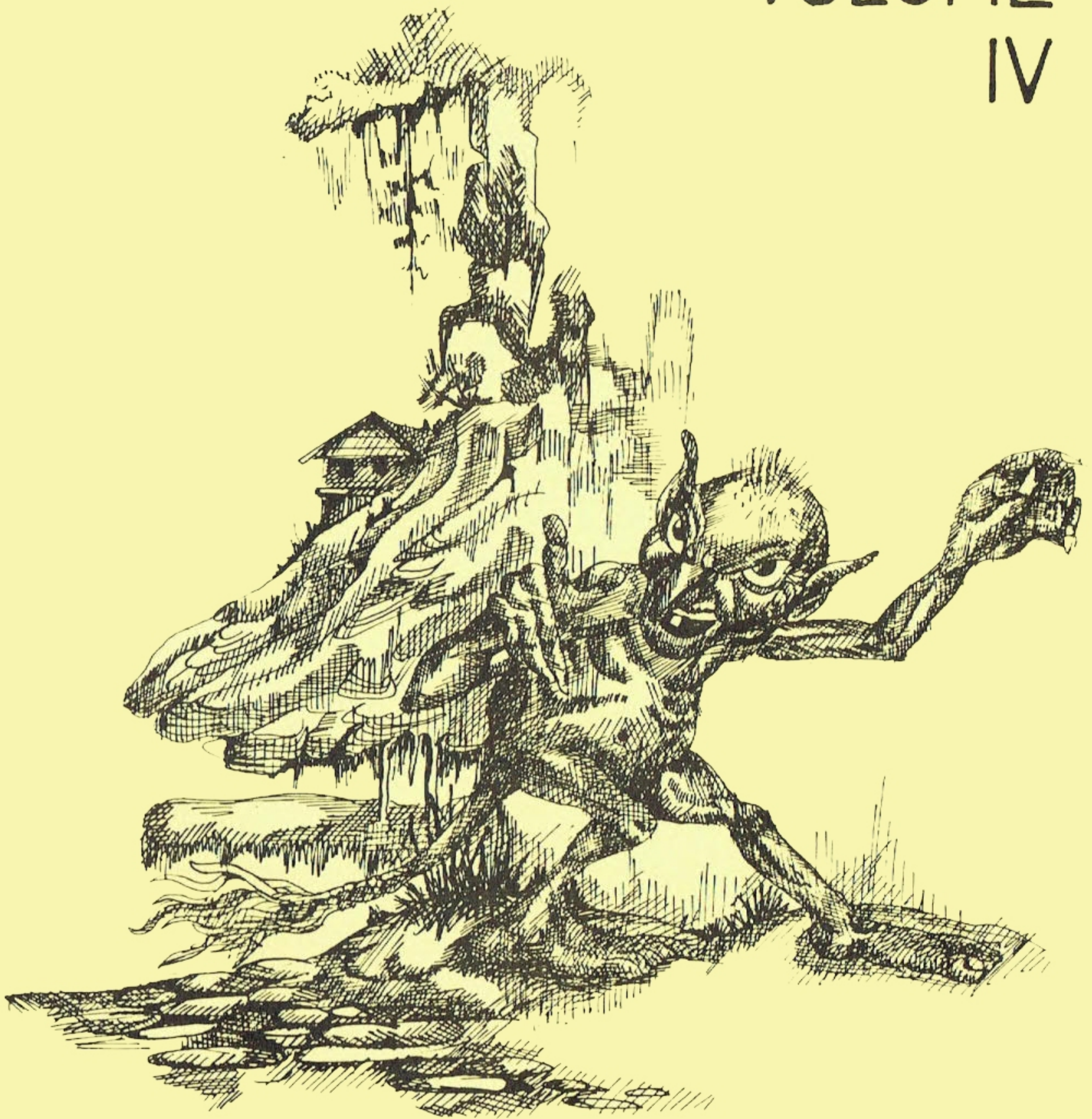


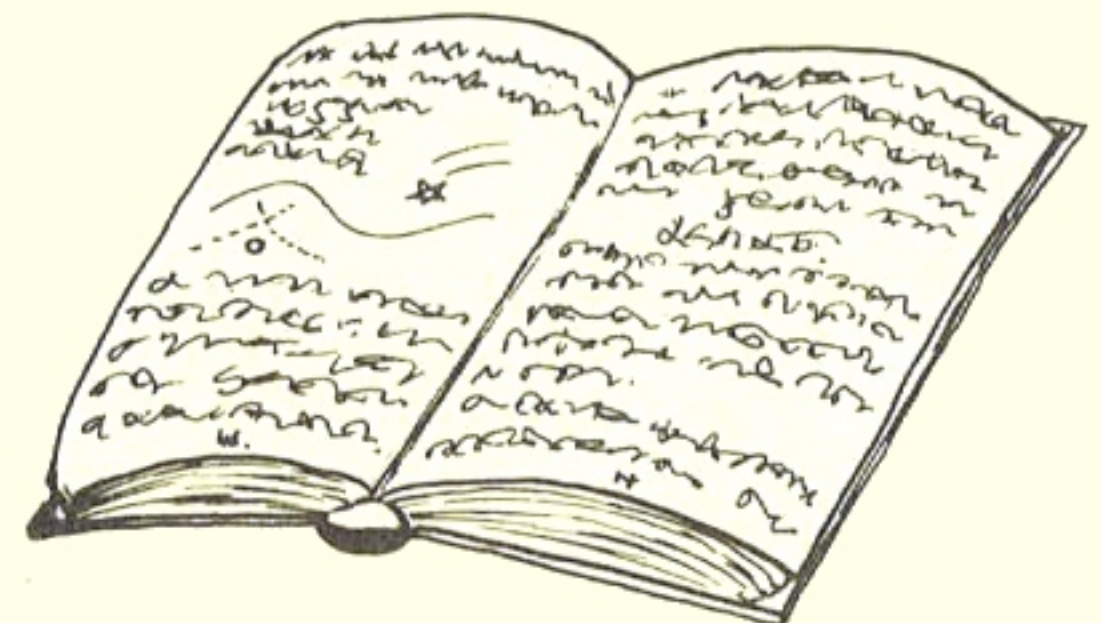
遇 Frost

VOLUME
IV



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INTRODUCTION

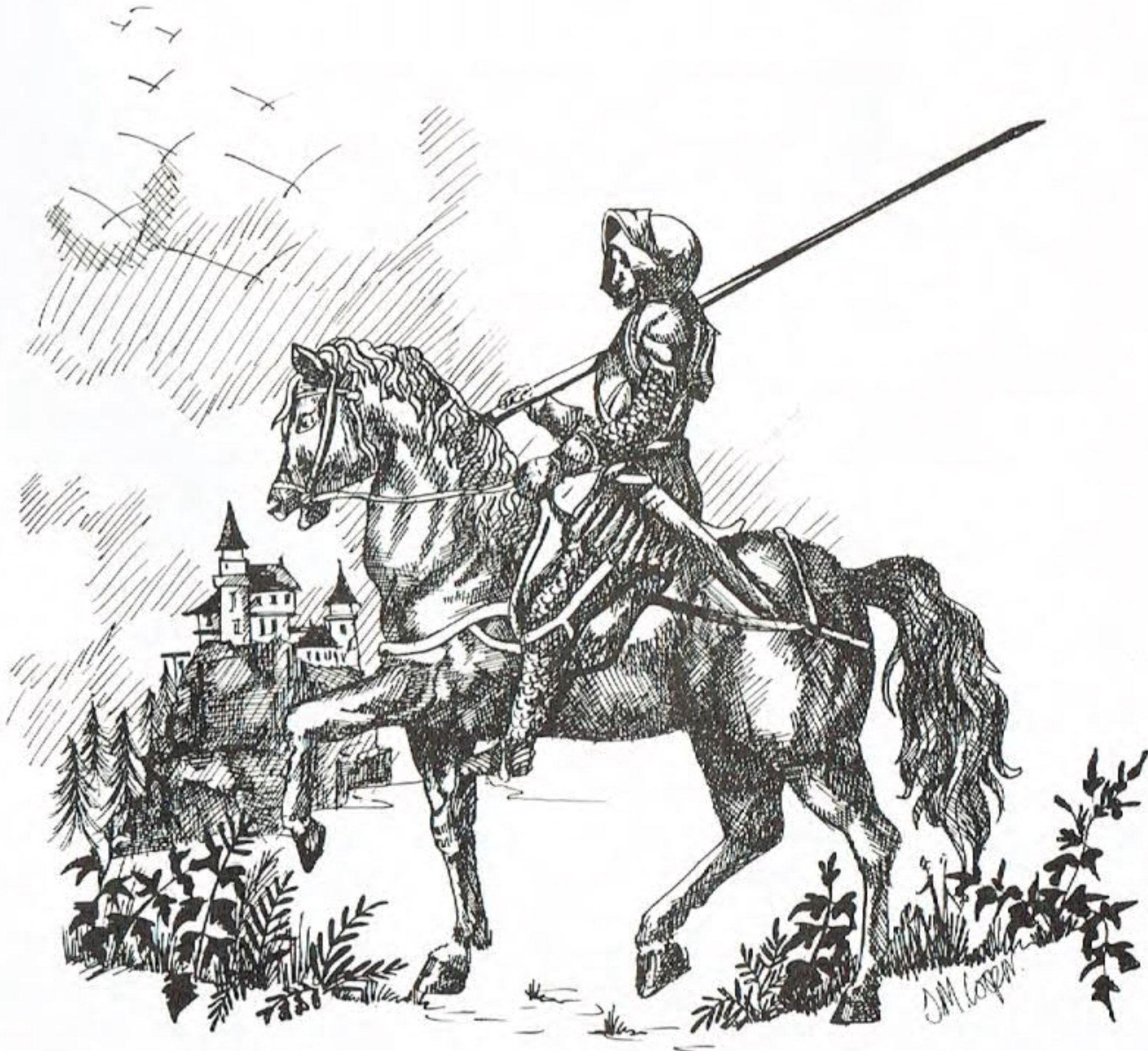
This is Bifrost Volume IV. Within its pages you will find the means to ride into combat fully caparisoned on your black war-horse, or to swoop out of the sun astride a winged steed. Furthermore, there is a menagerie of fantastic creatures against which to match strength and skill. There are also some amendments and additions to the first three Volumes.

Before we go on, just a short note about the Creature Description Tables: we took them from original sources, where we found a lot of '...wears a green tunic and a red hat, with a bell on the end. Carries an inflated pig's bladder on a stick, and will kick people if they bend down...' Because of this we have been forced to alter some of them, although we have attempted to retain their basic character. The afore mentioned creature obviously likes playing tricks, so we have suggested some, such as sawing half way through the girth strap of a traveller's saddle while he is asleep, then robbing him when he falls off. Other cases (such as creatures from Classical mythology), are difficult, if not impossible to simulate. In these cases we have tailored them to the requirements of the game. Feel free to adapt them as you desire.

Finally, a note on dice: we have avoided American 'gimic' dice and have stuck to the more common forms of wargaming dice. Throughout these rules we have used the shorthand form of notation below:

1d6 1 6-sided die (1,2,3,4,5,6)
1dA 1 average die (2,3,3,4,4,5)
1dF 1 firing die (1,1,2,2,3,3)
1d10 ... 1 10-sided die (1,2,3 ...10)
1d20 ... 1 20-sided die (1,2,3 ...20)

Thus: '2d6' means 'roll and add two six-sided dice', and '3d10' means 'roll and add three ten-sided dice', and so on.





PLAYING THE GAME

First steps in Bifrost usually consist of a disjointed series of comic-book sword and sorcery scenarios, whose main function is to familiarise the GM and players with the rules. To avoid disappointment, this type of play should not last long. The need will be felt to move onto a more complete experience. Character development, at the expense of everything else, pales very quickly, and it soon becomes clear that once the surface of the game is scratched, a rich world is to be found beneath.

Bifrost is a group experience- in one sense the perfect game would require none but the basic rules, the rest being a process of agreement and compromise between the players and the GM. Many of the rules in this volume have been arrived at by this method. It is the job of all, not just the GM, to help create the alternative reality that is the lifeblood of the game.

The most obvious point is that all those involved are playing roles, and the format demands that the GM plays several. Consistency is essential, and can only be maintained by constant checking of actions against an accepted norm. Thus characters with a 1A alignment must not attack defenceless old ladies. Similarly, if a party is split up, a player should restrict his character's actions to those dictated by what the character would know, and not use information gleaned from other players. Players are also limited by the level of knowledge in the fantasy world. They should not be allowed to introduce anachronisms. For example, a character may not build a walkie-talkie, even if he can supply the necessary circuit diagrams to the GM.

The GM inevitably has the most difficult task. He provides the background and the parameters of the game. If he has not done his work properly, continuity will break down, and the scenario type combats will re-appear, causing disillusionment and disinterest. The following points will help the prospective GM to get going, whilst helping him to avoid endless, useless detail. It is not, however, a panacea; much of the time you will be on your own. It is your world, its boundaries are your imagination.

CREATION - SOME HINTS FOR THE GAMESMASTER.

These rules have been compiled from a European perspective, and based around the Middle Ages. This is not, however, a limit upon you. Your world can be based on any form of civilisation, from the dawn of time to the end. Wherever you draw your inspiration from, the following points will have to be considered:

- 1) What will the players need to survive, and live from day-to-day ?
- 2) At what level of development are the humans ? (e.g. Do they have any form of gunpowder ?)
- 3) Are they the dominant race ? What other races exist ? Where are they relative to each other ? How developed are they ?
- 4) Where do the characters originate ? Are they to roll for social position, or will they have this decided for them by the GM ?

(These will require just brief statements, a few paragraphs for each of the four points. Refer to them constantly as they provide the basis for all else.)

- 5) You will need a map to work on. List everything on it, stating in a short paragraph the FUNCTION of each NAMED place. However, at this stage nothing is fixed; you may need to alter features in the interests of credibility. If something is not explained believably it will detract from the game.
- 6) Describe briefly each terrain type and climatic zone. Create e.g. warm and cold currents, wind directions, monsoon areas and places likely to be struck by hurricanes. If there are anomalies explain them or remove them as is more convenient.

Now you can focus upon the area where the characters live and the game starts. You will need to be specific, and will probably make several false starts and mistakes. Learn from them. You may wish to map it in great detail, but in our experience, mapping, though helpful, is not as important as the mental imagery created by the GM.

By now you should have the following information:

- a) A list of services necessary for player survival.
- b) The level of development in the society proposed.
- c) The general distribution of inhabitants.
- d) A general picture of the world proposed and specific details about the area that is most important at the start.
- e) The geography of the world and its climate.

From your general picture you must then turn your attention to how you will play your ideas in a game context. What will it mean to the players? How will it effect them? If the answer to these questions is 'not much', then you are creating background. File it away and waste no more time on it, it may be useful later, when the time is right. When ideas in the game are drying up, you will need something to jog your imagination.

Variety is the spice of the game, gain it by ensuring that areas do have items of interest in them, and that your areas mapped are diverse. Do not overdo it, however, there is no need to have icy wastes bordering on barren desert. Countries should be controlled, and not so incredible that the game suffers. The 'Random Incident Tables', (Volume I, pages 44-65) are therefore useful in an 'extended journey' sense, involving possibly planar travel. Such diversity is undesirable, in most circumstances, on one plane. The easy availability of magical knowledge of a profound sort can lead to a 'magic shop' mentality, which consequently leads to a trivialising of the game, and so should be restricted.

When you start to consider the specifics of an area the following points may be of help:

Name of local Lord/governor.

Allegiance? What political set-up?

How many freemen/slaves? Women/Children/Men? Social standing?

Do they keep livestock or grow crops? What types?

Are buildings wooden/stone?

What types of buildings? Temples/Castles/Ruins/Manor houses/Fortified caves?

What facilities exist for travellers? Taverns, inns or monasteries?

Any medical knowledge? Libraries? Wizards? Special features? (e.g. Magical groves or places of power.)

What types of fuel are used? Are minerals available? Timber?

Are weapons available? Horses?

What skills exist? Are there any teachers of these skills?

Are there harbours or quays? Canals?

Does the place have allies or enemies?

And so on



All of this can be tabulated using a rating system and symbols. You may choose to map a few 'standard' towns, so that a place description might be abbreviated thus:

"Town - HELMAN HEAD..As standard port 2, except paid workers not slaves work the docks.
Also no iron ore mines. Allied to Bunber Head."

Over this background you can lay a feudal hierarchy, or another form of social organisation to knit all the detail together. If two countries are at war, which is probable, it can be on any scale from border conflicts to deep raids. If the players wander into a conflict zone, then that is what they will find.

It should be remembered that reality is a fluid thing. It is forever changing, and your world must do the same. Events may overtake the characters, or characters may perform actions that will cause their world to change. Countries will not always be at war. They will make and break treaties. An event is not an isolated happening, it will spread its effects like ripples, and you must envisage the form these ripples will take.

Above all, remember that a place can be experienced at various levels. As a fleeting glimpse if the players ride through, or as more firm impressions if they stay in e.g. a village for a longer time. An over-night stay can be described from the bare outline of your notes. As their experience of the place increases they will pick up its atmosphere and begin to notice the type of people, local habits and customs etc. All this must be

described, and non-player characters will be needed to bring the place to life (under the GM's control). Villagers have names as well as the players. Remember: the players are not the only people in your world, there will be other adventurers (possibly on the same quest),and characters who are not necessarily hostile or friendly. How many times have you been into a pub where you have been accosted by a local who proceeds to pour out a flood of information , which just happens to be useful to travellers ? In a medieval world where travel is difficult, the adventurers will experience a vast range of receptions, from the friendly to the hostile. Beware of turning every non-player character into an incident - there will be at least a few boring people in your world!

QUESTS - A PURPOSE TO THE GAME. (Part 1)

Simply 'living' in a Bifrost country is a challenge in itself; but for the players, the game is made far more interesting if their characters have objectives to fulfill. A Quest is the ideal thing to give the game a more definite form. You as GM must provide avenues of escape from the main plot, in the form of social obligations, the learning of trades, the improvement of characters by training and aquisition of knowledge, and so on - if only to keep the feel of the game as close to reality as possible.

An open ended system is desirable, and can be added to later as the players move from one stage to the next. A quest should develop with the game, but the more planning which has gone into it beforehand the better.

Quests take any number of forms, but might include:

The rescue of someone important from a tricky situation.

The revenge of a comrades death.

The aquisition of a great treasure or artefact, or the planning of a daring robbery.

The location of an individual or group for special purposes (e.g. the return of a king in exile.)

The killing of a monster, the banishing of an evil sorcerer, or the destruction of an evil place.

The assassination of an important person.

Any of these can be superimposed on, or used in conjunction with any other, or others. Planar travel can be introduced later as a part of such a quest, necessitating location of gates, artefacts to open them, and so on; and hence these things will have to be hunted and aquired....

Plan the quest in broad outline, and define stages in it. Some may have a time limit on them, so plan the consequences of failing to perform them within the time given. The object of all this is to piece together a pattern for the game to follow, and to act as a guideline for the GM to work from when detailing places. Time is saved if you know where the game is likely to go next - especially if you gently nudge it that way by offering unpleasant alternatives. This may sound like manipulation, but the nudging is only needed in a general sense - the players make all the detailed decisions about the actions of their characters.

It is a good idea to have more than one level of quest operating at the same time, so that players can perform deeds which affect their world to different extents. To give an insight into the sort of thing that we are talking about, the following section is about magical artefacts (which is why this section is included with 'artefacts' !)



QUESTS: THE USE OF MAGICAL ARTEFACTS (PART 1)

Magical artefacts include all those items of equipment beloved of fantasy writers, which inevitably, it seems, take the form of hyped-up swords, extraordinary rings, rods of crystalline material emitting strange rays, strange cloaks, gems, and so on. You may like to invent more unusual objects, such as beautifully carved rocks which, when split in half, do not diminish in size - the pieces remain the same size as the original. Uses of this type of curio require lateral thinking!

There are 3 levels of artefact. Although the power of an artefact will to some extent be determined by its level, this is not the main factor in the designation - which may be summarised as follows:

LEVEL 1: An item made for a specific purpose, with properties that are fixed and clearly defined. It may be the object of several small quests, but plays only a very minor role in the overall plot governing the game.

LEVEL 2: An item having a number of applications which when used in conjunction with other artefacts becomes considerably enhanced. It will be necessary to gain control of it in order to fulfill a requirement leading to the completion of a major objective in the game. Its powers may not be apparent except in certain circumstances and may vary with the uses to which it is put and according to the nature of the user. They may also change when it is used on different planes (etc.).

LEVEL 3: Usually sentient, this type of artefact has an essential part to play in the game. Its powers will vary according to who is using it and for what purpose, and depending upon its position in the multiverse. It may have been constructed as the result of a combination of items of levels 1 and 2, or it may have been made by a being or beings of a very high rating in the GM's set-up. Either way it will also have a very definite role to play all of its own; a 'quest' surrounding it of great importance.

The rest is up to you. We cannot lay down rules in this area. We can only offer suggestions. What form your artefacts take and the way in which you handle the subject in your game will very probably shape the structure and form of it in a very fundamental sense. For this reason we obviously are not in a position to dictate exactly what procedure you should follow in designing an artefact. They should, however, be thin on the ground and not at all easily obtained. In the case of inherited artefacts, (Volume I, pages 23-24), explanations in the form of a potted history may be necessary to justify a character's owning one. He or she is liable to become a focal point in the game. It is a nice idea not to immediately tell such characters what level their item is. Let them find out!

A PURPOSE TO THE GAME - (PART 2)

By now your knowledge of your own country will be pretty extensive and to furnish greater detail is merely a matter of building on what you already have. You have pieced together a kind of plot with several lesser ones to add spice to the game in a generalised sense. Now you need to place the players in their proper context within the social set-up and to devise a way of working them into the 'story' as you have written it. For this is really what you are doing as a group. Creating a yarn which you can all experience in a game context.

You don't necessarily have to know exactly what the players need to do in order to achieve the objectives set for them. Nor do you need to know everything pertinent to the situation in hand; but you do need to know what the next step is and how you are going to play it. (Actually nobody needs to know anything as long as they're all enjoying themselves.)

Be aware of the social background and initiate changes as you wish. Have kings deposed and barons exiled, wars begin and end and plagues ravage the land. The players will be caught up in events and probably 'reality' will force them to do things apart from what they expressly desire - which is perfectly reasonable, after all, that's life. As for the form of the quest, as we play them, this may become more apparent in the next section as examples are hinted at. We hope you will use your own ideas to create your own game.

MAGICAL ARTEFACTS - (PART 2)

Artefacts are not natural phenomena like magical fountains or wishing wells, (but may give rise to them) and hence will need careful planning to justify their existence. You might like to consider points such as:

Who constructed the artefact ? For what reason ? (Golden Rule for GMs: No-one goes to any trouble unless there's something in it for them.)

What was the maker's alignment ? Was there more than one person (perhaps with conflicting objectives in mind) involved ?

Is it complete ? If not, what's missing and why ? Where are the bits ?

What form does the artefact take ? Does it have a form ?

What are its properties ?

Who is looking for it and why ?

To clarify, let's consider three examples, one from each level, and show how you might handle the problem. As usual, if you want to disregard this approach and do something else, feel free.

A LEVEL 1 SAX DAGGER.

1. Its maker was HALREK, a necromancer, aided by the demons FORAS (No. 40) and ANDROMALIUS (No. 15). It was forged out of black iron from Hell and was constructed to obtain power over four sorcerers chained in purgatory who were all evil in life.
2. Halrek was 6F, the demons were both 7G.
3. It is complete.
4. Its properties are constant and are:
 - a) In contact with bare skin a character of alignment more lawful and less evil than Halrek will suffer the following penalties;
 - i) Touch reduced to 1. A tingling sensation like pins and needles for 24 hours.
 - ii) Alignment becomes 1 place more chaotic and one place more evil, to a maximum of 5E if artefact is willfully claimed by character (requires verbal declaration). Lasts 1 year, renewable if desired.
 - iii) The area touched will be painful in the presence of undead or demons, regardless of ownership of the dagger. (This is the dagger's only permanent effect.)
 - b) Magic-users will gain 25 ELs when casting necromancy or evil eye spells for free (but KPs stay the same), holding the dagger.
5. The sax is not sentient.
6. One of the demons, FORAS, (unknown to Halrek) inserted a jewel of amethyst into the pommel of the dagger. It is coated in black iron to hide its presence. It will cause sickness and delusion if the dagger is held long enough to warm it, or in the presence of warmth. (Treat as any disease in the illness section but add hallucinations.) The dagger's 'objective' is therefore to cause ruin to those using it in addition to controlling the four sorcerers' souls.
7. One of the sorcerers knows the location and operation of a planar gate leading to WestReim. He is sought by an Elven prince, Berior, who wishes to return to his laboratory there after an adventure during planar travel caused him to lose his way and end up on this (the GM's) plane instead.
8. The dagger is also being sought by a tribe of red-skinned brigands whose seer was carrying the dagger as a badge of rank, but it was stolen by ...
9. The Riviannini, desert creatures peculiar to this plane (the GM's) who have been commissioned by the priesthood of a city (Shargan) to find this dagger so that it might be replaced in the temple where they brought it 250 years ago. It was taken in a war with the then better organised red-skinned peoples and effectively broke their morale.
10. The characters need it to kill a guardian preventing them from obtaining a hoard of gold. (Lots of questions arise from the above, but we hope the point has been made concerning the complexity of 'origins' and interested parties.)
11. The artefact was made in Halrek's crypts and catacombs that riddle a volcano deep in the mountains to the South-west of civilisation on the plane of Ryyia (the GM's plane). There Halrek's bones lie still, where the red-skinned people found the sax before taking

it to the lands of men.

12. The artefact was made by forging it in the fires of the earth and hammering it with the hammers of the Dwarves of WestReim.
13. Basically it is a dagger, plain and unfussy. Completely black and very heavy.
(Comparable in size to a short sword.)
14. Other properties include;
 - a) Glows with a green light in the presence of good/lawful creatures not of this plane.
 - b) Will summon the souls of the four sorcerers when used in necromancy rites and will control them.
 - c) Will cause demons 40 and 15 to manifest themselves if their names are called 3 times during 'summon demon' rites. (They must be bound as usual however.)

So the dagger is basically evil and is sought by five interested parties (at least).
A quest is born.

A LEVEL 2 SILK CLOAK.

This time we'll skip 'social' details and concentrate on the factors that make this cloak level 2 and not level 1.

1. The cloak is part of a wardrobe of magical garments belonging to the sorceress CERELDIR. Each article of clothing may be used in combination with others and the effects will differ according to the combination.
2. It will become the exact opposite in properties on any plane visited by Cereldir's brother Aseln or her half-sister Emana. It will have no magical properties in the void. If either of the other family members are on a plane at the same time as the cloak's bearer, he will experience visions of their location whilst wearing it.
3. Any character of good (1-3) and lawful (A-C) alignment will suffer a reduction of 2-5 (1dA) from each of his A attributes upon donning the cloak (except size) to a minimum of 1. The total deductions may be added to any of his B attributes, except those that may be increased by training, in any proportion to a maximum of 20.
4. The cloak is not sentient.
5. The cloak is to be used when in combat with Aseln or Emana as a device to improve combat effectiveness, all else being equal.
6. An ornately embroidered cloak, very light and flowing, it bears Cereldir's emblem.

Other properties include:

- a) Improvement of heroes wearing it (usually under Cereldir's guidance and protection) sent to destroy her two rivals.
- b) Clairvoyant contact with enemies.
- c) Permanent arrest of aging process if worn with Cereldir's blessing.
- d) Protection from evil spell, force field, all pyric spells and word heal are known to the wearer (if he has a higher B than A grade, before alterations due to the cloak.)
- e) It attracts the presence of elves and unicorns and repels evil, chaotic creatures of MR less than 25. Up to a total MR of 1000.
- f) During 'opposite effect' phase (i.e. on location of enemies) control of up to 100 evil chaotics is achieved up to a total MR of 1000. Although the spells are forgotten, immunity to them is attained if they are used against the wearer (obviously not if to aid him). Aging begins again.
- g) On the death of both Emana and Aseln it will crumble to grey ash and its wearer will revert to his previous state.

So this artefact is useful, up to a point. It is a source of knowledge and improvement, its properties are not constant or permanent and it is concerned with an interplanar quest. It is part of a larger artefact system, not specified here. Not all its properties have been listed so the GM can build on the ideas as he wishes.

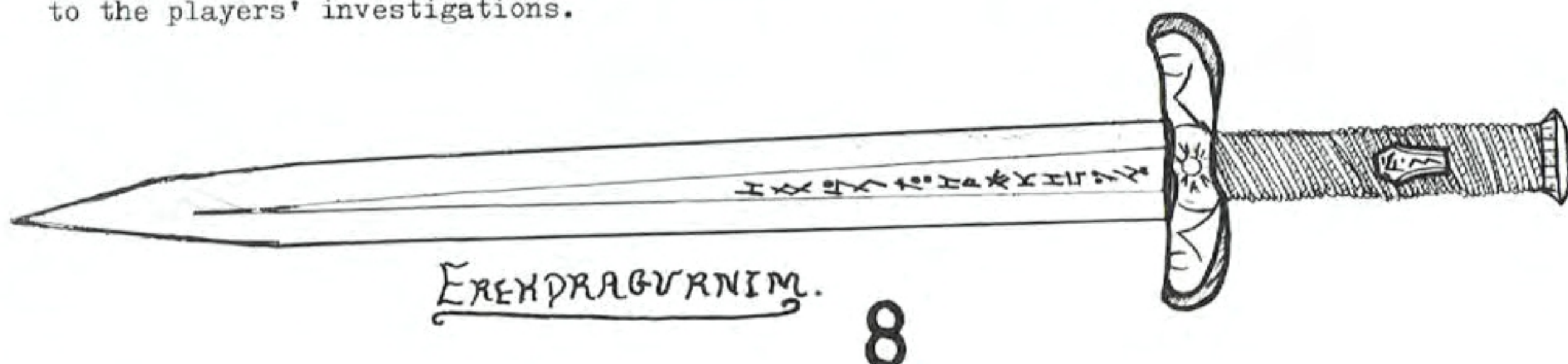


EREKDRAGURNIM - A LEVEL 3 SWORD.

1. This sword was constructed by the God HEPHAESTOR, who lives on an Olympian plane not exactly the same as the Olympus of Greek mythology. It was constructed to enable this God to walk the void unmolested by his father's Guardians who tirelessly watch the pathways.
2. The God is good and chaotic.
3. The sword has an evil/lawful twin, BERELAKURNAR, which enables the ELs in 5. to be used.
4. Its properties vary according to its location.
5. Plunged into a magic-user of alignment 6E (or more chaotic and/or evil) it will drink ELs at the rate of 50 per second. The wielder receives an increase of 1 to his strength per 10 ELs thus absorbed.
6. Wound deductions on the wielder are not applicable first round, are halved on the second round of combat and then normal on the third and subsequent rounds.
7. Provided the name of a Guardian is known that Guardian may be killed by the sword.
8. The sword is sentient.
9. It has an objective to fulfill which overshadows all other considerations.
10. Erekdiragurnim's properties include:
 - a) In the presence of heat energy the blade will glow, giving off heat at the expense of that from the external source. If its twin is wielded at the same time against an alignment more evil and more chaotic than its user then the heat generated will become intense enough to melt steel at a touch. The wielder will feel nothing of this. (Such heat will obviously render him unapproachable by normal standards.
 - b) In the presence of a practitioner of the Black Arts the blade will glow hot but only hot enough to cause red heat. In the presence of malice directed against its bearer the cursive script on the blade will glow with a white light.
 - c) Plunged into a Guardian of the void, or any being guarding either a dimension portal or planar gate, or any being from purgatory or its related planes, it will cause the immediate destruction of it. The wielder will die instantly unless the word inscribed on the blade is said aloud at the moment of contact. The word can only be read providing the mind of the sword is one with the mind of the user.
 - d) The sword will :
 - i) Open any ordinary gateway requiring pyric incantations to achieve the same.
 - ii) Inflict normal hits on zombies and any other creature immune to normal weapons with the exception of those having affinities with fire.
 - iii) Imprison the mind of any sentient being wounded with its blade when cool with the qualification of c) above.
11. The sword is concerned with returning to its own plane and will tend to act with this aim in mind. It can be communicated with by crossing its blade with that of its twin or by immersing it in the blood of a hot drake. In this event the character gains the abilities of Hephaestor, becoming a 4D, but the effects of this will be felt throughout the multiverse and his subsequent actions may cause a disturbance resulting in the intervention of the Gods.
12. Erekdiragurnim's main objective at the moment is to enter the void.

Such an artefact will develop as the game develops. The minds within it can be used as the GM sees fit and the freedom that such an idea invests in the game can be capitalised upon quite readily, as you like.

The importance of this sword is central to the game that we are currently playing. Without it the Lord of an enormous fortress, focus of a complicated quest, cannot be vanquished and without Berelakurnar the wider implications of the quest will not be amenable to the players' investigations.



COMBAT



UNARMED COMBAT.

'Did you deem yourself strong, because
you were able to twist the heads off
civilised folk'

Shadows in Zamboula
R.E.Howard

One flaw with the rules was exposed when it became obvious that unarmed characters could still easily dispose of armed foes because their weapon only formed a small fraction of their AT and DT. For this reason several changes and additions have been made to the rules. Combat Experience points have now been split up into the type of combat they were gained during and weapon effects can alter as below:

Unarmed men: Do not count weapon skill points.
Use 'unarmed' not 'foot' combat experience points.
Opponents of an unarmed man will double the AT and DT of all weapons and armour. e.g. a sword will become 80-80.

A character armed with either an improvised weapon, (e.g. a chair leg), or a dagger still counts as unarmed but in addition to 'unarmed combat experience points' is allowed to add on half of his 'foot combat experience points'.

In a truly unarmed situation the wounds table will need to be interpreted in a different way. We suggest the following:

Light - A bruise or cut, no effect on AT or DT.
Medium - A heavy blow or deep cut inflicted with fist or foot etc. AT -25 and CT/DT -20.
Heavy - A heavier blow usually flooring opponent. AT -50, DT - 40, CT -45.
Mortal - A breakage, immobilising lock or the like. Usually enough to finish a fight. If 'death' occurs treat as a knockout. AT -70, DT -60, CT -65.

Recovery times will be as follows:

Light - Immediate.
Medium - After the fight.
Heavy - 1d20 minutes each. (Really only relevant if another fight is possible)
Mortal - Dependent on how the hit was interpreted. Usually OK a few minutes after being brought round, released etc. For breaks refer to the disease rules in Volume I and calculate as normal.

It is up to the GM to modify the rules to allow for characters who have, for example, studied the martial-arts. Remember though that this type of thing requires years of practice and is an inner as well as an outer force. It is therefore unlikely that characters with any leaning towards chaos or who have been travelling will possess these skills.

A doubled-up weapon can be brought to normal by the use of an improvised shield. (e.g. a chair)



MOUNTED COMBAT.

"A horse! A horse! My kingdom for a horse."

Richard III

William Shakespeare.

This is calculated in the same way as foot combat, Volume II, with only a few minor, but important alterations. (For consistency delete all references to mounted combat in Volume II.)

A mounted man may choose one of three modes of attack versus a man on foot;

- a) Ride up to, not quite a charge, and melee as usual.
- b) Charge at/past striking at the footman when in range.
- c) Ride at the footman using the horse as a weapon. 'Riding down.'

His ability to do these will depend on the speed he is at, and the control class of the horse.

In the case of a) Use standard mounted combat rules as below.

- b) As a) but only permissible if room allows and rider is not unhorsed. If he is then the horse will gallop on and leave him.
- c) See 'riding down' section.

First calculate the combatants' AT and DTs. These are as before with the possible addition of any of the factors below:

	Effect on	
	AT	DT
Mounted on light horse	+20	0
medium horse	+30	+5
heavy horse	+40	+10
Charging on plated horse	+60	+80
mailed horse	+75	+60
leathered horse	+50	+30
unarmoured horse	+30	+10
Charging using lance	+40	--
spear	+30	--
any other	+10	--
teeth and claws	0	--

Modified infantry weapon values versus cavalry 1st and (2nd) rounds.

	AT	DT
Long spear/pike	80 (40)	50 (15)
Short spear	80 (40)	40 (20)
Halberd etc.	70 (35)	30 (25)

Others simply as listed in Volume II.

(In second and subsequent rounds infantry and cavalry will both be affected by above/below. See page 33.)

When charging:

The longest weapon strikes first in mounted-mounted combat or mounted-foot combat and if a wound is given the victim does not get a strike that round. (Hence the use of pikes etc. against cavalry is the best defence.)

In second and subsequent rounds both combatants may attack. Cavalry changing weapons must fight one round without an attack or the use of:

- a) Either weapon's defence value.
- b) Weapon skill points.
- c) Unarmed combat experience points.
- d) The 'total defence' mode.

Hits on horses - Accidental or otherwise.

