Who would be King?

This is a relatively simple campaign system for Ancient and medieval games. The rules are written for DBA but can easily be converted to other systems by adjusting the terrain section of the rules.

The objectives of 'Who would be King?' is to give some context to table top battles and to give the players some decisions out side the table top which while effecting the overall game do not divert from it.

GLOSSARY:

Kingdom – Each player represents a kingdom. Historically the actual representation could be a faction in a civil war, an empire such as the Romans, a tribe of nomads or a bona fide Kingdom. Within the game all of these are refereed to as a Kingdom.

Campaign Season – A turn is refereed to as a campaign season during a season a number of Actions may take place such as raids sieges and battles.

Prestige Points- are used to measure how successful a leader is they can be gained in battle or by spending on magnificence, gifts, impressive buildings, etc. They can be lost by poor military performance or being too weak.

Infrastructure -Each kingdom has a different level building and technical know how. This is proportional to how successful that kingdom can conduct sieges and also how effective taxation is.

SETUP:

Each Empire Kingdom is represented by a card. It is best to laminate them as they are written on as the game progresses, this is best done with a dry wipe pen on a laminated card for reuse. Each card is unique displaying the Kingdoms name its terrain, and a number of boxes representing prestige, infrastructure, expenditure, and any special rules for that kingdom. Each player has one card, and marks the initial starting levels for infrastructure and Prestige.

The game then proceeds as below.

TURN:
1. Treasury Phase
2. Diplomacy Phase
3. Declare Actions
4. Determine Sequence
5. Resolve Actions in Sequence
6. Use expenditure

Treasury Phase.

Roll a D6 and add the current Infrastructure level. This is your expenditure for the campaign season. Divide this value between the four boxes marked expenditure. The four boxes are Magnificence, Culture, Trade and The Frontier. If possible at least one point of expenditure must be spent in each box except trade. Trade is used for diplomacy and as such purely voluntary.

The Diplomacy Phase.

Players may indulge in any diplomacy they wish. Players may exchange any points allocated to trade in the previous phase. Players may make any agreement they wish in this phase. Agreements are in general totally voluntary and may or may not be kept. The only agreement players must abide by is any declaration of Vassal/Overlord-ship.

Vassals: To become a vassal a player must have less prestige than the overlord. Players may enter into a vassal relationship voluntarily but a player who has double the prestige of another may demand overlord-ship of any player who is not already the vassal of another player. It is possible for players to have multiple vassals and a player to be both vassal to one player and overlord to another. A vassal may end the relationship if their prestige is more than half of their overlord. Vassals must provide a support action for an overlord. An Overlord must provide a support or peace action to a vassal.

After the completion of diplomacy reallocate any expenditure in the trade category to amongst the other categories.

Action Phase.

To establish initiative order roll a D6 + Aggression, resolve any draws by re-rolling. Players than act in initiative order by declaring an action. An action must be directed at another player. Actions are:-

- Support (provide an ally contingent to the supported player).

- Peace (No action against that player(*the player may still be involved in another action as an ally*)

- Raid

- Invasion

A player may only declare one action against another player, but many players may declare actions against a single player. Declarations of actions are continued until a player has declared an action against each player.

The actions are listed and a sequence is constructed by rolling a D12 to determine the month the action occurs in. If actions are deemed to occur in the same month and the actual sequence is important then re-roll to determine accurate sequence. The actions are then resolved in sequence. It is possible that support arrives too late due to the sequence of actions!

Raid:
No table top action takes place. Instead a border raid takes place. Each player rolls a D6 and adds their frontier level of expenditure. Compare the results: If the raider doubles the defender reduce the targets expenditure by two. The reduction may come form any category or combination and is decided by the raider. If the raider is greater than the defender reduce the defenders expenditure by one. If the defender beats the raider reduce the raiders frontier expenditure by one. If the defender doubles the reduce the raiders frontier expenditure by one and any other category one a further one, due to a successful counter raid.

Invasion:
An invasion action follows the sequence below.
- The defender declares whether they will contest the invasion with a battle or stand behind their fortified walls.
- If the a battle is declared proceed to the battle resolution.
- If no battle is declared the invade may choose one of the following options
  - Refuse the siege and ravage the lands
  - Accept a siege.
  - Assault the fortress.
To Besiege or assault the invader or an ally must have an infrastructure of 1 or greater.

BATTLE
First chose the terrain. Kingdoms cover large areas and often have wildly varying terrain, DBA allocates a single landscape to each possible army. In 'Who would be king?' each kingdom has a number of landscapes covering varying percentages of the kingdom. Where the actual battle takes place is determined by a die roll.

Example; A kingdom has the following landscapes. If a battle is declared roll a D100 to determine the actual location of the battle.

Landscape	Percentage
Arable	50%
Forest	20%
Hilly	10%
Littoral	10%
Steppes	10%

The battle is then fought under normal DBA rules. Once victory is determined prestige points are adjusted.

The loser loses 10% of their prestige points and the victor gains the same amount.

