

Hordes of the Things



WARGAMES RESEARCH GROUP

HORDES OF THE THINGS

Here be Elven archers and riding beasts
that fly

Here be Dwarven axes and Trolls that
crunch on bone

Here glorious mortal Heroes unafraid to die

Here the deadly Sorcerer bespelling all alone

All on the fated battlefield neath their
masters eye

One Die to rule them all

One Die to line them

One Die to move them all

and in the melee try them

On the wargames table neath the players
eye

"HORDES OF THE THINGS"

SIMPLE FAST ~~PLAY~~ FANTASY WARGAME AND CAMPAIGN RULES WITH ARMY LISTS

INTRODUCTION

These rules for heroic fantasy wargames stem from our almost embarrassingly successful alternative ancient and medieval rules titled "**De Bellis Antiquitatis**". We hope it will serve as a partial antidote to sets of fantasy rules which have both grown steadily more complex and departed further and further from what must be described, possibly slightly tongue in cheek, as "authentic" mythology. We see no reason why fantasy warfare should not be as well researched as any other, the difference being that the sources are classical mythology, traditional folk tales and epics, and the works of modern fantasy fiction and cinema.

Our rules do not pretend to a particular connection to any works of fantasy fiction, not even to the sadly under-appreciated BBC radio serial of the same name, and any mention of characters or peoples appearing in such is only by way of comment or example. Players wishing to pursue such comments further can do no better than to read the books themselves.

Our intent is to provide the simplest possible set of fantasy wargames rules that retain the feel and generalship requirements of battle. We start from the assumptions that spell selection must not be a more important skill than generalship, that the results of magic or command decisions can be shown rather than the minutia of communication or spell casting, and that differences between troops of the same general class are relatively unimportant. The resulting system is much more subtle than may be immediately apparent.

The average player has memorised the battle rules part way through his first game, but tactical skill, especially in the use of aeriels and magic, takes longer to develop. A game usually lasts less than an hour. Stylised campaigns involving as many as ten armies can be completed in a single day. Relatively few figures are required for an army.

Lastly, our qualifications. All three authors are life long fantasy readers, and two have appeared in fantasy novels as Filbarrka the zorca-expert and Queen Zenobia the Subtle !

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PLAYING EQUIPMENT AND REPRESENTATIONAL SCALES

CHOICE OF FIGURE AND MODEL SCALE

These rules can be used with any scale of figure or model. 25mm offers the greatest choice of fantasy figures, and is ideal for public demonstration games at conventions, where its easier visibility for spectators is an advantage. 15mm combines cheapness and convenience. 6mm provides mass armies at some cost in convenience.

ARMY SIZE AND TROOP REPRESENTATION

The basic game is played between two armies, each consisting of elements totalling up to 24 army points (AP) and controlled by a single general representing a player. Much **larger** mass battles can also be fought including one general per 24 AP, one of whom must be designated as commander-in-chief. The subordinate generals can either represent extra players or not.

Each element consists of a rectangular base, to which is fixed either one or several figures according to the element type. Elements vary in cost.

Aerial hero elements cost 6 AP each.

God, dragon, paladin, behemoth, magician and other hero elements cost 4 AP each.

Airboat, artillery, sneakers and cleric elements cost 3 AP.

Flyers, knights, riders, beasts, blades, spears, shooters or warband elements cost 2 AP.

Horde or lurker elements cost 1 AP.

An army's collective total of 6 AP, 4 AP and 3 AP elements must not exceed half its total AP.

Each general is part of one of the army's elements. This must not be a god, dragon, paladin, beasts, lurkers or sneakers element.

Each army must also have a stronghold used only if defending, the loss of which is fatal.

PLAYING AREA AND GROUND SCALE

The optimum playing area is 24" or 600mm square for the basic 2 player or campaign battle if using 15mm or smaller figures, or 36" or 900mm square if 25mm. Larger battles need increased width but not depth, 72 AP armies for example doubling the width.

The ground scale varies with the size of army represented, but for convenience 1" or 25mm on the table can be taken as equivalent to 100 paces in real life if using 15mm or smaller figures, or 10mm as equivalent to 25 paces if using 25mm figures.

Measure distances on the table with a 600p card strip marked at 100p intervals.

TIME SCALE

Play is in alternate bounds, each of which simulates about 15 minutes in fictional life.

DICE

In basic or campaign battles each side needs one ordinary 1 to 6 die. In mass battles each general needs one differently coloured die.

TROOP DEFINITIONS

We distinguish only between troops whose fighting style differs sufficiently to need to be treated differently by either their general or their foe.

Aerials can be Gods, Dragons, Airboats, Flyers or Heroes.

Mounted troops can be Heroes, Paladins, Knights, Riders, Behemoths or Beasts.

Foot can be Blades, Spears, Shooters, Warbands, Artillery, Hordes, Lurkers, Sneakers, Magicians or Clerics.

GODS, including only pagan polytheistic gods or goddesses such as those of Olympus, but not those of Asgard, who instigated rather than assisted mortal battle. Such gods are nearly invulnerable, fickle, and never ethical enough for their priests to count as Clerics. They should not be invoked until in real need, lest they get bored and leave too soon. Ethical monotheistic religions cannot be represented except by their Clerics or Paladins.

DRAGONS, including only the traditional large intelligent armoured flying creatures. They are too arrogant and indiscriminate in their fighting methods to co-operate closely with other life forms and especially not with other dragons. They are at risk from Heros and Magicians, but largely invulnerable to other troops. Being extremely long-lived, they have much to lose, so are apt to panic on finding themselves in real danger of death.

AIRBOATS, including all large wooden, metal or fabric flying vehicles levitated by magic, anti-gravity or gas, crewed by specialist fighting men and capable of dropping missiles, such as the airships of Barsoom or Kregen, and also living equivalents such as the windwhales of the Plain of Fear. Their main function is to attack ground troops and support flyers.

FLYERS, including all other ridden or intelligent winged creatures, such as winged horses, giant birds or pterosaurs, and also valkyries and riders of small flying carpets or Leonardo machines. They are mainly useful for raiding, harassing the rear of engaged ground troops and defence against sneakers.

HEROES, including all those charismatic individual champions made nearly unbeatable in hand-to-hand combat by exceptional strength or skill, magical weapons or the favouritism of gods or authors. They may be depicted riding aerial or ground mounts or on foot, but if the last still count as mounted since they always find an excellent horse when they need it. They can escape danger with a single mighty bound, and instead of being slain by magicians, are more likely to be kept in ensorcelled captivity subjected to megalomaniac conversation, often escaping at inconvenient times, sometimes to capture a stronghold from within. Do not confuse female heroes, who fight, with heroines, who scream, swoon, cling and need rescuing.

Heroes are assumed to be accompanied in the field by chariot drivers, companions, henchmen or heroically inspired troops, but these need not be depicted since troubadors and poets usually forget to mention them anyway. If used, they should be smaller figures positioned respectfully a little to the rear and probably including a harpist for publicity. Obvious examples of heroes include Achilles, Hector, Hippolyta, King Arthur, Lancelot, Conan, Red Sonia, John Carter and Dray Prescott. Heroes are suited to combating dragons or magicians and to leading lesser troops.

PALADINS, including all those saintly human warriors whose strength is as the strength of ten because their hearts are pure and who are almost impervious to magic, such as Galahad or Saint George, and also true unicorns and magical lions. Humans must be depicted as squeaky clean, in shiny silver armour and riding equally magnificent beautifully groomed horses. Paladins can never be generals, being too unworldly for politics.

KNIGHTS, including all heavily armoured or magically protected warriors on heavy horses, equivalent riding animals or chariots who charge at first instance without regard for or appreciation of death, such as human or elvish knights or the vove and nikvove riders of Kregen. Like historical knights, their charge sweeps away lesser mounted and all but the steadiest foot.

RIDERS, including all lighter cavalry partially armed with missile weapons, and all riders depending on their own weapons mounted on other swift ground creatures such as fast running flightless birds or bipedal lizards, the thoats of Barsoom, or the zorcas and calasany of Kregen, and also centaurs. They are especially useful to slow, outflank and surround hordes, but are vulnerable to beasts.

BEHEMOTHS, including all ground creatures or machines of exceptional size and physical or magical strength or invulnerability, such as the largest humanoid giants, afreets, ogres, troops of large trolls, elephants, mammoths, large dinosaurs, giant tortoises, the thomplods of Kregen, Paluan giant lizards, groves of animated trees, landships and Leonardo's turtle cars. The ultimate brute force approach for smashing through an enemy centre, but vulnerable to being rolled up if positioned on the wings.

BEASTS, including all packs of carnivores with no armament other than tooth and claw, such as hunting dogs, wolves, hellhounds or unmagical lions, with or without other beings accompanying them as huntsmen, riders or controllers. They can be frustrated by harassment from aials, but have been described by Tolkien as especially effective against knights or riders, whose mounts are vulnerable to belly attack. They can also be used effectively to clear bad going or attack hordes. Whimsical players have suggested that they disconcert skeleton armies by stealing and burying their bones.

BLADES, including all close fighting infantry primarily skilled in fencing individually with swords or heavier cutting or concussive weapons, such as dismounted knights, samurai, human axemen or swordsmen, and dwarfs with axe or warhammer. They are often of superior social class, well armoured and with the right combination of weapons and strength to readily defeat armour. They are less safe than spears against mounted troops, but superior in hand-to-hand combat against foot.

SPEARS, representing all infantry such as regular pikemen, city militia, peasant mutual defence organisations, levy or gnomes that fight with long pole arms in a rigid formation. Most fantasy authors are very hazy on the difference between spears and pikes, so we do not differentiate them here. The mutual protection provided by tight formation, spear points or joined shields gives great resisting power, so that two opposed bodies may fence and shove for some time before one breaks. Some advantage is gained by increasing a formation's depth, provided this does not cause it to be outflanked. Steady spears can usually hold off mounted troops or hordes, but are in danger from dragons, behemoths or harassment by flyers.

SHOOTERS, including all skilled foot archers, crossbowmen and others who rely on dense and accurate shooting and sword or elf knife for survival at close quarters and scorn to evade, such as wood elves, rangers, Bossonian longbowmen or the bowmen of Loh on Kregen, and also Barsoomians with radium rifles. All are much deadlier than historical archers.

WARBAND, including all wild irregular foot that rely more on a ferocious impetuous charge than on mutual cohesion, individual skills or missiles, such as Celts, wildmen or man/goblin hybrids. Foot who fail to withstand the first impact of their charge are swept away, but they often lack staying power and are vulnerable to harassment.

ARTILLERY, including all projectile-throwing crew-served engines, both gunpowder and mechanical. Much disliked by heros, who are apt to exclaim "O Hercules, the valour of man is at an end!", and more effective in fiction than historically. Tolkien describes the use of both siege engines and explosive breaching. Nitroglycerine was so easily made from mediaeval alchemists materials as to explain deaths ascribed to being torn apart by demons.

HORDES, including massed ores, goblins, reptilians, skeleton men, zombies, hosts of ghosts, oppressed masses or similar creatures. Determined and persistent, but easy to drive back temporarily with great slaughter moderated only by apparently inexhaustible numbers of replacements. Those with bows use them only at very close range, so that the effect is part of close combat. It is good practice to use hordes immediately in the forefront of the battle without regard to loss, since their losses are quickly replaced.

LURKERS, including all beings that lurk in dark places or woods to catch their prey with webs, javelins, bows, poison darts, stings or misdirection, such as giant spiders, ape men, wood sprites, bandits, pigmies, swarms of wild bees or pixies, and also those such as kraken, crocodiles or lorelei that differ by lurking in water features. Land or water lurkers are not deployed at the usual time, but instead can be placed in contact with any element that has just entered bad going or water respectively.