If deliberately attacking a horse (or other mount type) its DT is found as:

½ DT of rider	Charging +20	
Heavy horse +15	Medium horse +10	Light horse +5
Plated +70	Mailed +50	Leathered +20

Risk to mounts.

If a hit is scored on a mounted target there is a chance that it is accidentally on the mount, so once a hit has been established roll once as below:

Using axe/sword/flail/mace	+15	Horse rearing	+5
2-hand axe/sword/pike	+20	Horse is 'C' class	+5
spear/dagger	+10	Mount is intelligent	-5
teeth/claws etc.	+5		

If roll is less than or equal to total then hit is on horse. Roll once for position and degree of wound (using column rider was originally attacked on.)

N.B. People deliberately attacking horses count as 'attention divided' on the column modifiers. (See page 33.)

Effect of a hit on a horse.

(1.) Throw for wound degree on the column rider was attacked on (if hitting the rider was proving difficult then getting his horse will not be much easier.)

Also throw for wound position, apply modifiers below to wound degree roll:

Hit plate armour	-2
mail	-1
leather	0
unarmoured	+1

(2.) Next roll 1d10 and modify as below:

'A' area hit	+2	Rider has 25-50 mounted combat experience points	-1
'B' area	+1	51-80	-2
'C' area	0	81-120	-3
Mortal wound	+4	121 or over	-4
Heavy	+3		
Medium	+2		
Light	+1		

Apply the result to the following table:

Total	Horse Control Class		
	A	B	C
2-	U	U	U
3	U	U	V
4	V	V	W
5 or 6	V	W	W
7 or 8	W	W	X
9	W	X	X
10	X	X	X
11	X	X	Y
12	Z	Y	Y
13	Z	Y	Y
14	Z	Z	Z
15+	Y	Z	Z

U Carry on.
V Horse backs away.
W Horse rears up.
X Horse bolts.
Y Horse goes wild in pain/fright.
Z Horse falls/rolls over.

For the effect of the results see below.

(V.) Backs away: The horse will fall back 1d10 paces from the striker causing any friends alongside or behind to suffer attention divided and/or crowded.

(W.) Horse rears: The horse will rear up and come down either:

1,2 Straight.

3,4 Slightly left. (Roll 1d6)

5,6 Slightly right.

If coming down on footmen see 'riding down'. If on or near other mounted troops they become crowded and/or attention divided. The rider must miss an attack, but not use full defence mode, whilst also suffering a 1R shift for any attackers who have him at attention divided.

(X.) Horse bolts: Roll 1d10 for direction of bolt.

After every 5 seconds an attempt may be made to regain control.

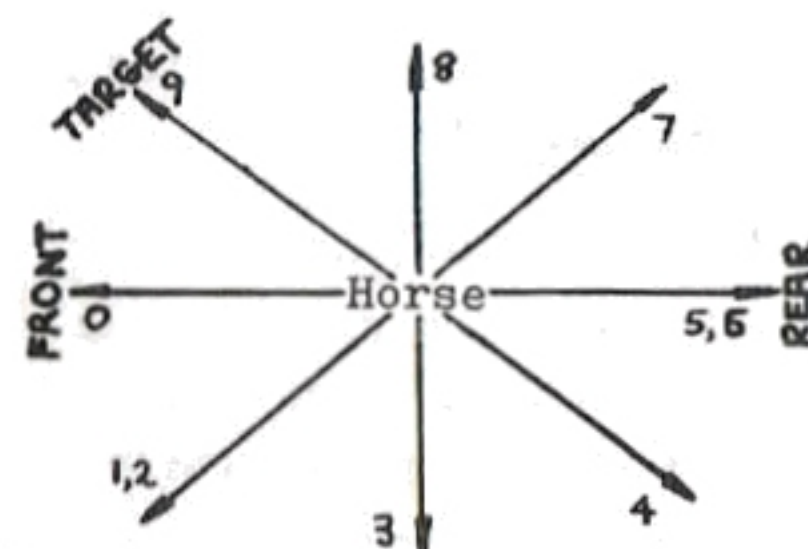
Add 75 basic

+20 B Class horse

+30 C Class horse

-Mtd. Combat Experience.

(Beat with %age dice to regain control.)



Also each move there is a
(90 - Mtd. Combat Exp.)% } See
Chance of falling off. } P.32.

(Y.) Horse goes wild: Add up:

- Control class A = 8
B = 5
C = 2

- Mounted combat experience points $\div 20$

- The degree of warning 0-9. (Largely at the GM's discretion but as a guide in an easy fight score low and if the player knew he was in for a rough time score high.)

- The rider's control mode factor
 - 1 hand on reins +1
 - 2 hands on reins +2
 - using stirrups +3*
 - shieldless +2
 - large shield -1
 - no armour +2
 - lightly armoured +1
 - heavily armoured -1

- Dexterity + Reactions (1 - 10 basis)
2

* If no stirrups are worn treat A as a B.

Next roll 1d6 and cross refer to the total obtained:

	1	2	3	4	5	6
3-8	AB	B	C	D	I	F
9-13	AE	B	J	I	H	F
T 14-18	B	C	J	D	I	H
O 19-23	C	D	I	H	G	F
T 24-29	D	I	H	G	F	E
A 30-34	H	H	G	F	E	E
L 35-39	H	G	F	E	E	M
40-44	G	F	H	E	E	M
45+	F	E	E	M	K	K

A - Dragged by horse. To determine how long the character is dragged for (in moves) roll 1dA modified as follows:

Horse is in control class A -3
B -2
C -1

Horse has light wound 0
medium +1
heavy +2
mortal +3

(Optional -1/-2 for horses particularly close to /loyal to rider/intelligent.)

The minimum total however must be 1.

Starting on the -16 to -25 column the 'rider' now shifts left, L, or right, R, as below:

+1dF	R	very soft ground (deep snow, marsh)	2L
+1dF	L	soft (snow, long grass, sand)	L
Plated (steel or leather)	L	normal (wet sand, meadows, grass)	O
Mail armour	O	hard (baked earth, rough ground)	R
Unarmoured	R	very hard (stone or rock, streets)	2R

For every 7 seconds that the character is dragged he will take 1 hit on the 'arrived at' column. After the drag is over it is assumed that either he has freed himself/come free or that the horse has stopped.

B - Fall and kicked. Takes a fall, (see page 32) and a kick calculated as horse AT 100. Throw for position of kick on wound location table to find armour type in that area. Use the DT effect of that armour and carry on as a normal 1 round combat.

C - Fall and trapped 1. Body trapped by fallen horse. Takes a chest wound, (1-5 medium, 6-9 heavy, 10 mortal). If horse is not dead the man will be free, but still grounded, after 3 +1d10 seconds. There is also a 20%, 30%, 50% chance that the trapped man is unconscious depending on whether he has a medium, heavy, mortal wound respectively.

D - Fall and trapped 2. As above but for legs only. Victim may release himself given time and opportunity. Chances of unconsciousness are all 10% less.

E - Fall clear. Uninjured but winded. Lie on ground for 1d6 seconds before aware of the situation and able to rejoin it.

F - Fall clear, hurt. As above but 1d6 + 2 seconds. Take 1 light wound on an area determined by the wound location table.

G - Fall clear, badly hurt. As E but 1d6 + 4. Wound as F but medium.

H - Thrown. Take a throw which is a fall with a +10 modifier in addition to all else.

I - Thrown badly. As above but +15.

J - Thrown very badly. As H but +20.

K - Stay on. O.K. Rider retains control of horse.

M - Reduced to bolt. Move to bolt rules.

(Z.) Horse falls/rolls over: Move directly back to 'Horse goes wild' and to result 'C' (1,2,3) or result 'D' (4,5,6).

RIDING DOWN. (As a combat method or for those in the way of wild or bolting horses.)

Firstly classify the horse as in the table below:

Horse		ARMOUR			
		None	Leather	Mail	Plate
Light		Lt	Lt	Mm	NA
Med'm		Lt	Mm	Mm	Hy
Heavy		Mm	Mm	Hy	Hy

NA is not allowed.

Lt, Mm and Hy stand for

Light, medium and heavy.

To calculate an AT and DT for both attacked and attacker see below.

Attacker.	Horse class	AT	DT
	Light	60	20
	Medium	90	55
	Heavy	105	80

To both AT and DT add;

Horse size (18-24)

$\frac{1}{4}$ Mounted Combat Experience @

+20 for an experienced warhorse.

-10 for an inexperienced horse.

(@ For 'Horse Wild' add 1d100, footman gets no return strike.)

Attacked.

AT and DT are counted at $\frac{1}{2}$ value with the addition to each of:

2 x (Size + Reactions)

NB Size here is the target size, i.e. for men 7-9, not the attribute. Reactions is the attribute value, not the reaction type.

UNHORSEING.

A mounted man may be knocked off his horse whilst doing almost anything. The probabilities are as below.

In Combat.

Anyone hitting a mounted man in a melee situation will knock him off if they roll within the first one-fifth of their 'to hit' roll modified by the mounted man's strength on a 1-10 basis. (!) An example will clarify.

If the roll required to hit Lord Haranavitch is 'beat or equal 45' then a roll of 45-100 will hit him. The 'first fifth' of this is $\frac{100 - 45}{5} = 11$. Therefore the unhorsing total is 11 - Lord Haranavitch's strength.

Lord Haranavitch has a strength of 7. Thus the unhorsing total is $11 - 7 = 4$.

In summary then $45 + 4 = 49$ and so 45 to 49 will hit and unhorse him.

50 to 100 will hit him as normal.

The formula to use is:

To unhorse a rider roll between 'score to exceed or equal' and

$$\text{'score to exceed or equal' + } \left[\frac{(100 - \text{score to exceed or equal})}{5} - \text{Horseman's Strength.} \right]$$

Whilst riding down:

Here again the horseman has the chance to ride himself into trouble. The roll here is based on the mounted man's attack. If he rolls within the 'first fifth' of his 'to miss' roll, again modified by strength then he is off.

For example. Onogonath rides down, or rather tries to, a large Goblin. His lack of experience means that he is on 'exceed or equal 75'. Thus a roll of 75-100 will hit but a roll of 1 to $\left(\frac{75}{5} - \text{Onogonath's strength}\right)$ will bring our hero down.

In this example, with a strength of 7 we have:

75-100 will hit the Goblin

1-8 will bring down Onogonath.

The formula being:

For the rider to fall roll between 1 and

$$\left[\frac{\text{score to exceed or equal}}{5} - \text{horseman's strength.} \right]$$

MOUNTED COMBAT EXPERIENCE POINTS.

As these are a reflection of both the character's ability to fight and to ride they are calculated by a different method to foot combat experience points.

On the initial charge and in riding down situations all combat experience points gained are mounted combat experience points.

In second and subsequent rounds $\frac{3}{4}$ of the experience points gained go towards mounted combat and $\frac{1}{4}$ again go towards foot combat experience points.

Up to 10 points may be awarded at a time to a player's mounted combat experience point total by the GM for any act that he deems will have taught the player something. This can be anything from going hunting, to breaking in horses, to working in a stable.

How these points are regarded if the player rides a creature as opposed to a horse is entirely up to the GM. Usually some fraction, based on how horselike the creature is, is the best method of settling the problem.

THE HEALTH OF HORSES

If desired the GM may wish to limit the ease with which players 'bike' around the wilderness on horses which are treated as unfailing machines. A simple system is used to complicate our characters' existence although it could be made more complicated if desired.

With nothing to stop him a character would be able to ride about on horse-back until he fell off the edge of the map. These rules aim to at least slow him down and maybe mean that if he does fall off the map at least he'll be on foot.

The GM can throw for a potential disease as often as he likes with the rough guidelines of once per week under normal circumstances and anything up to once per day if the players try to 'bike' it.

Referring to Table 2 the GM first rolls 1d6, this determines which of the groups the disease is in. A second 1d6 will determine which specific disease the horse may contract. He refers to the cause group, and using the cause indicator factor he sees if the horse has been in conditions suitable for the contraction of the disease, right. If the conditions are appropriate the GM refers to table 3 and rolls %age dice to see if the disease is actually caught.

Cause Group	Causes
1	'Outside influences', attributable to random incidents, bugs etc.
2	Diseases due to contact with parasites whilst in permanent pasture or damp conditions.
3	Exposure to adverse weather, either too hot or too cold.
4	Diseases attributable to general neglect and poor stabling. Includes over/under feeding, irregular or poor feeds, lack of treatment of previous wounds or disease.
5	Due to excessive work possibly in bad conditions.

Die rolls		Disease	Cause Group	Symptoms		Duration Fate	
1st	2nd					in days.	%age
1	1	Choking	1	Retching	R	variable	5
	2	Bots	2	Dull, emaciation, weakness	R	100/2 + 20	25
	3	Fleurisy	3	Dislikes moving, laboured breathing	U	10 + 1d6	20
	4	Blind staggers	5	Staggering, convulsions, unconsciousness	U	1d6 + 1	35
	5	Mange	2	Baldness, inflamed skin, weakness	R	1d10 + 20	20
	6	Rabies	1	Nervousness, violent, paralysis, collapse	U	1d6 + 8	100
2	1	Strangles	4	Dull, cough, swelling on lower jaw	R	10 + 4d6	--
	2	Colic	4	Restless, delirium, violent	U	1 or 2	20
	3	Strongyles	2	Rough coat, emaciation, weakness	R	6dA	5
	4	Nasal gleet	3	Discharge from nostrils, weakness	R	2d6	10
	5	Grass staggers	4	Weakness, paralysis, coma	U	1d6 + 5	90
	6	Hidebound	4	Baldness, emaciation, weakness	R	variable	5
3	1	Founder	4	Dislikes moving, lameness	U	4 or 5	--
	2	Swamp fever	2	Weakness, restlessness, dull, staggers	U	1dA @	55
	3	Flatulent colic	4	Dull, arched back, laboured breathing	U	1dF+2 hrs	35
	4	Ascarids	4	Cough, easily exhausted	R	1d6 + 10	15
	5	Head cold	3	Sneezing, cough, dull	R	1dF + 2	--
	6	Stringhalt	1	Spasmodic lifting of hind legs	U	NR	--
4	1	Quittor	4	Running sore above hoof	U	C	--
	2	Sleeping Sickness	2	Twitching, staggering, emaciation, collapse	U	30 + 2d6	70
	3	Spasmodic colic	4	Restless, violent	U	1	20
	4	Pinworms	2	Restless, upset digestion	R	20 + 2d6	10
	5	Laryngitis	3	Cough, laboured breathing	U	1dF + 3	20
	6	Sunstroke	3	Staggers, falls, struggles, paralysis	U	2, A	35
5	1	Quarter cracks	5	Hoof cracks, bleeding, lameness	U	C	--
	2	Tetanus	4	Muscles stiffen, nervousness, spasms	U	2dA + 23	100
	3	Impaction	4	Yawning, restlessness	R	4 or 5	15
	4	Roaring	3	Roars when breathing, suffocation	U	D	65
	5	Malignant edema	4	Infected area swells, fever	R	14 + 1d6	15
	6	Gastroenteritis	4	Irregular appetite, dull, weakness	U	B	25
6	1	Bronchitis	3	Dull, cough, laboured breathing	R	3 or 4 @	15
	2	Azoturia	4	Excitability, lameness, paralysis	U	6 or 7	20
	3	Peritonitis	1	Fever, stiff-legged, dull, violent	U	D	65
	4	Pneumonia	3	Dull, laboured breathing, shivering	R	10 + 1d6	15
	5	Tick fever	2	Drowsiness, collapse	R	6 or 7	30
	6	Diarrhoea	4	Liquid droppings, emaciation, collapse	R	1dF	5

Table 2

Table 1

Horse Quality	%age chance of catching disease.
1	90
2	70
3	55
4	35
5	15

Explanation of table 2.

Symptoms: The symptoms of the disease and the order in which they will occur.

R/U Factor: This indicates whether the horse is rideable/unrideable. This is not to say that a disease with an R factor means that the horse isn't so ill, it will still deteriorate with riding at a faster rate than if it was led.

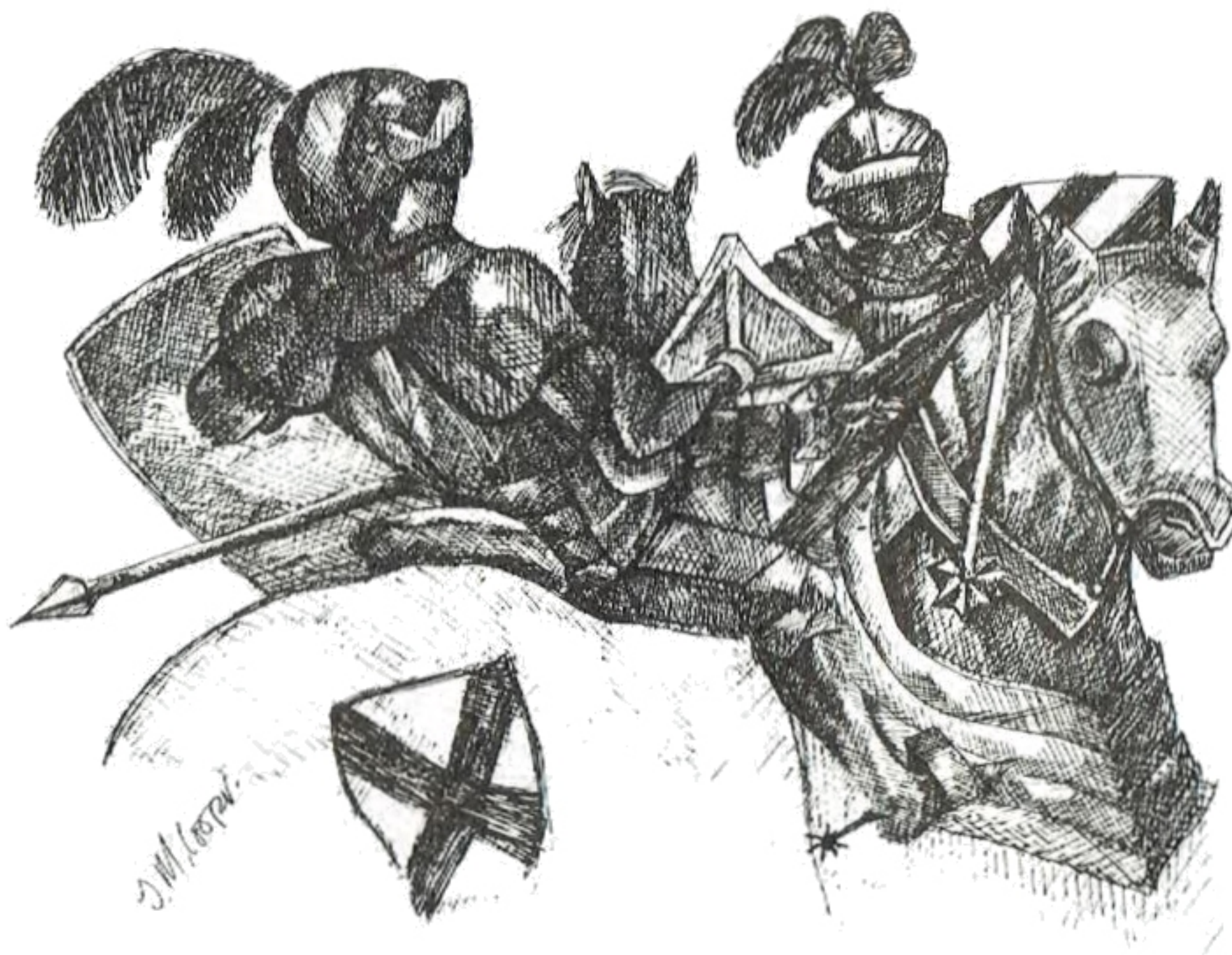
Length of disease: The duration in days unless specified otherwise. Where a letter also appears these mean as follows;

- A - Horse must receive care and attention before recovering.
- B - Horse will not recover until cared for by an experienced horse-man.
- C - Horse as B but a higher skill level, a farrier or ostler.
- D - The horse will not recover until treated by a real horse expert.
- @ - These diseases never really go away and are apt to reappear.

Fate, %age: The probability that the horse will die from this illness. A similar system to that used for human diseases can be used to find the crisis day. (see Volume I, page 38.) Recovery is up to the GM to simulate.

Notes: If a horse is ill the GM should bear in mind the following possible effects:

1. Deductions to movement rate.
2. Alterations to control class. (e.g. when violent, restless etc.)
3. After effects.
4. Loss of ability to e.g. canter, gallop, charge etc.



AERIAL COMBAT

Introduction. These rules are quite involved and at first their complexity may seem daunting. This we found necessary to provide a satisfactory simulation of the situations which could arise in this most fascinating arena. We do strongly recommend perseverance in this field since it will add an exciting and unique element to the game. (Besides, if you don't like it a country is just as complete without.)

Basics. Characters wishing to fly aboard creatures, or even to fly in an aggressive role themselves will require two new factors to be added to their character sheets. These are 'Aerial Combat Experience Points', which are self explanatory and 'Specific Flying Points', (SFPs), which are a measure of how experienced a character is at flying a particular type of creature. For example, a man who has been riding dragons since birth may have many SFPs but not many Aerial Combat Experience Points.

Gaining SFPs. These are obtained simply by flying a particular breed of creature. They may also be transferred, to some extent, to other creatures as many of the principles will be the same. On the character's primary mount therefore SFPs are determined directly by hours flown and combats participated in. For SFPs related to hours flown see below:

Hours.	2	8	18	32	52	76	107	145	192	250	322	413	530	687	905	1231	1770	2841
SFPs	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
Hours.	6035	10000	per additional 10000															
SFPs	95	100	+ 10															

(A record of hours flown is on the character sheet at the end of this volume.)

After each combat the GM should award between 5 and 20 SFPs to surviving combatants.

To transfer SFPs to a different creature the creature must in the GM's opinion be 'flown in the same style'. If it is then the fraction of SFPs transferable are;

SFPs	1-20	21-35	36-60	61-75	76-80	81-85	86-90	91-95	96 +
Fraction Transferable	0	1/6	1/8	1/4	1/3	1/2	2/3	3/4	7/8

E.g. If Goroll has 690 flying hours on a dragon then he has, say, 70 SFPs for a dragon. If he now has to fly a tarn, having never done so previously, he will commence with $70 \times \frac{1}{4}$. i.e. 17 SFPs. This is equivalent to about 26 hours and so he needs only another 6 hours to give him 20 SFPs.

It can be seen quite easily that it will be very difficult to become an expert on more than 1 type of flying creature.

Height Categories. For the sake of the game creatures flying will be doing so in one of a number of 'height brackets'. These do not have specific heights but are relative only to each other. They are:

Ground: The height at which all creatures taking off and landing are considered to be at. Also includes any who have been engaged in ground-to-air combat.

Low: This is the normal flitting about height for harpies, wyverns and other non-avians.

Low-Medium: This is the usual height for ground search operations by the normally sighted. The cruising level on longer flights of non-avians.

Medium: The ground search level for the better sighted and the ceiling for most non-avians.

Medium-high: The ceiling for the better non-avians and the cruising level for the not so good avians.

High: The cruising levels for eagles and suchlike and the ceiling for other avians.

Very high: Ceiling for the finest flyers only.

Horse 'height brackets' are only guidelines and it is up to the GM to fit in creatures, such as any of his own, as he sees fit. The reason for having to know where flyers are will become apparent on reaching the 'spotting rules'.

Riding is the fact that he must also be hanging on and controlling his mount, a rider will only be able to use a fraction of his final AT and DT dependant on his Rider Factor (which is explained later). Calculate AT and DT as normal but modify as below, if the pilot.

Rider Factor	0-19	20-34	35-59	60-79	80-99	100-114	115 +
First Round	1/5	1/4	1/3	1/2	2/3	3/4	All
Subsequently	Mount only		1/8	1/4	1/3	1/2	3/4

Modify this depending on the creature's control class to a maximum of 1 and a minimum of 0.

Control Class	A	B	C	D
Modifier	+ $\frac{1}{2}$	+ $\frac{1}{4}$	0	- $\frac{1}{2}$

Combat: This has been divided into four sections.

- 1) Spotting. This relates to position and proximity to your opponent when you see him.
- 2) Manoeuvre. The combatants manoeuvre to gain an advantageous position from which to launch an attack.
- 3) Attack. When one of the combatants decides to try to strike his opponent. He may decide to attack with his mount, himself or both.
- 4) Outcome. This will depend on the type of attack made, the direction it came from and the degree of success it had.

1) **SPOTTING.** For sighting purposes imagine that you are in the centre of a 3x3x3 cube and flying level at the front face of the cube. You have six fields of vision: Front, behind, left, right, above and below. Each of these is a face of the cube. Now each face is composed of 3x3 squares and the opponent will lie within one of them. Thus determine through which of the 54 windows the opponent could be seen and take the basic spotting factor below.

12	14	16
10	16	17
R9 U7	13	17

LEFT

10	3	10
12	4	12
15	16	15

ABOVE

18	19	18
19	20	19
18	17	18

FRONT

8	3	8
R7 U4	0	R7 U4
2	BS	2

BEHIND

16	14	12
17	16	10
17	13	R9 U7

RIGHT

17	R15 U19	17
12	U 10 R BS	12
R7 U9	BS	R7 U9

BELOW

If it helps this page can be held in the position described below each box and the factors will then line up with 'real life'. You'll get the rough idea anyway!

'BS' is a blind-spot and creatures in this area may not be seen.

Where there are two factors these are R - for ridden creatures, the rider doing the spotting.
U - for unridden creatures acting on their own behalf.

To the basic chance of spotting must be added the following factors:

Condition.	Approx. distance in yards.					
	0-15	16-30	31-50	51-100	101-300	300 +
Bright	+4	+2	+1	0	-1	-2
Light rain	+4	+2	0	-1	-2	-4
Heavy rain	+3	+1	0	-2	-4	-7
Dawn, Dusk, Full moon	0	0	-3	-3	-6	-8
Cloud cover	+2	0	-4	-10	-18	-28
Clear night	0	-4	-9	-12	-15	-20

Preoccupied: -2 from front and below factors.
-3 from side and above factors
-5 from behind factors

Engaged in ground/air search: +2 to factors below/above. (respectively.)
-3 to factors above/below. (respectively.)

Nervous: +2 to factors behind
-4 to factors ahead

Sight + Observations (1-10) (1-20)	2-6 -2	7-10 0	11-15 +1	16-20 +2	21-25 +3	26+ +5
Opponent's size	0-5 -2	6-10 0	11-15 +1	16-20 +3	21-30 +5	31+ +8

When the spotting factor has been calculated for each flyer they throw 1d20. A score equal or less than the total is required to spot the opponent.

If only one has spotted the other then he has the following options:

1. Run. The other flyer may attempt to spot again after he has gone 2 x (speed factor) yards.
2. Change height by one height bracket. Opponent may then try again to spot him.
3. Close the range by (Speed factor) yards or to 300 yards.

Before the spotting rules come into use the GM must decide what orientation the two are to one another, in which directions they are flying and, therefore, through which 'window' each can, (or cannot), see the other. Often the game will decide this, e.g. one character pursuing another - the leading character will use his rear face and the following character his front face. The actual sector will be decided by relative heights and the direction of approach.

In a more random incident such as passing over a forest when a clakar rises and offers combat the situation is not as clear. A random system can be used E.g. 1d6 decides which face the clakar will be in and 1d10 (0 throws again) will decide the sector. It could be presumed that the clakar is pointed at his target and so the situation is reduced to a manageable form.

2) MANOEUVRE: Once both flyers are aware of each other they will try to manoeuvre to gain an advantageous position from which to launch an attack. To see which manages to do this both flyers add up their advantage points.

These are given by:

Creature factor + Rider factor + Position factor + Random.

- i) Creature factor: add Speed factor ÷ 4
Control factor (A=30 B=20 C=10 D=0)*
Manoeuvrability (see C.D.T.)

* D is for unbroken/unwilling creatures.

- ii) Rider factor: add touch (1-10)
reactions (1-10)
SFPs

iii) Position factor: The position of the combatants to each other is less relevant the further apart they are. (e.g. You may well be above and behind an opponent but if you're $\frac{1}{2}$ a mile away then this is barely relevant.)

The distance apart of the combatants must be measured in terms of their speeds. We convert yards to Velocity Distance Units (VDUs) by the following method.

We assume that the approach of one flyer to the other is to be made from the:

Front - i.e. they are flying towards each other.

Rear - i.e. one is chasing the other.

Side - i.e. either one is approaching the other broadside or the two are heading at right angles to meet at a point.

(Any other directions do not count as the flyers will not meet.)

To find the flyers' distance apart in VDUs we use the relevant formula below. (Incidentally, a VDU is a second-to-impact providing present course is maintained.)

Divide the flyers' distance apart in yards by the factor obtained from the top of the next page to get the flyers' distance apart in VDUs.

Front Approach	$\frac{\text{Speed factor of flyer 1} + \text{Speed factor of flyer 2}}{2}$
Rear Approach	$\frac{\text{Speed factor of flyer behind} - \text{Speed factor of flyer in front}}{2}$
Side Approach	$\frac{\sqrt{(\text{Speed factor of flyer 1})^2 + (\text{Speed factor of flyer 2})^2}}{2}$

The better placed individual only now adds on points for his position as below.

	Behind	Head On	Broadside
Above	+25	+10	+15
Level	+15	0	+5
Below	+5	NA	NA

This is modified by the number of VDUs apart the combatants are. In the table below the figure in the 'proximity' column is a distance in VDUs. For every VDU you are inside that figure, with the positional advantage, you gain a further 7 position points. For every VDU you are outside that range you lose 3 position points. (The final total cannot be below 0.)

Rider factor: of opponent:	0-5	6-10	11-20	21-35	36-60	61-80	81+
Proximity:	10	9	7	5	4	3	2

(in VDUs.)

e.g. A combatant who is above and behind an opponent who has a Rider Factor of 48, at 3 VDUs scores 32 position points. 25 for being above and behind and a further 7 for being 1 VDU within the critical proximity of 4 VDUs.

e.g.2 A combatant is above and broadside to an opponent who has a rider factor of 70. He is 5 VDUs away. He scores 9 position points. 15 for being above and broadside but -6 for being 2 VDUs outside the critical proximity of 3 VDUs.

iv) Random factor: Add on 1d20.

The lower combatant's score is now deducted from the higher's. This total is known as the 'absolute advantage'. Next the absolute advantage is divided by 1dA to get the 'usable advantage'. This is added to the positional points of the combatant who had the larger final total. (This is not necessarily the player with most positional points therefore.)

After all this the player with least positional points deducts the value of these from the positional points of both players. (This may well be a deduct 0 from both but not always.)

At the end of this phase then only one player will have any positional points left.

The player who had the absolute advantage (i.e. the higher total points), must now decide upon the players' orientation, which must correspond to the number of position points available regardless of who has them.

I.e. If the player with the absolute advantage does not hold the positional points he will decide which position of advantage is held by his opponent.

The cost in position points is as below: Plus the following for separation:

	Behind	Head on	Broadside	Rider factor: of opponent	0-5	6-10	11-20	21-35	36-60	61-80	81+
Above	25	10	15	Proximity :	2	3	4	5	7	9	10
Level	15	0	5								
Below	5	NA	NA								

+7 per VDU within critical
-3 per VDU outside critical
0 to be at critical.

e.g. A combatant with 12 position points to 'use' against an opponent could elect to be (opponent's Rider Factor is 30) at either:

Behind and level at 6VDUs (1 VDU outside critical, so 15 - 3 = 12)

Broadside and level at 4 VDUs (1 inside, 5 + 7 = 12)

or several other possibilities.

In some cases the exact number of position points cannot be used in which case you must:

Use a few extra if positioning your opponent. OR
Use a few less if positioning yourself.

e.g.2 So if the combatant in the first example had only 3 position points he would, in fact, only use 2 and be, say, behind and below at 6 VDUs.

At this stage any combatant facing his opponent may elect to attack. If neither chooses this course of action then we return to the 'Manoeuvre' stage and repeat as far as here. This continues until an attack is declared.

If an attack is made it must come as one of the following forms;

Attacks from advantageous positions:

1. Behind and above
 - a) Mount attacking rider
 - b) Mount attacking mount
 - c) Mount attacking mount and rider attacking rider
2. Behind and level
 - a) Mount attacking rider
 - b) Mount attacking mount
 - c) Mount attacking mount and rider attacking rider
3. Behind and below
 - a) Rider attacking mount
4. Above and head on
 - a) Mount attacking rider
 - b) Mount attacking mount
 - c) Mount attacking mount and rider attacking rider
5. Broadside & above
 - a) Mount attacking rider
6. Broadside & level
 - a) Rider attacking rider
 - b) Mount attacking mount

Neutral attacks:

7. Head on and level
 - a) Rider attacking mount
 - b) Rider attacking rider

Attacks from not-so-good positions;

8. Broadside & below
 - a) Rider attacking mount
9. Head on and below
 - a) Rider attacking mount.

(Where a creature is unriden it can of course play the role of both rider and mount as far as attacks are concerned. It may not however play both at once as in eg 2c.)

If the attacked chooses to evade then we proceed as follows:

Calculate the 'Evasion total' for both combatants as below;

Add up: 1. Rider Factor
 2. Creature Manoeuvrability
 3. Observation + Instinct of Rider.

2

Subtract the attacker's score from the evader's.

Deduct what's left from 100 and deduct the size factor of the evader's mount.

Cross refer this to the attack type.

	0 or less	1-29	30-54	55-69	70-84	85-109	110-144	145-174	175 +
1)a	f	e	d	c	b	a	a	a	a
b	e	e	d	c	b	a	a	a	a
c	e	d	c	b	a	a	a	a	a
2)a	f	f	d	d	c	b	a	a	a
b	g	f	e	d	d	b	b	a	a
c	f	e	d	c	b	a	a	a	a
3)a	g	g	f	d	d	c	b	a	a
4)a	g	g	f	e	d	d	c	b	a
b	g	g	g	f	e	d	c	c	b
c	g	g	f	e	d	c	b	a	a
5)a	e	e	d	d	c	b	a	a	a
6)a	g	g	f	e	d	c	c	b	a
b	e	d	c	b	a	a	a	a	a
7)a	d	d	c	c	c	c	b	b	a
b	e	e	d	c	c	b	b	a	a
8)a	e	d	d	c	b	b	a	a	a
9)a	e	e	d	d	c	c	b	a	a

Next cross-refer the letter coding to the range, in VDUs, that the attack was made from. The figure shown is the percentage chance of evasion.

Attack Range	Letter code.						
	a	b	c	d	e	f	g
1	10	7	5	3	2	1	1
2	25	18	12	8	3	2	1
3	50	15	25	20	8	4	2
4	70	60	50	40	20	10	5
5	85	75	65	55	40	20	10
6	90	83	74	64	50	30	20
7	93	87	79	69	58	40	30
8	95	90	84	76	66	50	40
9	96	92	88	80	70	60	50
10	97	94	91	86	80	70	60
11	98	96	94	90	84	80	70
12+	99	98	97	94	90	85	80

(To evade throw equal or less than the score left with percentage dice.)

Evasion means that the attacker will overshoot by 1d6 VDUs in a straight line from where he came from.
E.g. Evasion to an attack from above and behind will leave the attacker in the unlucky state of being ahead of and below his former victim, and up to 6 VDUs away.

If the defender does not try to evade or is unsuccessful the attacker may attempt a strike. His attack capability will be enhanced if he has the position points and reduced if his opponent has them. As soon as the attack is announced the absolute advantage must be calculated.

If the attacker has the position points these are used as normal when calculating absolute advantage. The combatant with absolute advantage adds it directly to his AT and DT or onto the CT of his mount if that is to do the fighting. If both are to fight the addition is to the mount's CT.

If the attack is made in a situation where the defender holds the position points, these position points do not count for the distance the attack is announced from, but as those that would be obtained from being in the same situation but at a distance of 1 VDU. Using these position points then the absolute advantage is calculated and treated as above.

To find the effect of combat see below, under the attack type coding.

- 1)a. First round combat, attacked rider counts $\frac{1}{2}$ DT, no AT. If the attacker misses, or the target evades, attacker ends up below and in front at 1d6 VDUs. If the attacker strikes the mount has grappled the rider. (For effect of grapple see page 25.)

If successfully grappled, mount is assumed to have maintained his position and can attack again next round. Advantage must be calculated before each melee round, and for this purpose the position points are those obtained by being in the position attack was announced from at a distance of within 1 VDU and + 10 whilst mount is grappling. The absolute advantage thus obtained is treated normally.

In second round melee attacked rider counts $\frac{3}{4}$ DT, $\frac{1}{2}$ AT.

If the attacker misses, or the attacked strikes successfully whilst in the grapple then the attacker has failed to maintain his position and will end up level and in front at 1d6 VDUs.

Whilst the mount continues to strike and the victim continues to miss grappling continues. However for every round after the second that grappling is maintained 1d20 position points are lost by the attacker.

In third round melee, attacked rider counts full DT, $\frac{3}{4}$ AT. In subsequent rounds full AT and full DT.

- 1)b. First round combat, attacked mount counts $\frac{1}{4}$ DT, no AT.

