

Naran Fantasy Wars

Orcs vs. Dwarves Fantasy Warrior Campaign.

We started playing a Fantasy Warriors Campaign with the rules of the Campaign Rules by Nick Lund, following the example found in that rulebook. We have only replaced the Barbarians with the Orcs and the Men with the Dwarves.

MAP.

The model suggested by Nck Lund was adopted, as indicated in the Campaign Rules. On a A4 sheet a grid has been drawn with squares having sides of **cm. 2.5. (1 inch)** . On the sheet we have thus obtained **11** squares per column and **8** squares per row, for a total of **88** squares. The sheet was then photocopied several times, obtaining **12** copies, as many as there are on the table at our disposal (100 x 70 cm): 4 rows and 3 columns. In total we will have **1056 squares** available.

The various sheets have been fixed together with adhesive tape to hold them still.

Following the indications given in the Campagne Rules, some squares of the map have been marked as particular terrains, using cardboard squares of cm. 2.5 x 2.5 (1 x 1 inches), of various colors:

- **brown** = mountains: transitable territory, the Forces can cross them, as per Campaign Rules.
- **black** = mountains: non-transitable territory, the Forces must circumvent them (Naran variant);
it is the highest part of mountainous systems.
- **yellow** = swamps: see the Campaign Rules.
- **green** = forests: see the Campaign Rules.
- **blue** = river: see the Campaign Rules.

Note:

- the blue square does not mean that it is entirely covered by the river, but that the watercourse occupies only a small central part of the square, oriented in the direction in which the river flows, which can be seen observing the succession of the various contiguous blue markers.
- The river flows from one of the mountains and receives water from two tributaries, also descended from the mountains; it runs along the entire width of the table, sliding at the foot of the mountains, beyond which, on the other side, there are the strongholds of the Dwarves. The lands of the Orcs are on the opposite side, characterized by the presence of many swamps (see photos).

The remaining "blank" part of the map represents a solid flat terrain, enlivened by low hills, normally passable.

The Campaign.

The Orcs are the Raiders, the Dwarves are the Defenders.

The Orcs have a single stronghold, from which they left to carry out the raid in the territory of the Dwarves, which as mentioned is beyond the mountains and includes them.

The Orcs divided their Army into two Forces, for a total of 4000 army points (as indicated in the example) and 1500 points of Ars Arcana (Naran variant).

The Dwarves have three strongholds. As the example, they have half the points of the Orcs, then deploy 2000 army points and 750 Ars Arcana points, which then actually were respectively 1993 and 747. The

Prince who governs the region has decided to gather all his troops in one Force, entrusting the Command to the best of his Warchiefs.

Snow level.

As written in the example, tests of snowfall and other random events are carried out every 7 turns.

For the snow level, for the purposes of the Movement in the Campaign turn in which it is carried out, we have adopted the interpretation not to add the levels that resulted in the previous turns, but to consider only the one resulting from the test of the current turn. This interpretation was shared by friends of the Cambridge Club who play Fantasy Warriors, interviewed in their forum, as well as by some members of the Fantasy Warriors mailing list, where we asked the question.

The first battle.

At the 21st round the Orcs arrived near the Holdings of the Dwarves. In the previous turns, the Dwarf Force, having returned to the Capital Holding, had received 639 Reinforcement points. It had then moved from the Capital to go against the nearest Orc Force, the number 1..

In the **22nd** turn the two Forces came into contact and a battle was fought, in which Force no. 1 of the Orcs deployed **2226 army points and 1000 Ars Arcana points**. Thanks to the Reinforcements, the Dwarves were able to line up their unique Force with **2632 army points and the 747 points of Ars Arcana**.

The Orcs also deployed a Jagghernaut, which gave the Dwarves a lot of trouble, knocking out the Giant Dwarf and the Karakworm, then being killed, on the 9th turn, by the Hero on bear and by the Lanciers on bear, who have suffered 4 losses. The Dwarf Giant and the Karakworm had previously eliminated the two Half Giant Orcs with two heads.

As per the Campaign Rules, **12 turns** have been played.

Outcome of the battle

Using the "Naran" calculation method (see the Compendium of the Rules of Naran Fantasy Wars), the battle had the following result:

- Minor Victory of the Dwarves, with a difference of **+263 points** of losses inflicted to the Orcs (losses suffered **1767 points** - losses inflicted **2030 points**).

Instead, according to the rules of the Campaign, the battle is to be considered a **stalemate**, because both sides still had miniatures on the battlefield at the end of the game.

Casualty Recovery .

Dwarves.

- **1192 points of the 1767 points of losses they had suffered.**
- Among the "wounded" recovered there are also the Giant Dwarf (p.180) and the Karakworm (186 p.), In total 366 points. The Soothsayer who evokes the Karakworm had survived the end of the battle. By contrast, the amount of points recovered for the Units was $1192 - 366 = 826$ points.
- Of Individuals who had been eliminated, only one Cleric (out of two) did not pass the test.

Orcs.

533 points of the 2030 points of losses suffered.

- Among the "wounded" recovered there are the two Half Giant Orcs with 2 heads, but not the Jagghernaut, whose loss represents a bad blow for the Orcs.
- Of the Arcane Characters who died for the invocation of the Gods, a Cleric was recovered.

Naran Rules for the Casualty Recovery.

The rules established in the Fantasy Warriors Campaign Rules are followed to determine who is recovered or not. Once the Casualty list has been made, the following it is done:

- Individuals and Giant Creatures: they test individually, as per Campaign rules.

- For those with Wounds you will also do a test for each Wound available: for example the Giant Dwarf and the Karakworm, which have 2 wounds each, they performing this test have only recovered one per head. So if they have to fight again, the next battle they will have to deal with having only one Wound available.
- **Units:**
 - ◆ For Units we test according to the Campaign Rules, but only for the troopers, instead the Specials test individually, as the Individuals ("Naran" addition, because in the Campaign Rules we did not find how to behave for the Specials) .

ARS ARCANA — Naran Update:

The surviving Wizards recover their Magic points.

Weapons and Magic / Holy Items assigned to Individuals or Units follow the fate of the Individual or Unit.

Situation at the end of the 22nd turn.

The battle ended with a draw. So both sides have taken control of the wounded and deserters, as reported above.

The two opposing forces move one square, so as to leave a separation square between them. Both Forces operated with the Full Speed order and neither of them occupied a friendly Holding, so both had to move, as required by the Campaigns Rules.

Continuation of the campaign.

Turns from 23rd to 28th were played rather quickly.

The Dwarves remained in the Capital Holding, to receive Reinforcements, until turn 28.

The Orcs:

- the Force n. 1 has maneuvered to move close to the other, but slowed in his movements from the snow;
- the Force n. 2, however, managed to occupy the Holding no. 2 of the Dwarves, poorly defended.

Turn 29.

- The Force of the Dwarves has left the Capital Holding to try to go and destroy the decimated Force n. 1 of the Orcs. At the end of the turn, in doing the test of the Will to fight, however, it obtained a 2 as a result, which with the penalty of -1 for the Holding lost and of -2 for the 2 levels of snow it resulted a -1, that is, less than zero, which means: **"the Campaign is lost and ended"**!

And so, thanks to the snow, the Orcs won the campaign, a real hoax for the Dwarves.

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