

The Eagle King in Sicily

Pyrrhus in Sicily campaign ideas

Armies

Each player starts with 2x 48 points armies from 1 of the 3 lists (below). Armies may grow to a maximum size of 54 points in the campaign (by adding reinforcements). However, large armies are harder to control on the battlefield. When rolling pip dice for an army larger than 51 points any 6's rolled on the pip dice are treated as 5's. Armies of 42 points or less are considered to be easier to control and therefore any 1's rolled on a pip dice are considered to be 2's.

275bc and earlier options only

Early Carthaginians: Starting BUA are Eryx or Lilybaeum

Pyrrhic: Starting BUA are Apollonia or Tyndras

Syracusan: Starting BUA are Syracuse or Kimrinda

Initiative Phase

Players roll 2D6 for each of their armies to decide the order of movement on the main map.

Any doubles rolled will trigger an event (listed below)

Double 1's A bad omen: The troops in this force will not leave camp this phase (no movement)

Double 2's Desertion and betrayal: One of your armies loses 1D6 points of troops. All Players may try to decide which army it is by rolling 1D6 with the highest getting to pick. Prestige points may be added in secret to each player's total before rolling the dice.

For example Player 1 rolls double 2's and must lose 1D6 points of troops.

Player 3 wants it to be from the army he's about to fight. So, he bids 2 prestige points and rolls 4 on the dice (6)

Player 2 wants to take it from player 1's other army so he bids 4 prestige points and rolls 3 on the dice (7)

Player 1 wants to take it out of one of his garrisons, but only has 1 prestige point he rolls a 3 (total 4). So, player 2 decides.

Double 3's Spy: Place an informer in either one of the other player's camps (write it down but do not show the other players). He may be used only once to steal prestige points when your enemy decides to use some. However, if that player also rolls double 3's your spy has been discovered and is killed.

For example Player 3 spends 6 points to garrison a large BUA. You activate your spy and steal those 6 points.

Double 4's Subterfuge: If conducting a siege, you get a single free 1D6 roll to beat/trick the garrison into surrendering.

Double 5's Fresh supplies: One of your armies if exhausted is now fully rested

Double 6's Early start: Steal a march on the enemy. One of your armies gains 1 extra move this phase (no roll for exhaustion needed). However, a 3rd move would be rolled for on a 5+.

Map Movement

Armies move 2 map sections per phase on primary (red) roads or 1 section on secondary (yellow) roads. Large armies (over 48 points) move more slowly and will only manage 1 section per phase on all roads. A single section is the distance between 2 BUA's

Armies may elect to move extra sections but must (roll 1D6) test for exhaustion. -1 to all dice rolls when moving on secondary roads.

1st extra move 4+ or exhausted

2nd extra move 5+ or exhausted

3rd extra move 6+ or exhausted

Exhausted armies can only move once per day until rested.

To rest an army, it must spend a complete phase in a friendly or neutral BUA (Built up area).

Prestige points

Each player starts the game with 5+1D6 prestige points

A player gains 1 extra prestige point for every 6 rolled in the initiative phase.

He also gains prestige points by winning battles. The winner of a battle takes from his enemy the number of prestige points equal to the difference in points lost between the 2 forces.

For example, Player 1 wins the battles but, it cost him a light infantry stand and a stand of Jav Cav (7 points). Player 2 lost 3x heavy foot, 1x skirmisher and a stand of Jav Cav (16 points).

1 Player gains 9 (16-7) prestige points from player 2 (if he has that many).

Prestige points can be used to

Influence recruitment rolls

Recruit garrisons

Influence siege outcomes

Influence events

Bribe other players

Recruitment

Armies that spend a phase stationary at Friendly or neutral BUA's may try to raise troops to join their army. Roll 1D6 on the following table to gain points to add to your army. Prestige points may be added to the dice BEFORE rolling.

Friendly (garrisoned) area: Neutral (not garrisoned) -1 to the dice roll.

1-2: 0 points

3: 3 points

4: 4 points

5: 5 points

6: 6 points

7: 4 points

8: 8 points

9: 3 points

10+: 0 points

Garrisons and sieges

Once occupied a BUA in any region can be garrisoned. The occupying player must spend a complete turn setting up his garrison. This is done by spending prestige points.

The total number of prestige points spent equals the total point size of the garrison (max 6). The 2 BUAs that each force starts the game with have garrisons of 4 points.

A garrisoned BUA may not be passed through by an opposing player. The BUA must be placed under siege and taken.

To siege a garrisoned BUA the attacker must roll higher than the total garrison points on 1D6. BEFORE rolling his siege dice the attacker may add prestige points to his final total.

After a successful siege, the attacker must decide either to

1) Loot the BUA which will net him 1D3 prestige points.

2) Sack the BUA which will net him 1D6+1 prestige points.

However, if sacked the BUA cannot be garrisoned by the attacker

A failed siege attempt will cost attacker the same amount of army strength points as the difference between the garrison and siege dice score.

For example: Player 1 attacks a city with a garrison of 4 points. He only rolls a 2 and is therefore unsuccessful. His 48-point army is now reduced to 46 points.

Battles

Topography is defined by the map location. If the map has 2 or more topographies the defender may choose where to make his stand.

Dice for tactical as per the rules.

Small armies (42 points or less) fighting large armies (over 51 points) gain a +1 to their tactical dice roll.

Armies of 40 points or less may elect to evade instead of standing. They move 2 map sections away from their attacker but lose 3 prestige points to the enemy.

Losing armies retreat 2 map sections away from the enemy.

Winning armies remain in place.

After the battle, each army is reduced in size by 1 point for every 4 full points lost during the game.

This is increased to 1 point per 3 full points if the army is exhausted.

Map Topography

All BUAs except the follow are arable

Enna, Agrigium and Segesta are either Hilly or Forest

Noto and Apollonia are Hilly or Steppe

Catania is Delta or Marsh

Heracleia and Phintias are delta

Lilybaeum is Hilly

Messana is garrisoned (6 points) by the Mamertines

Victory Conditions

After 12 campaign turns the player with the most prestige points wins.

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