Status Level	
Ammunition Cart	
Relic	
Signal Stations	
LIST FOUR	
Mule Train	
LIST FIVE	
Engineer Group with Cart	
LIST SIX	
Status II Leader	

Warning Beacons

Warning beacons will provide each Outpost and garrison with a beacon which can be lit to warn of the arrival of enemy forces.

Physic

In addition to their in-game role, a Physic should have a positive influence on the recovery of casualties, using their medical knowledge to save lives and heal the wounded. Getting wounded men back into action will be a major role for Physics.

Signal Stations

Signal Stations provide each outpost and garrison with a signal tower from which to send communications between stations using code to allow coherent messages to be sent.

Engineer Group with Cart

The Engineer group may perform all of the in-game functions listed in the rules, but will also allow the Bridging Works covered in the campaign rules to be undertaken.

WAGONS & CARTS IN ACTION

Where wagons and carts are present with a force, they do not need to be deployed on the table unless they are being used for a specific purpose in the game. For the most part, they will remain off-table.



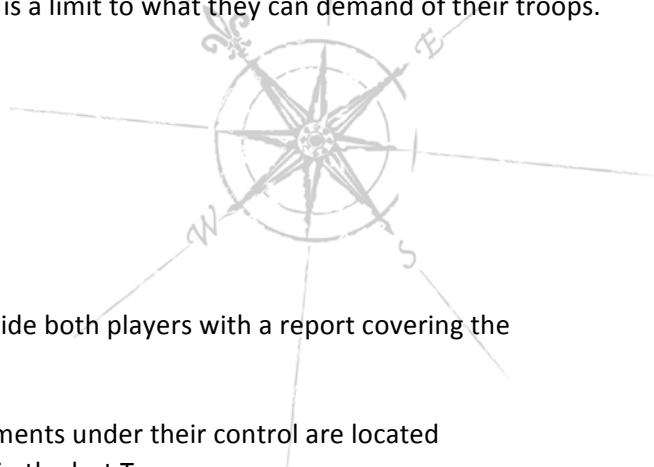
STARTING THE CAMPAIGN

Before we begin, we need to consider what each Campaign Turn represents and how it is structured.

THE TURN

Each campaign day is made up of two half-day Turns. A Turn is a non-specified period of time in which a force can do half of what it is humanly possible to do during any 24 hour period. Some of this may be conducted during daylight, some in the small hours before dawn or in the lengthening evening shadows; it matters not.

Players will, of course, insist that they want to make night marches and ignore the fact that their men and horses are flesh and blood and need both food and rest, but as umpire you must simply factor this in to what they do in that Turn. Whether they set out at midnight or eight o'clock after a hearty breakfast, they are still not going to advance any farther in that one turn than the rule allow. If the players demand reasons, the men were obliged to stop and water their horses; the infantry were exhausted marching without sleep and had to be allowed extra rest periods to snatch what sleep they could get. Soon the players will learn that there is a limit to what they can demand of their troops.



Turn Report & Order Request

At the Start of each turn, the umpire should provide both players with a report covering the following:

- Where their Main Force and any Detachments under their control are located
- What their Patrols and Scouts identified in the last Turn
- Any events which affect them. Usually Random Events
- How many sacks of supplies they have left

Finally, ask the player what they intend to do that afternoon, or tomorrow morning. Emphasise the time of day rather than Turn number as this helps project the illusion of reality onto the campaign

RANDOM EVENTS

Random Events will serve to add additional flavour to any campaign and will add more issues for the players to consider or obstacles for them to overcome. It is important that the Umpire presents the random events as part of the normal Turn report summing up the situation. The players should not be aware that these are randomly generated. Indeed, these events provide opportunities to complete additional tasks or enhance their force. The following events are suitable for most general campaigns, but do consider adding more specific events to suit specific campaigns.

Before the first Campaign Turn begins, roll a D6. On a roll of 6 a Random Event occurs. If no random event occurs, roll at the beginning of Turn 2 with a random event occurring on a 5 or 6. If no random event occurs, roll again at the start of each turn adding +1 each time until an event occurs. On the next Turn, start the process again, with a random event occurring on a 6.

If a Random Event does occur, roll a D6 to see which side the event happens to, with 1 to 3 being one side, 4 to 6 the other. Next roll on the following table, rolling one red and one black D6 and cross-referencing the result to see which event occurs.

	1	2	3	4	5	6
1	A	B	B	B	B	C
2	D	D	E	F	F	G
3	G	H	I	I	J	J
4	K	K	K	L	L	M
5	M	N	O	O	P	Q
6	R	S	T	U	U	V

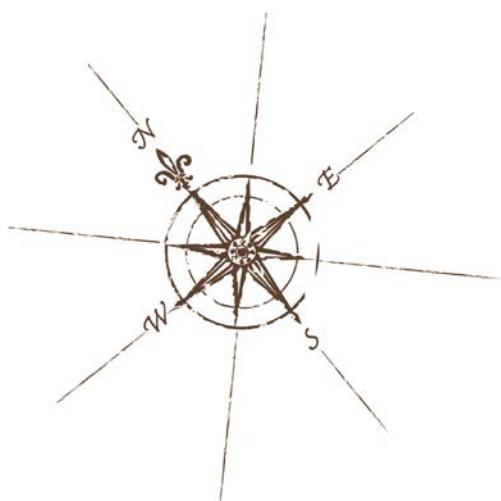


Random Events Defined

Each letter of the alphabet relates to a single random event. These are as follows:

Letter	Events
A	<p>A column of wounded arrives seeking to move across the map from left to right. You must detach one Group and move to join them and escort them across the table to any point on the opposite edge. With that mission complete, the escort may move to re-join the Main Force. The column carries two sacks of supplies. Use the Event Locator to see at which point on the map edge the column arrives. If contacted by enemy patrols while un-escorted, the supplies are lost to the enemy</p>
B	<p>Enemy agents are abroad. Roll using the Event Locator to see in which single Area they are active, using the friendly edge for the enemy force. If your Exploring Officer has been active providing information from that Area in the last turn, he has been arrested and is removed from the campaign.</p> <p>If your Main Force is in the Area indicated and you have previously been joined by a character generated by a Random Event, that character now disappears. The true nature of your mission is revealed to the enemy by this traitor.</p>
C	<p>A friendly supply column arrives seeking to moves across the map from right to left. You must detach one Group and move to join them and escort them across the table to any point on the opposite edge. With that mission complete, the escort may move to re-join the Main Force. The column carries six sacks of supplies. Use the Event Locator to see at which point on the map edge the column arrives. If contacted by enemy patrols while un-escorted, two sacks of supplies are lost to the enemy. If contacted by an enemy Detachment, all supplies are captured</p>
D	<p>Torrential Rain halts all movement by wagons for this turn for all forces. All powder wet for this turn and the next. One round of fire allowed for skirmishers or troops with an ammunition cart. No other firing allowed in any battle</p>
E	<p>An enemy Staff Officer is captured. The location of the enemy's Main Force is revealed</p>
F	<p>Turncoats! One Group of troops deserts to the enemy. Roll to see which Group this is. On a further roll of 6 on a D6 a Leader will accompany them. If multiple Leaders are present with that Group, dice to see which is the traitor.</p>
G	<p>Ruse. One Group of enemy cavalry may be re-deployed. They will return to the Main Force, ready to redeploy to a different role in the next Campaign Turn</p>
H	<p>Delay. Your force suffers an unexpected delay due to illness, fatigue or similar. Your Main Force may not move in this turn</p>
I	<p>Rats! One sack of supplies has been eaten by the blighters!</p>
J	<p>A fair wind. Perfect marching conditions means that a Main Force or Detachment may move two Areas in the current turn</p>
K	<p>Hot Head! If opposing cavalry patrols meet in this turn they will fight rather than withdraw. Roll a D6 for each side, with the winner driving in the enemy's cavalry to fall back on their main body. The difference between the rolls is the number of men killed on the losing side</p>

L	Fog. Spotting by Patrols and Scouts on both sides is done with a -4. Troops moving into Adjacent Areas add +2 to the dice roll to see if they are delayed.
M	Heavy Rain. Spotting by Patrols and Scouts on both sides is done with a -2. Powder wet for this turn only. One round of fire allowed for skirmishers or troops with an ammunition cart. No other firing allowed in any battle
N	Storm. Spotting by Patrols and Scouts on both sides is done with a -3. Powder wet for this turn. One round of fire allowed for skirmishers or troops with an ammunition cart. No other firing allowed in any battle
O	You meet up with some friendly stragglers who are keen to join your force. You add 1D6+2 reinforcements who may be used to replace casualties within your Groups or who may form a new Group of your core infantry type
P	Fiesta! It is a local festival. With the crowds flocking to the towns and villages and much drink taken, you will only be reported by the locals on a roll of 6 and never in a cultivated area as they are temporarily deserted
Q	Damsel in Distress. A Lady's maid joins your force and begs you for assistance. The Lady has been captured by brigands and is being held close by. You may rescue the lady by not moving in this turn. If you rescue the Lady she will join your force for the remainder of the campaign
R	Meet a Physic. A physic has been set upon by ne'er-do-wells who your patrols chase off. He will join you for the remainder of the campaign
S	Meet a Holy Man. A Man of God has been set upon by a bunch of aggressive apostates, but your men rescue him. He will join you for the remainder of the campaign
T	Gut Rot. That last bottle of claret must have been corked. Your force commander is out of action for the turn. He cannot move or take part in any action in the current campaign turn, retiring to his bed
U	Werewolf! If you begin the turn in an inhabited Area, a deputation of locals approaches you and ask you to help them scare off the werewolf which, they believe, has been worrying their sheep and defiling their virgins (or vice versa). If you want to assist them you must remain stationary for the current turn.
V	Guard Duty. An enemy prisoner of some value has been captured. He is being held in the nearest town or significant building to your Main Force's current position. You must move at least one Group of your force there to provide guards. They remain there as an Outpost for the duration of the campaign



Friendly Edge and Event Locator

In some campaigns we will need to determine the location of some events, such as the arrival of a force. In some cases you will simply need to know which is the friendly map edge for a force. The friendly map edge is always the most northerly or southerly edge, usually with the Leading Force being the Blue edge shown, and the Secondary Force being the red edge.

The Event Locator can be used to find a point on the table edge or a specific Area on the map. Establish the Friendly Map edge for the force concerned, Red or Blue, and then roll 1D6 to establish a point on the edge of the map. If you then need to find a specific Area roll again with the second D6, as shown in the top and bottom row on the map below.

	Hochberg 1-2	Abtei Feldmeir 3-4	5-6
1			
2			
3			
4			
5			
6			
			6
			5
			4
			3
			2
			1
	Reisebergen 1-2	Suddorf 3-4	5-6



SUPPLIES

They say an Army marches on its stomach, so in a Narrative Campaign we need to keep track of what provisions our forces have as this can limit what they can achieve in the field.

In some simple campaigns, troops defending the Area covered by the map may be considered to be supplied at all times without the need to track supplies. Any force which needs to keep a track of its supply status will be informed at the start of the campaign how many sacks of supplies they begin with and will be provided with a wagon upon which to transport these sacks without any cost in support points. The supply wagon will always remain with the Main Force.

Any Outposts and Detached commands are always considered to be supplied, the latter having taken what they need from the Main Force. As a result, keeping track of supplies is very simple, with one sack providing food for the entire force for each half day turn. This will remain the case even if a force suffers significant losses.

A force which has no supplies will only be able to move once in a day, with the rest of the day being spent stationary grubbing for what meagre fare can be found. Far better to head for an Area with promise of forage.

FORAGING FOR ADDITIONAL SUPPLIES

Troops moving through an Area will not benefit from any of the resources it has available in terms of supplies. However, troops who spend a turn of half a day in an Area may spend that time searching it for supplies. To do this, roll 2D6 on the following table at the end of that turn to see what supplies have been gained. The numbers indicated in the columns are the total required to gain that many sacks of supplies.

Foraging				
Terrain	4 sacks	3 sacks	2 sacks	1 sack
Heath	-	-	-	8
Sparsely Cultivated Land	-	-	5	3
Cultivated Land	-	5	3	2
Village	-	4	2	-
Hills	-	-	-	8
Town	7	4	2	-
Significant Building	8	6	3	2
Woods	-	-	9	7
Lake	-	-	10	8
Hills with Woods	-	-	9	7
Mountains	-	-	12	10
Forest	-	-	10	8
Hills with Forest	-	-	10	8
Mountains with Woods	-	-	12	10
Swamp	-	-	-	11
Mountains with Forest	-	-	12	10

Troops may not forage in an Area with an enemy force or outpost in it. They may forage in an Area where enemy scouts are present.

INITIATIVE

Who holds the Initiative is crucial to determine how the campaign progresses. In any turn, the side with the Initiative will be act first. Only when that force fights a battle can the initiative shift to the opposing player, with any shift depending on the relative Force Morale of both sides. In some cases, such as where one side is accompanying a large slow moving convoy, the initiative will normally be held by their opponent unless the convoy is abandoned or a temporary seizure of the initiative is achieved.

SEIZING THE INITIATIVE

Who holds the initiative at the start of the campaign will be noted for each Campaign Narrative. The players should not be aware that Initiative exists. They should make their plans without considering game mechanisms.

Initiative may shift from one side to the other during the campaign whenever a battle is fought. At the end of each game, the relative Force Morale of both sides determining who now holds the initiative. It is not necessary to win a battle to seize the Initiative; it is possible to lose but to inflict such a bloody nose on the opponent, determined by the reduction of their Force Morale, that the initiative shifts. Sometimes this shift is temporary, lasting for next turn only, sometimes it is more permanent, lasting until the opponent can win the initiative back in a subsequent engagement. See section ***After the Battle***.

In a Campaign Turn, the side with the Initiative will act first; the umpire implementing their orders for the turn. In broad terms this means that its Main Force or Detachments may now move or may remain stationary, undertaking an action such as foraging or simply resting. Once the player with the initiative's orders have been implemented, the umpire will act for the other side. However, where contact has already been made, any orders are now redundant, with the turn being taken up with the action to be fought and any withdrawals which occur as a result.

In fact, movement undertaken should be considered more or less simultaneous. However, if a force with the Initiative is retiring before its opponent it will always move first and thereby avoid contact, whereas if that same force was pursuing an enemy it would always catch it, making contact as it moved first. As can be seen, holding the Initiative can be critical.