SNEAKERS, including all bands of infiltrators on foot, such as bearers of magic rings, master thieves, assassins, ninja or wraiths. They do not fight, but can penetrate or deceive enemy troops to capture a stronghold or attack a general unless precautions are taken.

MAGICIANS, including all learned humans or powerful supernatural beings capable of and willing to use offensive magic, such as wizards, necromancers, witches, druids, shamans and evil priests. Although classed as foot, since accurate arcane gestures and spell-reading require a steady posture, they are assumed to move with magical but finite speed. Although often good swordsmen, they still need protection by conventional troops. Their spell casting is not without danger to the user and may hinder the activities of the rest of the army, so should not be used too prodigally.

CLERICS, including all holy priests, priestesses, mullahs, hermits or military leaders of an organised ethical religion with psychic powers which are protective rather than offensive. They hinder all magic in their vicinity and defy and sometimes daunt heathen gods. They count as foot, even if depicted mounted, since they must dismount to pray, conduct ceremonies or fight manfully among their flock.

BASING

All figures must be combined into elements of one or more figures permanently mounted on a rectangular base of card or similar material. Base size is not critical provided that all bases have the same frontage and both armies use the same conventions. However, we recommend the basing conventions of WRG 7th edition ancients and DBA, for the sake of commonality and to enable those who normally play with historical armies to make use of existing troops. They are:

If figure scale is:		25mm.	15mm.	6mm.	No. of 25mm or 15mm figures.	No. of 6mm figures.
Element frontage:		60mm.	40mm.	40mm.		
Ideal depth if:	DRAGON.	80mm.	60mm.	30mm.	1	1
	AIRBOAT.	80mm.	60mm.	30mm.	1	1
	BEHEMOTH.	80mm.	40mm.	30mm.	1-4	1-6
	ARTILLERY.	80mm.	40mm.	30mm.	1	1-2
	BEASTS.	80mm.	40mm.	30mm.	2-4	5-8
	MAGICIANS.	80mm.	40mm.	30mm.	1-3	1-3
	GOD.	60mm.	30mm.	20mm.	1	1
	HORDES.	60mm.	30mm.	20mm.	5-8	15-20
	FLYERS.	40mm.	30mm.	20mm.	1-3	1-2
	HERO.	40mm.	30mm.	20mm.	1-3	1-3
	PALADIN.	40mm.	30mm.	20mm.	1-3	1-3
	CLERICS.	40mm.	30mm.	20mm.	1-3	1-3
	KNIGHTS.	40mm.	30mm.	20mm.	2-4	5-8
	RIDERS.	40mm.	30mm.	20mm.	2-3	4-5
	LURKERS.	40mm.	30mm.	20mm.	1-3	1-3
	SHOOTERS.	30mm.	20mm.	15mm.	4	8
	WARBAND.	30mm.	20mm.	15mm.	3	6
	SNEAKERS.	30mm.	20mm.	15mm.	1-3	1-3
	BLADES.	20mm.	15mm.	10mm.	4	8
	SPEARS.	20mm.	15mm.	10mm.	4	8

Since figure designers are if anything a little less predictable than the Lords of Chaos, some latitude must be allowed in base depths, especially for aerals, heroes on aerial mounts and behemoths. The conventional troop types that also appear in DBA can also have any of the other combinations of base depth and figure number allowed there. The optional extra figures mounted with heroes, clerics or magicians will normally be henchmen, acolytes or familiars. Witches often come in threes. A paladin can be accompanied by a squire or a slightly irked rescued princess. Gods can be of the next largest scale. The general's element must be easily recognisable.

It is usual to enhance visual effect by disguising bases with scenic flock or similar, not merely painting them ground colour. Figures representing regular troops should be evenly distributed along the base in a single level row, and others distinguished by using figures of differing type, pose and/or colour scheme placed more randomly. This is especially so for hordes, who by their very nature lack co-ordination. Be warned. Planning and painting such hordes is addictive!

TERRAIN

Few generals have complete freedom to choose where they will fight, so we assume that the terrain is fixed and that the players have only a limited freedom to control the direction from which they approach it. We accordingly favour a permanent terrain board with asymmetric terrain features fixed permanently to it. One alternative is to build it up from 12" or 300m square blocks or carpet tiles. To be eligible, a terrain must comply with all the following:

1. At least three of the battlefield's quarters must contain at least one terrain feature.
2. At least two of the battlefield's quarters must contain a river or bad going or impassable terrain.

The majority of the playing surface must be flat good going, which should be shown as a reasonably uniform approximation of pasture, large open fields or steppe. Bad going must be easily recognisable, and can be steep slopes, rough or boggy ground, sand dunes, a wood, a built-up area such as a village or town quarter, or small enclosed fields. Aerials count only woods and built-up areas as bad going. Gentle slopes confer combat advantages to troops higher up them, but are not bad going. An element that is partly in bad going is treated as if entirely in bad going.

Rivers must flow between two different board edges. Movement along a river is possible only to water lurkers. Wading across it is not treated as in bad going, but is penalised in other ways. It is sufficiently shallow and easy banked as to cause only moderate delay, but provides help to troops defending its bank. Roads that intersect rivers cross them by ford or bridge.

Sea and lakes can only be waded to or from an island. Cliffs are impassable terrain for ground troops, and it is advisable not to get in the position of having to recoil over their edge! Beaches are good going.

Spell casting is hindered but not prevented by running water, presumably because of the small electrical field generated. Running water includes streams, rivers, sea, and those lakes with an inflow or outflow. Magicians sometimes dwelt on islands in lakes and Celtic magicians partially succeeded in daunting Romans crossing the Menai Straits.

Roads are among the most common terrain features of fantasy worlds. Few are paved with gold (or more likely yellow brick), most being simply convenient routes by which people are in the habit of moving, so should be depicted as pale brown earth tracks. Since legendary weather is better than ours apart from the obligatory mid-winter snowfall, such tracks rarely turn to mud. Ground troop elements necessarily move astride roads rather than on them (as did actually many real troop types until recent times), so it is important that the terrain for half an element width on both sides should be identical, so as to make it obvious if the element is in good or bad going or uphill should it be involved in fighting.

Since with these rules so much less time is needed to paint armies, and the size of the playing area is so limited, we hope players will feel they can afford to spend time and ingenuity on making their terrain as visually attractive as their troops.

STRONGHOLDS

These can take any form appropriate to their army, such as an enchanted forest, elf hill, entrance door to dwarf caverns, city, beached fleet, mountain peak, barrow or graveyard, but most usually an exceptionally tall and spiky "Hollywood Gothic" castle or tower.

Strongholds are NOT troop elements. They are assumed to have their own garrison or magical protection and cannot be further garrisoned by elements. They offer powerful resistance to open attack, but are regarded as the seat of the player's power, so that their loss will lose his battle. They should not occupy more than a scale 600p square of the playing surface.

Only the defending player or side has a stronghold.

Strongholds must either be positioned on their player's base edge, or on its shoreline if this is a sea edge.

DEPLOYMENT

IN THE BASIC TWO PLAYER GAME

Both players dice. The lower scorer is the defender. He chooses the terrain and numbers its edges 1 to 4 clockwise unless this has already been done. The higher scorer is the attacker. He allocates the numbers 5 and 6 to two adjacent edges, so that these are represented twice, then dices again, taking the edge corresponding to his score as his base edge. The defender places his stronghold on that opposite. The attacker now deploys all his troops except gods, dragons and lurkers within 600p of his base edge or of its shore line if a sea edge. The defender does the same, then takes first bound.

IN CAMPAIGN BATTLES

As for the basic two player game, except that only the player currently owning the disputed province can have a stronghold. The main protagonist on his side (usually but not always the same player) is the defender and his main opponent the attacker, so that this does not have to be diced for.

IN MASS BATTLES

Each army is divided into commands, each controlled only by its own general, or that one of them designated as commander-in-chief. Commands can be of unequal size, but no command may have more than half its points of 6 AP, 4 AP and 3 AP elements, and only that of the commander-in-chief can include gods, dragons or lurkers. Elements of different commands must not intermingle when first deployed.

Both sides' commanders-in-chief dice. The lower scorer is the defender. He chooses the terrain and numbers the playing area's two long edges 1,2,3 and 4,5,6 respectively. The higher scorer is the attacker. He dices, taking the edge corresponding to his score as his base edge. The defender places his side's stronghold on that opposite. Both sides now alternately deploy one command, the attacker starting first. The defenders take first bound.

BATTLE RULES

SEQUENCE OF PLAY

The two sides take alternate bounds. During each side's bound:

1. It dices for player initiative points (PIP), which can then be used for invoking gods, deploying dragons or lurkers, desorcelling a hero or magician, replacing destroyed hordes and tactical moves. A player may reserve PIPs for bespelling enemy, but cannot keep them for use in later bounds. In mass battles, one PIP die for each command is thrown simultaneously by the commander-in-chief, but only his own can affect other generals' troops.
2. Magicians can bespell and shooters of both sides or artillery shoot in distant fire and make or inflict outcome moves, in an order decided by the side whose bound it is.
3. Any elements of both sides that are in contact with facing enemy fight in close combat and make or inflict outcome moves, in an order decided by the side whose bound it is.

DEPLOYING GODS, DRAGONS OR LURKERS

A god is not deployed on-table until he is successfully invoked by the controlling player expending 6 PIPs, then is placed adjacent to his general or one of the army's heroes. Any future score by him of only 1 PIP requires the army's first god to arrive of those currently present to leave the battlefield without returning during the battle. If both sides are relying on the same god, the first to invoke him successfully gets him, the other counts him as lost to them.

Deploying all an army's own dragons, but not those of an allied contingent, on its base edge also expends 6 PIPs, but these will not leave the battlefield unless forced to by a combat result.

Lurkers are not deployed on table at the usual time, but can instead be placed in contact with an enemy element that has just entered or been deployed in bad going, or if water lurkers, with an enemy element wading water, as a tactical move requiring 1 PIP. They cannot leave the terrain feature in which they appear, except that if they either flee or destroy all opponents within 600p, they are removed and can be used a second time for 2 PIPs or a third and final time for 3 PIPs, not necessarily in the same terrain feature.

REPLACING HORDES AND DESORCELLING HEROS OR MAGICIANS

Replacing a horde expends 1 PIP. Desorcelling a hero or magician expends 6 PIPs.

Replacement hordes reappear adjacent to their stronghold if any, but cannot if it is under attack in close combat. If they do not have a stronghold, they reappear on their own base edge, on a road if any, otherwise at its centre. They can then use other PIPs to move.

A desorcelled hero reappears on the enemy's base edge, adjacent to their stronghold if any, which he may attempt to capture when close combat is next resolved, otherwise at its centre.

Desorcelled magicians reappear where they were ensorcelled.

TACTICAL MOVES

A tactical move can be by a single element or by a group of elements. Make up to one tactical move for each remaining PIP; except that a move including magicians, aerals or both elves and dwarfs needs an extra PIP, and moves by troops whose own general is not both functional and within **600p** if out of sight behind a terrain feature, **1,200p** if not, need a further PIP.

Elements moving as a group must each be touching another of its elements and not in contact with an enemy element. Each must move parallel to, or follow, the first of them that moves; and must move the same distance or wheel through the same angles. A group move by road, or across bad going or a river, or away from any facing enemy within **600p**, must be in a one element wide column. A group move can also include reducing frontage where necessary to form such a column or to pass a gap, following a road or wheeling up to 90 degrees, but not other changes in frontage or turning in place. Aerials can group only with aerials.

A move by a single element can include any number of wheels or turns of any angle. It can be used to break-off from enemy in contact with its front, but only if these would have a lesser maximum move in the terrain it ends in, and it does not contact other enemy. An element in contact with an enemy front edge to its flank or rear cannot break-off, but unless also in contact to its front turns to face without this expending a PIP.

