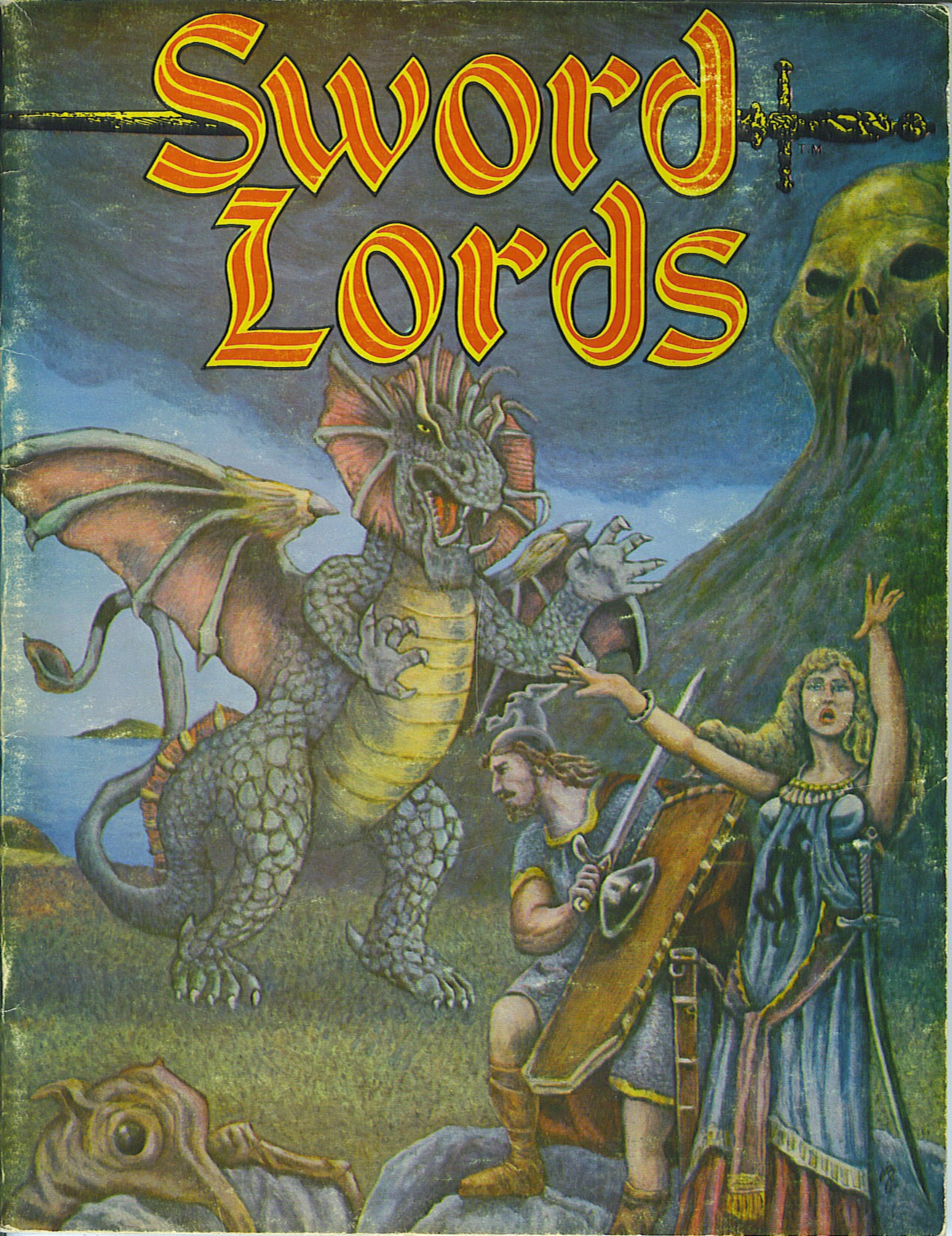


Sword Lords



If You Dare...

. . . to become a Sword Lord of the Eastern Regions, then the road is a long and deadly one, but its rewards are also great.

FIRST, read the *Rules of Warfare* sheet enclosed in this box. It gives all introductory combat rules to allow you to begin a game immediately. If it refers to a page in the rule book, then refer to this book only as you find it necessary.

SECOND, to learn the nature of the quest for your heroes who have survived their first battles, read completely through the first ten chapters of this book. You will learn of the dangers lurking in the Eastern Regions, and of the powers which you may possess as a Sword Lord. Then play out the advanced scenario on the *Rules of Warfare* sheet.

AND THEN you are ready to sail out with a loyal band in search of Dragon Lords to vanquish if you're lucky (and brave) enough to capture great weapons and magical treasures from the dens of dragons.

The history of Western Middle Earth lies many leagues away across impenetrable wastes. The concern of the Eastern Region lies in the terrible evil set loose there. Only through the taming of Dragons and the defeating of the Dragon Lords may the land be safe for maidens, as well as warriors. Good Luck.

Sword Lords



T.M.

of the Eastern Regions



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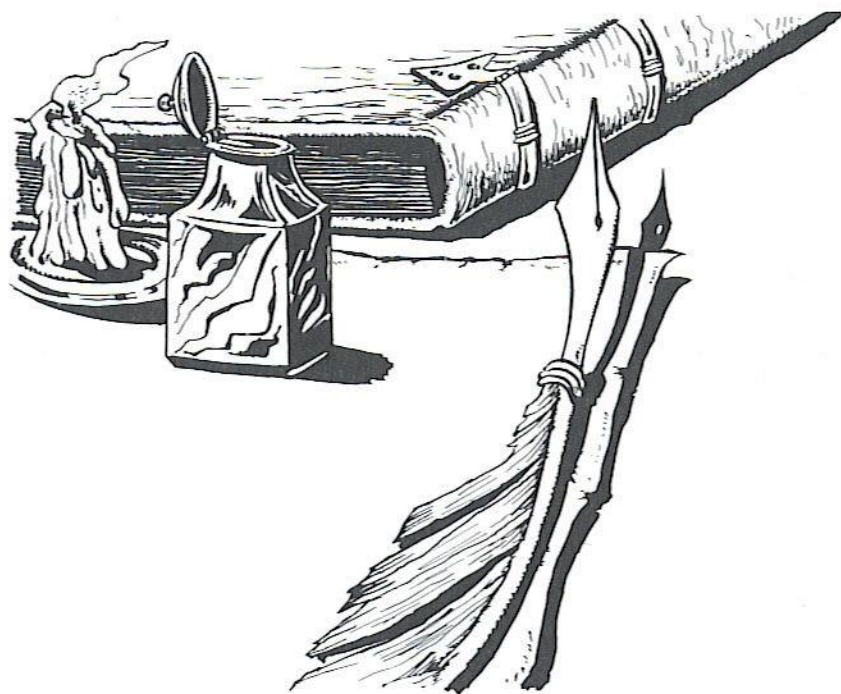
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*Dedicated to
Diane*





FOREWORD



lehil groaned: the cold stone wall tore at his aching back. He stood up and strode unsteadily toward the bright arch at the end of the corridor. He stepped through the iron gate into a gale of cheers from the audience. The arena was roasted under the blazing sunlight, and the smoke from the useless torches made the air stuffy.

A grating roar came from the iron door across the arena and the door swung open. A hot sweat lubricated his cold, heavy battleaxe. An evil figure strode out of the arch and set upon leathery batlike wings. The living gargoyle charged at him with a roar and raised its heavy stone fists. Damn that wizard! thought Elehil.

He longed for the strength of his military command, the security of a wall of pikes alongside him. While he hoped in vain the gargoyle soared through the sky and was upon him. He ducked but a deadly fist caught him on the top of his skull. He whipped around and his axe caught the thing on the foot. Sparks flew. The gargoyle glared at him and lunged. A fist caught Elehil on the left shoulder and fire knifed through him. He howled and let his steel fly. The grey stone split and the gargoyle fell heavily. His axe was broken but the thing was dead. Elehil waited.

The crowd hushed as an imposing figure cloaked in midnight black robes stood up and raised his staff. "Behold, it is over," he echoed across the silent stadium. "Step forward!" was his blunt command to Elehil. Letting the pain in his shoulder fade, Elehil's keen eyes fixed upon the Grand Wizard who had stolen his will and brought him here. With a quickening pulse he tightened his grip on the shattered axe handle and inched closer.

"Thou art of stern stuff, warrior!" the Wizard intoned. "And thou shalt be amply rewarded, all in due time. We have chosen you for a most dangerous quest, and today you proved worthy of our trust. Step forward and become a Sword Lord of the Eastern Regions!"

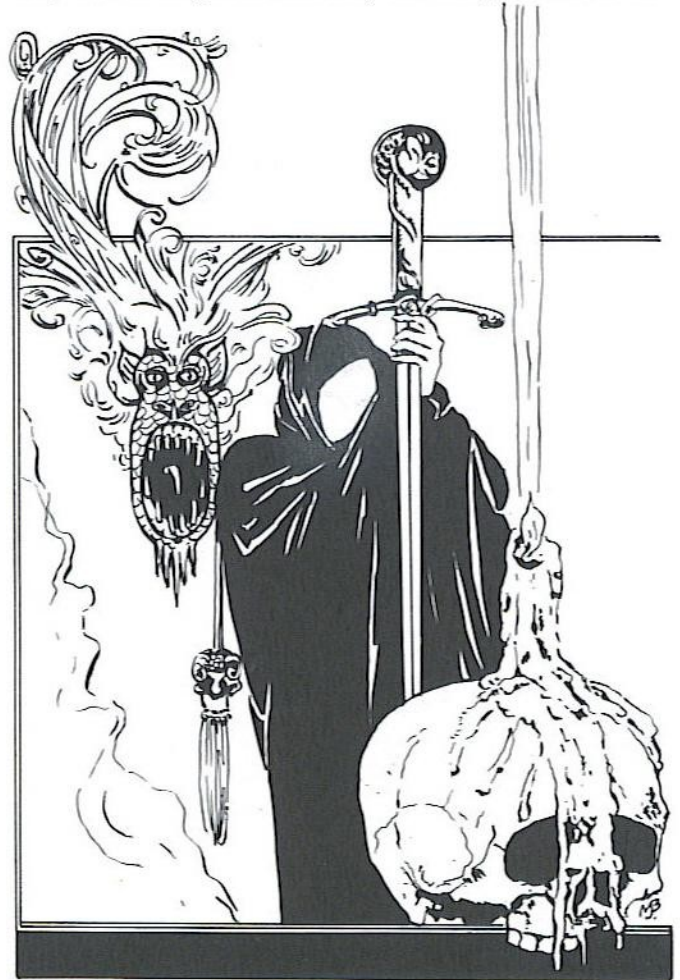
Elehil stepped into the spot where a moment before the evil stone beast has stood; there on the ground was a long and deadly sword of cruel, black iron. Deeply carved into its hilt were the Elven runes for his name. He picked up the sword and it seemed to pull itself forward, its tip darting and weaving in close, deadly patterns. Elehil spun its tip toward the mage and stood looking up at him, his new sword pointed directly at kindly eyes that looked down through Elehil into his very soul.

