

(Rough Draft – 4/26/2008)

The Fall of the Black Eagle

A War Game by Steven B. Wilson

Introduction

The tenuous trading route along the River Highreach (Volaga) is the economic lifeline of the Duchy of Karameikos. Kelvin, at the intersection of three branches of the Highreach, is the key to the river's defense. Baron Ludwig "Black Eagle" von Hendricks has long hated the yoke of restraint placed upon him by Duke Stefan Karameikos. The Baron now feels strong enough to challenge the Duke. The city of Kelvin is the ideal location to strike, since the Duke must bring his army into the field to fight. In the open, the Baron feels that he could win.

This game has a bias to the Karameikan player, to reflect the ambition and impatience of Baron von Hendricks. It is a real test of your decision-making ability. Time pressure is on both players.

This scenario reflects the events and unit strengths from D&D Companion set, not from the Gazetteers/Poor Wizard's Almanac books, although there is some crossover.

Text in red indicates changes from the last draft of the rules.

Inventory of Game Parts

- **A game map**

This game uses the map of Karameikos by Corey Sonnenberg: <http://www.pandius.com/Karameikos.JPG>

- **Playing pieces**

See last page for game pieces.

- **Game rules (you're reading them)**

- **Game charts and tables:**

Terrain Effects Chart

<i>Terrain</i>	<i>Example Hex Number</i>	<i>Effect on Movement (MPs to enter)</i>	<i>Effect on Combat (Leftward column shifts on CRT)</i>
Clear	2027	2	None
Heavy Forest/Mountain/ Swamp	2223/0621	4	2
Hills/Moor/ Light Forest	2321/2624	3	1
Town/Ruins	2421/2127	1	2
Keep	1124	1	3
Road	2323	1	None
River	2228	Must be adjacent at start of movement, uses all MPs to cross	3 (Only if all attackers are attacking across)
Bridge	2128	1	1 (Only if all attackers are attacking across, otherwise none)

(Rough Draft – 4/26/2008)

Combat Results Table (CRT)

Die Roll	Attacker's Strength Minus Defender's Strength							
	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10
1	DR	DR	DR	DR	DD	DD	DD	DD
2	-	-	DR	DR	DR	DD	DD	DD
3	AR	-	-	DR	DR	DR	DD	DD
4	AR	AR	AR	-	DR	DR	DR	DD
5	AR	AR	AR	AR	-	DR	DR	DR
6	AD	AR	AR	AR	AR	-	DR	DR

- : No result
- AR: Attacker retreat one hex
- AD: **Attacker defeated – retreat one hex and flip to half-strength side (if already at half-strength, unit is eliminated)**
- DR: Defender retreat one hex
- DD: Defender defeated – retreat one hex and flip to half-strength side (if already at half-strength, unit is eliminated)

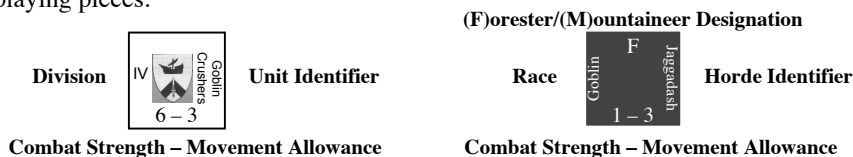
Also needed to play the game is six-sided die, which you will have to supply yourself. Lacking a die (what kind of gamer are you anyway?), you can use six pieces of paper numbered 1 through 6 to be drawn from a container. You're better off with a die.

The Game Scale

The scale for the map is 8 miles per hex. Each game turn represents one day of real time. Each unit represents approximately 100 fighting individuals as well as support personnel (clerics, cooks, baggage and equipment wagons, etc.).

The Playing Pieces

The playing pieces represent the combat units that take part in the battle. Below is a description of the symbols found on the playing pieces:

**Setting Up the Game**

To actually play The Fall of the Black Eagle you will have to print off a copy of the map, making sure you don't try to squeeze it all on one page. Otherwise it will be too small to play on. **Play testing found that four pages across and three pages down proved to be an ideal map size.** The playing pieces are another matter. You can print them off and cut them out. Ideally, they would be die cut on thick cardboard.