Rider of attacked mount may fight at $\frac{1}{2}$ AT.

For grappling see above. For successful evasion or failure to strike see above.

Second round combat, mount $\frac{1}{2}$ DT, no AT. Rider counts $\frac{3}{4}$ AT.

In subsequent rounds mount counts $\frac{1}{4}$ DT, no AT. Rider counts full AT.

- 1)c. Attacked mount counts as in 1)b. Attacked rider counts as in 1)b. using the same fraction for DT as for AT. He may not attack the opposing rider but may defend against him.

- 2)a. As for 1)a, b & c, except failure to strike results in parallel flight with no positional advantage to either side. They will split by the difference in speed factors $\div 2$ VDUs per move.

In parallel flight mounts will fight if this is possible, and riders with long weapons may join in.

- 2)b. As 2)a.

- 2)c. As 2)a.

- 3)a. Rider has one strike using all his AT, at the opposing mount. Attacked mount will count $\frac{1}{4}$ DT. In the next round the two combatants will be engaged in parallel flight. Evasion leads to the 'manoeuvre' stage with no positional points for either.

- 4)a. Riders may only attack if using long weapons. They can, however, defend at full DT if attacked.

The attacking mount may choose to grapple only if it inflicts a heavy or mortal wound, and escapes injury itself.

Failure to grapple or to inflict a hit results initially in a back-to-back separation of (attacker's speed) yards and then a return to manoeuvre with no position points to either combatant.

Successful evasion results in the attacker being below and in front of his opponent at 1d6 VDUs.

- 4)b. As 4)a.

- 4)c. As 4)a.

- 5)a. In the first round of combat the rider counts full DT and $\frac{2}{3}$ AT. The attacker may attempt to grapple as in 4)a.

Failure to strike or grapple results in neither combatant having any position points in the manoeuvre phase now to be calculated. Initial separation is (attacker's speed) yds.

Successful evasion results in attacker being in front of and level with his opponent, at a distance of 1d6 VDUs.

- 6)a. Only riders with long weapons may attack. If the target rider is so armed he may attack at $\frac{3}{4}$ AT. He defends at full DT regardless of the length of his weapon.

After such an attack both combatants return to the manoeuvre stage with no position points to either.

- 6)b. Both mounts fight with full CTs. If attacking mount hits and is not itself hit, it may grapple. If successfully grappled, the target mount counts only $\frac{1}{2}$ CT in subsequent rounds, but the target rider may also join in with $\frac{1}{2}$ of his AT. Attacking rider may fight if he has a long weapon.

Failure to grapple results in a return to the manoeuvre phase with no position points for either side.

Successful evasion results in the target now being behind and level with the once attacker at 1d6 VDUs.

- 7)a. Only possible if attacker armed with long weapon, in which case the target mount may not attack, only defend. Mounts with intelligence of 3 or more may use total defence mode. Target rider may fight with long weapon. After attack, or successful evasion, return to manoeuvre with no position points for either combatant.

- 7)b. A straight pass, rider versus rider. Only those with long weapons may attack. In this type of attack the relative speed, (i.e. added speed factors), is added to the AT of any rider able to attack. (This makes this a good attack against a rider armed with only a short weapon.)

Return to 'manoeuvre' after the attack with neither side scoring any position points.

- 8)a. Attacking from a position of disadvantage has its drawbacks but may be the best course of action if it appears that the opponent will only improve his position further. Attackers with long weapons attack first and if they give the opposing mount a heavy or mortal wound it will not get a return strike. Failure to strike results in a return to manoeuvre phase with no position points for either. Successful evasion results in the target being behind and below the attacker at (attacker's speed factor) yards. The target rider may join in if he has a long weapon.
- 9)a. Same results as in 8)a. except that successful evasion results in neither having position points and the two being split by a distance of (speed factors of both combatants added) yards.

It would have been quite impossible to have listed above all the possible complexities of the types of attack given. Hence our '3 attack directions' and '3 attack levels' approach. What we have tried to do is to provide sufficient guidelines for a GM to assess the plausability and effect of anything that a player may wish to do on a winged steed. Furthermore this section should not be taken in isolation but used in conjunction with the other melee rules in this volume and Volume II. Notable examples of this are the multiple combat rules, where for example a mount may be attacked by both rider and mount, and the more basic idea that the longest weapon strikes first.

As described earlier there are three main types of attack in aerial combat. These will now be described and expanded on.

The Grapple: This is where the mount seeks to attack in such a way that it can maintain its attacking position in the following move. It is a difficult move and can only be effected by creatures of control class A or others ridden by riders with a rider factor of more than 50. If neither of these conditions is fulfilled then the attacker seeking to grapple will only get one strike and even if he hits will suffer the same penalties as if he had missed.

If the attacker is capable of grappling his opponent, then a successful grapple is performed by striking your opponent without yourself being hit. The degree of wound you need to inflict to be able to grapple, or maintain the grapple, is dealt with in the relevant section on the preceding pages.

The Pass: This is a confrontation of the two riders. Only if a long weapon is being used may an attack be made. A short weapon permits defence only. If travelling directly at an opponent an attacker will add the combatants' relative speed to his AT. (The relative speed in a head on situation is simply the addition of the two speed factors; in a side attack it is the attacker's speed and in a 'chase' situation it is the speed of the flyer behind minus the speed of the attacker in front. Note that in the last case if the result is 0 or negative there can be no attack, as the flyer in the rear will never catch up.) If the mount is used as the attacker in a pass then the result is taken as if the attack missed, regardless of the actual result.

Parallel Flight: This generally results from an attack from behind and results in a situation where neither combatant has position points. If the two are travelling at different speeds then the faster flyer will pull away at (difference in speed factors x 2) yards per move, unless an attempt is made to match speeds. Provided that the rate of separation is no more than 30 yards per move the slower can have one attack as if attacking from behind and level (code 2) counting any wound inflicted as 1 category less serious than that which he actually inflicts. Parallel flight can also be broken off by the combatant with the absolute advantage for that move. If this absolute advantage is greater than 10 then he does so without risk. Otherwise the normal 'breaking off' combat rules apply. Parallel flight is a confrontation of the mounts and to accomodate wingspans a slightly sideways orientation is adopted by both. This makes it difficult for riders to fight each other, but if armed with long weapons they may strike the opponent's mount.

Try to master the basic rules before moving onto page 26 and the 'aerial combat refinements'.

Cargo and Passengers

To work out how much cargo and weight a flying creature can carry as well as the effect this will have on it use the two formulae below:

$$\text{Size Ratio} = \frac{\text{Size of cargo}}{\text{Size of creature}}$$

$$\text{Weight Ratio} = \frac{\text{Weight of cargo}}{\text{Weight of mount}}$$

Size Ratio - This cannot exceed $\frac{1}{2}$ unless the creature is a particular burden-bearing one. The size of passengers and/or cargo is that given in the C.D.T. or as below:

<u>Size factor.</u>	<u>Articles.</u>
1	Small stuff, impedimenta, haversacks etc.
2	Small sacks or boxes and the like.
3	Larger sacks and boxes.
4	Barrels and some smaller humanoids.

Simply add the size factors of all cargo being carried.

Weight ratio. - This is in load points. The 'weight' attribute of flying creatures in the C.D.T. refers to this and is therefore not necessarily a measure of the creature's actual weight. The maximum that 'weight ratio' can take is

$$\text{Strength} \div 25.$$

Strength here again being purely related to carrying ability.

The size ratio affects the creature's CT. Deduct the size ratio from 1 and multiply the result by the CT to arrive at the CT to use when bearing that much cargo.

The weight ratio affects speed and manoeuvrability. Deduct the weight ratio from 2 and halve the result. The speed and manoeuvrability should be multiplied by this result to obtain the modified values.

Further effects of cargo.

Any passengers aboard will probably count as 'crowded', as will the pilot, in most melee situations. This effect is dealt with in the 'melee alterations' contained in this volume but others are left to the GM's discretion.

Missile Fire.

Ground-to-air and air-to-ground. - This is only possible when flying at a height of low-medium or lower. The range is taken as being the same as the horizontal range with the following additions to the range:

- +10% if at 'ground' height.
- +50% if at 'low' height.
- +100% if at 'low-medium' height.

Air-to-air. - For ease of calculation the combatants are always considered to be either:

- one behind the other ----- A
- at right angles to each other ----- B
- flying towards each other ----- C

Case A - We either know the distance apart in yards or VDUs. In the latter case we multiply the number of VDUs apart the combatants are by $\frac{1}{2} \times$ (The difference in speed factors)

Case B - To convert VDUs to yards we multiply by $\frac{1}{2} \times$ (The square root of speed of flyer 1 squared + speed of flyer 2 squared)

Case C - To convert from VDUs to yards multiply by $\frac{1}{2} \times$ (speed of flyer 1 + speed of flyer 2).

All aerial fire takes place between the 'manoeuvre' phase and the 'attack declaration' phase. It is only possible to those not involved in either a melee the previous move or concerned with directing a mount to attack or evade.

Deductions to the percentage chance of hitting, for unstable platform, say, are largely left

to the GM's discretion.

If the target flyer is 'above' or 'below' then 25% is added to the calculated range.

The effect of wounds on mounts. Score points for wounds as follows;

per light wound	1
medium wound	2
heavy wound	3
mortal wound	5

Drop one control class per 5 points to a minimum of D. D class creatures being hit again will tend to go berserk and throw rider.

Deduct total wound points from 'manoeuvrability' factor to a minimum of 1.

Any other effects at the GMs discretion.

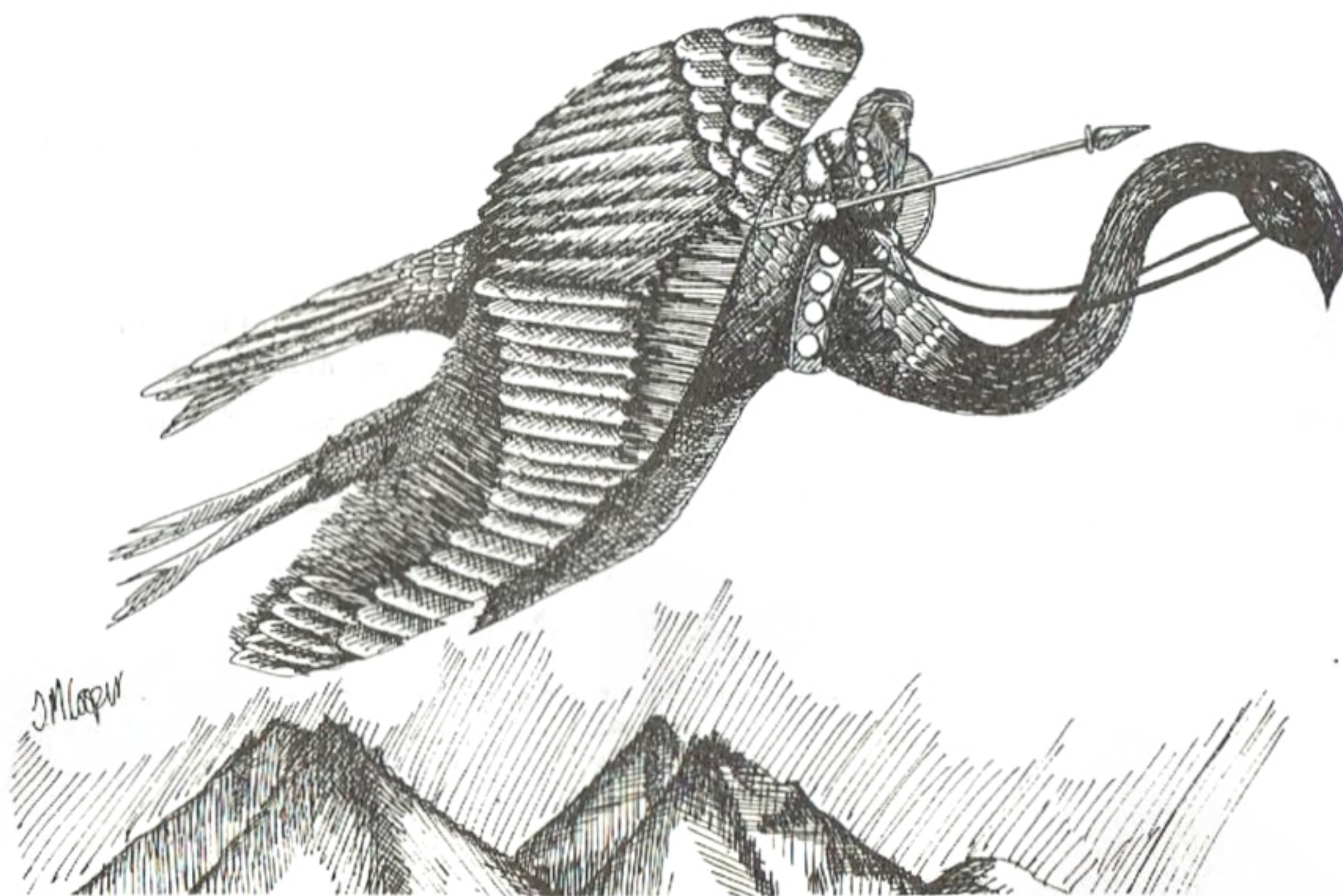
Force landing an opponent.

This manoeuvre is used when one combatant wishes to force down and capture an opponent as an alternative, say, to killing him. It is done in the following manner:

1. Sufficient position points must be accumulated to reach a position above and behind within 1 VDU.
2. The opponent must now descend 1 level or present the attacker with a free strike, (DT = 0, no AT)
3. Advantage is still calculated for each move that the combatants are in the air but no further position points can be gained by the assailant until one move off the ground.
4. If at any time the assailant loses any position points, descent is arrested and the assailant must regain his advantage.
5. When the time comes to actually force a landing 50 position points must be used to do this. No position points are used when calculating advantage during this manoeuvre.

If the assailant is on a slower mount than the assailed then any loss of position points by the assailant gives the latter a chance to get away. Multiply the difference in speed by the useful advantage gained on the last turn. If a percentile throw less than this figure is achieved then the assailed has escaped. Return to manoeuvre phase but neither counts position points.

Position points are not counted when forcing an opponent down since no attempt is being made to improve position. If however position points are lost those remaining can be used to try and regain control. Position points are not counted for being above and behind when landing an opponent because it is a maintenance of the same position under more difficult circumstances rather than an attempt to improve position.



Flying creatures and their abilities:

	Size	Speed Factor	Manoeuvr- ability	Control class	Strength Factor	Weight Factor
Vampire (bat)	2	28	15	A	1	10
Eagles	3	72	13	B	5	23
Vultures	3	40	6	C	4	35
Giant owl	6	40	6	C	10	60
Giant bee	2	12	8	C	1	5
Fire/cold drake	24+	40	8	A	80+	1700+
Clakar	7	32	6	C	10	80
Sphinx	12	24	3	A	20	155
Wyvern	22	36	10	A	60	1000
Hippogriff	15	40	6	B	25	250
Griffon	14	40	6	C	28	230
Harpies	8	40	10	A	6	50
Pegasus	16	60	10	A	35	275
Flamingo	14	48	10	B	12	145
Pteradactyl	12	32	5	C	20	155
Ornithopter	15+	36	3	B	25+	100+
Tarn	25	48	9	C	60	900

Notes

1. The ornithopter - appears in several fantasy books, this is a flying machine not a beast. It ranges in size from a one-man machine to large troop-carriers. They do not fight but are aerial fire platforms. 'Wounds' represent damage but the net result is the same. Wound point scores count 2 less, (so medium and light wounds will have no effect). A mortal wound which 'kills' forces the pilot to land. The 25% chance is therefore his chance of crashing whilst doing this. Ornithopters are immune to missile fire and the pilot will count as plated and in hard cover.

2. All unriden creatures are control class A.

3. SFPs for unriden creatures are dependant on age. Work out a rough age for the creature and assume an average of 3 hours in the air per day. Add 2d10 to this to get the Rider Factor.

4. Creatures ridden unwillingly or by the use of force count as being of control class D.

5. CTs of those not in the Creature Description Tables:

Flamingo	50	Pteradactyl	250
Tarn	250	Ornithopter	DT = 500

Aerial Combat - A worked example.

Dorneg has been enlisted by the dragon Phaestor to help him search for the black dwarf Morlak, who using a smoke-bomb managed to steal a precious jewel from Phaestor's lair. Dorneg hasn't had much flying experience but has good sight and observation. Morlak is an experienced flyer and mounted on his steed Nastorn, a pteradactyl type, he is fleeing N-S in the medium height bracket. His early celebration means that he is not really paying much attention to his surroundings.

Phaestor is sweeping the area E-W and is flying in the low-medium height bracket. It is daytime, and as in most of WestReim, most of the time, it is raining.

Dorneg: Sight = 9, Observation = 15, Total 24
 Morlak: Sight = 8, Observation = 4, Total 12

As they are flying along Morlak is in Dorneg's ABOVE face, front-middle sector. The figure here is 16. The range is over 300 yards. For Dorneg to spot Morlak therefore we have:

Basic due to sector	16
Heavy rain	- 7
Engaged in air search	+ 2
Sight + Observations effect	+ 3
Size of opponent (12)	+ 1
	<u>15</u>

He rolls 1d20 and scores 11. Therefore Dorneg has spotted Morlak. For Morlak to spot Dorneg we have:

Basic due to sector (BELOW, left-middle)	12
Heavy rain	- 7
Sight + Observations effect	+ 1
Size of opponent	+ 5
Preoccupied, celebrating	- 2
	<u>9</u>

He rolls a 15 and therefore has not spotted Dorneg.

Dorneg now considers his options and changes to medium height and closes to just within 300 yards.

Morlak may now try again to spot Dorneg. The range has altered the factors and a roll of 14 will now be enough. Morlak rolls 2 and is startled to see Phaestor coming at him from his right-hand side. We now move to the manoeuvre phase.

The combatants add up their rider and creature factors and position points. These are as follows:

	Dorneg	Morlak
<u>Creature Factors</u>		
Speed Factor $\div 4$	10	8
Control Factor	30	10
Manoeuvrability	<u>8</u>	<u>5</u>
	48	23
<u>Rider Factors</u>		
Touch	8	20
Reactions	8	4
Specific flying points	<u>27</u>	<u>82</u>
	43	106

Position factor. The two are 300 yards apart and are heading at right-angles. To convert this to VDUs we use the third formula. The approach factor is:

$$\sqrt{\frac{(\text{Speed of Dorneg})^2 + (\text{Speed of Morlak})^2}{2}}$$

$$= \sqrt{\frac{(40)^2 + (32)^2}{2}} = 25.612, \text{ call it } 26.$$

This gives a distance apart in VDUs of $\frac{300}{26} = 11.538$, call it 12.

As Dorneg is approaching Morlak's side Dorneg is in the better position and so adds on position points.

He adds on 0 in this case because although he scores 5 points for being broadside and level he is 12 VDUs away. Morlak's rider factor is 106 and so the critical distance is 2 VDUs. For being 10 VDUs outside the critical he loses 10×3 points. Thus Dorneg loses 30 and ends up with -25! The minimum however is 0 and this is what he scores.

Both combatants now add 1d20. Morlak rolls 19, Dorneg rolls 6.

The final manoeuvre scores are:

Dorneg $48 + 43 + 0 + 6 = 97$
 Morlak $23 + 106 + 19 = 148$

This gives Morlak an absolute advantage of $148 - 97 = 51$

He rolls 1d10 to find his usable advantage and rolls 4.

$51 \div 4 = 12.75$, say 13.

So Morlak adds 13 to his position points, (of 0), and thus has 13. Dorneg has least positional points and these are deducted from the positional points of both. (Naturally this makes no difference in this situation, but if the player with the positional advantage is not the player with the absolute advantage this will be very important).

Morlak holds absolute advantage and so must decide on the position the combatants find themselves in. With 13 positional points to hand he elects to be above and behind at 11 VDUs. (Above and behind 'costs' 25 points but with Dorneg's rider factor of 43 the critical distance is 7 VDUs. At 11 VDUs therefore we deduct 4×3 . This gives a total of 13, just right). Morlak decides not to attack yet and so we return to 'Manoeuvre'.

The totals are:	Dorneg	Morlak
Creature factor	48	23
Rider factor	43	106
Position factor	NA	4
Random	<u>18</u>	<u>1</u>
	109	134

Morlak now has an absolute advantage of $134 - 109 = 25$.

His usable advantage, (Three thrown) is 8.

He adds this to his position points and now has 12. This Morlak decides will place him level and behind at 8 VDUs. (Behind and level 15, 1 VDU outside critical -3).

Note: Morlak is careful to stay to the rear and thus avoid being breathed on by Phaestor. Morlak decides to waste no further time improving his position and, on the assumption that Dorneg isn't a good rider, to attack.

The attack is declared as Mount attacking Rider. (Code 2a). Dorneg decides to try to evade.

Evasion Factors are calculated as follows:

	Dorneg	Morlak
Rider factor	43	106
Creature manoeuvrability	8	5
(Observation + Instinct) $\div 2$	<u>7</u>	<u>6</u>
	58	117

Deducting the attacker's score (Morlak's) from the evader's (Dorneg's) we get -59. By adding 100 we get 41. Finally, deducting the size of the evader's mount we get $41 - 24 = 17$. This is cross-referred to attack 2a to get 'f'.

Cross-referring this to the attack distance, 8 VDUs, we get the percentage chance of evading which is 50.

Anyway, Dorneg rolls 1d100 for evasion and a glorious 87 comes up. Dorneg has failed to evade. Morlak swoops into the attack and 1st round combat Dorneg can only count $\frac{1}{2}$ of his DT and no AT at all.

Morlak's mount, Nastorn, has an AT of 250 and this together with the addition of his absolute advantage of 25 gives him an AT of 275. Dorneg's DT is only 223 in its modified form and so Nastorn attacks with a combat differential of 52. He must throw 20 or more with 1d100 to hit and does so. The rolls for degree and location show that Dorneg has received a heavy chest wound.

Before another round of melee is fought advantage must be calculated again. (Aerial combat is a fluid thing). The points are:

	Dorneg	Morlak
Creature factor	48	23
Rider factor	43	106
Position factor	NA	46
(Above and behind at 1 VDU)		
Random factor	<u>17</u>	<u>11</u>
	108	186

So for this move Nastorn will have an AT of $250 + 78 = 338$.

In the 2nd round combat however Dorneg is allowed to attack at $\frac{1}{2}$ AT and to defend with $\frac{3}{4}$ DT. Thus the melee rounds are:

Nastorn attacks: AT 338 Dorneg's DT 297, CD = 41. Roll 24 or better to hit. He does so and Dorneg takes a medium, left leg wound.

Dorneg attacks: AT 193 Nastorn's DT 338 CD = -145. Roll 96 or better to hit. He does so! Nastorn takes a light arm/wing wound.

Because Morlak has been hit he has lost the grapple and so the position becomes one of parallel flight.

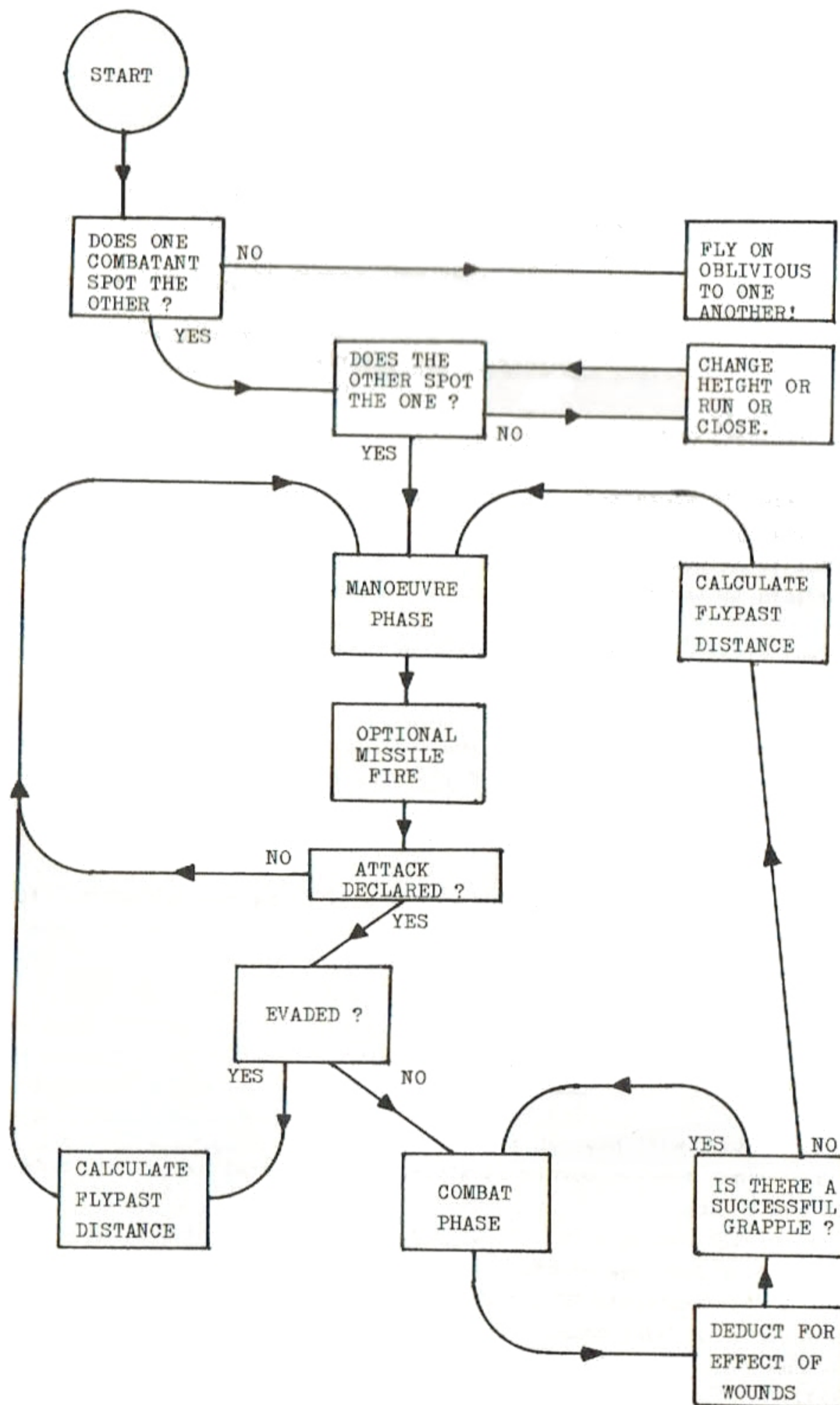
Do dragons smile? Phaestor turns his head and breathes over Morlak and his mount. He

scores as follows:

2d20	2 and 11	13	
100 - range	100 - 5	95	(1d10 can determine separation on parallel flight
Target unshielded etc.		0	if needed).
First breath of the day		+10	
		118	hits on Nastorn

The pteradactyl and its rider plummet earthwards.

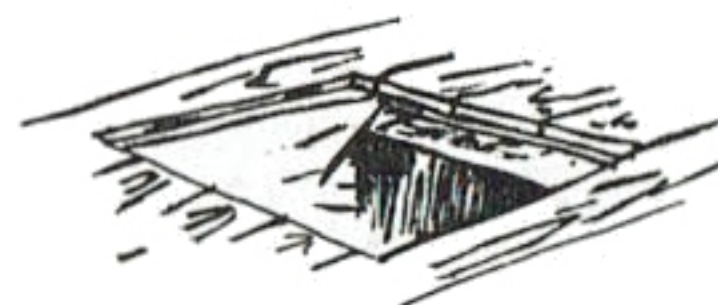
Aerial Combat - how to do it.



FALLS

"Pride goeth before destruction, and a haughty spirit before a fall"

Proverbs, xvi, 18
(Authorised version).



If a character falls from a height, horse, or both etc. there is a probability that he will sustain injury. To see if this is so, roll a pair of percentage dice; + or - as follows:

Able to control landing	-10	Distance fallen	
Unconscious	+20	Up to 6 feet	-15
Horse at trot	+5	6' to 12'	0
canter	+12	12' to 20'	+15
gallop	+20	20' to 50'	+35
Hard landing	+10	50'+	+60
Soft landing (bodies, bush etc.)	-25		
Quite soft (sacks, etc.)	-15		
Very soft (marsh, bog etc.)	-30		

If the total thrown + the modifiers is greater than 50 then throw for a wound on a column 'X' to the right of -9 to -15. Where 'X' is the total scored divided by 10, fractions ignored.

Next roll 2 normal dice and if their total is less than or equal to 'X' then throw again for another wound in the same column.

Repeat alternate normal dice then wound dice rolls until either:

1. The character is dead.
2. The normal dice exceed 'X'.

For those trying to pray for aid, the time taken for a fall can be found as follows:

$$\text{Time taken to fall F feet} = \sqrt{\frac{F}{16}} \text{ seconds (earth gravity).}$$

If aid comes after T seconds the person will already have fallen $16T^2$ feet.

COMBAT FATIGUE

"Soon a great warrior will tower over the land,
And you will see the ground strewn with severed heads.
The clamour of blue swords will echo in the hills;
The dew of blood will lace the limbs of men.

"Njal's Saga"
Anonymous.

When in combat players will become tired, particularly when fighting more than one opponent or over a period of time. The rate at which they amass fatigue is dependent upon how easy/difficult the fight is, their experience of combat(which will allow them to use/save energy to best effect)and the player's stamina.

To calculate Stamina:

Add Constitution, Health and Strength on a 1-10 basis.

(i.e.greater than 10=10).

To find the number of fatigue points collected in one round of combat use the table below:

		Combat Differential + $\frac{1}{4}$ Combat Experience																
		25																
		-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
S	3-5	43	39	35	31	27	24	21	18	16	13	11	9	7	5	3	1	1
T	6-9	38	34	30	27	24	21	18	15	13	11	9	7	5	2	1	1	1
A	10-13	32	29	26	23	20	17	15	13	11	9	7	5	3	2	1	1	1
M	14-17	27	24	21	19	16	14	12	10	8	6	5	3	2	1	1	1	1
I	18-21	21	19	17	15	13	11	9	7	6	4	3	1	1	1	1	1	1
N	22-26	16	14	12	10	9	7	6	5	3	2	1	1	1	1	1	1	1
A	27-30	12	11	9	8	6	5	4	3	2	1	1	1	1	1	1	1	1

This number is multiplied by the number of creatures fought against and then deducted from the modified AT and DT. Fatigue is lost through rest and sleep. (Volume I, page 34.)

OPTIONAL COMBAT AMENDMENTS

To prevent players becoming too powerful we have now set an (optional) upper limit on the number of Combat Experience Points and Weapon Skill Points a player may have. This will still enable the best of characters to have ATs and DTs of 800+.

Weapon Skill Points: There is an upper limit of 100 WSPs with any one weapon, but no limit to the number of weapons a character may hold 100 in. At this level a character is presumed to be an expert with the weapon. A teacher must have at least 85 WSPs with the weapon that he or she teaches in.

Combat Experience Points: The maximum in any category (read on) can be no more than twice the value of a player's Initial AT; ie 100 (80) + A Grade effect + Strength effect + Dexterity effect. When this level has been reached the character is a battle-hardened veteran and may be expected to survive most hostile encounters under normal circumstances. The circumstances in which the experience is gained now becomes important. For simplicity there are four categories of combat to consider:

1. Foot Combat.
2. Mounted Combat.
3. Aerial Combat.
4. Unarmed Combat.

The formulae mentioned in Volume II page 7 are the same as that in Volume I though the brackets may be misleading. See playsheet for accurate formulae. Once combat experience has been calculated it is dealt with as follows:

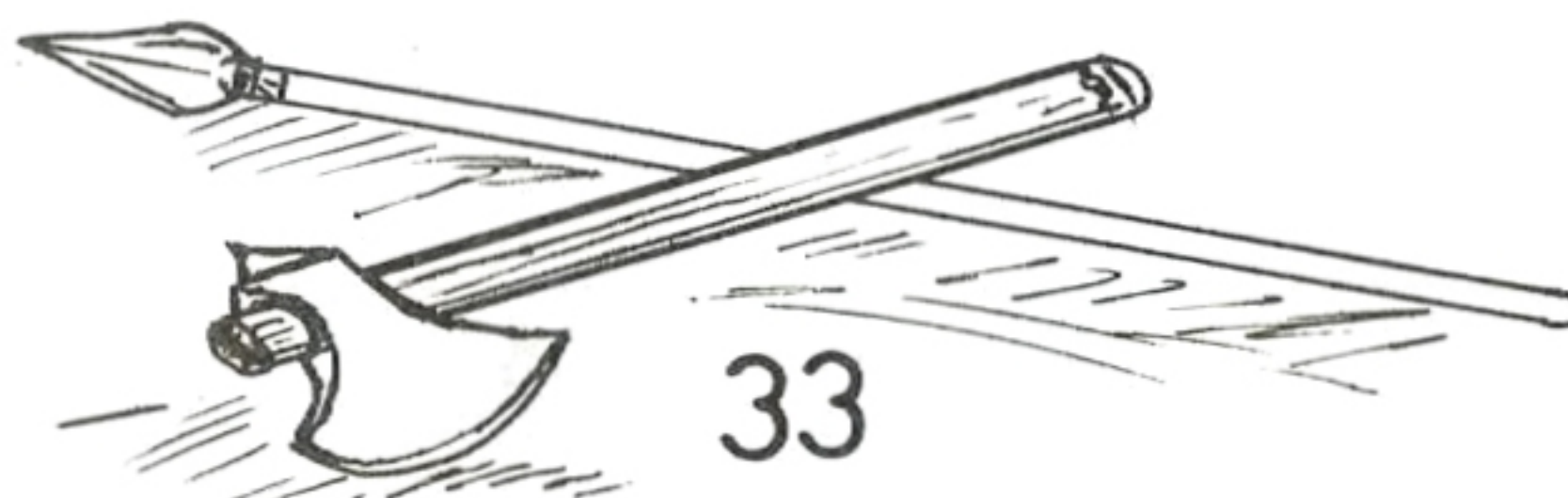
1. Foot Combat - Added directly to 'Foot Combat Experience Points'.
2. Mounted Combat - In the charge, or in a riding-down situation, all experience points are added to 'Mounted Combat Experience Points'. In a melee situation $\frac{3}{4}$ of them are added to 'Foot Combat Experience Points' and $\frac{1}{4}$ to 'Mounted Combat Experience Points'.
3. Aerial Combat - All points gained are 'Aerial Combat Experience Points'.
4. Unarmed Combat - All experience points gained are 'Unarmed Combat Experience Points'. If using a dagger or improvised weapon then $\frac{1}{2}$ of 'Foot Combat Experience Points' may be added to the AT and DT.

Simply, instead of all combat experience no matter how earned being expressed by one figure, it is split into four categories each applicable to the situations in which it was received.

Alterations to Combat Differential: When combat is not as straightforward as allowed for previously (ie one to one or many on open ground) use the following system:

Calculate the CD as before but apply the factors below; where an 'R' is a shift of 1 column right and an 'L' is a similar shift left. Thus add 'Ls' and 'Rs' and take the lower from the higher to get a final number of columns to shift left or right. Use this new column to roll for hit and degree of wound.

Above opponent	R	Mounted troops crossing an obstacle	2L
Below opponent	L	Foot troops crossing an obstacle	L
Opponent in cover	2L	Sword, mace, hand-axe etc - crowded	2L
On ladder or similar	L	2-handed weapon - crowded	3L
On rope or similar	3L	Spear, pike etc - crowded	L
Opponent grounded	2R	Attention divided	L
On the ground	3L		



The Sling: Characters may be allocated a Sling Rating which is equivalent to their Archery Rating. Add the following on a 1-10 basis:

- | | | |
|---------------|-----------------|-------------------------------|
| 1. Strength. | 4. Sight. | 7. Health. |
| 2. Dexterity. | 5. Observation. | 8. Instinct. |
| 3. Accuracy. | 6. Reactions. | 9. Concentration. |
| | | 10. Natural Aptitude. (1d10). |

The Sling Rating = the above total divided by 10. (Ignore fractions).

Use basic archery tables but the Range Coding is in feet not yards. Deduct I when calculating wound group.

Archery Amendments: If, like us you are finding bows dominate the game in an unrealistic manner, especially at close range, then we suggest that you replace the effect group/wound group table (Volume II, p.34) by the table and alterations below:

Effect Group.				
W	A	B	C	
O	0	light	light	graze
U	I	medium	light	light
N	II	heavy	medium	light
D	III	heavy	heavy	medium
G	IV	mortal	mortal	heavy
R	V	mortal	mortal	mortal
O				
U				
P				

Unarmoured.	+I
Leather/thick hide.	0
Mail armour.	-I
Plate armour.	-II
Axe or Spear.	+I
Slingshot.	-I
(versus plate	-II).

To become an archer of any worth took years of training and continual practice (which is partly why the musket was seized upon instead) however in Volume II our 'Son of a Merchant' can pick up a bow and 'twang - he's off like an old hand', bow rating 7, just because his attributes are right. The following rules assume that the attributes reflect a character's potential for archery but realising that potential is not so easy and must be achieved over a period of time.

