

Naran Fantasy Wars

Campagna – seconda Fase.

Campaign Orcs vs Dwarves - second Phase.

After the sudden and unpredictable end of the first Phase, ended with the victory of the Orcs because the Dwarves have failed the test of the "Will to fight" (because of the malus for the levels of snow!), both contenders have perched in the Households occupied, staying there until the end of winter. Towards the end of March, the snow melted and the weather became less rigid. The second Phase of the Campaign can therefore start.

The Dwarves occupy their Capital Holding and the Holding no. 1.

The Orcs occupy the Dwarf Holding n. 2. Their reinforcement Force that had left their Capital has returned to it. It will start from there.

New Campaign Phase.

Victory conditions:

a) DWARVES:

- ◆ Dwarves win if Orcs fail the Will to fight test or if they abandon or fail to hold the Holder they occupied and fail to occupy another.

b) ORCS:

- ◆ Orcs win if at the end of the Campaign they maintain possession of at least one enemy Holder, or if the Dwarves fail the Will to fight test.

Meteorological weather:

- ◆ The "snowfall" is replaced by "spring rain";
- ◆ the possible different "snow levels" resulting from the test are replaced by a single "mud level", which operates as follows:
- ◆ because of the mud the Movement will be reduced to a single quadrant as a maximum, if the Movement is allowed, on the basis of the relative test.
- ◆ The presence of mud will have no influence on Will to fight test, so for this test, whoever should do it, the possible presence of the mud will not be taken into account.
- ◆ If a battle were to be fought in a turn in which the ground is covered by mud, all areas of the battlefield declared to be passable will become difficult, those difficult will become impassable, those impassable will also become hostile.

Campaign duration: 42 Turns

Preliminaries:

Orcs and Dwarves proceeded to recover the Wounders and the Deserters from the battle that was fought.

ORCS:

- ◆ they deploy the remaining Forces of the previous Campaign in the occupied Holder;
- ◆ they deploy 500 army points in their Capital and 150 Ars Arcana points (the Reinforcements generated in the previous campaign).

- ◆ The failed arrival of the spoils has led to a serious famine that has decimated the population of the Orcs of the region. During the long winter, after having consumed all the food reserves, the sick, the old, the females, the children and all the animals, including the battle wolves, were devoured. The survivors, only Individuals on foot, Infantry (including those with missile weapons) and Giant Creatures, before starting to kill each other to feed on the loser, by order of their Khan have set off to reach their friends who they managed to occupy an Holding of the Dwarves.
- ◆ In violation of the example in the Campaign the Orcs, every 7 turns, also produce "Reinforcements": it is assumed that they are the surviving Orcs in the steppes north of their capital, that reach it and organize themselves to reach the others . So also for them we will proceed to the calculation of the Reinforcements, calculated starting from the 400 army points and 150 points ars arcana initial. As mentioned above, the Reinforcements will be formed only by:
 - ◆ Infantry
 - ◆ Missile weapons
 - ◆ Terrible Creature
 - ◆ Individuals on foot

DWARVES:

- ❑ they deploy their only remaining Force of the previous phase of the Campaign in their Capital, increased with the recovery of the Wounded and Deserters (1192 army points + 1 Cleric - points 50 points ars arcana) and with the Reinforcements received at the end of the Campaign, equal to 14% of the points already available.
- ❑ They do not receive other reinforcements.

Wood Elves intervention in the Campaign.

The Dwarves no longer receive Reinforcements. In their place they are added to the Wood Elves. Their Prince, who is in the largest forest (the one formed by 9 squares of forest), has summoned his feudal lords, in order to constitute four Forces with his warriors and those of other forests, in order to bring help the Dwarves or in any case try to stop the raid of the Orcs, who have passed through their territories with impunity, even if they have carefully avoided crossing the forests.

In the four main forests, one for each sheet that forms the "neutral" part of the map, we put a Holding marker on a square. The one in the largest forest will be the Capital Holding. The four forests occupy respectively 9 - 8 - 4 - 4 squares of the map.

The Elves' initial Force will be 1000 army points and 500 magic points in the Capital Holding (9-square Forest), 500 Army Points and 125 magic Points in the 2nd Holding (8 Squares), 250 Army Points, and 50 magic Points in the two other smaller Holdings (4 square each).

Every 7 turns, the Elves Force increases by the Reinforcements foreseen in Round 7, which will join the Force of the Prince: (10%) for the Capital Holding and 2% for the other two Holdings, as indicated in the Campaign Rules. The points obtained can be spent for ars arcana in the measure of 50% maximum.

Round 6 and 7 of the Turns 7 - 21 - 28 - 35:

Spring rain test and random events test as the example of the Nick Lund Campaign, applying the above mentioned variations - for example: Defender Reinforcements (Dwarves) now go to the Wood Elves.

Turn 42: end of the Campaign, perhaps

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