So if you have a wargame or two, just scrounge together fifty or so blank counters and make your own counters for The Fall of the Black Eagle. Another good idea is to paste the page with the playing pieces to a piece of cardboard. Then cut the pieces out.

General Course of Play

The Karameikan player sets up his units on the map. Then the Black Eagle player and the Karameikan player move alternately for fourteen turns. At that point you consult the victory conditions to determine who, if anyone, has won the game.

Laying Out the Game Components

Lay the map flat on a hard surface, using tape if you like, to keep it in place. All but three of the Karameikan units are placed on the game map at the beginning of the game.

(Rough Draft – 4/26/2008)

Who Sets Up First

The Karameikan player sets up the following units first. Units are identified as follows: Unit Identifier / Combat Strength-Movement Allowance / Set-up Hex:

Guard Phorsis / 4 – 3 / 1928 (Specularum)
 Duke's Guard / 4 – 3 / Any hex within the Estate of Marlinev
 Men of Kelvin / 1 – 4 / 2421 (Kelvin)
 Goblin Crushers / 6 – 3 / 2911 (Duke's Road Keep)
 Mountain Storm / 6 – 3 / 3509 (Castellan Keep)
 Sword of Halav / 6 – 3 / 3827 (Rugalov Keep)
 Hell's Jailers / 6 – 3 / 1124 (Radlebb Keep)
 Fury in the West / 6 – 3 / 0618 (Riverfork Keep)
 Callarii Elves / 4 – 3 / One in hex 2121 (Rifllian) and the other **within two spaces of Rifllian** within the heavy forest of the Radlebb Woods
 Vyalia Elves / 4 – 3 / Any hex within the heavy forest east of the Rugalov River
 High Forge Gnomes / 3 – 3 / 2219 (High Forge)

How to Win

Players win by obtaining more victory points than their opponent. Victory points are obtained as follows:

For the Black Eagle:

- **One point for each Black Eagle unit on the Duke's Road at the end of each game turn.**
- One point each for a Black Eagle unit being **in** any town or city within the borders of Karameikos (not including Fort Doom) **at the end of each game turn.**
- Twenty points for a Black Eagle unit being the last unit to enter or pass through Kelvin (hex 2421) **at the end of the game.**

For the Karameikans:

- Up to seven points are obtained for each Black Eagle unit that is eliminated. The number of victory points varies according to the game turn in which the unit is destroyed. If the unit is eliminated on Turn One or Two, 7 points are obtained. Turn Three or Four, 6 points; Turn Five or Six 5 points; etc.
- **1/2 point for every point of combat strength for each remaining Karameikan unit.**

Adding up each side's points at the end of the game and comparing the totals determine victory. If one side has five more points than the other it has won a marginal victory. Ten points is a substantial victory and 15 or more points is a decisive victory.

The victory conditions represent the goals of the two sides. The Black Eagle wants to control the Duke's Road in addition to seizing the city of Kelvin to deny Duke Stefan its key location as an economic center for caravans. Any other chaos the Black Eagle's forces and create in any other population centers just increases his chances to destabilize the Duchy. The Karameikans want to prevent the Black Eagle from achieving their goals while at the same time destroying their threat once and for all. The quicker they can do that, the better off the nation will be.

Basic Procedure

The Sequence of Play

The players take turns moving their units and making attacks. The order in which they take these actions is described in this sequence of play outline. One completion of the sequence of play is called a game turn. Each game turn consists of two Player Turns.

Each Player Turn consists of two phases.

The Black Eagle Player Turn:

(Rough Draft – 4/26/2008)

Phase one: the Black Eagle movement phase

The Black Eagle player may move his units. He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

Phase two: the Black Eagle combat phase

The Black Eagle player may attack adjacent enemy units. He may perform these attacks in any order he wishes; applying the results immediately as each attack is made.

The Karameikan Player Turn:

Phase one: the Karameikan movement phase

The Karameikan player may move his units. He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

Phase two: the Karameikan combat phase

The Karameikan player may attack adjacent enemy units. He may perform these attacks in any order he wishes; applying the results immediately as each attack is made.