So: Roll 1d10 and cross - refer to the character's background. (In the case of a soldier the GM must decide how likely he is to have been an archer. If the army he is in is $\frac{1}{8}$ archers then 'archers' will be 1-13 for example.)

Nobles and Knights count as unknowns; they would not stoop so low.

		Die roll									
Father		1	2	3	4	5	6	7	8	9	0
Soldier/retainer	Unknown	0	1	2	3	4	5	6	9	12	15
	Merchant	0	0	1	2	3	4	5	6	7	8
	Peasant	5	6	7	8	9	10	11	12	13	13
	Archer(1-)	6	7	8	9	10	11	12	13	14	15
	Non-Archer(-100)	3	4	5	6	7	8	9	10	10	10
	Seaman	0	3	4	5	6	7	8	9	10	10
	Tradesman	0	0	3	4	5	6	7	8	9	9

This table gives the Initial Archery Ability Class. It represents the character's opportunity/willingness to learn to shoot. Thus a peasant who may well have compulsory archery practise, but not make full use of it, has a chance of a high IAAC but not as good as the soldier/archer's son.

The IAAC effect table shows what happens when a character ceases to practise with a bow or use it in hunting/combat situations.

The 'miss X weeks' columns show the figure to be deducted from either the optimum - if a character's BR from attributes is greater or equal to this, or from his attribute BR - if this is less than the optimum. These columns are cumulative, so a character with IAAC 11

who goes 8 weeks without using a bow due to, say, having to recover from a mortal wound, would deduct 6 and thus have a maximum BR of 8 (optimum) minus 6 = 2.

IAAC	Miss 4+ weeks	Miss 3 weeks	Miss 2 weeks	Miss 1 week	Optimum BR
0	0	-1	-1	-1	3
1	-1	-1	-1	0	3
2	-1	-1	-1	-1	4
3	0	-1	-1	-1	4
4	-1	-1	-1	-2	5
5	-1	-1	-1	-1	5
6	-1	-1	-1	-2	6
7	-1	-1	-2	-1	6
8	0	-2	-1	-1	6
9	-1	-1	-2	-2	7
10	-1	-2	-1	-1	7
11	-1	-1	-2	-2	8
12	-1	-1	-1	-2	8
13	-1	-1	-2	-2	9
14	-1	-1	-1	-2	9
15	-1	-1	-1	-2	10

Initial Archery Effect Table

Raising the IAAC: For every 6 months that a character, in the GM's opinion, uses a bow sufficiently and continually the IAAC may be raised by 1 point. With a good teacher and plenty of practice, again at the GM's discretion, this time may be shortened. Remember however that good quality archers are hard to come by and even harder to produce.

Additional Throwing Weapon Rules. (Also largely applicable to other weapons).

After having found the basic probability of a hit from the range/lettercode table (Volume II p.23) and modified it by WSPs and speed of the target, (table 4, p.24), also use the following modifiers:

Target has soft cover	-5 to -30 (depends on degree)
Shooter doing so in haste	-10
Target has large shield	-20
small shield	-10
Target is 5-10 close infantry	+20 (+1 per additional man)
5-10 cavalry	+25 (+2 per additional man)
Wounds per 2 light or 1 medium	-10
1 heavy	-15 (These are all wounds above waist,
2 medium	-20 those below count 1 category less
1 mortal	-25 serious)

N.B. Hard cover has no deduction but negates hits on obscured areas.

It is also recommended that the effect of WSPs and target speed is doubled, to -20, -18 etc. so that these have a realistic effect.

Mounted targets: If throwing/shooting at a mounted man; nominate man or mount and see below:

	<u>Target is:</u>		
	Side on	Head on	
Man nominated	50	45	(Equal or exceed figure to hit nominated target, otherwise hit other.*)
Mount nominated	35	50	

* This is only used once a hit on the whole target has been obtained.

PRIMITIVE FIREARMS

Early firearms were somewhat crude and varied in size, calibre and quality quite considerably.

Calculation of fire factor (FF)

This is the same as for a character using a crossbow, i.e. add the following on a 1 to 10 basis:

Sight	Concentration
Reactions	Instinct
Accuracy	Touch
Dexterity	Observation
Natural Aptitude (1d10):-	'Random' on the character sheet

Then add 10. (For strength all crossbow/firearm users count strength as 10)

The FF is the result obtained when this total is divided by 10 and any fraction is ignored.

Classification of weapon

1) Quality: Weapons are rated as A, B or C class.

A class - Weapons made by an expert metal worker/armourer.

B class - Weapons made by a competent blacksmith/armourer. (The better village smiths given time and money.)

C class - Weapons made by the majority of blacksmiths, not used to this type of thing. Any made from substandard materials or any cobbled-together types made by the players themselves.

2) Calibre: The size of shot the firearm takes.

Small : $\frac{3}{4}$ " or less - about musket-ball size.

Medium: Anything over $\frac{3}{4}$ " but less than $1\frac{1}{4}$ ".

Large : Anything with a diameter of $1\frac{1}{4}$ " up. This includes the 'Serpentine' type matchlocks. Anything over this size is in the cannon class and is not covered.

3) Barrel Length: N.B. barrel not weapon.

Up to 6"

6" to 2' for small hand held weapons

Up to 2'

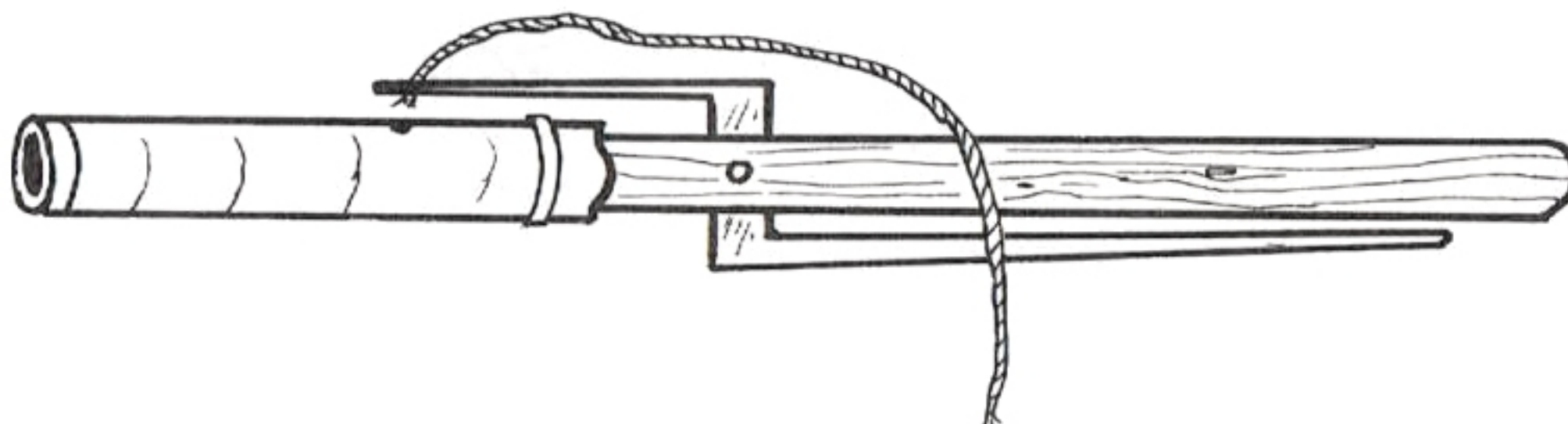
Over 2' for weapons needing a rest.

'C' Class
weapon.



Pieces were 'made to order' and so any combination of 1,2 and 3 is, in theory, possible.

The following firing system may seem curious at first, even arbitrary, but the rationale behind it is easy to explain: Firearms at this stage were experimental, one-off items, as yet there was no standardisation. Aiming was difficult for two reasons; firstly the firer is trying to do two things at once, namely trying to line the weapon up on the target and also apply a match to the touch hole; and secondly the flare of priming powder not in the priming pan but scattered loose around the touch hole would blind someone trying to sight along the barrel. Guns were thus pointed in the direction of the target and fired with the eyes closed.



Early matchlock
B class
Medium calibre
15" barrel

Firing procedure.

1. Throw 1d20 on table A, note ignition factor (or special effect).

2. From table B find range category, i-vi.

3. Find factor for range on table C. Figures are in yards.

4. Add firer's FF, result from 1) and result from 3).

5. Deduct 1 if target is shielded.

6. Roll 2d6. If less than or equal to total a hit is scored. Roll 1d10 on table D, +1

medium calibre, +2 for large. If the target is in hard cover ignore hits on protected areas. Count result as a 1-5.

Table 'A' - Ignition table						
	A		B		C	
	Dry	Wet	Dry	Wet	Dry	Wet
1	+3	+1	+2	0	+1	0
2	+3	0	+2	0	+1	-1
3	+2	0	+1	0	0	-1
4	+2	0	+1	-1	0	-2
5	+1	0	0	-1	0	-2
6	+1	-1	0	-2	0	-3
7	0	-1	0	-2	-1	-3
8	0	-2	0	-3	-1	-4
9	0	-2	-1	-3	-2	a
10	0	-3	-1	-4	-2	a
11	-1	-3	-2	a	-3	a
12	-1	-4	-2	a	-3	a
13	-2	a	-3	a	a	a
14	-2	a	-3	a	a	b
15	-3	a	a	a	a	b
16	-3	a	a	a	b	b
17	a	a	a	b	c	b
18	a	b	b	b	d	c
19	b	b	c	b	e	d
20	c	c	d	c	e	e
21+	b	b	b	b	b	b

Key

- a Misfire, requires repriming, takes 3 seconds.
- b Misfire, needs reloading, takes 30 seconds.
- c Explosion, 1 wound on -151 or worse.*
- d Explosion, 1 wound on -95 to -86.*
- e Burst barrel, 1 wound on -25 to -16.*

* Shift 2 columns right for a large calibre, 1 column for a medium calibre gun.

N.B. On 'c' and 'd' the gun is still usable.

The dry column is for a perfectly dry day. Wet is used if there is any atmospheric moisture at all. Use the wet column with +5 to all rolls in light rain. ('c' will count as an 'a'; 'd' as a 'b' and 'e' as a 'c'). In heavy rain guns will not fire.

Table 'B' -

Range calculation matrix

Calibre	Fired from	Barrel length	Quality		
			A	B	C
Small	Hand	0-6"	ii	i	i
		6"-2'	ii	ii	i
	Rest	0-2'	iii	ii	ii
Medium	Rest	2'+	iv	iii	ii
		0-2'	iv	iii	ii
Large	Rest	2'+	v	iv	iii
		0-2'	v	iv	iii
		2'+	vi	iv	iii

Table 'C' - Range category table

i	0-10	10-20	20-30	30-50			
	3	2	1	0			
ii	0-15	15-30	30-50	50-75			
	3	2	0	-1			
iii	0-20	20-45	45-60	60-100			
	3	2	1	-1			
iv	0-20	20-45	45-60	60-100	100-125		
	4	3	2	1	-1		
v	0-20	20-45	45-60	60-100	100-125	125-175	
	5	4	3	2	1	-1	
vi	0-20	20-45	45-60	60-100	100-125	125-175	175-200
	6	5	4	2	1	-1	-2

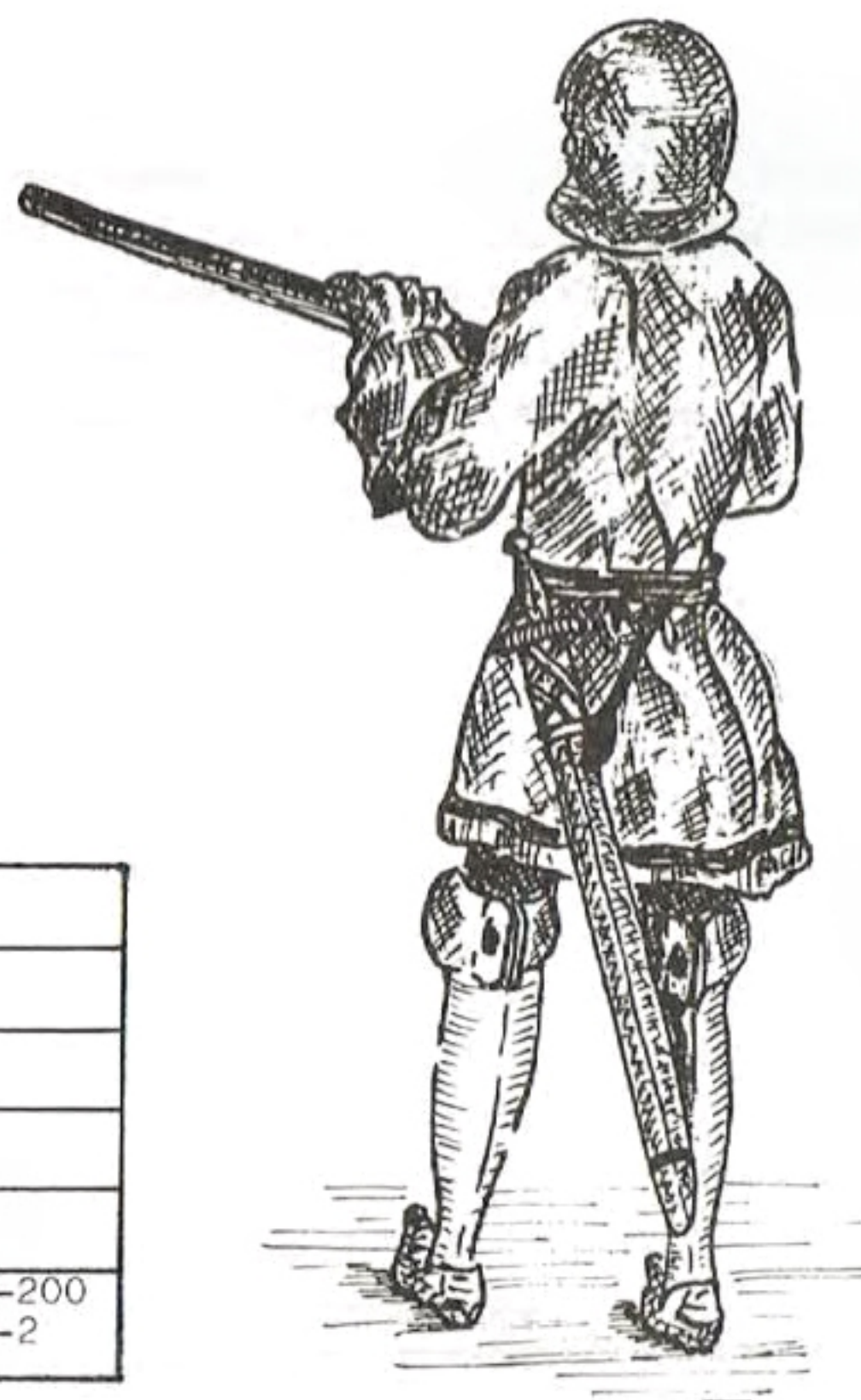
Table 'D' - Effect table

1-5	Target scared, dives to ground/cover. Stays down for 2d20 seconds unless of low (1,2) intelligence.
6,7	One hit on -2 to +2 column.
8,9	One hit on +56 to +65 column.
10	One hit on +111 to +150 column.
1d10, +1	medium calibre, +2 large calibre.

To roll for wound degree:

- 2 hit plated area
- 1 mailed
- 0 leather
- +1 unarmoured

Example: Garrache tries to shoot an orc at a range of 55 yards with a B-quality, medium calibre weapon with a 2'6" barrel. It is a bright, fine, dry, spring day. On table A he throws a 13 which means the gun has gone off with a -3 ignition factor. The range category from table B for this type of weapon is iv. From table C, category iv at 55 yards gives a modifier of +2. This together with the A table value gives a total of -1. Garrache's Fire-Factor of 6 gives a total Fire-Factor of 5. The 2 normal dice produce a total of 4, a hit is scored. On table D, 4 is thrown, +1 = 5. The orc goes to ground for (3 + 5), 8 seconds.



Shots per load point:

	Small	Medium	Large
Lead	33	14	4
Iron	48	20	5
Stone	160	80	17

Although a stone may seem a good, cheap, light projectile, it does have its drawbacks. Due to its irregular nature, it will always damage the weapon. With each shot fired there is a 10% chance, rising by 5% per shot, of the gun dropping to the next category. (A to B, B to C, C to scrap metal). Once the gun has dropped a category the percentage chance is reset to 10% and the rule is applied again.

The cost of owning and using a firearm.

As with nearly all new products with some novelty value the price of firearms will be high. Quite how high will mostly depend on how long the weapons have been around. A typical range of prices is set out below. As usual the GM will get the final word.

A class 15SP to 3GP.

B class 10SP to 3GP.

C class At the smith's option. Cost of materials for DIY are about 5SP. Plus expenses incurred in the finishing processes usually requiring a smith.

Cost of shot.

	Small	Medium	Large
Lead	2CP each	20CP for 7	4CP each
Iron	1SP for 10	1SP for 7	1SP for 5

Cost of powder

The same sort of comments apply here as to the firearm itself.

Large calibre	1SP per 8
Medium calibre	1SP per 15
Small calibre	1SP per 25



A load of balls.

FLAME-LANCES - For use in Future History / SF Fantasy games.

These are lance-shaped weapons with a red gem on the tip. On pressing a button concealed behind the handguard a narrow beam of ruby light is emitted from the gem-tip. This has the same effect on a target as a small flamethrower or 'heatbeam' similar to that in Volume III. The gem however 'tires out' and after use may need time to recharge.

Flame-lances are rated on the amount of power they have when 'full'. This will vary at the GM's discretion but a figure for a reasonable lance is 4-500 points.

There are two types of shot, the single shot and the sweep shot over a large area. The energy used in each case (to be deducted from the lance's points) is as below:

Single shot: May fire up to 3 per move, deduct 10, 30 and 60 for first, second and third shots respectively

Sweep shot : deduct $\frac{1 \times \pi \times a \times r^2}{2 \times 360} = 0.00436 \times ar^2$

Where 'a' is the angle, in degrees, fired over.

'r' is the range, in yards, to the victim furthest from the firer.

Use the standard bow rating/range table with the firer's crossbow rating (i.e. with strength 10) to calculate whether or not target(s) are hit.

If hit throw for wound degree with modifiers as below. Throw for wound position in the normal manner.

1-4 light	+1 hit area is unarmoured
5-9 medium	0 hit area is leather/thick hide armour
10-15 heavy	-1 hit area has mail armour
16-21 mortal	-2 hit area has plate armour

The gem regains 1 point of energy per $\frac{1}{4}$ hour it is unused. (96 per day).

The gems themselves are pretty hard to damage but the lance becomes useless if the 'barrel' between the trigger and the gem becomes damaged.

LITERACY

At some stage in the game it may be necessary for characters to read an ancient tome, copy a map or some instructions, leave a written message or even sign a legal document. These rules will cover this sort of problem.

Characters who have a final B Grade of IV, V or VI and who have been trained as magic-users from childhood, (see Volume I), will be fully literate and will have a 'Literacy Rating' of 'A'.

For other characters of B Grades 0, I, II, and III such wonderful abilities will be more difficult to achieve. Below is a table and an explanation of results to determine the level of literacy a character will have depending on their parents' position, wealth etc. Of course this may well need to be changed to fit in with your own particular country's set-up but it is roughly correct for a civilised medieval-type place.

Learning to read and write is usually a childhood pursuit, so if you are illiterate, hard luck, you're stuck with it until some kindly monk or wizard decides to lend a hand.

Father	1dA	B Grade			
		0	I	II	III
Peasant	2	D2	D2	D2	D1
	3	D2	D2	D1	C2
	4	D2	D1	C2	C1
	5	D1	D1	C2	B
Soldier Retainer Seaman	2	D2	D2	D1	D1
	3	D2	D1	D1	C2
	4	D2	D1	C2	C1
	5	D1	C2	C1	C1
Craftsman	2	D1	D1	C2	C2
	3	D1	D1	C2	C2
	4	D1	C2	C2	C1
	5	D1	C2	C1	B
Tradesman	2	D1	D1	D1	C2
	3	D1	C2	C2	C1
	4	D1	C2	C1	C1
	5	D1	C1	C1	B
Merchant	2	D1	D1	C2	C1
	3	D1	C2	C1	C1
	4	D1	C1	C1	B
	5	C2	C1	B	B

Roll 1dA and refer to the section related to your B Grade and your father's position. Craftsmen and Tradesmen have been split up so roll a dice or toss a coin to decide which one it is unless your personal history is clear on the point.

Those with a B Grade of IV or more who were not taken and trained as magic-users will make alterations as below:

B Grade of IV - Read on III line and add 1 to die roll.

B Grade of V or VI - Read on III line and count 1 Literacy Grade higher than that obtained.



For those of unknown fathers or of noble birth a different table, as below, is used. Roll 1d6 and read off the result:

NOBLES												
	O			I			II			III		
	1,2	3,4	5,6	1,2	3,4	5,6	1,2	3,4	5,6	1,2	3,4	5,6
Royalty	D1	D1	C1	C1	C1	B	B	B	A	B	A	A
Nobles	D2	D2	D1	D2	D1	C1	C1	C1	B	B	B	A

Those with ratings over III add 1 to die roll.

UNKNOWN FATHERS.								
		0	I	II	III	IV	V	VI
1,2,3,4,5 6		D2	D2	D1	D1	C2	C2	C1
		C2	C2	C1	C1	B	B	A

Explanation of literacy levels.

A - FULLY LITERATE AND NUMERATE. Able to read and write the abstract matters of magic and the higher forms of philosophy and reason. Able to copy accurately scripts (even those in unknown languages).

B - FULLY LITERATE AND NUMERATE. A lot more down to earth than an A. Magic and the like can cause problems if trying to take down a dictation or to copy. For other more normal matters (eg. drawing and labelling maps, writing instructions for manual tasks etc.) no problems are presented at all. If forced to copy down matters that are in any way abstract (eg. in another language), mistakes may be made.

C1 - SEMI-LITERATE. Can read and sign own name clearly. Reading vocabulary limited very severely to everyday words. Can perform simple arithmetic (add and subtract only). Can copy but with difficulty. Great likelihood of mistakes and/or illegibility. Letters often unjoined but fairly clear.

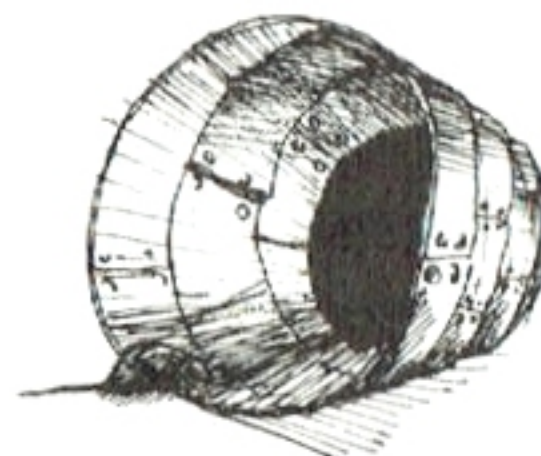
- C2 - SEMI-LITERATE. Able to sign name but scarcely able to read or write. Able to add and subtract small numbers. Unable to copy as rarely uses a pen. Signature will be very shaky, with letters scrawled and usually blotchy.
- D1 - ILLITERATE. Unable to read or write; however is often able to make an identifying mark, when necessary, of sophisticated design. This is a unique signature. May recognise a few words of the 'shop name' type.
- D2 - ILLITERATE. Unable to read or write. Signs, if necessary, with an 'X'. Will often fail to recognise a pen as such.

-----oooo000oooo-----

A Magical Curio - an additional magical artefact.

A Level One Waste Paper Bin

- 1) Its maker was Merior, a black elf in the bureaucracy of the Overlord of Garstein, with the aid of two demons who would prefer to remain anonymous. It was devised as an answer to the waste paper problem.
- 2) Merior was slightly loopy, the demons are both very embarrassed about the whole affair.
- 3) It is complete except for a few dents.
- 4) Its properties are constant and are:
 - a) Induces hiccups in any official senior to Merior, (who was an under-clerk in the works department) who comes within 25 feet of it. These are relieved by giving the bin a hearty kick.
 - b) Never becomes full. Merior does not know how this works, he left that to the two demons claiming he was no magician, he just worked there. The bottom of the bin is in fact a gateway to the void that is always open, thus any waste paper thrown into it is catapulted into the void. This will happen to anything put in the bin, so don't try to tread the paper down.
- 5) The waste bin is not sentient.
- 6) The waste bin is now in the possession of Karrarnar, a red dwarf, who uses the bin to experiment with the void. So far he has only got as far as throwing white mice into it and watching them disappear. Karrarnar is being sought by Veredek of the 'Small and Furry Creatures Department' of the Garstein bureaucracy as he does not have a vivisection license.
- 7) Merior's twin brother Arfvit is also seeking the bin as without it his brother was suffocated when a pile of waste paper fell on him. Arfvit is a bit thick and will assume whoever has the bin stole it. His motive is revenge.
- 8) The two demons are in trouble for flooding the void with waste paper, and have been sent into the world with restricted powers to get it back. They are disguised as strolling players called 'The Bippo Brothers', and perform minor magic tricks/sketches etc.
- 9) The artefact was made in Merior's bed-sit in down town Sackrot, the capital of Garstein.
- 10) It was made from soldered together, flattened baked-bean tins. It was then given to the demons for finishing. Merior's landlady was not amused about the marks on the carpet, and now seeks 'those two curious gentlemen with tails and horns,' who she thinks are connected with the damage.



CREATURE DESCRIPTION TABLES



INTRODUCTION

"Cet animal est tres mechant,
Quand on l'attaque il se defend".
Anonymous.

Section 1: Some suggestions for the use of creature types.

These notes are intended to help you position the creatures herein believably.

ALTERNATIVE RACES: such subgroups as Elves, Dwarves, Goblins, Trolls, Half-humans, Human-types, and Giants are suitable for use as other races to populate your world as well as the usual humans. Thus groups of Elves, Dwarves and so on, if encountered through the Random Incident Tables, should have a reason for being there, like any humans, and not be there just to attack parties. It might be more reasonable for the more primitive types such as Trolls and Giants to be used in this role.

SPECIFIC SITUATIONS: creatures of the Powerful Miscellaneous, Worms, Dragons and Undead subgroups should not be overused or scattered liberally. If your party is big enough, over six warriors for example, they are going to beat the biggest creature in these tables. The Powerful Miscellaneous in particular should always be placed to perform specific tasks, such as prevent passage up a narrow defile. In this situation, where numbers cannot be brought to bear, the characters will have to be battle-hardened veterans with magical blades, intelligence, or both, to overcome the enemy. Otherwise they ought to take the hint that it is against their interests to continue. Remember where the creatures from mythology were situated. The Minotaur was only successful because it was to be found in the middle of a maze (which confused and frightened its victims) and could only be approached singly. All the Undead are powerful because they can only be killed with difficulty.

GENERAL USE: The remaining groups can be used freely. Giant/Wild Animals, Giants, and the Miscellaneous also - but with care. Use your creatures intelligently. One Lycanthrope, for example, is easily recognised and not much of a threat; a Lycanthrope concealed within a party of travellers is another matter. Some creatures will be rare; Nymphs and Elementals will not manifest themselves for everyone, especially if they feel threatened.

Section 2: An explanation of terms used.

SIZE: The creature's size when a target. Not necessarily its height; more its bulk.

SPEED: The creature's speed when a target, or when pursuing/being pursued. If / 'ed this denotes walk/charge for humanoids, walk/trot/canter/gallop for quadrupeds.

M.R.: Magical Resistance. See Volume III, page 2.

REACTION: Creature's Reaction Type when encountered. See Volume I, page 66 onward.

C.T.: The average combat total for the creature. If /'ed this denotes civilised/uncivilised/wilderness. See also Volume I, page 58, para. 4.

INTELLIGENCE: A factor covering I.Q. generally. See volume I, page 58. Creatures of intelligence 1 always attack.

MORALE: A measure of the creature's bravery. Used for reaction purposes. See Volume I page 66.

ALIGNMENT: Used to govern the creature's attitudes, how it will treat prisoners and so on. See Volume I, page 15 onwards, for guidelines to interpretation.

GODS: The Gods a creature may appeal to if in a really tight spot. See Volume I, page 18, onwards. Black marks will be +1d10/ -1d10, with zero or a negative value meaning none. When deciding to call for aid consider the creature's intelligence. It may not occur to it that aid is needed.

ARMOUR: The usual type of armour worn by the creature if expecting combat. Some may wear this for everyday living but most will not. If a creature has a thick hide or lacks vital spots, it may count as armoured to lessen the effect of hits on it.

SPECIAL POWERS: Explains the creature's specific strengths and weaknesses, and usually how to play them. Sometimes this will be left to the GM to interpret, as in some

cases hard and fast rules do not apply. Fire-breathing, however, has a separate section below as many creatures have this ability.

The following factors apply only to flighted creatures, and will usually be found listed under 'Special Powers':

SIZE: A factor related to how easy the creature is to see when flying. See 'Spotting' in the Aerial Combat Rules.

MANOEUVRE: A factor that quantifies the creatures ability to fly in the intricate patterns required to close with an opponent and gain the advantage. See the 'Manoeuvre' section of the Aerial Combat Rules.

CONTROL: How easy it is for a rider to control the creature. See the 'Manoeuvre' section of the Aerial Combat Rules.

WEIGHT and STRENGTH: Factors denoting the creature's ability to carry a rider or load.

Section 3: On Fire-Breathing.

If a character is to be subjected to a fiery blast he will be lucky to escape with only minor burns. A suitable deduction from his AT and DT will have to be made to reflect this. The GM can determine other side effects (charred clothing, singed eyebrows, loss of face etc.) as he wants. Hits should be of the order of magnitude of a heat beam/ fireball/ firebolt spell. Any hit over 60 is mortal, so throw for fight on etc. (Volume I page 39).

To calculate the hits incurred add the following factors:

1. 2d20 for a large creature attacking.	4. First breath of the day	+10
1d20 for a small creature attacking.	First breath in a long time	+20
2. 30 - range in yards for small creatures.	Third breath	- 5
50 - range in yards for large creatures.	Per breath (after third)	-10
3. Target is in: plate / leather -15.	5. Target in undergrowth etc.	- 5
shielded -10.	behind wall or similar	-15
mail 0.	not expecting blast	+10
unarmoured +10.	is water creature / elemental	+15

Example: Norman Blud must enter a castle and, being a man of little brain, decides to take on its fearsome guardian Claudifandrax, a firedrake of old and noble lineage. Norman has a gleaming suit of plate armour, a shield and sword. He creeps to within 10 yards of the awesome beast when disaster strikes. He is spotted.

Claudifandrax scores: 1. 2d20 15+1= 16

2. Range 10 yards 30-10= 20

3. Plated and shield (-15)+(-10)= -25

4. First of the day +10

5. Not applicable 0

TOTAL: 21 hits.

After that experience even Norman will have to think again.

Section 4: A summary of the contents of the Creature Description Tables.

Group A	Human Types.	Group I	Nymphs & Spirits.
Group B	Half Humans.	Group J	Elementals.
Group C	Elves.	Group K	Giants.
Group D	Dwarves.	Group L	Giant Animals.
Group E	Lycanthropes.	Group M	Wild Animals.
Group F	Undead.	Group N	Worms.
Group G	Goblins.	Group O	Dragons.
Group H	Trolls.	Group P	Miscellaneous.
		Group Q	Powerful Miscellaneous.

A

HUMAN TYPES

MARSH - WIGGLE: Tall humanoids with long thin arms and legs. Their hands and feet are spindly and webbed. Generally they have hooked noses, small mouths and green-grey reed-like hair. Their complexions are muddy. They are usually friendly, always pessimistic.

CT 100/200/250	Reaction: 4	Speed 11/19
Armour: None.	Intelligence: 4	M.R. 5
Size: 10	Morale: 4	Alignment: 2B

Gods to call on: Aslan (Power Rating 7).
Special Powers: Great mental strength and determination. Immune to mind-control etc.

PINE - PEOPLE: Once ordinary men, their blood has been replaced by sap. They are green-skinned and have a strong pine smell. They do not eat but instead derive nourishment from the earth. Pine - People are stronger than ordinary men and extremely difficult to kill, except by fire.

CT 325/450/650	Reaction: 3	Speed 8/19
Armour: Plate.*	Intelligence: 4	M.R. 20
Size: 8	Morale: 4	Alignment: 4E

Gods to call on: None.
Special Powers: High degree of hit absorption. Mortal wounds cannot kill. Pine-People fight until their CT is zero or they are unable to due to loss of arms / legs / head.
*For missile effect only.

LYBLACKS: In appearance they are like men but with several differences. Their faces are marked with blotches of black pigment and they walk with a stoop. Living in primitive dwellings, they are exclusively armed with spear and shield. They move very stealthily and surround their prey before attacking. They are sun worshippers and sacrifice human captives at the summer and winter solstices. The number of victims sought depends upon the size of the tribe. In the period up to the solstices they are fanatical in their efforts to capture these unfortunates.

CT 75/150/230	Reaction: 3	Speed 7/15
Armour: None.	Intelligence: 4	M.R. 0
Size: 6	Morale: 4	Alignment: 3C

Gods to call on: Sun-Worshippers.
Special Powers: Extensive herbal knowledge. Use a range of natural tranquillisers on their weapons. Experts at concealment and silent movement.

HALF-MEN: Small chubby creatures, boyish, without facial hair and with hairy-soled feet. they live in burrows or small villages. Mainly stay - at - home types, disliking travel and change, taking delight in rural life and hospitality. Friendly to men and elves, they are liable to aid travellers. Whilst they know little of events outside their own backyard they mean well. A small number have attained the status of heroes so characters should not judge them on appearance alone.

CT as weaker human warriors.	Reaction: 4	Speed 8/15
Armour: Mail.	Intelligence: 4	M.R. 0
Size: 3/6	Morale: 2	Alignment: 3A/3B

Gods to call on: Illuvatar (Power Rating 9)
Special Powers: Excellent shots. Experts at silent movement and concealment. Beloved by eccentric magicians.

NEANDERTHALS: Shaggy-haired, low-browed men and women who dress in skins and use crude implements. They have a tribal culture with myth and ritual, magic beliefs and art. They are not necessarily hostile but resent intrusion and may over-react if startled and never take kindly to being duped. Most of them are ill or have some physical ailment; often wounds of some sort. They are all stoop-shouldered and smelly.

NEANDERTHALS: Attributes.

CT 180/220/250	Reaction: 4	Speed: 11/18
Armour: None	Intelligence: 3	M.R. 0
Size: 5/6	Morale: 3	Alignment: 3C/4C

Gods to call on: Nature goddesses.

Special Powers: They may have shamans who are able to perform 'psychic powers' and 'psychic medicine' spells. Alternatively they may be fakes.

WRAITH FOLK: Not to be confused with the Undead. A highly developed race whose advanced technology has enabled them to supersede their physical form. They now live for centuries in the form of tall men but appear to be transparent and milky. Despite there being both males and females they are unable to reproduce. They are immune to physical attack.

CT 300	Reaction: 3	Speed: 8/19
Armour: None*	Intelligence: 6	M.R. 20
Size: 9	Morale: 3	Alignment 2B

Gods to call on: None

Special Powers: Possess profound knowledge. Able to levitate at will. Difficult to see, appear as ghosts. Able to move between the planes but may not leave their areas of habitation. May have magical artefacts. Have comprehensive knowledge and experience of 'psychic' spells, (see Volume III). Number of ELs available = 100 + 1d100.

*Ethereal, not susceptible to physical hits, may however be attacked magically.

ICE PHANTOMS: Incorporeal, shimmering figures resembling piled ice at first. As people or any other source of heat approach they stir and unfold tendrils with which they attempt to secure their victims. Once aroused they 'drink' heat energy and make wet gasping noises. They are vulnerable to fire, however, which will vaporise them. Flaming brands etc, therefore repel them.

CT 150/200/250	Reaction: 4	Speed: 11/15
Armour: None	Intelligence: 1	M.R. 5
Size: 9-11	Morale: 2	Alignment: 4C

Gods to call on: None.

Special powers: Impervious to conventional hits, difficult to see, able to reduce an opponents AT and DT continuously during combat due to heat loss. Subtract 2d10 from each per round of combat.

DARTERS: These are 'magical blind boys'. They are small, filthy, rag-clad boys with straggly hair and pointed teeth like wolves. Instead of eyes they have round silver discs between their eyebrows and cheekbones. The Darter's fingertips are of the same silver material. They are able to shoot a beam of light which can pain/blind an opponent. When struck Darters do not bleed, they smoke. They will try to capture rather than kill their enemies which they offer as sacrifice to their God.

CT 50/100/150	Reaction: 3	Speed: 8/19
Armour: None	Intelligence: 4	M.R. 5
Size: 7	Morale: 3	Alignment: 5B

Gods to call on: Yob-Haggoth. (Power rating 6)

Special powers: Fingertips may cast heat beam spell. C.S. = (40+1d20). E.Ls available = 30. They may only be regained naturally at the rate of 2 per minute. Hits caused are not permanent, but wear off at the rate of 3 per minute. Mortal hits do not kill. Roll 25% chance of character being unconscious.

