

Dark Emperor

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS GAME OF FANTASTIC WARFARE



TALBOT



The Avalon Hill Game Company

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DARK EMPEROR

1) INTRODUCTION

In the third age of magic Padrech dar Choim, the Great Necromancer, was banished to the Realm of the Dead by the High Emperor Padrom III after a long and bloody war. There, on the cold and silent Fields of Decay, he brooded as centuries passed. Slowly, with the passage of time, he gathered his forces for his next assault on civilization. While marshalling his power he found allies to his cause in Tol Morn, Lord of Vampires, and Mezal, Avatar of the goddess Szanbu (Mistress of Fear and Terror). Now, his time has come again. The human kingdoms are weak and divided. His vampire legions are strong and anxious to sate their thirst. It is again time to teach humanity the fear of death.

Go ye and conquer.

2) THE POWERS OF LOSLON

The following sections detail the major and minor nations, characters and magical items in this game. This section is provided as background information, to help you to understand and enjoy the magical world of Loslon.

ZOLAHAURESLOR

In the Imperial tongue Zolahaureslor means "Old High Empire". During the third age of magic this empire ruled the entire game map, and some lands beyond. The power of the old empire was broken in defeating Padrech dar Choim in the Necromantic War that ended the third age of magic. Though Padrom III drove the Necromancer from the world of living, the price that had to be paid exhausted the empire. The result was a series of revolts and barbarian incursions that reduced the size of the empire to its core province. The other provinces fell to other groups, barbarian and rebel, and evolved into the other nations portrayed on this map.

Zolahaureslor remains the single strongest power. Its court life is a labyrinthine web of deadly intrigue. Currently, the empire is content to maintain the balance of power among the other kingdoms, giving little thought to the possibility of expansion at their expense.

AHAUTSIERON

When the empire fell the east was conquered by the Marind Warriors, a group of nomadic tribesmen. Those in the south became the ruling elite of this nation, gradually intermarrying with the native population. During the height of the empire, and to this day, this area has been heavily-mined. It is renowned for the quality of its metals. Its economy is dependent on mining and metal-working.

FERLARIE

Despite its distance from Zolahaureslor, Ferlarie was heavily influenced by imperial culture and was a pillar of the empire. When the south was overrun by the Stavek barbarians, and it became clear that the empire could not aid them, Ferlarie declared its independence and built a sizable fleet to protect its far-flung dominions. Ferlarie speaks a corrupted form of the imperial tongue and maintains the largest fleet in the area.

KELARON OIRET

The Kelaron peninsula, like Ahautsieron, was overrun by the Marind Warriors. Due to the low initial population of the area, its people are of essentially pure Marind descent. Their language is descended from the Marind tongue. In this land the tribal customs of the Marind evolved into republicanism. The governing body of the land is the Diet, divided into the Ahaubot (*High House*), the Moyerbot (*Middle House*) and Oibot (*Low House*). The Ahaubot is elected by the nobility, the Moyerbot is elected by burghers and the Oibot is elected by free peasants. For its size Kelaron is one of the world's most productive nations, though it maintains a small military. (*Oiret, in the tongue of Kelaron, means "low rule" which means "republic".*)

THE MARECHS

The two Marech kingdoms, Lammarech (*Eastern Marech*) and Loymarech (*Western Marech*), were conquered by the Mari, a civilized group driven south by a series of crop blights during the empire's decline. Hundreds of years ago the Mari High King divided the realm between his two sons. They have remained divided ever since. Lammarech is noted for its formidable cavalry and excellent horses. They continue a Mari tradition of excellence in these areas.

STARKEEP

Starkeep is located on the central ring of a great impact basin. It was one of the holy sites of the Old Empire and was given to the Star Believers (*a cult of sky worshippers associated with the Serenity rune*) nearly a millenia ago by the empire. Since that time the Believers have avoided invasion and resisted plague, famine and blight to remain independent. Starkeep is of great religious importance to the lands around it. Because of this it has never had to face a major invasion, but they maintain a small armed force just in case.

THE SCYTHE

The Isle of Sanwestin has long been a rookery for rocs. When the empire retreated from the west, the imperial commander of the area was experimenting with training the rocs to fight and carry riders. The Scythe was mercifully left alone by barbarians for a century. During this time the domestication of the roc continued. When the Pletroi finally reached the Scythe, its inhabitants drove them off with an army of roc riders. The Scythe has retained its independence ever since.

STAVROR

The Stavek barbarians, in the deserts and mountains south of the empire, were long a thorn in the imperial side. They tended to mount a sizable invasion of the empire every century or so, which required substantial defensive efforts by the empire. Even imperial incursions into the south could not destroy the irrepressible Stavek. When the empire collapsed the Stavek flocked north in great numbers and overran the empire's southern provinces. Since that time Stavrora has become one of the most powerful, and prosperous, nations in Loslon. The throne of Stavrora is often usurped by the military, creating continual distrust between the King and his generals. As a result, the military, though large, is under-trained, ill-equipped and poorly-funded.

TAL PLETOR

Tal Pletor was settled by the Pletroi, a group, like the Mari, which was forced south by crop blights. They developed a feudal system similar to the Marech kingdoms. The House of Pletrech, the royal house of Tal Pletor for the last six hundred years, was overthrown twelve years ago by Stommarren (*who served the king that he betrayed as a mercenary general*). Stommarren usurped the throne, married the ex-king's wife and killed the remainder of the royal family. Since the coup he has formed the King's Guard who, unlike the regular army, are fanatically loyal to his person. These units are trained to suppress the local population and have little traditional military training, hence their lower combat strengths.

LORD MONTROY

The lands between the cities of Montoy and the Gates were conquered ten years ago by Stavrora. Lord Montoy was their ruler. When his army was broken at the Gates, he retreated to the interior with the survivors and began a guerilla war. Eventually, it became clear to him that his position was hopeless. He gathered what was left of his rebel force and took up life as a mercenary, wandering from war to war hoping to win enough gold to hire a force to retake his kingdom.

SAAR

Saar is an intelligent Great Eagle from the mountains of Ahautsieron. Unlike most of his race, his primary interest in humans is as food. To his delight, he has discovered that humans will pay him to fight other humans; the result being a battlefield covered with fresh corpses for the delectation of Saar and his followers (*an elite eagle corp called the Saarlumen*).

FERNAN CONNIVER

Fernan was born in Kelaron Oiret. He was banished from this land when it was discovered that he bribed his way into the Ahautot. He has become a mercenary leader of considerable ability since his disgrace. He is considered to be an unsavory character. While employed by Lammarech he attempted to copy Stommarren and topple his employer. He failed. He is only employed by those with a desperate need for his services.

THE HOUNDS

The hounds are a race of canine sapients who live in the far north. Mor Farloi, a human, was abandoned in their land as a child. They adopted him and raised him to the pack. As a man, Mor has raised a unit of hound fighters and become a mercenary. His profits are sent back to his native land, the realm of the hounds. Mor is a lonely man who cares more for the hounds than for any human.

COS DOL COS

Cos dol Cos is a member of the Cult of Unity, a religious cult who believe that magic has brought man nothing but misery. They seek to eliminate magic from Loslon and return to the ancient ways, practiced before the First Age of Magic. Cos dol Cos isn't a true mercenary, he fights when and where he feels his cause is served.

His Sons of the Morning are so named because they believe that the elimination of magic will bring a golden dawn to mankind.

SILWER FLAGRIEL

Silwer is the founder of the Cult of Burning Inspiration. This cult is associated with the Fire Rune. It believes that evil must be burned out wherever it is found. It is an intolerant cult who perceive evil rampant in their world. Most kingdoms are a little tired with Silwer's habit of burning cities to the ground to purge the evil within them. He is considered to be a renegade. He is very bitter about this rejection of "the true way". He is likely to ally with Padrech dar Choim to destroy most of the world's evil ways. A true fanatic, he is confident that when the other evils have been purged he can easily destroy the Great Necromancer with the fire of the true way.

THE SWORD FAMIR

Famir was forged by Felrik Terriel during the Third Age of Magic. It was created to destroy Ssotth, the King of the Seamonsters. It is an extremely powerful weapon, one of the few capable of permanently destroying a Lord of Death such as Tol Morn or Padrech dar Choim.

HE-SUPS-ON-PRANA

This sword was forged by a metal mage, enslaved by Padrech dar Choim, before he was driven from the land of the living. When it strikes an enemy, the sword drains his soul and destroys him.

THE SILK NEGATOR

This item was woven by the Cult of Unity. It is a cloth with the ability to negate any magic.

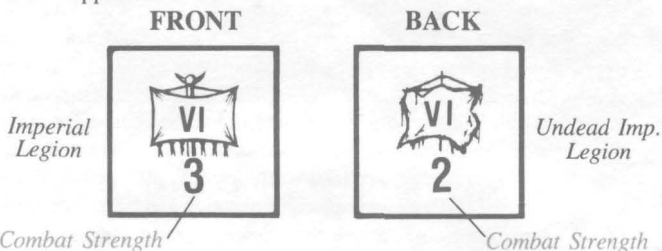
3) EQUIPMENT

DARK EMPEROR contains a rulebook, one counter sheet and a game map. The rulebook details the history of Loslon, the rules required to play and other important information. The counter sheet holds the units necessary to play. The game map depicts the world of Loslon. Each hex on this map is 100 imperial zotz from side to side. Next to the map, on the gameboard is the Game-Turn Record Track, the Treasury Track, Army Boxes and the Mercenary Holding Box. These boxes are used extensively in play.

3.1) SAMPLE UNITS

This section shows black and white representations of some of the counters in Dark Emperor. In each column, the counter to the left is a representation of that counter's front. The counter to the right shows its back.

On all counters with a single number, and no dashes, the number is its combat strength. Where three symbols are shown, the number to the left is the Hero Rating, the middle shows the magic rune (if any) and the number to the right is its magic strength. Where a dash appears, the value it represents (by its position on the counter) is not applicable.



FRONT

BACK



CAVALRY UNIT



SIEGE



INFANTRY UNIT

living side



undead side



living side



undead side



FRONT		BACK	
LEADER Nikon V 1 Ψ 2 Hero Rating Magic Rune			
Magic Strength			
Trench	Flames		
ENTRENCHMENTS	FLAME MARKER		
Living Sword	Hero's Sword		
LIVING SWORD	HERO'S SWORD		

MAGICAL DEVICE	
	The Sword Famir 1 - -
Hero Rating	Magic Strength
The Sword Loslom 2 ⚡ 2 Magic Rune	

MONSTER	
	Ssloth 3 - -

AIR UNITS	
Greater Vampire 3	
GREATER VAMPIRE UNIT	
Lesser Vampire 2	
LESSER VAMPIRE UNIT	
Saarlumen 2	
SAARLUMEN	
Roc 2	Undead Roc 1
ROC RIDERS	

NAVAL UNITS	
2	Undead Ship 2
1	Undead Ship 1

BATTLEFIELD	
1517	1
3912	Marind 2
0912	Stek 1

HOUND	
Hound 2	Undead Hound 1

4) SEQUENCE OF PLAY

DARK EMPEROR is played in Game-Turns. Each Game-Turn is divided into two Player-Turns, one for the Necromancer and the other for the Kingdoms. In all Game-Turns, the Necromancer has the first Player-Turn. During his own Player-Turn, each player recruits, moves and attacks with his units. Each of these activities occur in a separate Phase in the Player-Turn. These phases are shown in the Turn Sequence outline. In all cases, the player whose turn it is referred to as the "phasing player" from this point on.

TURN SEQUENCE OUTLINE

A) NECROMANCER PLAYER-TURN

1) RECRUITMENT PHASE

a) Vampire Recruitment Segment

Bring lesser and greater vampire units into play if the total number of such units in play is less than the current Vampire Army Maximum.

b) Kingdom Taxation Segment

Kingdoms allied to the Necromancer collect taxes.

c) Kingdom Recruitment Segment

Kingdoms allied to the Necromancer recruit units from their recruitment pools.

2) MOVEMENT PHASE

a) Magic Segment

The Necromancer's leaders can cast spells affecting movement.

b) Movement Segment

The Necromancer moves his units and leaders.

c) Attrition Segment

The Necromancer resolves attrition for units that moved.

3) COMBAT PHASE

a) Magic Segment

The Necromancer's leaders may cast spells affecting combat.

b) Combat Resolution Segment

Resolve attacks by the Necromancer's units.

c) Undead Recruitment Segment

Units eliminated in **3b** and "Battlefield units" may be recruited as undead units by Death rune leaders.

d) Stacking Judgment Segment

If any Necromancer stack has more units than the stacking rules permit, he must eliminate the excess units.

4) DIPLOMACY PHASE

a) Magic Segment

The Necromancer's leaders may cast spells affecting diplomacy.

b) Diplomacy Resolution Segment

The Necromancer may attempt to sway neutral mercenaries and kingdoms to his cause.

c) Heroic Combat Segment

Heroic Combat between monsters and leaders is resolved.

2B) KINGDOM PLAYER-TURN

1) RECRUITMENT PHASE

a) Taxation Segment

Activated Kingdoms may collect taxes.

b) Recruitment Segment

The Kingdoms may recruit units from their recruitment pools.

c) Kelaron Oiret Election Segment

(Odd numbered turns only)

The Kingdom's player rolls on the Kelaron Oiret Election Table to determine the new Doge of Kelaron.

2,3 and 4) As specified for the Necromancer Player-Turn except the Kingdom's player performs all actions specified.

5) GAME-TURN RECORD SEGMENT

After the Kingdoms player has completed segments 1-4, he moves the Game-Turn marker one box on the Game-Turn Record Track, showing the end of one game-turn and the beginning of the next. At the end of fourteen turns, the game ends and the players determine the winner.

5) SETTING-UP

Place the game-map on a table or other flat surface. When this is done, set-up the starting units as specified in the sections that follow.

5.1) BATTLEFIELD UNITS

Battlefield units are printed on one side with crossed spears. Each has a four digit number on it. Place each Battlefield unit on the game-map hex that bears that number.

5.2) MAGIC HEX UNITS

Place these units on the table with the PENTACLE side face up. Mix them thoroughly without looking at the reverse side. When this is done, place one unit in each game-map hex that contains a pentacle symbol. Do not look at them until they are revealed in the course of play.

5.3) KINGDOM UNITS

Find and separate the units of the ten kingdoms. Place them as specified below:

5.31) AHAUTSIERON

Place one infantry unit in each of the five cities and one naval unit in each of the two ports. Place an additional infantry unit and Silfaren in Sier-Lor, the capital (**3519**). Place Narmoren in the Forges (**3325**).

