



DAEMON SEED F.A.Q.

Clarifications and updates to the Daemon Seed campaign rules

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23rd September 2007

Moving and Attacking

- Main armies and generals must always rest and consolidate for one turn after losing a battle.
- An attacking main army which loses a “head-to-head” battle, i.e. a battle against the enemy main army which is itself attacking from an adjacent zone, cannot stay where it is because the enemy army will occupy the territory. Instead it must retreat, in this case by just one zone.
- Generals and main armies must retreat together to the same zone. Generals supporting garrisons which lose must retreat just like a main army.

Winning and losing for all campaign assets and in all cases is summarised in the following table:

Winning and Losing

Asset is...	Battle is...	Campaign Result
Attacking	won	<ul style="list-style-type: none">• Territory successfully captured!• Main army and general moves into new territory, leaves behind a garrison• Main army must rest for one turn, general does not need to rest
	lost	<ul style="list-style-type: none">• Failed to occupy new territory!• Main army and general stays where it is, unless a “head-to-head” battle, in which case main army and general must retire by one zone• Main army and general must rest for one turn
Defending	won	<ul style="list-style-type: none">• Territory successfully defended!• Main army and general stays where it is, garrison unaffected• No need to rest
	lost	<ul style="list-style-type: none">• Territory abandoned to enemy!• Main army and general must retreat by upto two zones, garrison destroyed• Main army and general must rest for one turn

Draws

Battles are assumed always to be won or lost. If the mission result is a draw, then use Victory Points (based on casualties) to determine the winner. If the result is still a draw, then refight the mission.

Battle Missions

Contested Territory and Abandoned Sieges

- Where the two opposing main armies both try to occupy the same territory, this counts as a Battle in the terrain of the contested territory.
- If the contested territory is garrisoned, i.e. one side attempts a siege, but the opposing main army attempts to occupy the territory, i.e. relieve the siege, then the attack on the garrison is abandoned and instead the two opposing main armies fight a Battle mission as above. The besieging army counts the depletion factor Abandoned Siege.
- If a main army attempts to occupy a territory defended by the enemy main army, i.e. an invasion, at the same time that the enemy main army attempts to occupy another territory garrisoned by the first side, i.e. a siege, then the attack on the garrison is abandoned and the two opposing main armies fight an Invasion mission. The defending main army counts the depletion factor Abandoned Siege.

Note the general rule which applies is: An army cannot fight more than one battle per campaign turn, and there cannot be more than one battle per territory per campaign turn. Main army battles always take precedence over sieges.

Army Points Size

There is a new depletion factor Abandoned Siege, as follows:

Abandoned Siege

This penalty applies if an army has to abandon an attempt to attack a defended garrison in the current campaign turn because it needs to face an attack from the enemy main army. The army is wrong-footed by the enemy and must abandon its siege preparations.