A

DOPPLEGANGERS: These are the exact doubles of living people who, by replacing them, perform similar acts so as to carry on their lives in their stead. They thus allow their human counterparts to be in two places at once. They meanwhile suck the energy of their doubles and cause them to waste away and die. When this occurs Dopplegangers assume the form of their next victim and the cycle repeats itself.

They may be caught at their little game because they have a tendency to alter characteristics and make mistakes when behaving as their human double. They have bad memories and exhibit possible speech defects. Forgetting their previous existences very quickly, they are unhappy and prone to a feeling of purposelessness.

All characteristics as the double.

Special Powers: Destroyed by mention of their names to them. These will be an anagram of their double's name. Wounds incurred by them will heal 4 times as fast. They will also appear on the double, but with no effect, see the exception below.

Mortal wounds cannot kill a Doppleganger but their double must throw for death.

SEA HUMANS: These people are adapted to life on water and build rafts for the purpose, often arranged to form great islands with many huts covering them. They hold annual festivals far out at sea and frolic freely with dolphins, porpoises and other sea creatures. They can calm those monsters of the deep which lurk below them using copious drugs and poisons, whose mastery they have learned. They are excellent swimmers.

CT 180/220/250

Armour: None.

Size: 6-8

Gods to call on: Aegir (Power Rating 5) *

Ran (Power Rating 2) *

Reaction: 4

Intelligence: 4

Morale: 3

Speed: 11/18

M.R. 0

Alignment: 3C/4D

Special Powers: Can tame and use aquatic animals. (Reptiles in particular). Well versed in the arts of sailing, fishing, etc.

* These are the God and Goddess of the sea, of course, and not the seashore giants of the same name.



A Darter. (See page 45.)

HALF-HUMANS

B

CENTAURS: The torsos of men on the bodies of horses. There are as many types of Centaur as there are men; from the wise and friendly to the wild and lawless. Their skin colour ranges from white, through flesh, to red.

CT 300/425/625

Reaction: 2-4

Speed: 'A'horses

Armour: Any.

Intelligence: 4-5

M.R. 5

Size: 18-24

Morale: 3

Alignment: varied.

Gods to call on: Any Greek ones.

Special Powers: Many Centaurs excel at archery. BR of 1dA + 2.

MER-FOLK: 1. Mer-men: Resembling old men, they have long, green beards and teeth like those of a shark. They are responsible for storms, hurricanes, gales and the Trade Winds. Those who drown are taken to the houses of the Mer-men. Mer-men may be placated by offerings, especially the bodies of the dead and in particular any who die at sea. To gain aid from these aquatic creatures it is usual to pledge the body of a loved one; they drive a hard bargain and feel little love towards those who pollute the water.

Armour: None

Reaction: 4

Speed: 6-10

CT 100-200

Intelligence: 3

M.R. 20

Size: 6-7

Morale: 2

Alignment: 4E

Gods to call on: Neptune.

Special Powers: Control weather at sea if it falls within their sea-bed dwelling areas. May change shape into Men, Bulls or Fish.

2. Mer-maids: The female of the species is much fairer of countenance than the male. Some are too beautiful for a human to behold. Their skin is translucent and their hair is dark green in the water but bright yellow out of it. They generally stay beneath the waves in their watery homes, caring for their mer-children, herding and protecting sea creatures. Other pastimes include collecting gold and precious stones that litter the floor of deep sea chasms. The unattached Mer-maids may chase ships in order to lure human sailors as husbands; they are very persistent as there are not normally enough Mer-men to go round. They have beautiful voices and are excellent singers. Even though they live very long lives they never lose their beauty and may get through several human husbands during their lifetime.

Attributes: Similar to Mer-men but: CT 50/100/150; Reaction: 2; Alignment: 3E.

Special Powers: All sea creatures are friendly to them. May change shape into Cats, Seals, Fish.

FAUNS & SATYRS: Forest dwellers who are basically humanoid with certain goat-like features. Lustful and usually drunken, these creatures are generally cowards at heart.

CT 50/100/250

Morale: 2

Speed: 9/18

Armour: None

Reaction: 5

M.R. 10

Size: 8

Intelligence: 4

Alignment: 4F

Gods to call on: Pan (Power Rating 3).

SATYR DEMON: Appearance is similar to a Satyr but larger with green, piercing eyes. They have magical power which is more likely to be black than white. Delight in causing problems for travellers. May demand a gift (can be anything - wine, gold, being taught a spell etc.) before allowing safe passage. Supplying what is asked for is not a sure way of remaining unharmed.

CT 200/400/600

Reaction: 5

Speed: 10/20

Armour: None

Intelligence: 5

M.R. 20

Size: 9

Morale: 2

Alignment: 5G

Gods to call on: None

Special Powers: Magical ability. Spells at GMs discretion chosen from Grey and Black arts E.g. Illusion and Evil Eye spells. Determine CS/ELs as Volume I page 60.

B

LIZARD MEN: Evil and full of hatred for mankind, they constantly try to kill or enslave them. In their natural state they are large lizards that walk on their hind legs. They can however adopt the form of any human they have seen, reverting to their natural form when killed. When in human form they may be distinguished by their inability to say the holy words 'KA NAMA KAA LAJERAMA'.

CT 150*	Reaction: 3	Speed: 6/12
Armour: Leather@	Intelligence: 4	M.R. 0
Size: 9	Morale: 3	Alignment: 6F

Gods to call on: The Serpent God (Power Rating 8).
 Special Powers: Able to assume shape of any humans they have seen.
 *80% of human form's AT/DT when using its shape.
 @When in human form is the same as that used by the human model when observed.

WATER MEN: These people are humanoid in shape, but tend to be slightly smaller. Their skin is pallid and damp, they have long dark hair and webbed hands and feet. They are very stealthy, preferring to attack by surprise rather than by force. They are also experts in disguise and are skilled in the use of blow pipes and poisoned darts which they use for both hunting and war.

CT 150/300/380	Reaction: 5	Speed: 8/19
Armour: See below.	Intelligence: 4	M.R. 5
Size: 6	Morale: 2	Alignment: 3B

Gods to call on: None.
 Special Powers: Water men are very skilled in the construction of useful items from reeds and other materials commonly found around a river. For example, they can walk on water with specially adapted footwear and have a form of aqualung made from bladders and tubes. They sometimes will wear toughened reed armour and will build their villages in reed beds and dense undergrowth on river banks or lakesides.

Sindarin Warrior.
 (See opposite page).



ELVES

C

SIDHI: The Elven nobility - have long, flowing hair, are fair of skin and wear smart, white clothes; always appearing young and handsome though they may be of a great age. If so desired their touch may make a mortal mad or ill and by using arrows can cause paralysis or death. They often capture men and set them to work underground as slaves. On release these people often have changed personalities.

CT 300/400/500	Reaction: 3	Speed: 9/20
Armour: Mail	Intelligence: 5	M.R. 30
Size: 8	Morale: 5	Alignment: 4D

Gods to call on: None

Special Powers: Bow Rating of 2dA (1dA will have bows). Arrows may have drugged tips.

If hit, time in minutes until unconscious is:

with a light wound: stamina x 3 minutes.

medium	"	"	x 1	"
heavy	"	"	x $\frac{1}{2}$	"
mortal	"	"	x $\frac{1}{4}$	"

If touched (and Sidhi so desire) throw for a disease, Volume I, page 35. Or Cause Lunacy spell. (CS of 60 + 2d20). Each Sidhi has 30 ELs.

People captured and released are 1 point more chaotic and have a (20% - reason) chance of becoming completely mad. There is also a (30 - Reason) percentage chance of wanting to become a seer. (Abilities as Volume I, page 61).

SINDARIN: The Elves of Sinadon are about 4ft. high. They dress in light, coloured, short, sleeveless tunics held with a belt, do not as a rule wear footwear and are generally mounted on white horses. Officers show rank by cloaks of eagles' feathers. Sindarin fight with deeply curved bows, white arrows and short stabbing swords.

CT 210/250/320	Reaction: 4	Speed: *
Armour: None	Intelligence: 5	M.R. 20
Size: 5	Morale: 5	Alignment: 2E

Gods to call on: None.

Special Powers: Bow Rating of 2dF + 2. (1dA + 3) x 10% will have bows. Some will have Word Heal spell. CS of 70 + 1d20. 50 ELs available.

*Speed: foot 8/19; mounted 12/20/24/26.

FAENORI: A race of Elves devoted to living with nature. Tall, slim and of noble descent they will fight heroically to defend themselves and their surroundings with spear, sword, bow and shield. They have little to do with upstart man.

CT 200/350/450	Reaction: 3	Speed: 8/19
Armour: Mail and shields	Intelligence: 4	M.R. 5
Size: 9	Morale: 5	Alignment: 4D

ALFARI: Originally from Alfheim these Elves possess certain magical powers and are skilled craftsmen. Thus they may be the makers of magical artefacts, the crafting of which may take several years. The race is split into two distinct groups; the Liosalfar who live above ground and enjoy the light and the Dockalfar who live below the ground and prefer darkness.

CT 180/200/250	Reaction: 3	Speed: 8/19
Armour: Mail	Intelligence: 5	M.R. 20
Size: 7-8	Morale: 3	Alignment: 2E

Gods to call on: Frey (Power Rating 2).

Special Powers: May produce Level 1 artefacts. Dockalfar can see normally at night.

PIXIES: Mischievous little Elves with tails and pointed ears who love to cause trouble but are not very brave. They can move very quietly and use this ability to creep past sleepy watches to hamstring or steal a horse, slash waterskins or throw gunpowder in a dying fire. If greatly annoyed they will attack at night in a frenzied rush after a barrage from their small bows. Their swords are short but renowned for their edge.

C

PIXIES: Attributes.

CT 50/65/80	Reaction: 3	Speed: 6/14
Armour: Leather	Intelligence: 4	M.R. 0
Size: 3	Morale: 2	Alignment: 4E

Gods to call on: None.
Special Powers: Silent movement. Reduce missile hits by -1 for smallness.

LEPRECHAUNS: These are like Pixies but even more cunning and imaginative in their tricks.

They will throw caltrops into roads, pollute streams and wells etc. but will never kill a man intentionally although they will fight back when cornered. If one is caught he will be found to be carrying 1d10 gold pieces which afford him, but not humans, magical resistance.

CT 40/55/75	Reaction: 2	Speed: 5/13
Armour: None	Intelligence: 4	M.R. 100
Size: 3	Morale: 2	Alignment: 4F

Gods to call on: None.
Special Powers: May have one random spell. CS and ELs as Volume I, page 60. Result is halved.

BROWNIES: A relatively harmless race found in the countryside. Their hair is brown and curly and they dress in predominantly brown clothes. They are similar to Pixies but without their nasty streak. Brownies will do no worse than mislead travellers or cause harm to the crops and animals of those who have offended them.

CT 35/50/75	Reaction: 5	Speed: 8/18
Armour: None	Intelligence: 4	M.R. 15
Size: 3/4	Morale: 2	Alignment: 3C

Gods to call on: None.

LUCIFUGI: This race of Elves is devoted to learning which is pursued in hermit-like conditions. Occasionally, however, they meet deep within large forests to exchange ideas, commune with nature etc. They are mostly pacifist in nature, not harming dumb animals or needlessly destroying plant life, but will fight to defend their life-style. Unless killed by physical means they live forever and do not age.

CT Variable	Reaction: 3	Speed: 9/21
Armour: See below.	Intelligence: 5-6	M.R. 100
Size: 10	Morale: 5	Alignment: See below.

Gods to call on: Above that sort of thing.
Special Powers: GM should decide on spells etc. but they should be on par, at least, with a good V B Grade human. Alignment tends toward good/lawful but there are a few bad ones. The good type would rather fight than put magic to evil use. Armour varies from enchanted plate to none at all.

MALSIARI: Dressed in brown, greys and blacks they make their homes in areas not inhabited by humans. They travel freely amongst men, looking for adventure, fun etc. They are usually shieldless but carry bows and long, straight swords. If you meet Elves in a tavern they are likely to be Malsiari, or the related Yorthki.

CT Comparable to good, unarmoured human warriors.	Reaction: 3	Speed: 8/20
Armour: None	Intelligence: 4-5	M.R. 25
Size: 7-9	Morale: 4-5	Alignment: 2E

Gods to call on: Variable, being well travelled these may be any.
Special Powers: Excellent bowshots. Contemptuous of wizards and Lucifugi.

YORTHKI: As Malsiari except they do not carry bows but fight with left-handed daggers and swords. They wear breastplates and dress in greens.

DWARVES

D

BLUE DWARVES: These dwarves are small and slight with mouse grey or tawny hair, green or grey eyes and pale skin. They tend to live in small groups in natural caves and are hunted down by other dwarves, being killed when caught; though their deftness in the use of throwing weapons, even without armour which they rarely wear, means they are a worthy adversary. Blue Dwarves are friendly towards Elven races and supply them with minerals and artefacts. A magical ability allows them to learn spells, which some do, mainly Elementals and chemical knowledge.

CT 280/300/350	Reaction: 2	Speed: 9/17
Armour: None	Intelligence: 4	M.R. 10
Size: 3/4	Morale: 4	Alignment: 2C

Gods to call on: Any Celtic god.

Special Powers: Each band of Blue Dwarves (8-30) has a 20% chance of having a magic-user with it. See Volume I on determination of CS and spells etc. May use chemicals in any way the GM sees fit.

RED DWARVES: Broad, thick-limbed, with red or auburn hair and blue eyes this pale-skinned Dwarvish race are proud, arrogant, contemptuous of men and hostile to Elves. They are the greatest artisans and craftsmen of mortal form and keep to traditional methods only, scorning the use of any machinery or gunpowder to mine the earth. Living in harmony with nature they destroy those who work to thwart it. Quite warlike, they revel in melees but disdain magic and missile weapons.

CT 460/500/580	Reaction: 3	Speed: 10/18
Armour: Mail, some plate.	Intelligence: 3	M.R. 0
Size: 5/6	Morale: 5	Alignment: 3C

Gods to call on: Any Norse gods.

Special Powers: Mining and building experts. Craftsmen and pickers of locks, siege experts etc. (GM must interpret these qualities as he sees fit).

BROWN DWARVES: Small and fat, with tanned skin and chestnut or blond hair, brown eyes, webbed hands and feet and extra, translucent, eyelids. They build, where possible, their cities beneath lakes or oceans, and are excellent canal and dam constructors. They use steam engines. They prefer warmth to the cold, so they are most common in the summer. They mine radioactive ores, and use them as weapons (poisons). They have invented rockets, gliders and muskets. Their forte is designing things but in general they are too lazy to develop many of their ideas.

CT 300/350/400	Reaction: 3	Speed: 8/14
Armour: Mostly plate.	Intelligence: 5	M.R. 0
Size: 5	Morale: 4	Alignment: 4B

Gods to call on: Any Norse gods.

Special Powers: May carry firearms. Up to 75% of a group may be so armed.
May swim underwater for prolonged periods.

BLACK DWARVES: A mongrel people, most dominating feature is black hair and grey eyes, of varying stature and build. These are the most despised Dwarvish race (notably by the Red Dwarves) and they react accordingly. They have no sense of morality and cannot be trusted. They use gunpowder extensively and despise hand to hand fighting. They also use poisons and steal any ideas available from anyone. They exhibit complete selfishness and respect only wealth. They use flying beasts and live in massive towers, never setting foot on the ground unless forced to do so. Black Dwarves do not trust magic and are the most technologically advanced mortal race.

CT 270/320/370	Reaction: 3	Speed: 8/14
Armour: None.	Intelligence: 4	M.R. 0
Size: 4	Morale: 4	Alignment: 5C

Gods to call on: None.

Special Powers: Possessed of all of the inventions of the other Dwarves.

D/E

BLACK DWARVES: Special Powers.

Parties will be 100% missile armed, mostly firearms with a sprinkling of crossbows. Carry very sharp concealed knives which are used for close combat if they have no other option, including running away or offering large amounts of money (which they never intend to pay).

GNOMES: Fat, jolly Dwarves tending to dress in bright colours who live as much above ground as below. They build cabins or hew caves to inhabit and are the friends of men and Elves. As a rule their skills are of woodcraft and carpentry rather than metal or stone, and they sometimes live inside the trunks of enormous trees. Predominantly grey or white haired, they have twinkling blue eyes and are seldom seen without a pipe and fishing rod. They bear no grudges for long, but while they do avoid camping in woodlands. They are in exile for past wrongs and their main objective is to return to Alfheim, from whence the Norse Gods banished them.

CT 150/250/370

Reaction: 3

Speed: 7/18

Armour: Mail

Intelligence: 3

M.R. 10

Size: 4/5

Morale: 3

Alignment: 2D
3C

Gods to call on: Bran. (Power Rating 6).

Special Powers: They are immortal; on physical destruction they enter the void (vanish) and wander until they are returned to their own plane. They may talk to animals and birds in particular. Own especially high quality bows and are excellent hunters and trackers, skilled in forest lore and survival. They set up ambushes with meticulous precision.



E

LYCANTHROPE

DESCRIPTION: Men who metamorphose into animals at certain times according to the moon's phases. Their powers are strongest during the Full Moon when they achieve a complete transformation, running on all-fours and killing any human they can find. Otherwise, partial transformations occur, in which case the amount of moonshine present will determine to what extent these changes occur. Direct moonlight is essential for these creatures to maintain aggressive intentions, otherwise they will try to break off combat and hide.

Special Powers: Immunity to physical attack. Mortal wounds will not kill or render unconscious but if the deductions incurred result in a halving of the CT then the Lycanthrope will disengage and flee. (Were-wolves are repelled by Wolfbane flowers.) May only be killed by pure silver weapons made of VIRGIN silver (never touched by any living being or soiled in any way since casting.) Anyone who is bitten by a were-creature and survives will become a Lycanthrope in turn, unless the wounds are treated with a 'protection from evil' spell. Characters who are so infected, when in were-form count as twice AT and DT in combat but may attack their companions etc. so cannot be trusted as useful additions to, for example, a party of warriors.

F

MOULD MONSTER: A diffuse jelly-like mass, once the body of someone (now deceased) it reproduces by engulfing living cells and transforming them into undead flesh. Any portion may detach itself from the parent and act independently, even a part the size of a pinhead. Provided the size of the mould monster is greater than the victim it will engulf it. An increase in size results equal to the sum of the victim and the monster. Inadvertantly swallowed or otherwise imbibed mould monsters cause immediate convulsions and paralysis, followed by death and then transformation.

CT Inapplicable	Reaction: 1	Speed: 14
Armour: Inapplicable	Intelligence: 2	M.R. 0
Size: See description	Morale: 5	Alignment: 7G

Gods to call on: None.

Special Powers: Nurtures and repairs undead of other denominations. Attracted by fire and repelled by running or sacred water. (Running water defined as rivers, streams etc)

VAMPIRES: Usually of human shape these fiends need to drink living blood for nourishment.

During the day they are poor, weak creatures lacking in strength and may not enter direct sunlight. Vampires have pale skin, elongated canine teeth and hypnotic eyes.

CT Human, sword 200	Reaction: 3	Speed: Bat 28
Wolf 150		Human 8/19
Bat 50		Wolf 8/21
	Intelligence: 4	
Armour: None.		M.R. 0
Size: Human 8	Morale: 4	Alignment: 6B
Bat 2		
Wolf 5		

Gods to call on: Satan (Power Rating 6)

Special Powers: At night a vampire may;

- Become a wolf or a bat.
- Control animals connected with dark forces. eg wolves, bats, toads, rats etc.
- Paralyse with a touch. The part held may not be used for 2d6 minutes.
- Mesmerise victims. See ice-worm (page 68). The victim may not move or snap-out and AT and DT become 0.
- Pass through physical barriers.

The vampire is vulnerable to silver, garlic, crosses, stakes etc. but may only be killed by a stake, beheading, followed by burning and scattering ashes in a fast flowing river. Otherwise they resurrect, are only wounded or repelled by those listed. Vampires may not cross a threshold unless invited and have no reflection in a mirror. They have very bad breath and must lie on earth from their homeland during the day or else they become weaker and fade away.

GHOSTS: Usually tied in with a locational incident these are phenomena usually attributed to either the discarded astral body of a deceased person or a 'recording' made upon the area's etheric double of a tragic event. They give rise to clankings and rustlings, stones being thrown, visions of headless horsemen etc. and may be banished by exorcism or striding purposefully about whistling loudly to show them you're not really scared. Their main use however is in scaring off locals and giving rise to myths and stories. Though strange things have happened; people have been found stiff in their beds or reduced to gibbering wrecks - so there must be something in the tales after all.

CT NA	Reaction: NA	Speed: NA
Armour: NA	Intelligence: NA	M.R. 0
Size: NA	Morale: NA	Alignment: Any.

Gods to call on: Possible use of any underworld God.

Special Powers: May cause injury through falling objects etc. Will probably scare off all locals and cause fatigue, due to lack of sleep, in others. (See Volume I page 34.)

GHOULS: A species of carrion apes that feed on corpses in graveyards etc. They wear clothing from the dead, have large red eyes and fear the light. They hate the living and will always try to destroy them. Ghouls will die in the violent sense but do not age. There are no female ghouls but the young come from dead female corpses which the older ghouls use as a growing ground for spores which eat into the flesh.

CT 300/400/450	Reaction: 1	Speed: 8/19
Armour: None.	Intelligence: 1	M.R. 0
Size: 11	Morale: 4	Alignment: 5B
Gods to call on: None.		
Special Powers: A ghouls' breath will paralyse if inhaled.		

WIGHTS: These are very thin, bony creatures resembling a man with large eyes and very long fingers. They have dark or grey skin and no teeth. Wights live in tombs collecting the possessions of travellers and gravediggers. Their main aim is to add to their stores of treasure, gold, armour etc.

CT 180/250/340	Reaction: 4	Speed: Variable.
Armour: None.	Intelligence: 4	M.R. 0
Size: 14	Morale: 3	Alignment: 7C
Gods to call on: None.		

Special Powers: They exude a sleep-inducing vapour, (green mist), which enables them to throttle their victims. Wights may only be killed by good/chaotic magical weapons made of silver although they are repelled by holy water, good/chaotic nature spirits etc.

WRAITHS: Incorporeal beings, not wholly of this world, wraiths cannot harm the living unless they are capable of delivering mental or magical attacks. They can however paralyse or poison with their touch. Usually they were once men who have become warped into their present form by consorting with evil or by having been cursed. They may be in the control of an evil entity. Appear as transparent human outlines.

CT 450/500/560	Reaction: 2	Speed: 10/26
Armour: See below.	Intelligence: 4	M.R. 10
Size: 7-10	Morale: 3	Alignment: 6F
Gods to call on: Any evil God.		

Special Powers: Immune to physical attack with conventional weapons. If the living reach the wraith's plane they, the living, may become susceptible to them. The wraith will be terrible to behold with a humanoid form and will bear evil, poisoned weapons and wear armour of evil design. Wraiths are weak in direct sunlight and are repelled by silver and fire.

LICHES: These are undead wizards. Refer to Volume III, page 44.



G

GOBLINS

KULGAI: A race of goblins who prefer to live on or near water. They are short in stature and have grey complexions. Not as warlike as the other goblin races they are not, however, to be trusted and are renowned thieves and pick-pockets. They are friendly with those aquatic animals of a more vindictive nature but are despised by the nymphs and sprites of the water and their aquatic allies.

CT 160/180/230	Reaction: 3	Speed: 8/19
Armour: Leather.	Intelligence: 4	M.R. 5
Size: 4/5	Morale: 3	Alignment: 5E
Gods to call on: Theron (Power Rating 2)		
Special Powers: Fairly expert at most water connected abilities.		

URUCKS: Half man, half Orc/Goblin. Urucks were purpose bred fighting creatures. They were made in mockery of the Elves and have the same quicker rate of travel. Cruel and evil fighting is the only trade they know.

CT 300/425/625	Reaction: 2	Speed: 11/20
Armour: Full mail.	Intelligence: 3	M.R. 0
Size: 9	Morale: 5	Alignment: 6E
Gods to call on: None.		
Special Powers: Ranking above the other Goblin types they often use them for tracking, scouting and other menial tasks.		

OGLARAI: Have squint eyes and pointed ears set on a bald, round head they are generally short and have mouths full of sharp but decaying teeth; their breath is foul. Movement is similar to that of an ape, a sort of shamble, although slightly more erect. Vindictive and evil creatures, although not at all brave, they are always armed with a variety of weapons which may include bows, daggers, spears, curved swords and occasionally shields. A superior creature in either strength or intelligence will be seen to lead them if they appear in groups of 10 or more. The creature is usually of humanoid type, e.g. a Troll or Uruck, and under its orders Oglarai will be fanatically brave, obeying orders totally whilst the leader is still alive. For this reason they are excellent minions for anyone intent on world domination, the main drawback being that they dislike daylight, living in their caves during the day and going abroad at night.

CT 180/200/250	Reaction: 3@	Speed: 8/18
Armour: Varied*	Intelligence: 2	M.R. 0
Size: 5-6	Morale: 2@	Alignment: 6E
Gods to call on: None		

*May include mail, leather, shields, helmets.

@Morale will be 5 if lead by another creature, Reaction will be the same as the leader's.

HOBGOBLINS: Short, stout humanoids, ugly and malicious with pointed ears and needle-like teeth. They live in caves and burrows, hunting at night, usually to steal horses, sheep and other domestic animals or to waylay travellers. A close watch is kept over their dwelling places and those who enter for the purpose of a night's sleep by mistake may well be rudely awoken.

CT 350/420/500	Reaction: 1	Speed: 7/16
Armour: Varied	Intelligence: 3-4	M.R. 0
Size: 5-9	Morale: 3	Alignment: 6E
Gods to call on: Loki (Power Rating 5).		
Special Powers: May dominate Kobolds or Svarts to the extent of having a small tribal army at their command.		

KOBOLDS: A race of green-skinned creatures, Kobolds live in the dark where possible. They have bandy legs and arms, with 2 feet long tails. As individuals they are not very brave and tend to raid in bands.

CT 120/140/200	Reaction: 2	Speed: 9/16
Armour: Leather/mail.	Intelligence: 4	M.R. 8
Size: 5	Morale: 2/3	Alignment: 5D

Gods to call on: Koncrak (Power Rating 8).
Gastron (Power Rating 4).
Special Powers: Excellent night vision.

GNOLLS: Hyena-like bipeds with grey-green skins and yellow or tawny manes. They have orange nails and dark eyes, fang-like discoloured teeth and glistening muzzles. Living in tribal groups they lead a nomadic existence. They may have other Goblin allies but are generally hostile to all creatures, including their own species. They dislike sunlight and function best at night.

CT: 180/360/420	Reaction: 1	Speed: 8/16
Armour: Leather/scale/plate.*	Intelligence: 3-4	M.R. 0
Size: 5-7	Morale: 3	Alignment: 4D

Gods to call on: None.
Special Powers: None.

*All armour worn will be crude and the property of leaders or prominent tribal members. Most of it will have been looted during past raids, certainly plate which should be rare.

SVARTS: This Goblin race are about 3 feet tall with thin, wiry bodies and limbs. They have hairless limbs which range from black to white, large hands and feet, enlarged heads and pointed ears. Cowards at heart, unless they have drunk Firedrake's blood they will avoid combat. Even when they have, the situation must be exceptional before they will fight with odds of less than 6-1 in their favour.

CT: 120/150/180	Reaction: 5	Speed: 8/17
Armour: Hide.	Intelligence: 3	M.R. 0
Size: 4	Morale: 2/4 *	Alignment: 5F

Gods to call on: None.

Special Powers: Hits with iron or steel turn Svarts to dust. This means that any wound inflicted by these materials on a Svart kills it.

*4 applies when 'under the influence' and with favourable odds.

TROLLS

H

OGRE: There are many types and varieties of Ogre though most share the following characteristics: they are powerfully built, eat raw flesh and have limited brain-power. In appearance they are humanoid, ranging from primitive cave-dwelling types to more sophisticated, garishly clothed robbers.

CT 350/470/580	Reaction: 2	Speed: 10
Armour: Hide, leather.	Intelligence: 2	M.R. 0
Size: 12	Morale: 4	Alignment: 4E

Gods to call on: None.
Special Powers: None.

H

STONE TROLL: These are large, slow moving heavy Troll types with a stone skin which makes them almost invincible. They live to a great age, hunting alone or in small groups, their diet being one of stolen cows and sheep. Humans are disliked but will not be attacked unless the Stone Trolls are particularly hungry.

CT 250/300/360	Reaction: 4	Speed: 6/10
Armour: NA	Intelligence: 2	M.R. 30
Size: 15	Morale: 3	Alignment: 4D

Gods to call on: None.

Special Powers: Are immune to all hits unless inflicted on the soles of the feet or the eyes. (See Volume I, page 40, 5 toes, roll 1d6 can mean soles of feet).

CAVE TROLL: Large, simple-minded creatures who prefer darkness to light. Raiding and stealing from humans provides most of the food they need. Usual weapons are large, wooden clubs.

CT 400/450/500	Reaction: 3	Speed: 10
Armour: Thick hide.	Intelligence: 3	M.R. 0
Size: 11	Morale: 3	Alignment: 4D

Gods to call on: None.

HILL TROLL: Heavy, round-shouldered creatures, coarse in both appearance and manners, who dress in tattered clothes and are often filthy and dishevelled. They hunt in small groups at night, humans being regarded as a prize catch and their flesh a delicacy. During the day they hide in their caves and avoid the sun which turns them to stone. Clubs and boulders are their main weapons, their thick hide is resistant to injury which means they do not have to rely on armour.

CT 180/360/410	Reaction: 3	Speed: 6/17
Armour: Thick hide.	Intelligence: 2	M.R. 0
Size: 12	Morale: 4	Alignment: 4D

Gods to call on: None.

GREEN TROLL: Green-skinned, thin-limbed creatures with long fingers and black talons who are able to remain still for long periods and to resemble logs or trees. They hunt at any time but avoid direct sunlight, their stealth allowing them to approach the unwary with ease. They hate those more lawful/good than themselves.

CT 120/240/320	Reaction: 2	Speed: 6/17
Armour: Plate.	Intelligence: 1	M.R. 0
Size: 14	Morale: 5	Alignment: 5E

Gods to call on: None.

Special Powers: Axes or other heavy weapons needed to wound them.

MARA: Troll-women, spawned from rock to which they return should sunlight strike them. They are hairless, have small hands, large trunks, short, muscular arms, small hands, massive shoulders, two-toed feet and gleam with a green pallor. Clothed in long tunics of coarse material. At night they are virtually unstoppable, except by magic or stealth and are able to follow the living with a combination of sight and soul-sense. Too much light blinds them but they can use telepathy to track those 'nicer' than they. On losing a trail they give up quickly, soon forgetting the reason for pursuit.

CT 750/850/950	Reaction: 3	Speed: 8/13
Armour: *	Intelligence: 3	M.R. 0
Size: 25	Morale: 5	Alignment: 5G/6D

Gods to call on: None.

Special Powers: See in the dark. May be repelled by 'Protection From Evil' spell et al. Chance of detection of good/evil rating 5 is 10%; 4 is 20% etc. Range 50 yards, throw once every 30 seconds.

*Not affected by physical weapons: those wielded must be designed for the purpose.

NYMPHS AND SPRITES I

WATER NYMPHS: These appear as beautiful (if somewhat green) human females. They inhabit and tend the water, which is their element. Generally very friendly and joyful, they will aid people who respond in kind - others will be avoided if evil intentions are discerned. Particularly brave, handsome, intelligent or heroic human males may be entranced by them and carried away to live underwater. Characters will not attempt to escape and will not drown. Their companions may appeal to Neptune/Poseidon for the return of the victim.

CT 70	Reaction: 2	Speed: 20(16)@
Armour: Shells/coral*	Intelligence: 4	M.R. 30
Size: 6	Morale: 2	Alignment: 2E

Gods to call on: Tethys. See Titans, page 79.

Special Powers: Enchantment of characters is simulated by 'Mind Control' spell. (Volume III, page 19). ELs available = number of Nymphs x 1d20.

*Shatter when struck.

@Water (land) speed.

NIXIE: Human torsos on fish tails, Nixies resemble Mer-folk though they prefer fresh water. They have green teeth, skin and hair, and are not friendly towards humans. It is possible for them to become invisible or to change form and become humans or grey horses, although in the latter case there is always some Nixie feature left which will give them away unless it is covered.

CT 70/150/200	Reaction: 3	Speed: 16 (10)*
Armour: None.	Intelligence: 4	M.R. 15
Size: 4	Morale: 4	Alignment: 3D

Gods to call on: Oceanus. See Titans, page 79.

Special Powers: Can become invisible if in water. May change to human or horse form. (Per $\frac{1}{2}$ hour percentage chance of discovery is: Observation(1-10) + Sight(1-10) of highest in party).

*Water (land) speed.

VODYANOI: Water sprites in the shape of ugly men, Vodyanoi have no scruples and have even been known to club children to death. They can float corpse-like on water or adopt human form, changing into pike when aquatic travel demands speed. Puddles form when they stay in one place too long. In winter they sleep, to awake in spring. At this time the locals will be expected to sacrifice a black pig if they expect to be left in peace.

CT 350/450/650	Reaction: 4	Speed: 8/20*
Armour: None.	Intelligence: 4	M.R. 15
Size: 12	Morale: 4	Alignment: 5D

Gods to call on: None.

Special Powers: May alter shape (see above). Can cause floods/waves etc. in their home stretch of water.

*On land. In the water: 13/27 (fish).

A Nixie.



WOOD NYMPHS: These Nymphs tend trees and protect them from harm. They are invisible until called upon to perform their duties in which case they assume the form of thin human males. The friends of Elves, they often guard their camps against attack.

CT 90	Reaction: NA*	Speed: 9/19
Armour: None.	Intelligence: 3	M.R. 25
Size: 12	Morale: NA*	Alignment: 2E

Gods to call on: Pan (Power Rating 3)

Faunus (Power Rating 4) n.b. use Faunus to represent Pan's infernal aspect.

Special Powers: Unless trees in their charge are intentionally harmed in some way, the nymphs offer no threat to men.*Once roused they will attack offenders with total commitment until vanquished or victorious, selflessly and without fear.

DRYADS AND HAMADRYADS: Spirits of trees who appear as beautiful green/brown human females.

In character they are similar to Water Nymphs and will also tempt heroic men to join them, who, should they accept, take on the form of trees. In this form they are unharmed but may only be freed by appeal to Pan/Faunus again being unharmed by this transformation. The only danger to them whilst in tree-form is that of fire or felling. If the Dryads do attack they will not take conventional hits but will be deterred by fire.

CT 70	Reaction: 4	Speed: 9/20
Armour: None	Intelligence: 4	M.R. 30
Size: 6	Morale: 2	Alignment: 2E

Gods to call on: Pan/Faunus (Power Rating 3 and 4 respectively).

Special Powers: For enchantment see Water Nymphs. Do not take hits from normal weapons due to their ethereal nature. Use of fire-brands (AT 10, DT 0) and Pyric spells will harm them. After one round of combat with such weapons the Dryads will attempt to disengage.

NAPACAE/ALSAEIOS/AVLONIAOS: Inhabit glades and glens appearing as small, green/brown, squat creatures, like fat children. They are dreamy and pacific; rarely aggressive they will still attack if provoked. Due to their expertise at self concealment they are invisible to the untrained eye at all but the shortest distances.

CT 50/70/100	Reaction: 4	Speed: 8/11
Armour: None	Intelligence: 4	M.R. 50
Size: 4	Morale: 2	Alignment: 2E

Gods to call on: Pan/Faunus (Power Rating 3 and 4 respectively).

Special Powers: Concealment and ambush. If stationary and in cover they are 'invisible'.

LESHY: Haunting woods and forests Leshy are evil spirits taking the form of horned devils with goats' feet and long, delicately curving nails. They protect the beasts of their habitat, in particular bears, and may control them. Women will be captured rather than killed by them.

CT 150/160/180	Reaction: 4	Speed: 8/19
Armour: None	Intelligence: 4	M.R. 25
Size: 9	Morale: 3	Alignment: 6E

Gods to call on: None.

Special Powers: Control of Bears. Know Communication and Being Conjuraton spells. CS and ELs are as Volume I, page 60.

OREADS: The tall nymphs of hills, mountains and grottoes, they are fearless huntsmen and most are excellent archers. Oreads are usually friendly and will respect fellow hunters and archers.

OREADS: Attributes.

CT 100/275/400	Reaction: 3
Armour: None	Intelligence: 4
Size: 9	Morale: 5
Speed: 9/20	M.R. 24
Alignment: 2F	
Gods to call on: Diana (Power Rating 7).	
Special Powers: (1dA + 3) x 10% will be carrying bows.	
Will have BR of 2dA + 1. 'Campaign Survival' rolls all at +1. (See Volume I page 29).	



An Oread.