No element may cross the front of any enemy element which is within one element base width distance and not separated from it by an intervening element, except to contact or line up opposite such an element's front, to overfly it, to retire, or as an outcome move. An element opposite a join between two enemy elements contacts that it overlaps most.

No element can move into contact with an enemy element's flank or rear unless it starts entirely on that side of an imaginary line prolonging that base edge of the enemy element.

No element may enter a gap less than one element wide.

Aerials can fly over ground troops, water or bad going, but cannot end a move in a wood or built-up area. They cannot be contacted by ground troops other than a hero or paladin unless already in close combat to their front.

Artillery cannot move off-road in bad going, or move to contact enemy except a stronghold.

The maximum distance any element corner can move, unless added to by unused PIPs, is:

1,200p if a dragon, flyers, a hero mounted on a flyer, **or** a god.

500p if an airboat, or other heroes, paladins, riders or magicians in good going.

400p if any troops except artillery, and moving by road, or if beasts.

300p if knights or behemoth in good going, shooters or sneakers moving off-road, or artillery by road.

200p if other foot off-road, or if mounted moving off-road in bad going except beasts.

100p if its front edge is wading water unless at a road ford.

Unused PIPs from the current bound can now be used to each add **100p** to a road move by the general's element or a group that includes it, or be reserved to bespell enemy.

PASSING OVER, UNDER OR THROUGH FRIENDLY OR ENEMY TROOPS

Sneakers can pass or be passed through by any friends or enemy. Magicians can pass through any friends and gods through any friends or enemies. Any ground troops can pass under enemy flyers or aerial heroes or any friendly aerals if these are not already in close combat. Aerials can pass over any ground troops except when recoiling. Mounted can pass through friendly foot, but only if facing in the same or opposite direction.

MAGICAL ATTACK

A magician element which is neither in contact with nor overlapping any enemy can bespell one enemy element within **600p** during a bound. This expends 2 remaining PIPs.

Except for the opponents not being in contact, the effects of bespelling are resolved exactly as in other combat. A 2nd or 3rd magician element that bespells the same target element aids the bespelling of the 1st instead of its action being resolved separately. An extra PIP is expended for each extra bespeller.

DISTANT SHOOTING

Artillery within **500p** or shooters within **200p** can shoot at any one enemy element within an element base width of straight ahead, but only if neither is in contact with nor overlapping enemy.

Shooting is not permitted if a terrain feature or troop elements even partly block the shooters view of their target, except that troops just inside the edge of a wood or built-up area can shoot outward or be shot at from outside, and that aerials can be shot at over ground troops.

Artillery shoot only in an opponent's bound, and then only if they did not move or pivot in their own last bound.

A target that has not already shot and which can shoot back must do so.

Except for the opponents not being in contact, the effects of distant shooting are resolved exactly as in other combat. A 2nd or 3rd element that shoots at the same target element aids the shooting of the 1st instead of its action being resolved separately.

CLOSE COMBAT

Combat also occurs when an element has moved into, or remains in, both edge and corner to corner base contact lined up with an enemy element or stronghold.

An element not already in frontal contact which is contacted to flank or rear turns to face. If an element contacts the flanks of two such enemy elements, both these turn, the second moving to behind the first.

An element overlapping or in contact with the flank or rear of an enemy element which is fighting to its front fights only as a tactical factor for its friends. It can overlap two enemy elements on opposite flanks, or elements exposed by its own frontal opponent having recoiled, fled or been destroyed or ensorcelled that bound. Elves and dwarfs, or dragons and any troops, cannot act as an overlap for each other.

An element cannot be overlapped and contacted on the same edge, nor be overlapped by an enemy unless their both right or both left front base corners touch.

Only one element can fight in close combat against a stronghold during a bound. It can be aided by one other element on each of its flanks, even though these may be in contact with the stronghold themselves.

RESOLVING COMBAT

Whether in contact, **bespelled**, bespelling, shooting or only shot at, each player dices for his element, and adds the appropriate combat factor to its score as follows:

God, paladin, dragon or stronghold.	+6
Hero.	+5
Blades, airboat or sneakers.	+5 v foot or stronghold, +3 v others.
Behemoths.	+4 v foot or stronghold, +5 v others.
Spears, magician or cleric.	+4
Artillery.	+4 v foot or stronghold, +3 v others.
Knights, beasts or shooters.	+3 v foot or stronghold, +4 v others.
Riders or warband.	+3
Flyers, hordes, or lurkers.	+2

Spears add +1, if supported by another such element which is contiguous behind facing in the same direction, and neither is in bad going, nor is being shot at or being bespelled.

When an element is attacked in flank or rear while also fighting to its front, its opponents use only 1 die and the combat factor of the element to its front. If it wins, the outcome affects only the element to its front. Others stay in contact, and it must turn to face one next bound.

TACTICAL FACTORS

Add to or subtract from combat scores for each of the following tactical factors that applies:

- +2 if the shortest line from a bespeller crosses running water or within **600p** of a cleric or paladin, or if bespelled or shot at while in a wood or built-up area.
- +1 if the element of a general who is in close combat, shot at or bespelled.
- +1 if in close combat, and also either uphill of, or defending a river bank except at a road ford or bridge from, any except aials.
- 1 for each flank overlapped, and/or each enemy element in contact with flank or rear, or for each 2nd or 3rd element aiding a shooting or bespelling enemy or an enemy attacking a stronghold.
- 2 if any but shooters, warband, lurkers or beasts and in, or mounted or aials fighting or fought (not overlapped) by enemy who are in, bad going on or off-road, or if fighting water lurkers, or if bespelling enemy magician who is within **600p** of his own stronghold.

COMBAT OUTCOME

Compare the combat total of your element with that of its opponent, then make the outcome move specified below. This depends on its own type and that of the opponent producing the most dangerous result of those in edge contact with it or shooting at or bespelling it, but not that of those elements overlapping it.

Bespellers of any element except another magician or a god, or elements which shoot without being shot back at, any elements aiding bespelling, distant shooting or attack on a stronghold or fighting as an overlap or against flank or rear, and any opponents of sneakers except a general, stronghold or other sneakers, all disregard an unfavourable outcome. If no outcome is listed and neither breaks-off, continue fighting next bound.

If its total is equal to that of the enemy:

If Hero v Hero, or Paladin v Magician. Both destroyed if in close combat and their totals are odd, not even numbers.

If its total is less than that of the enemy but more than half:

God.	Flee off the battlefield from god, magician or cleric.
Hero.	Ensorcelled by magician. Destroyed by hero, paladin or artillery. Flee 600p from stronghold. Otherwise, recoil.
Dragon.	Destroyed by hero or paladin. If not, flee off the battlefield.
Other aerals.	Flee 600p from magician. If not, recoil.
Knights.	Destroyed by behemoths, or by shooters, artillery or magician they have moved into contact with this bound, or if in bad going. If not, recoil.
Riders.	Destroyed if in bad going. If not, recoil.
Behemoth.	Flee 600p from magician, dragon or artillery. If not, recoil.
Blades.	Destroyed by warband. If not, recoil.
Shooters or beasts.	Destroyed by any mounted in contact. If not, recoil.
Warband.	Destroyed by behemoth, or by knights if in good going. If not, recoil.
Sneakers.	Flee 600p .
Lurkers.	Flee off the battlefield.
Magician.	Ensorcelled by magician. Destroyed by hero, paladin, dragon or god. If not, recoil.
Paladin or artillery.	Destroyed if in contact.
Other foot.	Destroyed by knights if in good going or by warband. If not, recoil.
Stronghold.	Captured if in contact with any except aerals.

If its total is half that of the enemy:

Flyers.	Destroyed by hero, magician, aerals or shooters. If not, flee 600p .
Others.	Destroyed.

An element of spears that adds +1 in support of another to its front is destroyed with it.

RECOILING

A recoiling element moves back its base depth to its rear without turning. If it meets friends, it passes through to their rear if of a type allowed to do so, otherwise pushes them back if they are facing in the same direction. Behemoths, dragons or gods can only be pushed back by each other.

A recoiling element that meets terrain it cannot cross, a stronghold, or enemy or friends that it cannot pass through, push back or destroy, is destroyed. Any troops met by a recoiling behemoth or dragon except behemoths, aerials or sneakers are destroyed.

An element that recoils because of the effect of shooting from directly to its rear first turns to face.

FLEEING

A fleeing element other than lurkers is treated as if recoiling until it has moved back beyond one base depth, when it can now change direction by the minimum necessary to avoid enemy, friends it cannot pass through, or bad or impassable going, but not to avoid crossing a river, which destroys ground troops.

Troops that must flee off the battlefield are removed immediately without having to travel to its edge. If it makes their owner feel better, he may assume that they are sorely wounded or distressed.

ENSORCELLMENT

An hero or magician ensorcelled by a hostile magician is temporarily removed until desorcelled by expenditure of 6 PIPs or the destruction, ensorcellment or fleeing of the bespeller. A magician who scores 1 with a bespelling die and who has done so before is transformed into an self-ensorcelled frog or insect if the player has provided a suitable model, or is destroyed if he has not. If transformed he cannot move, bespell, fight or be attacked until desorcelled by the expenditure of 6 PIPs.

PURSUIT

An element of knights, behemoths, beasts or warband whose enemy recoil, break-off, flee or are destroyed, and that is neither in contact nor overlapping, must immediately pursue for one base depth.

LOST ELEMENTS

An element is lost if it is destroyed, leaves or flees or recoils off the battlefield, or is currently ensorcelled. A destroyed horde element that is replaced, a lurker element that returns, or an ensorcelled element that is desorcelled ceases to be lost. Elements other than lurkers that leave or flee or recoil off the battle-field and any elements of a fled command cannot return during the same battle, but reappear in the next turn of a campaign.

WINNING AND LOSING A BATTLE

A side that at the end of any bound has lost either its commander-in-chief or half its AP, and has also lost more AP than the other side, or that has lost its stronghold, must flee off the battlefield. In a mass battle, a command that loses its general must flee off the battlefield if its next PIP die score is not greater than half its AP currently lost.

CAMPAIGN RULES

INTRODUCTION

This section contains procedures for a simple mini-campaign for as many as 10 players, 6 being normal, capable if desired of being played in a single day, and using the battle rules of the previous section. The battle rules can equally be used to decide battles for larger military/political campaigns, or for Richard Bodley Scott's computer moderated campaign system.

MAPS

A stylised circular map for a six player campaign is shown inside the back cover. Maps for different numbers of participants follow the same general form. Movement is by marked routes between nodal points representing provinces, ownership of which can conveniently be shown by coloured counters. The circular form can be substituted by others that correspond better to a historical or fictional geography and/or modified by eliminating some routes or specifying them as sea movement, but it must not be possible to attack a player's capital province without first attacking another of his provinces.

RESOURCES

Each player starts with three provinces, one of which is his capital province, and a field army of 24 AP. One player also controls the centre province in addition to his normal three.

All elements that are lost through battle or siege are placed in a reserve, and all elements that are recruited are taken from that reserve, so the field army can never exceed 24 AP. Any eligible element of the field army can be nominated at the start of a battle to include the general.

THE CAMPAIGN YEAR

There are three seasonal campaigning rounds per year - SPRING, SUMMER and AUTUMN. Each player dices at the beginning of each year. The highest scorer plays first. Play then proceeds clock-wise to the left. Each player has a turn in each round.

Before the spring round, all players simultaneously write down the location of their field army. Each must locate his entire field army in any one province currently under his control. Its location is revealed and marked at the start of his first turn of the year, or if his territory is invaded or he sends a contingent to assist another player.

At the end of the autumn round, the armies retire into winter quarters until the following spring, dicing for each sea movement stage necessary to reach their own or an ally's territory if no land route is available. Each player then transfers 2 AP from his reserve to his field army for each province now under his control, plus an extra 2 AP for his capital, thus simulating new recruitment.