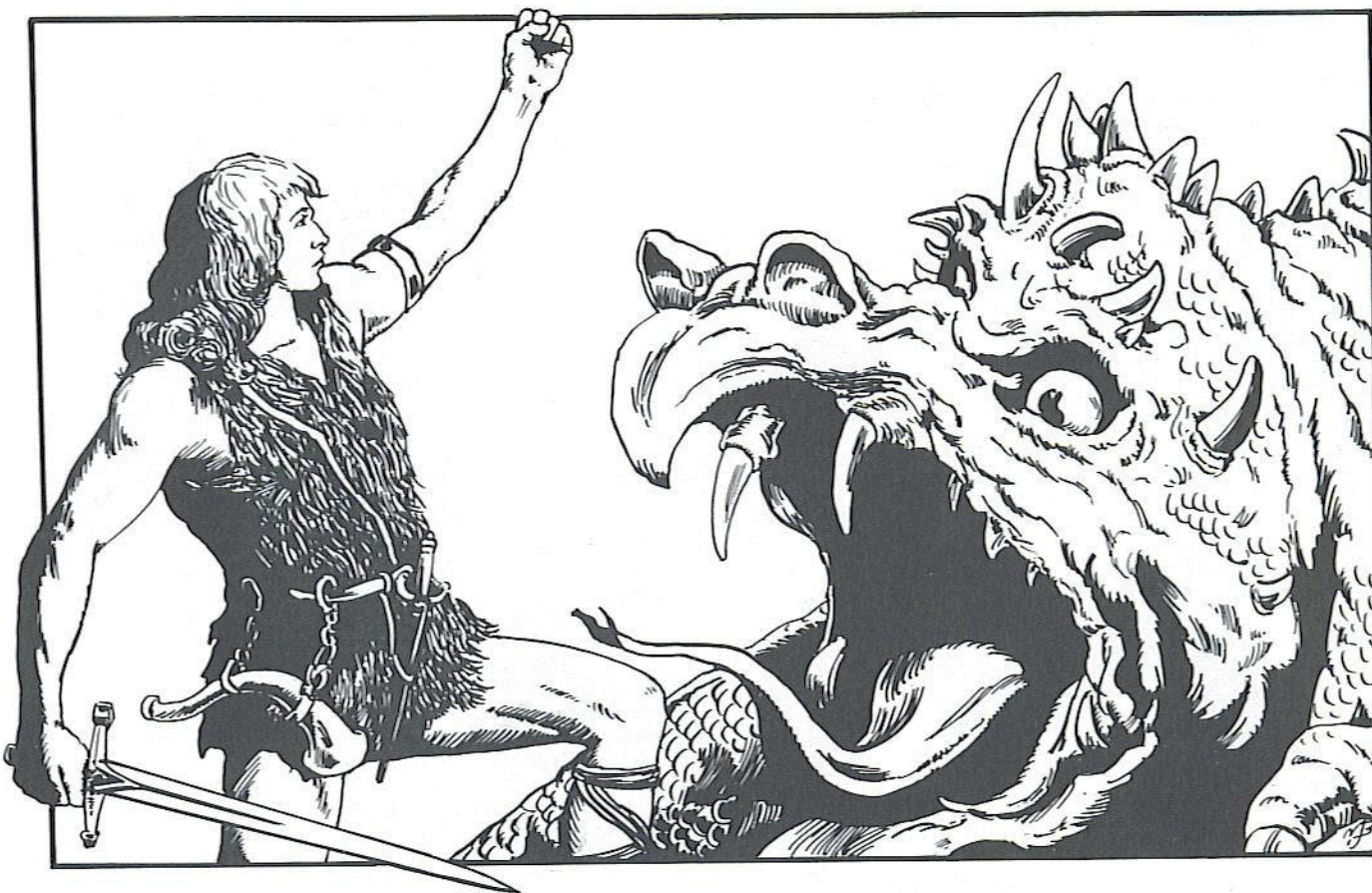
"In the Elder Days," the Wizard began, "three great Mages traveled to the far West, and of their struggles our old ballads and myths do tell great stories. Yet there were two other great wizards who came to these lands of the East. It is with these mages that your destiny is inextricably woven.

"These great magical powers, who guised themselves in the trappings of the human form, also found themselves caught up in the web of human follies. They came to build powerful cities, for their influence amongst local people was great, yet they still feared and kept hidden from each other. But while one of them learned the arts of healing the hurts of the human body and spirit, the other perfected the mastery of power. He discovered the skill of shapeshifting and reveled in changing his shape into that of the Great Dragons!" The mage paused and saw a shadow dart across Elehil's face. It was merely a cloud passing the sun, but it sent a shudder down Elehil's spine.

"The White Mage knew this evil must be stopped if human kind were to survive and flourish," the Wizard went on. "Yet of the arts of war he knew nothing, and cared even the less. So he fashioned a great sword, which he blessed with the spell of curing evil and went out into the Eastern Regions to find a champion to wield it.

"Now, as he searched, the mage found that of all the peoples, the Elves held the greatest fondness for his arts of healing, so to them he taught the skill of Calling. Even today, Elehil, it is only the Callers of all the Clerics who may walk through that doorway and bring back the dead.





But while he was gladdened by this finding, still he searched onward for a champion of the sword."

The old Wizard became stern and pointed his staff at Elehil. "And we of Magilocks have found him! Elehil, you shall carry on a great tradition and a sacred trust. For in those Elder Days, the White Wizard did find a youth who would carry the great sword into battle. His name is lost in the shadows of time, but know ye this: the evil that he fought lives on still!"

"And sadly," the Mage continued, "while the White Wizard was occupied in his search, the Dark Mage of Evil was so caught up in his invulnerable Dragon form that he spent long ages cloaked in its power and security, and in the end it trapped his mind. He could not return to any other shape, not even his human form. He went into a blind rage upon learning of this, and his hatred laid havoc to great reaches of this land.

"Yet it was a strange crossing of magic and his Dragon will which caused the most horrible of fates. The Dragon Being flew far and wide across the face of the Eastern Regions, and everywhere he did land, a strange and terrible egg was left behind. This was no normal Dragon Egg; it was a shell of cold iron which could not be breached. And when the evil inside did hatch out, 'twas an iron clad Wizard who stepped forward — Nay, it was more than any wizard of our times could fathom — it was a Dragon Lord that now strode the earth!

"And across the face of our fair land," the old Wizard continued softly, "unknown numbers of these supremely powerful, supremely evil beings stride. And yet, in the great sword of the White Wizard was concealed the power to destroy these beings." The mage in the blue cloak paused.

"You see, Elehil," he went on, "when the first great champion, armed with his great sword and bravely accompanied by the greatest of Elven Callers, did finally face the Great Dragon — it was then that this terrible destiny did begin to unfold. For the Sword Lord's arm was strong and the blade of the White Wizard was keen beyond the edge of anything imagined — and the Dragon felt the cold inevitability of death as the blade plunged deeply into him. So he threw himself upon the frail human forms beneath

him, and crushed the life out of them.

"But he was lost: his terrible cries echoes across the lands, and those that heard them were afraid. The Great Dragon arose from the shattered field of battle and plunged headlong across the sky, leaving a fiery trail as he consumed his form in a final explosion of fury. Then there was nothing left of the Dragon, nor of the great blade that slew him — nothing except the enchanted hilt, which was still clutched in the lifeless grasp of the first Sword Lord."

"This very day," the Mage raised his voice and Elehil was pulled out of his thoughts, "you are before us, the hilt of that sword in your hand, with a blade as mighty as our sorcery can fashion. With it you shall seek out the Dragon Lords, for with every success your power shall grow. You are not yet powerful enough, but if you have the daring and the luck necessary for this task, then every encounter will see your power grow.

"The day shall come when you will face a Dragon Lord and will feel his incredible power; then you will know if you are ready for the test. If you slay him, you will drink of his power, and his magic shall be yours. It is to this day that we have dedicated our energies, Elehil, Sword Lord of the Eastern Regions!"

The Wizard paused, and waited. Elehil bowed his head, and spoke: "I accept this great trust, Wizard of Magilocks. I shall face the danger of sorcery, stand unafraid before death's door, and return to you with the power you wish to remove from our land, bent to my will and to the purposes of good."

The Mage smiled at him and exclaimed to the crowd, "Elehil goes forward to seek out the Dragon Lords, and with him goes our great sword. If he should fail, the hilt will return to us and no mortal power may prevent it. If he succeeds, and the Dragon Lords are destroyed, then the Golden Age which was foretold by the White Wizard shall be upon us!"

Elehil turned and walked back across the cheering arena, with the sword tightly in his grasp. Back across the stuffy, sun drenched field of death, into the dark doorway of iron, with its pitch black shadows yawning before him. Not bad for a day's work, Elehil thought to to himself as he slipped from view.

1.0 INTRODUCTION

BACKGROUND: The ancient stories of elves and men tell much about the titanic struggles of good and evil, but little has been recalled of those who were not of Middle Earth but of its fringes. With this book you may recreate a part of the Eastern Regions, the vast and diverse archipelago that bordered the eastern coast of middle earth, to sail between strange islands, face demons and gather treasure, and to fight large battles between the many powerful contenders for this part of the world long past. You may create Sword Lords and Dragon Lords – the great fighters of the Eastern Regions – and with these champions lead armies and adventurers as varied and rich in detail as your imagination can create.

USING THESE RULES: These rules are only a road map through a world that can be as diverse as you want to make it. Create your own heroes; fight battles; siege castles; stand a unit against the hoard; let your Dragon Lord face the Grand Dragons alone; march time and technology forward and create armies of the Eastern Regions as they evolved; in short, with three common six sided dice and only a few minutes you can create as complete a fantasy background as is usually possible only by extensive preparation by a Game Master in conventional role playing games. Read through the rules once (it is not necessary to study the charts in the second half of this book until you need or decide to use them) to understand the basic concepts of combat and movement, and you're ready to begin adventuring with the playing pieces of your choice!

GAME TYPE: *Sword Lords of the Eastern Regions* is a fantasy boardgame with optional charts for atmosphere, and is played on the enclosed hex and megahex board (a megahex encloses seven hexes, and is used to quickly determine range, distance, and wind directions in movement and combat). Whenever a megahex is mentioned one of these seven hex configurations is intended, and any hex in the megahex is connected to that megahex and that one ONLY. Terrain affects combat and movement, and all combat is resolved by comparing one man's Attack Value to another's Defense Value to arrive at a simple odds determination, then one six-sided die is rolled and a result is read on one common Combat Odds Table. One turn lasts one minute, and a counter represents one man, unless you are playing out a large scale battle where one unit can represent any predetermined number of units.



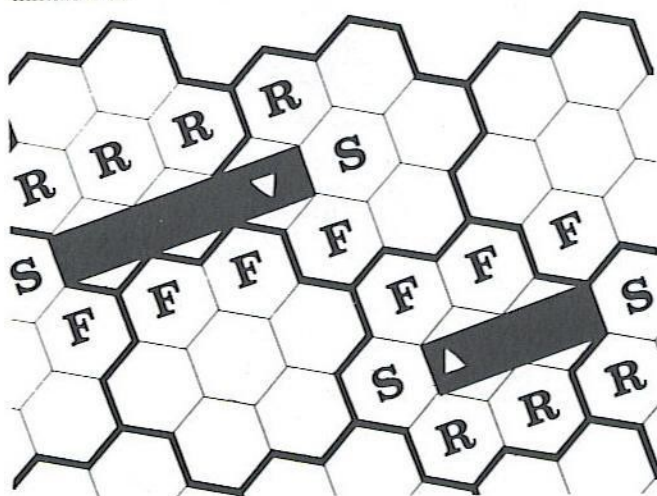
2.0 COUNTERS

PRINTED COUNTERS: If you will be using the printed counters, refer to the back cover for a chart of those symbols representing each main troop type: Sword, Pike, Archer, Heavy Infantry, Flyers, Cavalry, Magic User and Hero. Magic Users and Heroes always represent 1 person only, and in the vast majority of battle scenarios the same is true of all other unit types as well.