5.32) FERLARIE

Place one infantry and one naval unit in each of the four cities. Place Ferlor in Farnost (**0224**).

5.33) KELARON OIRET

Place one infantry unit in each of the three cities and one naval unit in each of the two ports. Place Zelara do Fornoy, Padron Plety'y and the Torch of Liberty in Keep Kelar, the capital (**3104**). Place Grip Nud in Far Vergar (**3602**).

5.34) LAMMARECH

Place two cavalry units and Lordolam in Zolmarech, the capital (**1610**). Place one cavalry unit in the other city.

5.35) LOYMARECH

Place one infantry unit in each of the three cities. Place a cavalry unit, Paisach and the sword Loslom in Fort Marech, the capital (**2808**).

5.36) THE SCYTHE

Place one Rocrider unit in each of the three cities. Place an additional Rocrider unit, Skydor and the Scythe in Sanwestin, the capital (**0304**).

5.37) STARKEEP

Place one infantry and one naval unit in each of the two cities. Put the Keeper and the Keeper's Sceptre in Star's End, the capital (**3020**).

5.38) STAVROR

Place one infantry unit in each of the seven cities and a naval unit in each of the six ports. Put three infantry units, one cavalry unit, a siege train and the Staff of Waters in the Stav Farren leader box. Place Stav Farren in Stav, the capital (**1820**).

5.39) TAL PLETOR

Place a 2 strength infantry unit, one naval unit and the siege train in the Stommarren leader box. Place Stommarren in the Confluence, the capital (**1109**). Place a King's Guard unit, 1 strength infantry, in each of the other four cities. Place a naval unit in Pletrech (**1204**).

5.3.10) ZOLAHAUERSLOR

Place a 1 strength infantry unit in each of the ten cities. Put a naval unit in each of the six ports. Place Nikon V in Sudrin-Lor, the capital (**2414**). Place the Imperial Heavy Horse (3 strength cavalry), a siege train, four Imperial Legions (3 strength infantry), the Staff of Empire, Kebir Whitehand and Farnon in the Nikon V leader box.

5.4) MERCENARIES

Place all of the mercenary units and leaders in the Mercenary Holding Box.

5.5) THE NECROMANCER

The Necromancer starts with Padrech dar Choim, Tol Morn, Mezal, ten Greater Vampire units (3 *strength*) and a siege train. He chooses ONE HEX on the game-map and enters his starting units in that hex, ignoring stacking limitations. None of these units pay attrition for this hex and it does not count against their first turn movement. *(They enter the map through a trans-planar gate, the other end of which is in the Realm of the Dead. Stacking limitations will apply as normal when the Stacking Judgment Segment of the Necromancer's first player-turn arrives.)*

5.6) MISCELLANEOUS UNITS

The Game-Turn marker is placed in the first box of the Game-Turn Record Track. All Lesser Vampire units and the remaining Kingdom units are part of the recruitment pool of the Necromancer or the owning Kingdom, respectively. When all of these units are in the appropriate place, Game-Turn One begins.

6) ACTIVATION AND CONQUEST

6.1) ACTIVATION

At the beginning of the game none of the Kingdoms are at war with the Necromancer. Consequently, the Kingdom player controls no units or leaders. He only gains control of a Kingdom if it is activated. In the course of play the various Kingdoms can come under the control of either player. When a Kingdom comes under the control of either player it is said to be "activated".

6.11) If any unit of either player enters, or moves through, any land hex of an inactive Kingdom the Kingdom is activated, immediately coming under the control of the other player. Movement by a naval or air unit into a coastal hex with land in it will activate a nation. Movement across a sea border, with no land in the hex, does not cause activation. Sea borders (*solid red lines*) are drawn to clarify the ownership of land. They have no effect on play.

6.12) Recruiting a monster in a hex owned by an inactive kingdom (see 18.2), or using any non-diplomatic spell (see 14), activates that kingdom under the control of the opposing player.

6.13) Kingdoms can be activated in either player's favor through diplomacy (see 11).

6.14) Zolahaureslor automatically activates in favor of the Kingdoms player at the start of Game-Turn 10 if it has not already been activated. If any unit, leader or monster controlled by the Necromancer enters any Holy Place hex Starkeep activates in favor of the Kingdom player.

6.15) Leaders and magical devices may move through inactive Kingdoms without activating them.

6.16) At any time the Necromancer can announce that he is betraying one of the Kingdoms under his control. When this occurs the Kingdom immediately comes under the control of the Kingdoms player.

6.2) EFFECTS OF ACTIVATION

Prior to activation a Kingdom can do nothing. It is ignored in play until it is activated.

6.21) On activation a Kingdom comes under the control of one of the players. During his Player-Turn that player can take actions with the Kingdom's units and leaders as delineated in these rules and the Turn Sequence Outline.

6.22) Kingdoms that are betrayed by the Necromancer may have two Player-Turns in the same Game-Turn, one while under the control of the Necromancer and another while controlled by the Kingdoms.

6.3) CONQUEST

A Kingdom is conquered if, at the end of any friendly Player-Turn, all of its cities are occupied by enemy units.

6.31) When a Kingdom is conquered it loses the ability to collect taxes and raise units. Gold in the Kingdom's treasury at the time of conquest is retained by the conquered kingdom and its units and leaders may continue to move, engage in combat, conduct diplomacy, etc.

6.32) A Kingdom that has NOT been conquered controls all hexes and cities within its boundaries except those occupied, or controlled, by enemy units. A conquered Kingdom only controls hexes that are occupied, or controlled by, friendly units.

6.33) When a Kingdom is conquered the conquering player must assign control of it to one of the Kingdoms under his control. If the Necromancer is the conquering player, he may assign control to the Necromancer. The assigned controller is assumed to control all hexes and cities within the conquered kingdom. Once assigned, this control may not be transferred to another kingdom except by reconquest of the area.

6.34) If all cities of a conquered Kingdom are occupied by friendly units at the end of an enemy Player-Turn, the Kingdom is reconquered. It may either be assigned to a friendly kingdom, or the Necromancer, or returned to the control of its original owner. In the latter case, the Kingdom regains the ability to collect taxes and raise units. In the prior case it does not.

7) THE RECRUITMENT PHASE

7.1) TAXATION

During the Taxation Segment activated Kingdoms controlled by the phasing player collect taxes. Each settled hex, river hex and city controlled by a Kingdom produces taxes for it.

7.11) Units exert a zone of control in the hex they are in and all six adjacent hexes. They do not exert a zone of control into hexes they cannot enter, i.e. a naval unit does not exert a zone of control into all-land, non-river hexes but does control coastal and river hexes. Zones of Control have no effect on movement or combat. They only affect taxation. For taxation purposes, a Kingdom controls all hexes within the zone of control of its units AND all hexes in its kingdom not controlled by enemy units. A Kingdom's units never control hexes belonging to allied or inactive kingdoms. (See 6.32)

7.12) A unit controls the hex it is in for taxation purposes. If both enemy and friendly zones of control extend into any other taxable hex, neither is allowed to tax it.

7.13) Each settled river hex produces two gold units per Taxation Segment. Non-river settled hexes produce one gold unit. Each city produces one gold unit per point of its City Value (*the number printed next to the city on the map*). Cities do not produce revenue unless they are occupied by friendly units.

7.14) The Taxation Value of each Kingdom is printed next to its name on the game-map. If the Kingdom's cities are occupied by friendly units, and no enemy units control any hexes in it, the Kingdom produces this number of gold units in the Taxation Segment. If some hexes are enemy controlled the Taxation Value can be determined by subtracting the value of enemy controlled and mutually controlled (*hexes that both players exert a zone of control into*) hexes from the gross Taxation Value.

7.15) In the Taxation Segment calculate the revenue received by EACH kingdom controlled by the phasing player. Keep a running total of expenses and revenue for each Kingdom on a piece of scrap paper.

7.16) Kingdoms controlled by the Necromancer, i.e. conquered and assigned to the control of the Necromancer, do not produce revenue. Instead, see 7.3.

7.2) RECRUITMENT

During the Recruitment Segment Kingdoms controlled by the phasing player can recruit units. Each Kingdom's starting recruitment pool consists of all of its units that do not begin play on the game-map. Units lost through combat, attrition or in other ways are added to this pool as the game progresses.

IMPORTANT—Under some circumstances eliminated units are permanently removed from the game. Units that are eliminated in combat, and then raised as undead units by a Death Rune leader, remain in play as undead units under the control of the raising player. If undead units are eliminated, they are removed from play. Units can also be permanently eliminated by a Banish Undead spell (14.21) and certain magical devices (15.1 and 15.2).

7.21) A Kingdom can recruit any or all of the units in its recruitment pool. The cost to recruit a unit is a set amount of gold, depending on its type (See the Recruitment Table). The phasing player determines which units he wants to recruit, calculates the cost to do so and subtracts that cost from the total of revenue and expenses for the recruiting Kingdom.

7.22) If a Kingdom cannot afford to recruit all of the units it wishes to recruit, allied Kingdoms may, at the phasing player's discretion, give gold to the recruiting Kingdom. To do so costs the transferring Kingdom twice as much gold as the recruiting Kingdom receives, i.e. transferring 10 gold units to Kingdom A costs Kingdom B 20 gold units.

7.23) Recruited units appear in any city in the recruiting Kingdom of the player's choice. They cannot be recruited outside of the home kingdom, even in assigned conquered Kingdoms. Naval units may only be recruited in ports. No unit can be recruited in a city controlled by enemy units unless it is occupied by friendly units. Only as many units as the City Value may be recruited in a city in one Recruitment Phase, i.e. Sudrin-Lor has a City Value of 4. Four units can be recruited here each phase.

7.3) VAMPIRE RECRUITMENT

During this segment the Necromancer may recruit vampire units. Vampires live off of their prey, humans. Consequently, the Necromancer can only recruit new vampire units if he controls a large enough population to support them.

7.31) In the Taxation Segment the Necromancer Player determines the Taxation Value of all hexes controlled by the Necromancer, vampire and undead units. This number is divided by five with all fractions dropped. The result is the maximum number of vampire units that can be in play. The Necromancer player should note this number on a piece of scrap paper.

7.32) If the maximum vampire army size is LOWER than the number of vampire units in play, no vampire units are eliminated and none may be recruited. If the maximum vampire army size is greater than the number of vampire units in play, new vampire units can be recruited to bring the number of vampire units up to the maximum vampire army size.

7.33) Vampire units can only be recruited in city hexes occupied by an existing vampire unit. Each vampire unit in a city hex can recruit ONE new vampire unit, as long as the maximum vampire army size is not exceeded. Vampire units cannot be recruited in a city if there are enemy units in an adjacent hex.

7.34) Vampire units have a recruitment pool, as for Kingdoms. Initially this consists of the Lesser Vampire units. Eliminated vampires are returned to this pool and, when vampire units are recruited, can be raised by the Necromancer.

7.35) Greater Vampire units may be permanently eliminated. They are permanently eliminated if a Banish Undead spell is successfully cast against them or if they are eliminated in combat by a force whose leader bears the Sword Loslom, the Sword Famir or a Living Sword. Lesser Vampire units cannot be permanently eliminated.

7.36) The Necromancer begins play with a siege train. If it is eliminated, it cannot be rebuilt.



8) MOVEMENT AND ATTRITION

During the Movement Phase the phasing player can move any or all of his units. As a stack of units moves, it accrues attrition points. During the Attrition Segment, the phasing player rolls for each stack he moved to determine how many units in that stack are lost to attrition.

8.1) For attrition purposes a STACK is a group of units who begin their movement in the same hex and end it in the same hex. If units who begin their movement together move to different hexes, each group thus created is considered to be a separate stack for attrition purposes. Likewise, if units start in different hexes and end in the same hex, each original group is a separate stack. Attrition is determined once for each moving stack.

8.11) There are five types of units—infantry, cavalry, air, siege train and naval (Refer to the Terrain Chart). When a stack of units enters a hex it accrues attrition points. The number of points accrued depends on the type of unit and the type of terrain it entered. Where a stack contains different types of units, it accrues the maximum number of attrition points possible for each hex it enters, i.e. a stack containing infantry and cavalry accrues two points for a settled hex and four for a mountain hex. The only exception to this rule is Naval Movement (see 8.2).

8.12) After moving each stack determine how many attrition points it accrued. Find this number at the top of the Attrition Table and roll one die, cross-referencing the roll with the number of attrition points. The result is the number of units that are lost in the move. It is possible for an entire stack to be eliminated in this way. In all cases, the phasing player will determine which units to lose.

8.13) Units may enter, and move through, hexes containing enemy units. When a stack moves through such a hex it accrues attrition points equal to the total Combat Strength of the enemy units PLUS the attrition point cost of the terrain. If the stack enters the hex and stops, only the terrain point cost is accrued.

8.14) Land units, infantry, cavalry and siege train, may not move across all-sea hexsides. Naval units may not move across all-land hexsides that are not crossed by a river. Air units may cross any hexside. (Units may not move in contravention to the laws of common sense. For example, a land unit entering hex 0514 from the northwest could not leave that hex to the southeast.)

8.15) Leaders do not suffer attrition. They can cross any hexside, since they are assumed to be able to commandeer small craft to move across water. Effectively, a leader can move from any place on the map to any other place.

8.16) Leaders may not move through hexes containing enemy units unless they are accompanied by friendly units. They can move through hexes that contain inactive units. If, for any reason, a leader is alone in a hex with enemy units his fate is resolved as specified in 9.27. If he survives, the owning player moves him to any other hex that does not contain enemy units.

8.17) If a Leader enters a magic hex containing a face-down magic hex counter he must immediately stop his movement and remain in that hex.

8.2) NAVAL MOVEMENT

Naval units can only enter all-sea, coastal and river hexes. They may only enter land hexes by moving along a river that is in that hex.

8.21) If a naval unit begins a move in a port city containing an infantry, cavalry or siege train unit, it may embark that unit. The land unit then moves with the naval unit and can cross all-sea hex-sides. Each naval unit can carry one land unit, regardless of type. When attrition is determined, it is accrued as if only naval units were in the stack. Land units may only be embarked at the beginning of the Movement Segment.

8.22) Naval units may disembark a land unit at any time in any coastal hex. If the naval unit continues moving, the land units become a separate stack for attrition. If they end movement in the same hex, they remain a single stack for attrition. Disembarked land units may NOT move in the phase that they are disembarked by a naval unit.