MOVEMENT

Troops can move a maximum of 2 movement stages along the designated routes. They cannot pass through or over a province they do not control unless granted passage by the controlling player.

INVASION

On his turn, a player who has not yet sent a contingent that season to help an ally may attack another player's province. Before deciding to do so, he may solicit allies to assist him. If he then decides to proceed with his attack, the defender may also solicit allies.

The defender can then choose either: (a) to engage the attacker in battle, moving up his field army if it is not already present; or (b) to stand a siege, moving up his field army or retreating it away if he so wishes.

The field armies of players allied or tributary to the attacker or defender are not moved to their aid, but despatch allied contingents. Their main body may not itself attack that season, but can move, together with surviving elements of such contingents, to defend one of its own provinces.

The only circumstance in which two allied field armies can be at the same location is if one is standing siege and the other is attempting to relieve it, in which case the besieged army provides only a contingent for the battle.

Instead of moving to invade, a player may use his turn to move his field army to another of his or an ally's provinces in readiness for further movement in future turns.

If a player does not take part in a battle or siege during a year, the maximum size of his field army next year is reduced to 20 AP, it being assumed that the profound peace has led him to economise and unduly neglect his defences.

SEA MOVEMENT

A field army which moves by a sea route either by sea or air other than in summer must dice for each sea movement stage. A score of 1 indicates that it has been caught in a storm and must dice again, then transfer 2 AP x his score to his reserve as lost in the storm. The first element lost must be of mounted troops if any are present. An advancing player then decides whether to continue to his destination, halt, or to return to his starting point without dicing again.

SUPPLY

A player's field army is in supply if it is either in or next to a province controlled either by himself or by another player who permits him to be supplied. A field army that ends its move out of supply dices, then transfers 2 AP x its score to its reserve as lost before battle or siege to hunger, disease and desertion. A field army which starts its turn out of supply can retreat up to 2 movement stages into supply even if it has previously provided an allied contingent.

GIVING BATTLE

If an invaded player decides to give battle, this is fought between the opposing players' field armies, using the battle rules. The player choosing the terrain should attempt to reflect the historical or fictional terrain in the vicinity of the battle site.

PARTICIPATION BY ALLIES

A player can send an allied contingent to a battle if this can move from his field army's location to the province under attack and is granted free passage through any intermediate province by the controlling player, but only if his own field army has not already made an attack that season. If two contingents are sent in a season, they must be of different elements.

An allied contingent consists of up to 6 AP from the player's own field army. It cannot include gods. One element must be nominated to include a general.

Allied contingent(s) move in sequence after the second of the main protagonists. They use their own separate die to determine how many elements/groups they can move each turn. They do not arrive on table until they score 6, then arrive in a single one element frontage column, adjacent to their stronghold if any, at that table edge best representing their map route to the battlefield relative to the main protagonists, and measuring their first move from that edge. (They may sometimes have a choice of edge). Their arrival point is that at which replacement hordes will also arrive. They cannot leave the table intentionally or change sides and attack their supposed ally, but the eagerness with which they assist him is a matter for their own conscience! If an allied contingent includes a dragon, this cannot arrive on the contingent's first score of 6.

An element can affect combat in an allied player's bound only by providing tactical factors. Artillery shoot only in the main enemy protagonist's bound.

PRESENCE OF STRONGHOLDS

Only the player owning a province, if involved, will have a stronghold on the battlefield.

RESULTS OF A BATTLE

The battle is fought until ended as specified in the battle rules. The losses of allied players are added together when determining whether their side is defeated. The original strength of allied contingents is added to that of the main army in determining the side's original AP, whether or not those contingents have yet arrived. Contingents that have not yet arrived do not count as lost. This simulates an army grimly hanging on until its reinforcements arrive. Loss of an allied contingent's general requires its remaining elements to attempt to march off and leave the table, starting with its next bound.

Elements destroyed by combat are transferred from the players' field armies to their reserves. Elements that leave the table and ensorcelled magicians return to their field army after the battle. A hero still ensorcelled at the end of the battle is taken to the bespelling magician's next stronghold, and cannot be recruited back or its AP used again unless voluntarily released by its captor, rescued by the capture of that stronghold, or desorcelled during battle at that stronghold.

Loss of a main protagonist's general or stronghold is penalised by the transfer of 4 AP from his field army to his reserve at the end of the battle in addition to those destroyed during the battle. This simulates desertion by demoralised troops.

If the player owning the province fought over is defeated, it and its stronghold is captured by the other main protagonist without any further siege. A defeated field army or contingent must retreat to another of its own provinces. If it cannot, it is destroyed.

After a battle, each player gains 1 prestige point for each AP his troops have destroyed or forced to recoil or flee off table in excess of those of his own elements that have been destroyed or forced to recoil or flee off-table. A player who captured the enemy stronghold or whose troops destroyed the main enemy protagonist's general gains an additional 4 prestige points for each such instance.

TRIBUTARY RULERS

A player can ask at any time to become a tributary of another, who, if he agrees, becomes his overlord. A tributary player must provide an allied contingent if ordered to do so by his overlord. Neither can attack the other while the relationship lasts. Either can renounce the relationship at the start of any year before dicing for order of play. A player who himself is or becomes tributary can retain or acquire tributaries of his own, and can order these to provide a contingent to support his own field army or provide a substitute contingent for his own overlord. A player cannot have 2 overlords. A player whose overlord is knocked-out of the game by losing his capital regains his independence.

STANDING A SIEGE

If the defender elects not to fight a battle, the province's stronghold is besieged. If he has a field army in the province, this must either retreat to another of his provinces or stand siege. The attacker now dices. He must score 6 to capture a stronghold in which the enemy field army is standing siege, or 5 or 6 if the enemy field army is not present. If a captured city contains the defender's field army, the whole army is lost. If a besieger fails to capture the stronghold, he loses 2 AP of his choice, which he transfers from his field army to his reserve. His allies suffer no losses. The siege continues next season unless winter intervenes or the besieging army moves or is defeated in battle. The score needed for capture reduces by 1 each season the siege lasts. A field army that has accepted siege can sally out to give battle in its next turn, but not to retreat without battle.

CONQUEST

When the time limit has been reached, each player counts as his score the prestige points he has gained in battles, 6 points for each city now under his personal control, and 4 points for each of his direct tributaries' cities. A player who loses his capital before then is out of the game, gets no points for cities, but retains his prestige points. Any remaining cities under his control become independent. They can be besieged in the normal manner, but without risk of an open battle. Field armies or allied contingents cannot pass through the territory of such an independent city, except to besiege it.

ARMY LISTS

Since there is no limit to the past, present and future imagination of authors, it would be contrary to the spirit of the genre to have compulsory army lists. The lists that follow are accordingly not intended as exclusive, but as examples that can be freely modified to your individual liking. The only restrictions on the composition of a basic army are that:

1. It must not exceed 24 army points (AP).
2. Its collective total of 6 AP, 4 AP and 3 AP elements must not exceed 12 AP.
3. One of its elements must include its only general. This cannot be a god, dragon, paladin, beasts, lurkers or sneakers element.
4. It must have a stronghold of some appropriate type for use when defending.

Where our suggested armies are based on books, read these for further descriptions. Fantasy authors are usually so prolific as to make it impractical to quote all their titles.

Some are generic armies based on a consensus of mainstream fantasy authors as diverse as J.R.R. Tolkien and Terry Pratchett, and on current fantasy wargaming practise. A second class are based on myths, legends and traditional epics, a third class are based on the works of slightly divergent fantasy writers that omit one or more of the standard ingredients or whose worlds are specially rich or complex, and a fourth class are fictional equivalents of historical armies which can be taken advantage of by historical players who wish to dabble. The idealised fictional version often differs considerably from what is known today of the real army.

GENERIC ELF OR FAIRY

Tall slim immortal humanoids. Those of folklore are not quite as kindly as some of Tolkien's characters think, and Poul Anderson's "Three Hearts and Three Lions" is a useful corrective. Stronghold: Hollow hill, an enchanted grove or tree house, or a Hollywood Gothic castle, possibly disguised as a rocky outcrop or tor.

Magician General (Elf King or Queen) @ 4 AP.	1
Magician (one or more of the Wise) @ 4 AP.	2
Knights (armoured lancers on fairy horses) or Spears @ 2 AP.	2
Shooters (expert archers armed with bow and elf knife) @ 2 AP.	4

Alternatives: Sneakers (elf thieves) @ 3 AP, or Lurkers (pixies or water sprites) @ 1 AP.

GENERIC DWARF

Best depicted as 3 feet tall but wide heavily bearded miniature vikings. See Tolkien, or Terry Pratchett's "Wyrd Sisters". Stronghold: Cavern **with** impressive bronze door.

Hero General (Dwarf King) @ 4 AP.	j	1
Blades (dwarfs with axe or warhammer) @ 2 AP.	i	9
Shooters (dwarfs with bow or crossbow) @ 2 AP.		1

Alternatives: Sneakers (party of dwarf adventurers) @ 3 AP.

GENERIC GOBLIN OR ORC

Although the dictionary definition of ore is merely "monster", modern authors universally follow the lead of Tolkien in using the term as a synonym for a large goblin. These have not had a fair press. They are fanatically brave in spite of being weaker and less practised than most other humanoids, and must be kind to animals, since they train them so well. It is interesting that Tolkien's characters describe them in terms very similar to those used by medieval chroniclers to describe Mongols, who in our day are considered a nice friendly people of slightly eccentric life style. We might instead think of such goblins as a fantasy counterpart of the apocryphal northerner, clannish, rough spoken, given to the imbibing of strong but peculiar liquor, keeping analogues of whippets and pigeons, prone to mob violence at away fixtures and perhaps too easily influenced by radical politicians of other races. Stronghold: Cavern entrance.

Warband General (Goblin Chief and bodyguard of exceptionally large goblins) @ 2 AP.	1
Flyers (swarms of vampire bats) @ 2 AP.	2
Riders (goblins mounted on wolves) @ 2 AP.	2
Beasts (wolves without riders) @ 2 AP.	2
Hordes (goblins with assorted weapons) @ 1 AP.	9
Lurkers (giant spiders or octopoid water monsters) @ 1 AP.	1

Alternatives: Magician General (human or dark elf sorcerer) @ 4 AP, or an element of Behemoths (troop of large trolls) @ 4 AP.

GENERIC GNOME

Gnomes are the third of the underground humanoid races. They have a more cohesive and legalistic society than the others, keeping to themselves, observing bargains but rigidly enforce the fine print and are vindictive about non-compliance. They are the same height as dwarfs and live underground, but are slimmer built, unbearded and of dull complexion and dress. Stronghold: Cavern entrance.

Spear General, @ 2 AP.	1
Spears (gnomes drilled to fight in mass with pole arms) @ 2 AP.	7
Shooters (gnome archers drilled to shoot in volleys on command) @ 2 AP.	4

GENERIC UNDEAD

Based on no specific work of fiction, but included to accomodate excellent ranges of popular figures. Stronghold: Necropolis, graveyard, barrow or black castle.

Magician General (the necromancer who raised the army) @ 4 AP.	1
Sneakers (wraith or human vampire) @ 3 AP.	1
Flyers (swarm of bats or undead or skeletal flyers) @ 2 AP.	2
Knights (skeleton chariots) @ 2 AP.	1
Riders (skeletal cavalry) @ 2 AP.	2
Hordes (skeleton men and/or zombies) @ 1 AP.	6
Lurkers (ghouls, or drowned sailors or maidens) @ 1 AP.	1

Alternatives: Heroes (**revivified** heroes from ancient times) @ 4 AP, or Behemoths (skeletal elephants, dinosaurs or equivalent) @ 4 AP.