SIEGE
Each player rolls a D6 and adds their Infrastructure level. Compare the results, if the besieger doubles the besieged then the besieger loses 10% and the victory gains half that amount. If the besieged doubled the Besieger the Besieger loses 10%PP and the besieged gains 5%.

ASSAULT

Each player rolls a D6 and adds their Infrastructure level. Compare the results, if the besieger doubles the besieged then the besieged loses 10% PP and the victor gains that amount, also reduce the defenders infrastructure level by one. If the besieger wins but does not double the besieged the besieged loses 5% and the victory gains nothing also reduce the defenders infrastructure by one. If the besieger loses but is not doubled then they lose 10% PP and the besieged gain nothing.

If the besieged doubled the Besieger the Besieger loses 10%PP and the besieged gains half that amount.

RAVAGING the Countryside

If the invader chooses not to besiege roll a D6 reduce the defenders Prestige by that amount.

USE EXPENDITURE

During this phase expenditure is used to adjust the two main levels which define a kingdom. For each point of Expenditure spent on magnificence add 2 to the current prestige point total. For each point spent on Culture increase the Infrastructure by one. If not specified on the Kingdom card the maximum infrastructure value is 6. Any expenditure on the frontier is lost.

Finally reduce the Infrastructure by one this is due to wear and tear.

If a player was not involved in any invasion or raid as a defender, invader or ally lose 5% prestige points.

VICTORY:

A campaign may be declared over at the end of any campaign season. With victory going to the kingdom with at least 25% greater Prestige then its nearest rival. If any kingdom has all other players as vassals or vassals of vassals then they have achieved the **Mandate of Heaven** and are declared the final winner with other players giving them due homage. Any other result is a draw.

NON-PLAYER KINGDOMS

Many people wish to run campaigns but lack sufficient players to run each kingdom. To alleviate this problem the following rules allow for non-player kingdoms. Basically the campaign decisions are taken randomly and if any battle is fought another player simply players the part of the NPK. In general no distinction is made between a NPK and a player kingdom. It would be possible for a player to find them selves vassal to an NPK.

The random decisions in these rules are effected by the kingdoms aggression level. When playing using DBx then use the army's aggression level. If using a different set of rules before the campaign begins allocate an aggression level to each kingdom between 1 (least aggressive) and 4 (most aggressive).

NPK INCOME

Income is divided evenly between by adding one point of expenditure to The Frontier , Culture and Magnificence in turn. If any expenditure remains repeat the process until all expenditure is expended. Do not add any expenditure to culture if that expenditure would increase the infrastructure level beyond the maximum allowed for that Kingdom. No expenditure is used in Trade.

DIPOLOMCY

NPKs are only marginally effected by diplomacy. They will submit to any kingdom which can claim an automatic overlord-ship. If there are more than one kingdom claiming overlord-ship the one with highest prestige receives the homage. If any kingdom would automatically become vassal an NPK will make such a claim. NPKs do not offer or accept a voluntary vassal-ship. They may receive trade but not give it. They automatically rebel if they are not automatic vassals.

ACTIONS

An NPK will automatically support an overlord and if rebelling this turn invade the previous overlord. Otherwise the action against each other kingdom NPK or player is determined by trolling a D6 and comparing it to the aggression level in the table below.

	Aggression			
Roll	1	2	3	4
1	Invade	Invade	Invade	Invade
2	Raid	Raid	Invade	Invade
3	Peace	Raid	Raid	Invade
4	Peace	Peace	Raid	Raid
5	Peace	Peace	Peace	Raid
6	Peace	Peace	Peace	Peace

For each kingdom invaded per campaign season reduce the kingdoms aggression factor by one until the aggression factor is 1. This ensures that even the most aggressive NPK will not invade everyone at once!

SIEGES

If an NPK has a Infrastructure greater than 1 they will take refuge in a fortification bases on the table below

	Aggression			
Roll	1	2	3	4
1	Take refuge	Take refuge	Take refuge	Take refuge
2	Take refuge	Take refuge	Take refuge	Accept Battle
3	Take refuge	Take refuge	Accept Battle	Accept Battle
4	Take refuge	Accept Battle	Accept Battle	Accept Battle
5	Accept Battle	Accept Battle	Accept Battle	Accept Battle
6	Accept Battle	Accept Battle	Accept Battle	Accept Battle

If when invading a NPK becomes the besieger. If the NPK infrastructure is less than the defender then automatically ravage the country. Else follow the table below.

	Aggression			
Roll	1	2	3	4
1	Ravage Country	Ravage Country	Ravage Country	Ravage Country
2	Ravage Country	Ravage Country	Ravage Country	Ravage Country
3	Ravage Country	Besiege	Besiege	Besiege
4	Besiege	Besiege	Besiege	Assault
5	Besiege	Besiege	Assault	Assault
6	Assault	Assault	Assault	Assault

BATTLE
If a battle occurs the NPK forces are commanded by another player who is not a vassal of the opponent. This may be a good way of introducing 'guest' players into a long running campaign.