8.23) Naval units may end their move in all-sea hexes.

8.24) If a river hex or coastal river hex is occupied by an enemy naval unit, friendly land units may move into the hex but may not move through it unless a friendly naval unit is also present. (*The naval unit controls the river and can prevent the army from crossing it.*) Land units must end their movement when they enter such a hex.

8.3) AIR AND VAMPIRE UNITS

8.31) Air units may cross any hexside. They must end their movement in a land hex.

8.32) Vampire units may enter, but cannot move through, hexes containing rivers (*Vampires cannot cross running water*). It must stop movement on entering such a hex, but could continue moving in any direction on the next turn. Vampire units are not effected by sea hexes in any way. They must end their movement in a land hex.

8.4) LEADER BOXES

Leader Boxes are located on the gameboard. Units that are stacked with a leader can be placed in his box, instead of on the map, to eliminate stacking problems. While this is the case, they are assumed to move with the leader (*whose counter remains on the game-map*), with the leader moving at their speed. The player may return them to the game-map, placing them in the leader's hex, whenever he wishes to do so.

9) COMBAT

If, at the beginning of a Combat Resolution Segment, units of opposing players are in the same hex, combat MUST occur. All combat is resolved on a hex by hex basis. Combat in one hex is resolved before combat in the next hex, etc. The phasing player determines the order in which battles are resolved.

9.1) For combat, the phasing player is the attacker, the other player is the defender.

9.11) All units may engage in combat with all other units regardless of unit type. Fleets can engage land units, land units can engage air units, etc. Land units embarked on naval units DO lend their strength if those naval units are involved in combat even if combat occurs in an all-sea hex.

9.2) COMBAT RESOLUTION

9.21) Compare the total Combat Strength of the Attacker with that of the Defender. Divide the greater number by the lesser. Round the result down if the attacker is stronger, round it up if the defender is stronger. Subtract ONE from the number.

9.22) Roll a die. If the attacker is stronger, add the number determined above to your roll. If the defender is stronger, subtract that number from the roll.

9.23) Each leader has a Hero Rating (*the first number printed on his counter*). If the attacker has a leader present, he adds the leader's Hero Rating to the roll. If the defender has a leader, he subtracts his leader's hero rating. Only one leader may use his Hero Rating in a given combat for each side. Extra leaders for either side are ignored in combat.

EXAMPLE—*Player A attacks with a total combat strength of 26; Player B has a strength of 10. 26 divided by 10 is 2.6; since the attacker is stronger, this is rounded down to 2. 1 is subtracted from this number, so it becomes 1. The result is added to the die roll, by rule 9.22.*

As it happens, Player A has a leader with a Hero Rating of 1, and B has a leader with a Rating of 3 in the hex. Player A's Rating is added to the roll, and B's is subtracted, by rule 9.23. Thus, the final modification is: +1 because the attacker has 2-1 in combat strength over the defender; +1 for the attacker's leader; -3 for the defender's leader; to produce a final die-roll modifier of -1. The attacker rolls the die and rolls a 4; this becomes a 3.

NOTE TO EXPERIENCED PLAYERS—*In other words, calculate the combat ratio just as you would for a game with an odds-ratio Combat Results Table, rounding (as always) in favor of the defender. Add one to the die-roll if the ratio is 2-1; add two if it is 3-1; subtract one if it is 1-2; and so on.*

9.24) If combat occurs in a mountain hex subtract two from the die roll.

9.25) Refer to the Combat Results Table. Find the modified die-roll on the left hand side of the table. Read across to the columns labelled Attacker and Defender. Apply the result in the Attacker column to the attacker and in the Defender column to the defender. If the listed result is a dash (—) the player suffers no loss. If it is a number, that number of units, of the affected player's choice, are lost. If he does not have enough units, he loses all of his units and ignores the excess loss.

9.26) Sometimes a combat result contains the letter "R" with a number. In this case the force loses the number of units indicated and must retreat to an adjacent hex or hexes. Retreating units may not retreat into hexes that are impassable for them. They may not enter hexes that are occupied by enemy units. They may not retreat into hexes that enemy units entered the battle hex through unless they have no other option. Finally, they cannot retreat across the borders of inactive Kingdoms. In all cases, units that cannot retreat, obeying these rules, are eliminated.

9.27) If units are forced to retreat, friendly leaders and devices retreat with them. If friendly leaders are left without any friendly units, after combat is resolved, they can be eliminated if the hex contains any enemy units. Roll a die for each leader. If the roll is less than or equal to his Hero Rating, he escapes and can be placed in any hex on the game-map that does not contain enemy units (*taking any devices that he has with him*). If the roll is higher than his Hero Rating, he is permanently removed from play. If devices are left alone in a hex with enemy units they are captured and can be used by the enemy player.

9.3) CITIES AND SIEGE TRAINS

9.31) All units defending in a city have their Combat Strength doubled.

9.32) Defenders of a city are not doubled against attacking units who have a Siege Train.

9.33) Siege train units may never be eliminated in combat. They can be lost to attrition and spells. If all other friendly units with a siege train are lost, or a hex that only contains a siege train is entered by enemy units, the siege train is captured and can be used by the enemy as if it was his own. If a captured siege train is eliminated it is returned to the recruitment pool of its original owner (*unless it is the Necromancer's original siege train*). In all other ways, Siege Trains function as normal units.

10) STACKING

Each hex has a stacking limit, as indicated on the Terrain Effects Chart. The limit for settled and all-sea hexes is four. For mountain hexes it is two. If a hex contains a city, the stacking limit is increased by the City Value of that city.

10.1) Stacking comes into play during the Stacking Judgment Segment of the friendly Combat Phase. At all other times during a turn, units can be overstacked. (*This is important because it is often worthwhile to overstack for an attack.*)

During the Stacking Judgment Segment the phasing player must examine his stacks. If a stack contains more units than the hex allows, the excess units are eliminated. The phasing player chooses which units to lose. Only the phasing player loses units during his Stacking Judgment Segment. The other player is unaffected until his turn comes around.

11) DIPLOMACY

11.1) Leaders may travel through any hex or hexes except those containing enemy units and magic hexes. If a player wants to conduct diplomacy with an inactive kingdom he must move one of his leaders to that Kingdom's capital during his Movement Phase.

11.2) During the Diplomacy Phase friendly leaders in the capital cities of inactive Kingdoms can conduct diplomacy. Only one diplomacy attempt can be made with a given Kingdom in a given phase, no matter how many friendly leaders are present.

11.3) Refer to the Diplomacy Table. Find the name of the Kingdom in the left hand column of the table. Read over to the column headed by the player making the attempt, i.e. Necromancer or Kingdom. You will find either a positive or a negative number in this column. This number, added to the roll of two dice, is the result of your diplomacy attempt. If the result is 10 or higher, the kingdom activates in favor of the phasing player. If it is less, the Kingdom remains inactive.

NOTE—Diplomacy is conducted with mercenaries and monsters using the basic procedure above.

12) MAGIC

Some leaders use magic. Those who do have a Magic Rune and a Magic Strength on their counters. The ten Magic Runes are:

RUNE	MAGIC OF:	RUNE
	Death	
	Terror	
	Earth	
	Fire	
	Metal	

The Magic Rune of a leader determines the type of magic that he can use, i.e. if his rune is Terror he may only cast the magic of Terror unless an artifact allows him to cast a second type as well.

12.1) WHEN TO CAST MAGIC

There are three magic segments in each Player-Turn. They are in the Movement, Combat and Diplomacy Phases. Each spell in this game is either a movement, combat or diplomacy spell. Spells may only be cast in the appropriate phase, i.e. movement in movement, etc. Combat spells can be cast by both the attacker and the defender. Movement and diplomacy spells may only be cast by the phasing player.

12.11) Counter-spells are a special category. They can be cast in any magic segment of the opposing player's Player-Turn or in the friendly Combat Magic Segment.

12.2) MAGIC STRENGTH

A Leader's Magic Strength is the right-most number on his counter. When a Leader casts a spell, the player rolls a die. If the roll is less than or equal to the Leader's Magic Strength, the spell takes effect. If not, it has no effect.

12.21) Leaders may cast more than one spell in a game-turn. The second time he casts, his Magic Strength is reduced one, the third time it is reduced two, etc. When his strength is reduced to zero, he may not cast any more spells in that game-turn. The Magic Strength of all Leaders returns to its full value at the start of each game-turn. (*Players should keep track of the Leader's current Magic Strength on a sheet of scrap paper.*)

12.3) RUNE SYMBOLS

Certain hexes on the map contain Rune symbols. If a leader with the same Magic Rune begins the game-turn in such a hex his Magic Strength is increased by ONE for that game-turn.

12.31) Each Rune is opposed to one other Rune. In the table in 12, the Runes directly across from each other are opposed. Where opposition exists, Leaders may cast counter-spells for spells of the opposing rune, i.e. a Terror Rune leader can cast counter spells against Serenity spells. To cast a counter spell, a friendly leader with the opposite rune must be in the same hex as an enemy who is casting opposing magic.

12.32) For counter-spells, the enemy player must first roll to see if his spell succeeds. If it does, the friendly player can cast his counter spell. If the counter spell succeeds, the enemy spell is negated. If it fails, the enemy spell has its full effect. Counter spells may not be countered by any other spell.

12.4) If one attempt to cast a spell fails, the caster may immediately attempt to cast it again using his lowered Magic Strength. The same spell may be cast, in succession, in the same segment if so desired.

12.5) In the Combat Magic Segment Banish Undead spells take effect after all other spells. Kill spells take effect before Banish Undead but after all other spells. The effects of the spells are described in sections 13 and 14.

13) ELEMENTAL RUNES

13.1) FIRE

13.11) Wall of Flames

Movement

Any or all of the hexes adjacent to the caster become impassable until the caster's next friendly Movement Magic Segment. Place a flames marker in each hex that you choose to affect. Any enemy units in these hexes are unable to move until the flames are removed.

13.12) Incinerate

Combat

The caster may choose one enemy unit in his hex and eliminate it. He may not choose enemy Leaders.

13.13) Counter Water

13.2) WATER

13.21) Part Sea

Movement

The caster, and any units with him, can move through all-sea hexes as if they were settled hexes. (*Naval units may still move with the stack.*)

13.22) Maelstrom

Combat

Any two naval units in the caster's hex are eliminated by success. He may choose which to remove. If either is carrying land units, they are also eliminated. If only one enemy naval unit is present, only it is eliminated.

13.23) Counter Fire

13.3) AIR

13.31) Call Wind

Movement

Attrition costs for naval units moving with the caster are reduced 50%, rounded down, for this game-turn.

13.32) Fly

Movement

All units moving with the caster pay air attrition costs. The spell may not be used to make naval units fly. It will affect siege trains.

13.33) Counter Earth

13.4) EARTH

13.41) Move Earth

Combat

One of three possible effects, of the Caster's choice, occurs:

- 1) Create entrenchments in the caster's hex giving that hex the defensive value of a city with a city value of zero. Place an entrenchment marker in the hex.
- 2) Remove entrenchments. If there is an entrenchment counter in the hex it is removed.
- 3) Create breaches. If the hex contains a city its defenders are not doubled for this game-turn due to the effects of the spell.

13.42) Open Chasm

Combat

An enemy land unit in the Caster's hex, of the caster's choice, is eliminated. It may not be a Leader unit.

13.43) Counter Air

13.5) METAL

13.51) Forge Sword

Movement

Place either a Living Sword or a Hero's Sword in the caster's hex. The caster may choose which to create.

13.52) Counter Wood

13.6) WOOD

13.61) Build Fleet

Movement

Success can create a number of fleets equal to the caster's roll when rolling for spell success (*If the caster rolls a TWO when the spell succeeds, he can create up to TWO fleets.*). Any fleets created appear in the caster's hex. The caster may create fewer fleets if he desires. Place neutral (*white*) fleets to mark those that he creates.

13.62) Counter Metal

14) OTHER RUNES

14.1) DEATH

14.11) Kill

Combat

One enemy leader in the caster's hex is targeted. He is eliminated unless his player makes a successful roll against his Hero Rating or Magic Strength, whichever is higher. If the roll is less than or equal to the higher value, the leader lives. If not, he is dead.

14.12) Raise Undead

Undead Recruitment

This spell is cast in the Undead Recruitment Segment of either Combat Phase. It cannot be cast if the caster was forced to retreat in the immediately preceding Combat Resolution Segment. If the spell succeeds, all units eliminated during the Combat Resolution Segment are flipped to their undead side and returned to play under the control of the casting player. Vampire units and the units of Cos dol Cos are immune to this spell. Eliminated undead units are permanently removed from play and cannot be re-introduced with this spell.

This spell can be used to turn battlefield units into undead units. Battlefield units are those that begin face down on a battlefield hex. Success brings all of the units at the battlefield under the control of the caster as undead units.

14.13) Counter-Life



14.2) LIFE

14.21) Banish Undead

Combat

The caster chooses one of the following effects:

- 1) Eliminate all undead units in the caster's hex.
- 2) Eliminate all Lesser Vampire units in the caster's hex.
- 3) Permanently eliminate one Greater Vampire in the caster's hex.
- 4) Temporarily eliminate Tol Morn (see 16) if he fails to roll less than or equal to his Hero Rating. He must be in the caster's hex to be affected.

14.22) Raise from the Dead

Movement

One dead leader may be returned to play in the caster's hex. For the spell to work, the leader must have died in the current, or previous, game-turn and the caster must be in the hex in which he was killed. No leader can be raised more than once.

14.23) Counter Death

14.3) TERROR

14.31) Fear

Combat

Any enemy unit of the caster's choice must retreat from the hex. If it cannot, it is eliminated.

14.32) Intimidation

Diplomacy

Add one to the roll when the caster conducts diplomacy. If the spell is cast more than once in the same segment, the effect is additive.

14.33) Counter Serenity

14.4) SERENITY

14.41) Peace

Combat

One enemy unit of the caster's choice must retreat before combat. Greater Vampire units are not affected by this spell. They cannot be forced to retreat.

14.42) Sweet Reason

Diplomacy

Add two to the Diplomacy die roll. As with Intimidation, multiple success in the same segment has an additive effect.

14.43) Counter Terror

15) MAGICAL DEVICES

Magical Devices include items that begin as Magic Hex counters (*the Sword Famir, He-Sups-On-Prana, the Dawn Lantern and the Silk Negator*), those that begin in the possession of various leaders (*the Torch of Liberty, the Sword Loslom, the Keeper's Sceptre, the Scythe, the Staff of Waters and the Staff of Empire*) and those created by a Metal Rune leader (*Living Swords and Hero's Swords*).