FORCES ON CAMPAIGN

In the campaign we use several different terms to describe what our troops are doing. These bodies of troops have their own specific rules which allow them to act in very specific ways.

MAIN FORCE, DETACHMENTS, OUTPOSTS AND PATROLS & SCOUTS

Main Force: The Main Force is always the body of troops commanded by the senior Leader present on each side. Often this will be made up of the bulk of the forces present, but some of its Groups, sometimes even the majority of its Groups, may be deployed in other roles. Even when the senior Leader is with a smaller force than another Detachment, his force is always considered the Main Force out of deference to his rank. It also determines the location of things like the supply train and any other characters who may have joined the force.

Detachments: Where troops are detached from the Main Force to undertake independent duties, they are defined as Detachments. Detachments may be sent out with any orders that the player wishes. They remain under the orders of the main body, reporting back each turn for as long as they are not contacted by the enemy. Detachments are able to attack enemy force or defend against an enemy attack, but if they are defeated they will no longer be under the control of their player, as we will see below.

Outposts: These are small occupied military garrisons present on the map. These are there to undertake low-level local duties, such as guarding supplies, keeping the roads clear of bandits, highwaymen and brigands. They do not patrol any further than the Area in which they are located and will only be aware of an enemy when they come under attack. They may communicate with pigeons, warning beacons or signalling equipment.

Patrols & Scouts: Patrolling or Scouting is a good way to try to look over the next hill, or more accurately into the Areas ahead of you, in order to find out what your enemy is doing. Patrolling may be undertaken by one infantry or any number of cavalry Groups attached to the Main Force or a Detachment. Scouting may only be undertaken by specialists attached to a Main Force. Patrolling and Scouting may be done by troops on foot, by Cavalry who are given a patrolling role and by a Scout or Exploring Officer. Patrols will spend each turn ranging just ahead of the Main Force and will report back at the end of the turn on what, if anything, they have seen or found.

CAVALRY ROLES

Infantry Groups, whether part of the Main Force, Detachments or Outposts will always be able to fight when contacted by the enemy. Cavalry Groups are slightly different as they have a choice of four different roles which they can undertake. Only one of these roles sees them operating on the tabletop when battle is joined.

These options are as follows:

- Battle
- Patrolling
- Screening
- Reserve

Battle Cavalry: These cavalry are accompany the Main Force, moving normally and taking part in battles as would any other unit.

Patrolling Cavalry: These range ahead of the Main Force or Detachment, operating one Area ahead of the force and providing information on what they discover. When a battle is joined they play no part in the action.

Screening Cavalry: Screening cavalry cover the rear of a Main Force or Detachment, usually as it withdraws or retreats away from the enemy. A screening force allows the controlling player to attempt to delay a pursuing enemy, thereby avoiding contact.

Reserve Cavalry: reserve cavalry is held back specifically to unleash against a defeated opponent. When battle is joined, reserve cavalry plays no part, but once the battle has been fought they may be used to attempt to influence the margin of victory or defeat.

Cavalry may change their role at any time during the campaign. However, to do so they must spend one half-day campaign turn re-organising and redeploying during which time they do nothing.



MAP MOVEMENT

Movement on the map is simple and very easy to track. A force moving from one Road Area to an adjacent Road Area does so in one half-day turn with no chance of delay. A force moving off the main road into the Adjacent Areas will find that there is a chance of delay.

MOVING IN ADJACENT AREAS

A Force moving through the Adjacent Areas are moving off the main route and may find their movement delayed by issues such as poor road surfaces, indirect routes or simply getting lost. When any force is moving into (not out of) an Adjacent Area, roll on the following table to see if the movement is delayed. If movement is delayed, it will take two turns, one whole day, to move into this Area. Roll a D6. Movement is delayed if the dice roll is equal to or above the number indicated.



Terrain	D6
Heath	5
Cultivated Land	5
Village	5
Hills	4
Town	4
Significant Building	4
Woods	4
Lake	3
Hills with Woods	3
Mountains	3
Forest	3
Hills with Forest	2
Mountains with Woods	2
Swamp	2
Mountains with Forest	2

A Force which is intimately acquainted with the land through which they are moving, with years (not months or weeks) of service in the Area, or are led by a Scout or Leader who knows the land intimately, may subtract 1 from their dice roll.

Accelerated Movement

There are a very small number of situations in which a force may move at an accelerated pace, moving two Areas rather than one. These are as follows:

- When the force abandons all of its wagons. This will include any wounded and supplies with the wagons. The force may carry sufficient supplies for the current and next turn.
- When a force marches to the sound of the guns. To do this a battle must be taking place on Area further away than normal movement would allow. When the action is heard taking place, the force is given the option of moving faster in the hope of joining the fight.
- When indicated by a Random Campaign Event.

Abandoning Wagons

Abandoning wagons is an option in the campaign which allows a force to gain a march, unencumbered as they now are. However, it is important to consider what that means.

Abandoning wagons means that all wagons are left behind in an Area of that map. All supplies are abandoned with the exception of sufficient food for the next two turns which the men may carry with them. The wagons, such as water carts and ammunition wagons cannot be used in any subsequent battle and any wounded are abandoned with them. It also means that if the wagons are contacted by the enemy then they and all wounded and supplies are captured without a fight.

However, abandoned wagons may be rescued if a friendly force moves into contact with them. After that they will function as normal.

Sound of the Guns

To march to the Sound of the Guns, a force must already have orders to be marching to an adjacent square to where the action is taking place. The umpire should inform him that he can hear guns some distance away and ask if he intends to march to them. If so, this force may arrive in time to join an existing fight or may arrive immediately after that fight has ended.

During the initial action, roll a D6 on the third turn of the Tiffin card. On a roll of 6 the force arrives and its cards are now included in the Game Deck. However, the force is deploying straight into action from the march and some confusion may arise. Roll a D6 for each Group or Formation attempting to deploy onto the table. On a roll of 4 to 6 they do so successfully, but on a roll of 1 to 3 they fail to do so on this occasion, and must try again when subsequently activated.

If the force does not arrive after the third Tiffin card, roll again after each subsequent Tiffin card, with a +1 being applied each time. So, on the fifth Tiffin card a roll of 4 to 6 will see the force arrive.

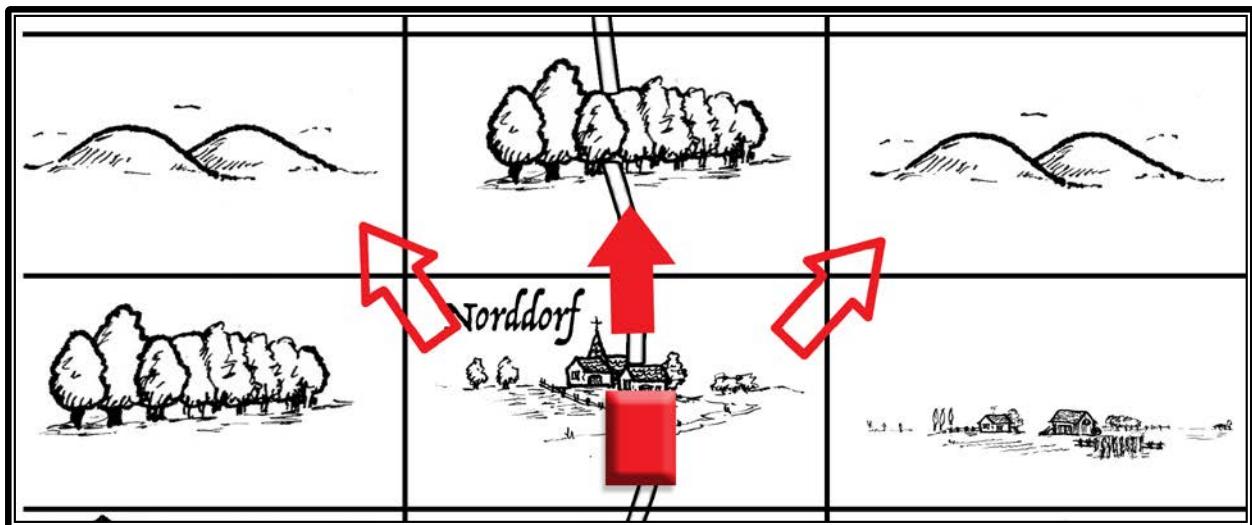
If the initial action ends in defeat before the force marching to the sound of the gun arrives, a second action is fought. However, the side which won the action will get to roll for their losses before that action is fought and may reorganise their forces in anticipation of the second battle. Any shortages of ammunition or requirements for water are automatically dealt with before the second battle is fought.

PATROLLING & SCOUTING

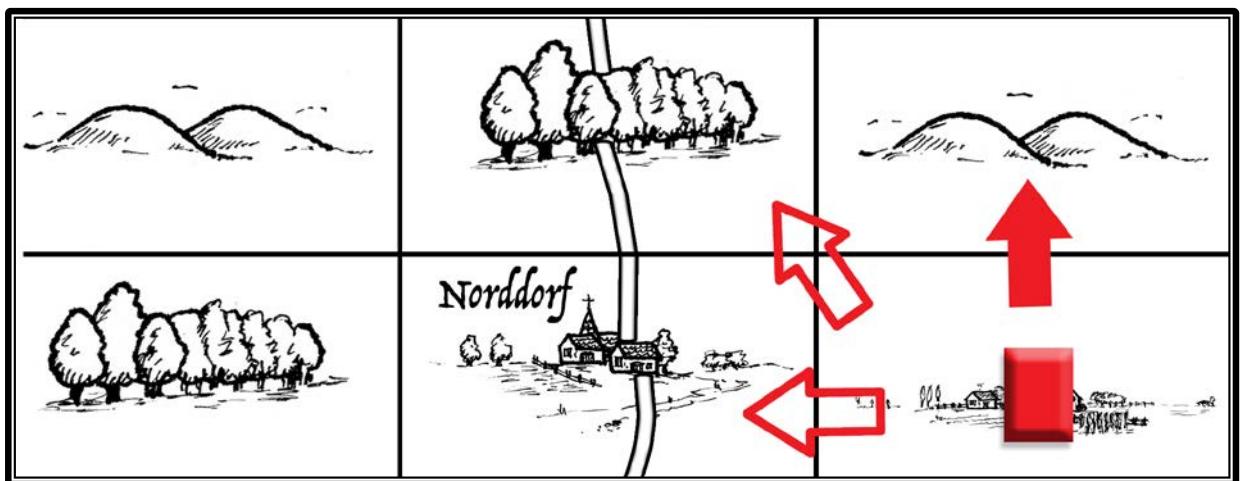
Patrolling and Scouting is done by one Group of troops on foot or by one or more Cavalry Groups who are given a patrolling role and by a Scout or Exploring Officer. Patrols will report back at the end of the turn on what they have seen or found.

Infantry are assumed to be using small patrols which range just ahead of the main body. They do not need to be detached from the Main Force to undertake this role. Infantry patrols will remain in contact with the Main Force, patrolling into one Area immediately ahead. The player with an infantry force patrolling must declare where his troops are patrolling when he declares what his force will be doing for that turn. If he negates to do this, the umpire will select what he feels to be the most likely Area for the patrols and will report back on that basis.

In the example below, the infantry Patrol will normally move ahead of the Main Force by patrolling into the wooded lands ahead, as indicated by the solid red arrow. However, the player may elect to send his patrols to one of the Areas of land to either side of the road, as indicated by the hollow arrows, instead.



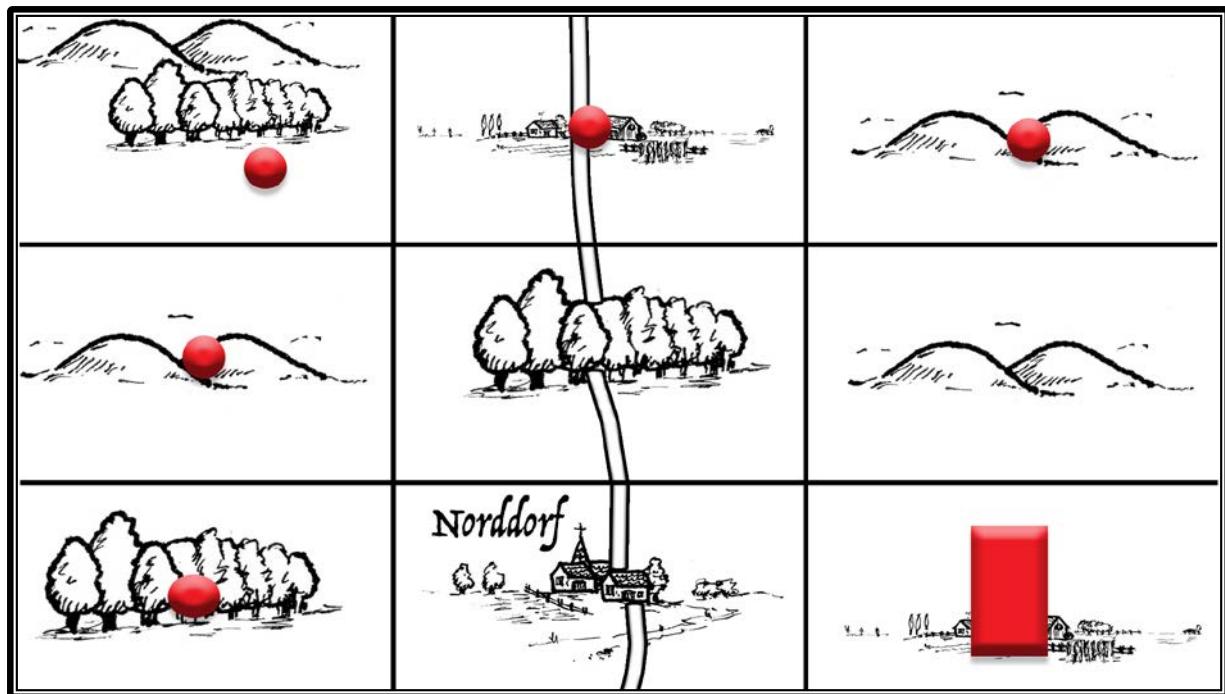
If moving through the Adjacent Areas, the infantry Patrol will normally patrol directly ahead of the Main Force. However, the player may elect to send his patrols to one of the other Areas of land, as indicated by the hollow arrows below, instead.