GENERIC REPTILIAN

Found in many fantasy novels, often as the degenerate remnants of an earlier technological civilisation. Stronghold: Semi-ruined city of weirdly proportioned architecture.

Behemoth General (as below) @ 4 AP.	1
Behemoth (large quadrapedal dinosaur or tortoise with multiple crew) @ 4 AP.	2
Flyers (on pterosaurs) @ 2 AP.	1
Riders (on small fast bipedal dinosaurs) @ 2 AP.	2
Hordes (reptile men with assorted weapons on foot) @ 1 AP.	6

Alternatives: Magician (group of wizard lizards) @ 4 AP, Airboat @ 3 AP, Knights (reptile men mounted on larger bipedal dinosaurs) @ 2 AP, Beasts (pack of small carnivorous dinosaurs and reptile man handler) @ 2 AP.

GENERIC MEDIEVAL

Humans with medieval culture, but superior comfort and plumbing. See also specific armies listed later. Stronghold: Castle.

Hero (Prince) @ 4 AP.	1
Knight General (King) @ 2 AP.	1
Knights @ 2 AP.	5
Spears (pikemen or spearmen) or Blades (halberdiers) @ 2 AP.	2
Shooters (longbowmen or crossbowmen) @ 2 AP.	2

Alternatives: Magician (court wizard) @ 4 AP, Cleric (bishop) @ 3 AP, or Sneakers (disguised as musicians or gypsies) @ 3 AP, or Lurkers (robbers dressed in green) @ 1 AP.

GENERIC BARBARIAN

Humans lacking in non-oral culture and fond of old fashioned sports like head hunting, cattle raiding or world conquest. Stronghold: Hill fort or pallisaded hall.

Hero General (King) @ 4 AP.	1
Magician (shaman or druids) @ 4 AP.	1
Riders (lightly or un-armoured horsemen or pony riders armed with javelins) @ 2 AP.	1
Warband (mixed foot warriors) @ 2 AP.	6
Shooters (archers or slingers) @ 2 AP.	1

Alternatives: Cleric (ethical druid) @ 3 AP, Knights (charioteers) @ 2 AP, or Lurkers (ambush parties) @ 1 AP.

GENERIC NOMAD

As above, but preferring to do it on horse back. Stronghold: Wagon laager or yurts and herds.

Hero General (Khan) @ 4 AP.	1
Magician (shaman) @ 4 AP.	1
Riders (irregular horse archers) @ 2 AP.	8

Alternatives: Behemoths (woolly mammoths) @ 4 AP, or Knights (armoured noble lancers) @ 2 AP.

GENERIC EVIL

Based on a number of novels by various authors in which an evil sorcerer of minimal military skill attempts world conquest by magic and unskilled masses, sometimes supplemented after initial failure by competent mercenaries. Stronghold: Black tower or gateway of ruined city.

Magician General (evil sorcerer, often on litter carried by slaves) @ 4 AP.	1
God (neglected evil god favouring mass human sacrifice) @ 4 AP.	1
Sneakers (wraiths, red shadows or similar sendings) @ 3 AP.	1
Riders (mercenary or fanatic light cavalry) @ 2 AP.	1
Hordes (enslaved or deluded inhabitants of conquered territories) @ 1 AP.	11

Alternatives: Aerial Hero (powerful winged demon) @ 6 AP, Hero General @ 4 AP, Magicians (groups of subordinate wizards) @ 4 AP, Flyers (flock of winged demons) @ 2 AP, Knights (mercenary heavy cavalry) @ 2 AP, or Spears @ 2 AP.

GENERIC CHAOS

Based on novels by authors, among whom Moorcock is preeminent, in which Things from what Terry Pratchett happily names "The Dungeon Dimensions" invade the real world, usually long on variety, but depending on human dupes for such organisation as they possess. Stronghold: Psychic gateway to other planes of existence, often in the middle of a stone circle.

Hero General (accursed human or demon) @ 4 AP.	1
Behemoths (hydra, chimera, jabberwock, or huge chariots drawn by reptiles) @ 4 AP.	2
Flyers (winged demons, griffons, harpies, hippogriffs, manticores or wyverns) @ 2 AP.	2
Hordes (mixed armed degenerate semi-humanoids) @ 1 AP.	8

Alternatives: Aerial Hero (powerful winged demon) @ 6 AP, Dragon (or similar) @ 4 AP, Beasts (giant wolves, dogs or bears, possibly with mutations) @ 2AP, Warband (barbaric human allies) @ 2 AP, Knights (barbaric charioteers) @ 2 AP, or Riders (barbaric or undead cavalry) @ 2 AP.

GREEK MYTH

Mythical creatures of the Greek or Thracian countryside, as in classical Greek mythology and its modern derivatives such as the works of Thomas Burnett Swann, but also influenced by the film "Jason and the Argonauts". Stronghold: Sacred grove.

Magician General (beautiful sorceress) @ 4 AP.	1
Hero (on foot) @ 4 AP.	1
God (usually Pan) @ 4 AP.	1
Flyers (harpies - vultures with women's head and torso) @ 2 AP.	1
Riders (centaurs) @ 2 AP.	2
Beasts (lions, wolves , bears, boars or stags) @ 2 AP.	2
Lurkers (fauns or dryads) @ 1 AP.	1
Water Lurkers (naiads) @ 1 AP.	1

Alternatives: Aerial Hero (on winged horse) @ 6 AP, Behemoth (animated giant bronze statue or gorgon) @ 4 AP, Spears (hero's companions) @ 2 AP, Warband (Colchian/Thracian peltasts) @ 2 AP, or Hordes (skeleton men from sowing dragon's teeth) @ 1 AP.

HOMERIC EPIC

Based on Homer's Illiad and other tales of the Trojan War.

GREEK

Stronghold: Ditch and bank protecting beached ships.

Gods (from Athene, Hephaestus, Hermes, Poseidon) @ 4 AP.	2
Hero (Achilles - in two-horse chariot with driver) @ 4 AP.	1
Knight General (King Agamemnon - in two-horse chariot with driver) @ 2 AP.	1
Knights (in two-horse chariot with driver) @ 2 AP.	3
Spears (with spear and tower shield) @ 2 AP.	1
Warband (Achilles' myrmidons) @ 2 AP.	1

Alternatives: Sneakers (Wooden Horse) @ 3 AP.

TROJAN

Stronghold: Mycenaen or Hittite city gate house.

Gods (from Aphrodite, Apollo, Ares, Artemis) @ 4 AP.	2
Hero General (Hector - in two-horse chariot with driver) @ 4 AP.	1
Knights (in two-horse chariot with driver) @ 2 AP.	4
Shooters (archers, commanded by Paris) @ 2 AP.	1
Riders (Amazon allies) @ 2 AP.	1

ARTHURIAN EPIC

Based on Malory, Tennyson and their Hollywood derivatives. Stronghold: Hollywood Gothic fortress of Camelot.

Hero General (King Arthur) @ 4 AP.	1
Hero (Lancelot) @ 4 AP.	1
Magician (Merlin, Morgana or Nimue) @ 4 AP.	1
Knights (of the Round Table) @ 2 AP.	4
Shooters (longbowmen) @ 2 AP.	2

Alternatives: Paladin (Galahad) @ 4 AP, or Spears (with spear and shield) @ 2 AP.

CAROLINGIAN EPIC

Based on the French medieval romances of Charlemagne and his paladins. Stronghold: Castle.

Paladins (Roland & Oliver paired on same base and Ogier & Carrahue likewise), @ 4 AP.	2
Cleric (bishop) @ 3 AP.	1
Knight General (Charlemagne) @ 2 AP.	1
Knights (including lesser paladins) @ 2 AP.	5
Horde (mixed foot soldiers) @ 1 AP.	1

IRISH EPIC

Based on the traditional epic of the Red Branch. Strongholds: Irish Rath.

ULSTER

Hero (Cuchulain, in 2 horse chariot with driver) @ 4 AP.	1
Hero (Connall of the Victories, in 2 horse chariot with driver) @ 4 AP.	1
Cleric (Cathbad the Druid) @ 3 AP.	1
Knight General (King Conchobar, in 2 horse chariot with driver) @ 2 AP.	1
Knights (in 2 horse chariots with driver) @ 2 AP.	4
Hordes (Ulster foot) @ 1 AP.	3

IRISH

Magician General (Queen Maeve, in 2 horse chariot with driver) @ 4 AP.	1
Magicians (the 3 witch daughters of Calatan) @ 4 AP.	1
Hero (Fergus Mac Roy, in 2 horse chariot with driver) @ 4 AP.	1
Knights (in 2 horse chariots with driver) @ 2 AP.	4
Hordes (Irish foot) @ 1 AP.	4

Alternatives: Spears (Sons of Clan Calatan, described as a multi-legged and armed monster, but possibly based on a drilled Roman unit of auxilia palatina!) @ 2 AP.

NORSE MYTH

Based on the legend of RAGNAROK, the final war between the Aesir and the Giants, the former downgraded to heroes paired two to an element, the latter downgraded to hordes to simulate endless numbers.

AESIR

Stronghold: Viking hall with gilt roof.

Hero General (Odin: 1 eye, spear, 8 legged horse, plus Tyr: 1 hand, sword) @ 4 AP.	1
Heroes (Thor: red beard, hammer, chariot drawn by 2 huge goats) @ 4 AP.	1
Heroes (Heimdall: blonde, beardless, horn, sword, plus Freyr: blonde, bearded) @ 4 AP.	1
Flyers (valkyries: blonde warrior maids on flying horses) @ 2 AP.	1
Blades (einherjar: slain warriors brought to Valhalla to feast and fight) @ 2 AP.	4
Beasts (Odin's wolves) @ 2 AP.	1

Alternatives: Sneaker (Loki: red haired beardless trickster) @ 3 AP.

GIANTS

Stronghold: Stone Castle.

Magician General (Surt: 11 ft fire giant, plus Utgardloki and Thiazi) @ 4 AP.	1
Behemoths (Fenris: huge wolf, plus Garm: huge dog) @ 4 AP.	1
Behemoth (The World Serpent) @ 4 AP.	1
Knights (8 ft hairy fire giants with fiery swords on black percheron horses) @ 2 AP.	2
Hordes (9 ft frost giants) @ 1 AP.	8

ARABIAN MYTH

Based on the Arabian Nights and its Hollywood derivatives. Stronghold: Oriental city gates.

Cleric (imam or mullah) @ 3 AP.	1
Sneakers (assassins or Sinbad) @ 3 AP.	1
Flyers (small magic carpet, flying horse or winged serpents) @ 2 AP.	1
Blade General (the Caliph and his giant negro bodyguards) @ 2 AP.	1
Riders (Hollywood mailed Saracen horsemen) @ 2 AP.	4
Shooters (Arab, Saracen or Nubian archers) @ 2 AP.	2
Hordes (Arabs with spear and shield) @ 1 AP.	2

Alternatives: Magician General (the Wicked Vizier and his bodyguard) @ 4 AP, or Behemoths (gigantic djinni or afrit) @ 4 AP.

PERSIAN EPIC

Based on the Persian legends collected in the Shah Nama by the poet Firdausi. Stronghold: Oriental city gateway.

Behemoth General (riding on elephant) @ 4 AP.	1
Heroes (Persian mailed lancers or mace wielders, often on armoured horses) @ 4 AP.	2
Riders (Persian mailed archers on unarmoured horses) @ 2 AP.	6

Alternatives: Hero General @ 4 AP, or Knights (Iskander's iron horsemen on fire breathing wheeled iron horses) @ 2 AP.

JAPANESE EPIC

Based on Japanese legendary history and the films of Kurosawa. Stronghold: Japanese castle.