15.1) GENERAL RULES

15.11) Many devices have Hero Ratings, Magic Runes and/or Magic Strengths. A device with a Hero Rating adds its rating to the Hero Rating of any leader who carries it. If a leader carries a Magic Rune device, and he has the same Magic Rune himself, his Magic Strength is increased by the Magic Strength of the device, i.e. if a 4 strength Death Leader with a Hero Rating of 2 carries He-Sups-On-Prana (1 strength Death item) his effective Magic Strength when he uses it is FIVE and his Hero Rating is THREE. If he has a different rune, or no rune, he may cast the device's magic at its magic strength. No leader may ever use a device of an opposing rune, i.e. if a Leader with a Death Rune finds a device with a Life Rune, he cannot use it.

NOTE—Where the ability to cast more than one type of magic is gained from items, Magic Strength is reduced independently when the powers are used, i.e. a leader has an item with a 2 strength Air rune and is a 3 strength Metal rune leader. If he casts flight, the Air power is reduced to 1 and his Metal power is unaffected, remaining at 3.

15.12) A leader can carry any number of devices. They stay with him wherever he travels. If he is killed, they are captured by his slayers. During movement he may transfer any of his devices to any friendly or neutral leader. A device transferred to a neutral leader cannot be retrieved until his kingdom is activated.

15.13) A given leader may only use two devices in a given game-turn. Using a device is defined as:

- 1) Increasing the Hero Rating and/or
- 2) Increasing Magic Strength or casting spells and/or
- 3) Using any of the device's special abilities.

Of the two devices used, only one can be a sword. Swords are Hero's Swords, Living Swords, the Sword Famir, the Sword Loslom and He-Sups-On-Prana.

15.14) Devices can be left with a stack of friendly units though only leaders can use them. Such a device can be picked up by a leader during movement. If a stack guarding a device is eliminated, the device is captured.

15.15) The Magic Strength of a device is increased by one if it begins the owning player's movement phase in a Rune hex of its Rune. If a device carrying Mage with the same rune is in such a hex, his strength is effectively increased by two.

15.16) Certain devices have special powers in addition to, or instead of, their ability to increase the hero rating of a leader or lend him magical strength. These items are described in the sections that follow.

15.2) LIVING SWORDS, LOSLOM and FAMIR

If a leader uses these blades in combat any Greater Vampire unit killed by his side is permanently eliminated. They do not return to the Necromancer's recruitment pool.

15.21) If Tol Morn and/or Padrech dar Choim are killed, and an enemy leader wielded the Sword Loslom or the Sword Famir in the battle, they are permanently killed (See 16).

15.22) The Sword Famir has additional powers (see 17).

15.3) HE-SUPS-ON-PRANA

If a Death Rune Leader uses this blade any living units killed by units under his control are permanently eliminated unless they are raised as undead. This does not apply to vampire and undead units.

15.4) THE DAWN LANTERN

If a leader using this item is present the combat strengths of all vampire units in the battle are reduced by one each.

15.5) THE SILK NEGATOR

When a leader carries this item the owning player must state, at the beginning of each magic segment, whether he is using it. If he does, no magic of any kind can be used by any leader in that hex. If it is used in the combat magic segment the Raise Undead spell cannot be used in the subsequent Undead Recruitment Segment. This item influences cast spells. It does NOT affect magical devices.

15.6) THE TORCH OF LIBERTY

Every odd game-turn the Kelaron player rolls on the Kelaron Oiret Election Table to determine who the new Doge is. After this, the Torch of Liberty teleports to that leader's hex. If the reigning Doge is killed, a new Doge is elected and the Torch teleports to him. If all Kelaron leaders are slain, the Torch teleports off the map and is permanently removed from play.

15.7) THE STAFF OF EMPIRE

If the staff-wielder is present in a hex that contains undead Imperial Legion units, he can take command of those legions. The owning player of the wielder can use the undead legionnaires as his own as long as the staff-wielder stays with them. The Staff has full effect on the four battlefield units labelled as Imperial Legions III, V, X and XII.

16) THE NECROMANCER AND TOL MORN

These leaders, unlike all others, are not dead when they die. If either is killed, he returns to play two game-turns after his death during the Necromancer's Recruitment Phase. These leaders are permanently killed if they fall in a battle where the Sword Loslom or the Sword Famir are used.

17) KELARON OIRET ELECTIONS

During the Kelaron Oiret Election Segment of his Recruitment Phase (odd game-turns only) the Kingdoms player must roll on the Election Table to determine which Kelaron Oiret leader is the new Doge. (If one of the three is dead, roll 1D6. On an odd roll one is elected, on an even the other is. If only one of the leaders is alive he is automatically the Doge.) The only effect of the election is to move the Torch of Liberty to the new Doge. It may not be used by anyone except the Doge and may not be transferred.

18) MAGIC HEX MARKERS

Seven magic hexes, printed with pentacles, are on the game-map. At the beginning of the game, place a magic hex marker in each of these hexes, with its pentacle side showing. Neither player may look at the reverse side until he enters the hex.

18.1) GENERAL RULES

18.11) During the friendly Movement Segment the phasing player can move any of his leaders to a magic hex with an unrevealed magic hex marker. Any leader moved to such a hex must stop movement and remain there.

18.12) At the end of the Diplomacy Resolution Segment the magic hex marker in any hex that contains a leader is revealed. If it is a magical device, the leader picks it up and can use it. (If the device is the Sword Famir see 18.3)

If it is Sssthoth, the Dragon Sirax or the Slug, the leader must either conduct diplomacy with the monster or engage it in heroic combat, at his option.

18.13) The Diplomacy Table lists modifiers for each monster. Determine the modifier that applies for the leader's player, roll two dice and apply the modifier. If the modified roll is greater than or equal to 10 the monster comes under the phasing player's control. If not, the leader must engage the monster in Heroic Combat.

18.14) If the Diplomacy attempt succeeds see 18.2. If it fails see 18.15.

18.15) HEROIC COMBAT

Refer to the Heroic Combat Table. Find the name of the monster at the top of the table and the modified hero rating of the attacking leader on the left hand side. Cross-reference and roll one die. If the roll is less than or equal to the number the leader kills the monster. It is removed from play and the leader's hero rating is permanently increased by ONE. If the roll is greater than the listed number the monster eats the leader. The leader is removed from play and the monster remains in the hex. In this case, either player can move a leader into the hex on later player-turns and try diplomacy. Whenever diplomacy fails, the leader must engage in Heroic Combat.

18.151) If more than one friendly leader occupies a monster's hex, and diplomacy fails, the player must choose ONE to engage in heroic combat. If this leader dies, the next leader must also engage in heroic combat. This continues until the monster is killed or all friendly leaders in the hex are dead.

18.2) MONSTERS

18.21) Monsters do not suffer from attrition and may move as leaders do. If a monster enters an inactive Kingdom, the Kingdom is activated as if an enemy unit had entered it. If a leader gains control of a monster in an inactive Kingdom, the Kingdom is activated under the control of the opposing player.

18.22) The first number printed on a monster's counter is its Combat Strength. Monsters do not have hero ratings. They are treated as units in combat. If a monster is eliminated in combat it is removed from play. Monsters cannot be affected by spells of any kind. The controller of a monster may only eliminate it if all other friendly units in the hex have been eliminated.

18.23) The Dragon Sirax has a Fire Rune and Magical Strength. It can cast Fire spells as if it were a Fire Rune Leader.

18.24) Sssth can only enter all-sea, coastal and river hexes. It can never cross an all-land hexside. It moves as a naval unit, without attrition, in areas where it can move.

18.3) THE SWORD FAMIR

When this sword is revealed the leader who finds it must pick it up. He cannot transfer it to any other leader or unit. It may only be transferred if the discovering leader is killed.

18.31) In the friendly Movement Segment the owning player must roll a die for the leader with Famir. If the roll is less than or equal to his unmodified hero rating, he may move normally. If it is greater, he is moved to Sssth's hex, if he has been revealed, or to a magic hex containing an unrevealed counter.

18.32) If Sssth is an ally of the enemy, the leader must engage it in Heroic Combat during the friendly Diplomacy Resolution Segment. While waiting to do so he may not use magic, add anything to normal combat and be affected by any combat result, except to follow Sssth if Sssth is forced to retreat. If the leader kills Sssth, and the hex is occupied by enemy units, he rolls immediately to determine if he is killed by those units.

18.33) If Sssth is the owning player's ally the leader with Famir must still attack, as above. If Sssth kills him it becomes neutral. Both sides may attempt to ally with it in future Diplomacy Resolution Segments.

18.34) If Sssth is neither player's ally the leader with Famir must engage it in Heroic Combat in the next Diplomacy Resolution Segment.

18.35) If Sssth has yet to be revealed, the leader moves to an unrevealed Magic Hex counter. If it is Sssth, he attacks. If it is anything else, act as specified in 18.1.

18.36) At the start of each friendly Movement Segment the owning player must roll, as specified in 18.37) If the leader is killed in his quest for Sssth the Sword Famir stays in the hex where he died. If that hex is occupied by any leader, friend or foe, he

must pick up the sword and continue the quest. If more than one leader is present, the last sword owner determines who picks it up. If only units are present, it stays in the hex until a leader enters it.

NOTE—If Sssth lives, leaders must pick up the sword. If he is dead, picking it up is optional.

19) MERCENARIES

There are six groups of mercenaries, Lord Montoy, Cos dol Cos, Saar, Fernan Conniver, the Hounds and Silwer Flagriel. Each group consists of a leader with one or more combat units (except for Silwer Flagriel who has no units).

19.1) DIPLOMACY WITH MERCENARIES

Mercenary leaders and units begin in the Mercenary Holding Box. During the Movement Segment of his player-turn the phasing player may move any of his leaders to this box (take the leader off the map and place him in the box). He may be returned to the game-map in the player's next Movement Segment.

19.11) In the phasing player's Diplomacy Phase each friendly leader in the Mercenary Holding Box can conduct diplomacy with one mercenary leader. Diplomacy is conducted as specified for neutral kingdoms, using the determined roll modifier, two dice, etc. If the net result is 10 or higher, the mercenaries come under the control of the phasing player.

19.12) When a mercenary group comes under a player's control he immediately places its leader and units in any city hex under his control. (If he has no city hex, place the mercenaries in, or adjacent to, a hex containing the phasing player's units.)

19.13) When a player recruits a mercenary group he must assign control of them to one of his kingdoms or the Necromancer. Hexes controlled by the mercenary units are considered to be controlled by their assigned controller.

19.2) RAISING MERCENARIES

Eliminated mercenary units are placed in the controlling player's recruitment pool. The cost to recruit them must be paid by one of the controlling player's kingdoms. They may only be recruited if their leader is still alive and is occupying a city hex during the recruitment phase. They are placed with that leader when they are recruited. In all other cases, obey the normal rules for recruitment. Units belonging to a dead leader may not be recruited unless he is raised from the dead.

19.3) COS DOL COS

Cos dol Cos and the Sons of the Morning are immune to all forms of magic. No magic of any kind can affect them.



20) VICTORY CONDITIONS

20.1) If the Necromancer is permanently killed the Kingdoms player wins a decisive victory.

20.2) If Zolahaureslor is conquered by the Necromancer, the Necromancer player wins a decisive victory.

20.3) If neither condition above occurs, players determine the winner after fourteen game-turns have been completed. To do so, calculate the total production value of hexes controlled by the Necromancer (*By the Necromancer alone excluding areas controlled by his allies*). When this done, consult the table below to determine who won:

TOTAL PRODUCTION	VICTORY LEVEL
0—50	Decisive Kingdoms Victory
51—80	Substantive Kingdoms Victory
81—115	Marginal Kingdoms Victory
116—135	Draw
136—160	Marginal Necromancer Victory
161—190	Substantive Necromancer Victory
191 + up	Decisive Necromancer Victory

DESIGNER'S NOTES

The most embarrassing question a creative person can be asked is "Where do you get your ideas?" The question is fundamentally unanswerable. My favorite response is "From the Muses." Alas, since game design did not exist in ancient Greece, it has no Muse.

In the case of *DARK EMPEROR*, many of the basic concepts were inspired by the game *JIHAD* (tm), written by Steve Newberg and published by Simulations Canada. From this start, I created my own game, set in a fantasy environment haunted by a dread and evil necromancer who can raise slain legions to pursue his own ends.

After forming the basic concept, the next step was to create a believable fantasy world. One of the things that I wanted to do was to provide a possible and imaginative world geography. Many fantasy worlds are built with unimaginative, and sometimes impossible, geographies. This may seem a minor point but, as a geologist, it is a sore point with me. I hit upon the idea of placing the game in a world of impact-crater geography where the plate tectonics that has produced the geography of our own world does not operate. Impact craters occur more or less randomly, since an impacting body can strike from any direction. In addition, all but the smallest impact craters are essentially circular even when the impact body strikes at a large angle from the vertical. I proceeded, therefore, to produce a set of tables to generate random locations and sizes for impact craters and generated an impact crater geography on a hex grid map with a compass. The result is the world of Loslon.

With the world complete, it became necessary to create a history and cultures to fill it. This involved staring into space, making notes and drawing and re-drawing the map. Much of the result is included in the history although, for the sake of brevity, much has been omitted.

The last step was to develop the elements of a believable language, in order to produce consistent names. Another peeve I have with much fantasy and science fiction is inconsistent naming. Writers seem to delight in inventing outlandish names with no thought to the fact that a culture produces those names and certain rules must apply to them. (In English, for example, masculine names rarely end in "a" because much of our tongue derives from Latin and "a" is a feminine ending in that tongue.)

CREDITS

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To illustrate how the language works, here are a few root words in Ahaureslorm (the High Imperial Tongue). All of the modern languages of Loslon, except Stavror and Kelaron Oiret, derive from this tongue.

WORD	ROOT MEANING	WORD	ROOT MEANING
ahau	high	res	state
lor	king	reslor	kingdom or capital
oi	low	oiret*	low-state, republic
-on	masculine ending	-om	masculine ending
zol	old	lam	west
loy	east	sier	mountain
mar	port	mal	port
Ahautsieron	High-mountain land	nam	south
tel	fort**		

*Kelaron corruption of oires.