Cavalry Groups of five or more men given a patrolling role will patrol into the three squares immediately ahead when the Main Force is moving up the main road. In the examples above, the cavalry would patrol into all three Areas indicated by the arrows, solid and hollow. To do this a cavalry unit must be assigned to Patrolling and, as such, may not take part in any tabletop actions fought while in this role. If four or less men are present in a cavalry Group they will function as an infantry patrol, operating in just one Area ahead of the force.

Scouts operate up to two Areas distant from the Main Force which allows them lots of freedom, as shown below. The player must state where he wants his scout to move to in each turn or the scout will simply remain with the Main Force, awaiting orders.

The player may wish to limit his scouting to Areas close to the column if he prefers, but there is no benefit in doing so. The scout will report back to the column at the end of each turn with his findings. Whereas patrols will be blocked by any enemy forces they encounter, Scouts and Exploring Officers may pass through enemy forces as they are usually in disguise or in civilian attire and with appropriate paperwork to allow them to range abroad, as shown below.



How successful patrolling troops or scouts are will depend on a roll of 2D6. To identify any enemy presence, roll the number indicated in the column for the type of unit patrolling or scouting. If they have narrowly missed an enemy presence, for example an enemy with the initiative has just slipped away in this turn, then the patrol will still be able to identify the enemy if they exceed the target roll by 2.

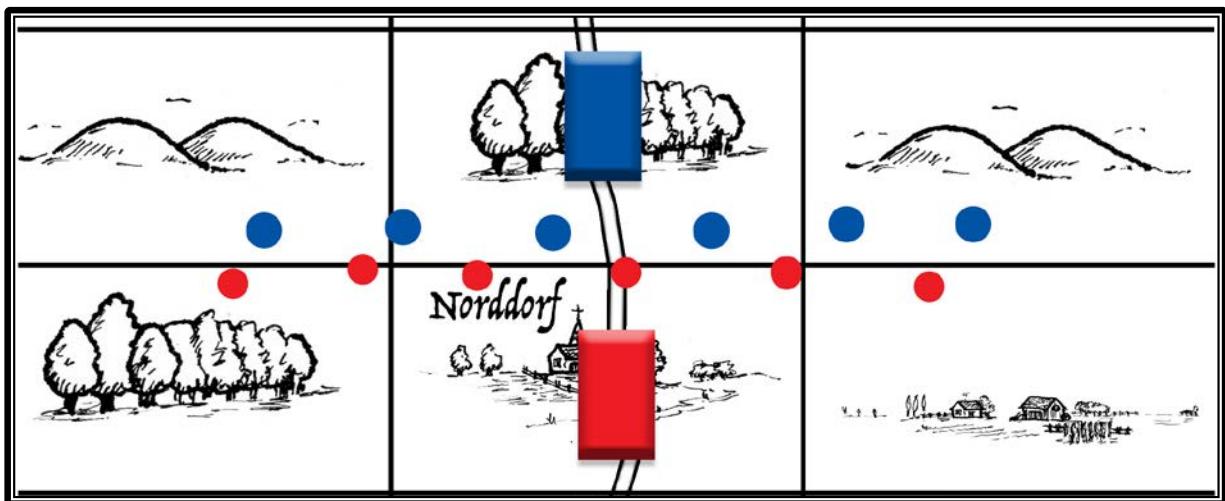
Patrolling & Scouting Terrain			
Terrain	Infantry	Cavalry	Scout
Heath	5	4	3
Cultivated Land	5	4	3
Village	5	4	3
Hills	6	5	4
Town	6	5	4
Significant Building	7	6	5
Woods	7	6	5
Lake	7	6	5
Hills with Woods	8	7	6
Mountains	8	7	6
Forest	8	7	6
Hills with Forest	9	7	6
Mountains with Woods	9	7	6
Swamp	9	8	7
Mountains with Forest	10	9	8

Scouting Across Rivers

If a river is present, scouting is done with a -1. If the total rolled exceeds the target roll by 3 or more, the scouting has located an alternative crossing point over the river.

Patrols Meeting the Enemy

When a Patrol meets an enemy Patrol, both Groups block their opposite numbers' path. Both sides will retire, reporting contact with enemy Patrols. However, they still roll on the Patrolling table, needing to exceed the target roll by 3. A successful roll allows them to identify an enemy presence before being driven off. If they fail, they simply report contact with enemy patrols.



Where a Patrol meets an enemy Main Force or Detachment it must retire away. It cannot delay the enemy force. In the image above, both Red and Blue patrols are screening their main bodies. If, in the next Turn, Blue has the initiative, it may push on and engage Red's main body with both patrols only able to patrol on their existing line to the East and West of the main road.

SCREENING CAVALRY

A Group of five or more cavalry may be given a role as Screening Cavalry, being deployed in the same Area as the Main Force or Detachment they are with. They are considered to be screening a force's immediate rear from attack. If an enemy force attacks the screened force, the player with a cavalry screen may choose to fight the battle as a Rear-guard Action with his force or he may rely on his cavalry screen to delay the enemy. If fighting a Rear-guard Action, his screening cavalry will take part in the tabletop game as battle cavalry. Alternatively, the player may rely on his cavalry screen to hold off the enemy, rolling a D6. On a roll of 4 to 6 the cavalry screen has been successful in buying time and the attacking force will not move in this turn. If the screening cavalry are not successful, on a roll of 1 to 3, when the subsequent action is fought the Screening Cavalry will not take part in the game.

If a Screening Cavalry Group is contacted by a Cavalry Patrol, the patrol is always blocked and cannot see past the Screen, irrespective of any roll. If Screening Cavalry encounter Reserve Cavalry pursuing after a battle, both sides will roll a D6 with the higher roll winning the cavalry engagement. The net difference between the scores will be the number of dead inflicted on the losing side's cavalry Group. The losing side will withdraw onto its main body. If the Reserve Cavalry win the encounter the Screening Cavalry still hold them up for long enough to stop them interfering with any retreating forces. If a draw is rolled both cavalry forces withdraw after an inconsequential fight with no losses.

RESERVE CAVALRY

A Group of five or more cavalry may be ordered to serve as Reserve Cavalry. Their role, as the name suggests, is to be kept in reserve to be committed only once an action has been fought to its conclusion. They do not take part in the battle but are used to influence the level of victory after the battle is fought. As they are being held in reserve and kept with the main body, Reserve cavalry may transfer to another role without the usual delay of a one half-day turn.

OUTPOSTS

Outposts are small military garrisons held by the forces who occupy the terrain on the map. They are entirely independent of the forces taking part in the campaign and will refuse to leave their Outposts, no matter what threats are used. These troops are there to undertake low-level local duties, such as guarding supplies, keeping the roads clear of bandits, highwaymen and brigands. They do not patrol any further than the Area in which they are located and will only be aware of an enemy when they come under attack or if they receive reports from local civilians.

If a Main Force or Detachment is present in their Area when it is attacked by the enemy, they will join in its defence as though under the command of the campaign player. Otherwise these troops are fiercely independent, or possibly just disinterested.

The number of Outposts a defending force has will be determined by the Campaign Background. Outposts must be located in occupied Areas, namely Towns, Villages, Cultivated Land or Significant Buildings. The defending player will normally place these wherever he wishes at the start of the campaign. Once placed they will not move unless attacked.

ATTACKS ON OUTPOSTS

When attacked, an Outpost may elect to stand and fight, or may choose to retire one Area away from the enemy. If they elect to stand, they may buy time to send signals to warn the Main Force of the enemy's presence and to hopefully remove some sacks of supplies they have with them, thereby denying them to the enemy.

If attacked, an Outpost must decide whether to withdraw or fight. If an Outpost elects to simply withdraw, it rolls 1D6. On a roll of 1 or 2, the troops from the Outpost will simply disperse and play no more part in the campaign. On a roll of 3 to 6, they may withdraw one Area away from the enemy where they remain if they are not attacked. If they are subsequently attacked they will automatically disperse.

Alternatively, an Outpost may elect to stand and fight. Outposts are not to be underestimated; most of the time they will be enhanced by other troops passing through the Area who have billeted with the Outpost for the night or are visiting them to collect fresh fodder and supplies. It is, therefore, highly likely that if an Outpost comes under attack it will contain more men than its basic garrison. An Outpost attacked which determines to stand and fight will roll 2D6 to see how many points of support it has available at that moment. The total rolled is the number of points they will be able to select to support the outpost in the resulting action. That support will assist the garrison for that game only, and will then move off to resume its own (unspecified) mission, playing no further role in the campaign.

OUTPOSTS RAISING THE ALARM

Outposts are very effective at raising the alarm about enemy forces operating in an Area and they serve as a conduit for information from the local population, so an enemy force moving through farmland may find that one of the peasants reports their presence to the local outpost who then pass on that information up the command chain by raising the alarm.

Methods of raising the alarm are purchased as Campaign Support Options. They range from homing pigeons to beacons and on to signal towers capable of relaying coherent signals via flags or levers.

Raising the alarm is achieved by a Task roll if the Outpost is under attack. This will only be achieved if the force delays the enemy for long enough to achieve this task.

Pigeons: A pigeon may be used to send a message to a fixed position such as a fort or local headquarters. The senior Leader present with the force must remain with the Pigeon while achieving a Task roll of 7 on 2D6, representing writing the note and affixing it to the bird's leg. A message of up to 140 characters can be included. At the end of the game the umpire must roll a D6 to see if the pigeon gets through or is eaten by a local yokel in a rather pleasant pie. On a roll of 3 to 6 the message gets through to the Main Force.

Warning Beacons: If warning beacons are selected, it is assumed that there is a local network to send any message across the entire campaign area. A brazier with a large, prepared fire is set ready for use. It cannot send any message other than "Enemy troops in the area". To light the beacon requires a Task roll of 18 on 2D6 by one or more men. Unfortunately, the propensity for the local population to burn old rubbish means that there is no guarantee that it will be recognised for what it is. Once the beacon is lit, roll a D6 on each Tiffin card. On a roll of 4 to 6, a response can be seen confirming that the message has been seen and understood.

Signal Stations: If signal stations are selected, it is assumed that there is a local network to send any message across the entire campaign area. The most modern signalling equipment known to man; a signal station is equipped with large flags or moveable arms and manned by trained signallers. It can send a message of 140 characters on the achievement of a Task Roll of 12 or more on 2D6. Once the message is sent, roll a D6 on each Tiffin card. On a roll of 3 to 6, a response can be seen confirming that the message has been seen and understood.

Outposts may also raise the alarm if contacted by the local population who have come into contact with the enemy. Roll a D6 when a force enters an Area occupied by civilians. If the roll exceeds the number shown, the locals will inform the nearest Outpost who will then report that information at the end of the next turn, or will attempt to report that as shown above, with pigeons, beacons or signal station, if attacked in the next turn.

Area	Roll
Town	4
Village	5
Significant Building	5
Cultivated Land	6
Sparsely Cultivated Land	7
Add +1 to the roll if the Area is horizontally or vertically adjacent to an Outpost	
Add +1 to the roll if the troops in the Area were foraging	

SUCCESSFUL DEFENCE OF AN OUTPOST

If troops defending an Outpost defeat an attacking force, the attackers are obliged to withdraw into the Area from which their attack was launched. The victorious defenders remain in the Outpost, but any support options they selected for the battle will disperse to continue with their duties elsewhere.

CAPTURING OUTPOSTS

When troops in an Outpost are defeated they move one Area away from the enemy. Defeated troops who have been evicted from their Outposts will be dispersed if the victorious enemy had a higher Force Morale at the end of the game. If the Defender's Force Morale was higher, the force will stay together as a coherent unit. The winning Attacker always moves into the Area the Defender vacated.

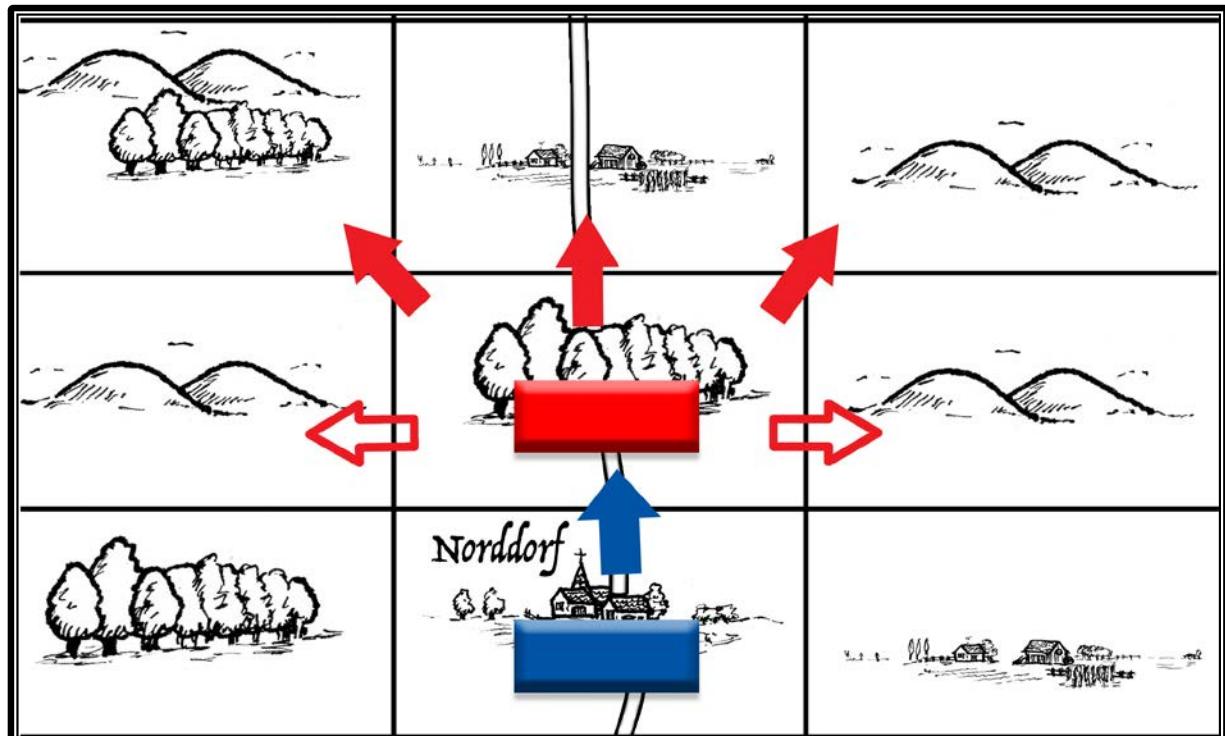
The difference between the Force Morale of the Attacker and that of the Defender will determine what happens next. See the following table.