MAENADS: Drunken, often violent worshippers of wine and its gods. Usually female, Maenads indulge in wild orgies and are violently opposed to outsiders either seeing them or disturbing their rites. May often gird themselves with snakes but are armed with little more than daggers.

CT 30/70/100	Reaction: 3
Armour: None.	Intelligence: 4
Size: 8	Morale: 2
Speed: 10	M.R. 5
Alignment: 4F	
Gods to call on: Dionysus (Power Rating 3).	
Special Powers: None.	

NYMPHOMANIACS: These are spirits of water/field etc. who have been banished and trapped in their (extremely beautiful) human forms from which they may only obtain release by each seducing a human male. Unaggressive, if they fail to entrance their victims they are bound to help them but in doing so cannot leave their own land.

CT NA	Reaction: 2	Speed: 8/18
Armour: None	Intelligence: 4	M.R. 50
Size: 7	Morale: 3	Alignment: 3F

Gods to call on: None.

Special Powers: Mind Control as Water Nymphs but will try to control one victim each. If they succeed the victim is carried away and remembers nothing of the encounter. He will recover 24 hours later. Victims throw for urban diseases: 12, 13, 14, 15, 16, 18, 20, 23, 24, 41, 42, 43, 44, 45. Chance of catching above will be 5 time the usual percentage chance. Roll 1d20 until 14 or less is rolled then count along the numbers shown above.

EZEKIAL: A rare and fabulous being whose description remains a mystery. It operates outside the framework of the game; cannot be detected in any way by the players and does not influence events at all.

CT NA	Reaction: 2	Speed: Varies.
Armour: None.	Intelligence: None.	M.R. Infinite.
Size: Unknown	Morale: NA	Alignment: NA

Gods to call on: Not required.

Special Powers: Ezekials exist on a subtle plane, only perceivable by the GM. Their passing may not be remarked upon during play by anyone in the game (but occasional wry smiles are permitted).

ELEMENTALS: A GENERAL NOTE. To perceive them clairvoyant or clairaudent powers are necessary or the ability to detect magic, otherwise they are experienced in ways appropriate to their type. (i.e. AIR - a draught or breeze, FIRE - flames or light, EARTH - trickles of sand or pebbles, WATER - a sudden shower or wavelets on still water, ANIMAL - rustlings, growls or other indications of animal presence). This will be for the GM to decide; care will be needed to avoid immediately giving their presence away by suddenly remarking about the weather, for example, and emphasising the point. If chanced upon, elementals will be engaged in a specific task under orders and will be hostile only if the players interfere. If they have been summoned then follow the guidelines given in Volume III.

In combat they inflict wounds as burns or by causing dehydration etc. - whatever is applicable to their type. These may be treated in appropriate ways. Only Earth or Animal Elementals fight in the conventional sense and bludgeon or cut their opponents as expected. If 'killed' they become whatever material they represent. Animals vanish. (Air Elementals may burn conventionally.)

WATER ELEMENTALS: Green skinned men or women (called Undines) armed with tridents and carrying conch shells which they use to summon aquatic animals. Repelled by Fire Elementals.

CT 120/180/200	Reaction: 1	Speed: 25/30
Armour: Plate.*	Intelligence: 3	M.R. 15
Size: 5-18	Morale: 3	Alignment: 3A

Gods to call on: Gabriel (Power Rating 6).

Special Powers: May: take the form of any aquatic animal or plant, or appear as any natural aquatic phenomenon (ie waves, ponds, rain, rivers etc.) or initiate any form of natural precipitation associated with water. Their powers wax or wane with the tides. They may convey any character or object across or under water without harm (or even wetting them).

*Horny or shell-like, ornate.

EARTH ELEMENTALS: Short-limbed, squat, bearded creatures dressed in browns and other earth coloured clothes of simple design. Traditionally armed with sundry digging implements for example pickaxes, spades, hoes etc. Sometimes mistaken for Gnomes. Repelled by Water Elementals or Air Elementals.

CT 220/320/420	Reactions: 4	Speed: 12/14
Armour: Plate	Intelligence: 2	M.R. 15
Size: 14-16	Morale: 4	Alignment: 3B

Gods to call on: Raphael (Power Rating 6).

Special Powers: May: initiate rockslides, earthquakes and other natural phenomena associated with cataclysms of the earth's crust. Construct dams, castles, caves, mountains etc. (or destroy) at a rapid rate due to erosion, internal cracking or increased deposition rates. Will take the form of natural rock formations to conceal their presence.

FIRE ELEMENTALS: Small lizards either black or glowing with an intense light, in either case generating enormous heat. Are small versions of a Salamander. Repelled by Earth Elementals.

CT 440/550/660	Reactions: 1	Speed: 8/10
Armour: Thick hide.	Intelligence: 2	M.R. 15
Size: 2/3	Morale: 5	Alignment: 3G

Gods to call on: Michael (Power Rating 6).

Special Powers: May: control all fires, causing them to spread and consume any form of matter. Give rise to comets, forked lightning, meteors, eruptions, heat-waves and any other natural phenomena associated with fire. Cause flames to burn which cannot be

FIRE ELEMENTALS: Attributes

extinguished except by the presence of Earth Elementals. At least two Fire Elementals will cause stone, metal, water, ice or whatever to blaze furiously and uncontrollably until consumed or isolated.

AIR ELEMENTALS: Ethereal, partly transparent women, dressed in gossamer robes, winged (like butterflies but their wings are translucent and patternless). Often called Sylphs. Repelled by Salamanders or Fire Elementals. Immune to physical attack.

CT 120/160/180	Reaction: 5	Speed: 25/60
Armour: None	Intelligence: 4	M.R. 15
Size: 3-20	Morale: 2	Alignment: 3G

Gods to call on: Uriel (Power Rating 6)

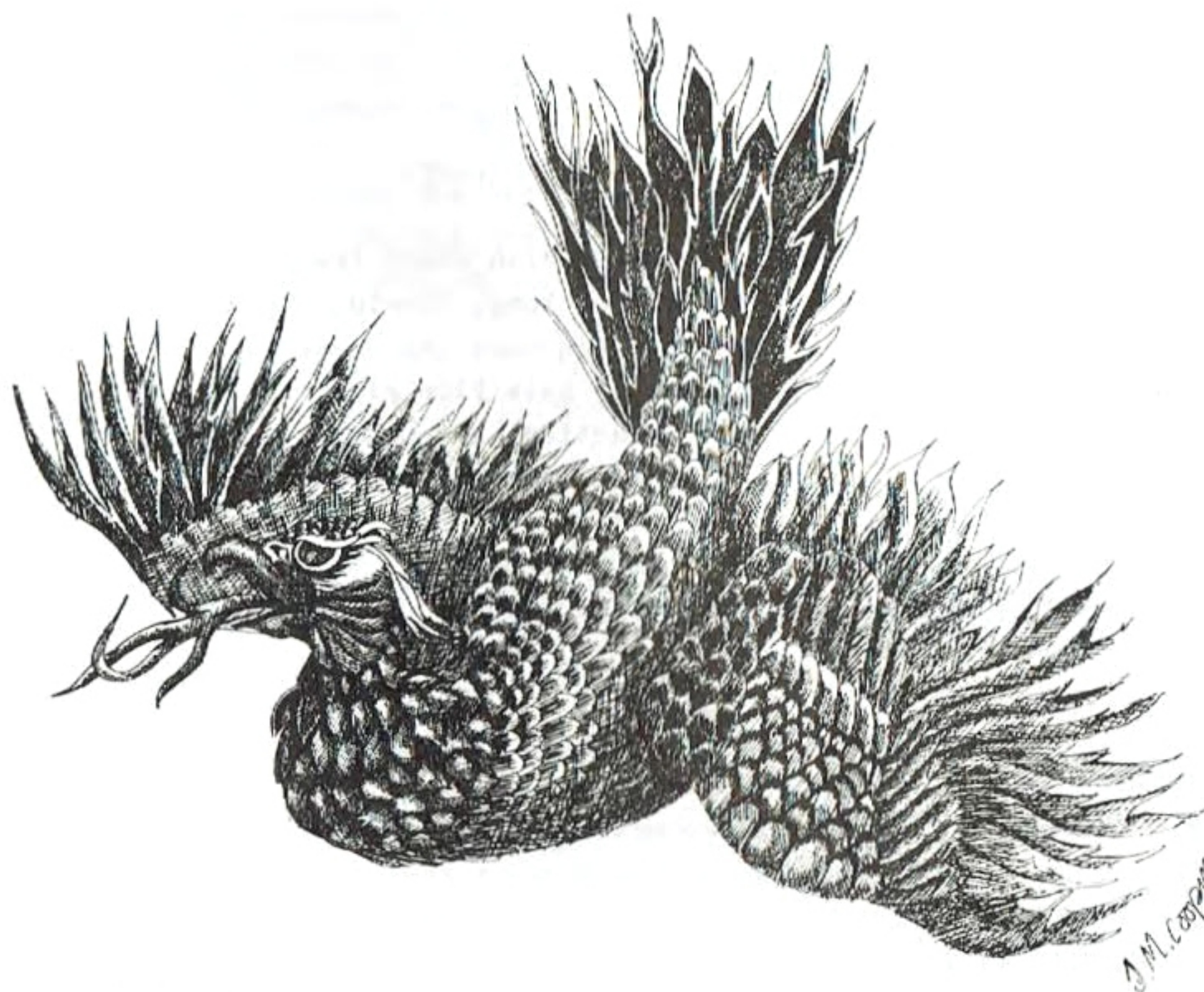
Special Powers: May cause hurricanes, draughts, and any other natural perturbation in the atmosphere. Can convey any character or object through the air for any distance and through any physical barrier. Have the ability to cause breathlessness or otherwise affect the respiratory system.

ANIMAL ELEMENTALS: Half-glimpsed creatures of heraldic description, idealised and usually experienced as a fleeting impression (unless the observer is clairvoyant). Friendly to Elves, opposed to those who kill earthly animals of their own type or who indirectly harm them. They inflict wounds curable only by magic, and which result in death by infection.

CT 200/400/600	Reaction: 2	Speed: Varies.
Armour: None.	Intelligence: 3	M.R. 5
Size: As creature.	Morale: 4	Alignment: 4G

Gods to call on: Pan/Faunus. (Power Rating of 3 and 4 respectively.)

Special Powers: Can enter the void at will. Instantaneous travel (via the void.) They can confer enhanced senses/reactions etc. on summoner and are able to manipulate their own species of animal.



An animal elemental.

K

GIANTS

HILL GIANT: Rough, hairy, weather-beaten humanoids who plunder and pillage periodically to obtain tools and food. They often keep wolves as pets and tend sheep and cattle which they enclose in caves or crude buildings. They have great strength and are aggressive, merciless fighters. They eat any form of flesh and are usually hungry.

CT 300/500/600	Reaction: 4	Speed: 12/16
Armour: Thick hide clothing or pillaged mail or plate.	Intelligence: 2	M.R. 0
Size: 13-18	Morale: 5	Alignment: 5E
Gods to call on: None.		
Special Powers: None.		

STONE GIANT: Grey-haired, green-eyed humanoids capable of remaining still for long periods and 'merging' with the landscape by virtue of the natural colour of their clothing. They hew fortresses out of rock and the resulting edifices pass as natural formations unless examined closely. They are not necessarily hostile but fear magic and hate Dwarves. Stone giants wield heavy hammers and pickaxes.

CT 300/400/500	Reaction: 3	Speed: 9-10
Armour: Leather.	Intelligence: 3	M.R. 0
Size: 15-18	Morale: 3	Alignment: 3-4 B-D
Gods to call on: Any Norse Gods.		
Special Powers: May have the ability to hew stone by finding cracks and faultlines using their keen senses of sight and touch. They may befriend trolls and use them as guardians/servants. Some Stone giants harden their limbs by growing horn, (count plate).		

MIST GIANT: A semi-ethereal being of about 8 feet in height and just as wide. It has no head its two pale yellow eyes are set in the body near the top. It has no nose or ears and its mouth is large and fang filled. An almost unbearable stench of decay is given off, which will frighten most animals. It is ghoul-like in its tastes, and carries its own concealment in the form of a thick, eerie mist.

CT 550/600/650	Reaction: 1	Speed: 25
Armour: Count plate.	Intelligence: 1	M.R. 20
Size: 17	Morale: 5	Alignment: 5F
Gods to call on: Any evil-chaotics.		
Special Powers: Can generate a mist to conceal itself.		

FROST GIANT: White-haired, blue skinned creatures with sharp features and pointed ears. They dress in white robes and sometimes wear long, flowing turbans. They build palaces of ice and hate warmth or those creatures who need its presence to survive in the cold. Frost giants enjoy killing and particularly hate Fire giants.

CT 350/500/650	Reaction: 2	Speed: 9/12
Armour: Some plate.	Intelligence: 2	M.R. 0
Size: 20-25	Morale: 4	Alignment: 6F
Gods to call on: Thor and Loki. (Power Ratings both 5)		
Special Powers: They may be the tenders of Ice worms or Cold Drakes and may cause snow to fall or ice to form.		

FIRE GIANT: Red-haired, ruddy-complexioned humanoids with amber eyes and pointed ears, their dress consists of brightly coloured tunics bedecked with jewellery and gold rings. Pyric magic is used by them in the production of finely tempered metals which they consider superior to Dwarvish work. Although quick-tempered and conceited they are generally tolerant towards other races often having Brown Dwarves in their service, but despise Frost Giants due to their comparative barbarism. Their homes, either enlarged caves or wooden mansions, are frequently the meeting places for wizards or travellers.

FIRE GIANTS: Attributes.

CT 250/450/580	Reaction: 3	Speed: 10/15
Armour: Some plate.	Intelligence: 4	M.R. *
Size: 15-30	Morale: 3	Alignment: 3B 4C

Gods to call on: Loki, Thor and Vulcan (Power Ratings 5).
 Special Powers: A few may be able to summon Fire Elementals.
 *CS and ELs as Volume 1, page 60.

CLOUD GIANT: Pale, blue figures with silvery-white or brassy coloured hair who dress in exotic clothes and jewellery and arm themselves with great, ornate clubs. Aloof, haughty and proud, they keep Blue Dwarves as slaves to serve them when residing in their castles or on drifting islands that float amidst the clouds. Their great strength enables them to use massive stones as weapons and this, together with their keen senses, make them formidable opponents.

CT 400/500/700	Reaction: 3	Speed: 13/23
Armour: Partial plate.	Intelligence: 5	M.R. 4-39
Size: 16-20	Morale: 4	Alignment: 3B-5B

Gods to call on: None.
 Special Powers: May: perform Telekinesis spells; study the lore of animals and birds; practise astrology and alchemy.

STORM GIANT: There are two kinds, those living in submarine palaces and those who live in mountainous fortresses. The former are green and similar in appearance to Poseidon, friendly towards Mer-folk and use sea-serpents or Giant Crabs to travel any great distances. The latter are purplish, blue-black haired humanoids with similarly coloured eyes. Friendly to Eagles they often ride flying mounts. Both types have magical abilities.

CT 350/550/650	Reaction: 2	Speed: 17/22
Armour: None	Intelligence: 5	M.R. 11-36
Size: 20-30	Morale: 5	Alignment: 3C-4C

Gods to call on: Any of Weather or Sea.
 Special Powers: May: control weather; perform lightning bolts; keep animals as guardians; summon Elementals (Water or Air).

AEGIR: Seashore and water Giants, the Aegir are not as evil as their wives, the Storm-giantesses. Their young, the Billows, cause waves. Aegir appear as tall men with long, white beards and black helmets or, on occasions, as Dragons.

CT 400/550/690	Reaction: 2	Speed: 12/23
Armour: None	Intelligence: 3	M.R. 5
Size: 33	Morale: 4	Alignment: 5D

Gods to call on: Any Norse gods.
 Special Powers: To appear in the guise of Lesser Worms throw 19/20 with a 1d20.

CACUS: Thieving, three-headed Giants, Cacaes are totally evil. Apart from their weapon (a spiked club) they have the ability to breathe fire.

CT 600	Reaction: 1	Speed: 9/18
Armour: Thick hide.	Intelligence: 4	M.R. 5
Size: 14	Morale: 3	Alignment: 7E

Gods to call on: None
 Special Powers: One head breathes fire.

CYCLOPS: Are large, one-eyed Giants who farm or keep sheep for a living, however they will eat an occasional human.

K/L

CYCLOPS: Attributes.

CT: 480/560/780	Reaction: 1	Speed: 9/21
Armour: Thick hide.	Intelligence: 4	M.R. 5
Size: 18	Morale: 3	Alignment: 4D
Gods to call on: None.		
Special Powers: None.		

ONI: Demonic creatures with flat faces, Oni have three eyes and a large mouth. They have three digits on both hands and feet and wear tight, tiger skin loin cloths. A long, spiked rod is their primary weapon, the two, short horns on their heads are useless for combat; nevertheless removal of these horns render Oni harmless. These creatures are especially susceptible to charms, any of which are twice as effective.

CT 200/220/250	Reaction: 3	Speed: 8/19
Armour: Thick hide.	Intelligence: 4	M.R. 0
Size: 12	Morale: 4	Alignment: 6G
Gods to call on: None.		
Special Powers: Know many combat tricks.		

L GIANT ANIMALS

	Size	Speed	React.	IQ	Morale	Armour	Combat Totals	Special Powers
SPIDERS	6	8	2	2	2	None	150/300/430	Use of webs.
BEETLES	6	8	3	2	4	Plate	200/400/600	None.
ANTS	2	7	4	2	4	None	50/100/150	May spray acid.
SCORPIONS	4	7	3	2	3	Plate	300/600/900	Highly toxic sting.
BEEES	2	12	3	3	3	None	50/100/150	Mortal wounds are poisoned. Bee dies after it stings.
SNAKES	10	9	3	3	2	None	200/350/700	May be poisonous.
LIZARDS	5	12	4	2	2	None	150/300/550	
CRABS	3	7	3	2	2	Plate	50/70/150	
OWLS	6	40	3	4	3	None	50/100/400	
HOGS	7	21	2	2	4	None	100/200/400	
WEASELS	4	17	2	3	2	None	200/300/450	
CENTIPEDES	3	4	4	2	3	None	350/550/650	
TOADS	3	10	3	3	3	None	200/250/400	May cause (big) warts.
LEECHES	3	3	4	2	2	None	100/150/170	Inflicts 1 medium wound per round is fastened onto victim. Wounds do not clot, must be cauterised.

Special Attacks

Acid Spray: Only effective if victim's face is hit, will have 25% chance of temporary blindness. This will last for 1d10 hours; acid spray has a range of 10 yards.

Scorpion Sting: Instead of inflicting a medium wound or worse the creature may sting. Use illness 36.

Bee Sting: Use illness 39 for poison effect.

Snake Bite: Use illness 36 or 39 depending on the seriousness of the bite.

All Giant Animals have an M.R. of nought, no gods to call on and an alignment in the region 3-5/C-D.

WILD ANIMALS

M

WOLVES: These inhabit forest and open country, particularly the wilder parts. Wolves have great stamina and may travel large distances, especially when hunting which is done in small packs. Because of their great endurance they are able to wear down most types of animal although they will not normally attack humans unless very hungry or they sense weakness.

LIONS: Found only in warmer areas, they spend much of their time just lying around, seemingly only killing when the mood takes them. Hunting is done in groups of 3 or 4, chasing the prey in ever decreasing circles until it loses its grip and falls over.

TIGERS: Found in a variety of habitats from mountains to dense forests in which their striped hide provides them with very effective camouflage. Surprisingly for a member of the cat family they are good swimmers but do not climb well. Their diet includes insects, fish, pigs, antelopes and men. Tigers are more bad tempered than Lions and so are more likely to attack when disturbed.

BOARS: Ancestors of the domestic pig, Boars are known by many a soprano huntsman for their viciousness. Attacking anything on sight, but lacking subtlety, they will charge from the undergrowth straight at the target and attempt to gore it with their nasty tusks. (On scoring a hit roll 'wound position' dice until stomach or below comes up. A heavy or mortal hit will ground the victim allowing all areas to be hit).

BEARS: There are two types, Black and Brown. The former weigh about 500lbs and are good climbers. Their diet consists of birds, berries and rodents and live in forests. The Brown Bear can weigh up to 1600lbs and is therefore not quite so nice. Its diet is similar to the Black Bear. Neither hibernate but sleep for several days, do things, then sleep again. Both have poor eyesight but this is compensated by their good smell and hearing.

ALLIGATORS: These creatures live in tropical waters and spend much of their time basking on the river banks or floating just under the surface of the water. They swim well but are slow on land. Fish are their main food but they will eat birds and mammals.

EAGLES: There are many types, each having a preferred habitat. Generally Eagles build their eyries in inaccessible places from which they hunt small mammals, for example rabbits. Their vision is excellent enabling them to see prey from great heights before diving on it and carrying it off in their powerful talons.

VULTURES: Carrion birds, feeding on previously killed animals. They seem to be able to sense situations likely to provide them with a meal and hence are often seen circling over a specific area of ground, a useful warning to players of trouble ahead.

	<u>Size</u>	<u>Speed</u>	<u>React.</u>	<u>IQ</u>	<u>Morale</u>	<u>Armour</u>	<u>AT</u>	<u>DT</u>
WOLVES	3/4	20	2	2	3	None	75	50
LIONS	18	21	3	2	3	None	200	100
TIGERS	17	22	3	2	4	None	300	150
BOARS	4	21	3	2	2	None	150	100
BEARS	15	14	3	2	4	Leather	600	400
ALLIGATORS	11	L9/W12	3	2	2	Mail	75	100
EAGLES	3	72	3	3	3	None	70	70
VULTURES	3	40	4	2	2	None	50	50

W - Speed in water, L - Speed on land.

Speeds are maximums and usual movement rate will be less. All alignments are 3C/4C/3D/4D.

N

WORMS

ROT WORM: Small snake-like worms, green, yellow, brown or orange in colour, usually mottled to suit the terrain. They emit a fetid stench which is even more powerful than the smell of the decaying animal or vegetable remains in which they choose to dwell. An infliction by the Rot Worm of a heavy or mortal wound will result in the deposition of larvae as a reflex action. The wound itself will heal quickly but the area around it soon becomes gangrenous. Merely touching a Rot Worm results in a numbing sensation and possibly to gangrene or leprosy. Amputation or deep cauterisation are the only cures.

CT 30/50/70

Reaction: 1

Speed: 4/6

Armour: None.

Intelligence: 1

M.R. 0

Size: 2

Morale: 5

Alignment: 5D

Gods to call on: None:

Special Powers: All wounds of a heavy or mortal rating heal at 1dA times the normal rate, though gagrene and/or leprosy will be contracted. The developing young ingest the tissues around them leading to deformity. If touched a character has a quadruple % chance of infection (illnesses only).

WHITE WORM: A sickly smelling, pea-green to off-white coloured monstrosity with cavernous jaws, many rows of venomous teeth and a voracious appetite. Its gastric juices scald and blind if they touch exposed skin or are received in the face during combat.

CT 800/900/1000

Reaction: 1

Speed: 15/23

Armour: None

Intelligence: 2

M.R. 0

Size: 50/80

Morale: 5

Alignment: 6F

Gods to call on: None

Special Powers: Venomous saliva increases wound categories by 1. One mortal wound becomes two. (50% fatal). Hits on the head have a 25% chance of blinding. Missile hits on it are 1 category less serious.

ICE WORM: Usually living in holes bored into the ice or snow Ice Worms or Remora radiate cold that can freeze a man to death in minutes. Physically they are huge, white-furred creatures with green, glowing eyes. By means of a faint 'piping' noise and their eyes Ice worms can put their victims into a trance before attacking.

CT 350

Reaction: 3

Speed: 7/9

Armour: Mail

Intelligence: 3

M.R. 0

Size: 14

Morale: 3

Alignment: NA

Gods to call on: None

Special Powers: Deduct 1 point every 2 seconds in range of Ice Worm from Basic AT and DT due to freezing effect. To see if character is put in a trance or not add Intellect, Reason and Wisdom on a 1 - 10 basis. If the total is 3-13 then the chance of being hypnotised is 50-70%; 14-25 is 25-50%; 26+ is 10%. If hypnotised character's AT and DT or CT are only 75% effective. A roll is made each move, the character will 'snap out of it' if he rolls greater than the 'to hypnotise' roll. If the Ice Worm hits the character when he is hypnotised then it adds 10 to its score.

ROCK MONSTER: This Worm is sluglike in appearance with a black, cylindrical body 30 feet long plated with tough and abrasive plates which grind the rock that it passes over. It moves by means of small, white, pulpy legs and feeds by absorbing food through its feet. The young appear as jewel-like formations in the rock, exploding if disturbed by vibration.

CT 400/700

Reaction: 3

Speed: 7

Armour: Plate

Intelligence: 1

M.R. 0

Size: 15

Morale: 4

Alignment: 6E

Gods to call on: None

Special Powers: Smaller rocks and men can be smashed by its tail. Missile hits are useless unless the head is hit. Because it is slow moving it will try to crush its victims. The young will have the same effect as Explosive Runes.

DRAGONS

0

COLD/FIRE DRAKE: The smaller, usually flighted members of the dragon family take great delight in swooping down out of the sky, breathing destruction. They have scales all over except for the underbelly, throat and eyes. Haughty creatures (as are all dragons) they are very old and intelligent. As such they have no time for Gods and the Cosmic Struggle. If a deity should choose to manifest near a drake he is likely to be breathed on. They are not tremendously brave, unless they have a definite advantage and are very reluctant to fight heroes with magic swords.

CT 600/800/900	Reaction: 2	Speed: (land) 5/8/15/21
Armour: Mail*	Morale: 2	Air 40 +
Size: 24+	Intelligence: 5	M.R. 20
Gods to call on: no need.		Alignment: 6F
Special Powers: May be ridden by a dragon master, if bred for such purposes.		
Flight Factors: Size 24 Manoeuvre: 8 Control: A Weight Factor: 80+		
Strength Factor: 80+		

Fire-drakes breathe flaming venom, cold-drakes breathe freezing venom. Refer to fire breathing rules for both, but for cold-drake delete "water creature or elemental" and add "fire creature or elemental". Whilst a fire-drake's breath will burn clothing etc. a cold drake's will render garments frozen stiff and brittle. (Surviving victims will be in need of a good fire and hot beverages).

*As mail on all areas but underside, head, throat, eyes.

GREAT WORM: In temperament they are much like the Drakes, although slightly braver. Unable to fly, and without venom, they rely on brute strength and intelligence. Lazy, languid creatures that love gold and jewels, they are sent into raptures by the thought of a bed composed of 4-5 tons of precious metals and stones. They are protected by heavy scales and jewels impressed into their soft skins. Their most vulnerable spots are their eyes, mouth and un-jewelled areas of the underbelly.

CT 1000/1200/1500	Reaction: 3	Speed: 4/15
Armour: see below.	Intelligence: 6	M.R. 50
Size: 40	Morale: 3	Alignment: 6F

Gods to call on: Not required.

Special Powers: All hits are invalid except:

Throat/Stomach: Striker has (2 x Dexterity) % chance of hitting a vulnerable area.

If a hit is made roll 1d6.

1,2 Deduct 3 from roll for wound degree.

3,4 Deduct 1 from roll for wound degree.

5,6 Roll for wound degree as normal.

Head. After a hit is scored roll %age dice.

1-10 Hit eye area. Full effect.

11-20 Hit open mouth. 25% chance of losing weapon. If it is lost, and is larger than a dagger, increase wound given by 1 category.

21-100 Hit head scales. No effect.

LESSER WORM: A relation to the Great Worm but, as the name suggests, not quite so large, owing to its younger age. It does, however, have a poisonous bite. All its attributes are the same as the Great Worm's with the exceptions shown below:

CT: 650/700/780	Size: 32	M.R. 40	Speed: 5/16
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P

MISCELLANEOUS

MEDUSA: She has a repulsive appearance, with 'hair' in the form of hissing serpents, great tusks, a lolling tongue, and glaring eyes. If she looks upon a mortal, he will probably turn to stone.

CT 175	Reaction: 1	Speed: 6/18
Armour: None.	Intelligence: 4	M.R. 15
Size: 8	Morale: 1	Alignment: 7D

Gods to call on: Most Greek—but Athene (Power Rating 8) can be called on by any character meeting Medusa, with a +15 to the basic chance of being answered.

Special Powers: Turns mortals to stone with her gaze. Deduct creature's/player's M.R. from 100 and beat with a percentile roll. If the recipient of the evil gaze has a mirror or brightly polished shield, he may attempt to reflect it back, with similar results for Medusa. (Characters that are petrified may be turned back to their fleshy form by divine intervention).

GARGOYLE: These are rather unpleasant creatures with hideous faces and reptilian bodies.

The head is large in proportion to the rest of the body. They are always found near a source of water and seem loathe to stray far from it. They are quick to anger, especially when disparaging remarks are made about their large mouths, wide nostrils, squashed noses or bulging eyes.

CT 100/140/200	Reaction: 4	Speed: 6-15
Armour: None.	Intelligence: 3-4	M.R. 20
Size: 7-9	Morale: 2	Alignment: 4D

Gods to call on: None.

Special Powers: None unless you count the ability to lie and cheat like no other creature. They also delight in torture but are cowards themselves. If it wasn't for their habits people would be sorry for them.

CLAKAR: Large, ape-like creatures with great leathery wings. They have fangs and snouts that slaver horribly. They are not stupid, but react mostly by instinct. It is possible that they could be trained to perform simple tasks, such as guarding buildings.

CT 250	Reaction: 3	Speed: Land 8 Air 32
Armour: None.	Intelligence: 2	M.R. 0
Size: 7	Morale: 3	Alignment: 3C

Gods to call on: None.

Special Powers: Flight. Size: 7 Manoeuvre: 6 Control: 6 Weight: 80 Strength: 10

BARAGOON: Also known as the marsh-gibberer. Created by sorcerous experiments from men.

Baragoons are 8 feet high, 5 feet broad, bile coloured and have a vile odour. They move by slithering on their bellies but rise to full height, gibbering in a shrill voice, when about to attack with their large talons.

CT 350/430/500	Reaction: 1	Speed: 8
Armour: Thick hide.	Intelligence: 2	M.R. 0
Size: 11	Morale: 1	Alignment: 5F

Gods to call on: None.

Special Powers: Can see in the dark.

APEMEN: Short hairy creatures half—way between men and apes. They have a simple language of grunts and a knowledge of fire. Otherwise very simple people whose main weapons are clubs, rocks and crude spears.

CT 150/260/400	Reaction: 2	Speed: 10
Armour: None.	Morale: 1	M.R. 0
Size: 7	Intelligence: 2	Alignment: 5C

Gods to call on: None.

Special Powers: None.

BALLANDER: An ape-like creature with tawny to red fur, a mane like a lion's and black paws, nails and ears. They are extremely agile and can climb trees and rock faces at speed with ease. They are fascinated by fire and many a traveller has attracted his own death; they are hated and feared by nymphs and other creatures of the forest.

CT 200/260/360	Reaction: 3	Speed: 8/19
Armour: None.	Intelligence: 2	M.R. 5
Size: 10/11	Morale: 5	Alignment: 5E

Gods to call on: None.

Special Powers: None.

SILENT LIONS: Telepathic lions with the ability to travel the planes. They are capable of reading minds, but only to the extent of detecting simple impressions ie good/evil, hostile/friendly intent. They change plane by using mental powers and so may seem to shimmer-and appear/or disappear as they change planes. They have the ability to travel over even the most impassable terrain (including water), as they are able to walk on a path in a plane that is in close conjunction with the plane in which they wish to be, but in which the obstruction does not appear. For this reason also they make no noise when moving. In appearance they are like lions, only bigger and faster, and with a slight green tinge to the colour of their coats, suggesting vague unearthliness.

CT 300/600/900	Reaction: 3	Speed: 14/22
Armour: None.	Intelligence: 4	M.R. 45
Size: 10-16	Morale: 3	Alignment: 3D

Gods to call on: None.

Special Powers: Silent Lions may change planes at will but are limited to three such changes per 24 hours.

As their name suggests they make no noise when moving.

They may read minds - a faculty best interpreted by the GM.

SPHINX: A creature with the head and shoulders of a beautiful woman and the body of a lion. It will speak to travellers and ask them riddles which, if they cannot solve them, may result in this being the travellers' final encounter. When found in or near buildings, the Sphinx will be guarding something of value contained therein.

CT 400/500/700	Reaction: 3	Speed: 13/19
Armour: None.	Intelligence: 5	M.R. 20
Size: 13/19	Morale: 5	Alignment: 6B/7A

Gods to call on: Seth (Power Rating 7).

Thoth (Power Rating 6).

Special Powers: May mesmerise young men failing to answer riddles; cast illusions and cause sandstorms. If riddles are solved then the Sphinx is bound to furnish three items of information known to it, to the advantage of the players.

NAGAS: Semi-divine serpents with human heads. They have a large jewel set in their foreheads, (value 4 GP.) Nagas are not evil and the females, the Nagini have been known to marry humans.

P

NAGAS: Attributes.

CT 310/360/410

Armour: None

Size: 8

Gods to call on: None.

Special Powers: Can cause rain. (See Volume III, page 21. For ELs Volume I, page 60).

Mortal wounds will not kill them though they may be killed by reducing their CT to zero. (N.B. they are not immortal).

Reaction: 3

Intelligence: 4

Morale: 4

Speed: 8/14

M.R. 30

Alignment: 3C

ELEMON: The people of the moon who wax and wane with their guardian. At full moon they appear as deep yellow 3D shadows and are solid to the touch. At this time their strength is at its peak. With the new moon they appear as shimmering, pale, yellowy-white outlines yet are just as solid to the touch. Vulnerable to solid weapons but fire, water and magic cannot harm them. Elemon fade away as the moon disappears and will reappear the next evening. They desire gold and silver upon which they feed; gold at full moon, silver at the new moon with a relative balance inbetween times. The metal is absorbed and any impurities excreted. They are not an aggressive people and as long as those who chance upon their silver and gold hoards leave them alone they will be able to continue their journey in peace.

CT *

Armour: None

Size: 8

Gods to call on: Any moon goddess.

Special Powers: Immune to any magical attack, fire, death by drowning or anything related to these three.

* CT Full moon 260/320/400
New moon 100/140/200 (GM's discretion in between times).

Reaction: 3

Intelligence: 4/5

Morale: 4

Speed: 8/19

M.R. Total

Alignment: 4D

SHADOWS: These are the 'life-essence' or souls of men. They often protect buildings and if found in any (Random Incident Tables) will be doing this. Shadows are strong at dawn and weak at midday. One's own Shadow is trustworthy, other's are not so. If a Shadow-soul is stabbed its owner dies.

CT As owner.

Armour: None *

Size: 8

Gods to call on: Their owner's (if any).

Special Powers: Shadows count their owner's CT at mid-afternoon and mid-morning. At midday they are at 50% and at dawn 150%. See below.

Reaction: 3

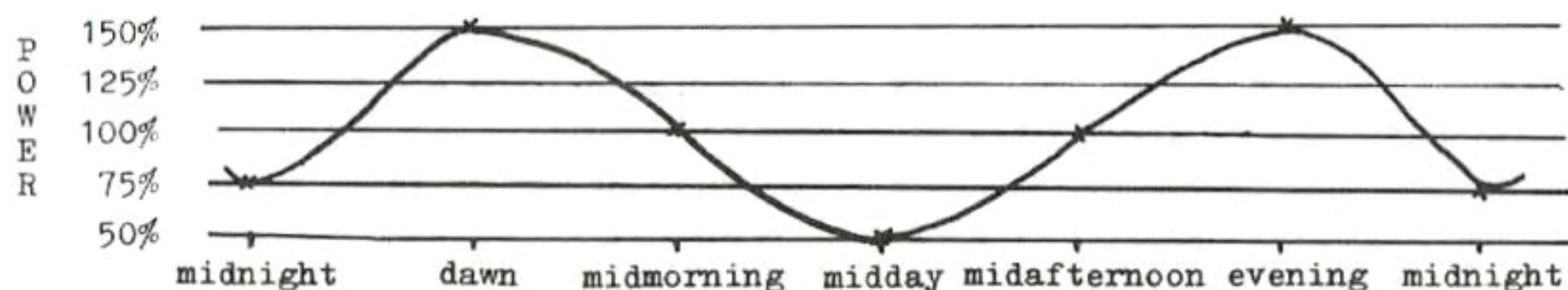
Intelligence: As owner.

Morale: 4

Speed: 8/19

M.R. 25

Alignment: @



* Light wounds have no effect on a Shadow but any worse than a light wound kills a Shadow and its owner. Magic, blunt weapons and fire have no effect on Shadows.

@ As owner but one point more chaotic.

LAMMASU: Kindly, winged Lions who will aid characters of Alignment 1,2,3, on Good/Evil rating. They have arcane knowledge, tend to live in warmer climes - but may be found in colder ones sometimes. They are telepathic and wander freely in the void.

CT 450/550/650

Armour: None.

Size: 12

Gods to call on: Aslan (power Rating 7).