**especially naval fort or military port.

All of this was done before a single game was played. Thereafter came the unglamorous work of development, the kind of work that is not noticed unless it hasn't been done. Repeated playtesting, rewrites of the rules, elimination of needless or unworkable rules, introduction of new rules, inserts to cover the interactions of systems that arose during play (but were not previously considered), the introduction of graphic systems to ease play, it all comes under the aegis of development. What most people who do not design games fail to realize is that it is this work that constitutes the greater part of the time devoted to the production of a game. Game design, though it is the more creative and exciting part of the process, is a breeze in comparison.

Not, I suppose, that *DARK EMPEROR* may have a few rough edges, a few problems that might have been solved with more development. Part of professionalism also consists in knowing when to leave well enough alone. A designer can, if he so desires, polish his work forever but, since the justification for his effort is to get the game in the hands of the public, this is pointless. Design and development are subject to the law of diminishing returns. After the game is played the first few times, the entire rulebook will have to be rewritten. The twentieth playtesting may result in a minor change in the wording of one rule. A designer must know when to leave well enough alone.

Well, enough . . .

APPENDIX I

COUNTER COLOR KEY

FRONT			FRONT		
NATION/FORCE	SQUARE	CIRCLE	NATION/FORCE	SQUARE	CIRCLE
Necromancer	Grey	None	Ahautsieron	Blue	Yellow
Battlefield	Grey	White	Lammarech	Brown	Orange
Tal Pletor	Grey	Yellow	Loymarach	Brown	Yellow
Magic Hex	Black	None	Cos dol Cos	None	Yellow
Zolahaureslor	Purple	None	Lord Montoy	None	Red
Stavror	Green	Orange	Fernan Conniver	None	Green
The Scythe	Green	White	Silwer Flagriel	None	Orange
Starkeep	Red	Green	Saar	None	Blue
Kelaron Oiret	Red	Yellow	Hound/Master	None	Purple
Ferlarie	Blue	White			

APPENDIX II

LEADER INDEX

LEADER	NATION/FORCE	LEADER	NATION/FORCE
Padrech dar Choim	Necromancer	The Keeper	Starkeep
Tol Morn	Necromancer	Padron Plet'y	Kelaron Oiret
Mezal	Necromancer	Grip Nud	Kelaron Oiret
Stommarren	Tal Pletor	Zelara do Fornoy	Kelaron Oiret
Stav	Stavror	Ferlor	Ferlarie
Skydor	The Scythe	Silfaren	Ahautsieron
Nikon V	Zolahaureslor	Narmoren	Ahautsieron
Kebir Whitehand	Zolahaureslor	Cos dol Cos	Mercenary
Farnon	Zolahaureslor	Lord Montoy	Mercenary
Paisach	Loymarech	Fernan Conniver	Mercenary
Lordolam	Lammarech	Silwer Flagriel	Mercenary
Saar	Mercenary	Hound Master	Mercenary

TERRAIN EFFECTS CHART

TERRAIN	ATTRITION COST					PRODUCTION VALUE	STACKING LIMIT	COMBAT EFFECT
	Inf	Cav	Air	Seige	Nav			
Settled	2	1	1	2	*	1	4	None
Mountain	3	4	2	4	*	0	2	(A)
All-Sea	*	*	1	*	2	0	4	None
Coastal	use land value				1	0	use land value	
River (B)	use land value				2	1 (C)	use land value	
City	use land terrain value					CV	CV (D)	Doubled
Battlefield (E)	use land terrain value for all factors							
Holy Place (F)	use land terrain value for all factors							
Magic Hex (G)	use land terrain value for all factors							
Rune Hex (H)	use land terrain value for all factors							

*The unit may not move in this type of terrain.

(A)—A -2 combat modifier applies against the attacker.

(B)—If enemy naval units are present, friendly units may enter but may not pass through unless they are accompanied by friendly naval units.

(C)—This production is in addition to any other production value for the hex, i.e. settled river has a production value of 2.

(D)—CV=City Value, a number printed on the game-map for each city.

(E)—Undead units can be raised in these hexes.

(F)—Impassable to Death-rune and Terror-rune leaders, vampires and undead units.

(G)—Leaders must immediately stop movement if an unrevealed magic hex marker is still in the hex.

(H)—The Magic Strength of a leader with the same rune type, who begins a game-turn in a Rune hex, is increased by one for one game-turn.

ATTRITION TABLE ATTRITION POINT TOTAL

ROLL	1-6	7-12	13-18	19-24	25-30	31-36	37+up
1	0	0	0	1	1	2	All
2	0	0	1	1	2	2	All
3	0	1	1	2	2	3	All
4	1	1	2	2	3	3	All
5	1	2	2	3	3	4	All
6	1	2	3	3	4	4	All

COMBAT RESULTS TABLE

ROLL	ATTACKER	DEFENDER
-4 or less	6R	—
-3	5R	—
-2	4R	—
-1	3R	—
0	3R	—
1	2R	—
2	2R	—
3	2R	2
4	1R	1
5	1	1R
6	2	2R
7	—	2R
8	—	2R
9	—	3R
10	—	3R
11	—	4R
12	—	4R
13	—	5R
14	—	5R
15+up	—	6R

COMBAT MODIFIERS

+1 per attacking Hero's Hero Rating.

-1 per defending Hero's Hero Rating.

+1 per level of attacker's combat ratio advantage, i.e. 3-1 is a +2 roll advantage.

-1 per level of defender's combat ratio advantage, i.e. 1-4 is -3 on the attacker's roll.

-2 if fighting in mountain hex.

DIPLOMACY TABLE

(Roll of 10 or higher yields an alliance)

TARGET	NECROMANCER	KINGDOMS
Ahautsieron	-2	+2
Ferlarie	-3	+3
Kelaron Oiret	-3	+4
Lammarech	-2	+2
Loymarech	-2	+2
The Scythe	-2	+2
Starkeep	-4	+8
Stavror	-1	+1
Tal Pletor	+1	-1
Zolahaureslor	-4	+2
The Dragon Sirax	-2	+3
Slug	+4	-3
Sssth	+3	-2
Cos dol Cos	-4	+4
Fernan Conniver	+1	-1
The Hounds	0	0
Lord Montoy	-2	+3
Saar	0	0
Silwer Flagriel	+4	-3

KELARON OIRET ELECTION TABLE

ROLL	NEW DOGE	ELECTED PARTY
1+2	Padron Plety'y	Grand Republicans
3+4	Grip Nud	Low Republicans
5+6	Zelara do Fornoy	Freeman's Party