These two Player Turns are repeated seven times. The game is then over and the player determine the victor.

The Movement of Units

General rule:

Each unit has a movement allowance number printed on it which represents the basic number of hexes it may move in a single movement phase. Each player moves only his own units during the movement phase of his Player Turn, as outlined in the sequence of play.

Procedure:

Units move one at a time, hex by hex, in any direction or combination of directions that the player desires. The movement phase ends when the player announces that he has moved all of his units that he chooses to.

Specifics:

A unit may never exceed its movement allowance. During its movement phase each unit may move as far as its movement allowance permits. Basically, each unit spends one or more movement points of its total allowance for each hex that it enters. Individual units may move less than their movement allowance. Units are never forced to move during their movement phase. Units may not, however, lend or accumulate unused movement points.

Units must spend more than one movement point to traverse some terrain types. The basic cost to enter a clear terrain hex is two movement points. The basic entry cost to enter some terrain hexes, however, is higher. These costs are specified in the Terrain Effects Chart. If a unit does not have sufficient movement points to enter a given hex, it may not do so, with one exception: if a unit has not moved during the current movement phase, it may use all of its movement points to move one hex, regardless of cost.

When a unit enters a hex through a road hexside, it pays only the cost for moving one hex along the road, regardless of the type of terrain entered. Conversely, a road has absolutely no effect on movement if the hex is entered through a nonroad hexside.

Bridges: The following river hexes are assumed to contain bridges: 2017 (connects to hex 2018), 2128 (connects to hex 2028), and 2321 (connects to hexes 2322 and 2421). Bridges function as roads.

Forester units moving through light and heavy forest hexes pay only one movement point per hex, just as if they were moving along a road.

(Rough Draft – 4/26/2008)

Mountaineer units moving through hill or mountain hexes pay only one movement point per hex, just as if they were moving along a road.

A unit may never enter or pass through a hex containing an enemy unit.

A unit may never end its movement phase in the same hex as another friendly unit.

One or more units may move through a hex containing another friendly unit, but the moving units may never end the movement phase in the same hex as another unit. If this should inadvertently happen, the opposing player gets to choose which of the illegally placed units are to be destroyed (so that only one remains in the hex).

A unit must stop upon entering a hex adjacent to an enemy unit. Whenever a unit enters a hex that is directly adjacent to any of the enemy player's units, the moving unit must immediately stop and move no farther. Note that there are six hexes adjacent to most hexes on the map. The six hexes adjacent to an enemy unit are called the Zone of Control of that unit.

If a unit with a movement allowance of 3 or 4 begins its movement phase of its turn adjacent to an enemy unit (i.e., in its Zone of Control) it may not leave that hex except as a result of combat (either the enemy unit is destroyed or retreated or you are retreated). Units with a movement allowance of 5 may, in their movement phase, withdraw from the Zone of Control of an enemy unit. This "tactical withdrawal" may not be across a river.

Units may not leave the map – even as a result of combat. If forced to do so by the Combat Results Table, they are eliminated instead (even if at full strength).

Combat Preconditions

Eligibility requirements for attacking units

General rule:

Each unit has a combat strength number printed on it, which represents its basic power to attack and defend. During its combat phase, each unit may participate in an attack against an adjacent enemy-occupied hex.

Procedure:

The player examines the positions of his units, determining which are adjacent to enemy units. These are the units that are eligible to conduct attacks during that combat phase. Attacks are conducted using the Combat Results Table and the procedures detailed in the section on combat resolution.

Specifics:

A unit is never forced to attack. Attacking is a purely voluntary action. In a given combat phase, some of the eligible units may attack and other may not. Indeed, the player may totally pass up the chance to make any attacks at all during a given combat phase.

Only one enemy-occupied hex may be the object of a given attack. Even though an attacking unit may be adjacent to more than one enemy-occupied hex, it may conduct an attack against only one such hex in its combat phase.

No unit may participate in more than one attack per combat phase.

No unit may be the object of more than one attack per combat phase. Regardless of how many attacking units are adjacent to it, a given enemy unit may only be subjected to one attack per combat phase. It must defend against this attack; unlike the attacker, the defenders participation is involuntary.