USING ANY MINIATURES: If you have miniatures (either 15mm or 25mm), you will find that the following information gives the general principles behind scaling a unit's attributes proportionately so that ANY type of troop that you have can be added and will play with its logical effectiveness.

BASES: For purposes of conversion of units to the board, use the following method of placement of miniatures already mounted on wooden bases, with the base size determining the number of hexes covered.

FACING FORMULA (Wooden bases): The graphics below show the front, side, and rear zones of control of mounted miniatures.



NOTE: If you are using multi-figure units on large wooden bases, treat all attacks against the COMBINED strength of the entire number of figures present. (They fight like a team!)

ATTACK AND DEFENSE VALUE: These numbers are generally the same for an individual unit, and are represented by the large number printed next to the counter. The second number is the unit's movement per turn, and a unit's save numbers are listed in these rules. For a man the save is usually a 5 or 6 on one die.

SAVE: The save of a unit is that unit's chance of avoiding (saving) itself from an unfortunate result by rolling a 5 or 6 on one six sided die. If this roll misses, the intended result takes place. This save DOES NOT apply when the unit is killed, unless a hero type unit. Sometimes a situation arises on the Combat Odds Table where a troop type must make a Save. This is usually when a unit would be driven backwards off a cliff, into a pit, etc., or when a Hero, Dragon, Demon, Grand Wizard, Sword Lord or Dragon Lord is killed. In this case the save is a Death Save, and it must be done twice, always using one die. The first roll tells if the unit in question stays alive; if the save fails, the unit is eliminated. The second roll tells if a Hero, or other high-powered unit type stays on his/its feet. For a Dragon, this second roll is to see if the Dragon is driven off, as Dragons cannot be knocked down. When using miniatures, the rule is as follows: A normal fighter has an Attack and Defense Value of 1, if armed with any weapon but a pike.

MOVEMENT VALUE: This is the number of hexes that a unit may move in one turn. All of one side's units may move in one turn, or part of them, or even none if the player decides it. Flyers and Cavalry have special movement values and conditions, but otherwise, a fighter moves 8 hexes a turn, or LESS if he is a Giant or is moving across terrain which will hinder his movement.

FACING: Place a unit in the middle of a megahex, and you will see that the figure has THREE FRONT HEXES, TWO SIDE HEXES, and ONE REAR HEX. On the cardboard counters the three front hexes are at the top of the counter, and the rear hex is at the bottom. When using miniatures you will have the same relative positioning in any hex on

the board, except with units mounted on wooden bases.



COMBAT BONUSES: When a unit is attacked on the SIDE, the attacker adds TWO to his Attack Value; when the unit is attacked on the REAR, THREE is added to the Attack Value. A counter is inverted (or a miniature is placed on its side) when a unit is **KNOCKED DOWN**, and then ALL attacks on that unit add THREE to the Attacker's Value. Dead figures may be removed from the board or the bodies may be carried along with you for healing (keep a counter inverted until it is healed or fails this and is officially dead). Carrying a body cuts movement in HALF and the encumbered unit is considered **DOWN** in combat resolutions.

MORALE VALUE: This is an **OPTION** which defines what type of save a unit has to make if the rest of the army has taken heavy casualties or lost its leader. See the Table of Charts to quickly review the several morale tables for various troop types and situations. Generally, a troop rolls one die to test its reliability **AFTER** losing its leader (only one such unit per side) or when casualties reach 60% of total troops. This roll is done **EACH TURN THEREAFTER** and this outcome often brings a scenario to an end.

TROOP TYPES: If you are using miniatures, the units listed below are those most common to fantasy wargaming. The end of this section of rules lists all common unit types, values, movement and save numbers, and a quick reading of the general unit types is usually sufficient to use all but the most exotic miniatures without further extensive reference.



FROM TOP, LEFT TO RIGHT: Swordsman, Pikeman, Heavy Infantry, Archer, Giant, Light Cavalry, Heavy Cavalry, Light Flyer, Cleric, Wizard, Caller, Dragon Lord, Hero, Sword Lord, Scout, Large Monster, Small Monster, Small Dragon.

- 1. SWORD:** This is a common swordsman, generally in partial or full chain and with a shield, but any miniature with a weapon and with or without a shield is potentially of this category. Attack and Defense Values are 1, and Movement of 8 hexes. If lightly armored, designate such units as Scouts, and when getting a DD (Defender Down) result on the Combat Odds Table, these units will be eliminated. Being lightly armored, Scouts move 10 hexes per turn.
- 2. PIKE:** A figure with a pole weapon has 3 EXTRA front hexes (see graphic) due to its length, and also adds 1 to the Attack and Defense Values when being charged (front hexes moved into by an attacker). This extra 1 point bonus does NOT apply to missile fire or combat the turn FOLLOWING the charge, if both units remain in contact with each other. Movement of pikemen is 8.
- 3. ARCHER:** A figure with a bow has a range of 6 megahexes, although beyond HALF range he shoots at ONE SHIFT DOWN on the Combat Odds Table. When reading combat results on ranged fire, IGNORE all adverse effects on the archer unless he attacks another unit with ranged firepower, then apply BOTH results. An Archer has an Attack and Defense Value of 1, and he moves 10 hexes per turn. All hand to hand attacks on him are at 1 shift UP due to little armor, and he may fire only if he moves HALF movement that turn.
- 4. HEAVY INFANTRY:** Any heavily armored figure in full plate with or without a large shield. These are the shock troops of any army, and generally have both an Attack and Defense Value of 2. Their movement is only 6 hexes per turn, however, due to the extra weight.
- 5. GIANT:** These brutes are four times as strong as an average man, so that their Attack and Defense Values are 4. On attacks they get ONE SHIFT UP on the Combat Results Table due to their massive strength, so that a 2-to-1 result becomes a 3-to-1, etc. Their movement is 6 hexes per turn, and they save like any human troop.

NOTE: All of the above troop types have a save on a 5 or 6, but they DO NOT get death saves when killed. (See Combat, Section 3, for further details on saves.)

- 6. CAVALRY:** A horse itself has an Attack and Defense value of 2. Generally the value of the rider is 1, and a horse charge gets 1 extra attack point due to the impact of the charge. Any pike bonuses or side and rear attacks are added to these values. Thus most cavalry charges occur to side and rear facings of units at 7-to-1 odds or better, resulting often in automatic kills.

CAVALRY TYPES: Refer to the chart for Light, Regular, Heavy and Superheavy Cavalry types which vary in horse value from 2 (Light) to 8 (Superheavy), and carry horsemen of Attack Value 1 to 4. When a cavalry unit is on defense, combine the horse and man values for an attack against BOTH units. In exchanges the horse may kill 1 and the rider another 1 unit, while both horse and rider are eliminated in exchange. Horse movement will vary because of weight carried: Light Cavalry moves 20, Regular Cavalry moves 15, Heavy moves 10 and Superheavy Cavalry moves 8. A CHARGE is defined as at least HALF MOVEMENT by the horse (which can circle back, so usually cavalry can charge every turn unless completely encircled).

CHART OF CAVALRY TYPES

Type	A & D - Horse	A & D - Rider	Movement	Adds*	Save	Death Save
Light	2	1	20 hexes	+1	456	NO
Regular	3	1	15 hexes	+1	456	NO
Heavy	4	2	10 hexes	+1	456	NO
Super Heavy	8	4	8 hexes	+1	456	NO

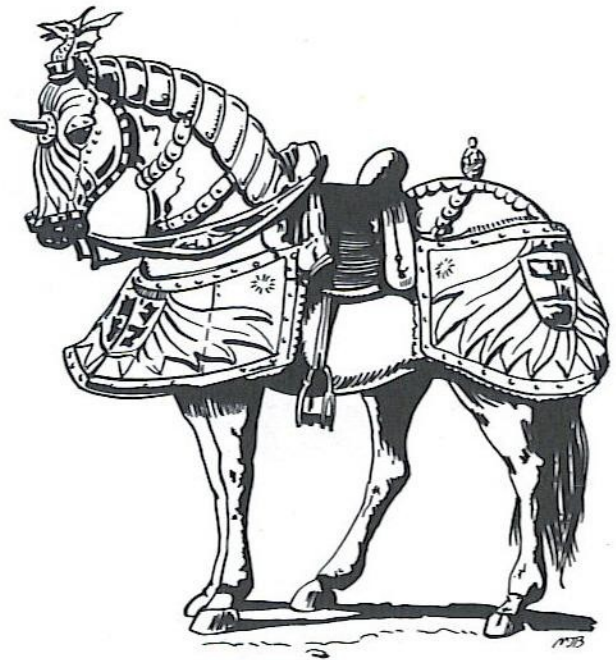
*Plus one bonus is for charge attacks - add another one point if rider has a pike weapon.

CAVALRY OVERRUNS: AFTER the combat of a cavalry charge is conducted, the horse is allowed a save on a 4,5, or 6 to overrun the defending unit IF the combat result was Defender Down or Eliminated or Defender Minus 2, and the unit has moved out of the way. The horse that makes this save may move up to SIX ADDITIONAL HEXES at this time, in addition to his regular movement, but may not attack again this turn. Failing the save carries no penalty. (Fallen figures may be trampled by the overrun, however, figuring ONLY the attack of the horse PLUS THREE due to the fallen figure being on the ground.)

AVOID MIXING CAVALRY TYPES: With the variety of cavalry (and flyer) units possible, it is suggested that you use only a few troop type designations in any one battle until familiar with the differences, as the size and movement differentials are confusing until used once or twice.

7. **FLYERS:** These units are also considered Light, Regular, Heavy and Superheavy as with cavalry. They follow the size designations of men, being a Value of 1 for Light, 2 for Heavy Infantry (which is only a Regularly Sized flyer), 4 for Heavy and 8 for Superheavy. Any attacks against a flyer in the air are ONE SHIFT DOWN on the Combat Table because of the difficulty of hitting a flying target. Flyers get PLUS 1 on their Attack Value for landing from flight, similar to the cavalry charge bonus. They also get a save after a DD, D-2 or DE to conduct a SWOOP and take back off for 6 hexes of movement AFTER the successful attack, much like the cavalry units.

FIGHTING FROM THE AIR: Flyers get a plus two or three for side or rear attacks, and may also drop rocks, or throw weapons, from the air (they hit only on a 5 or 6) for up to two such attacks per turn. They must then land to pick up more weapons. Such attacks (if they hit) are of Attack Value 1 per attack (ignore adverse effects except on attacks on ranged firepower units).