Force Morale	Effect
Attacker greater	The Defender is dispersed
Equal	The Defenders moves directly away from the enemy and the Defender holds the Initiative for the next Campaign Turn only
Defender +1	Defender withdraws in any direction. The Defender holds the Initiative for the next Campaign Turn only
Defender +2	Defender withdraws in any direction he wishes with one sack of supplies and holds the Initiative for the next Campaign Turn only
Defender +3	Defender withdraws in any direction he wishes with two sacks of supplies and holds the Initiative for next Campaign Turn only

Evicted Troops

Troops who have been evicted from Outposts will be controlled by the Umpire on all subsequent Campaign Turns. They will not move but may influence defeated enemy troops withdrawing past their positions. If attacked subsequently they will disperse, playing no future role in the campaign.

Evicted Troops who withdraw away from the enemy may move into any Area which would have placed them further from the enemy at the start of the Turn. In the following example, the Evicted Troops who withdraw move to any of the three Areas indicated by the red arrows. The two Areas with hollow arrows cannot be moved into as they are no further than Blue's force at the start of the turn, i.e. in adjacent Areas.



If such a move forces the Detachment off the map, then they will be permanently dispersed.

Capturing Supplies in Outposts

When an outpost is defeated and the Area captured by the enemy, roll 2D6 to see what supplies, if any, are captured on the Foraging Table for that terrain type. However, the number of sacks remaining will depend on the results of combat as the troops from the Outpost may manage to remove some supplies if they withdraw, as detailed above.

Gaining Information from Outposts

When an outpost is defeated and the Area captured by the enemy, roll 1D6 to see what information, if any, is found.

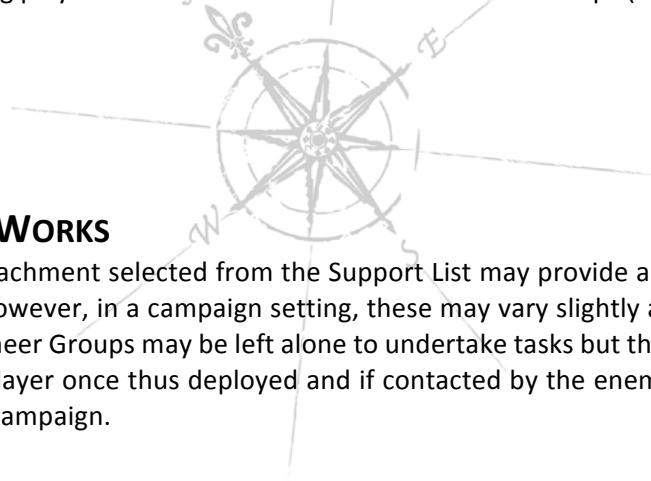
Roll	Information
1-2	Nothing gained
3-4	Find a local map. The next Turn's movement cannot be delayed, even if it is in an Adjacent Area
5-6	Find enemy documents. The location of the nearest enemy outpost is revealed

DETACHMENTS

Forces in Sharp Practice are relatively small so detaching elements from it to reduce it further is a risky strategy. However, there may be times when a player decides that such a risk is worth taking.

Detachments may be sent out with any orders that the player wishes. They remain under the orders of the main body, reporting back each turn for as long as they are not contacted by the enemy.

Detachments are able to attack enemy forces or defend against an enemy attacks. If they win the ensuing action, they remain under the control of the player and may continue to act as he desires. If they lose the action, they are obliged to withdraw into the Area from which their attack was launched, with any support selected for the action dispersing. A defeated Detachment is no longer in contact with the controlling player and is henceforth treated as Evicted Troops (see above).



ENGINEERING WORKS

The Engineers detachment selected from the Support List may provide all of the benefits as listed in the main rules. However, in a campaign setting, these may vary slightly and additional tasks may be undertaken. Engineer Groups may be left alone to undertake tasks but they will have no contact with their controlling player once thus deployed and if contacted by the enemy they will disperse for the remainder of the campaign.

BARRICADES & BREASTWORKS

Engineers may construct barricades and breastworks, as covered in the main rules. Where these are present, the owning player may elect to place the unmanned barricade or breastwork anywhere on the table immediately before the first card of the game is dealt. Alternatively, if the breastworks are to be manned by troops, he may place the barricade on the table when a Group or Formation deploys onto the table. All normal deployment rules and limitations apply when deploying troops behind works.

BRIDGING WORKS

Engineers may construct trestle or pontoon bridges across any river. After spending half a day on the task they roll a D6. On a roll of 6 they complete demolition of a stone bridge. On a 5 or 6 they complete demolition of a wooden bridge. For each additional half day of work roll again adding +1 each time.

Bridge Destruction

Engineers may demolish a bridges across a river. After spending half a day on the task they roll a D6. On a roll of 4 to 6 they complete the bridge. For each additional half day of work roll again adding +1 each time.

Bridge Repairs

Engineers may repair a bridge. After spending half a day on the task they roll a D6. On a roll of 4 to 6 they complete the repair of a stone bridge. On a roll of 5 or 6 they complete repairs to a wooden bridge. For each additional half day of work roll again adding +1 each time.

Non-Engineering Troops

Troops other than Engineers may never build or demolish a bridge, but they can attempt to make repairs to a damaged bridge. After spending half a day on the task they roll a D6. On a roll of 5 or 6 they complete the repair of a stone bridge. On a roll of 6 they complete repairs to a wooden bridge. For each additional half day of work roll again adding +1 each time.

OTHER ENGINEERING WORKS

Other engineering works may be undertaken, using the Task Roll total as a guide. A Task roll total of 50 equates to half a day's work. This could include the demolition of a section of wall or the digging of a significant sap. The Campaign designer should use his imagination here to add what he feels will work for the campaign.



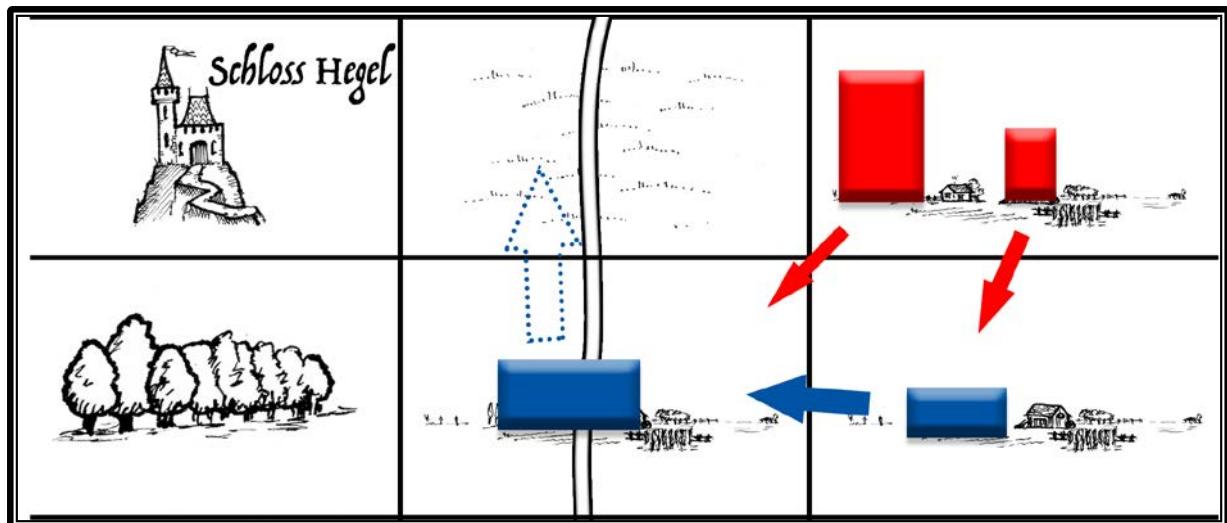
INTO BATTLE

Thus far we have seen how small outposts and Patrols fight, but the campaign is really about generating larger actions than these.

Battles take place when two forces find themselves in the same Area at any point in a Turn. That action then takes up the rest of the Turn. So, if Red has the Initiative and attacks Blue, Blue's plan to head off down the road is rudely interrupted and a battle is fought.

In the image below, we can see the somewhat unusual situation where both Red and Blue have divided their force into one Main Force and one Detachment. Blue plans to move his Main Force up the main road whilst bringing his Detachment back onto the road to follow it Northwards. However, Red has the initiative.

Red's Main Force attacks into the farmland on the main road, halting Blue's Main Force chance of marching North. Red's Detachment attacks South into the Adjacent Area and, disastrously, rolls a 5 which means it has been delayed, lost in a maze of country tracks and lanes. This delay allows Blue's Detachment to make its planned move into the road Area, unintentionally joining the Blue Main Force and Detachment together to face the threat from Red.



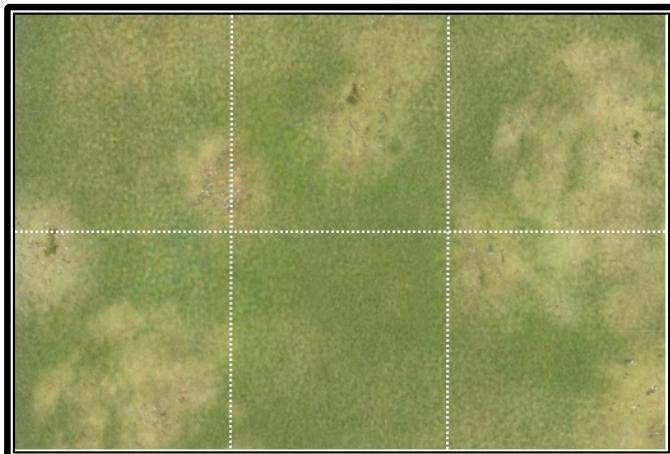
With battle now joined, we get ready to fight our battle by setting up the tabletop battlefield.



SETTING UP THE BATTLEFIELD

The terrain shown on the campaign map is representative of what each Area is like; however, it doesn't tell us precisely how to set up our wargames table when two forces meet. What is more, when forces meet in any Area, we do not know precisely at what point in that Area the battle will be. Two actions might take place in one Area during a campaign, but see completely different terrain fought over.

When two forces meet and an action results, divide the table into six zones, as shown below.



Roll a D6 for each zone, consulting the table row appropriate for the type of terrain in that Area. At this stage simply make a note what terrain is in each zone, but do not place anything on the table. Where a terrain type has a number indicated in brackets, this is the maximum number of that terrain type which may be present on the table. If more than that number are rolled simply re-roll to get a different result.

The one caveat which is important here is that where an Area contains a river line or the main road, that river or road must be present on the table.

Northern Europe						
Terrain	1	2	3	4	5	6
Mountains	Two large hills	One large impassable hill	Stone hut with animal pens	Three small hills	Two small fields	Small lake
Hills	Two large hills	One large hill	Farm (2)	Two small hills	Two large fields	Two small orchards
Heath	Two small fields	One small hill	Farm (2)	Two small woods	One large field	Inn (1)
Cultivated Land	Two large fields	One small hill	Farm	Farm building	Two orchards	Two small fields
Woods	Two large woods	Two small woods	Inn	Cottage	Two large wooded hills	One large wood
Swamp or Lake	Large swamp	Large swamp	Large lake (1)	Small hill with small swamp	Small lake (1)	Large swamp
Village	Two small buildings	Two large buildings	Small orchard	Two small fields	Two small buildings	One large field
Town	Three large buildings	Three large buildings	Large walled garden	Three small gardens	Two small buildings	One small building
Significant Building	Significant building (1)	Secondary building	Large walled garden	Two small orchards	Two small cottages	Large walled orchard

Northern European Additional Terrain

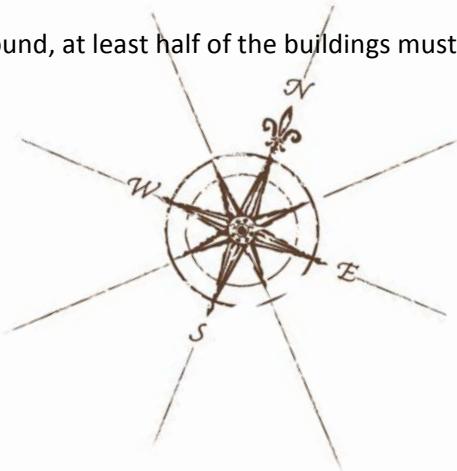
Where additional forests or woods are present, roll 3D6 discarding any 1's rolled. Any rolls of 2 to 6 indicate that one large wooded or forested Area is present.

Southern Europe						
Terrain	1	2	3	4	5	6
Mountains	Two large hills	One large impassable hill	Stone hut with animal pens	Three small hills	Two small fields	Small lake
Hills	Two large hills	One large hill	Farm (2)	Two small hills	Two large fields	Two small orchards
Plain	Two small fields	One small hill	Farm (2)	Open ground	One large field	Inn (1)
Cultivated Land	Two large fields	One small hill	Farm	Farm building	Two small orchards	Two small fields
Sparsely Cultivated	Two small fields	One small hill	Hovel (2)	Ruined farm (1)	One small orchard	Two small fields
Woods	Two large woods	Two small woods	Inn	hovel	Two large wooded hills	One large wood
Swamp or Lake	Small hill	Large hill	Large lake (1)	Small hill small lake	Small lake (1)	Open ground
Village	Two small buildings	Two large buildings	Small orchard and vineyard	Two small fields	Two small buildings	One large field
Town	Open ground	Four large buildings	Large walled garden	Three small gardens	Three small buildings	Two small building
Significant Building	Significant building (1)	Secondary building	Large walled garden	Two small vineyards	Two small cottages	Large walled orchard

Southern European Additional Terrain

Where additional forests or woods are present, roll 3D6 discarding any 1's rolled. Any rolls of 2 to 6 indicate that one large wooded or forested Area is present.

Where a village, town or significant building is on higher ground, at least half of the buildings must be on elevated ground.