HEROIC COMBAT TABLE

HERO RATING	MONSTER		
	SLUG	SIRAX	SSSTOTH
1	1	1	2
2	1	2	2
3	2	3	3
4	2	3	3
5	3	4	4
6+up	3	4	4

RECRUITMENT TABLE

UNIT TYPE	COST
Infantry	10
Cavalry	15
Naval	15
Siege Train	20
Rocridger	10



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THE SCYTHE
28

TAL PLETON
39

Sanwestin
3

Clotuur
2

Farnosh
1

Mar Skirain
1

Kep
1

The Confluence
2

Battle of Farnost

**FERLARIE
24**

**Parduin
2**

**Montoy
2**

**The Sills
1**

**Fornost
2**

ONE HEX = 100 IMPERIAL TOTZ



LAMMARECH
28

The Hecatomb



Tar Ta Lam



Mar Marech



Giston

1

Nam Kerk

2



Zolmarech

2

The Fallen Standard



Szimbir

2



Mal Sarkin



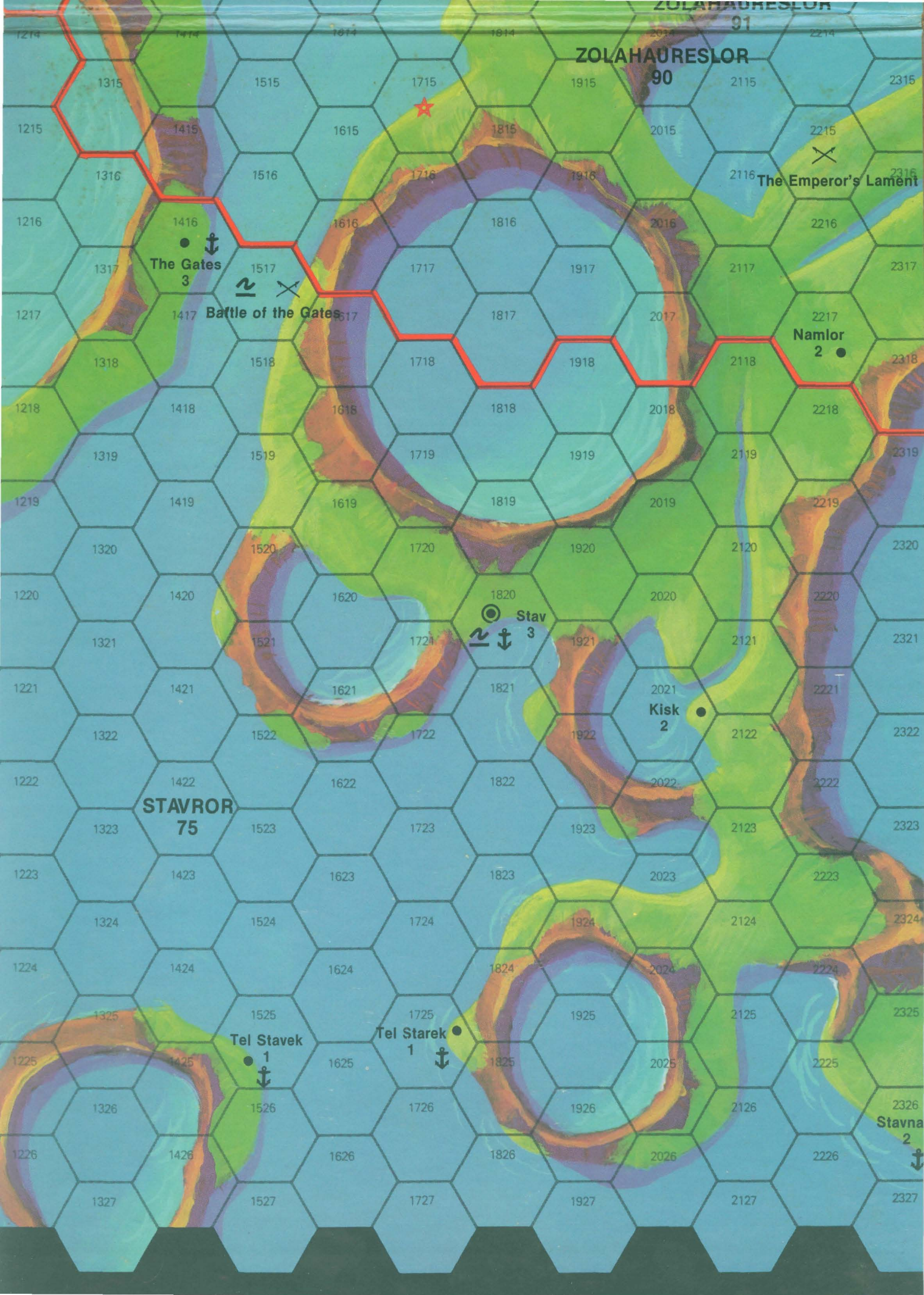
2

Darmen

1

ZOLAHARES LOR

91



ZOLAHAURESLOR

90

91

The Gates
3

Battle of the Gates

The Emperor's Lament

Namlor
2

Stav
3

Kisk
2

STAVROR
75

Tel Stavek
1

Tel Starek
1

Stavna
2

OYMARECH
16

Tar Taloy
● 1

Port Marech
● 2

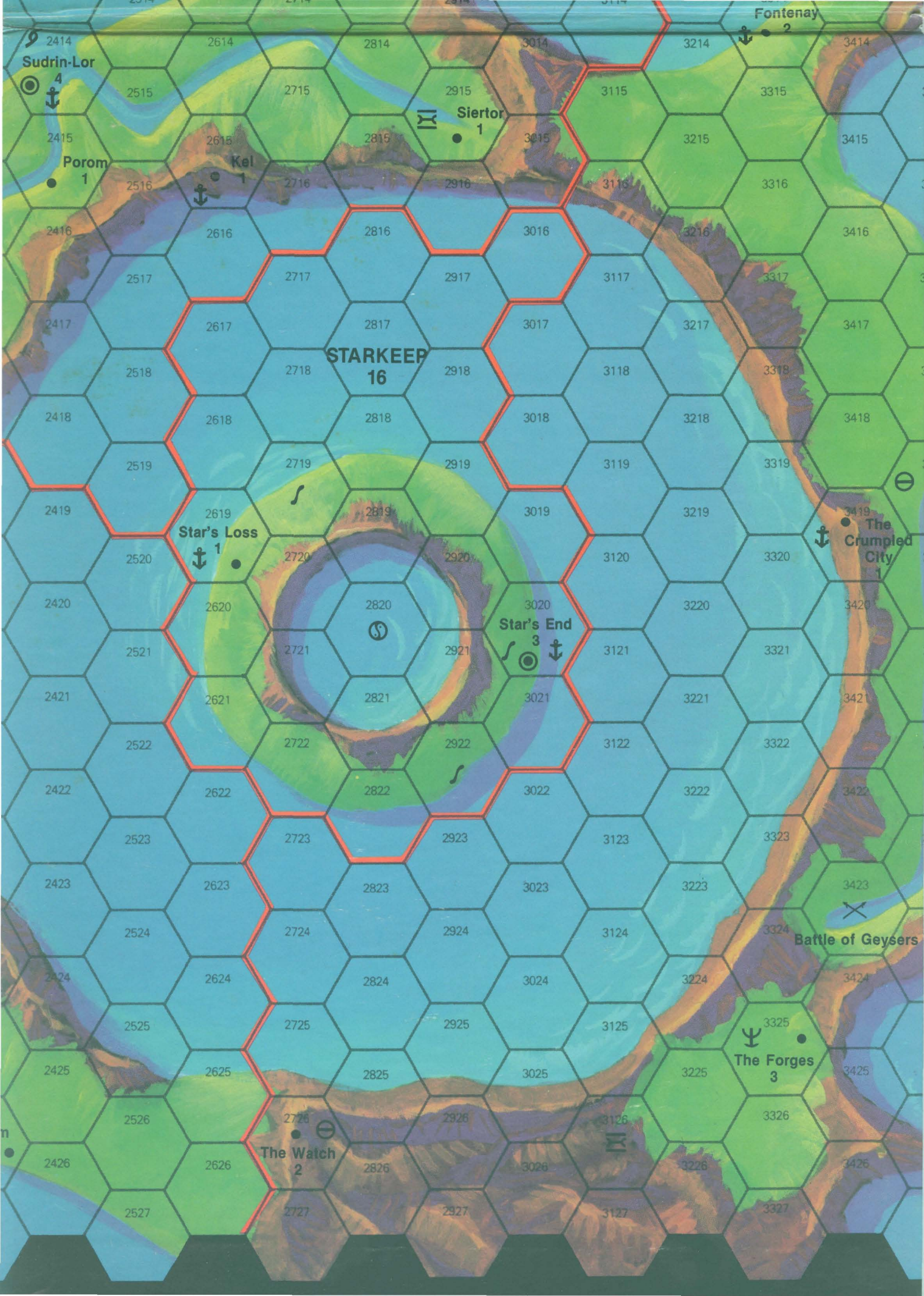
Mar Dunin
● 2

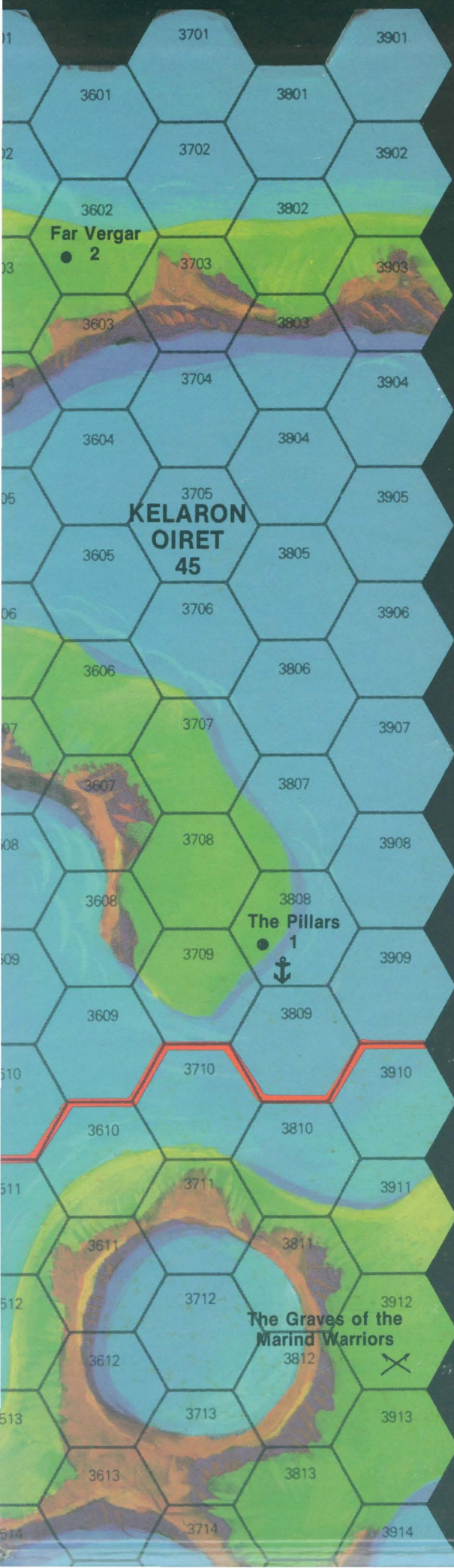
Par
● 1

Keep Kellar
● 2

Battle of Kellar Isle

Fontenay





GAME-TURN RECORD TRACK

1	2	3	4	5	6	7
8	9	10*	11	12	13	14

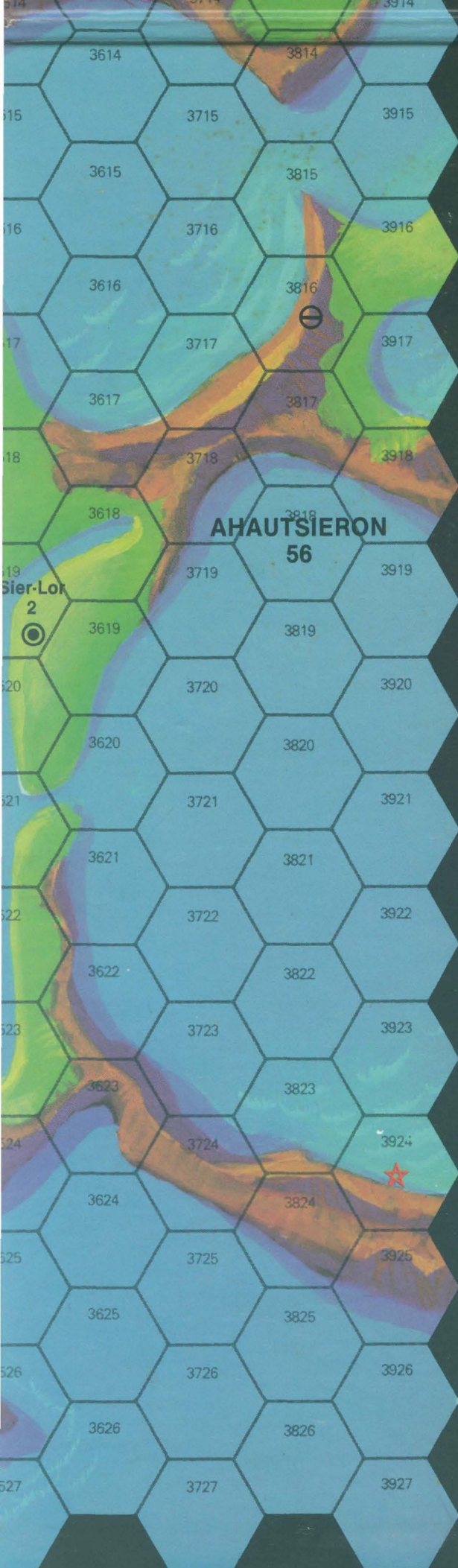
*Zolahaureslor enters on the Kingdoms side if it is not already in play.

MAGIC RUNE HEXES:



LEADER BOXES

Padrech dar Choim	Tol Morn	Mezal
Stommarren	Silwer Flagriel	Fernan Conniver
Silfaron	Narmoren	Ferlor
Padron Plety'y	Grip Nud	Zelara do Fornoy
Lordolam	Paisach	The Keeper
Skydor	Stav Farren	Nikon V
Kebir Whitehand	Farnon	Cos dol Cos
Lord Montoy	Saar	Houndmaster



MERCENARY HOLDING BOX

Cos dol Cos	Lord Montoy	Houndmaster
Saar	Silwer Flagriel	Fernan Conniver

NATIONALITIES

NECROMANCER	TAL PLETOR	LAMMARECH
LOYMARECH	KELARON OIRET	FERLARIE
STAVROR	THE SCYTHE	STARKEEP

AHAUTSIERON

ZOLAHAURESLOR

TERRAIN KEY



Dark Emperor®

Siege 0 	2 + 4 Patach die Ohm
Lesser 2 Vampire 	3 + 2 Tol Morn
Lesser 2 Vampire 	1 2 3 Mazal
Lesser 2 Vampire 	Greater 3 Vampire 
Lesser 2 Vampire 	Greater 3 Vampire 
Lesser 2 Vampire 	Greater 3 Vampire 
Greater 3 Vampire 	Greater 3 Vampire 
Greater 3 Vampire 	Greater 3 Vampire 
Greater 3 Vampire 	Greater 3 Vampire 

[illegible][illegible][illegible]

	Nikon V	1 1/2 2
	Kobir Whitehead	1 1/2 4
	Sift of Empire	2 - -
	Farson	3 - -
	1	3
	11	3
	14	3
	Heavy Horse	3
	1	1
	1	1
	1	1

[illegible]

The Sword
Lodion
2 ♀ 2

♂ 3

♂ 3

♂ 3

♂ 3

♂ 3

Lodion
♂ 3

♂ 3

♂ 3

GAME TURN MARKER	
 1803	 1517
 1803	 1517
 1803	 1517
 3912	 0912
 3912	 0912
 3912	 0912

[illegible][illegible][illegible][illegible]

NEW WARS FOR OLD

A Variant for DARK EMPEROR

By Glenn Rahman

The Avalon Hill fantasy boardgame *DARK EMPEROR* is one of the more interesting items of its ilk. The concept of an invasion of a continent by sorcerers and vampires from another plane of existence is bold and imaginative. The system of magic is intriguing and the layout of the map—a sort of moonscape with seas—is unique. But the game is not without its problems. The movement-attrition system is almost unplayably harsh, and wins no prize for "realism". Any expenditure of movement points subjects a stack to ruinous attrition; armies tend to waste away before they can come to grips with the enemy. Some important principles of play are left ambiguous, and the alliance system is merely a round-about method of achieving approximately the same order of battle in every game.

My hope is to attempt to amend perceived problems in the standard rules, as well as to add options meant to develop the potential inherent in the material. Where no new rule or variation is offered, players can assume that the standard rules hold.

5) SETTING-UP

5.7) Regional Variant Chits Randomly select a Regional Variant Chit (counters numbered "1-20") from a cup and place it on the map within the borders of any nation (EXC: Zolahaueslor) and read the explanation for it aloud (see Section 22 below). Repeat until every nation has one chit in play.

6) ACTIVATION & CONQUEST

6.14) The Necromancer player may conduct diplomacy with Starkeep, providing he uses a leader other than Padrech dar Choim, Tol Morn or Mezal.

6.31) If a nation is conquered, half the gold in the national treasury is lost and is added to the treasury (or treasuries) of the conquering player. The remainder is retained by the "government-in-exile" of the conquered country.

6.34) If the control of a reconquered nation is restored to its original owner, the Kingdom regains its ability to collect taxes and raise units. However, if the Kingdom has been previously "Looted" by the conqueror, all future taxes raised are reduced by half (round up).

6.4) LOOTING

6.41) Immediately upon the conquest of a Kingdom, the conquering player must either elect to Loot it or not. If he elects to loot it, in his next three Recruitment Phases he may gather in the loot. No Kingdom may be looted for more than three turns per game.

6.42) The loot for the first turn of looting is equal to the Kingdom's Taxation Value. The loot for the second turn is equal to half the nation's Taxation value (rounded down). The loot for the third and last turn of looting is equal to one-quarter of the nation's Taxation Value (round down).

6.43) If a Kingdom has not undergone three phases of looting, a reconquest will allow the new controller to complete the cycle of looting. To do so, however, means that the nation cannot be restored to its original owner, and that any leaders or combat units belonging to the reconquered country must be removed from play (along with any magical devices in possession of the removed units at that time).

6.44) Loot may be added directly to the treasuries of the conquering (or reconquering) side.

6.45) Looting has no effect upon a Kingdom in regards to its value for Vampire Recruitment.

6.46) If a Regional Variant Chit reduces the Taxation Value for a Kingdom, the loot value is also reduced. (However, the variants do not increase loot.)

7) THE RECRUITMENT PHASE

7.31) To clarify, the Necromancer controls a conquered country and its Vampire Recruitment value if it has been assigned to his control. Otherwise, he controls territory for Vampire Recruitment to the degree that his vampire and undead units (and their uncontested zones of control) occupy it.

7.37) If a Kingdom has been conquered and assigned to the Necromancer, then is later reconquered and assigned to its original owner, the maximum Taxation Value for the nation is halved (rounded up). Being subject to a reign of vampires saps a country of its vitality. (If looted too, there is no additional penalty imposed.)

7.38) The Necromancer is considered to have betrayed an ally if he uses any hex of that ally's home Kingdom towards his Vampire Recruitment. [Even if a human ruler were deprived enough to allow vampires to prey upon his subjects, a revolt would surely follow quickly enough.] For the effects of Betrayal, see 6.16.

7.4) MILITIA (Optional)

Many players balk at paying the same price for a combat unit with a strength of "1" that another Kingdom pays for a unit of the same type with a strength of "3". Because we have provided many ways to spend gold in this variant, the following is now offered to save some:

7.41) Infantry and cavalry units with a combat strength of "1" are considered low-quality but cheap militia units. Militia infantry costs five gold points to recruit from the force pool; militia cavalry costs 8 gold points. Note that some Kingdoms will have more available than others.

8) MOVEMENT & ATTRITION

8.18) No unit, either leader or combat unit, may travel more than 36 Attrition Points in one Player-Turn. [This is an important revision which will change play to a considerable degree. It acknowledges the fact that Loslon is a real place; accordingly, going from point A to point B upon it takes time.]

8.19) If a combat unit is dropped off by a moving stack, it is still considered part of the original force for attrition purposes. However, in removing attrition casualties, the units eliminated first must be in descending order from those which accumulated the largest number of Attrition Points during the Movement Phase. Therefore, a unit that moved least is the last to be eliminated for attrition.

9) COMBAT

9.28) Taking part in a battle puts the safety of a leader at risk. The more active a leader has been, the more risk he runs.

9.281) After each battle, check each leader involved on both sides with a "Leader Fate Die Roll" to determine any casualties. The leader rolls against his (modified) Hero Rating (HR), as follows:

a) If the leader has modified the combat resolution by means of his Hero rating, to avoid being a casualty the owning player must roll less than or equal to the leader's HR+1.

b) If the leader has not modified the combat resolution but has instead used a magic spell in the hex of combat that Player-Turn, to avoid being a casualty the owning player must roll less than or equal to the leader's HR+2.

c) If the leader has neither modified the combat resolution nor worked any spell in the hex, to avoid being a casualty the owning player must roll less than or equal to the leader's HR+3.

9.282) Any leader may freely substitute his current Magic Strength value for his Hero Rating when making the "Leader Fate Die Roll". [Remember, working spells or being injured in Heroic Combat using magic temporarily reduces Magic Strength; Heroic Combat itself does not reduce Hero Ratings for this roll, however.]

9.283) If the leader was in the non-retreating stack in a combat, the die roll is modified by -1.

9.284) If a leader ends a combat situation alone in a hex with enemy combat units, the escape roll is made for him (as per rule 9.27) only after the "Leader's Fate" roll is resolved.

9.285) A leader who fails his "Leader's Fate Die Roll" is a casualty of the combat. Roll a second die. A result of "1-5" indicates the number of complete game turns he is out of play. (Hence, a roll of "1" on Turn 3 means that the leader does not recover from his wounds until the end of the Recruitment Segment of Turn 5.) Place a wounded leader in any friendly city. If the casualty result roll is a "6", the leader dies and is immediately removed from play.