TAKE-OFF MOVEMENT: Flyers (except for Light), however, can only TAKE OFF at one half (or one-quarter) their normal movement the first turn (see the chart for these take-off movement rates). Superheavy flyers only get OFF THE GROUND on the first turn and are generally slower in airborne acceleration. After picking up regular speed, movement of ALL Flyers is 20 hexes per turn. Flyers can carry HALF their Defense Value in bodies or objects and treasure and fly at HALF MOVEMENT. It takes one turn to pick up an object and take off.

CHART OF FLYER TYPES

Type	A & D Value	Movement (MH)	Movement (Hexes)	Carry Wt.*	Save	Death Save
Light	1	8 MH	20 hexes	0	456	NO
Regular	2	4/8 MH	10/20 hexes	1	456	NO
Heavy	4	2/4/8 MH	5/10/20 hexes	2	456	NO
Super Heavy	8	0/2/4/8 MH	0/5/10/20 hexes	4	3456	3456

*Movement is halved when a flyer carries this weight (point value of units carried). This is the maximum weight allowed.



8. **MAGIC USERS:** There are two types of magic users: Wizards who have battle magic and Clerics who can heal units and aid in concealing and confusing, but do NO DAMAGE to any other units. Each magic user has many applications in battle, but it is HIGHLY RECOMMENDED that you make every effort to severely limit the number of high level magic users in a given scenario, as they can very quickly dominate the game. High level magic is included, however, because of the added dimensions of strategy and second-guessing which occurs in the hands of highly-powered mages.

ATTACK AND DEFENSE VALUES: Wizards and Clerics range in Attack and Defense Value from 1 to 6. You will usually be fighting with magic users of levels One through Four, with Grand Wizards and Dragon Lords (levels Five and Six) reserved for very special occasions. The six levels of both units are listed in the chart on the next page.

SECRET VALUE: If you use counters, you may write this value on the BACK of the counter (but don't invert it accidentally!) so as to keep his power unknown until first FULLY used in battle. With miniatures this number can be taped to the bottom of the base. Assassin units may also be so designated, to keep their function secret.

CHART OF WIZARD TYPES

Level (A & D Value)	Type	Movement	Levitation Range	Adds	Save	Death Save
1	Apprentice	10 hexes	2 MH	—	56	—
2	Mage	10 hexes	4 MH	—	456	—
3	Sorcerer	10 hexes	6 MH	—	456	—
4	Wizard	10 hexes	8 MH	+1*	456	456
5	Grand Wizard	10 hexes	10 MH	+2*	3456	3456
6	Dragon Lord	10 hexes	12 MH	+3, -1*	23456	23456

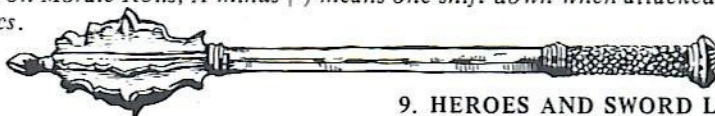
* A plus (+) means one shift up on attacks, a minus (-) means a shift down when attacked.

CHART OF CLERIC TYPES

Level (A & D Value)	Type	Movement	Levitation Range	Adds	Save	Death Save
1	Monk	10 hexes	2 MH	—	56	—
2	Cleric †	10 hexes	4 MH	—	456	—
3	Bard	10 hexes	6 MH	—	456	—
4	Healer	10 hexes	8 MH	+1 *	456	456
5	Grand Healer	10 hexes	10 MH	+2, -1	3456	3456
6	Caller	10 hexes	12 MH	+2, -2	23456	23456

* A plus (+) means one shift up on Morale Rolls; A minus (-) means one shift down when attacked.

† Special rules for fighting clerics.



RANGES: The magic spells of Wizards and Clerics are explained more fully in the Section on Combat and Magic. Wizards generally have different ranges for spellcasting, and this range depends on the Value Number of the magic user. The range of a spell is THE VALUE NUMBER of the magic user. Thus an apprentice mage has a range of 1 megahex, a Mage has a range of 2 megahexes, and so on up. When a wizard tries a spell beyond this range, the ONLY type which carries further is a blast, and this is at ONE SHIFT DOWN. This added range extends only the number of megahexes of the magic user's value. In the case of Dragon Lords, their special magical spells do not carry any farther than their value number, again EXCEPT for their blast.

CLERICS: Clerics have the same value structure as the wizards; however, Clerics do NOT damage other units. If they do intentionally attack a unit, they must make their save IMMEDIATELY or DIE from the evil feedback. Thus they are used primarily for the concealing and healing of other units in battlefield magic. In healing, the value of the unit being healed must be the SAME AS or LESS THAN the value of the Cleric. Even then the wounded unit must make its save MINUS ONE, or not recover from wounds. A Cleric must be next to a unit to attempt healing.

CASTING MAGIC: The unit or object of ANY magical attack must be visible to the magic user. The magic user could, however, spend one turn levitating to a position to see his target, and then the NEXT turn casting magic at the target (even if then not visible), at ONE SHIFT DOWN.

MAGIC USER MOVEMENT: All Wizards and Clerics move 10 hexes per turn, or they may use their Levitation Spell to move twice as many megahexes as their Value Number. A Wizard may move HALF of his movement AND cast a spell, but may not cast more than one spell per turn or levitate AND cast a spell in the same turn. A Cleric may move half his movement and cast spells, or heal, so long as he is next to the unit he is attempting to heal.

FIGHTING CLERICS: There ARE Clerics who fight, and these units use a mace as a general rule. They attack normally and are never higher than Attack Value 2, unless they become, through experience, a Hero or Sword Lord. They do NOT know the clerical ability to heal, however, and are limited to only the other spells. If they eliminate Wizard units of the opposing player they MAY assume those Wizardly attributes as well.

9. **HEROES AND SWORD LORDS:** In ANY scenario you play out, you should create one hero who will represent yourself. Charts in the back of this book allow you to add a background and other information to this character.

VALUES: Heroes are stronger than giants - value 5 - on both Attack and Defense, and get one SHIFT UP on the Combat Odds Table for the ability to fight effectively. When knocked down they get a save (on anything but a 1 or 2) to remain standing unless hit by 7 to 1 or greater odds. When killed, heroes get a Death Save on anything but a 1 or 2 on one die or be eliminated. When an attack is at more than 7 to 1, this will take ONE POINT off the hero's save. (Thus a 7 to 1 will take one point off the save, an 8 to 1 will take two points off, etc.) If the hero succeeds in this Death Save, he must immediately make a SECOND save to REMAIN STANDING. If he fails, he is knocked down, and cannot stand up until his turn to act comes. When a hero has been eliminated and healing is later attempted, he must make his Death Save MINUS ONE to return. If he succeeds, he then becomes a SWORD LORD.

SWORD LORD VALUES: A Sword Lord has an Attack and Defense Value 6, gets TWO SHIFTS UP and also ONE SHIFT DOWN on attacks. His save is anything but a 1 on one die, and the presence of a Hero or Sword Lord will also add to the morale of units when testing to stand fast.

MOVEMENT: Hero and Sword Lord units both move 10 hexes per turn, and can carry magic items and magical weapons without movement penalty to further enhance their abilities. Try, however, to limit the number of super-powerful fighters or the regular units will become meaningless.

COMBAT SHIFTS: When combining these units with regular units to determine the odds, add the Shift UP before adding in the other units' values. Thus a Hero against a Pike would be a 2 to 1 with 1 shift up, to a 3 to 1. Then the addition of two other swordsmen would add 2 more units of value, giving ultimate odds of 5 to 1 on the Defending Unit.





SPECIAL ABILITIES: There are many different types of Swordsmen, Pikemen and Archers in the Eastern Regions. The following Racial Characteristics indicate why you should watch out for orcs and the undead, and why the Dwarfs are so tough in a fight. These characteristics are variations on the previous information and on the reading of the Combat Odds Table. If you have magic users or heroes of these races, be sure to give them these special abilities as well. Feel free to add to this information to include other races and special characteristics you find in your favorite role playing games, so as to create other special racial types with unique abilities. The following are, however, those types of individuals most common to the Eastern Regions.

RACIAL CHARACTERISTICS: The basic unit is a human with an Attack and Defense Value of 1, a Save on a 5 or 6, and a base movement value of 10 hexes per turn. The following modifications for different races of beings add a multitude of differences in combat and strategy. Remember that a pikeman, magic user, etc., will have these special abilities IN ADDITION to those of the particular unit type.

RACIAL ADVANTAGES FOR DIFFERENT RACES

DWARFS: A Dwarf ignores all D-2 and D Down combat results; these results are treated as D-1. A Dwarf can also carry a body without his movement being hindered, and has no movement penalty on mountains or rocks or hills. His morale is plus 1 if money is involved, and Dragon attacks are one shift down against a Dwarf. Dwarfs rarely use pikes and cavalry, however.

ELVES: An Elf has a regular save on a 4, 5 or 6, and a Death Save on a 6 only. He suffers no initiative minus if his leader is killed, adds plus 1 to all morale rolls, and is not hindered by moving through woods. An elf has a base movement of 12, and is healed with NO minus on his save.

GARGOYLES: The gargoyles fly and like to drop rocks on their enemies (they can carry two which hit on a 5 or 6 and are each a 1 point Attack Value). Gargoyles get a Death Save on a 5 or 6 and have a 4,5 or 6 save while flying. Their reaction is minus 1 to all other units.

GIANTS: Giants are a 4 point creature on both Attack and Defense, and get one shift UP in hand to hand combat. Giants use magic at one shift down, and their movement is only 8 hexes per turn.

GOBLINS: Goblins see in the dark, can swim (no saves are necessary, but they do drop their weapons), move 10 hexes per turn, and they have a plus 1 to morale if gold or magical weapons are involved (which they may capture). They have a minus one reaction to human, dwarf and elf units.

HAFLINGS: (Hibbotts) Their movement is 10 hexes, and they have a plus two on reactions. Treat them as Scouts, with a Defender Down result killing them. Their morale

is plus 1, and they save on a 4, 5 or 6.

LIZARD MEN: All lizard units are heavy infantry with an Attack and Defense value of 2. They have a plus 1 to their morale, can swim, and all attacks against them are one shift down due to their thick hide. They move only 6, being somewhat slow on the ground. Their save is on a 5 or 6, and are fiercely loyal to their beliefs and will NOT surrender, preferring to die to the last.

ORCS: Orcs also see in the dark, but cannot swim and move a base movement of 10. Their reactions are minus two to human, elf and dwarf units. Orc units, like goblins, like to attack a unit with two or more units, working their way around in several turns to side and rear attacks. Orc units have a plus one to their attack value if they outnumber the enemy, berserking in their frenzy.

SKELETONS: The undead are immune to arrow attacks, although magic and guns will harm them (gunners must save to hit the skeleton, however). They are partially magical creatures, and as such have special abilities. They cannot be possessed, and are often summoned by an evil sorcerer. They sink immediately in water, and have a minus 2 reaction to all living creatures. Treat zombies, mummies and the like as skeletons, with one exception: Skeletons treat a DD result as a DE, shattering as they are hit. A creature with flesh on the bones, however, will not suffer this effect.

