

Step 1
GOVERNMENT SUPPORT

Strong -
If Yes Units 10 + D6
If No Units 10

Reinforce Success/Failure -
If Yes D6 After Battle
If No Local Reinforce-
ments Only

Step 2
ESTABLISH RELATIONS

Coastal Towns -
If Yes go to Step 3
If No go to Step 4

Inland Inhabitants -
If Yes go to Step 3
If No go to Step 4

Step 3
RELATIONS - YES

Active Allies -
If Yes go to Step 5
If No See Below

Neutral -
If Yes go to Step 6 (a)
If No go to Step 6 (b)

Step 4
RELATIONS - NO

Active Adversaries -
If Yes go to Step 5
If No go to Step 6

Helpful Neutral -
If Yes go to Step 6 (a)
If No go to Step 6 (b)

Step 5
ACTIVE ALLIES OR
ADVERSARIES

Troops Provided -
If Yes 6 plus D6 for total
number for bases provided.

If No will allow limited
recruiting. D4 minus 1 for
total number of bases pro-
vided.

Step 7
NEUTRAL

a) Provides supplies and ac-
cess to City/Town/Port.

b) Strictly neutral, will not
help either side.

LEADER QUALITIES
Possible Modifications To Die Rolls

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

OTHER

	PHYSICIAN <i>2.8 Disease & Mishaps Chart</i>	LOCAL KNOWLEDGE <i>2.8 Disease & Mishaps Chart</i>	PIETY <i>3.4 Cursing</i>
YES	Skilled - Virulent Disease -1 Loss Resolve, Not -2 Disease, No Loss	Good - D6 "4" Changed to "7"	Pious - Lord's Company Pious Designated As Per RAW
NO	Incompetent - Any Disease Result - +1 <u>Loss</u> Of Resolve	Poor - Roll D6 For # Additional Late Companies (<u>each</u> <u>occurrence</u>)	Blasphemous - No Pious Units Allowed
MAYBE	Average - Per RAW	Average - Per RAW	Average - Per RAW