**Land & Sea Musket Era Campaign System**

**1.1 Version**

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## 1- Introduction

The goal of this document is to have a campaign system in which several players can play the role of a country ruler in the age of powder and try to increase their glory and power while fight their enemies and manage their allies. Players assume the role of the General Governor of a Colony, the King of a Nation or whatever role you consider to represent the ruler of the nation or state.

Regarding the era and the countries, although it´s possible to set in a historical set ( Caribe, Europe…) the system is designed with ImagiNations in sight to provide more freedom for the players.

The game is designed to be played in several campaigns, each one representing a short campaign (few months to few years) as was common in the XVIII. This will allow players to prepare the campaign, make diplomatic alliances or treats and play the campaign during a few months of real time.

This mechanic will stablish a ImagiNations world, with it´s history, and in the other hand, let players join or abandon the world in each campaign. This can be done having AI nations than can be played by players sometimes.

To enable this, a campaign map based on nodes will let players interact, recruit and move. To resolve battles a tabletop wargame will be used if possible. For land based battle wargames (Lasalle), skirmish wargames (Sharp practice 2, Musket & Tomahawks) and naval wargames (Black Sea, Trafalgar).

In addition, this campaign system is designed with the use of a web-based campaign engine, TTS or another software supported engine to execute the calcs and maintain the fog of war.

## 2- The Campaign

### 2.1- Timing and Scale

Each Year Turn represents a full year, with three Seasons and several months (Game Turn) per phase.

In each Month (Game Turn) different phases take place depending the season.

|  |  |  |  |
| --- | --- | --- | --- |
| **Year Turn** | **Month / Game Turn** | **Season** | **Phases** |
| Year | February | Spring Season | Recruitment,  Reduced Movement,  Construction |
| March |
| April |
| May | Campaign Season | Movement,  Construction |
| June |
| July |
| August |
| September |
| October |
| Winter | Winter Season | Victory, Winter Quarters,  Taxes,Supplies, Construction,  Recruitment |

### 2.2- Campaign Objectives

Before each campaign it´s necessary to define the objectives of this one. Could be a number of years (Year Turns) , a victory points or a agreement (the nation who control that province during 2 years) or a combination of them.

To make things easier a recommendation it´s to start with a agreed number of years (Year Turns) and at the end, record victory points to determine the winner.

### 2.3- Units

#### 2.3.1- Army Units

|  |  |  |
| --- | --- | --- |
| **Unit** | **Resource Points** | **Movement** |
| Line Infantry Brigade | 2 | 2 |
| Elite Infantry Brigade | 3 | 2 |
| Light Unit | 2 | 3 |
| Light Cavalry | 2 | 4 |
| Heavy Cavalry | 3 | 3 |
| Foot Artillery | 1 | 2 |
| Heavy Artillery | 2 | 2 |
| Horse Artillery | 2 | 4 |
| HQ | 4 | - |

#### 2.3.2- Naval Units

|  |  |  |
| --- | --- | --- |
| **Unit** | **Resource Points** | **Sea Movement** |
| 1st Rate (N) |  |  |
| 2nd Rate (N) |  |  |
| 3rd Rate (N) |  |  |
| 4th Rate (N) |  |  |
| 5th Rate (N) |  |  |
| 6th Rate (N) |  |  |
| War Galleon |  |  |
| Galleon |  |  |
| Merchant Vessel |  |  |
| Indiaman |  |  |
| Small Merchant Vessel |  |  |
| Ketch |  |  |
| Sloop |  |  |
| Brig |  |  |
|  |  |  |

#### 2.3.3- Locations (Nodes)

Place

Forts

Ports

Cities

Fortified Cities

## 3- Sequence of Play

The first year of the campaign starts on Winter unless it´s stated another start.

Check the available Phases for the Month regarding the Season and resolve in order.

### 3.1- Winter Season

#### 3.1.1- Victory Conditions

Check Campaign Objectives to determine if any player has won.

#### 3.1.2- Winter Quarters

After the Campaign Season ends and the Winter Season arrives, weather get cold, and the armies must go into winter quarters.

Winter quarters can be built in any controlled Fort, City or Fortified City. A Fort can hold up to three (3) units plus a HQ. A City or Fortified City can hold any Units number.

The player can move freely without movement limit each Unit to the designed Winter Quarter while don´t pass the units limit of that Location.

#### 3.1.3- Collecting Taxes and Resources

The wealth of a Nation, and the resources, supplies, gold and materials are considered as **Resource Points**. A Player national treasury receives on this phase Resource Points as follows:

* 2RP for each Place it controls
* 4RP for each City it controls. +2RP if it´s a Port.
* 6RP for each Fortified City it controls. +3RP if it´s a Port.

