

**IRREGULAR WARS
CAMPAIGN CHARACTERISTICS
EURASIAN POWERS**

Step 1 GOVERNMENT SUPPORT	Step 2 ESTABLISH RELATIONS	Step 3 RELATIONS - YES	Step 4 RELATIONS - NO
Strong -	Coastal Towns -	Active Allies -	Active Adversaries -
If Yes: Units 10 + D6	If Yes: Go to Step 3	If Yes: Go to Step 5	If Yes: Go to Step 5
If No: 10 Units	If No: Go to Step 4	If No: Go to Step 6 a)	If No: Go to Step 6 b)
Reinforce Success/Failure -	Inland Inhabitants -		
If Yes: D6 After Battle	If Yes: Go to Step 3		
If No: Local Only	If No: Go to Step 4		

Step 5 UNITS PROVIDED	Step 6 RELATIONS - NEUTRAL		
If Yes: Full Support - 6 Units Plus D4 Additional Plus Step 6 a)	a) Provides Supplies and Access to City/Town/Port		
If No: Limited Support- D4 Units (only)	b) Strictly Neutral. Might Attack If Threatened		

**LEADER CHARACTERISTICS
AND MODIFIERS**

PERCENTAGE DIE ROLL <i>2D10 Results 00-99</i>	INITIATIVE <i>3.2 Rolling For Initiative</i>	RALLY <i>3.4 Rallying Chart</i>	COMMAND <i>3.4 Command Range</i>	COURAGE <i>3.5 Melee Mechanism Chart</i>
> 74	Bold +1	Inspiring +1	Experienced +1	Brave +1
74-25	Average +/-0	Average +/-0	Average +/-0	Average +/-0
<25	Timid -1	Uninspiring -1	Inexperienced - 1	Shy -1

**STAFF & ARMY CHARACTERISTICS
AND MODIFIERS**

DIE ROLL	PHYSICIAN <i>2.8 Disease & Mishaps Chart</i>	LOCAL KNOWLEDGE <i>2.8 Disease & Mishaps Chart</i>	PAYMASTER <i>2.8 Disease & Mishaps Chart</i>	PIETY <i>3.4 Cursing</i>
Yes	Skilled: -1 Loss of Resolve To Die Roll of 3 or 6.	Good Scouts/Spies: Change Die Roll of 4 to 7.	Honest: Change Die Roll of 2 to 7	Pious : Designate 1 Company As Pious
No	Incompetent: +1 Loss of Resolve For Die Roll of 3 or 6	Roll D4 For Number Additional Late Companies	Corrupt: Roll D4 Fr Number Additional Late Companies	Basphemous: No Pious Companies in Army
Maybe	Typical: RAW	Typical: RAW	Typical: RAW	Typical: RAW