Sneakers (ninja) @ 3 AP.	1
Blade General (seated impassively among banners and bodyguards) @ 2 AP.	1
Riders (mounted samurai) @ 2 AP.	2
Blades (samurai swordsmen) @ 2 AP.	4
Shooters (expert samurai archers, or arquebusiers) @ 2 AP.	2
Hordes (ashigaru or armed villagers) @ 1 AP.	2
Lurkers (ronin or bandits) @ 1 AP.	1

Alternatives: Hero General @ 4 AP, Heroes @ 4 AP, Cleric (Bhuddist ascetic) @ 3 AP.

AZTEC MYTH

Based on the Aztecs' own beliefs and a number of modern novels. Stronghold: Teocalli.

Hero general @ 4 AP.	1
Magicians (sacrificing priests of Huitzilpochtli) @ 4 AP.	1
Flyers (winged serpents) @ 2 AP.	1
Blades (jaguar or eagle knights wielding obsidian edged swords) @ 2 AP.	2
Shooters (arrow knights with bow) @ 2 AP.	1
Hordes (lesser warriors) @ 1 AP.	8

HYBORIAN

Based on the Conan novels of Robert E. Howard and to a lesser extent on pastiches by several authors and the classic Hyborian postal campaign once run by Tony Bath. There is only one hero (Conan), who must be diced for each year of a campaign until he reaches Aquilonia.

NORTHERN BARBARIANS

These include red bearded Vanir and blonde bearded Aesir, both Viking equivalents, brown haired Hyperboreans dressed in white furs, and black haired bare chested Cimmerians.

Stronghold: Pallisaded villages.

Blade General or Warband General @ 2 AP. 1

Blades (Vanir or Aesir axemen in mail shirt and horned helmet) or Warband, @ 2 AP. 11

Alternatives: God (Crom for Cimmerians only) @ 4 AP, or Riders (Hyperboreans only) @ 2 AP.

PICTS

Small dark haired tattooed savages with feathers in their hair. Stronghold: Wood containing pallisaded village.

Magician General: Shaman @ 4 AP. 1

Shooters (Picts with bow and tomahawk) @ 2 AP. 11

Alternatives: Sneaker (swamp devil) @ 3 AP, or Beasts (sabretooths, panthers or giant snake) @ 2 AP.

MEDIEVAL STATES

These include Argos, Aquilonia, Brythunia, Corinthia, Khauran, Khoraja, Koth, Nemedia, Ophir and Zamora. Stronghold: City gatehouse.

Knight General @ 2AP. 1

Knights (plate-armoured) @ 2AP. 3

Spears (uniformed foot with pole-arms) @ 2AP. 4

Shooters (Bossonian longbows in Aquilonia, Shemite bows in Khauran, Khoraja, Koth and Zamora, crossbows elsewhere) @ 2 AP. 4

Alternatives: Hero or Hero General (Conan) @ 4 AP, Magician @ 4 AP, Sneakers (party of assassins) @ 3 AP, or Riders (Shemite horse archers in Khauran, Khoraja and Zamora, mercenary cavalry elsewhere) @ 2 AP.

SHEM

Civilised Semitic nation described as swarthy, hook-nosed and with curled black beards. Stronghold: Eastern city gateway.

Rider General @ 2AP. 1

Riders (with bow, spear, scale corslet, cylindrical helmet, bright housings) @ 2 AP. 5

Shooters (with bow, spear and scale corslet) @ 2 AP. 6

Alternatives: Riders (Kushite or Hyrkanian mercenaries) @ 2 AP.

STYGIA

The oldest, most magical and most evil nation of Hyboria, basically Egyptian. Stronghold: Age old tomb.

Magician General (often in magical chariot with strange driver) @ 4 AP.	1
Knights (charioteers) @ 2 AP.	4
Riders (light horsemen) @ 2 AP.	2
Shooters (archers and pavise holders) @ 2 AP.	4

Alternatives: Magicians (acolytes) @ 4 AP, Sneakers (demon) @ 3 AP or Flyers (flock of demons or large flying reptile) @ 2 AP.

BLACK NATIONS

These are south of Stygia and include Kush, Darfar, Keshan, Punt and Zembabwei. Stronghold: Kraal in Punt or Zembabwei, stone city gateway elsewhere.

Rider General @ 2 AP.	1
Riders (light horsemen with lance, silver scale corslet, ostrich feathers) @ 2 AP.	6
Warband (irregular warriors with spear and hide shield) @ 2 AP.	5

Alternatives: Hero General (Conan) @ 4 AP, Magician (shaman) @ 4 AP.

NEAR EASTERN NATIONS

These include Turan (Hollywood Saracen), Hyrkania (Mongol), and Zuagir (Arab). Stronghold: Eastern city gateway for Turanians, nomad camp for Hyrkanians or Zuagir.

Rider General @ 2 AP.	1
Riders (mailed cavalry with bow and lance) @ 2 AP.	11

Alternatives: Hero (Conan) @ 4 AP, or Magician @ 4 AP.

VENDHYA

Indian nation ruled by a young queen and unreliable nobles. Stronghold: Indian city gateway.

Rider General @ 2 AP.	1
Riders (mailed cavalry with bow and lance) @ 2 AP.	11

Alternatives: Hero (Conan) @ 4 AP, Behemoths (war elephants) @ 3 AP.

KHITAI

Chinese nation, the only major power not to employ Conan. Stronghold: Chinese city gateway.

Magician (resembling Chinese sage) @ 4 AP.	1
Rider General @ 2 AP.	1
Riders (mailed cavalry with bow and lance or halberd) @ 2 AP.	9

Alternatives: Magician general @ 4 AP, Blades (halberdiers) @ 2 AP, Shooters (with bow or crossbow) @ 2 AP.

BARSOOM

Based on Edgar Rice Burroughs' Martian novels.

RED MEN

Stronghold: City gateway.

Hero General (John Carter) @ 4 AP.	1
Airboats @ 3 AP.	2
Blades (Red Martians carry but despise radium rifles, prefer the sword) @ 2 AP.	7

Alternatives: Behemoths (troop of great white apes) @ 4 AP, Beasts (banths - Martian multi-legged lions) @ 2 AP, or Hordes (ghostly archers killing by mental suggestion) @ 1 AP.

GREEN MEN

Stronghold: Nomad camp or ruined city.

Hero General (mounted on thoot) @ 4 AP.	1
Knights (thoot riders with 40' lance and radium rifle) @ 2 AP.	6
Shooters (dismounted for fire support with radium rifle) @ 2 AP.	4

Alternatives: Artillery (for defence against airboats) @ 3 AP.

FAERIE QUEENE

Based on Spencer's difficult Elizabethan epic poem, but better known through Sprague de Camp's and Fletcher Pratt's "The Incomplete Enchanter".

GLORIANA'S KNIGHTS

Stronghold: Castle.

Hero General (Sir Artegal) @ 4 AP.	1
Hero (Britomart - female knight) @ 4 AP.	1
Cleric (Lady Cambina - white magician) @ 3 AP.	1
Knights @ 2 AP.	6
Lurker (Belphebe - female Robin Hood and hunter of losels and magicians) @ 1 AP.	1

Alternatives: Hero (Sir Cambell) @ 4 AP.

LEAGUE OF ENCHANTERS

Stronghold: Invisible castle in wood.

Magician General (Busyrane) @ 4 AP.	1
Magicians @ 4 AP.	2
Flyer (armoured man on wyvern) @ 2 AP.	1
Warband (allied Da Derga) @ 2 AP.	3
Hordes (mixed semi-humanoids) @ 1 AP.	3
Lurkers (losels - large woods dwelling apemen) @ 1 AP.	1

I Alternatives: Sneakers (traitorous knights) @ 3 AP.

DE CAMP NOVARIAN.

The five following armies are from an alternate world created by L.Sprague de Camp. Novaria is a region of small warring city states with late medieval technology. Othomae is one such state, distinguished by its ruler descending in the legitimate line, but the army being commanded by the last ruler's most competent illegitimate son. Other Novarian states substitute riders for knights. Of the larger surrounding countries, the army of Mulvan is basically medieval Hindu, that of Fedirun Arab camel riders, that of Paalua naked black warriors with a high moral code that forbids the wearing of clothes and justifies the civilising of neighbours by ingesting them, and those of the tribes of Shven of rather mercenary northern nomads. All nations employ magicians.

OTHOMAE

Most powerful of the city states. Stronghold: City gate house.

Magicians (academic doctors of thamaturgy) @ 4 AP.	1
Knight General (Grand Bastard) @ 2 AP.	1
Knights (regular plate armoured gendarmes) @ 2 AP.	2
Riders (skirmishing mailed javelin cavalry) @ 2 AP.	1
Spears (regular pikemen) @ 2 AP.	4
Shooters (regular crossbowmen) @ 2 AP.	2

SHVENITE

Hunnic-type horse nomads. Stronghold: Encampment of yurts and herds.

Behemoths (woolly mammoths with archer crew in howdahs) @ 4 AP.	3
Rider General (mailed nomadic chieftain and escort) @ 2 AP.	1
Riders (irregular light horse archers) @ 2 AP.	5

Alternatives: Magician (shaman) @ 4 AP.

FEDIRUN

Camel-riding arab-type nomads. Stronghold: Encampment of black tents.

Rider general @ 2 AP.	1
Riders (javelin armed camelmen) @ 2 AP.	11

Alternatives: Magician @ 4 AP.

MULVANIAN

Civilised Indian state. Stronghold: Indian city gateway.

Rider General @ 2 AP.	1
Riders (mailed horsemen with lance and bow) @ 2 AP.	11

Alternatives: Behemoth General (mounted on elephant) @ 4 AP, Behemoth (war elephant) @ 4 AP, Magician @ 4 AP.

PAALUAN

Naked black cannibals of high moral integrity. Stronghold: Roman style entrenched camp.

Magician General (assisted by witch doctors in usual regalia) @ 4 AP.	1
Behemoths (giant lizards, each with a crew of 4 archers and 2 spearmen) @ 4 AP.	2
Riders (bouncers - naked black men with javelins riding kangaroos) @ 2 AP.	2
Hordes (naked black men with spear and shield) @ 1 AP.	8

Alternatives: Artillery (mechanical dart and stone-throwers) @ 3 AP.

WELL OF THE UNICORN

Based on Fletcher Pratt's classic novel.

VULKING

An oligarchic semi-republican order slowly taking over the Empire of the Well from within.
Stronghold: City gateway.

Magician General (Vulking marshal) @ 4 AP.	1
Riders (gentours - light cavalry with shield, darts and thrower) @ 2 AP.	2
Blades (Vulking terciaries - spiked shield, stabbing sword, darts and thrower) @ 2 AP.	6
Shooters (helpers - with mixture of bows, javelins and slings) @ 2 AP.	2

SALMONESSAN

An independent feudal duchy infuriated by Vulking encroachment. Stronghold: City gateway.

Blade General (Duke Roger and the Pillars - guard halberdiers) @ 2 AP.	1
Knights (Carroehene mercenaries) @ 2 AP.	2
Knights (Baronial) @ 2 AP.	3
Spears (Salmonessan) @ 2 AP.	4
Warband (Mariolan exiles) @ 2 AP.	1
Shooters (Fisher bows) @ 2 AP.	1

DALARNAN

The army of the anti-Vulking revolt. Stronghold: Town gateway.