#### 3.1.4- Supplies

Over the course of the campaign year, units will suffer attrition as they fight battles. Forces can only be replenished during Winter Season. Before any recruitment or construction, Player must spend Resource Points to resupply and fill ranks on any existing Army Unit, Naval Unit and Fortification. This refits the unit to it´s original status for the Army Units and maintains operational for the rest awaiting repairs.

* 1RP for each Army Unit
* ¼ from the Construction RP for each Naval Unit
* ¼ from the Construction/Upgrade RP for each Fortified Location

If any Unit is not supplied, it´s destroyed. If any Fortified Location it´s not supplied loses the Fortified condition.

#### 3.1.5- Construction

Takes several Game Turns (Months), any place with a under construction ship or fortification it´s a construction site.

Payment for the RP must be done each phase, not at the start. But if payment it´s not done, works stops. Works can be resumed.

Construction of new Forts and Fortified Cities.

Construction of new ships

Repairing of damaged ships and fortifications.

#### 3.1.6- Recruitment

One Army Unit can be recruited on this phase in each City or Fort. A Fortified City can recruit up to two (2) Units.

Troop costs (see 2.3.1 and 2.3.2)

### 3.2- Spring Season

#### 3.2.1- Recruitment

See 3.1.6 Recruitment.

#### 3.2.2- Reduced Movement

Movement-1 can be done.

Naval movement without restrictions.

#### 3.2.3- Construction

See 3.1.5 Construction.

### 3.3- Campaign Season

#### 3.3.1- Movement

Movement rates as described on (See 2.3.1 and 2.3.2)

* Army defeated in the field retreats to an adjacent node for free
* An army victorious in the field must spend one full phase stationary to reflect resupply, burying the dead, and reorganization

On the issue of Generals and Detachments: AN ARMY WITHOUT A LEADER IS HIGHLY VULNERABLE TO THE ENEMY. An army without an HQ will not move to contact an enemy force, but may be attacked. An army that loses its last HQ will either hunker down and wait for orders or will march to the nearest Allied Location for safety.

#### 3.3.2- Construction

See 3.1.5 Construction.

## 4- The Battles

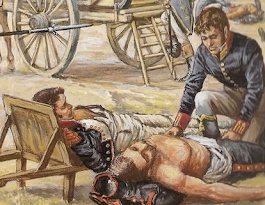
Battles shall be played out on tabletop via Rod Humble's *2 by 2 Napoleonics* ([available online here](http://www.rodvik.com/2by2/2%20by%202%20Napoleonic%20part%202g.htm)). Note that the actual battles fought will depend entirely on the make-up of the forces that meet on the strategic map. The orders of battle that fight on the tabletop will therefore not be constrained by the points and scenarios given in Rod's rule set.

At the start of the game, each Kingdom will receive a full census of the forces available for the coming campaign to include naval forces and couriers available. Forces will be personalized for each Kingdom, although the players are free to organize their forces as they see fit. They can create as many detachments as they desire. All units must begin the Early Spring phase inside a town province.

The one hard limitation on forces is the real-world consideration of how many stands of each type of figure are available. The tabletop armies have been assembled using army packs available from Irregular Miniatures, and as such no force can march with more units than those detailed on the [Nations Page](https://trossianwar.blogspot.com/p/the-nations.html).

Allied forces can march and arrive to battle at the same time, presenting an opportunity for large battles, and for treachery on the tabletop as well!

### Post Battle Sequence

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For the winning army:

* The winning army remains in the province where the battle was fought.
* Dice for all units destroyed during the game. On a 1 or 2 the unit has suffered sufficient casualties and is eliminated from the game. (Guard and HQ units get a -1 to this roll, militia +1.)
* Dice for units remaining on the tabletop at the conclusion of the battle. Units are eliminated from the game on a roll of 1.
* Dice for units forced off the table by routing. (Eliminated on a 1.)

For the losing army:

* The losing army retreats by one province. If the army has no safe line of retreat, it is destroyed as a fighting force.
* Dice for all units destroyed during the game. On a 1 to 3 the unit has suffered sufficient casualties and is eliminated from the game. (Guard and HQ units get a -1 to this roll, militia +1.)
* Dice for units remaining on the tabletop at the conclusion of the battle. Units are eliminated from the game on a roll of 1.
* Dice for units forced off the table by routing. (Eliminated on a 1 or 2.)

For a draw:

* Both armies must retreat one province and cannot move in the following phase.
* Dice for all units destroyed during the game. On a 1 or 2 the unit has suffered sufficient casualties and is eliminated from the game. (Guard and HQ units get a +1 to this roll, militia -1.)
* Dice for units forced off the table by routing. (All units eliminated on a 1.)