North America						
Terrain	1	2	3	4	5	6
Mountains	Two large hills	One large impassable hill	Open ground	Three small hills	Two small fields	Small lake
Hills	One large hill, one small copse	One large hill	Farm (1)	Two small hills	Three small fields	Two small orchards
Plain	Open ground	One small hill	Farm (1)	Small copse	One large field	Tavern (1)
Cultivated Land	Two large fields	One small hill	Farm (2)	Farm building or Tavern	Two small orchards	Two small fields
Sparsely Cultivated	Two small fields	One small hill	Farm (1)	Ruined farm (1)	One small orchard	Two small fields
Woods	Two large woods	Two small woods	Open ground	hovel	Two large wooded hills	One large wood
Swamp or Lake	Small hill and wood	Large wood	Large lake (1)	Small hill small wood	Small lake (1)	Small wood
Town	Open ground	Two large buildings	Small yard	Two small yards	Two small buildings	Orchard
Significant Building	Significant building (1)	Secondary building	Open ground	One small Wood	Two small houses	Small orchard

North American Additional Terrain

Where additional forests or woods are present, roll 3D6 discarding any 1's rolled. Any rolls of 2 to 6 indicate that one large wooded or forested Area is present.

PLACING THE TERRAIN

With the main terrain pieces selected, the defending player places the terrain in any one table Area of his choice, placing this wherever he likes within that 48" square Area. A large terrain piece or a building covers an area equivalent to 12" square. That may vary in shape, such as 6" by 24" or any other shape that is at least 6" wide which covers that area of the table. A small terrain piece, hut or hovel is around 6" square but, again, this may vary. It must be a minimum of 3" wide.

Once the defender has placed his terrain, the attacker then does the same in any one area of his choice where terrain has not yet been placed. This continues with both players alternating until all six areas have terrain placed. Now the defender may move one single terrain piece (not all of the terrain in an area) by up to 36". When that is done, the attacker may do the same, but may not move the last piece that the defender moved.

Where the terrain is a Town or Village and two adjacent areas contain buildings, the buildings should be placed within 12" of those in the neighbouring area where this is possible. For example, if there are buildings in areas 1, 2 and 4 these should be clustered around the junction point of the three areas. Were the buildings to be in areas 1, 2 and 3 then this is more problematic, but the buildings in lower-numbered areas, in this case 1 and 2, should be placed together, with those in area 3 set apart.

Cultivated or Sparsely Cultivated Land and two adjacent areas contain buildings, these should be more than 12" apart.

Now the key terrain pieces are in place, add roads or tracks to link any buildings on the table and add enough additional terrain such as hedges, walls, fences, individual trees and the likes to make the terrain look appropriate for the theatre you are fighting in. Remember, in a skirmish game terrain is particularly important. Houses do not stand on their own, but have gardens or yards, middens and vegetable plots. Farms have carts to take produce to market and are surrounded by the every-day detritus of life. Try to decorate your table in a manner which truly reflects the lives of the people who would live there.

With this done, we need to determine which scenario is being fought.



THE SCENARIO

Which Scenario is fought will depend on who holds the initiative in the current Campaign Turn. If the Defender holds the Initiative, he may select from any of three scenarios. If the Attacker holds the advantage he may also select one of three options. If Initiative was diced for, roll a D6 to select whether the next battle is an Encounter or a Battle.

Defender Holds the Initiative:

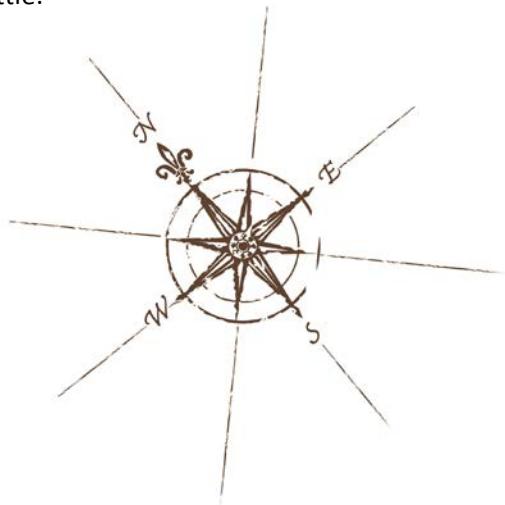
- Defence in Depth
- Fighting Withdrawal
- Spirited Defence

Initiative was Diced for:

- An Encounter
- A Battle

Attacker Holds the Initiative:

- All Out Assault
- Flank Attack
- Attack & Defend

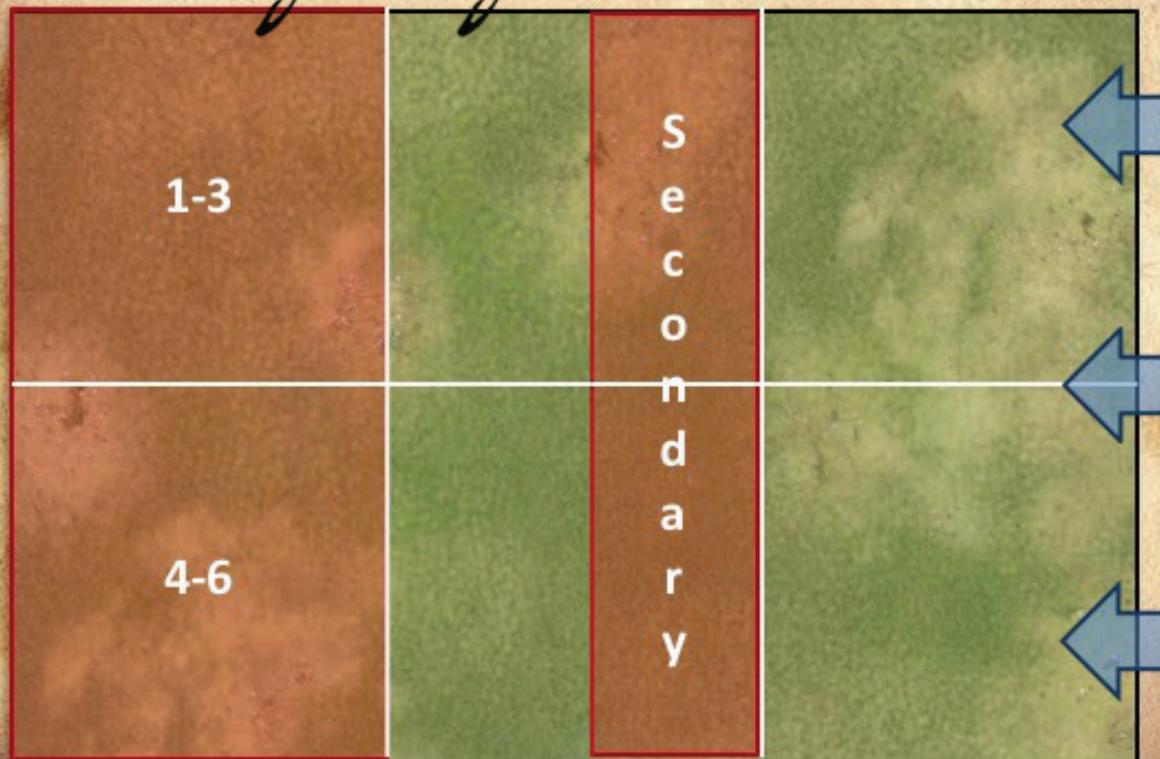


Scenarios *Defence in Depth* and *An Encounter* may be found in the main rule book. When using these scenarios, ignore any Force Support indicated as the support available has here been selected for the entire campaign rather than an individual action. For Dawns & Departures we add six scenarios which are presented below.

The action is now fought until one side or the other withdraws from the action, thereby ending the battle.



Fighting Withdrawal



INTRODUCTION

This game is a Battle. The defender is seeking to delay their opponent by inflicting a bloody nose, thereby buying time.

DEPLOYMENT POINTS

The defender, Red, chooses which edge he wishes to defend and then dices to see which area contains their main Deployment Point which may be placed anywhere in that area. A secondary Deployment Point may then be placed anywhere in the Zone indicated for that purpose.

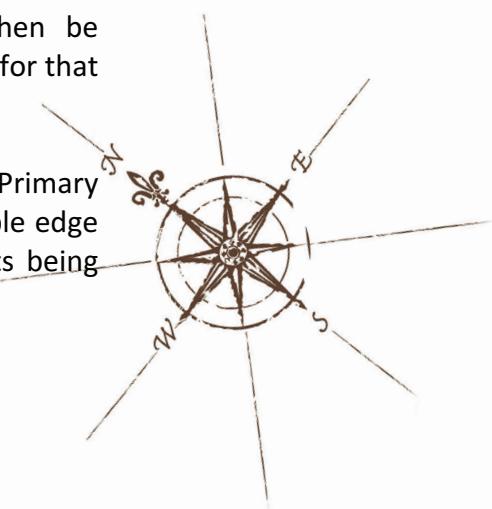
The Blue attacker may place his Primary Deployment Point anywhere on his table edge with any secondary Deployment Points being placed from that.

OBJECTIVE

The objective will generally be set by the campaign situation. However, if Blue captures Red's Primary Deployment Point, the game will end immediately.

TERRAIN REQUIREMENTS

Any road running through the table must be running left to right.



Spirited Defence



INTRODUCTION

This game is a Battle. The defender has turned to face the attacker with the intent of defeating him in battle.

DEPLOYMENT POINTS

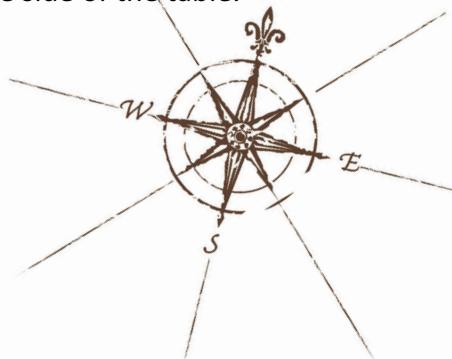
The attacker, Blue, rolls a D6 to determine which edge he is to attack from and places his primary Deployment Point anywhere within 6" of that edge. The defender now selects any two adjacent areas of the table to defend, placing a Deployment Point in each, one being Primary, the other Secondary. Blue now places any secondary Deployment Point he has available.

OBJECTIVE

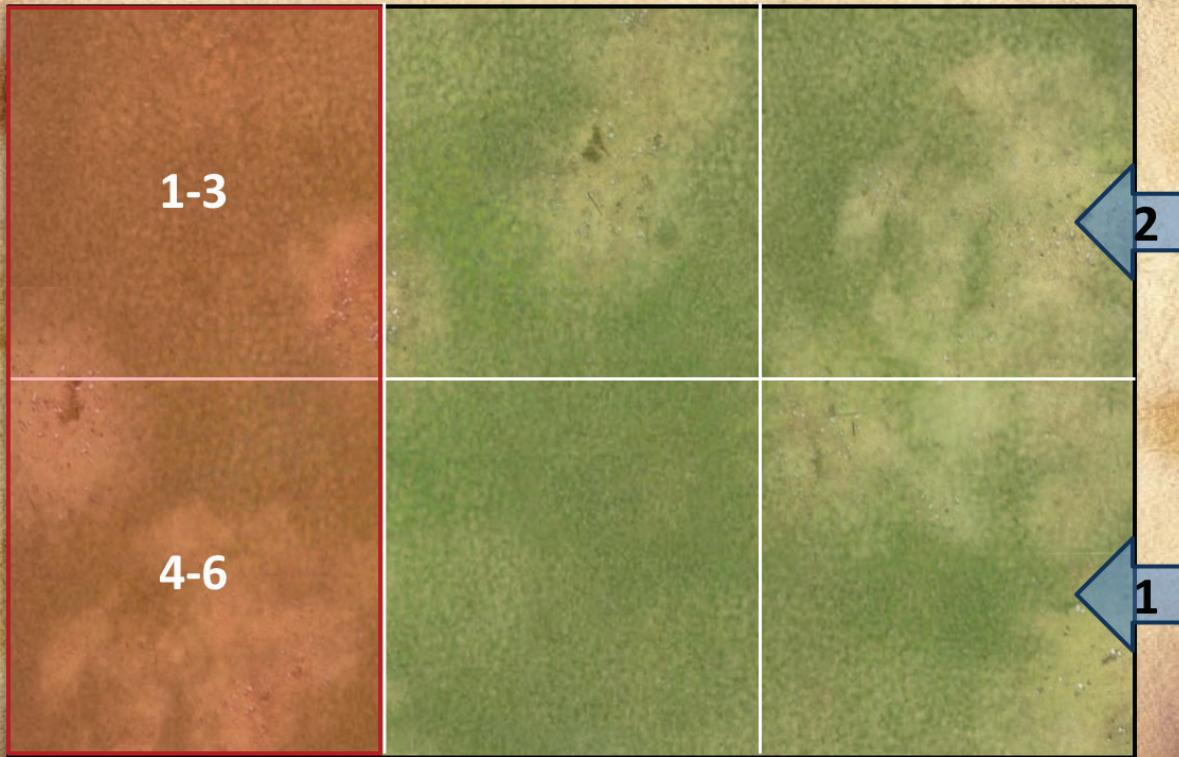
The objective will generally be set by the campaign situation. However, if Blue captures Red's Primary Deployment Point, the game will end immediately.

TERRAIN REQUIREMENTS

Any road running through the table begin on the attacking layer's edge and end on the opposite side of the table.



A Battle



INTRODUCTION

This game is a Battle. The attacker is seeking to defeat his opponent in a decisive manner.

DEPLOYMENT POINTS

The defender, Red, chooses which edge he wishes to defend and then dices to see which area contains their main Deployment Point which may be placed anywhere in that area. A Secondary Deployment Point may then be placed if available.

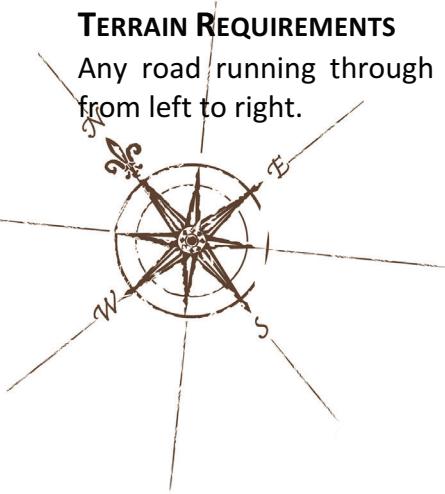
The Blue attacker then dices to see where he may place his Primary Deployment Point, placing this within 12" of his table edge with any secondary Deployment Points being placed from that.