Hero General (Airar) @ 4 AP.	1
Knights (Carroehene) @ 2 AP.	2
Riders (Hestinga) @ 2 AP.	1
Blades (Scroby plated foot) @ 2 AP.	1
Blades (Mikalegon's axemen) @ 2 AP.	1
Spears (Dalecarls and Mariolans) @ 2 AP.	2
Shooters (Skogalang archers) @ 2 AP.	2
Shooters (Fisher twist-spear hurlers) @ 2 AP.	1

KREGEN

Based on the Scorpio/Kregen/Antares series in the Edgar Rice Burroughs tradition of the earthman translated to a distant planet, initially published under the pen name of Alan Burt Akers and then that of the hero and narrator Dray Prescott, who functions both as warleader of a major state and also in disguise as an undercover James Bond. Kregen has a very rich collection of cultures including a human majority, but also avian, porcoid, leonine, feline, sauroid, bovine, vulpine, and multi-armed or tail-handed humanoids, as well as elf-like Ifts and dwarf-like Tumps. These ride an equally large selection of beasts from the unicorn-like zorca to the eight-legged Vove and some fly on giant birds or pterosaurs. Wars are not racial, except against fish-headed Shanks who do not really deserve to be classed as Hordes, but then, nobody loves them! Addicts are presently frustrated by an unappreciative publisher halting this jewel of a series at No.37, although German translations have reached No.45. Maps of the northern and southern hemispheres are included in No.5 and No.11 respectively.

PRE-PRESCOT VALLIA

A vaguely Elizabethan northern hemisphere island maritime nation. Stronghold: City gateway.

Airboat (anti-gravity mastless galleon) @ 3 AP.	1
Artillery (mechanical bolt- or stone-throwers) @ 3 AP.	1
Shooter General (Emperor and crimson longbowmen bodyguard) @ 2 AP.	1
Riders (mostly on 6 legged totrix) @ 2 AP.	2
Warband (Mercenaries of mixed races, shieldless, with sword and main gauche) @ 2 AP.	4
Shooters (Lohvian mercenary longbows or Valkan bowmen) @ 2 AP.	2

IMPERIAL VALLIA

Vallia after Dray Prescott beomes Prince Majister by marriage. Stronghold: Military camp.

Hero General (Dray Prescott - typically in red loin cloth and loaded down with assorted swords and longbow, mounted on nickvove or zorca) @ 4 AP.	1
Knights (nickvove riders) @ 2 AP.	1
Riders (preferably on zorca, but some on totrix and similar six-legs) @ 2 AP.	1
Spears ("Brumbite" pikemen) @ 2 AP.	4
Blades ("Churgur" sword and shield men) @ 2 AP.	2
Shooters (bowmen) @ 2 AP.	2

Alternatives: Aerial Hero General @ 6 AP, Behemoths (thomplods) @ 4 AP, Airboats (anti-gravity galleons with masts and sails) @ 3 AP, Artillery @ 3 AP, Cleric (wizard of Loh) @ 3 AP, Flyers (four-armed Djangs on fluitdruins) @ 2 AP, Knights (on four-legged dinosaur Swarfs) @ 2 AP, Shooters (Lohvian longbows) @ 2 AP, or Lurkers (freedom fighter guerillas) @ 1 AP.

LOH

Home of the famous mercenary longbowmen. Stronghold: City gateway or military camp.

Artillery (bolt-throwers on carts) @ 3 AP.	2
Rider General (with bodyguard on six-legged natrix) @ 2 AP.	1
Shooters (longbowmen) @ 2 AP.	8

Alternatives: Cleric (wizard) @ 3 AP, or Knights (on four-legged dinosaur Swarfs) @ 2 AP.

CLANSMEN

Nomads of the southern part of the northern continent of Segesthes. Stronghold: Nomad camp.

Knight General (with bodyguard on voves) @ 2 AP.	1
Knights (on vove - larger horned and tusked horsy relative of nikvove) @ 2 AP.	7
Riders (mounted archers on zorca) @ 2 AP.	4

RADVAKKAS

The unpleasant iron riders of northern Segesthes. Stronghold: Nomad camp.

Knight General (with bodyguard on benhoffs) @ 2 AP.	1
Knights (mailed Mongol lancers on benhoffs - like six-legged musk oxen) @ 2 AP.	11

PANDAHEM

Large island home of a number of warring petty states including the very unreasonable Bloody Menahem. Stronghold: City gate.

Rider General (with bodyguard on zorcas) @ 2 AP.	1
Riders (on white six-legged hersanys or on zorcas) @ 2 AP.	2
Warband (Mercenaries of mixed races, shieldless, with sword and main gauche) @ 2 AP.	9

Alternatives: Magician General (sorcerer of Loh) @ 4 AP, Sneakers (stikitch assassins) @ 3 AP, Artillery @ 3 AP, or Blades (Hamal-trained foot) @ 2 AP.

HAMAL

Dominant state of the southern continent of Havilfar, ruled by mad empress Thyllis, most advanced manufacturer of airboats, and reliant on its disciplined infantry legions. Stronghold: City gateway or military camp.

Airboat (anti-gravity mastless galleons) @ 3 AP.	2
Blade General (with bodyguards) @ 2 AP.	1
Flyers (on fluttrells or mirvols) @ 2 AP.	1
Riders (of zorca or of totrix or other six-legs) @ 2 AP.	2
Blades (legions with sword, shield and throwing spear) @ 2 AP.	3
Shooters (crossbowmen) @ 2 AP.	1
Warband (mercenaries of mixed races, shieldless, with sword and main gauche) @ 2 AP.	1

Alternatives: Magician (sorcerer of Loh) @ 4 AP, Artillery @ 3 AP, Sneakers (stikitch assassins) @ 3 AP, knights (on four-legged dinosaur swarfs) @ 2 AP, or Hordes (levy foot with spears, often chained together in combat) @ 1 AP.

MOORCRIM

Raiding wildmen of Havilfar. Stronghold: Hilltop village.

Flyer General (with bodyguard on tyryvols) @ 2 AP.	1
Flyers (on reptilian tyryvols, armed with halberd and bow) @ 2 AP.	11

Alternatives: Magician (shaman) @ 4 AP, Hordes @ 1 AP, or Lurkers (cave dwellers) @ 1 AP.

SHANKS

Fish headed invaders from around the curve of the world, dedicated to destroying all other intelligent life forms. Stronghold: beached ships or military camp.

Blade General (with bodyguard) @ 2 AP.	1
Riders (on sleeth, small bipedal dinosaur) @ 2 AP.	2
Shooters (with compound bow) @ 2 AP.	2
Hordes (foot with trident or assorted weapons) @ 1 AP.	14

Alternatives: Magicians (fish-shamen?) @ 4 AP, Airboats (of distinctive design) @ 3 AP, or Artillery (bolt-throwers dismounted from ships) @ 3 AP.

DERYNI

Based on the battles in "Saint Camber", "High Deryni" and "The King's Justice", by Katherine Kurtz. Stronghold: Castle.

ARMY OF EX-QUEEN ARIELLA circa 860

Magician General (Ariella) @ 4 AP.	1
Knights (in mixed plate and mail) @ 2 AP.	1
Riders (Torenthi cavalry) @ 2 AP.	6
Warband (Torenthi foot) @ 2 AP.	3

ARMY OF GRAND-MASTER JEBEDIAH circa 860

Cleric General (Jebediah) @ 3 AP.	1
Cleric (Deryni bishop) @ 3 AP.	1
Knights (in mixed plate and mail) @ 2 AP.	2
Riders (lesser men-at-arms) @ 2 AP.	4
Spears (foot with spear, helmet and shield) @ 2 AP.	2
Shooters (foot with bow) @ 2 AP.	1

ARMY OF KING KELSON circa 1120

Magician General (Kelson) @ 4 AP.	1
Magician (Morgan) @ 4 AP.	1
Knights (in full plate) @ 2 AP.	3
Riders (mailed horse archers) @ 2 AP.	3
Spears (foot with spear, helmet and shield) @ 2 AP.	1
Shooters (foot with bow) @ 2 AP.	1

ARMY OF REBEL ARCHBISHOP LORIS circa 1120

Knight General (Archbishop Loris) @ 2 AP.	1
Knights (in plate armour) @ 2 AP.	5
Riders (Connaiti mercenary horse archers) @ 2 AP.	4
Hordes (rebel peasant fanatics stirred up by Loris) @ 1 AP.	4

TEKUMEL

Based on the world of the "Petal Throne" created by M.A.R. Barker in his novels, games and source books. There are five great empires, Tsolyanu in the centre with sea to its south, surrounded from west to east by Livyanu, Mu'ugalavya, Yan Kor, a number of smaller states and Salarvya. There are no horses, but some non-human auxiliaries and many all female formations. Strongholds: Stone city gateways, possibly vaguely Toltec in character.

Magicians (offensive sorcerers) @ 4 AP.	1
Clerics (defensive sorcerers) @ 3 AP.	1
Blade General (on command platform with aides and signaller musicians, or in palanquin, each escorted by guards) @ 2 AP.	1
Spears or Blades (varied sword and axe units) @ 2 AP.	5
Shooters (crossbows or bows) @ 2 AP.	2
Lurkers (Milumanayani tribesmen) @ 1 AP.	1

Alternatives are Magicians (if Livyanu) @ 4 AP, Behemoths (Serudla, if Yan Kor or Mu'ugalavya) @ 4 AP, Airboats (if Livyanu) @ 3 AP, Artillery (bolt or stone-throwing engines) @ 3 AP, Sneakers (if Salarvya) @ 3 AP, Flyers (Hlaka, if Tsolyanu, Salarvya or Yan Kor) @ 2 AP, Riders (Pe Choi, if Tsolyanu or Mu'ugalavya) @ 2 AP, Blades (Ahoggya, if Salarvya, Tsolyanu or Yan Kor) @ 2 AP, Warband (Pigmy Folk if Yan Kor, Swamp Folk if Mu'ugalavya, Pachi Lei or Shen if Tsolyanu, Tinaliya if Livyanu) @ 2 AP, Hordes (undead, illegal but occasionally used by Tsolyanu) @ 1 AP, Lurkers (Milyumanyani if Tsolyanu or Yan Kor, Mad Ones of Hlikku if Yan Kor) @ 1 AP.

DRAGAERAN

Based on Steven Brust's "Vlad Taltos" series with the kindly assistance of the author.

DRAGAERAN

Dragaerans are a dominant elvish race with male and female equally likely to serve or command and with the ethos of Alexander Dumas' musketeers. Stronghold: City gateway or castle.

Hero General (the Warlord and other heroes) @ 4 AP.	1
Heroes (two or three wielders of one of the 17 great weapons) @ 4 AP.	1
Magicians (specialist sorcerers) @ 4 AP.	1
Knights (swordsmen mounted on horses) @ 2 AP.	1
Blades (long cutting sword and left hand dagger) @ 2 AP.	4
Shooters (bowmen) @ 2 AP.	1

Alternatives: Sneakers (Jhereg assassins) @ 3 AP, or Lurkers (cat-centaurs) @ 1 AP.

EASTERNERS

Independent humans. Stronghold: City gateway, wagon laager or pallisaded village.

Hero general @ 4 AP.	1
Riders (horse archers of Hungarian appearance) @ 2 AP.	10

Alternatives: Magician (group of male witches) @ 4 AP, or Hordes (mixed foot) @ 1 AP.

BLACK COMPANY

Based on the novels by Glen Cook.

PLAIN OF FEAR ARMY

Stronghold: Underground fortress.

Magicians (Silent - tall white, Goblin and One-eye - small black) @ 4 AP.	1
Cleric General (White Rose - girl on white horse, with talking menhir), @ 3 AP.	1
Airboat (windwhale - very large creature with a flat back and with a forest of tentacles trailing beneath) @ 3 AP.	1
Flyers (mantas - large flying rays, nesting on windwhale back) @ 2 AP.	2
Riders (backwards centaurs with human component at rear) @ 2 AP.	2
Blades (the Black Company - a very competent permanent mercenary unit) @ 2 AP.	1
Horde (White Rose rebel infantry) @ 1 AP.	3
Lurkers (mixed nasty plains creatures) @ 1 AP.	1

Alternatives: Sneakers (an infestation of small things) @ 3 AP.