### Siege Works

Every city possesses a garrison of troops that will defend the city from invasion

To take control of a province, 20AP worth of troops must spend a full phase (three months) in the province pacifying the populace. Movement and battles negate this for one month - even cavalry patrols who attack in strength will ruin the attempt at pacification.

Sieges can extend through the winter, but the winter quarters requirements mean the besieging army cannot spawn replacements. The besieged town or port does generate 4AP or 6AP as normal, even when besieged.

Ports do not count as besieged unless an enemy navy occupies the adjacent sea lane for the duration of the siege. If a port siege lasts through the winter, the blockade must be lifted as the navy returns to port of the winter. However, the limited shipping during winter months increases the siege cost by one phase.

### Naval Considerations

Navies can be in port or at sea. Each port can hold a maximum of two navies, and each navy consists of both transports and ships of war. A single navy can transport up to 20AP worth of units at a time.

* Navies can take four actions per phase as follows:
  + Enter a new ocean province
  + Move from port or coastline out into the sealane (consider the ports and coastlines as a separate sea-lane that can only be entered via the adjacent ocean space)
  + Embark/Disembark up to 20AP worth of troops at a friendly port
  + Embark/Disembark 10AP worth of units at a non-port province (includes landing at besieged port provinces)
  + Couriers and HQ do not count as an AP for loading purposes

As this is a miniature wargame, naval battles are outside the scope of the rules. Navies in port are protected by the guns of the city and cannot be attacked. Navies in port when a port province is conquered will be captured by the conquering army. Any units loaded onto a ship when a port is besieged automatically disembarks for the battle/siege.

When two navies occupy the same sea space, a battle will ensue (subject to other considerations as ruled by the umpire.) A simple d6 will be rolled for each navy, with the highest score inflicting significant casualties on the loser. The losing navy will retreat one sea lane, and must dice for unit survival with one roll for each unit, and any result of 1 indicating a loss of that unit.

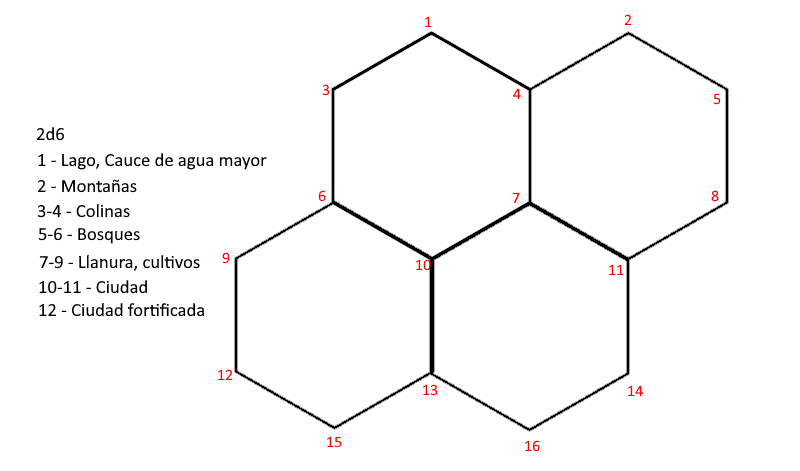
The four northern sea lanes marked with a snowflake thaw late and freeze early. Navies cannot enter these sea lanes in Early Spring or Late Autumn. Navies that are present in these lanes in Late Autumn are presumed lost at sea with all hands.

## 5- Preparing your campaign

### The map

You can generate the map in the way you prefer. In any case, to make easier the generation here we provide a random system.

1. Draw a hexagonal cuadricule and number each vertex.
2. Roll 2d6 for each vertex and compare whit table below, assign the result as the main feature for the vertex.



1. At this point you can redraw your map using the features of the vertexs as guide. From now, vertex can be defined as Nodes. Feel free to change some of them if they make no sense. If your players are participating here, you can give some changes (3?) to each player to change position between two adjacent nodes or to change the type.
2. Here, you can define the national borders, the main cities, etc. Or you can do with the players, if so:
   1. Each player roll 1d6. Following the higher result and in order, each player will choose a node as capital. If the node have no city, will be upgraded to City. If City, it will upgraded to Fortified City. If Fortified City no change.
   2. Following alternate order (Players from A to D, from D to A, from A to D…) each player add one node to his nation. When no more nodes free, draw resulting the national borders.
   3. Each player can upgrade to city some node, or from city to fortified city. Upgrading to fortified city costs the same than creating two cities. Number depending on the size of the map. Must be the same for all.