TROLLS: Trolls get a Death Save on a 5 or 6. They are similar to giants in Attack and Defense value (4), and get one shift up in hand to hand combat. A troll will regenerate after 3 turns and stand up to attack again. Their morale is minus one, and their reaction to human, elf and dwarf units is minus 2.

OTHER CREATURES AND RACES:

AMAZONS: Being slightly armored, a DD result is read as a DE, but Amazons get one shift up for attacks. They have a 4, 5 or 6 save, and are plus one to morale.

APES: Apes are at least 2 on Attack and Defense, and can get much larger. They have a 4, 5 or 6 save, move 10 hexes, and can swing from trees for a "jump" of half movement, when jumping out of the trees.

ASSASSINS: An assassin is a particularly dangerous foe: they generally keep their identity secret until they first strike, and they get four shifts UP in attack only. They save on a 4, 5 or 6, and get a Death Save on a 5 or 6. An assassin moves 10, and has one shift down when he is attacked hand to hand. Try to limit these deadly foes.

BARBARIANS: A barbarian gets a plus one on all attacks, and treats a D-2 as a D-1 result. Otherwise treat like a man.

BALROG: This large demon moves 10 megahexes, knows

magic to Level 5, and has an Attack and Defense Value of 20. He can fly and carry units as a Superheavy Flyer, and has a Death Save on all but a 1.

BASILISK: This large, ugly lizard is of Attack and Defense Value 2, moves 6 hexes per turn, and when any units are one megahex away, they must save or "freeze" on the spot for one to six turns (roll one die).

BEASTMEN: These are semi-humanoid creatures who walk erect and may be in boar, rat, or many other forms. They move 12 hexes, have a save on a 4, 5 or 6, and are plus one to mobilize. Otherwise they are human in their attributes.

BOARS: A boar has an Attack and Defense Value of 4, moves 10 hexes, is a shift up to charge attack, and saves on a 4, 5, or 6.

CAMEL: This beast is a value of 4, the rider gets a plus one megahex of range when atop him, and he may move plus 4 hexes per turn on level ground, and moves like medium cavalry, but is not slowed down by desert sands.

CENTAUR: A half man half horse beast combines the attributes of both: he is a 3 on Attack and Defense, unless larger, and gets a plus one for a charge. He moves 20, and saves on a 4, 5, or 6.

DEMONS: Demons are not actually a race, but from worlds which exist alongside ours. Whenever a demon is possessed and snatched from this realm, there is a great effort to restore the equilibrium by bringing a Hero or Sword Lord to their land. Thus every turn that one side has summoned a Demon, the Demonrealms will attempt to possess a random hero on that side. This hero must make his save or instantly vanish. He will not return until the Demon is banished, and then he will return intact. In combat Demons move 10 megahexes per turn, without levitating, and are of Attack and Defense Value 10. They have 1 shift up with magic, know all spells except those of a Dragon Lord, and have a Death Save on all but a 1 or 2.

DUCKS: These fowl beasts are minus one reaction to all other units, save on a 4, 5 or 6, can fly for half movement, but must land each turn, and may move BETWEEN the legs of an opponent (go thru their hex) to make an attack on the rear or side hexes. They move 10 hexes a turn, and can swim unhindered.

DRAGONS: Dragons are treated elsewhere in these rules in full detail. They have a Death Save, and know magic.

EAGLE: An eagle is treated like a regular flyer, usually a heavy or superheavy one, and has no special attributes beyond that.

ELEMENTAL: An elemental has an Attack and Defense Value of 5 or 10, moves 10 megahexes per turn, and has a death save on all but a 1, 2, or 3 to be banished. He does not know magic, however.

ELEPHANT: A war elephant is Attack and Defense Value 20, moves 3 MEGAHEXES per turn, and has a Death Save on a 4, 5 or 6. If he moves at least 2 megahexes (charges), his attack is one shift up on the combat odds table. He can trample units like a Dragon, and may also carry a unit atop him in a tower, with all normal tower bonuses. When he makes his Death Save, he must save AGAIN or panic, and will immediately move in a random direction (roll 1 die, and go clockwise beginning with North as a roll of 1), and tramples friendly and enemy units alike until he is off the playing board. He may be possessed, however.

ENTS: An ent has two shifts down on attacks, and is of value 10, 20 or 30, he has one shift up on hand to hand attacks, and when a DD result occurs, the ent must save or be eliminated. They will burn up if fire in them continues for three consecutive turns. Ents move 5 hexes per turn, and are minus one in reaction to goblins and orcs.

GIANTS (Gigantic): These monsters are of Attack and Defense Value 10, 15, or 20, and move 6 hexes per turn. They have a 5 or 6 Death Save, and get one shift up in hand to hand combat. If they know magic it is at one shift down.

GLADIATOR: A gladiator has a Death Save on a 5 or 6, and other than that is like any regular human unit.

GOLEM: A Golem is treated like a troll, and will continue to regenerate its damaged parts in one to six turns (roll one die for how many turns). They are a minus three on all reactions to human types.

GREAT BEASTS: This category can cover virtually anything that is enormous in size: giant rhinos, hippos, big lizards (not Dragons), or the like. They are of a value range of 5, 10, 20, or 30, and all get a shift up if they charge attack. All have a 5 or 6 Death Save if they have thick hide, and move 10 hexes per turn. Most beasts are a minus one in their reaction to humans.

GRIFFON: A Griffon is treated like a Dragon (usually a 5 or 10), and NEVER knows magic. They are often found in alliance with humans as superheavy flyers, and have a negative two reaction to ANY cavalry units.

HARPY: A harpy is treated like a 2 point flyer, which moves 20 hexes per turn. It may take off without any movement penalty, and has a 3,4,5, or 6 save. It also gets a Death Save on a 6, and can use magic with one shift down on damage.

HELLHOUND: A hound of large size which has an Attack and Defense Value of 2, moves 20 hexes per turn, and has a Death Save on a 5 or 6. They are fiercely loyal to their master.

HYDRA: A hydra has an Attack and Defense Value of 2, moves 5 hexes per turn, and when in a megahex with a unit, it must save or be "frozen" in place for 1 to 6 turns (roll one die). It knows level 2 magic, and has no shifts up or down in combat.

INSECTS: They have an Attack and Defense Value of 2, but those attacking them are two shifts down due to their ecto-skeleton. They move 6 hexes per turn and can jump ½ movement and attack. They do not use magic, but are a minus one on morale rolls when their leaders are killed.

LIONS: A lion ranges from a value of 5 to 10 or 15, and moves 15 hexes per turn. It has a shift up in hand to hand combat, and a 4, 5 or 6 save. It may leap half its movement in the air, but must land and not move any more that turn.

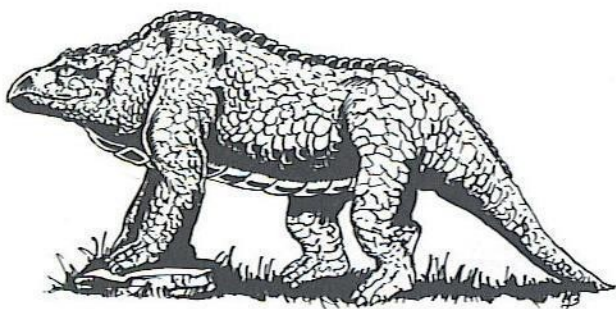
MANTICORE: Treat this semi-human, semi-lion beast as a Superheavy Flyer, which ALSO has a tail attack on all units in side and rear hexes: any unit in this zone which is attacked (tail attacks for value 10) and receives a DD or DE result must also save or die of poison (even units with a Death Save). The Manticore attacks and defends at a value of 20.

MINOTAUR: These beasts are Attack and Defense Value 4 (or greater such as a Great Giant if massive in size), and have a shift up in hand to hand attacks, AND a shift down when attacked due to their awesome appearance.

NASGUL: The wraith who serves evil has the Attack and Defense Values of a hero (5), moves 10 hexes, and has a Death Save on all but a 1 or 2. He is usually armed with a magical weapon.

NEANDERTHAL: These primitive human types are in size like a giant (value 4), but get no shift up in combat. They move 10 hexes per turn, and know no magic ever.

OGRE: These fearsome beasts are the same as a giant, except that they get two shifts up in hand to hand com-



bat due to their fierce nature. They are a minus three reaction to humans.

PALADINS: These units have a plus one reaction to all humans, have a Death Save on a 5 or 6, and are treated as Heavy Infantry with an Attack and Defense Value of 2.

PEGASUS: The flying horse has the attributes of a Heavy Flyer (see the chart of flyers), and has in addition a Death Save on a 5 or 6. They also exist in semi-lizard form.

RATS: These beasts move 10 hexes per turn, have a 5 or 6 save (no Death Save), are of value 1, and when they bite (attack) a unit and get any Defender Retreat result, the bitten unit must save or get rabies! The unit must then save AGAIN minus one or die from the disease.

SAMURAI: These type of fighters, sometimes found in the Eastern Regions, are of Attack and Defense Value 2, unless knocked down. (i.e., they are a one with one point added to attack and defense when standing) They move and save like normal human units.

SNAKES: A snake will move 5 hexes per turn, is a value of 2, and saves on a 6. It is one shift down when attacked, and the attacked unit must save like when attacked by a Rat, above, due to the venom.

SPIDERS: There are several sizes of these creatures, ranging in size from 2 point to 20 point spiders. They leap (in the larger sizes) 2 megahexes per turn, and when they attack they like to land atop a unit. The unit must then save or fall to the ground, tangled in web. Every turn on the ground, the unit is minus one more on the save. The spider has a save on a 4, 5, or 6, but has no Death Save.

SUCCUBUS: Her attack and defense is 1, is a light flyer in movement, and when in the megahex with a unit, it must save minus one or become immobile for that turn.

NOTE: A plus or minus on a reaction indicates that when you roll on the Reaction Chart on page 30, that this die roll is modified plus or minus the specified number, with a 1 indicating hostile and a 6 friendly.

UNDERHUNK: This massive creature is of Attack and Defense Value 10, has one shift up in hand to hand combat, moves 6 hexes per turn, and has a 4, 5, or 6 Death Save. Attacks against it are at one shift down, and it will NEVER know magic.

UNDEAD: The undead are magical creatures, and as such, cannot be attacked by non magic users except at one shift down. These are units which are propelled by a mage, and when the mage is dead they are also eliminated. They move 6 hexes per turn, save on a 6, and when hit by a DD result will be considered DE.

UNICORN: A unicorn adds one extra point to its charge attack for its horn, and other than that is like a horse of its size and stature (or a flyer if it has wings). It has a Death Save on a 5 or 6.

WOLF: A wolf moves 20 hexes per turn, ranges in size the same as horses (even superheavy for a magically created wolf), and save on a 5 or 6. They are minus one in their reaction to humans, but prefer to flee unless they outnumber their opponents.

WRAITHS: These unsubstantial creatures are never of a magic user level 4 or over, always being 3 or less due to their form. They know all normal magical spells, but cannot be Clerics. They move normally, and when they are hit with a DD result they are eliminated.

WYVERN: This great monster which has a poisoned tail is usually of Attack and Defense Value 10 or 20, with one shift down when attacked. Treat him like a Dragon, except that he will not use magic. Instead, Wyverns have a poisoned barb on their tail, and when a unit is hit by it (treat as a separate attack on units in its rear and side hexes, with the same attack value as the beast), these units must save or die from the poison. Thus the Wyvern has TWO attacks per turn, and may fly per the flight of Dragon restrictions for size.