OBJECTIVE

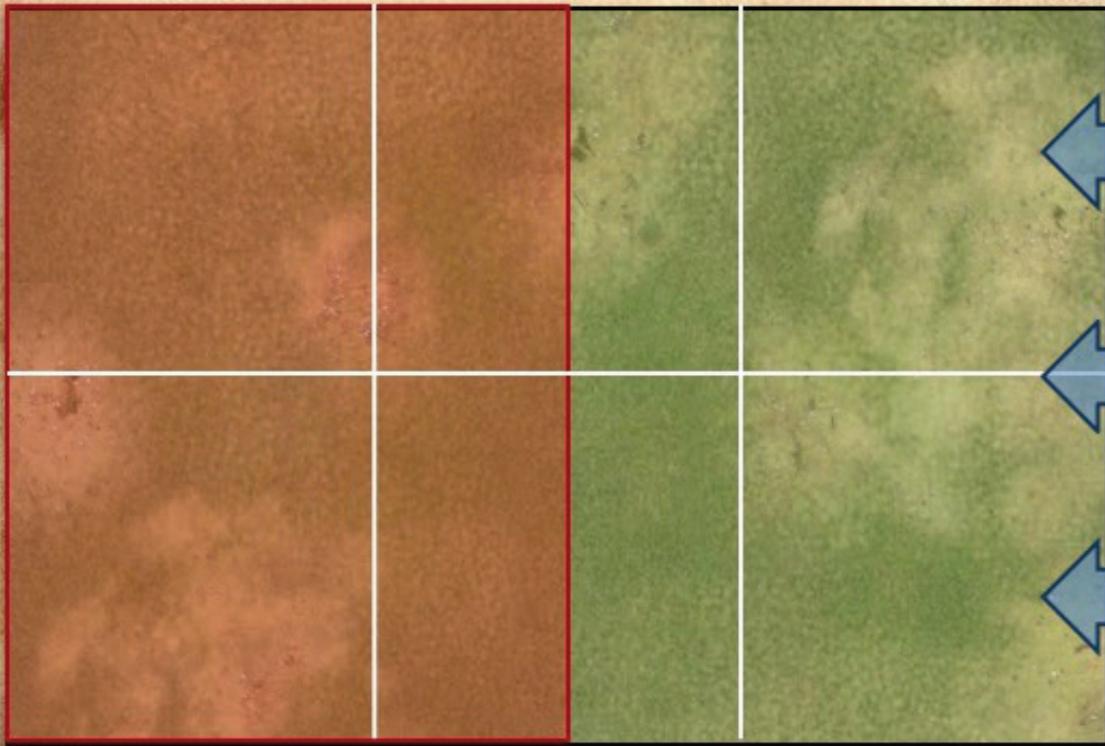
The objective will generally be set by the campaign situation. However, if Blue captures Red's Primary Deployment Point, the game will end immediately.

TERRAIN REQUIREMENTS

Any road running through the table will run from left to right.



All-Out Attack



INTRODUCTION

This game is a Battle. The attacker is seeking to defeat his opponent in a decisive manner with an option for a hasty attack.

DEPLOYMENT POINTS

The defender, Red, chooses which edge he and then places his main Deployment Point anywhere within the shaded area.

The Blue attacker then chooses where he places his Primary Deployment Point, anywhere within 6" of his table edge. The Red player and then the Blue player then place any secondary Deployment Points they have available.

Should the attacking player wish, he may declare this to be a Hasty Attack. In a Hasty Attack both sides are in some disorder, possibly

deploying from column of march straight into action, or having been surprised.

Roll a D6 for each Group attempting to deploy onto the table. On a roll of 4 to 6 they are delayed and may not deploy. They may attempt to deploy again when the opportunity next arrives.

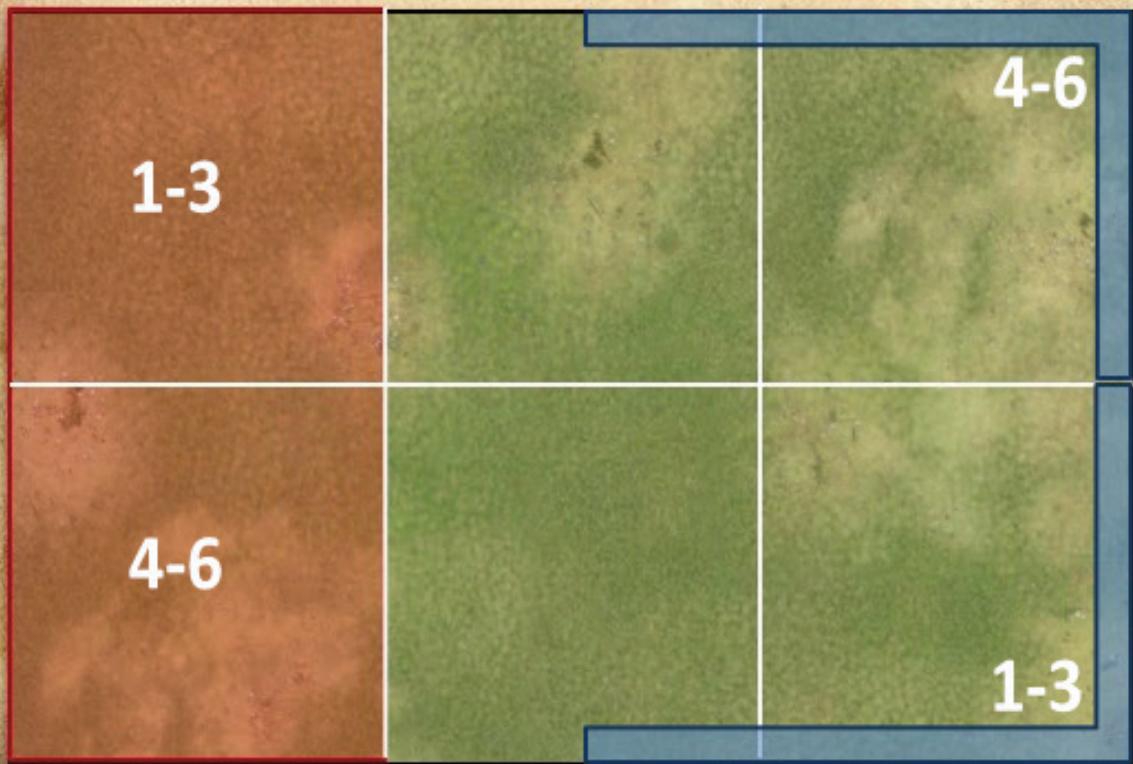
OBJECTIVE

The objective will generally be set by the campaign situation. However, if Blue captures Red's Primary Deployment Point, the game will end immediately.

TERRAIN REQUIREMENTS

Any road running through the table will run from left to right.

Flank Attack



INTRODUCTION

This game is a Battle. The attacker is seeking to defeat his opponent having manoeuvred onto his flank.

DEPLOYMENT POINTS

The defender, Red, chooses which edge he wishes to defend and then dices to see which area contains their main Deployment Point which may be placed anywhere in that area.

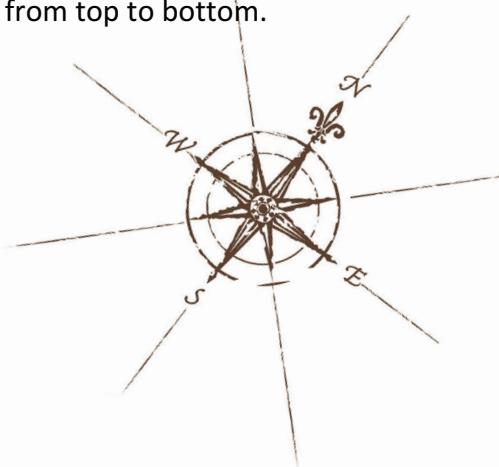
The Blue attacker then rolls to see where he can may place his Primary Deployment Point, placing this directly on the table edge. Any Secondary Deployment Points then then placed by Blue first followed by Red.

OBJECTIVE

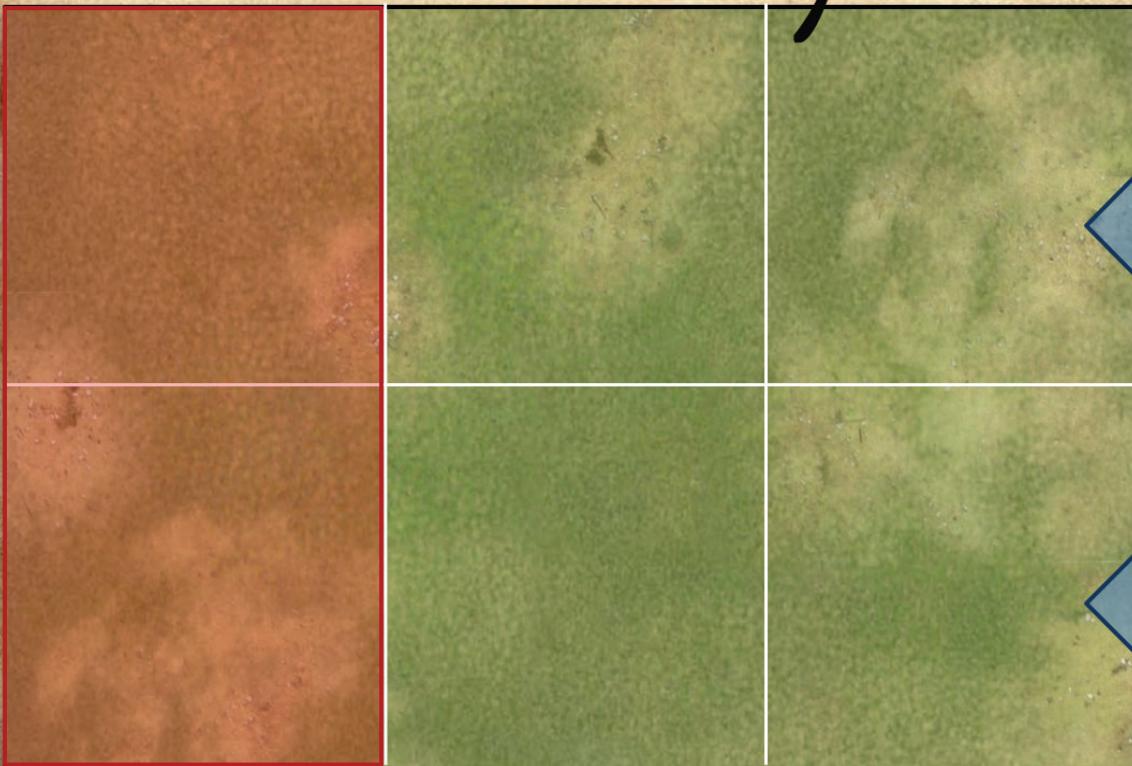
The objective will generally be set by the campaign situation. However, if Blue captures Red's Primary Deployment Point, the game will end immediately.

TERRAIN REQUIREMENTS

Any road running through the table will run from top to bottom.



Attack & Defend



INTRODUCTION

This game is a Battle. The attacker is seeking to defeat his opponent, the defender to resist and avoid defeat.

DEPLOYMENT POINTS

The defender, Red, chooses which edge he wishes to defend and then places his Primary Deployment Point anywhere in the shaded area.

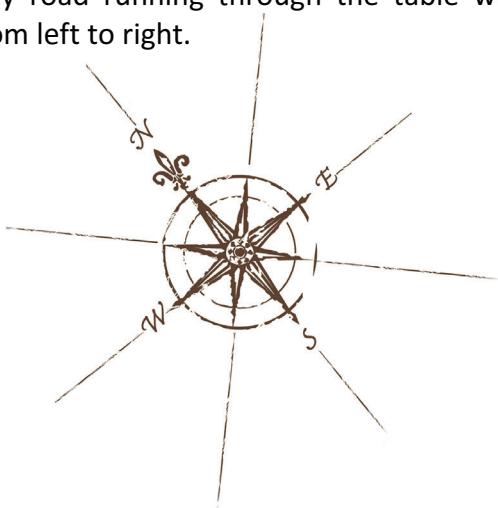
The Blue attacker then chooses anywhere on his table edge to place his Primary Deployment Point, placing that within 12" of the table edge. Any Secondary Deployment Points then then placed by Red followed by Blue.

OBJECTIVE

The objective will generally be set by the campaign situation. However, if Blue captures Red's Primary Deployment Point, the game will end immediately.

TERRAIN REQUIREMENTS

Any road running through the table will run from left to right.



ENDING A BATTLE

Most events in a tabletop game are covered in the main Sharp Practice rules; however, some specific rules are required for ending a scenario in a campaign setting.

Withdrawal from the Table

In campaign games, one side is likely to quit the table voluntarily or as a result of a Force Morale collapse. The side which surrenders the field is always considered to have lost the battle. However, there can be benefits even in defeat. How this occurs is important in a campaign setting.

A Voluntary Withdrawal

A player may elect to retire from the table at any point in the game. To achieve this, he must move all of his troops off via his friendly table edge. Once only Two Groups of his troops remain on the table, the game ends. This total does not include any Groups the player is surrendering to become Prisoners of War.

For example, if two Groups of Fusiliers were trapped in a building, the player could declare them Prisoners of War, meaning that they did not count as part of his force which was attempting to retire from the table.

An Involuntary Withdrawal

An involuntary withdrawal occurs when a force sees its Force Morale fall to zero. At that point it is considered to have routed from the table and the game ends immediately.

TAKING PRISONERS

In some situations, as we have seen above, troops may be so isolated that they cannot retire from the table and may even be surrendered as Prisoners of War by their player. Where this happens, test on the Bad Things Happen Table for a “Group obliged to withdraw” to see what immediate effect that has on the Force Morale. This must be done before the battle ends.

Other ranks captured and made Prisoners of War have the choice of going off to the prison hulks or turning their coat to join the enemy’s ranks. Some troops will always elect to serve their time (Frenchmen will never join British ranks and vice versa) but others may be more flexible about retaining their liberty. The umpire should decide when prisoners are taken and then roll a D6 per man. On a 1 to 4 the hulks await, on a 5 or 6 they will turn coat and may immediately be added to their opponent’s force, filling any gaps in their ranks or, if no ranks need filling, forming an ad-hoc train guard able to fill ranks after subsequent games.

Leaders are treated differently. Page 56 of the main rules indicates how Leaders may be captured in games, but Leaders may also fall into enemy hands if they are knocked out and abandoned by their troops or presumed dead and their body not recovered by friendly troops.