### The Nations and forces

Each player has been given a pool of AP to use to purchase units as he sees fit.  Each player was awarded three HQ for free, with the option to buy more.  Each standing field army must have one Commanding General, but Kings can assign a nameless HQ as a Lt. General to serve within the same army.  Or they can buy an additional "named HQ" to command a fourth standing field army to your forces.  A single nation could, if it wanted, start the game with six armies of 15AP, for maximum flexibility.  That would require some fancy footwork and coordination to keep individual forces from being overwhelmed at every turn.

Some kingdoms start with more AP than others, to help balance out the stronger map position.  Each player has been given at least enough AP to field two full armies with some AP leftover for flexibility.  Likewise, each kingdom starts with zero, one, or two navies.

Bear in mind the tabletop rules assume two equally matched forces of 40AP fighting each other.  The way the rules of the tabletop game work, you'll want to have one HQ for every 30-40AP worth of troops.  You CAN field an army of 60AP, but one HQ will limit its effectiveness on the table.  A nation could start with one massive field army of 100AP.  Likewise, an army of 20AP can serve as an effective delaying force to halt the advance of a much larger army to buy you time for other plans to develop.

## 6- Conversion Tables for Units Value

Resource Points Rate is orientative. The recommendation it´s to register in each system (Lasalle, Black Seas..) the exact composition of each campaign unit in the moment of it´s creation. In that way, if the player creates several units it´s allow to use some points from one unit to be used in another in the other system to compensate.

### 6.1- Army Units – Lasalle

|  |  |  |
| --- | --- | --- |
| **Unit** | **Lasalle conversion** | **Resource Points Rate** |
| Line Infantry Brigade | Any Infantry Brigade | 1 RP -> 25 Points |
| Elite Infantry Brigade | Any Elite Line Troops or Grenadiers Brigade |
| Light Unit | Any Light Infantry or Mixed Light Brigade |
| Light Cavalry | Any Light Cavalry Brigade |
| Heavy Cavalry | Any Heavy Cavalry Brigade |
| Foot Artillery | Any Foot Artillery Battery |
| Heavy Artillery | Any Heavy Artillery Battery |
| Horse Artillery | Any Horse Artillery Battery |
| HQ | General |

### 6.2- Army Units – Sharp Practice 2

### 6.3- Army Units – Musket & Tomahawks

### 6.4- Naval Units – Black Sails

## 7- References

* Trossian War Blog <https://trossianwar.blogspot.com/?m=1>
* Sovereign of the Seas de Compass Games
* Caribe Campaign for Black Seas / Trafalgar

## 8- Ideas and upgrades

* Event Cards
  + At the start of every game year, the umpire will roll 1d10 for each nation, the result indicating the game turn in which that nation is subject to the results of a Chance Card. On a roll of 10, the umpire shall roll twice, ignoring any additional results of 10. Chance cards can be both harmful and beneficial, or can be negated by conditionals. For example, a card might specify that a random port town has succumbed to plague and only counts for half a resource during the winter - if the player does not possess a port at that time, the card has no effect. Other rule conflicts will be dealt with by the Umpire as they occur.
* More Taxes and Resources phases? At Spring End? At August?
* Commerce, Convoys, Products and Resources
* Raids
  + Actions to play a small scenary in which a light unit attacks a village, depot or similar. If raided Resource Points are stealed or construction site destroyed or damaged.
* Winter Raids
  + Enable a Winter combat action that is similar to a raid but with harder conditions and limited radio action.
* Main Continent / Continental Reinforcements?
* Messengers

Players assume the role of the General Governor of a Colony, the King of a Nation or whatever role you consider to represent the ruler of the nation or state. As such, they are assumed to remain inside their capital city, and shall direct their generals via messages sent by couriers. Couriers can move through enemy territory, but with each province entered, there is a chance of failure to pass through.

Couriers who pass through a enemy province roll 1d6. With a 1 result, roll as follows:

* 1: Captured! Messages/plans fall into the hands of the controlling player.
* 2-5: Killed and messages lost.
* 6: Captured! False messages/plans fall into the hands of the controlling player. This may mean the player gains automatic initiative on the next battle, or the message delivered to the wrong player, as judged by the umpire.

Couriers can travel by horse or by ship, and freely convert back and forth at any coastal town (not just at port towns). The assumption here is that couriers are resourceful individuals who usually pass for locals and are not above stealing a small fishing vessel if that's what it takes to get the message through. Couriers travelling by sea can freely pass through unoccupied sea lanes, but are captured when trying to slip through an enemy held sea lane in the same manner as horse-riding couriers.

* Resource Points not spent must be banked at a player's controlled cities. If that city is lost to a siege, then those RP are captured and may be spent the following winter by the capturing player. If a city that holds RP is under siege during the winter season, those RP may only be spent to recruit forces in that city.

## 