3.0 COMBAT AND MAGIC

THEORY OF COMBAT: Each player rolls 1 six-sided die with the high roller moving and attacking FIRST. If the 1st player attacks with a unit that is of Value 1 against a Defending unit of Defense Value 1, the odds are 1 to 1. The Attacker rolls one die, looks on the Combat Results Table under the heading "1-to-1", and reads DOWN the side until coming to the number just rolled. This tells the result which has transpired in one minute of thrust and parry between these two units.

SHIFT UP/SHIFT DOWN: This means that when you read the odds on the table, you SHIFT the odds up or down ONE COLUMN as indicated in the rules. Thus a shift up would convert a 1 to 1 into a 2 to 1 attack, and a shift down would cause a 1 to 1 to become a 1 to 2 attack.



**SWORD LORDS
COMBAT RESULTS TABLE**

Die Roll	1-7	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
1	AE	AD	A-2	A-1	AE DD	AE DE	AE	AE DE	—	D-1	D-2	DD	DE
2	AE	AE	AD	A-2	A-1	A&D -1	A-1	A&D -1	D-1	D-2	DD	DE	DE
3	AE	AE	AE	AD	A-2	A-1	AE DE	D-1	D-2	DD	DE	DE	DE
4	AE	AE	AE	AE	AD	A-2	A&D -1	D-2	DD	DE	DE	DE	DE
5	AE	AE	AE	AE	AE	AD	D-1	DD	DE	DE	DE	DE	DE
6	AE	AE	AE	AE	AE	AE	DE	DE	DE	DE	DE	DE	DE

READING THE RESULTS: (—) A slash on the table means NO EFFECT to either unit; both units may continue to move and fight normally next turn, or for the second half of this turn.

D-1: This result means that the DEFENDING UNIT must retreat ONE HEX straight back from the Attacking Unit. The Defender moves his unit backward, and does not turn its facing away from the enemy. When the hex is vacated, the victorious Attacking Unit may move INTO this vacated hex, without further combat necessary, even if the unit comes into contact with additional enemy units.

D-2: This effect means a ROUT of the Defender, who must immediately retreat two hexes. In this instance the ATTACKER may move the routed unit any two hexes he desires, and may change the facing of the unit as well. This may force the retreating unit off of a cliff, into water, or into the zone of control of another unit which then gets an IMMEDIATE BONUS ATTACK. (Usually the routed unit is situated so this attack is a rear or side attack). However, before the Attacker is allowed to move the Defending Unit, it gets to make its Save to prevent this occurrence. Even figures with Death Saves are allowed to Save against a D-2. If this save is made the unit treats the D-2 as a D-1 effect instead. A unit which misses this save is either eliminated if driven off a cliff, into a pit, etc., or must save against drowning if driven into the sea. If driven into a BONUS ATTACK by another unit, this attack is then IMMEDIATELY resolved.

DD: This result means Defender Down, and the affected unit is immediately knocked down (or inverted if using counters) for the duration of THAT turn. All other attacks which can be made on this downed unit (including archery) are now at a PLUS 3. There is NO SAVE allowed on this

result except for units which have a Death Save. A unit which is Down cannot stand up until next turn, and cannot fight until standing. ALL a unit may do on one turn is to stand up, and then the following turn may proceed normally.

DD EXCEPTION: A magic user may cast a spell from the ground, with ONE SHIFT DOWN. Clerics may NOT heal while Down, however. Dragons cannot be knocked down, but on the next turn must make their Save MINUS 1 or retreat from the close shave.

DE: This result means Defender Eliminated, and although the unit is not TECHNICALLY DEAD, the unit cannot do anything further at all until healing is attempted. It is thus eliminated from the action by massive injury and thus its save (even a Death Save) is MINUS ONE when healing is attempted.

A-1, A-2, AD, AE: Any results which read thus apply to the Attacking Unit only, as previously explained for the Defending Unit.

EXCHANGE: A result of AE/DE indicates that the same NUMBER of units on each side will be eliminated; a result of AE/DD will eliminate an attacker, knock down the defender. The opponent gets to decide which unit(s) of yours he will remove. Thus one player could lose a 4 point Giant while the other lost no more than a Swordsman!

IF UNITS CANNOT RETREAT: If the result of retreat called for on the Combat Table cannot be done because the Defending unit has no vacant hexes to retreat into, treat a D-1 result as a Defender Down and a D-2 as a DE (Defender Eliminated) IF the unit fails to make its save.

PLAYER TURNS: A battle or encounter is a series of

player turns; during each turn each player will move any or all (or none) of his units, resolve combat and missile fire, cast spells and rally troops, and heal wounded units. Each turn is started by rolling for initiative.

ROLLING FOR INITIATIVE: Each player rolls one six-sided die, the winner deciding which side will move and resolve combat first (there are often advantages in letting the OTHER side charge out into the open first). No magic, or any other events carry over from turn to turn, although if you win initiative you CAN take many actions which will hinder the other player in his half of the turn. It is also possible to get two turns in a row by losing initiative on turn one and winning it for turn two.

SEQUENCE OF EVENTS:

1. Roll initiative (morale effects can modify this roll by minus one or more).
2. Determine Environmental Changes. Roll 1 to 3 dice as explained later to see if wind or other weather effects will affect movement or combat. Any continuing events (such as fires burning out of control, possessed units which get to try their save every turn, etc.) are done at this point to get them out of the way before movement begins.
3. Attacker Moves his units, stands up fallen units, casts spells, and generally arranges his troops to get the best possible attack odds.
4. Attacker Combat occurs, including hand to hand, ranged fire and magic, and all retreats, saves and morale checks are made if they occur in relationship to the Attacker's actions.
5. Defender Moves his units, stands up units, and acts as the Attacker has just done.
6. Defender Combat occurs as previously explained.
7. Roll Initiative for the next turn.

ADDING OTHER PLAYERS: If more than two players are involved, EACH player will separately roll for his initiative each turn, and move and otherwise act during his phase of the turn, with high roller gaining initiative.

WEATHER OPTION: Adding weather and wind effects is necessary in scenarios where ships are involved, because the wind direction and force directly affects ship movement. In other situations the order of play becomes more involved if weather and wind are added, but they should be rolled ONCE only at the beginning of the scenario and NOT every turn.

ZONES OF CONTROL: All units exert a Zone of Control in their front three hexes in hand to hand combat. No attacking units can move through this zone, and are forced to STOP as soon as entering the first hex of control. You MAY move freely through the side and rear hexes of any enemy units, however. An attacker MUST fight all units to which he becomes engaged, although ranged firepower can be thrown into the attack to draw off some of the engaged units and lower the odds.

RANGED FIRE: Ranged firepower (archers, magic users and siege weapons) exert no Zone of Control beyond their immediate three front hexes. In addition, ranged firepower may fire ONLY in the direction of their front and side hexes, but may NEVER fire in a rear direction.

DISENGAGING: A unit may break off contact with an enemy unit when its turn to move comes, and can freely continue to move and engage in other combat if it so desires.

ELIMINATED UNITS: When a unit is eliminated by a roll on the Combat Odds Table, the attacking unit may move freely through the eliminated unit's hex. If you elect to use optional rules to carry bodies with you until healed, the victorious unit MAY STILL move into the hex with the fallen body, without any penalty.

MORE THAN ONE ATTACK PER TURN: When a D-2 is called for, you can force the retreating unit (if it misses its save) into a rear attack by another of your units. Even if this unit of yours has already attacked, it gets this additional attack AUTOMATICALLY. This is the ONLY situation in which a unit may carry out more than one hand to hand attack in a turn. Archers, wizards and ranged firepower MAY FIRE MORE THAN ONCE per turn, but ONLY when they are RETURNING FIRE on the second and any additional attacks (such as in Exchanges, AE results, etc.). Cannons, however, have a nasty tendency to overheat (see Special Weapons, an option, in Section 8 of the rules).

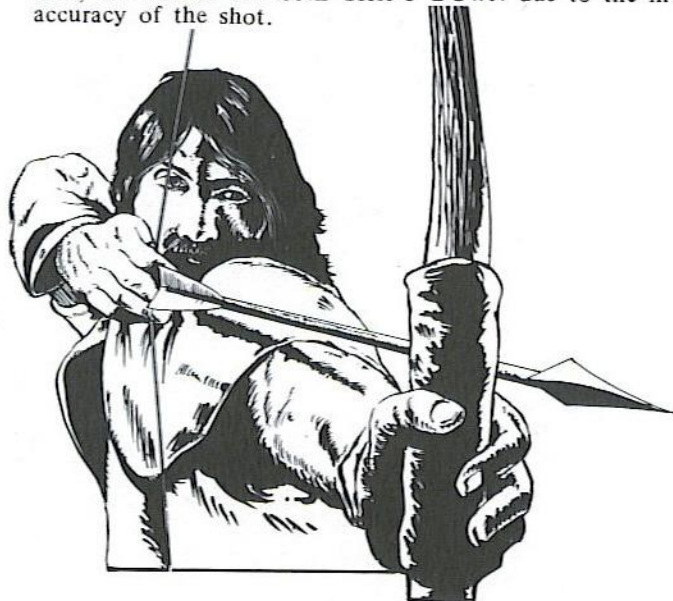
INANIMATE SAVES: There will occasionally be situations where you have conducted some action on an object which has no save, and you need to determine what it does in response. If you need a save number, use a 5 or 6 for saves on these inanimate objects.

STACKING COUNTERS: Since any system of rules which works with both counters and miniatures must limit one figure per hex, the ONLY stacking allowed is when a unit is carrying a body, or when a unit is on the back of a Grand Dragon or Superheavy Flyer. Horse and rider in cavalry units are treated as one unit.

EXCHANGES VERSUS REAR ATTACKS: When a unit is attacked from the rear only, the attacking unit ignores any exchanges on itself, as the defending unit is out of position to deliver a telling blow to its own rear.

RANGED FIREPOWER EFFECTS: As stated previously, all ranged firepower on the Combat Odds Table fires at FULL EFFECT up to HALF range, and beyond that is ONE SHIFT DOWN up to maximum range. Units on higher ground will have a plus one megahex added to their range. All missile fire may be combined with hand to hand combat or resolved before or after such combat, at the attacker's option, as long as every enemy unit you moved into contact with is fought at least once. Certain terrain will prevent ranged firepower entirely or cause extra shifts down on the Combat Odds Table. The range of siege weapons is generally 8 to 12 megahexes, as explained more fully in the Section on Special Weapons.

SHOOTING PAST OBSTACLES: Archery and magic are cast on a straight line of sight, generally. If you cannot directly see the target, you must lob a shot at it. In this case, the effects are ONE SHIFT DOWN due to the inaccuracy of the shot.



VOLLEY FIRE: The exception to the above is that if you have a FULL MEGAHEX of archers or magic users who are acting in concert, you may shoot over walls, friendly troops, etc., WITHOUT the shift down, due to the increased effectiveness of the mass of missile fire. All shifts down for extended range still apply, however.