Reaction: 3

Intelligence: 5

Morale: 5

Speed: 12/27

(air 24)

M.R. 40

Alignment: 2A/3B

LAMMASU: Special Powers.

Consider flight attributes to be as for the Sphinx. ELs 1d20 x 1dA (x2 for uncivilised, x3 for wilderness). CS Basic 30 + (1d20 x 2). Wilderness 1d20 x 3. Spells available: Protection from evil, word heal, invisibility, all Cosmic Magic spells, Telepathy, + 3 random spells.

CANELL: Staying out of sight during both the day and night, Canell will only venture forth in extremely foul weather. Humanoid, 7ft tall, thick-limbed with little or no neck they wear dull coloured (obtained) clothes over their permanently damp skin. They resent being seen due to their warped human features and for this reason are usually hooded. Canell still love humans (as they themselves were once men) and will aid travellers - yet try to remain hidden. If their motives are misunderstood i.e. a character looses an arrow at the Canell, mistaking their shadowy forms for a threat, they will become distraught and angered and will try to take revenge. This will be in the form of delay, harassment, or nuisance as no Canell would not want to cause further distress to their already troubled minds.

CT 200/260/320	Reaction: 3	Speed: 8/16
Armour: None.	Intelligence: 4	M.R. 5
Size: 10	Morale: 5	Alignment: 3D
Gods to call on: None.		
Special Powers: Physically very strong.		

HSUI TRAI: These creatures have the bodies of dogs, lion's heads and wings of dragons.

The use of their wings is restricted to gliding though. Hunting is done in packs, their keen sense of smell enables them to follow the faintest trails and their high stamina enables them to see a pursuit to its end.

CT 40/70/100	Reaction: 2	Speed: 8/20
Armour: None	Intelligence: 2	M.R. 0
Size: 2	Morale: 3	Alignment: 5D
Gods to call on: None.		
Special Powers: Their wings enable them to glide over cliffs, off trees etc. without harm.		

PHELEROR: Two types of Pheleror exist: the hot type, Pypheleor; and the cold type,

Ripheleor. Both have the same basic characteristics. They appear as attractive humans (or other species dependent on their prey) and by words or deeds draw their victims closer. The object of this is to seize them in an embrace from which there is no escape. Once in contact the Pheleror take on their true shapes and emit large amounts of heat or cold, dependent on the type, which kills the prey ready for ingestion. The true appearance of Pheleror is a man-shaped, semi-transparent and dripping mass of protoplasmic jelly.

CT *	Reaction: 3	Speed: @
Armour: None	Intelligence: 4	M.R. 15
Size: 7-9	Morale: 3	Alignment: 5F
Gods to call on: None.		

Special Powers: Mortal wounds cannot kill a Pheleror. Once in its embrace there are 1d20 seconds to kill the Pheleror. Hits after this time are taken of the victim as well. After a further 1d20 minutes the trapped character is dead. The effect of rescue after, say, 5 minutes is up to the GM to simulate.

* CT armed 200/240/300	@ The same as the form they take on but a maximum of
unarmed 50/80/120	20.

FOLESPEN: Similar in size to a horse, a Folespen is a creature with a voracious appetite and a love of human flesh. In appearance it is rather like a large mole, but with rows of jagged teeth and bright glaring eyes. Its tail is long with a horn-like growth at

P

the end, which can be wielded like a flail. A Folespen is also equipped with long claws and its body is scaly, but overlaid with fur. It sings in a high-pitched voice which renders horses immobile, or may even induce fits, rearing etc. The blood of the Folespen is so distasteful that horses will refuse to be ridden by anyone who is splashed with it.

CT 200/400/800	Reaction: 2	Speed: 6-22
Armour: Plate*	Intelligence: 1	M.R. 0
Size: 20	Morale: 5	Alignment: 6C

Gods to call on: None.

Special Powers: When a Folespen sings to hypnotise horses throw percentage dice after 10 seconds for each one:

0-3	Horse drops dead.
4-10	Horse rears, rider thrown.
11-50	Horse will only walk.
51-75	Horse will not move.
76-100	No effect.

Anyone splashed with fresh blood must wait approximately six weeks before a horse will accept him as a rider.

* Plate is only on the legs, back of head and the back.

STIRGE: A flightless bird, with orange feathers, and a long, sharp proboscis which it uses to sting the opponent it is grappling with. Timid creatures, they dislike fighting but if cornered will go berserk and fight to the death.

CT 50/75/100	Reaction: 3	Speed: 9/25
Armour: Leather	Intelligence: 2	M.R. 5
Size: 3	Morale: 2	Alignment: 4D

Gods to call on: None.

Special Powers: Every 5 seconds a Sturge may attempt to sting its opponent with the point of its proboscis. Add victims Reactions and Instinct, (max 10 for each), divide by 2 and equal or exceed with 2d6 to sting. To determine the area of the sting throw 1d10 and see the table right:

1	Head		Fall unconscious.
2,3	Left arm	}	Drop anything held in that hand. May not use that arm again. AT/DT effect -60.
4,5	Right arm		
6,7,8	Body		25% chance of unconsciousness. -60 AT/DT.
9	Left leg	}	Victim falls to ground. May not use leg to stand on. AT/DT -60.
0	Right leg		

The proboscis is pointed enough to strike through plate, but if the hit is on the opponent's shield arm throw 1d6. A 1,2 or 3 indicates that the hit was taken on the shield. The effects of the sting wear off in 6 + 1d6 hours.

CRAEMON: This is a vaguely man-like, broad, hairless creature. Its face has no features except for a large tooth-filled mouth. It has four arms which end in long-taloned hands and its smooth grey skin glistens as if damp. The Craemon has the ability to change its size but not its mass, resulting in an unusual fighting ability.

CT 100/120/160	when at Size:6	giving Speed: 8/19
160/220/300	18	7/16
300/340/400	27	6/14

Armour: Plate at the smallest size. Reducing to count as leather when at the largest size.	Intelligence: 3	M.R. 20
	Morale: 5	Alignment: 4G
	Reaction: 3	

Gods to call on: None.

Special Powers: Can move freely from size to size. In the larger form all wounds are as taken. Reduce by 1 category when medium sized and by 2 categories when small. All wound deductions are taken off whichever form is chosen. Thus the Craemon may die if it tries to become smaller and does not have the 'hit capacity' to do so.

YETI: Ape-like creatures having thick, dark, red/brown fur. They are herbivorous and obtain food by stealing it from villages which they terrorise. They store their food in caves or burrows and leave large footprints where they have passed. If disturbed they are vicious and if starving they will eat flesh.

CT 250/350/450

Reaction: 4

Speed: 12/18

Armour: None.

Intelligence: 2

M.R. 0

Size: 13-15

Morale: 3

Alignment: 3 F/G

Gods to call on: None.

Special Powers: None.

BESSOREM: A race of dwarf-like creatures with tails, Bessorem are short and shaggy haired. They have disproportionately enlarged heads with cat-like ears and broad, flat noses. They dress in lion skins when possible and live underground. Warlike and vengeful they have a strong resistance to magic, which they will not use.

CT 200/250/290

Reaction: 2

Speed: 10/18

Armour: Tough hide.

Intelligence: 4

M.R. 50

Size: 6

Morale: 1

Alignment: 5D

Gods to call on: Bes (Power Rating 4)

Special Powers: None.

DOOMDOGS: These are huge canine creatures standing taller than a man. They have 6 legs to support their great bulk and live underground, feeding off anything that should come along. Doomdogs have milky eyes, white blood and fight both with their strong jaws and claws.

CT 500/560/600

Reaction: 3

Speed: 7/10

Armour: Tough hide except belly.

Intelligence: 3

M.R. 15

Size: 28

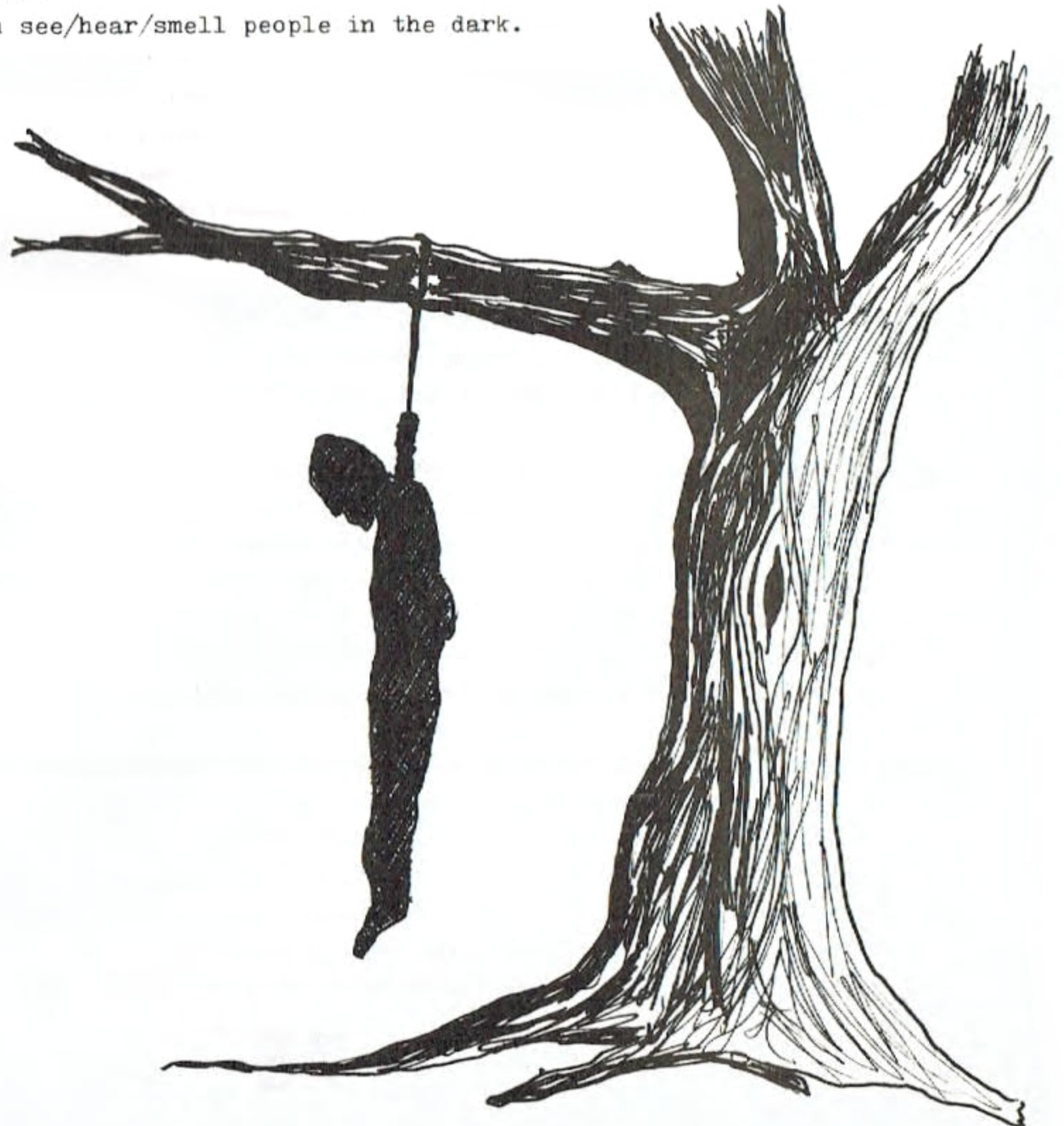
Morale: 3

Alignment: 5D

Gods to call on: None.

Special Powers: Can see/hear/smell people in the dark.

An Ezekial passing a
hanged man. (See p61.)



POWERFUL MISCELLANEOUS

SIREN: Extremely beautiful females, wearing rich gowns and fine jewelry, of which they are fond. They have melodious voices with which they enchant sailors, whom they wish to carry off to their underwater palaces. They have great power on moonlight nights when they come to the surface to sing and dance. At noon they hide in a heat haze and lure ships onto rocks. When they travel through water it is in the form of women with fish tails, or as dolphins. They may also fly through the air as eagles. They are the allies of both.

CT 100-150

Reaction: 2

Speed: @

Armour: None.

Intelligence: 3

M.R. 15

Size: 5-6

Morale: 1

Alignment: 3D

Gods to call on: Neptune (Power Rating 9)

Special Powers: May enchant men with a 'Mind Control' spell. See Volume III p.19 with a number of ELs as wizards in Volume I p.60. May change at will into eagles or dolphins.

@ (As humans or 72 as an eagle, or 25 as dolphins.)

COCKATRICE: A small creature with the head of a cock, the wings of a fowl and the body and tail of a serpent. It has several unpleasant habits.

CT 25

Reaction: 2

Speed: 6

Armour: None.

Intelligence: 2

M.R. 5

Size: 2

Morale: 4

Alignment: 5F

Gods to call on: None.

Special Powers: May kill with a glance. Up to 5 such attacks per day are possible.

Deduct the victim's MR from 80 and beat with a percentile roll to save from death.

Direct skin contact kills of which an unlimited number of attacks may be made and are treated in the same manner. The cockatrice kills vegetation as it passes and will shatter any rocks that it touches.

WYVERN: A very young two-legged dragon with flying capabilities and the possibility of practising fire-breathing. Wyverns are usually encountered guarding treasure of some sort though it will not usually amount to as much as a true 'dragon hoard'. They are smaller than other dragons and in the dragon family their rank is low.

CT 500/560/640

Reaction: 3

Speed: 6/9/15/22

Armour: Plate *

Intelligence: 3

M.R. 40

Size: 22

Morale: 3

Alignment: 4D

Gods to call on: None.

Special Powers: Flight - Speed 36

Manoeuvrability 10

Control Class A

Weight Factor 1000

Strength Factor 60

* (Except on the head, throat and underbelly.)

BASILISK: Appearance much like a cockatrice, of which it is kin.

CT 300

Reaction: 2

Speed: 8/14

Armour: None.

Intelligence: 2

M.R. 10

Size: 4

Morale: 4

Alignment: 5F

Gods to call on: None.

Special Powers: As those of a cockatrice except that it is killed by the sight of its own reflection. Its hiss drives away other reptiles.

GORGON: Appearance is much the same as Medusa, but bigger and stronger; without the petrifying gaze however.

CT 900/950/980

Reaction: 1

Speed: 13/17

Armour: None.

Intelligence: 4

M.R. 15

Size: 15

Morale: 1

Alignment: 7D

Gods to call on: Most Greek, but rarely answered.

Special Powers: If two are found there is a 20% chance one is Medusa.

MANTICORE: A beast having a blood-red lion's body, the tail of a serpent and the head of a man. The Manticore's three rows of 'shark's' teeth are used to tear apart human flesh (which constitutes its usual diet). The spikes in its tail can also be used as a fearsome weapon as Manticora have the ability to 'fire' them. They are sometimes referred to as Storm Demons.



CT 300/400/500

Reaction: 3

Armour: None.

Intelligence: 4

Size: 16

Morale: 5

Speed: 10

M.R. 5

Gods to call on: None.

Alignment: 5F

Special Powers: May fire tail spikes. Use a BR of 1dA + 1, range table as feet not yards.

Spikes fired, a Manticore prepares to strike.

SAND SPIDER: These are squat creatures who live under sand or other such material, with which they bury themselves. There they wait, to emerge suddenly upon the arrival of a victim. Black and menacing, Sand Spiders are equipped with up to sixty poisonous stings and may (despite their name) have 20-30 legs. They 'clack' their body armour as they move, which is impenetrable to normal weapons.

CT 500*

Reaction: 3

Speed: 10/19

Armour: See above.**

Intelligence: 1

M.R. 0

Size: 3

Morale: 1

Alignment: 6B

Gods to call on: None.

Special Powers: Characters who are stung will be tranquillised. They have (their stamina - 1d10 hours) to live; an antidote will have to be found to cure them - see GM's notes.

*Treat stings as if they have AT 100 DT 200. No more than three will attack any individual at once; only mortal wounds harm them - resulting in immediate replacement by a fresh one.

**Their only weak spots are their milky-white eyes.

GENIE: A humanoid spirit doomed to serve men by the granting of three wishes, though its powers are superior to those of humans. It is generally confined to some form of container and will manifest upon its being opened. Genies specialise in certain areas, much like Demons, at the GM's discretion; feats will be performed for the character holding the container but instructions will be interpreted literally - always exploiting ambiguities. Genies will not harm or endanger humans even if directed to do so.

CT 100/200/300

Reaction: 3

Speed: Any.

Armour: None.

Intelligence: 4

M.R. 35

Size: 2-40

Morale: 1

Alignment: 3B

Gods to call on: Allah (Power Rating 10).

Special Powers: May perform all spells at 100% effectiveness x 1d20. May build fortresses instantaneously and cities etc. in like fashion. May provide instant travel for any number of beings (and itself). It will specialise in one field of knowledge or area of activity, being forbidden to divulge its learning to other creatures or to own any form of matter. A Genie can only grant three wishes.

If a character orders it to break any of these conditions it is freed from its obligations (temporarily) and may punish the individual concerned.

DJINN: A spirit which can take any form but whose size is constant. Its powers are similar to Demons and Genies but are not restricted by the three wishes rule. It is free to indulge its own freewill and may help those of similar alignment. Prone to fickleness and a hot temper, tantrums may result if they do not get their own way. Allah has forbidden Djinnns to cause pain to humans - but then again there are other ways of making life awkward.

DJINN: Attributes.

CT 700/800/900	Reaction: 1	Speed: Any.
Armour: None.	Intelligence: 4	M.R. 70
Size: 9	Morale: 3	Alignment: Any.

Gods to call on: Allah (Power Rating 10).
 Special Powers: Djinns may own magical artefacts and though they have no knowledge of Cosmic Magic may pass into the void at will. They are forbidden to remain on any one plane for longer than the span of years allotted to men.

LIVING STATUE: These come in any shape or size and may be made of any material. Only certain statues may become animated, for example those of Gods, those enchanted by magicians or those standing in places of power. They may move on the command of a sorcerer or demon; alternatively in response to particular circumstances such as the protection of a sacred tomb. They can be very persistent.

CT Up to 1000	Reaction: NA	Speed: 6/16
Armour: Plate.*	Intelligence: 1	M.R. Any.
Size: Up to 30	Morale: NA	Alignment: Any.

Gods to call on: None.

Special Powers: These will depend upon their creator - the design of statues is like that of magical artefacts and should be approached in the same spirit.

*Wounds less than mortal are ineffective. Mortal wounds do not kill but may shatter/remove the area hit if applicable.

HYDRA: A giant reptilian creature with five or more snake's heads. Dumb and stupid, it will attack on sight. Hydra's venom is extremely poisonous and any weapon smeared with it will increase wounds by one category. It may have been set to guard a treasure or artefact of some importance.

CT 200/240/300	Reaction: 2	Speed: 8/15
+10 per head.	Intelligence: 1	M.R. 5
Armour: Leather.	Morale: 4	Alignment: 6F
Size: 10-11		

Gods to call on: None.

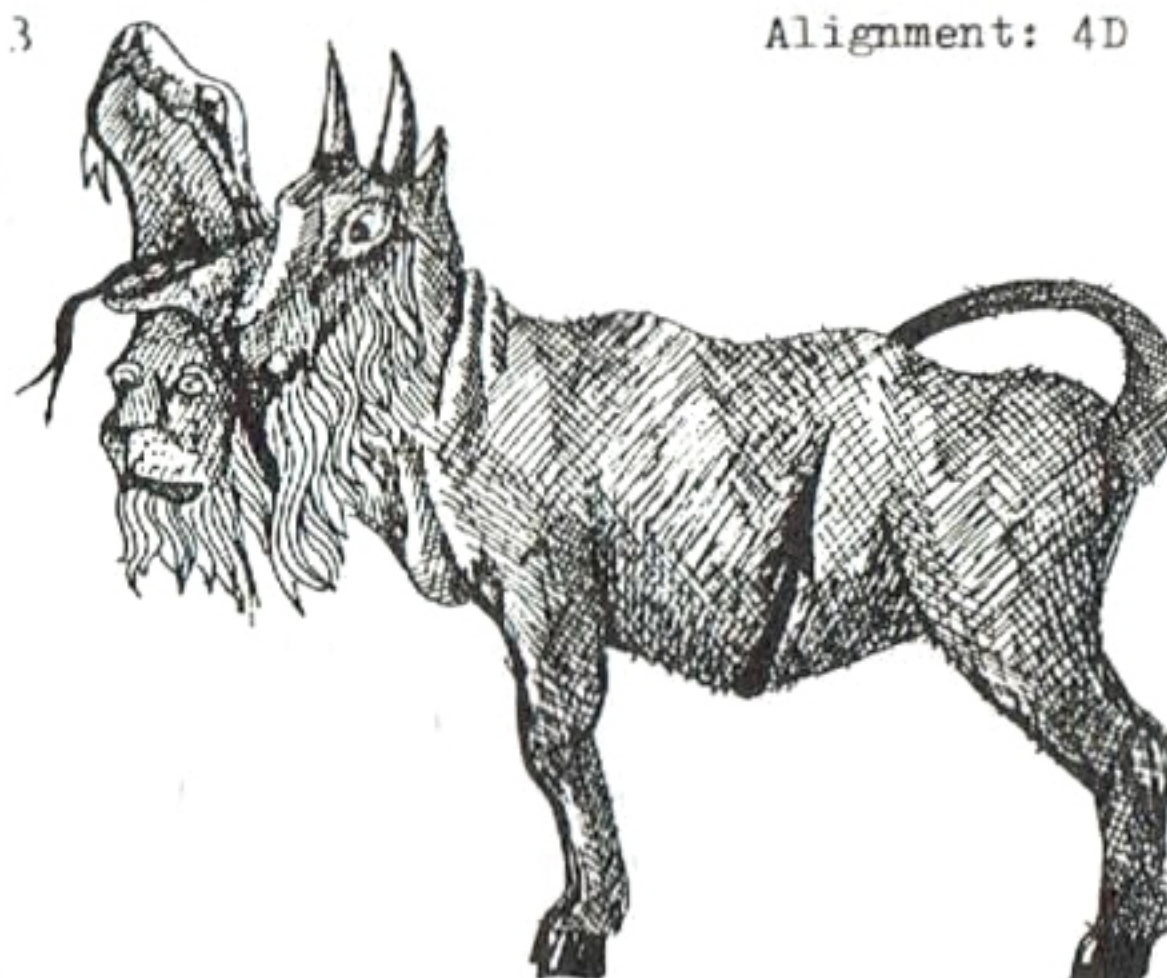
Special Powers: Wounds inflicted by a Hydra are 1 degree more serious. Hits scored on the head have a 50% chance of causing blindness. Each time a Hydra loses a head it grows another two; a process which can only be prevented by cauterisation.

CHIMERA: The body of a goat with a serpent's tail and either the head of a lion or the heads of a goat, lion and serpent. As well as fighting normally Chimera, which are usually female, can breathe fire from one head. (Which is not specified).

CT 160/200/260	Reaction: 3	Speed: 7/14
Armour: None.	Intelligence: 3	M.R. 10
Size: 10	Morale: 3	Alignment: 4D

Gods to call on: None.
 Special Powers: Fire-breathing from 1 head.

A Chimera.



SHRIEK: A shadowy, ghost-like creature and very elusive. If seen they wear what appears to be a black, hooded cloak hiding their out-line. They are not alive in the normal sense of the word ; being of energy rather than physical substance. They often haunt areas associated with dangers which could result in death. They consume the fear of other living creatures and thus are often foretellers of disaster. They can emit an ear-piercing scream at the height of the danger which can frighten or drive mad any characters who have so far remained unmoved.

CT NA	Reaction: 3	Speed: up to 20
Armour: None	Intelligence: 4	M.R. 15
Size: 9	Morale: NA	Alignment: NA

Gods to call on: None.

Special Powers: Normal methods of attack have no effect. A high-energy spell (e.g. pyric) will kill them. The scream will frighten a horse and have a (10 - reason) % chance of driving a human insane. All dangerous activities have 50% again chance of disaster.

GLENOIN: Stag-like creatures with golden hair, long front legs and rippling muscled flanks. They are very fleet of foot, fast and can jump tremendous heights or distances. Prized as food they turn very nasty if one of their kind is killed.

CT 120/150/180 (+50 if angry)	Reaction: 4	Speed: 12/20/24/28
Armour: None.	Intelligence: 2	M.R. 0
Size: 17	Morale: 4	Alignment: 4D
Gods to call on: None.		
Special Powers: None.	(Should be 'All F' in Volume I.)	

TITAN: Roll 1d20 to determine which titan is met.

	<u>Name</u>	<u>Sex</u>	<u>Relation</u>	<u>Region of abilities</u>
1	Oceanus	M	Husband to Tethys	Lord of rivers and streams
2	Coeus	M	Husband of Phoebe	Gambling and frivolity
3	Hyperion	M	Father of Eos, Helios & Selene	Travel
4	Crius	M	Grandfather of Hecate	Woods and flowers
5	Cronus	M	Father of the Gods	Has a golden sickle artefact. Enemy of the cyclopes.
6	Iapetus	M	Father of Prometheus & Atlas	Wisdom and counsel
7	Tethys	F	Wife of Oceanus	Mother and protector of all nymphs
8	Rhea	F	Mother of the Gods	Fertility
9	Themis	F	Mother of Prometheus	Law and justice
10	Mnemosyne	F		Memory and Poetry
11	Phoebe	F	Treat as sister of Hecate	New moon and tides
12	Thia	F	Wife of Hyperion	Household matters
13	Eos	F	Daughter of Hyperion	Dawn
14	Helios	M	Son of Hyperion	The Sun. Rides a chariot
15	Selene	F	Daughter of Hyperion	The old moon
16	Hecate	F	Grand-daughter of Crius	Full moon & witchcraft
17	Pallas	M	Son of Crius	Patron of the circus
18	Astraeus	M	Son of Eos	Winds and stars
19	Atlas	M	Son of Iapetus	Strength
20	Prometheus	M	Son of Iapetus	Learning, knowledge and fire.

All the Titans are minor Gods. They should be handled in the same way as demons. Thus they can only handle affairs in their own sphere of influence. They have a power rating of 1dF and can fight and die as mortals.

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TITAN: Attributes.

CT 700/800/900 (women and peaceful titans less.)	Reaction: Varied.	Speed: 11/22
Armour: Varies.	Intelligence: 4-5	M.R. 20-25
Size: 16-20	Morale: 5	Alignment: Varies.
Gods to call on: Their relations. (Power Rating varies.)		
Special Powers: see under abilities.		

MINOTAUR: The body of a man with a bull's head. This creature feeds on human flesh. The minotaur is extremely evil and is liable to attack on sight. (See the comment on this creature on page 42.)

CT 300/410/480	Reaction: 1	Speed: 13
Armour: Thick hide.	Intelligence: 1	M.R. 5
Size: 9	Morale: 5	Alignment: 5E
Gods to call on: None.		
Special Powers: None.		

KRAKEN: A water-dwelling beast that has the appearance of a large rounded lobster. It has eight clawed legs, two large pincers and several antennae. Some may also have tentacle-like appendages. The tail is almost as long as the body and ends in a fan-tailed structure. The shell of a Kraken is extremely tough.

CT 250/350/400 (out at sea 1000+ as the GM sees fit.)	Reaction: 3	Speed: 16/22
Armour: Plate.	Intelligence: 2	M.R. 0
Size: 5-24 (up to 300 out at sea.)	Morale: 2	Alignment: 3D
Gods to call on: Neptune (Power Rating 9)		
Special Powers: All missile hits are calculated as normal then 1d10 is thrown. A score of 0 indicates a gap in the plate was found and the hit is valid. 1-9 has no effect. Tentacles scoring a 'mortal' hit may elect to pick up and throw their victims. (The GM should decide effect and distance. See 'Falls' rules for guidance. Page 32.)		
Tentacles hit with a mortal wound become useless.		

SEA SERPENTS: Enormous aquatic snakes, they are stupid and hateful, living only to kill. They will attempt to overturn or sink any vessels on their stretch of water. Totally hostile to all other forms of water life, if found with other creatures they will almost certainly be in combat. They can be of almost any length and hence the 'size' below refers to the amount of serpent above water as a target.

CT 300/600/1000	Reaction: 1	Speed: 17
Armour: None.	Intelligence: 1	M.R. 20
Size: 10-26	Morale: 5	Alignment: 6F
Gods to call on: Too stupid to understand the concept.		
Special Powers: Will attempt to overturn boats. The figures below refer to the percentage chance a large serpent has of overturning a vessel. Deduct up to 50 for smaller serpents.		
	Small row boats etc.	100
	Long boats	70
	Sailing Sloop	75
	Merchant carracks	65
	Fighting carracks	60
	Galley	50
		Less than score shown to overturn.

If the creature's attempt to overturn a vessel fails it will quickly become discouraged and go away.

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GRIFFON: Large, winged lion, with the head of an eagle; ferocious fighters. They prefer to walk but will take to the air if expecting combat. Then they will swoop down onto their prey, grasp it in their enormous paws and rip at it with their beaks. (Rip, rip, rip.)

CT 750	Reaction: 2	Speed: 8/13/19/25
Armour: None.	Intelligence: 3	M.R. 0
Size: 33	Morale: 4	Alignment: 5C
Gods to call on: None.		
Special Powers: Flight, Speed factor 30	Manoeuvrability 6	Control C
Strength factor 28	Weight factor 230	

HARPY: Human bodies with the wings and talons of birds. The majority of harpies are female and to an adventurer they will usually prove to be more of a nuisance than a danger. They will steal food, annoy animals, but only attack for considerable gain. Weapons, if used, will be no more than bone or wooden clubs, rocks and daggers.

CT 50/100/150	Reaction: 4	Speed: As humans.
Armour: None.	Intelligence: 4	M.R. 5
Size: 8	Morale: 2	Alignment: 3E
Gods to call on: Zeus (Power Rating 10)		
Special Powers: Flight, Speed factor 40	Manoeuvrability 10	Control A
Strength factor 6	Weight factor 50	

SALAMANDER: A fire elemental capable of initiating eruptions and forest fires on an awesome scale. By doing so it conjures forth other fire elementals and can direct them. Its aim is to burn everything but its presence is an imbalance and the void will tend to suck it out of the plane it is devastating (along with other things of course.) It appears in the form of a lizard with glowing coals for eyes. It is somewhat larger than a horse and is unapproachable due to the heat that it generates.

Attributes: See page 62.

Special Powers: May summon other elementals to its aid.

EASTERN OGRE: Shaggy haired, tusked, humanoid dressed in skins, often hung about with the skulls of its victims. It will usually be guarding some natural feature under the direction of a higher agency, such as a god or a wizard. Armed with a glaive, poleaxe, iron bars, rocks or lengths of chain, this creature enjoys testing the skills of travellers - but is prone to cowardice in the face of magic or learning. Eastern Ogres tend to live in odd places such as under bridges, down wells, just inside the entrances of sanctuaries etc.

CT 750/850/950	Reaction: 4	Speed: 15/25
Armour: Leather.	Intelligence: 2	M.R. 0
Size: 16/20	Morale: 1	Alignment: 4C/5D
Gods to call on: Any Shinto deities.		

Special Powers: Numerous combat tricks at their disposal. Ogres may know invisibility or telepathy spells if they are the servant of a magician. They may have an extra eye enabling night vision and the dodging of missiles. In some cases the eye will melt stone at a glance or cause hysteria.

WILL O' THE WISP: Strange lights seen from afar, usually at night or in twilight foggy areas. They will frighten horses and put the wind up lone travellers, often being accompanied by funereal chanting or demonic laughter. If approached, they will recede and grow fainter in the distance. Irritatingly, they will reappear once interest has waned and the characters have dozed down for the night. They are the souls of those refused entry to heaven, hell, purgatory, nightclubs etc.

CT 250/350/450	Reaction: 4	Speed: 14/26
Armour: Plate.	Intelligence: 5	M.R. Variable.
Size: 5-12	Morale: 3	Alignment: Any. (Most likely to lean to chaos.)
Gods to call on: Any who feel pity for them.		

WILL O' THE WISP: Special Powers.

May communicate telepathically with those of a similar alignment, giving advice and supplying information. They may have arcane or esoteric knowledge at the GMs discretion. Some will possess spells, (CS and ELs as Volume I, page 60) or have other powers dependent on the soul's identity. They may lead travellers into bogs or off the beaten track.

ORBOID: A sphere of constantly changing colour. They are usually set in a place for a specific purpose, e.g. preventing passage of a bridge. They are not aggressive but will bounce and hover in front of character's trying to pass them and will only attack if they are threatened.

CT NA see below.	Reaction: 3	Speed: 21
Armour: NA	Intelligence: 2	M.R. 35
Size: 3	Morale: 5	Alignment: NA
Gods to call on: NA		

Special Powers: Orboids do not fight in a conventional manner. They must be overcome by either magic or wit, which will cause the Orboid to dissolve. At its disposal an Orboid has various special attacks;

- i) May generate a 10 feet radius sphere of intense heat for up to 1d20 seconds per day.
- ii) May cause illness in any who strike it with conventional weapons at 3 times the normal percentage chance. (See Volume I, page 36.)
- iii) May attempt to mesmerise characters. To do this it must beat with 1d100 ,
30 + (Character's intellect + concentration + strength.)

HOGUE: This creature has the appearance of a huge caterpillar. It has the legs, head and tusks of a wild boar and can stand up to 6 feet in height. Its tough leathery skin is proof against the teeth of nearly all its animal enemies and can even deflect man's weapons. The Hogue can squirt a sticky sap-like juice in which to entrap prey from a gland in the forehead.

CT 120/250/440	Reaction: 3	Speed: 8/16
Armour: Leather.	Intelligence: 3	M.R. 0
Size: 28	Morale: 4	Alignment: 4D
Gods to call on: None.		

Special Powers: The equivalent of a 'web of binding' spell. (Volume III, pages 36 and 22) 20 ELs available. These are used on web creation and range as the 'spell' is always 100% successful. ELs replenish with sleep. For bursting out use 100 - 1d20, not 100. Hogue have excellent night vision and mortal wounds, unless to the head, cannot kill.

ELDONIR: Diminutive cowed figures who have never revealed their faces. Eldonir rarely speak and are an itinerant race. Moving only at night they dress in greys, browns and blacks and may be mistaken for shadows. They rarely make contact with other people or creatures except ravens, which carry their messages.

CT 100/150/220	Reaction: 3	Speed: 7/18
Armour: None.	Intelligence: 5	M.R. Variable.
Size: 4-7	Morale: 5	Alignment: 2F
Gods to call on: None.		

Special Powers: Knowledge of all Cosmic Magic spells, psychic powers, herbs, tombs, crypts, Artefacts and related topics.

GIANT SLUG: In appearance much like the everyday slug - albeit somewhat larger. Giant slugs can be anything up to 50ft long and 6ft in diameter. They give off a foul stench and can spit a corrosive saliva. They hunt by smell and will be found to have few vulnerable spots.

Q

GIANT SLUG: Attributes:

CT 400(150)*	Reaction: 3	Speed: 8/15
Armour: Plate.	Intelligence: 1	M.R. 0
Size: 30/40	Morale: 3	Alignment: 5D

Gods to call on: None.

Special Powers: Treat corrosive saliva as fire-breathing but 1d10 for random and 50 - range in yards for range factor. Anyone hit in the face has 25% chance of being blinded. Mortal wounds will not kill the slug unless to the head.

*Count as 150 whenever hits incurred are to the head (DT).

AEROL: A creature in the form of a tall, thin, white-clad, winged, yet flightless humanoid.

Aerolai have the ability to pass to a plane in close conjunction with the one that they 'live' on and to leave in their place a wind of variable magnitude. They do this by flapping their wings which causes the wind and makes them become fainter until they fade into the other plane. This ability is limited, however, and Aerolai can only spend 1 hour out of every 24 away from their 'home' plane. Usually they use the planar wind to buffet and disorientate travellers before returning to slit their throats with an 18" silver knife and rob them.

CT 150/200/380	Reaction: 3	Speed: 8/19
Armour: None	Intelligence: 4	M.R. 15
Size: 8	Morale: 2	Alignment: 6B

Gods to call on: None.

Special Powers: The degree of the wind caused is dependent on the preparation time or the time spent flapping: Breeze - 15 seconds; Wind - 30 seconds; Gale - 45 seconds; Up to a hurricane - 3 minutes.

The silver knife will be a level one artefact.

TWINER: These are tree-shaped creatures which have tentacles instead of branches and leaves, ranging in size from the thickness of a finger to the girth of a man's leg and are used to grip prey and feed them into the bark-toothed mouth at the top of the trunk. They lure victims by creating an illusion of peace around them, suggesting a place to rest; this takes the form of a grassy glade. Soothing music may be heard though the glade is within the reach of the Twiner's tentacles.

CT 350 - 1000	Reaction: 3	Speed: NA
Armour: plated	Intelligence: 2	M.R. 0
Size: 15-25	Morale: 3	Alignment: 5B

Gods to call on: None.

Special Powers: Semi-sentient.

BRAIN DRAINER: An enormous toad-like creature emitting a foul odour, which moans constantly.