THE ARMY OF THE LADY

Stronghold: City or black tower.

Magician General (The Lady - exotic brunette in black on large black horse) @ 4 AP.	1
Magicians (senior members of The Ten who were Taken) @ 4 AP.	1
Flyers (minor members of the Taken, on flying carpets) @ 2 AP.	1
Knights @ 2 AP.	1
Riders @ 2 AP.	2
Spears @ 2 AP.	2
Bows @ 2 AP.	2

Alternatives: Behemoths (elephants) @ 4 AP, Artillery (mechanical) @ 3 AP, or Sneaker (for-valaka - nearly invulnerable black pantherish werebeast) @ 3 AP.

ARMY OF THE LIMPER

Stronghold: Camp.

Magician General (The Limper - wicker or clay man with magician's head), @ 4 AP.	1
Behemoth (Toadkiller Dog - monstrous black dog) @ 4 AP.	1
Magicians (group of shamen) @ 4 AP.	1
Riders (terrorised Imperial deserters) @ 2 AP.	1
Spears (terrorised Imperial deserters) @ 2 AP.	2
Hordes (terrorised impressed peasants) @ 1 AP.	6

Alternatives: Dragon (red hot firedrake released from obsidian serpent form), @ 4 AP.

TAGLIAN ARMY

The employers of the Black Company in the South. Stronghold: City gateway.

Hero General (Croaker garbed as "Widowmaker", or Lady) @ 4 AP.	1
Hero (Lady garbed as "Lifetaker") @ 4 AP.	1
Magicians (Goblin and One-Eye) @ 4 AP.	1
Riders (Taglian cavalry) @ 2 AP.	2
Blades (Black Company-trained Taglian legions) @ 2 AP.	3
Shooters (Bowmen) @ 2 AP.	1

Alternatives: Magician (Shifter and girl friend in wolf form, or Soulcatcher) @ 4 AP, Behemoths (elephants) @ 4 AP, Artillery (mechanical) @ 3 AP, Sneakers (Deceiver assassins) @ 3 AP, or Warband (freed shadowmaster slaves) @ 2 AP.

SHADOWMASTERS' ARMIES

The enemies of Taglios. Stronghold: City Gateway.

Magician General (Shadowmaster) @ 4 AP.	1
Riders @ 2 AP.	3
Hordes (poorly-trained foot spears) @ 1 AP.	14

Alternatives: Magician (allied shadowmaster) @ 4 AP, Sneakers (little brown men assassins) @ 3 AP, or Lurkers (little brown men) @ 1 AP.

DISCWORLD

If the nations of Terry Pratchett's Discworld ever got organised enough to have a real war, their armies could include analogs of Greeks and Trojans (both using elephants as behemoths and wooden horses as sneakers) and Egyptians and Aztecs, as well as generic medieval, barbarian and dwarf. Magicians and professional heroes are plentiful, and Gods occasionally intervene in mundane affairs. Dragons and flyers are rare.

Although all the standard ingredients of fantasy are present, two extra features provide a problem, namely Rincewind, whom we tentatively suggest should be treated as a cleric in view of the way that magic tends to malfunction around him, and the Luggage, which we suggest should be treated (somewhat conservatively) as a behemoth. Since these are on no one's side, we suggest that they appear together at the centre of one edge of the battle field when a player scores 1 PIP for the third consecutive bound, then move in that and each of his subsequent bounds directly towards the centre of another edge, the two edges being decided by dicing as if for base edges.

EGYPTIAN SEMI-HISTORICAL

Stronghold: Egyptian fortress gate house.

Hero General (in chariot with driver) @ 4 AP.	1
Magicians (group with serpent staffs) @ 4 AP.	1
Knights (charioteers) @ 2 AP.	4
Spears @ 2 AP.	2
Shooters @ 2 AP.	2

Alternatives: Sneaker (undead mummy) @ 3 AP, or Water Lurkers (crocodiles) @ 1 AP.

CHINESE SEMI-HISTORICAL

Stronghold: Chinese city gate house.

Magician @ 4 AP.	1
Dragons (wingless Chinese version) @ 4 AP.	2
Knight General (in chariot with crew) @ 2 AP.	1
Knights (charioteers) or Riders (cavalrymen) @ 2 AP.	2
Blades (elite halberdiers) @ 2 AP.	1
Shooters (crossbowmen or archers) @ 2 AP.	2

Alternatives: Hordes (conscript spearmen) @ 1 AP, or Lurkers (bandits) @ 1 AP.

ITALIAN SEMI-HISTORICAL

Renaissance Italian, plus the war machines of Leonardo da Vinci. Stronghold: City gateway.

Behemoth (Leonardo's turtle car) @ 4 AP.	1
Cleric General (papal legate) @ 3 AP.	1
Artillery (cannon) @ 3 AP.	1
Flyers (Leonardo's flying machine) @ 2 AP.	1
Knights (plate armoured late Italian men-at-arms) @ 2 AP.	2
Riders (Italian mounted crossbowmen, or stradiots) @ 2 AP.	1
Shooters (Italian crossbowmen or arquebusiers) @ 2 AP.	2
Hordes (other Italian civic infantry) @ 1 AP.	2

NAPOLEONIC SEMI-HISTORICAL

Inspired by a throw-away in a book by Poul Anderson, in which an elf lord in a medieval setting refers to the great fictional romance of the Emperor Napoleon. Stronghold: Camp.

Hero General (Napoleon or Blucher) @ 4 AP.	1
Airboats (balloons moved by sails and oars) @ 3 AP.	1
Artillery (cannon and crew) @ 3 AP.	1
Knights (cuirassiers or similar heavy cavalry) @ 2 AP.	1
Riders (hussars, lancers or similar lighter cavalry) @ 2 AP.	2
Shooters (French, British or Prussian musket-armed foot) @ 2 AP.	4

Alternatives: Magician General (Wellington or Kuznetsov), Heroes (Ney, Gerard or Crauford) or Magician (Gneisenau) @ 4 AP, Hordes (Russian foot) or Lurkers (Spanish guerrilla) @ 1 AP.

MISCELLANEOUS INFORMATION

If you have any queries or suggestions, you are welcome to phone Phil Barker on 021-472-6207, preferably during normal office hours. For details of other WRG wargames rules, army lists and reference books, send a stamped and addressed envelope or International Reply Coupons to:

WARGAMES RESEARCH GROUP, The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER. Tel: 0380 724558.

PBM UMPIRE is a computerised system (IBM PC compatibles) for moderating and automatically generating player reports for campaigns with up to 30 players. A trial version, including a fully functional 20 player Medieval scenario, is available on 5.25" or 3.5" disk for £3.00. On registration, which costs £20.00, the scenario editor will be supplied. This enables scenarios to be created or modified, and permits battles to be fought either automatically or using HOTT, DBA, or other table-top rules. Orders/enquiries to: Richard Bodley Scott, 28 Priory Gardens, Usk, Gwent NP5 1AJ. Tel: 029 132496. Please add £2.00 for overseas postage.

A very wide range of fantasy figures is available from the many retail outlets of GAMES WORKSHOP and many manufacturers of historical wargames figures have fantasy ranges in addition to much larger ranges of historical figures that are also of use. The best way to see these is to go around the trade stands at one of the many local wargames conventions throughout the year. Barsoom and Tekumel figures have been available in the past, but sadly no longer. Kregen offers an opportunity to enterprising converters. The main lack is six and eight legged riding animals. RAL PARTHA have an expanding range of animal and fish headed warriors.

Another way to find out about product lines and stockists is by means of advertisements and reviews in the many wargames magazines to be found on city bookstands. Two specialist fantasy gaming magazines are WHITE DWARF, which is the house magazine of Games Workshop, and GAMES MASTER INTERNATIONAL, the new independent magazine.

British and other European fantasy readers who have difficulty obtaining American novels should write for catalogues from ANDROMEDA, 84 Suffolk Street, Birmingham B1 1TA.

THE SOCIETY OF ANCIENTS is a long established world-wide society for all interested in historical ancient and medieval warfare. Its bi-monthly journal SLINGSHOT balances research of a very high standard with more specifically wargaming content. Contact The Treasurer, 15 Longfleet Road, Poole, Dorset BH15 2HN.

WARGAMES DEVELOPMENTS is an association of wargames innovators that centres around an annual "try it on the dog" conference, not to be missed. Contact The Treasurer, 50 Booth Close, Thamesmead, London SE 28.

Our cover artist, Euan Smith, will be pleased to consider commissions, and can be contacted at 236 Sarehole Road, Birmingham B28 8HD, which is 100 yards or so from the reputed original of Tolkien's Sandiman's Mill.

Finally, we offer our thanks to our many testers, and especially to the "denizens of the S.W.A.M.P" (South Wales Ancient and Medieval Players).

COMBAT EXAMPLES (See Pages 12 to 14).

CLOSE COMBAT:

A line of four elements of Dwarven axemen (classed as BLADES) are moved into contact with four elements two deep of Gnomish spearmen (classed as SPEARS). Each element must be lined up exactly with its opponent with no part-element overlaps. BLADES (3) includes the Dwarven general.

		SPEARS (3)	SPEARS (4)	
		SPEARS (1)	SPEARS (2)	
BLADES (1)	BLADES (2)	BLADES (3)	BLADES (4)	

BLADES (1) and (4) will not fight, but can count as overlaps. Since it is the Dwarven player's turn, he can choose which of his two elements in contact fight first. He decides on BLADES (3). Both sides dice. BLADES (3) scores 4, adds its combat factor against foot of +5 and a further +1 for the general. SPEARS (2) scores 4, adds its combat factor of +4 and a further +1 because supported to its rear by spears. However, it must deduct -1 for being overlapped by BLADES (4).

SPEARS (2) has scored less than BLADES (3), but more than half as many, so immediately recoils its own base depth, pushing back SPEARS (4).

			SPEARS (4)	
		SPEARS (3)	SPEARS (2)	
		SPEARS (1)		
BLADES (1)	BLADES (2)	BLADES (3)	BLADES (4)	

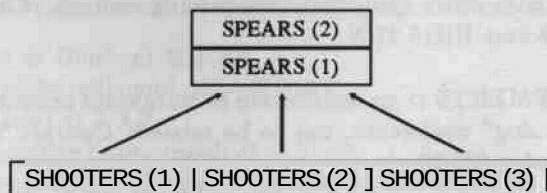
BLADES (2) and SPEARS (1) now dice. BLADES (2) scores 3 and adds its combat factor of +5. SPEARS (1) scores 1, adds its combat factor of +4 and a further +1 for support by spears, but must deduct -2, since it is now overlapped by both BLADES (1) and BLADES (3).

SPEARS (1)'s score is half or less that of its opponent, so it is destroyed. SPEARS (3) is also destroyed.

It is now the Gnomish player's bound, and he can move SPEARS (2) and (4) back into contact if he wishes to, and if he does not first use up his PIP die score with other actions.

DISTANT SHOOTING:

Three elements of Elven bowmen (classed as SHOOTERS) shoot at a Gnomish spear formation (classed as SPEARS).



SHOOTERS (2) shoots at SPEARS (1), assisted by SHOOTERS (1) and (3). Both dice. SHOOTERS (2) scores 2 and adds +3 for its combat factor against foot. SPEARS (1) scores 5 and adds +4 for its combat factor. It receives no support from SPEARS (2), and must deduct -1 for each of the two elements supporting its opponent.

SHOOTERS (2) has scored less than its opponent, so does not destroy it or force it to recoil, but escapes penalty itself because it is not shot back at. Had the dice scores been reversed, SPEARS (1) would have been destroyed. SPEARS (2) would not have been destroyed with it, since it does not count as supporting against shooting.

STYLISTED MAP FOR SIX NATION MINI-CAMPAIGN
(See Pages 16 to 19)