COMBAT BONUSES: Being behind a unit for a side attack adds 2 to your Attack Value, and a rear attack adds 3. Being a step **ABOVE** on higher ground than the Defender adds 1 to your Attack **AND** Defense Value for hand to hand combat attacks only. You also get a plus 1 bonus for being on a tower or behind a wall when attacked over the wall. You do **NOT** get a bonus for firing missile weapons from higher than your opponent, although 1 megahex of additional range is automatically allowed. An attack on a unit that is Down is at plus 3, and any DD combat results you obtain on the downed unit **AUTOMATICALLY** convert to Defender Eliminated.

SHIELD WALL DEFENSE: Any unit may elect to assume a **PURELY** defensive posture for one turn, regardless of who won initiative. When it takes this position it **CAN NOT** attack when its turn comes, but all attacks against it are at one shift **DOWN** on the Combat Odds Table. These units may, however, participate in Exchanges and AE results while taking this defense. They may **NOT**, however, move and assume attacks on their own for this turn. This type of defense works against ranged fire and hand to hand attacks equally well.

TWO DEFENDER DOWNS IN A ROW: When a unit is already down and another Down result is rolled on another combat attack, the unit is eliminated. When a hero or a Sword Lord is down and attacked again, he must first make his Death Save to not be killed, but then must save again against being knocked down, since being already down this second "Down" result will kill him unless the Death Save is made.

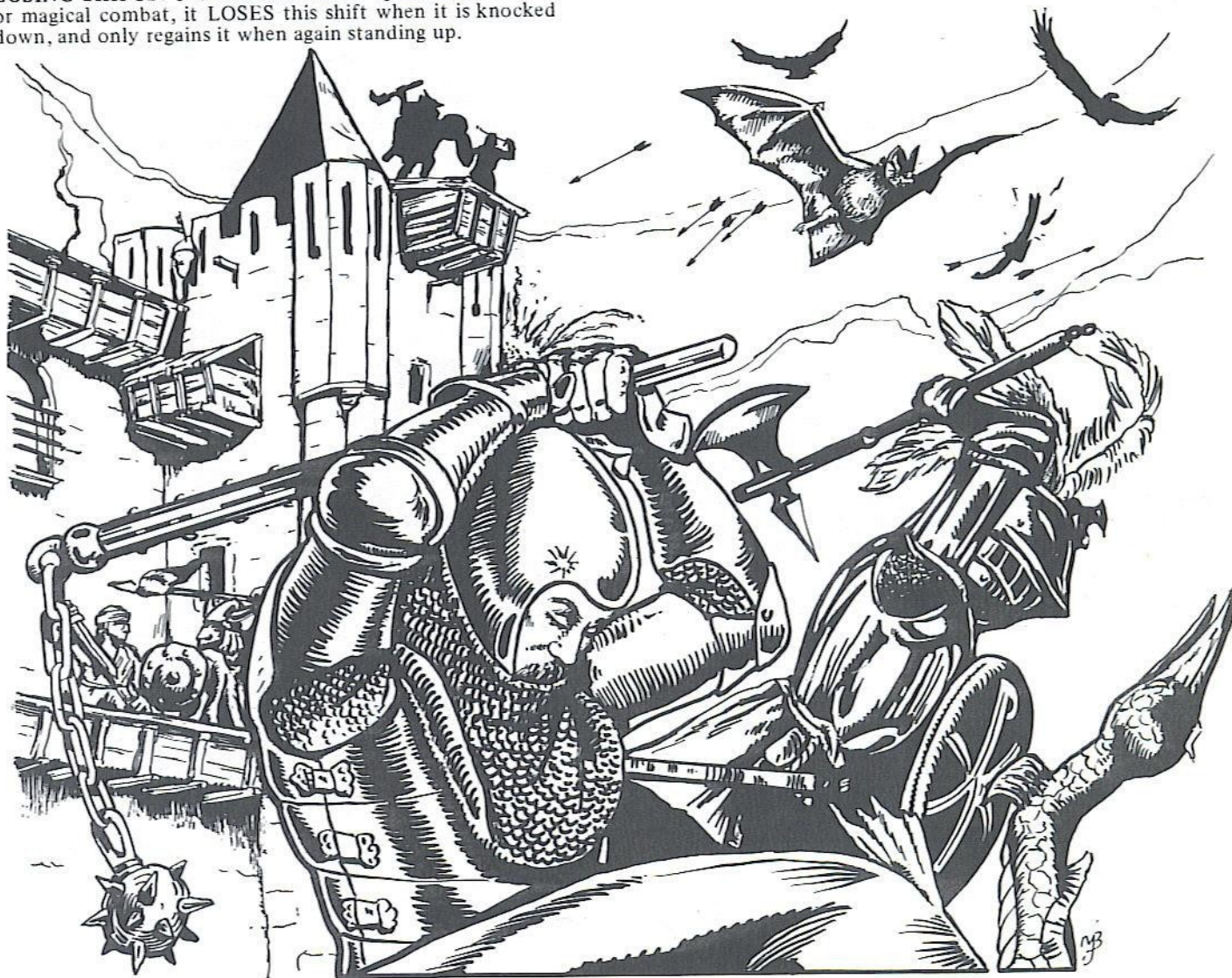
LOSING SHIFTS: If a unit has a shift up in hand to hand or magical combat, it **LOSES** this shift when it is knocked down, and only regains it when again standing up.

HITTING FLYERS AND CAVALRY: Hitting a flyer in the air is one shift down, or two shifts down if the flyer spent the previous turn going **STRAIGHT UP** (you can write on the back of the counter how many turns of elevation it has spent), and a DD result on a flyer will force it to make its save (4,5, or 6) or plunge to his death. Cavalry are attacked as **ONE UNIT** and odds are not divided between horse and rider. There is no penalty to hit a cavalry unit, and the rider does **NOT** get a plus 1 for being above the Defender, because cavalry gets the plus 1 for the charge instead.

MAGIC VS NON-MAGIC USERS: There are certain times when astral figures or wraiths are fighting nonmagical units. These totally magical units **CAN NOT** be injured by non-magical units, although they may do damage to the non-magic units themselves. Dragons may attack magical and non-magical units alike. Heroes with enchanted weapons can attack magic users, and when wizards and clerics are in their regular form any regular weapon or attack **CAN** do normal damage. A Sword Lord is considered to **AUTOMATICALLY** have an enchanted weapon.

CRAWLING: Units may elect to crawl instead of standing up. When moving in this way they are considered Defender Down, and move only two hexes per turn.

THROWING BODIES INTO THE WATER: This technique, which counts the same as carrying a body, will prevent the healing of the unit at a later date. Any unit which is thrown into a pit, into the water, or over a cliff will be so injured that no healing is possible at a later date, except by a Caller, as per their special Spell.





MAGICAL COMBAT:

COMMON CHARACTERISTICS: Both Wizards and Clerics have six levels of magic use which correspond to the number of Attack and Defense points they have. Most magic users you will encounter will be 1 to 4 point mages. It is not until Level 4 that Wizards get 1 SHIFT UP on the Combat Results Table for damage spells (blasts). Grand Wizards (Value 5) get TWO shifts up, and Dragon Lords get THREE shifts up (and know many extra spells which are unavailable to the other five magic user types). The Level Number of the magic user indicates the value of damage, the number of units that can be affected, or tells you the range of the wizard's spells at FULL EFFECT. Any spells beyond this range (only blasts allowed) are at one shift DOWN. ALL wizards have knowledge of the basic spells that are first listed, and these spells can influence as many units as the Value Number of the magic user.

BASIC WIZARD SPELLS: Only one of these spells may be cast each turn, and take place automatically when cast. The magic user may move up to HALF his movement (he moves 10 hexes per turn) and cast a spell. If he moves more than half movement, he may NOT cast a spell that turn.

1. **CONCEAL:** This spell will hide one unit for one turn for a level 1 magic user, or one unit TWO turns, or TWO units for one turn, etc., on up to level six magic users. A unit must remain NEXT to the magic user to continue to be invisible and when so protected any attacks against this unit are at THREE shifts down. The magic user, however, can be attacked normally. The unit is revealed again when it is first attacked or attacks, OR when coming into the zone of control of enemy units, OR when seen by this spell (in a picked 7 megahex area).
2. **AVERT:** This spell protects one figure from all missile fire and physical attacks (even dragon breath) for one turn, but does NOT protect against magical attacks by wizards. You must have WON initiative to use this

spell and have it be effective (i.e., it does NOT carry over from one to another initiative). Avert spells may apply to more than one unit simultaneously, up to the value number of the magic user casting them.

3. **BLAST:** This spell is the equivalent of archer fire, and does damage equal to the value number of the magic user, plus any shifts up if they apply. Range is the value number at full effect, and with one shift down for as many extra megahexes as the user's number.
4. **LEVITATE:** This spell allows a wizard to move himself OR other persons or objects as many megahexes as equals the value of the magic user DOUBLED. On a unit not adjacent to the mage, the number of megahexes TO the object to be levitated and the distance are all added together to arrive at the total number of megahexes which the spell must travel (it may not exceed the value of the mage, doubled). If a mage levitates, he may NOT cast any other spell the same turn, and cannot maintain his levitation from turn to turn while attempting another spell. He MAY land and cast a spell on the same turn.
5. **POSSESS:** The range of this spell is the value number of the mage. Possessed units immediately get their save, and if it is made they are not possessed. If, however, they fail to make their save, the unit is IMMEDIATELY possessed and will move and attack on behalf of the wizard. A magic user can control only as many units as his value number, and can possess no more until releasing control of some of these. He may, however, in future turns cast other types of spells while he is maintaining possession of up to the maximum number of units. A dragon cannot be possessed by ANY type of mage. At the beginning of EVERY future turn the possessed unit again attempts its save and will continue to be possessed by the mage until the save is made or the unit dies or is repossessed.
6. **SUMMON Fighters:** This type of summon spell will allow the mage to summon one being of his value, who moves 8 hexes per turn and knows NO magic and has no Death Save. This unit may move and attack the turn it is summoned. The mage may NOT summon another such unit until this one is lost, and it dies with the mage.

SUMMON Demon or Genie: When a mage spends several turns summoning a Demon or Genie (50% chance of each), or when the combined value of several mages is equal to TEN value points, then one of these two types of powerful beings is summoned to this plane of existence. A Demon will be hostile to the summoners on a roll of a 6 on one die, and will try to kill them until he is successfully possessed. A Genie will only grant three wishes (i.e., fight 3 times) before it vanishes. Either will move 10 MEGAHEXES per turn, have a Death Save on all but a 1 or 2, and appear in a megahex adjacent to the megahex of the summoner. The being may not do anything until next turn, when it may freely levitate AND fight the same turn. Only 1 allowed at a time per side.

SUMMON Mindlink: If two mages both use the spell in the same turn, they may establish a mental link allowing them to converse, and communicate information, battle commands, etc. The link lasts one turn.

SUMMON Illusion: This final application of a summon spell is the creation of a being or beast which equals the value of the summoner TRIPLED. This illusion may immediately move and attack, BUT it does damage to units it attacks ONLY if they fail to make their save and thus believe in the illusion. Any unit which saves will never be harmed by a particular illusion. Units which fail in the save can be normally attacked and eliminated by the illusion. A mage can maintain ONLY one illusion at a time, and CANNOT cast other magic while controlling it. It can continue indefinitely, or until all enemy units have successfully disbelieved it.