9.286) If the injured (or killed) leader is the Necromancer or Tol Morn, the piece is never out of play for more than one complete turn, and they return as per Rule 16. However, if an enemy leader was carrying the "Sword of Loslom" or the "Sword Famin", any injury to either of these two is handled as per 9.285. The leader possessing the sword, however, must have modified the combat by his own heroic rating, or have worked magic (successfully or not) in the hex of combat. [Leaders coming in the rear are in no position to strike down anybody.]

9.287) To bring back a wounded leader earlier than the number of turns indicated, a friendly magician must go to the last hex the leader occupied (the hex of combat) and work a "Raise the Dead" spell. This acts as a healing spell, which immediately brings the leader back—in the caster's hex (unless the wounded leader was the Necromancer or Tol Morn).

10) STACKING

All stacking limits are removed. The small army and fleet concentrations that players can muster will hardly be crowded or ill-supplied in a hex 100 Imperial Zolt wide!

11) DIPLOMACY

The standard rules on Diplomacy in *DARK EMPEROR* are perfectly acceptable. However, I here introduce some additional means to modify the "Diplomacy" dice roll.

11.4) GIFTS

11.41) Gifts are items given to neutral Kingdoms

π , in the case of Gold, to Mercenaries. The giving of a gift will produce a modifier, which is added directly to the Diplomacy dice result. Any gift must be given *before* the dice are rolled. If a gift is made and an alliance follows immediately, the successful player must leave the gift in the possession of the Kingdom or leader who accepted it. This restriction is dropped immediately if the leader is killed or the enemy conquers the Kingdom in question, or the gift item is captured by the enemy. If a gift is not followed by an alliance, the gift will be controlled by the player who later gains the alliance, with no restriction upon its use whatsoever.

11.412) A Living Sword or a Hero Sword may be given to the neutral leader as a gift. The Diplomacy dice roll is modified by the number rolled by the spell-caster when the sword was originally made; the higher the original roll, the finer the quality of the blade and, thus, its value. The sword must be physically brought to the capital city of the leader to whom it will be given.

11.413) To be considered a gift, the fleet must be moved to a port of the receiving Kingdom (this movement into the Kingdom for the sole purpose of Diplomacy will not cause the Kingdom to activate against the player). A fleet which was produced by a Wood Rune spell-caster increases the Diplomacy dice roll by +1. This is cumulative; thus, if the player has given the Kingdom two fleets, each subsequent Diplomacy attempt with that neutral Kingdom is modified by +2. Fleets may be given as gifts only to those Kingdoms which have at least one port.

11.414) Gifts of Gold aid Diplomacy, both for neutral Kingdoms and Mercenaries. Deduct the gift from the presenter's treasuries. The amount of the bribe affects the likelihood of success; announce the size of the gift and roll on the following table:

Die	Amount of Gold:					
	10	20	30	50	75	100
1	+0	0	0	0	0	0
2	0	0	0	+1	+1	+2
3	0	0	+1	+1	+2	+2
4	0	+1	+1	+2	+2	+3
5	+1	+1	+2	+2	+3	+4
6	+1	+2	+2	+3	+4	+5

The number found by cross-indexing the die roll with the amount of gold gifted is the Diplomacy dice roll modifier. If the gift does not lead to an immediate alliance, the gold is lost. If it leads to an alliance, half the gold is lost; the remainder is added to the treasury of the receiving Kingdom.

11.5) OFFERS

11.51) Offers differ from Gifts in that ownership of the thing which is offered does not change unless the alliance is made at the time of the offer. Offers may not be made to Mercenaries.

11.52) A magic device may be offered to a neutral. It must be brought to the capital of the neutral Kingdom. The offer of such will modify the Diplomacy dice roll by a number equal to its Hero Rating or Magic Strength, whichever is higher. If an alliance results, the item is immediately placed with a leader of the new ally, under the same restrictions as a gift.

11.53) A conquered country may be offered to a neutral. If the conquered Kingdom has either been assigned to the Necromancer or to Zolahaeslor, ownership may be transferred. If the Necromancer has not used its Taxation Value for vampire recruitment and if the conquered country has not been looted, such an offer modifies the Diplomacy dice roll by +3. If it has been looted or used for vampire recruitment, the roll is modified only by +1.

11.54) The same device or Kingdom may not be offered a second time to any neutral which has refused the first offer of alliance.

11.6) The Diplomatic value of offers and gifts are cumulative, up to a maximum of +6 modification to the Diplomatic dice roll.

11.7) Oftentimes, Regional Variants may also modify the Diplomacy dice roll (see Section 22). These too are cumulative with modifiers from gifts or offers.

11.8) Modifications to the Diplomacy dice roll are in addition to those found on the Diplomacy Table (of the standard rules, page 16).

11.9) The Kingdom of Zolahaeslor requires special Diplomacy to sway it. It may never become a Necromancer ally. The Kingdoms player may always conduct Diplomacy with Zolahaeslor, even if he currently has no leader/ambassador present at its capital. If no Kingdoms' leader is present, however, the Diplomacy modifier for Zolahaeslor is "0". This in turn is modified +1 for every Kingdom allied or conquered by the Necromancer's forces. If a Kingdoms' leader is present, Diplomacy is conducted in the usual manner.

11.10) If a leader is in a neutral capital when the neutral Kingdom joins the enemy alliance, the leader enjoys "diplomatic immunity". The leader is expelled, and moved to the nearest city friendly to his side.

13) ELEMENTAL RUNES

13.2) WATER

13.21) Part Sea: Restrict this spell such that the number of units which may move with the caster across an all-sea hexside may not exceed twice the number rolled on the die when the spell was successfully cast.

13.3) AIR

13.32) Fly: Restrict this spell such that the number of units which may move with the caster may not exceed twice the number rolled on the die when the spell was successfully cast.

13.5) METAL

13.53) Hex Metal: The caster may render enemy arms rusty or brittle, allowing a more successful attack or defense. Give +1 (if the caster is an attacker) or -1 (if the caster is a defender) die roll modifier for any battle fought in the caster's hex.

13.6) WOOD

13.62) Fruitation: Cast this spell at the end of movement. If successful, it reduces the Attrition die roll by a number equal to the die rolled to successfully cast it. (This causes trees and bushes to bring forth nourishing fruit to provision the marching army.) To attempt the spell, the caster must have moved the entire distance with the stack.

15) MAGICAL DEVICES

15.2) LIVING SWORDS, LOSLUM & FAMILR

15.23) A Hero's Sword increases a leader's Hero rating +1 for Heroic Combat (as performed under both standard rules and this variant's optional Heroic Combat).

18) MAGIC HEX MARKERS

18.15) HEROIC COMBAT

18.152) DUELS BETWEEN LEADERS (Optional)
After movement, but before casting battle-related magic or resolving combat between stacks, the phasing player may challenge opposing leaders to a Duel. Duels may occur only in a hex where a combat situation is possible between opposing stacks. The phasing player names his leader offering the challenge. If an enemy leader is present, the opposing player must immediately accept or decline the challenge (if an enemy leader is not present, the challenge has no effect). If the challenge is declined,

the declining leader(s) are spurned by their troops and may not modify the subsequent combat resolution die roll with their Hero Ratings. If the phasing player offers no challenge, the right to do so passes immediately to the defending player. However, no more than one Duel may be fought per hex per turn.

18.1521) A Duel may be fought either by arms or by magic; the *challenged* player chooses the means of combat. To conduct a duel, each player rolls a die. If the result is equal to or less than the appropriate rating (Hero or Magic) of that leader, a blow has been struck. If both players fail their die roll, or if both are successful, there is no effect. They may then either fight another round, or end the Duel by mutual consent. If ended by mutual consent, play proceeds normally, taking into account any temporary damage received by either leader.

18.1522) If one leader makes his roll and the other misses, the loser must take a blow. A blow reduces his appropriate rating (Hero or Magic) by one (1). If the relevant rating is reduced to "0" by the blow, the affected leader dies. A leader who is struck may yield in that or a later round (unless killed by the blow). A leader who yields may not use his Hero/Magic nor Magic-casting abilities, nor any Magical Device he holds, for the remainder of the Combat Phase. Other leaders of the side which yields are not affected in any manner.

18.1523) Using Magic in a Duel is not the same as casting a spell. While being struck in a Magical combat reduces a leader's Magic Rating, merely choosing to duel by Magic does not.

18.1524) There is no limit to the number of rounds that may be fought in a Duel. It ends by mutual consent, by yielding, or by the death of one of the duellists. At the end of the game turn, all damage from a Duel is removed from the leaders of both players.

18.1525) Because they do not normally fear death, the leaders Padrech dar Choin and Tol Morn may not *issue* a challenge, unless the enemy stack contains the Sword Loslom or Sword Famir. If either leader is slain by a foe using one of these words in a Duel, he is permanently removed from play.

19) MERCENARIES

19.1) DIPLOMACY WITH MERCENARIES
Because leader movement is no longer universal, we shall restrict the re-entry of any leader who acts as an ambassador to Mercenaries. The ambassador/leader must re-enter the map at the hex where he left it, at the hex where the mercenary he recruited enters, or at a friendly-controlled city of his home Kingdom. The Necromancer, Tol Morn and Mezal may return to any friendly city in a country currently assigned to the Necromancer's side.

21) SUPPLY

21.1) Combat units in an enemy Kingdom may have to forage to avoid attrition. If a unit in an enemy Kingdom moves during the Friendly Movement Phase, it need not forage (it merely accumulates normal attrition). However, if a stack or unit does not move, it must forage locally.

21.11) Units located in a home, allied, or conquered Kingdom need not forage. Ships do not need to forage, unless occupying a port of an unconquered enemy Kingdom.

21.2) In the "Stacking Judgement Segment", an unmoved stack which requires forage accrues "Attrition Points" (AP) as follows:

- Each Infantry Unit: 1 AP
- Each Cavalry Unit: 2 AP
- Each Naval Unit: 2 AP
- Each Rocriider Unit: 2 AP

21.3) A foraging stack acquires forage equal to the Tax Value of the hex it occupies, plus the Tax Value of all hexes into which its uncontested ZOC extends. From the stack's AP total, subtract this forage value. Any surplus is the Attrition Point total which remains to be cross-indexed on the Attrition Table (see sidebar).

21.4) A stack may supplement forage with external supply. If the phasing player is able to show a path 20 Attrition Points or less to a friendly city (in a friendly or conquered Kingdom) from the stack, the player may spend Tax Points from his treasury to eliminate any surplus AP accrued by the foraging stack. One AP is eliminated for every two treasury points spent (by the Kingdom to which supply is traced). If the player wishes to originate supply from a Kingdom which has insufficient Tax Points in reserve, any other friendly Kingdom(s) may give gold to the supplying Kingdom (as per Rule 7.22). If the supply source is a conquered Kingdom, the Kingdom to which it is assigned must pay for the supply.

21.5) External supply may travel in any combination of sea and land hexes. It accrues Attrition Points like a naval unit or an infantry unit, as required. The supply route must avoid enemy ZOC. Enemy land ZOC block supply travelling by land only, and naval ZOC block supply travelling by water only. Both naval and land units block supply passing through a river or port hex. A friendly unit in a hex negates the enemy ZOC for supply purposes through that hex.

21.6) External supply travelling by sea must pass through a port in a friendly or conquered Kingdom. Likewise, it may reach land via a similar port, or one physically occupied by friendly combat units.

21.7) External supply may not originate in a conquered Kingdom assigned to the Necromancer after he has used it for vampire recruitment. If the Kingdom is reconquered, or given to another Kingdom with a treasury, it may again be used as an external supply source.

ATTRITION TABLE

A revised Attrition table is introduced for this variant. It takes into account the revised stacking rules (see 10 in the article). The Attrition table cross-indexes the number of Attrition Points which a moving stack accumulates against the number of combat units in the stack. The result is the subject of the Attrition die roll. If the roll is the given number or higher, the stack suffers attrition loss. If the number found by cross-indexing is followed by a number in parentheses, immediately remove that number of units from the stack. The letter "N" means that no attrition is possible; the word "All" means that every combat unit that was part of that stack is eliminated. The value "1/2" means that one-half of the counters (round up) are eliminated. Note that if the modified Attrition die result is ever less than "1", no counters are lost.

Number of

Attrition Points	Number of Combat Units	1-2-4	5-7	8-10	11-12	13-14	15-17	18+
1-3	N	6	5	5	4	3(2)	2(2)	1(2)
4-6	N	5	4	4	3	2(2)	2(4)	1(5)
7-12	6	4	4	3	3(2)	2(3)	1(5)	1(6)
13-18	5	4	3(2)	2(2)	2(3)	2(4)	1(6)	1(12)
19-24	4	3(2)	2(2)	2(3)	2(4)	1(5)	1(12)	All
25-30	3	2(2)	2(3)	2(4)	2(5)	1(12)	All	All
31-36	2	2(2)	2(4)	1(12)	1(12)	All	All	All

Modifiers (Optional):

The attrition die roll for land movement may be modified by the following:

- 2 = if all combat units in the moving stack belong to one Kingdom and the entire movement is confined to that Kingdom
- 1 = if all movement of the stack is confined to active, unconquered friendly Kingdoms
- 1 = if all movement of the stack is confined to river hexes (note: undead and vampire units do not benefit from this modifier)
- 1 = if the stack contains only undead units
- +1 = if the moving stack enters any hex of a Kingdom where looting has been conducted
- +1 = if the moving stack enters any hex of a conquered Kingdom assigned to the Necromancer
- +1 = if the stack ends movement in a mountain hex

22) REGIONAL VARIANTS

22.1) Politics, economic cycles, personal idiosyncrasies of rulers, natural disaster and other factors often have a bearing on military affairs and foreign alliances. The following rules will add an element of unpredictability and individuality to the Kingdoms of Loslon.

22.2) Make twenty (20) counters and number them sequentially from "1" to "20". Place these in a cup. This is the "Regional Variant Randomizer".

22.21) Each chit represents one of 20 variations described below. When assigned to a Kingdom at the start of the game, the Regional Variant remains in effect for the duration of the game—or until its conditions are met. The vampires, Zolahaeslor, monsters and mercenaries do not receive a Regional Variant.

22.22) Usually the Regional Variant paragraphs below are self-explanatory. Often they provide modifications for the Diplomatic dice roll. Remember, these modifiers are cumulative with all other modifiers assigned each Kingdom on the Diplomacy Table.

22.3) REGIONAL VARIANTS:

1. Successive years of crop failure has reduced this Kingdom to famine and poverty. Reduce the Taxation Value by half (round up). If crossed by a stack, add +1 to the Attrition die roll.