It feeds on the consciousness of man, his mind and soul. A Brain Drainer cannot see in the conventional sense but is sensitive to the presence of its victim's mind. When struck an opponent is not wounded but will feel weak and dizzy; loss of energy will eventually lead to coma then death.

CT 900	Reaction: 1	Speed: 6/10
Armour: See below.	Intelligence: 1	M.R. 40
Size: 22	Morale: 5	Alignment: 7G

Gods to call on: Chaos.

Special Powers: To simulate 'feeding' add victim's constitution, strength, intellect, wisdom; for each LW/MW/HW deduct 1d20 and each MoW 3d10. Reduction to zero results in death. Coma lasts for 30 seconds prior to this, broken only by the death of the Brain Drainer. Its only vulnerable spot is the back of its head: MW or greater will kill - elsewhere all wounds count 'light'. A Brain Drainer does not suffer from fatigue.

SHAGGY BEAST: Round, green, furry-bodied creatures with feet like a platypus, reptilian tails and the head of a serpent. They are amphibians and swim well, often being found near water.

CT 50/85/120	Reaction: 3	Speed: 8/28
Armour: None.	Intelligence: 2	M.R. 10
Size: 2	Morale: 3	Alignment: 4D

Gods to call on: None.

Special Powers: Fire-breathing. They are covered in numerous thread-like stings which may be 'fired' at opponents at the rate of 1 every 3 seconds. If they strike an unarmoured area a MoW is automatically incurred - they will not penetrate armour. Range as per slings see page 34.

BATTLE CATTLE: Similar in appearance to American Bison, having short horns and foreheads covered in curly hair. They have small eyes and a hide like that of an elephant but covered in sparse hair. Their muzzle is like a boar's and carries heavy curved tusks. Battle Cattle are short tempered and will attack in a similar fashion to bulls.

CT 600/800/900	Reaction: 2	Speed: 20/28
Armour: Leather	Intelligence: 1	M.R. 0
Size: 32	Morale: 5	Alignment: 5C/6C

Gods to call on: None.

Special Powers: None.

FIRE WIZARD: 'Fire Wizard' is the translation of the Dwarvish nickname for a lizard-like creature about 3 feet long and 2 feet high. It possesses psychic powers and its tough green/brown hide will stop most missiles. Living in small groups Fire Wizards shun all other forms of life and exhibit total hostility to all intruders.

CT 60/90/125	Reaction: 3	Speed: 7/19
Armour: See below.	Intelligence: 4	M.R. 20
Size: 3	Morale: 4	Alignment: 5B

Gods to call on: None.

Special Powers: Fire-breathing, (Only 15 - Range in Yards, however.)

Fire Wizards may exert 'Mind Control' over men and animals to hinder their actions. (Treat as a slow/haste spell with 3d10 ELs. ERR immediate. To achieve success the victim must gaze into their red, glowing eyes).

Note that Fire Wizards may pool their energy in the normal way. (See Volume III pages 12 and 32.)

PERYTON: Huge golden coloured snakes with small ornate wings. Peryton are flightless and sluggish until roused. They have tentacles growing from the sides of their mouths which they use to fight and to manipulate food. They appear to men to be very regal and live for many years.

CT 450/580/660	Reaction: 3	Speed: up to 20
Armour: Plate.	Intelligence: 4	M.R. 20
Size: 25+	Morale: 5	Alignment: 3C

Gods to call on: Ouroborous (Power Rating 6)

Special Powers: Once every 500 years a Peryton sheds scales of pure gold and takes to the void to rejoin its fellows in a mass nuptial flight. The young are born on its return and hatch out of enormous eggs studded with precious stones. Prior to this it exudes a toxic vapour which will ravage the countryside for a period of months over an area of several square miles.

NAME:

Sibling rank:-

Alignment:-

Father's trade:-

<u>'A' Attributes</u>	<u>Training Increased</u>	<u>'B' Attributes</u>	<u>Training Increased</u>
Strength	..	Intellect	..0
Constitution	..0	Reason	..0
Health	..0	Observation	..0
Dexterity	..	Intuition	..0
Sight	..0	Instinct	..0
Hearing	..0	Concentration	..
Touch	..0	Accuracy	..0
Smell	..0	Wisdom	..0
Reactions	..	Inspiration	..0
Size	..0	Memory	..

total

total

Initial A Grade:-

FINAL A GRADE:-

Initial B Grade:-

FINAL B GRADE:-

Literacy Level:-

COMBAT TOTALS.

	A.T.	D.T.
(Deduct all wounds received from the basic AT and DT. When the DT reaches zero you're dead.)	 Basic	
	... Strength Effect ...	
	.. Dexterity Effect ...	
	 A Grade Effect ...	
	Initial AT and DT	

Combat Experience Points.

	No. of	Giving a Basic AT of:	Giving a Basic DT of:
Standard foot combat			
Unarmed combat			
Mounted combat			
Aerial combat			

Stamina:-

Bowmanship Rating (Random:)..

Aerial Combat Rider Factor:-

Fire Factor (Random:)

SFPs: on a .

Sling Factor (Random:)

on a .

IAAC:

THE GODS.

God's name:-

Number of times repented:-

Power rating:-

Black Marks:-

(Grey:-

)

COMBAT AND EQUIPMENT.

Item	Effect on AT	Effect on DT	Combat WSP	Throw'g WSP	Damage deduct.	Total.	Sharp'd Points	Use

Modified Totals
(in the equipment marked in the 'use' column above.)

	<u>AT</u>	<u>DT</u>	
Foot Combat			
Mounted Combat			
Aerial Combat			
Wounds are also deducted from here.			(These totals do not allow for mounts and are the addition of 'total' above and the 'basic AT and DT' overleaf.)

Range Weapons:

(Range, Quality, Class etc.)

Range Category for thrown weapons:-

Other Equipment.

Location.

Type Money
Amount Location

Total Load Points (LPs) :-

Notes:

MAGIC.

Basic Casting Score:- (Casting Score Factors at)
Energy Recovery Rate:- Magical Resistance:-
Knowledge Points:- Energy Levels:-
Specialisation Category:-
Maximum PPs Allowed: (70 - BCS) :-

SPELLS KNOWN.

Spell	Basic E.L. req'ment	K.P.'s	Time Req'd	Practice Points	No. of times Performed	G or H

Artefacts.

Other Notes.

Foot Combat

	Combat Differ.	-151 or less	-150 to -111	-110 to -96	-95 to -86	-85 to -76	-75 to -66	-65 to -56	-55 to -46	-45 to -36	-35 to -26	-25 to -16	-15 to -9	-8 to -3	-2 to 2	3 8	9 15	16 25	26 35	36 45	46 55	56 65	66 75	76 85	86 95	96 110	111 150	151 bet
1. AT - DT	To hit	98	96	94	91	88	84	80	75	70	65	60	55	50	45	40	35	31	27	24	20	17	14	11	9	7	5	3
2. Roll $\geq$ 'To Hit'	Light	16	15	14	13	13	12	12	11	11	11	10	10	10	9	9	9	8	8	8	7	7	7	6	6	6	5	3
3. Roll for wound.	Medium	18	17	17	17	16	15	14	14	13	12	12	12	11	11	10	10	9	9	9	8	8	8	8	7	7	7	6
Take to nearest above	Heavy	19	19	19	19	18	18	18	18	18	18	18	17	17	17	17	16	16	16	15	15	15	14	14	14	13	11	9
4. Roll for location	Mortal	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
5. On 'Mortal' see below	Overp'r	100	98	96	94	91	88	85	82	78	74	70	66	62	58	53	48	43	38	33	28	23	18	13	10	8	6	3

WOUNDS - LOCATION AND THE EFFECT OF MORTAL WOUNDS.

Roll	Humanoid	Quadruped	Effect Group
2	Rt arm	Rt frlmb	C
3	Lt arm	Lt frlmb	C
4	Rt tgh	Rt hndlmb	C
5	Lt tgh	Lt hndlmb	C
6	Stomach	Chest/Rear	B
7	Chest	Flank	B
8	Chest	Flank	B
9	Head	Head	A
10	Rt leg	Throat	C/X
11	Lt leg	{See partic}	C/X
12	Throat	{creature}	A/X

	AT	DT	CT	Bow-rating
Light	-10	-10	-10	2/-1
Medium	-25	-20	-20	1/-1 2/-3
Heavy	-50	-40	-45	1/-2
Mortal	-70	-60	-65	1/-4

Mortal has 25% chance of death. If not killed then throw 1d100.

+5 per Constitution over 5.

+5 if size 20-30

+10 31-50

+20 51-70

+35 71

+10 if CT of 400-500

+20 501-600

+30 601

Total: 1-50 Unconscious.

51-65 Unable to A or D.

66-80 Fall down, conscious.

81+ Carry on.

Mortal wounds may (25%) remove bits. If on leg, throat or head roll 1d6:

1	lose left ear	1 toe
2	lose right ear	2 toes
3	lose left eye	2 toes
4	lose right eye	3 toes
5	lose nose	4 toes
6	lose teeth	5 toes

Each Combat Phase lasts 1d6 + 4 seconds and in it strikes occur in order of weapon length.

Above	R
Below	L
Opponent in cover	2L
Opponent grounded	2R
You grounded	3L
Attention divided	L
On ladder	L
On rope	2L
Foot crossing	L
Mounted crossing	2L
Sword, mace crowded	2L
2-handed crowded	3L
Spear etc crowded	L

Combat options

Total defence - No AT, double DT
Semi-beserk - Add 1 AT per DT off. Per AT point added after 50 deduct 5 DT
Breaking off - Cannot if surrounded or opponent faster. Fight 1 round at 75% DT then go.

REFERENCES:

Combat Fatigue IV 32
Combat Options II 14
Damage, Wear & Tear II 20
Disarming & Overpowering II 17
Multiple Combat II 10
Surprise & Reaction II 15
Weapon Skill Points II 19



MULTIPLE COMBAT

Attacker size:	1	2	3	4	5-6	7-9	10-15	16-29	30-59	60+
No. possible	10	9	8	7	6	5	4	3	2	1
Back to a Wall	x 1/2								x 1/4	
Tree	x 3/4								x 1/5	

Number of opponents engaged

	1	2	3	4	5	6	7	8	9	10
1	300	250	200	150	125	100	75	50	30	10
2	250	200	150	125	100	75	50	30	10	
3	200	150	125	100	75	50	30	10		
4	150	125	100	75	50	30	10			
5	125	100	75	50	30	10				
6	100	75	50	30	10					
7	75	50	30	10						
8	50	30	10							
9	30	10								

%age increase to AT of those not engaged.

	No. of opponents attacked									
	1	2	3	4	5	6	7	8	9	
1	100	70	50	40	30	25	20	15	10	
	100	100	100	100	100	100	100	100	100	
2	100	50	35	30	20	15	15	10	5	
	70	70	70	70	70	70	70	70	70	
3	100	50	30	25	20	15	15	10	5	
	50	50	50	50	50	50	50	50	50	
4	100	50	30	25	20	15	15	10	5	
	40	40	40	40	40	40	40	40	40	
5	100	50	30	25	20	15	15	10	5	
	30	30	30	30	30	30	30	30	30	
6	100	50	30	25	20	15	10	10	5	
	25	25	25	25	25	25	25	25	25	
7	100	50	30	25	20	15	10	10	5	
	20	20	20	20	20	20	20	20	20	
8	100	50	30	25	20	15	10	10	5	
	15	15	15	15	15	15	15	15	15	
9	100	50	30	25	20	15	10	10	5	
	10	10	10	10	10	10	10	10	10	
10	100	50	30	25	20	15	10	10	5	
	5	5	5	5	5	5	5	5	5	

Top is %age AT usable. Bottom is %age DT.

COMBAT FATIGUE	Combat Differential + 1/4 Combat Experience Points																			
	25																			
	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10			
S 3-5	43	39	35	31	27	24	21	18	16	13	11	9	7	5	3	1	1			
T 6-9	38	34	30	27	24	21	18	15	13	11	9	7	5	2	1	1	1			
A 10-13	32	29	26	23	20	17	15	13	11	9	7	5	3	2	1	1	1			
M 14-17	27	24	21	19	16	14	12	10	8	6	5	3	2	1	1	1	1			
I 18-21	21	19	17	15	13	11	9	7	6	4	3	1	1	1	1	1	1			
N 22-26	16	14	12	10	9	7	6	5	3	2	1	1	1	1	1	1	1			
A 27-30	12	11	9	8	6	5	4	3	2	1	1	1	1	1	1	1	1			

Multiply by the number of opponents engaged. (Use worst, ie largest -ve, in multiple fights.)

THE AFTER EFFECTS OF COMBAT:

DAMAGE, COMBAT EXPERIENCE & WEAPON SKILL POINTS.

Phases Fought	% Chance Damaged	Deduct -ion
1-5	10	1dF +1
6-10	20	1d6
11-30	30	1dA
31-50	40	2d6
51+	50	3d6

Combat Experience Points

W & X are humans. (AT and DT)
Y & Z are creatures. (CT only)

X wins : (CT of Y)²
Y loses : (AT + DT) of X x 5
X wins : (AT + DT)² of W
W loses : (AT + DT) of X x 20
Y wins : (AT + DT)² of X
X loses : CT of Y x 40
Y wins : (CT of Z)²
Z loses : CT of Y x 10

CD on 1 st phase	WSPs gained
-100 or worse	15
-99 to -91	10
-90 to -81	9
-80 to -71	8
-70 to -61	7
-60 to -51	6
-50 to -41	5
-40 to -31	4
-30 to -21	3
-20 to -11	2
-10 to -1	1
0 or positive	0

Missiles

ARCHERY

Bowmanship Rating

Range in Yards	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10-19	35	40	45	50	55	60	65	70	74	78	82	86	90	94	97	99
20-29	31	35	40	45	50	55	60	65	70	74	78	82	86	90	94	97
30-39	27	31	35	40	45	50	55	60	65	70	74	78	82	86	90	94
40-49	24	27	31	35	40	45	50	55	60	65	70	74	78	82	86	90
50-59	21	24	27	31	35	40	45	50	55	60	65	70	74	78	82	86
60-69	18	21	24	27	31	35	40	45	50	55	60	65	70	74	78	82
70-79	16	18	21	24	27	31	35	40	45	50	55	60	65	70	74	78
80-89	14	16	18	21	24	27	31	35	40	45	50	55	60	65	70	74
90-99	12	14	16	18	21	24	27	31	35	40	45	50	55	60	65	70
100-109	10	12	14	16	18	21	24	27	31	35	40	45	50	55	60	65
110-119	9	10	12	14	16	18	21	24	27	31	35	40	45	50	55	60
120-129	8	9	10	12	14	16	18	21	24	27	31	35	40	45	50	55
130-139	7	8	9	10	12	14	16	18	21	24	27	31	35	40	45	50
140-149	6	7	8	9	10	12	14	16	18	21	24	27	31	35	40	45
150-159	5	6	7	8	9	10	12	14	16	18	21	24	27	31	35	40
160-169	4	5	6	7	8	9	10	12	14	16	18	21	24	27	31	35
170-179	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27	31
180-189	2	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27
190-199	1	2	3	4	5	6	7	8	9	10	12	14	16	18	21	24
200-209	0	1	2	3	4	5	6	7	8	9	10	12	14	16	18	21
210-219	0	1	2	3	4	5	6	7	8	9	10	12	14	16	18	21
220-229	0	1	2	3	4	5	6	7	8	9	10	12	14	16	18	21
230-239	0	1	2	3	4	5	6	7	8	9	10	12	14	16	18	21
240-249	OUT	0	1	2	3	4	5	6	7	8	9	10	12	14	16	18
250-259	OF	0	1	2	3	4	5	6	7	8	9	10	12	14	16	18
260-269	RANGE	0	1	2	3	4	5	6	7	8	9	10	12	14	16	18

RATE OF FIRE

Bowmanship rating	1	2	3	4	5	6	7	8	9	10	11	12
Arrows in 30 sec	2	2	3	3	4	4	5	5	6	6	7	7

(Crossbows at half rate, round up.)

Modifiers to bowrating used:

MODIFIER	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Size															
Target speed															
Bow class															
Height above tgt.															

Take to nearest above. (Except height where 51 is 51 ft. and above.)

Archer under fire -3	Archer surprised -7
Targets reaction 10 -3	Shooting into sun -7
Target has small/large shield -2/-3	Soft cover -1 to -10

Modifiers	-20	-18	-16	-14	-12	-10	-8	-6	-4	-2	0	+2	+4	+6	+8	+10	+12
W.S.Points	0	1	2	3	4	5	6	7	8	9	10	15	20	28	36	45	50 more
Tgt Speed	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	less

Range under 10 yards

Range	1	2	3	4	5	6	7	8	9	10	11	12	13+
0-9	95	97	99	00	00	00	00	00	00	00	00	00	00
1-9	89	95	98	99	99	99	99	99	99	99	99	99	99
2-9	83	89	95	96	98	98	98	98	98	98	98	98	98
3-9	77	83	89	90	95	96	97	97	98	99	99	99	99
4-9	71	77	83	86	89	90	95	96	97	98	99	99	99
5-9	65	72	77	81	83	85	90	95	96	97	98	99	99
6-9	59	66	71	74	77	81	89	90	95	97	98	98	98
7-9	52	59	65	69	71	74	83	85	87	90	96	97	97
8-9	46	52	58	62	65	69	77	80	82	87	91	94	96
9-9	40	45	50	55	60	65	70	74	78	82	86	90	94

DICE ROLL

Range	1	2	3	4	5	6	7	8	9	0
0-25	III	III	III	IV	IV	IV	IV	IV	IV	IV
26-50	II	III	III	III	IV	IV	IV	IV	IV	IV
51-75	II	II	III	III	III	IV	IV	IV	IV	IV
76-100	I	II	II	III	III	III	IV	IV	IV	IV
101-125	I	I	II	II	III	III	III	III	III	IV
126-150	I	I	I	II	II	III	III	III	III	III
151-200	0	I	I	I	II	II	III	III	III	III
201-250	0	0	I	I	I	II	II	III	III	III
251-270	0	0	0	0	0	II	I	I	II	III

THROWING

WEAPONS

Throwing weapon modifiers

In haste	-10
Target small shield	-10
large	-20
5 to 10 infantry	+20
5 to 10 cavalry	+25
Aimed shot	+10

2 light or 1 medium	-10
1 heavy	-15
2 medium	-20
1 mortal	-25
soft cover	-5 to -30

(Wounds below waist count as 1 degree less serious.)

Range Yds	5	11	21	31	41	51	61	71	81	91	101	111
	to	to	to	to	to	to	to	to	to	to	to	to
	10	20	30	40	50	60	70	80	90	100	110	120
Knife (20)	A 70 30	B 70 30	C 70 30 10	D 75 35 10 5	E 80 40 20 10 5	If target is under range in () shot may be aimed. Takes 5 secs.						
Spear (40)	A 80 40 15 5	B 80 40 20 10	C 85 45 25 15	D 90 50 30 20	E 90 50 35 25	15	10	5				
Javelin (60)	A 70 50 40 30	B 70 50 45 35	C 75 60 50 40	D 80 70 60 50	E 80 70 65 60	15	5					
Axe (20)	A 70 30	B 70 40	C 75 50	D 80 50 30	E 80 50 35 25							

Obtain wound range code from table right.

	V	W	X	Y	Z
Knife	0-20	21-30	31-40	41-50	
Spear	0-40	41-45	46-50	51-60	61-70
Javelin	0-60	61-70	71-80	81-100	101-120
Axe	0-20	21-30	31-40		

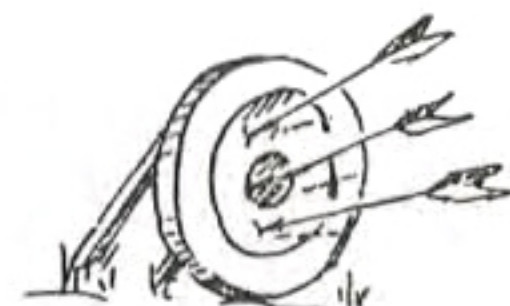
Roll for Wound group	1	2	3	4	5	6	7	8	9	10
V	III	III	III	IV	IV	IV	IV	IV	IV	IV
W	II	III	III	III	III	III	III	III	IV	IV
X	II	II	II	II	III	III	III	III	IV	IV
Y	I	II	II	II	II	III	III	III	III	IV
Z	I	I	I	II	II	II	II	III	III	III

All throws take 2 seconds.

Fatigue from throwing:

	Range thrown at	V	W	X	Y	Z
Knife	1	x	2	2	2	
Spear	1	2	2	2	3	
Javelin	1	2	2	2	2	
Axe	1	x	x	2	3	

REFERENCES:



Bow Range II 27
Full Archery Table II 29
Throwing Range Factors II 22

WOUNDS

Roll	Humanoid	Unarmoured	Effect	Gr.
2	Rt Arm	Rt Frmb	C	
3	Lt Arm	Lt Frmb	C	
4	Rt Tgh	Rt Hndlb	C	
5	Lt Tgh	Lt Hndlb	C	
6	Stomach	Chest/Rear	B	
7	Chest	Flank	B	
8	Chest	Flank	B	
9	Head	Head	A	
10	Rt Leg	Throat	C/A	
11	Lt Leg	{See partio}	C/X	
12	Throat	{creature}	A/X	

(See also 'Foot Combat', top left.)

Alterations:

	A	B	C
Unarmoured	+I	0	light
Leather/Hide	0	I	medium
mail armour	-I	II	heavy
plate armour	-II	III	heavy
axe or spear	+I	IV	mortal
slingshot	-I	V	mortal

On roll for hit score
1 WSP if roll 20 or less
2 WSP if roll 05 or less

Aerial Combat

Left			Front			Right			Above			Behind			Below		
12	14	16	18	19	18	16	14	12	10	3	10	8	3	8	17	r15	17
10	16	17	19	20	19	17	16	10	12	4	12	r7	0	r7	12	rBS	12
r9	13	17	18	17	18	17	13	r9	15	16	15	u4		u4	u4	u10	
u7								u7				2	BS	2	r7	BS	r7
															u9		u9

Condition	Approx. distance in yards.					
	0-15	16-30	31-50	51-100	101-300	300
Bright	4	2	1	0	-1	-2
Light Rain	4	2	0	-1	-2	-4
Heavy Rain	3	1	0	-2	-4	-7
Dawn, Dusk etc	0	0	-3	-3	-6	-8
Cloud Cover	2	0	-4	-10	-18	-28
Clear Night	0	-4	-9	-12	-15	-20

Sight+	2-6	7-10	11-15	16-20	21-25	26
Observ	-2	0	+1	+2	+3	+5

Opponents	1-5	6-10	11-15	16-20	21-25	26
Size	-2	0	+1	+3	+5	+8

Preoccupied:	Nervous:
-2 Front, Below	+2 Behind
-3 Side, Above	-4 Front
-5 Behind	

Engaged in ground/air search:

+2 to below/above
-3 to above/below

Creatures with keen sight and no observation or sight factors:
+1 to +5 at GM's discretion.

Manoeuvre: Add,

Rider Factor (Touch 1-10)
(Reactions 1-10)
(SFPs)

Creature Factor (Speed x $\frac{1}{4}$)
(Maneuverability)
(Control, A=30, B=20
C=10, D=0.)

Position Factor - see right
Random Factor - 1d20

Position Factor: Behind Head on Broadside

Above	+25	+10	+15
Level	+15	0	+5
Below	+5	NA	NA

RP of Opp 0-5 6-10 11-20 21-35 36-60 61-80 81+

Proximity	10	9	7	5	4	3	2
-----------	----	---	---	---	---	---	---

47 per VDU within proximity

-3 per VDU outside proximity

Absolute advantage is higher manoeuvre score minus lower score.

Usable advantage is the absolute advantage divided by ldA . It is added to the absolute advantage holder's position points.

The value of the lower no. of position points is deducted from the position points of both combatants. Then the absolute advantage holder will decide on the players' orientation. This is dependent on the number of position points now available. See right:

points now available. See right:

Positioning costs:

	Behind	Head	on Broadside
Above	25	10	15
Level	15	0	5
Below	5	NA	NA

RF of Opp	0-5	6-10	11-20	21-35	36-60	61-80	81
Proximity	2	3	4	5	7	9	10

+7 per VDU within proximity
-3 per VDU outside proximity

REFERENCES:

Complete Rules IV 18
Falls IV 32
Flow Chart IV 31
Force Landing IV 27
Missile Fire IV 26
Passengers IV 26

Effects of wounds	Light	1	Apart from the usual effects of wounds deduct the wound points, left, from manoeuvrability and drop 1 Control Class per 5 points.
on creatures	Medium	2	
	Heavy	3	
	Mortal	5	

Evasion Factor is:

$$\frac{\text{Observation} + \text{Instinct}}{2} + \text{Manoeuvrability} + \left(\begin{matrix} \text{Rider} \\ \text{Factor} \end{matrix} \right)$$

Evasion Score is:

$$\left(\frac{\text{Evader's evasion}}{\text{Factor}} \right) - \left(\frac{\text{Attacker's evasion}}{\text{Factor}} \right) + 100 - \left(\frac{\text{Size of}}{\text{Evader Mt.}} \right)$$

0 or	Evasion Score
------	---------------

less 1-29 30-54 55-69 70-84 85-109 110-144 145-174 175

Behind/Above	Mt v R	f	e	d	c	b	a	a	a	a
	Mt v Mt	e	e	d	c	b	a	a	a	a
	All in	e	d	c	b	a	a	a	a	a
Behind/Level	Mt v R	f	f	d	d	c	b	a	a	a
	Mt v Mt	g	f	e	d	d	b	b	a	a
	All in	f	e	d	c	b	a	a	a	a
Behind/Below	R v Mt	g	g	f	d	d	c	b	a	a
Head on/Above	Mt v R	g	g	f	e	d	d	c	b	a
	Mt v Mt	g	g	g	f	e	d	c	c	b
	All in	g	g	f	e	d	c	b	a	a
B'side/Below	Mt v R	e	e	d	d	c	b	a	a	a
B'side/Level	R v R	g	g	f	e	d	c	c	b	a
	Mt v Mt	e	d	c	b	a	a	a	a	a
	R v Mt	d	d	c	c	c	c	b	b	a
B'side/Below	R v Mt	e	d	d	c	b	b	a	a	a
Head on/Below	R v Mt	e	e	d	d	c	c	b	a	a

<u>Orientation</u>	<u>Type of attack</u>	<u>Creature AT:DT</u>				<u>Rider AT:DT</u>			
		1st	2nd	3rd	subs	1st	2nd	3rd	subs
1 Behind/Above	Mt v R	X	X	X	X	X	X	X	X
&	Mt v Mt	O: $\frac{1}{4}$	O: $\frac{1}{4}$	O: $\frac{1}{4}$	O: $\frac{1}{4}$	O: $\frac{1}{2}$	$\frac{1}{2}$: $\frac{3}{4}$	$\frac{3}{4}$:1	1:1
2 Behind/Level	All in	O: $\frac{1}{4}$	O: $\frac{1}{4}$	O: $\frac{1}{4}$	O: $\frac{1}{4}$	$\frac{1}{2}$:X	$\frac{3}{4}$:X	1:X	1:X
						$\frac{1}{2}$: $\frac{1}{2}$	$\frac{3}{4}$: $\frac{3}{4}$	1:1	1:1
3 Behind/Below	R v Mt	O: $\frac{1}{4}$	X	X	X	X	X	X	X
4 Head on/Above	Mt v R	X	X	X	X	X	X	X	X
	Mt v Mt	All at full.				All at full.			
	All in	All at full.				All at full.			
5 B'side/Above	Mt v R	X	X	X	X	X	X	X	X
6 B'side/Level	R v R	X	X	X	X	X	X	X	X
	Mt v Mt	1:1	1:1	1:1	1:1	$\frac{3}{4}$:1	$\frac{3}{4}$:1	$\frac{3}{4}$:1	$\frac{3}{4}$:1
7 Head on/Level	R v Mt	O:1	X	X	X	X	X	X	X
	R v R	X	X	X	X	X	X	X	X
						ATs are + speeds.			
8 B'side/Below	R v Mt	DT:1,	AT if not	hit	X	X	X	X	X
9 Head on/Below	R v Mt	DT:1,	AT if not	hit	X	X	X	X	X

R.F.	0-19	20-34	35-59	60-79	80-99	100-114	115
	1/5	1/4	1/3	1/2	2/3	3/4	All
	Mount	only	1/8	1/4	1/3	1/2	3/4

With the addition of:

Control Class	A	B	C	D
Modifier	$\frac{1}{2}$	$\frac{1}{4}$	0	$-\frac{1}{2}$

(Total gives fraction of AT and DT usable before the fraction dependent on attack/defence mode is taken.)

Attack Range	Letter Code						
	a	b	c	d	e	f	g
1	10	7	5	3	2	1	1
2	25	18	12	8	3	2	1
3	50	35	25	20	8	4	2
4	70	60	50	40	20	10	5
5	85	75	65	55	40	20	10
6	90	83	74	64	50	30	20
7	93	87	79	69	58	40	30
8	95	90	84	76	66	50	40
9	96	92	88	80	70	60	50
10	97	94	91	86	80	70	60
11	98	96	94	90	84	80	70
12	99	98	97	94	90	85	80

<u>Attack</u>	<u>Strike</u>	<u>Result</u>
<u>Code</u>		
1	1 st round - Grapple	
1	2 nd round - Grapple.	
2	Grapple	
3	Grapple	
4	Grapple on heavy or m	
5	Grapple on heavy or m	
6	R v R - Manoeuvre no	
6	M v M - Grapple.	
7	All outcomes result i	
8	Manoeuvre, no positio	
9	All outcomes result i	

<u>Fail to Strike Result</u>	<u>Evasion Result</u>
Below/In Front at 1d6 VDUs	Above/Behind at 1d6 VDUs
Level/In Front at 1d6 VDUs	- - - - -
Parallel Flight	Above/Behind at 1d6 VDUs
Parallel Flight	Manoeuvre, no position pts.
Manoeuvre, no position pts.	Above/Behind at 1d6 VDUs
Manoeuvre, no position pts.	Level/Behind at 1d6 VDUs
Manoeuvre, no position pts.	Level/Behind at 1d6 VDUs
Manoeuvre, no position pts.	Level/Behind at 1d6 VDUs
to manoeuvre with no position points to either side.	
Manoeuvre, no position pts.	Below/Behind at 1d6 VDUs
to manoeuvre with no position points to either side.	

Mounted Combat

Riding Down.

First classify the attacking horse.

	Armour			
	None	Leath	Mail	Plate
Light	Lgt	Lgt	Med	NA
Medium	Lgt	Med	Med	Hvy
Heavy	Med	Med	Hvy	Hvy

Attacker

Class from above	AT	DT
Light (Lgt)	60	20
Medium (Med)	90	55
Heavy (Hvy)	120	80

horse size (18-24, Vol I p. 25)
 + $\frac{1}{4}$ Mounted Combat Experience Points
 + 20 experienced horse.
 - 10 inexperienced horse.

(These are added to both AT and DT)

(In the case of 'horse wild' use 1d100 in place of MCEP. Footman gets no attack. Calculate horse's AT only.)

Attacked.

Counts $\frac{1}{2}$ AT and $\frac{1}{2}$ DT.

+ 2 x (Size + Reactions.)

NB Size is size as a target. Reactions is the attribute, not reaction type.

(For CT creatures roll 1d20 for reactions.)

Risk to Mounts.

Roll once per combat round per attacker.

Using hand axe, mace, sword etc	15
2-handed weapon, pike	20
spear, dagger, javelin	10
teeth, claws etc.	5

+5 Horse rearing
 +5 Horse is C Control Class
 -5 Horse is intelligent

Roll equal or less on 1d100 to hit horse.

Unhorsing.

To knock a rider off roll between:-

Score to Beat and $\left(\frac{100 - \text{Score to Beat}}{5} - \text{Rider's Strength} \right)$

To fall off accidentally roll between:-

1 and $\left(\frac{\text{Score to Beat} - \text{Rider's Strength}}{5} \right)$

Horse's DT when attacked:

Heavy	15	Plate	+70
Medium	10	Mail	+50
Light	5	Leather	+20
Charging	+15	+ $\frac{1}{2}$ rider's DT	

	AT	DT
Short spear	80 (40)	40 (20)
Long spear	80 (40)	40 (15)
Halberd etc	70 (35)	30 (25)

All others as in Volume II. They keep the same factors at all times.

Remember: Longest weapon strikes first in 1st round.

REFERENCES:

Complete Rules IV 11



Falls IV 32

	AT	DT
Mounted on light horse	+20	0
medium horse	+30	+5
heavy horse	+40	+10
Charging on plated horse	+60	+80
mailed horse	+75	+60
leathered horse	+50	+30
unarmoured horse	+30	+10
Charging using lance	+40	—
using spear	+30	—
using other weapon	+10	—
with teeth & claws	0	—

Effects of a hit on a horse:

1. When rolling for wound degree on CD table apply the modifiers;

-2 Plated area hit
 -1 Mailed area hit
 +1 Unarmoured area hit

2. Next roll 1d10 and modify as below

A Area hit +2	Mortal wound +4
B Area hit +1	Heavy wound +3
C Area hit 0	Medium wound +2
	Light wound +1
Rider has 25-50 Mtd Co Exp Pts	-1
51-80	-2
81-120	-3
121	-4

3. Apply the total to the table below:

Total	Horse Control Class		
	A	B	C
2-	U	U	U
3	U	U	V
4	V	V	W
5 & 6	V	W	W
7 & 8	W	W	X
9	W	X	X
10	X	X	X
11	X	X	Y
12 & 13	Z	Y	Y
14	Z	Z	Z
15	Y	Z	Z

Apply results below.

U) Carry on.

V) Backs away 1d10 paces.

W) Rears up. Will come down:

1,2 Straight Roll
 3,4 Slightly left 1d6.
 5,6 Slightly right

(Use riding down if hits)

X) Bolts. Roll 1d10 for direction.

After every 5 seconds an attempt may be made to regain control.

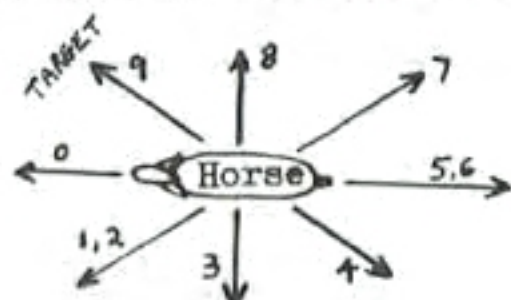
Roll 1d100 and beat,

75 - (Mtd Combat Exp. Points)

+20 for B Control Class

+30 for C Control Class

Each move there is a (90 - Mtd Combat Exp. Pts)% chance that the rider will fall.



Y) Horse goes Wild. Add up,

Control Class A +8
 B +5
 C +2

Mtd. Combat Exp. Pts. ÷ 20

0 to +9 for degree of warning.

Dexterity + Reactions (1 to 10)

1 hand on reins	+1
2 hands on reins	+2
Using stirrups	+3
Shieldless	+2
Large Shield	-1
No armour	+2
Lightly armoured	+1
Heavily armoured	-1

Cross refer total to throw of 1d6

	Die roll					
	1	2	3	4	5	6
3-8	AB	B	C	D	I	F
9-13	AE	B	J	I	H	F
14-18	B	C	J	D	I	H
19-23	C	D	I	H	G	F
24-29	D	I	H	G	F	E
30-34	H	H	G	F	E	E
35-39	H	G	F	E	E	M
40-44	G	F	H	E	E	M
45+	F	E	E	M	K	K

For results see right.

Z) Horse falls or rolls over.

Move to result Y, horse goes Wild and on 1d6 go directly to C (1,2,3) or D (4,5,6).

A - Dragged. (if stirrupless treat as a result 'B'.)

Lasts 1dA moves -3 A Control Class +1 Med wound

-2 B Control Class +2 Hvy wound

-1 C Control Class +3 Mrt wound

(-1/-2 loyal, intelligent horse etc.)

Minimum total cannot be less than 1 however.

From the (-16 to -25) column move as below:

1dF R Very soft ground 2L

1dF L soft ground L

Plated L hard ground R

Unarmoured R very hard ground 2R

Take one roll for wound on the column per 7 seconds.

B - Fall and kicked. Take 1 fall (IV 32). Kick has an AT of 100 and a DT of armour value in area hit.

C - Fall and trapped. Take 1 chest wound. Roll 1d10 1-5 medium wound. 20% chance of unconsciousness.

6-9 heavy 30%

10 mortal 50%

Free after 1d10 + 3 seconds.

D - As C but on legs. -10 on all percentages.

E - Fall and winded for 1d6 seconds.

F - As E but take 1 light wound and 1d6 + 2 seconds.

G - As E but take 1 medium wound and 1d6 + 4 seconds.

H - Bad fall. Take a fall (IV 32) but +10 to factors.

I - As H but +15.

J - As H but +20.

K - Rider stays on and regains control.

L - There is no L for some reason.

M - Reduced to a bolt. Move to X), far left.

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