More than one unit may participate in a given attack. As many units as are adjacent to an enemy-occupied hex may combine their strengths into one attack against that hex. Remember, however, that if one or more such units attack, this does not obligate any of the other adjacent units to participate.

(Rough Draft – 4/26/2008)

Combat Resolution

How attacks are evaluated and resolved.

General rule:

An “attack” consists of the comparison of the strength of a specific attacking force with that of a specific defending force resolved by the throw of the die in connection with a Combat Results Table. The results may affect either the attacker or the defender.

Procedure:

The attacking player totals up the combat strength of all his units that are involved in a given attack and subtracts from that total the combat strength of the enemy unit being attacked. The resulting number is then located on the column heading on the Combat Results Table. He then consults the Terrain Effects Chart to see if the column of combat resolution is to be shifted because of the terrain the defending unit is on. If more than one type of terrain exists on that hex, only the worst (for the attacker) is used.

He rolls the die and cross-indexes the die number with the appropriate column and reads the result. The indicated result is applied immediately, before going on to any other attacks. When he has made all of his attacks, the player announces the end of his combat phase.

Specifics:

The attacking player must announce which of his units are involved in a given attack against a specific defending unit. He must calculate and announce the column used, specifying which of his units are participating in the attack before it is resolved. He may resolve attacks in any order he chooses. Once the die is thrown, he may not change his mind.

If the result of the attacker’s strength minus the defender’s strength is higher (or lower) than the highest (or lowest) shown on the table, it is simply treated as the highest (or lowest) column available.

The abbreviations on the Combat Results Table will indicate what happens.

AR: Attacker retreats; all the units involved in the attack are forced to move one hex away from the defender. Defending unit has the option to advance after combat.

AD: Same as AR except the attacking unit is flipped over to the half-strength side. If it was already at half-strength, the unit is instead eliminated.

DR: Defender retreats; the defending unit is forced to move one hex away from the attacking unit(s). One of the attacking units may advance after combat.

DD: Same as DR except the defending unit is flipped over to the half-strength side. If it was already at half-strength, the unit is instead eliminated.

When a unit is retreated it may retreat only if it does not have to enter a hex containing another unit (enemy or friendly) or enter a hex adjacent to an enemy unit (enemy Zone of Control hex). Retreating units may not cross rivers or any other body of water when retreating. Any unit that cannot retreat because of the above is destroyed and removed from play even if it is at full strength.

Units with a combat strength of “0” still have a Zone of Control and thus can prevent units from retreating.

Whenever a unit vacates a hex as a result of combat, one of the victorious units may enter the vacated hex(es).

(Rough Draft – 4/26/2008)

The Terrain Effects Chart shows how many columns the combat is shifted when the defender is on certain types of terrain. If more than one type of terrain exists on a hex, only the worst (for the attacker) is used. The effects of more than one type of terrain (like a keep in the woods) are not cumulative.

Forester units attacking a non-forester unit within a forest hex ignores the column shift on the terrain effects chart.

Mountaineer units attacking a non-mountaineer unit with a hill or mountain hex ignores the column shift on the terrain effects chart.

Reinforcements

How additional units enter the game.

General rule:

In addition to the force with which they start the game, both players receive units during the movement phases of specified game turns (see the schedule of reinforcements).

Procedure:

At any time during the specified movement phase, newly arriving units may enter the map in the hexes indicated.

Specifics:

When reinforcements arrive on the map, they behave identically to units already on the map. The units move (and they may participate in combat) in the Player Turn of arrival.

If the entry into the arrival hex cannot be performed as a legal move, the reinforcing units may be brought in at the closest hex at which it would be legal to place them.

If, for example, the arrival hex were enemy occupied, the reinforcing units would be diverted to the closest hexes not occupied by enemy units. If possible, however, units must enter in the hexes specified. Note that if the entry hex were enemy controlled, only one unit could enter there (and would stop in that hex).

The entry of reinforcements may be delayed for as long as the player wishes. Should the player so desire, he may hold back all or part of the reinforcements due him in any game turn. He should keep a record of any such delayed reinforcements. He need not reschedule their appearance; they may be brought in at will in any of his subsequent movement phases.