2. A recent plague has devastated this Kingdom. Any unit not deployed at start must be considered a casualty of it, and may not enter play as a "living" unit. However, due to the great rate of death among men in their prime, each city has a well-stocked cemetery. If the city if friendly, a Death Rune spellcaster can raise one land unit in each city by means of the Raise Undead spell; randomly pick these Undead units from the Kingdom's permanently-eliminated stock. Additionally, the disruption has caused a 1/3 reduction (round up) of the Kingdom's Taxation Value. Due to the population reduction,

the Kingdom's Vampire Recruitment value is also reduced by one-third.

3. This Kingdom has lately lost a war with Zolahaeslor and now groans under a crushing tribute. When activated, one-third (round down) of its Taxation Value is lost as a transfer to Zolahaeslor (see 7.22), provided it activates to the Kingdoms side. If allied with the Necromancer, no transfer of Taxation is made to Zolahaeslor. *Diplomacy Modifiers:* Necromancer +3; Kingdoms (if Zolahaeslor not active) 0 or (if Zolahaeslor active) -3.

4. This Kingdom's enterprising merchants have created an economic boom based on foreign trade. For each fleet unit the Kingdom has in play currently, its Taxation Value is increased by five gold. If it is a Kingdom without a naval unit in its counter mix, simply increase its Taxation value by 10 gold until conquered. The gift of a fleet (see above) modifies this Kingdom's Diplomacy dice roll by +2.

5. This Kingdom had modernized its armed forces extensively. If they should make up half or more of a force engaged in battle or siege, the combat die result is modified by +1 in their favor.

6. The ruler of this Kingdom is pathologically afraid of old age and death. He will be grateful to any player who uses a Counter Death spell to rejuvenate him or a special Raise Undead spell to make him a vampire. The first player to cast the appropriate spell successfully will gain a permanent +4 Diplomacy dice roll modifier; the other, a permanent -2 modifier.

7. This is one of the most corrupt governments on Loslon. Its armed forces are poorly equipped and led. If combat units of this Kingdom make up half or more of a force engaged in battle of siege, the combat die result is modified by -1 in their favor. Further, stacks containing any units of this Kingdom have the Attrition die roll modified by +1.

8. A fanatical death-cult has ascendancy in this Kingdom. Any Death Rune spellcaster working Diplomacy in this Kingdom receives a Diplomacy dice roll modifier of +3; non-Death Rune ambassadors receive a -1 modifier to Diplomacy.

9. For a long time, the balance of power in Loslon was thwarted by this Kingdom. Its leaders are inclined to view the Necromancer as a rising star. If this nation is offered a conquered Kingdom as a gift, the Diplomacy dice roll modification is +5 instead of +3 (or +2 instead of +1). *Diplomacy Modifiers:* Necromancer +2; Kingdoms +1.

10. This Kingdom is torn by factional dissent and rioting in the streets. Continued disorders reduce its Taxation Value (but not Vampire Recruitment) by one-quarter (round up). Additionally, radical factions see the Necromancer as a logical ally. Before each Diplomacy dice roll, roll to see who is in power; an odd result indicates that the radicals are in control at the moment and the Diplomacy dice roll is modified by +2 for the Necromancer and +1 for the Kingdoms. Regardless of who it allies with, internal politics make it impossible for its armed forces to leave the borders of the home Kingdom unless it is first conquered.

11. This Kingdom is dominated by a deeply conservative State Religion, which demands consultation with the Gods for every political decision. After rolling the Diplomacy dice roll, roll an additional die for the modifier to be applied:

	1	2	3	4	5	6
Kingdoms	-2	-1	0	0	+1	+2
Necromancer	+2	+1	0	0	-1	-2

12. This Kingdom's ruler is an avid collector of magical devices. Double the normal Diplomacy dice roll modification for any sword given him or Magical Device offered him.

13. A recent plebian revolt has culminated in the massacre of the ruling class. All the leader units of this Kingdom begin the game killed. The rebels are at odds with the aristocratic nations that surround it and are eager to gain a powerful ally, even if it is the notorious Necromancer. *Diplomacy Modifications:* Necromancer +2; Kingdoms -2.

14. A palace revolution has driven one of the Kingdom's leaders into exile. Place the leader with the lowest Hero Rating from this Kingdom next to the inactive mercenaries. He is considered a mercenary character with a Diplomacy dice roll modification of +2 for any player who is currently at war with his home country. The neutral Kingdom itself may ally normally.

15. The ruler of this Kingdom is impressed by feats of arms. For each Kingdom a player controls by conquest or reconquest, the Diplomacy dice roll is modified by +2. If the player has no current conquest or reconquest to his credit, he receives a modifier of -1 if conducting Diplomacy here.

16. This Kingdom is ruled by a timid tyrant. If the Kingdom is ever reduced to having only one unconquered city, the ruler will offer to join the invader as a full ally. This offer must be immediately rejected or accepted by the invading player. The offer may be made only once to each player each game. *Diplomacy Modifiers:* Necromancer +1; Kingdoms -1.

17. The nervous ruler of this Kingdom is susceptible to Intimidation. A Terror Rune spellcaster may deduct one (-1) from his Intimidation die roll. If the spell is actually cast, it modifies Diplomacy by +3.

18. A curse has been placed upon this Kingdom's most powerful spellcaster to rob him of his power. An ambassador with the same rune may cast a counter-spell to end the curse. This is considered a Diplomatic spell. If successful, a permanent Diplomacy dice roll modifier of +2 is gained by the player; his opponent receives a -2 permanent modifier. If the Kingdom should join an alliance before the leader is cured of his curse, he will wander off in lonely exile. Place him with the mercenaries; a successful cure will bring him in as an ally.

19. One leader of this Kingdom is a renowned champion of Heroic Combat. The leader with the greatest Hero Rating has that rating automatically increased by one for the purposes of Heroic Duels only.

20. This Kingdom has the most sophisticated educational system for the training of scorers in all of Loson. All spellcasters of this nationality have their Magic Strength increased by one.

SUMMARY

The intent of these revised and new rules is to open many possibilities in the strategic nature, as well as political change, in this fabulous fantasy game. Small unit combat and deployment has become more feasible, and a new political climate is created at the beginning of each playing by the use of the Regional Variant charts. While the total effect is to make Diplomacy easier for the Necromancer, the achievement of victory is not made so. He may gain allies, but at the expense of his powerful vampiric units. Moreover, the game becomes more clearly a contest against Zolahaurel (which will probably enter the war with its many ambassadors and powerful resources at an earlier date) for the Necromancer. And this should mean more fun for all in this land of round seas.



Hardware and Gaming

By John Huff

Enough people have asked questions regarding what kind of computer they should get if they want to play games to make it a topic of this column. As far as computers themselves go, there are a boatload of alternatives. As far as playing games with them go, the field is narrowing.

Virtually any computer currently on the market can handle word processing, desk-top publishing, spread sheet programs, databases, and specialized programs (like mailing lists). Some are better in one area than another, but if you care to look, acceptable software can be found to compensate for the weaknesses of any given machine.

The computer gamer, on the other hand, must select his/her computer based on the "popularity" of the machine. A sad but true fact is that the best machines do not always develop a sufficient user-base to be worthy of support by game companies. If you want to be in a position to get the best games, you will need to purchase a computer which is still growing in popularity or has an enormous user-base that is still buying games (and thereby maintaining a thriving market for new designs).

The following survey is of popular computers (past and present) and what their current status might be (relative to computer games). It is roughly chronological in order of presentation:

CPM/Z-80: The earliest microcomputers that were remotely affordable were the machines (from several manufacturers) using the CPM operating system. There is still a remarkable amount of private support for them, but no companies currently support them with software.

Radio Shack TRS-80: The first truly popular home computer. It is now antiquated and not supported by any game companies.

Apple II, II+, IIe, IIfx: Most game companies have stopped all production of standard Apple II products. The machines are coming up on the used market now, but don't spend too much time looking around for new games. They are few and far between.

Commodore VIC-20: The ancestor of the Commodore 64. Too small to hold a game with any intricacy to it. It is not supported by any game company these days.

Commodore PET: Contemporary of the original Apple II, all game support for it ended with the rise of the Commodore 64. Not currently supported by any new titles from any game company.

Atari 400/800/1200 (and XL models): A worthy rival to the Apple II and Commodore 64, it was graphically as impressive as the C-64, but was the first home computer to be significantly hurt by software piracy. It is not currently supported by any new development, but there are still products available on the shelves. (Eventually, the early models

were replaced by the 65XE and 130XE, but they were not much different from the original.)

TI-99 (99/4): A nice computer that enjoyed a short career, but faded in front of less-costly competition. Not supported by anybody at this writing.

Commodore 64: "The computer that will not die!" is still impressive with its graphics and sound. Its high user-base insures that it will enjoy a few more years of releases before the developers give up. Over 100 million have been sold in the US, and about half that number overseas. C-64 users are mostly happy with their machines, are not seeking to upgrade, and are still buying software. Compared with the newer machines, it is underpowered, but it can still surprise the gamer with its speed and graphics. Several companies continue to support the machine, and there are thousands of games of all types available.

IBM P.C.: Originally a good office machine, but not much more. Because of its open architecture, it has been expanded into the 1990s as a power machine capable of handling enormous tasks. Still based on the 8088 technology, the newest 8086 versions are up there with the best of them. The IBM has several sub-categories, which I will try to describe:

PC (and compatibles): Runs on an 8088 processor (some compatibles use the 8086 or V-20). Supports up to 64K of memory and can be expanded to 640K using one of the five expansion slots. The most recent versions can also support the Enhanced Graphics Adapter (EGA).

PCjr.: A little brother to the PC that has more display colors and a closed architecture. It is compatible enough to run many games, but not all.

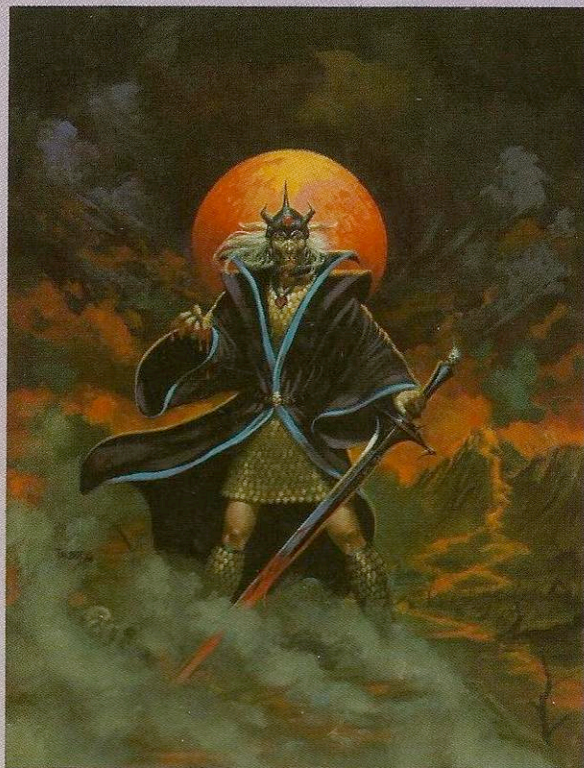
XT: A souped-up PC, which was finally expanded to eight slots and could support up to 640K of memory on the motherboard. It uses the 8088 processor, but later was given the 8088-2 to cut the processor time in half. These faster machines are called "turbo-XTs".

AT: Originally, an 8086-2 based machine which was an improvement over the PC or XT. With its 16-bit bus, it could handle internal operations much faster. It can also handle expanded memory models to allow for bigger programs and databases. Eventually the AT was equipped with the 80286 and 80386 processors, which improved the speed and power of the machine dramatically.

PS-2: IBM's most recent line of personal computers. They are fundamentally based on the AT, but with a new type of buss and expansion slot. This "micro-channel buss" was developed to

Dark Emperor®

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS GAME OF FANTASTIC WARFARE



BLOODY DEATH IS AT HAND

In the Third Age of Magic, a bloody war was fought against the great Necromancer, Padrech dar Choim, bane of all that lives. As a result, he was banished to the Realm of the Dead by the puissant emperor Padrom III. Defeated, but not destroyed, Padrech brooded for centuries in the cold and silent Fields of Decay and gathered eldritch forces to bring death into the lands of men. As the centuries passed, his power drew Tol Morn, Lord of Vampires, and Mezal, Avatar of the Goddess Szanbu (Mistress of Fear and Terror), to his cause. Now, with the human kingdoms divided, his time has come. Utilizing ancient, forbidden rites, Padrech has returned at the head of vampiric legions. Backed by the infinite might of death, and the power that lies within terror, he is again prepared to teach the peoples of Loslon to fear the power that is death.

Dark Emperor is a fantasy wargame for two players set in the unique world of Loslon. It pits the divided, but formidable, human kingdoms against the small, but powerful, forces of Padrech dar Choim.

As the Great Necromancer, you must subdue the kingdoms before they can unite to oppose you. In doing so, your first goal is to conquer two or three of the lesser kindgoms, to provide fodder for your vampiric host. Afterwards, you may march against the seat of empire and avenge yourself on the descendants of Padrom III. Losses mean nothing, victory is all. The death of your hosts holds no terror for you, for you are Padrech dar Choim, a master Necromancer who can raise the dead to do your bidding. Aided by the power of Tol Morn and Mezal, and with the Great Sword, He-Sups-On-Prana at your side (if you can find it), you know that you are invincible.

As the active leader of humanity, the Kingdoms player, you must fight a delaying action until the heroes and heroines under your command can rouse the land to fight mankind's greatest foe. Unless these forces can be united, they will surely fall. Only together can they hope to stem the dark tide and defeat Padrech dar Choim. Cunning strategy, subtle diplomacy and heroic, tenacious defense are their only hope against this great evil. Used well, they can lead to glorious and final victory over the powers of death and terror.

Dark Emperor is a simulation of Loslon's greatest war, encompassing all of the diplomatic, magical and military factors that were brought to bear. Its movement and attrition systems reflect the non-combat losses that occur in any war, especially in a period before the modern advances in logistics and medicine. The combat system rates the relative strengths, and the different capacities, of armies, creating a necessity for intelligent command to assure victory.

Dark Emperor can be played in two to four hours. Included in the game is a four-color mapboard, a sixteen-page rule book (with extensive historical background and designer's notes), two hundred and sixty counters and two six-sided dice. On a scale of one (easy) to ten (hard), its complexity rating is SIX.

May the adventure within enlighten your soul.



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DARK EMPEROR