Prisoners taken during a game should be made secure by the detaching of three men to guard them. At the end of a game, with one side abandoning the table, their opponents may take prisoner any Leaders who have been abandoned on the table and any killed enemy Leaders whose bodies have not been taken away by the enemy. These will be diced for according to whatever medical facilities their captors have available (see below) in order to determine if they are dead or merely wounded.

After the action, captured Leaders must be sent to the nearest outpost, friendly village or town or be escorted off the friendly map edge. For any Leader (or multiple Leaders) taken Prisoner, roll a D6. On a 1 to 4 they must be accompanied by four men. On a 5 or 6 they must be accompanied by a full group of five men or more. Once there they are held prisoner until the end of the campaign. Leaders held on the map may be rescued. Leaders who are removed from the map may not be rescued in this campaign.

AFTER THE BATTLE

When the battle is complete, we need to establish the margin of victory achieved and what impact that has on the opposing forces. To do that we check the difference in Force Morale on the table below.

Firstly, the difference in Force Morale tells us which side has the Initiative in the next Campaign Turn. This is important as one side may elect to retire from the field, thereby ‘losing’ the battle, but securing the Initiative for the next Turn. The table below used the Force Morale differential to give us the result.

Force Morale Difference	Initiative	Winner's Plunder
0	Dice	
+1	Dice +1	
+2	Initiative	
+3	Initiative	Gain one sack of supplies from the enemy
+4	Initiative	Gain two sacks of supplies from the enemy
+5	Initiative	Gain two sacks of supplies from the enemy. One enemy wagon abandoned
+6	Initiative	Gain four sacks of supplies from the enemy. Two enemy wagons abandoned
+7 or more	Initiative	Gain six supply sacks from the enemy. All enemy wagons abandoned

What do these results mean?

INITIATIVE

The Initiative result indicates which side, be they winner or loser, has the Initiative in the next Campaign Turn. This will be the case even where one side can supposedly never have the Initiative, such as when a large convoy is present. This represents the time taken for the losing side to deal with its wounded and re-organise after its defeat. However, in such a case the Initiative is seized only for the next Campaign Turn, after which it reverts to their opponents. Where Initiative can change freely during the campaign, the side which has claimed the Initiative will retain it until their opponent can, in turn, claim it from them.

Where the result “Dice” is shown in the Initiative column, the umpire should roll a D6 for each side to establish which side has the Initiative in the next turn; the higher rolling side winning. In the case of a draw roll again. The “Dice +1” result means that the side with the Force Morale advantage rolls with that +1 applied to their roll.

PLUNDER

Where the side which won the battle, that is the side which held the ground at the end of the game, also had the higher Force Morale, then that side also applies the results in the “Winner's Plunder” column.

Where a number of sacks of supplies have been captured from the enemy, this number of sacks are removed from the loser's total and added to the winner's. If the loser does not have that number of sacks in total, then they lose all of their remaining sacks to the winner.

Where a number of wagons are abandoned, the losing player may determine which wagon he abandons, unless the Campaign Background specifies otherwise. The winning player may press the lost wagon into his own service without delay. If no transport wagon is with the force, the wounded are considered to be divided among any other wheeled transport, such as Water Carts, Caissons, Ammunition wagons and the likes, and those men are abandoned with the wagons.

Unleash the Reserve Cavalry

At the end of the battle, the winning commander may unleash his Cavalry Reserve in an attempt to increase the margin of victory or, if he loses the battle, to screen his withdrawal.

If the battle is won and his Force Morale is higher than his losing opponent, he rolls a D6. If the roll is less than or equal to the Force Morale advantage he may increase his margin of victory by one. If he rolls two or more below the Force Morale advantage, he may increase the margin of victory by two.

For example, a force winning with a Force Morale difference of 4 will increase that to 5 if the player rolls 3 or 4 on a D6, and to 6 if the roll is 1 or 2.

If the battle is lost, the reserve cavalry may immediately be converted to a screening role and may attempt to screen the withdrawing troops if they are subsequently attacked.

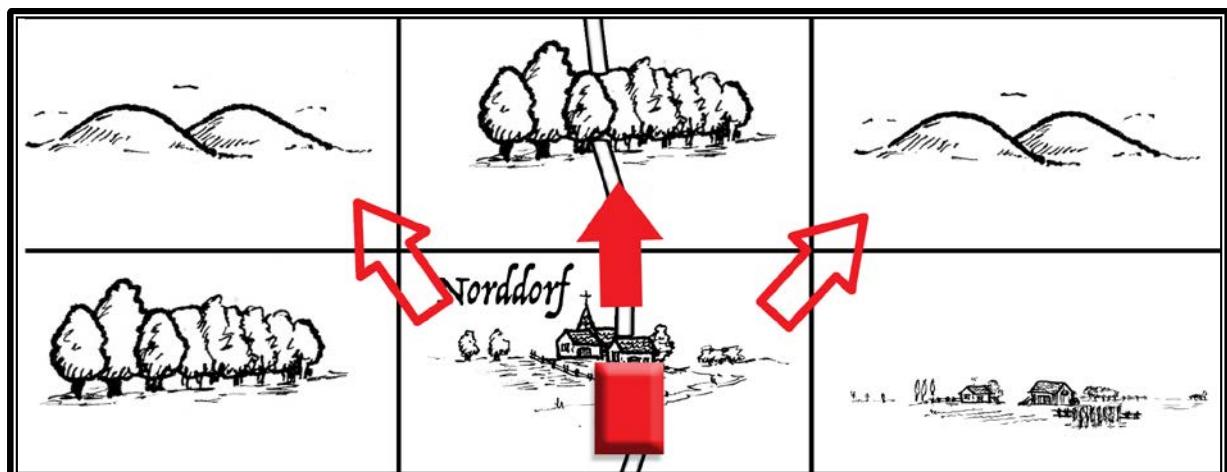
Withdrawing Past Enemy Outposts

If a force withdraws into an Area with an enemy Outpost or Detachment in it, those troops may attempt to interfere with that process if the withdrawing force had a Force Morale lower than their opponent. Roll a D6 for each Group. On a 1 or 2, two men were captured by enemy patrols; on a 3 or 4, one man was captured by enemy patrols. In all other cases the withdrawal was not hindered. The Outpost or Detachment now disperses from the map.

WITHDRAWAL ON THE MAP

Where a force withdraws from a battle, it also surrenders the Area on the map which it occupied and moves into another Area.

A force which withdraws away from the enemy may move into any Area which would have placed them further from the enemy at the start of the Turn. In the following example, the withdrawing Red force has been attacked from the South must, if the enemy has a Force Morale higher than Red at the point where the game ceased, withdraw directly away from the enemy, due North in this case as indicated by the solid arrow.



If Red had a higher Force Morale the force could withdraw into any of the three Areas indicated by the red arrows, solid or hollow.

If the victorious force pushes their enemy off the map, attacking, for example, from the central road into an Adjacent Area, then the victor may choose any adjacent Area for the losers to withdraw into.

CASUALTIES

At the end of each battle, we will have to deal with the issue of casualties and what happens to them after a fight. The rules use the term “Kill” to signify men who are out of action for the rest of the game. In truth this could be anything from an actual death, to a case of concussion or a man leaving the field to assist a badly wounded comrade. At the end of each game some of these men will be able to return to duty immediately, others may need medical treatment which in some cases could be a lengthy process. To determine this, we use the following process.

At the end of the game, both sides declare how many men that have lost killed. In order to track this effectively, it is a good idea to keep any figures removed from the table as “Killed” in a separate place, such as a small box. Remember, this does not include any men who routed from the table, it is just those killed.

The two sides now compare their Force Morale ratings at the end of the battle. If one side has a higher Force Morale level than their opponent, the numerical difference between their ratings represents how many killed men may now be immediately returned to the ranks.

Next, roll a D6 for each remaining man killed on the following table. Use the column appropriate for the degree of care available. You can roll all together for the men in the ranks, but be sure to roll separately for any Leaders present.

Casualties			
	No Care	Priest	Physic
Report for Duty	5, 6	4, 5, 6	4, 5, 6
Wounded	3, 4	3	2, 3
Dead	1, 2	1, 2	1

After each battle, roll a D6 for any men wounded in previous actionsmen with the force using the same table. If a Lady is in attendance she may allow any one roll to be re-rolled in a Campaign Turn, representing her nursing skills. If the re-roll allows a Leader to survive who, otherwise, would have died, roll on the Affair de Coeur table with a +4.

Men reporting for duty will do so immediately, joining any Group of the player’s choice. Wounded men will be divided between the wagons or, if no wagons are present, one will be acquired for the purpose, creating a train of a single wagon (best not to ask how; some of the lads had a somewhat shady past). Any Dead will be removed from the campaign, never to return.

REPLACEMENT LEADERS

Leaders who are wounded in a game and will be able to return at full effectiveness for the next game providing they have not fallen prisoner. Leaders who are “killed” and their corpses rescued, will roll as a casualty to see if they return. If they are still wounded they will not be replaced, it will be up to the player to re-organise his forces to provide Leaders for his men. If the Leader is dead, then we roll a D6 to see if a replacement Leader emerges or is promoted from the ranks. A replacement Status I Leader will be promoted from the ranks on a roll of 2 to 6. No more superior Leader is available.

Promoting Leaders

Leaders are never promoted within a campaign. They may be promoted by one Status level at the end of the campaign, but that will add to their point cost in any subsequent muster of forces.

POST-BATTLE RE-ORGANISATION

In Dawns & Departures it is entirely up to the player what organisational structure he uses. All that is important is that, in preparation for the next game, he determines how he organises his troops in Groups. The only limitation is that troops of one type will not fight as another type. So, if you have twelve Grenadiers and fourteen Fusiliers you may organise the Grenadiers into two Groups of six, or one Group of eight and one of four. You may not reinforce the Grenadiers from the ranks of the Fusiliers.

If any Group is wiped out completely in a game, that Group is lost to the force, even if some of its men recover at the end of the action. Recovering wounded who have spent at least one Campaign Turn as wounded may be allocated to any Group the player wishes, irrespective of what Group they were with previously, but they may never re-form a Group which was previously lost.

REINFORCEMENTS

Reinforcements are unusual in Dawns & Departures, but will occasionally be present. Reinforcements will arrive on one friendly edge of the campaign map as a Detachment. They will immediately fall under the control of the player. Reinforcements will not require any independent supplies, but will be assumed to have brought their own which will add to the total held by the Main Force. They may, however, bring additional supplies if the scenario demands.

If reinforcements are contacted by the enemy before they join with the Main Force, they are considered to be a Detachment and covered by the rules for such a force.



REPUTATION, INFLUENCE & INTEREST

As a commander's career progresses, we will want to keep track of his successes and failures in order to track three important factors which will determine his standing in society. These are Reputation, being his popular image both in the services and the press; his Influence, being his standing at Court or with his political masters in the case of a Republic and finally his Interest, being his personal wealth.

Here we track the influence and Interest of the Leader commanding the force. We do this at the end of a campaign, checking for each feature. The Leader's progress may be tracked on the following table.

BUILDING A REPUTATION

At the start of his first campaign, the commander will normally be undertaking his first campaign at the head of his first independent command and begin as Hopeful. If you wish to represent a more experienced commander, roll 1D6 and move that number of lines up the first column to see what reputation the Leader has thus far. Insert the Leader's name and the resulting phrase: (Rank) ... (name here) ... is the most ... (reputation here) ... officer in the Service.

As can be seen, the potential range of reputations goes from Heroic at the top to Cowardly at the bottom. Once either of these reputations has been gained it can never change. A Hero may continue with the colours and gain further accolades, a Coward will never prosper whatever his future successes.

At the end of each campaign, work out the number of points which the player has secured, whether he wins or loses the campaign. In some cases the campaign will end with a result which is a complete win for one side or the other. In such cases the winner is awarded a 100% victory and the loser nothing. However, in other campaigns it is possible for both sides to gain a degree of victory. For example, if one side gets 75% of the supply train through but their opponent captures the other 25%, then both sides can claim a victory in those proportions.

Other secondary victories will involve issues which arise during the campaign, such as the rescue of an officer who has been captured or the effective completion of a secondary task thrown up by

Reputation	Influence
Heroic	Baronetcy or Similar Peerage may follow
Dauntless	
Valiant	
Adventurous	
Intrepid	
Courageous	
Audacious	Knighthood or similar
Daring	
Spirited	
Resourceful	
Laudable	
Dauntless	Major honour or medal
Gallant	
Professional	
Efficient	
Proficient	Minor honour or medal
Competent	
Stout	
Plucky	
Erect	
Upstanding	
Likely	
Promising	
Upright	
Hopeful	
Curious	
Extraneous	
Inept	
Maladroit	
Useless	
Incompetent	Court Martial
Astonishing	
Farcical	
Disliked	Court Martial
Abhorrent	
Loathsome	
Vile	
Cowardly	Expelled from the Service

random events, such as escorting a supply train across the map, a damsel rescued, a werewolf chased off or similar.

Use the following table to award the points for the campaign outcome.

Campaign Outcome	
Result	Points
76 to 100% victory	5
51 to 75% victory	4
26 to 50% victory	3
1 to 25% victory	2
Failure	0
Each five enemy killed more than own losses during the campaign	1
Each officer (not NCO) lost by your side during the campaign	-1
Other secondary victory claimed	1
Pocket Book Friend killed	-1
Sworn Enemy killed	1

Now roll a D6 for each side. Compare the D6 roll with the total score for the campaign.

D6 roll versus campaign score	Result
Exceeds total 4 or more	Reputation falls by two levels
Exceeds total by 2 or more	Reputation falls by one level
Exceeds total by 1 or equal to total	No change in reputation
1 or 2 below total score	Reputation enhanced by one level
3 or 4 below total score	Reputation enhanced by two levels, chance of one purse
5 or more below total score	Reputation enhanced by three levels, chance of two purses



INFLUENCE

Influence is different to reputation as it tracks the opinion of the powers-that-be to the commander involved. Monarchs are usually too busy drinking and fornicating to take much notice, Politicians in a republic too busy drinking, fornicating and trying to promote their own interests to care about those of others. However, it may well be that word of your commander's exploits reach their ears and gains him some recognition, for better or worse. Sadly, this is usually though the whispered words of friends and confidants who know little of the ways of war.