Black Eagle Reinforcement Schedule

The following Black Eagle units enter the game map on Turn One. They are identified as follows: Unit Identification / Combat Strength – Movement Allowance / Entry Hexes (which hexes units may enter map on).

Black Eagle Guard / 6 – 5 / One in hex 0724 (Fort Doom) and the other in any hex within the borders of the Black Eagle Barony

Goblins / 1 – 3 / Jaggadah, Kloss-Lunk and Gnasska units in any heavy forest hex between the Rugalov River and the Highreach River in the Dymrak Forest (but not within the borders of the Barony of Kelvin), and the three Faz-Plak units in hexes 2918, 3018, and 3117 (along the Highreach and Castellan Rivers)

Nyy-akk Orcs / 2 – 4 / Any non-river hill hex southeast of the Highreach River

Vileraider Bugbears / 2 – 4 / Any light forest hex southwest of Westron Road, but not within two hexes of Marilenev Village, Sulescu Village, or Radlebb Keep.

Moonlight Renders Lycanthropes / 3 – 5 / 0318 or 0319 in the Achelos Woods

Further Black Eagle reinforcement are determined by the number of victory points achieved:

(Rough Draft – 4/26/2008)

<i>Victory Points</i>	<i>Horde Identification</i>	<i>Combat Strength – Movement Allowance</i>	<i>Entry Hex</i>
8	Greyslayers (orcs)	2 – 4	Any hill hex southeast of the Achelos River
16	Galt-Kalat (gnolls)	2 – 4	2016 (Two hexes north of Verge)
32	Cruth Ogres (ogres)	3 – 3	?
64	(frost giants)	10 – 4	Any mountain hex east of Duke's Road Keep

Karameikos Reinforcement Schedule

The following Karameikan units enter the game on the turns indicated (see above for how to read the listing).

Turn Four

Karameikan Militia / 1 – 3 / 1829 (Marlinev Village)

Karameikan Militia / 1 – 3 / 1928 (Specularum)

Karameikan Militia / 1 – 3 / 2235 (Vorloi)






















Karameikan Militia / 1 – 3 / 3627 (Rugalov Village)

Turn Eight
























Thyatian Mercenaries / 6 – 3 / 3827 (Rugalov Keep)

Thyatian Mercenaries / 6 – 3 / 4627 (east of Rugalov Keep)






















(Rough Draft – 4/26/2008)

 I 4-3	 II 4-3	 II 4-3	 II 4-3	 II 4-3	 IV 6-3	 IV 6-3	 IV 6-3	 V 6-3	 V 6-3
 1-4	 F 4-3	 F 4-3	 F 4-3	 F 4-3	 M 3-3	 VI 1-3	 VII 1-3	 VIII 1-3	 IX 1-3
 6-3	Game Turn								






















(Karameikos Full-Strength)

 I 2-3	 II 2-3	 II 2-3	 II 2-3	 II 2-3	 II 2-3	 IV 3-3	 IV 3-3	 IV 3-3	 V 3-3	 V 3-3
 0-4	 F 2-3	 F 2-3	 F 2-3	 F 2-3	 M 1-3	 VI 0-3	 VII 0-3	 VIII 0-3	 IX 0-3	 3-3
 3-3										

(Karameikos Half-Strength)

 6-5	 6-5	 F 3-5	 2-4	 M 2-4	 M 2-4	 M 2-4	 M 2-4	 F 1-3	 F 1-3	 F 1-3	 F 1-3
 1-3	 F 1-3	 F 1-3	 F 1-3	 2-4	 2-4	 3-4	 4-3	 10-4			

(Black Eagle Full-Strength)

 3-5	 3-5	 F 2-5	 1-4	 M 1-4	 M 1-4	 M 1-4	 M 1-4	 F 0-3	 F 0-3	 F 0-3	 F 0-3
 0-3	 F 0-3	 F 0-3	 F 0-3	 1-4	 1-4	 2-4	 2-3	 5-4			

(Black Eagle Half-Strength)