

Besieged by the Witch-Kings! A land ravaged by hostile armies!

Can your PC's turn the tides of war and win the day for....

CALABRIA IMPERILLED!

LANDING. Brave the rocky shoals and pirate blockade to reach Calabria's harbour! Bolster the city's ranks with your force of hardy colonial irregulars!

SCOUTING. Slip out past the barricades to reconnoitre the enemy force.

Map their weaknesses, but avoid Witch-King patrols!

DIRECT ACTION. PC's form a covert strike team to attack high value targets. Slay the Warchief Uruk of the Nails at his war camp, assassinate the dark wizard Omogander the Dread and halt their necromancy ritual, or sabotage the sentient war-machines of the Devil's Fleet!

RECRUITING. Rally the people of the land to throw off the shackles of their occupiers! Spur the scattered peasantry into open revolt, enlist the Fishmen of Ulm-Ynan in the Broken Deeps to wage guerrilla war against the Horde, or hire the automatons of the Cog Witch!

HARDEN THE TARGET. Bolster Calabria's defences to ride out the attack! Build defensive emplacements, booby trap the approaches and shape the terrain to slow the enemy.

FINAL BATTLE. The enemy is at the gates! PC's fight 5 combats against the Witch-King hordes, and roll 5 contested rolls to determine the course of the overall battle. Add mission modifiers to their rolls!

The PC's have 10 (or $1d6+4$) days to complete missions before the war horns begin to blow. Each successful mission adds a +1 to rolls in the Final Battle. Failed missions give +1 to the Enemy. Do not let the players know the timeline! As players move between missions, roll a d6. On a 1-3 they encounter an enemy patrol. On a 4-5, a geographic complication. On a 6 they meet potentially friendly allies.