At the end of each campaign, roll a D6 for each character who was encountered during the campaign. On a roll of 5 or 6 that individual has some influence at Court or with the political elite. Now consider any subordinate Leaders who may have royal blood, whether that be within wedlock or outside it. Roll a D6 on the table below for each character with influence to see how the Leader's influence at Court is enhanced. Roll once for each character encountered, using the most favourable line.

Influence Factors			
Situation	1, 2	3, 4	5, 6
Leader with Royal blood survives campaign	-1	0	+1
Leader with Royal blood is rescued	-1	+1	+2
Leader with Royal blood killed	+1	-1	-2
Pocket Book Friend is killed	-1	0	-1
Sworn Enemy is killed	0	+1	=1
Mission involving character is completed successfully	0	+1	+1
Mission involving character is completed unsuccessfully	-1	0	+1
Mission involving character sees the death of that person	-1	-1	0
Mission involving character romantically involved with any friendly Leader	-1	+1	+2
Donates three purses of gold to the monarch or similar	0	+1	+2

Keep a tally of the opinion of court or the powers that be. This should be one figure with a net plus, minus or neutral total. This is applied when one of the key moments in the Leader's career is reached, see below.

INTERESTS

A gentleman will, by nature, avoid talk of filthy lucre, but in truth he is perfectly aware that a poor man cannot prosper. Throughout his career there are two ways to gain money which, for ease, is measured in purses of gold. Through generous gifts of admirers or by a more direct help-yourself method.

Whenever a commander sees his reputation enhanced by two or three levels, he may receive gifts, such as ceremonial swords or similar trinkets, which he can convert to cash if needed. For each purse he has a chance of, roll a D6. On a roll of 4 to 6 that purse will be added to his Interest tally.

Whenever a Main Body of a force does the following during a campaign wealth may, intentionally or otherwise, be enhanced.

- A town or village is foraged
- An enemy Leader ended the campaign as a captive
- For each enemy supply train encountered in the campaign
- Each werewolf chased off
- Each time the Leader receives an award or medal

On a roll of 6 one purse of gold will be added to the Leader's wealth.

Spending Money

The campaigns do not offer much opportunity for a character to spend his money; this is largely restricted to exerting influence at Career Enhancing Moments, below, or when making a gift of cash to the monarch (or campaign fund of a politician in a Republic). However, where a leader is in difficulty, such as being captured by the enemy, the umpire may see fit to allow him to use his cash to influence events.

The one area where a character must spend money is when a male character in his Pocket Book is killed. In that situation, the character must send one purse of gold to the man's widow to save her from destitution. If he fails to do so, his reputation will be reduced by two levels.

CRITICAL CAREER MOMENTS

Critical career moments in a Leader's career are indicated on the reputation table in blue. When a Leader's reputation reaches or passes a blue line for the first time, roll a D6. On a roll of 4 or more, the Leader receives the award indicated. This roll is influenced by his current Influence rating. So, if a Leader has a -2 Influence rating he will only receive the award on a roll of 6. The player may elect to allocate up to two purses of gold to the promotion of their cause, with each purse adding a +1 to the roll. However, a failed roll will see the gold lost.

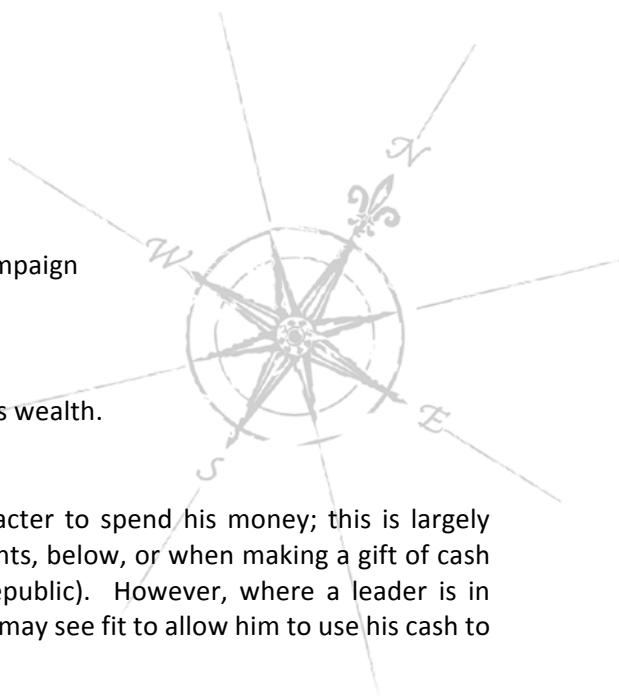
If a Leader fails to gain an award, he may roll again at the end of any subsequent campaign which sees his reputation above the blue line. If his reputation passes the next blue line and he has failed to achieve the lower award, then this will reduce the award available at each subsequent blue line crossed. For example, a Leader who fails to achieve a minor award before his reputation reaches or exceeds 'Dauntless' will continue to roll for the minor award with the award available when he becomes Audacious now being only the Major Honour and not the Knighthood. This will mean that the best he will be able to achieve as a Hero will be a Knighthood followed by a Baronetcy. The chances of a peerage have slipped away. Life is indeed harsh.

A Peerage

If the player achieves a Baronetcy and still has the opportunity to achieve a peerage, he will have a limited opportunity to achieve that. He will fight another campaign at the end of which he must do sufficiently well to not see his reputation reduced whilst also having twelve purses of gold. If both of these criteria are met, he may roll for a Peerage. If he fails, he may request to go on another campaign. Roll a D6. On a result of 4 to 6 his request is granted. On a roll of 1 to 3 his request is refused and he is retired as a national treasure with no hope of further advancement.

Courts Martial

When a reputation falls to the point where a Court Martial is assembled, as indicated by a red line on the table, a roll of 3 or less will see the officer drummed out of the service in disgrace. This is affected by the reputation at Court in the same way as above. If an officer is drummed out of the service, he may still pursue a military career as a free-lance or possibly with a former enemy!



POCKET BOOK

As Leaders progress through their campaigns, they may find that they befriend certain individuals, adding their names to the list of friends they can call upon for assistance in their pocket book. This can apply to Campaign Support Options chosen, such as Physics, Holy Men, Leaders and Exploring Officers, or people met during the scenario such as local population leaders.

At the end of a campaign, roll a D6 for each individual met by your lead character. On a result of 5 or 6 they may be added to the character's pocket book and in subsequent campaigns may be selected as a support option for half of the normal number of Support Points with the number rounded down where an odd number occurs.

For example, Sir Gerard Mandering meets Doctor Philpott as a result of a Random Event, the good Doctor joining the British force for the remainder of the campaign. At the conclusion of the campaign the player rolls a 5 on a D6. Doctor Philpott is added to Sir Gerard's Pocket Book. On any subsequent campaign that Sir Gerard wishes to engage a Physic, he knows that Doctor Philpott will join him for just One point, that being the usual 3 points rounded down.

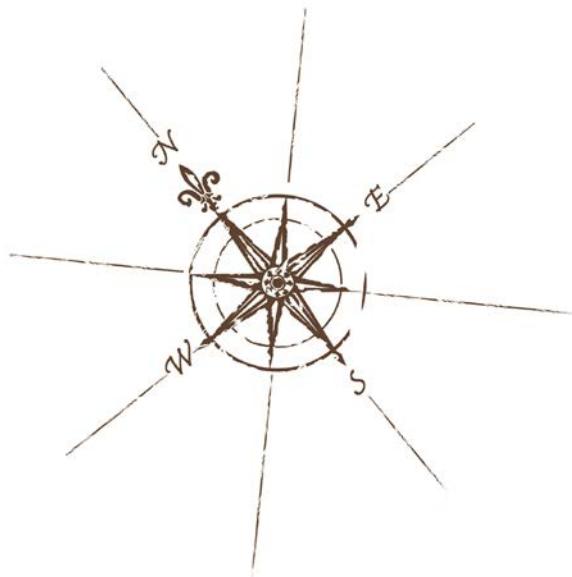
Equally, Sir Gerard may find that Lieutenant Wilmott, the commander of a Group of Dragoons he took with him as a Support Option is added to his Pocket Book. In future the Dragoons will still cost the usual 8 points, but Lieutenant Wilmott, a Status II Leader, may join his force for just 3 points.

SWORN ENEMIES

At the end of each campaign, roll a D6 for the senior Leaders. On a 6, the opposing Leaders have developed a shared hatred due to some event, perceived slight or reported comment. Add +1 to the roll if either side achieved a 75% victory or more. Add +1 if the Leaders were involved in a duel.

When sworn enemies encounter each other in a subsequent campaign, a player may divert his enemy's attention by playing his own Command Cards when the enemy Leader is activated. For each Command Card played, the sworn enemy will lose one Command Initiative in that turn.

For example, Captain Richard Fondler meets his sword foe, Capitaine Visage du Vache, on the field of battle. Capitaine du Vache is activated when his card is dealt and intends to spend his three Command Initiatives rallying Shock from his men before activating them to fire. However, the British player spends two of his own Command Cards to reduce the Frenchman's Command Initiative to just one for this turn.



Ladder & Programmed Campaigns

The Ladder and Programmed Campaigns are much simpler in their structure than the Narrative campaign, with far fewer command decisions to be made and, as a consequence, fewer eventualities requiring rules. We include them here as they can provide for an amusing diversion, but we make no apology for the fact that the Narrative Campaign is the system we recommend.

Both campaigns use the same structure, with the action moving from one game to another, up and down the ladder rungs or following the pre-programmed path. Movement in the campaign is conducted using the campaign ladder or pre-programmed path and all combat occurs on the tabletop. Forces will fight battles and then move on to the next battle as indicated by the ladder or path.

THE CAMPAIGN TURN

The campaign turn in the Ladder and Programmed Campaign Rules of *Dawns & Departures* is quite simply one game's worth of time. What action occurs in a turn is dependent on which player has the initiative.

At the start of the campaign one side will begin with the initiative and be designated as the Attacker. His opponent is the Defender. As the campaign progresses, the initiative can change hands; the winner of the last battle fought winning the initiative and henceforth considered to be the Attacker.

At the start of the turn, the Attacker has a limited number of choices available to him. He may do one of the following:

- Immediately fight the next scenario
- Remain stationary and strengthen the defences of the current position if he has an Engineer attachment. This hands the initiative to his opponent.
- If counter-attacked, he may fight or avoid battle by giving ground to the enemy.

In most situations, the Attacker will choose to attack and fight the next battle. However, in some situations, such as strengthening or consolidating on a position secured or waiting for wounded men to return to make up their numbers, he may elect to not attack in the current turn. If he does not attack, the initiative for the current turn switches to the Defender.

It should be noted that possession of the initiative is an important factor in the campaign. The player who wins and keeps on winning will potentially retain the initiative throughout the entire campaign, it is only when they stop advancing and attacking that they may lose the initiative.

The Defender will not usually get any choice in what happens in a turn as his opponent will be holding the initiative and pushing forward. In that situation the Defender may elect to do one of the following:

- Fight the next scenario, attempting to defeat the attacker.
- Avoid battle by giving ground to the enemy.

However, if his opponent elects to do something which hands him the initiative, his choices are somewhat wider, as follows:

- He may immediately counter-attack.
- Remain static and strengthen his defences if possible. This will end the turn.

In a turn where no battle is fought and where neither side advances or attacks, the initiative is lost. In the next turn, who has the initiative is decided by rolling a D6 each until one side rolls higher than their opponent. The higher rolling side will then have the initiative for that turn and will retain the initiative until it is lost, as above.

STRENGTHENING DEFENCES

As mentioned above, if either side has selected the Engineers as a Campaign Support Option, they may have the option to consolidate on a position if not attacked, but what does it mean?

By remaining stationary for a campaign turn, the player may add 6" or breastworks or one gun position to the ground on which he is located. If attacked subsequently, the player may place those works anywhere on the table when deploying his troops. If the player abandons that area and it is subsequently occupied by the enemy, all additional defences are destroyed.

A force with no Engineers may not strengthen its defences.

GIVING GROUND

Giving ground is the surrendering of terrain to your opponent without a fight. This always counts as an automatic victory to the side who takes the ground.

When an attack is declared, the defender may elect to give ground in order to avoid a fight. Once this is declared, the side giving ground will retire one step on the ladder or campaign path. The ground they surrender is automatically occupied by the enemy in the next turn and counts as an automatic victory for the advancing force. No battle will take place in this turn.

CAMPAIGN DURATION

The duration of the campaign is a reflection of both how much time a force has to complete a mission and what supplies it has taken with it to feed the men. As a rule of thumb, for every step in a Ladder campaign, two Campaign Turns should be allowed. For Each box in a Programmed Campaign allow one Campaign Turn with a further two Turns being added to the total. At the end of that period, both sides should withdraw, their supplies exhausted.

IN-GAME EVENTS

Most events in a tabletop game are covered in the main Sharp Practice rules; however, some specific rules are required for ending a scenario in a campaign setting.

WITHDRAWAL FROM THE TABLE

In all of the campaign games one side is likely to quit the table voluntarily or as a result of a Force Morale collapse. How this occurs is important in a campaign setting.

A Voluntary Withdrawal

A player may elect to retire from the table at any point in the game. To achieve this, he must move all of his troops off a friendly table edge.

An Involuntary Withdrawal

An involuntary withdrawal occurs when a force sees its Force Morale fall to zero. At that point it is considered to have routed from the table and the game ends immediately.

POST-GAME EVENTS

Certain in-game events will need to be considered after any game in which they occur. These include Casualties, losses of key Leaders, Prisoners of War. All of these rules are taken directly from the main Narrative Campaign Rules. For casualties and medical care, the players roll for both their casualties in any battle fought and for any wounded from previous actions after each subsequent battle.

REINFORCEMENTS

Reinforcements are unusual in Dawns & Departures, but will occasionally be present. Reinforcements will be added to the force as soon as they arrive, either joining as fresh Groups or being used to reinforce Groups which are under-strength due to losses suffered.

CAVALRY SCREEN CARD

Unlike the Narrative campaign, the Ladder and Programmed Campaigns are more intense in that they move straight from one action to the next, with no breathing space for wounded troops to recover. To reflect the fact that there can and should be lulls in the action, both players should be allowed one Cavalry Screen Card to play at any time they wish during the campaign for each Group of Cavalry they have selected as part of their force. This allows for a lull of one Campaign Turn during which any Engineers may construct defences and in which a roll may be made for any wounded men to see if they recover. This represents the cavalry with a force delaying the enemy advance.

Playing the Cavalry Screen Card does not affect which player holds the Initiative.