CLERICAL MAGIC: Clerics can cast six spells and add to the saves of demoralized units in contact with them which are attempting to re-mobilize. Units attacking the more powerful Clerics suffer shifts **DOWN** on the Combat Odds Table, much like Wizards get shifts **UP** for attack purposes. A Cleric may heal as many points of damage to any **DIRECTLY ADJACENT** units as his value number, provided the wounded units make their save **MINUS ONE**.

BASIC CLERICAL SPELLS: These are the spells available to **ALL** clerics, and correspond closely to those of the wizards. Only **ONE** spell may be cast per turn, with up to half movement allowed before spellcasting (i.e., up to 5 hexes of movement and one spell per turn).

1. **CONCEAL:** This is the same spell as that of a wizard.
2. **AVERT:** Again, this is the same spell as a wizard knows.
3. **HEAL:** The cleric must be equal in value to the unit being healed, and the healed unit must make its save **MINUS ONE** to return. Healed units are considered blessed by the Gods and receive an **IMMEDIATE** increase in value by **ONE POINT**. Thus a Hero becomes a Swordlord automatically. A magic user who returns to life after being healed also rises by **ONE LEVEL** in his future magic use.
4. **LEVITATE:** This spell is identical to the wizard spell.
5. **SLIPPERY FLOOR:** This spell forces one unit (or up to the number of the Cleric) to save or fall down **IMMEDIATELY** in the hex it is in. Other units **MAY** then attack this unit. A cleric cannot cause a unit to fall to its death, however, unless it makes its save or **DIES** from the spell.
6. **RAISE MORALE:** Level 4, 5, and 6 Clerics automatically raise morale, but this spell will raise morale **ONE MORE** for the units **IN CONTACT** with the Cleric, or will increase a unit's ability to **MOBILIZE** by a plus one. This spell will **NOT** raise morale of units not in direct contact with the Cleric, however.



ADVANCED MAGIC: Dragon Lords and Callers

FINDING THEM: These two types of units are the most powerful human units in the game; consequently, overuse of them will tend to minimize the effectiveness of all other units. We suggest that you find a Dragon Lord or a Caller in the Eastern Regions **ONLY** when you roll snake eyes or boxcars (2 & 12) on two dice. When rolling up random units and a Sixth level mage is called for, roll **AGAIN**; a second 6 will indicate the Dragon Lord or Caller's presence.

UNDEAD DRAGON LORDS: These are a special class of Dragon Lords. The Undead Lords have shapeshifted into an undead form as a means of immortality, and have lost their way back. They **CANNOT** shapeshift into **ANY** living form (including a Dragon), but they may do everything else that is allowed a Dragon Lord, **EXCEPT** that they **MAY** shapeshift into Demon form, and all saves, etc., are treated as if they are that unit. They will, however, get all their magic with the proper number of shifts up. As a Demon, all units in the megahex with the Undead Lord must save or flee half movement one turn.

BERSERK DRAGON LORD: A Dragon Lord who fails in his save to return to human form, from the shape of a Grand Dragon, will berserk and **CANNOT** be spoken to by another Dragon Lord. He will **NOT** break off combat if killed and the save made, and will instead choose to fight to the death.

DUELING DRAGON LORDS: Using the following advanced magic adds a great deal to scenarios where "Dueling Wizards" or combat between Dragons and Wizards is desired. These types of magic are more complicated in their relative application, so situations where interpretation varies might arise. In such a dispute, each player will roll a die; the winner's interpretation will stand (but only if **NOT** covered by the rules).

LETTING LESSER WIZARDS USE THESE SPELLS: You may, as an option, allow lesser magic users to attempt the higher level spells, but in so doing, you must have each attempting mage **SAVE FIRST MINUS ONE** or not be able to cast the spell that turn. If the magic user fails in this spell attempt, he may do nothing else (except move half movement) until next turn.

SPECIAL SPELLS for Dragon Lords and Callers:

1. **WEATHER (Mage Wind):** This spell creates 1 megahex of wind which will sail a small boat 6 turns at 4 megahexes per turn, add 1 megahex to the speed of a ship with sails up for 6 turns, or any such combination. This spell can be thrown as a megahex of wind at archers to prevent ranged fire from up to 7 archers in one turn, or even be thrown on up to 7 flyers to force them to IMMEDIATELY land and escape the gale winds.

WEATHER (Ice): This weather spell variation creates a megahex of ice for 1 turn, Attack Value 20, allowing units to cross water (movement halved), or to stop ships.

WEATHER (Fire Storm): Finally, a full megahex of fire may be created, Attack Value 20, which stops units from moving through it (if they enter they must save or die), and also useful to set ships afire (see ship fire rules).

2. **EARTHQUAKE:** A straight line of 4 megahexes opens in the ground permanently. ALL 4 megahexes must be connected in a straight line, originating from the megahex of the caster. Each enemy or friendly unit or inanimate object must save or be swallowed up forever. A Dragon Lord may only use this spell once per game, and is Down after casting it. Callers may not kill with it, also.

3. **SHAPESHIFT:** This spell allows the user to assume another form at will. A magic user CANNOT assume the form of a Demon, but CAN assume Dragon form if he is a Dragon Lord or Caller. Any human or animal form assumed carries with it the animal's characteristics, and any special shifts or bonuses the magic user has are lost while in animal or other form. The mage may reassume human form when his turn comes with NO penalty. However, if the animal form is attacked and eliminated, so is the mage. If shapeshifting to Dragon form, the mage has trouble returning to his normal form. The first turn he assumes Dragon form he may immediately attack and move with no danger. On the second turn in Dragon form he may again attack and move, and if he wishes, at the end of the turn try to RETURN to normal form. He MUST make his save to do so. On the third turn that he is in Dragon form his save is MINUS ONE, and minus two on the next turn thereafter, etc. Once a Dragon Lord or Caller has failed his save, he CANNOT return to human form, unless there is a Caller present who can use a special spell and return him to normal. If he becomes a Dragon, he will move and attack with reaction rolls based on the Dragon being a random monster. A Dragon Lord can also assume the form of a Caller, but not the reverse. When assuming Dragon form the mage's attributes are TIMES FIVE, or up to a 30 point Dragon in size, with one shift UP and DOWN in attacks, and a Death Save on all but a 1. The Dragon, however, will not use the blast but instead use Dragon Breath in all attacks.

4. **ASTRAL FORM:** As long as the body of the mage is reasonably safe and secure, this spell is effective. The unprotected body, once the astral form has left it, is a 1 on Defense, with no shifts at all, and can be very easily eliminated. The astral form, however, is very powerful, and may move and attack just as the mage does, with all shifts and Death Saves still applying. However, the astral form is IMMUNE to physical hand-to-hand attacks. ONLY magic and dragon attacks can affect him while in astral form. This spell may last as long as the mage desires. If, however, his astral form should be destroyed (fail its save), the real body will continue to be alive, but will be continually unconscious until either killed or the spirit of the mage is returned to his corporal form by a Caller.

5. **DRAGONSPEAK:** This spell allows the magic user to speak with a Dragon for one turn, and thus thwart any Dragon attacks that turn, but obviously the mage must have won initiative for the spell to be effective. The

rules and reactions governing speaking with Dragons are discussed in the next section, but generally the act of speaking with a Dragon will improve his reaction by 1 to you on future reactions rolls, thus improving your chance of escaping him or even befriend him.

6. **CAUSATE:** This spell (actually a series of special spells) allow the magic user to choose ONE EVENT or ONE SPECIAL WEATHER OCCURRENCE from the next chart and have the effect last 1 turn. Spells may be renewed from turn to turn if the caster gains the initiative.



SPECIAL SPELLS (for Callers only):

7. **DEADCALL:** This special spell allows one DEAD unit (even if his Death Save has been missed badly) to return to life for the duration of the given game, but NO longer. Only ONCE per game may this spell be used, and it drains the Caller so he falls down for one turn after casting it. The spell is not permanent, however, and after the game has ended the called spirit will leave the body and it will immediately die. Dragons cannot be called back, and neither can Demons.
8. **RENEW:** This spell blesses the wounded unit, allowing the Caller to heal any unit so completely that there is NO minus on the unit's save to return to life.



SPECIAL WEATHER OCCURRENCE SPELLS: These spells are available to Dragon Lords and Callers only, and are cast as a subdivision of magic when the mage uses spell number 6 of his special spells. These, like any spells, are cast only if movement has been half or less, and MAY be cast with the mage on the ground at ONE SHIFT DOWN. (If not a damage spell, then the mage must save to cast it).

WEATHER SPELLS:

LIGHTNING: (Treat as a 20 point attack) This spell has a range of anywhere on the gameboard, with NO shifts up for the magic user.

HAIL: This spell prevents arrows, spells and flight for one turn.

VORTEX: An electrical storm on the etherial plane, preventing wizard magic one turn (except Level 6 Mages & Callers).

MISTS: Casting this spell will prevent any arrows or ranged weapons from firing for one turn.

FLOOD RIVERS: Effectively prevents crossing of rivers for one turn, drowns units already in the water AUTOMATICALLY (Death Saves allowed).

CANCEL WEATHER EFFECT: This spell will stop any magical weather cast in the BEGINNING half of a turn. This spell does NOT carry over from turn to turn.

RAIN: Movement is halved for all unit types when this spell is cast, anywhere on the board, for one turn.

ROUGH SEAS: This spell causes all ships to move HALF movement for one turn, and any units on rowboats and rafts must save or drown (Death Saves applicable).

SLEET: This spell causes flight in the air to be cut in HALF, and the range of arrows in HALF as well, and MAY NOT go beyond the normal range for the added range at one shift down.

SNOW: ALL ranged firepower is halved, and no flight is allowed. The turn FOLLOWING a Snow Spell, movement is cut in HALF for all units due to the muck on the ground.

WIND: No flying or levitation is possible when this spell is cast, for one turn. If using wind direction and force, wind's force is AUTOMATICALLY DOUBLED for one turn (even if already double).

BLIGHT: An electrical disturbance on the astral plane, preventing Clerical spells one turn, except for Callers.

TORNADO: (Treat as a 20 point attack). This spell has a range of anywhere on the board, with NO shifts up for the magic user casting it.

MAGICAL SPELLS:

BLESS HERO: This spell lasts for the whole game session, but only may be cast on one unit at a time. It allows this unit to automatically become a Hero (Value of 5, and Death Save on all but a 1 or 2).

ENCHANT WEAPON: This spell is permanent when cast on a unit's weapon, allowing him to fight MAGICAL units even if not himself a magic user (such as wraiths, or when wizards are in astral form).

DOUBLE POWER: This particular spell CANNOT be cast on himself; the Dragon Lord must cast it on ANOTHER wizard, but it will give him TWO SHIFTS UP in addition to any shifts he already has. The effect lasts only one turn.

REVERSE SPELL: This spell may be cast on himself or any other unit in range, and causes the effects of ONE spell to return to the caster of the spell. This and a few other spells are most effective if not announced in advance of the other player's initiative. Thus, when using a Secret Spell, simply announce that your magic user is casting a spell whose effect is not yet obvious.

FREEZE: One unit will be immediately frozen for one turn, with NO save allowed. However, Dragon Lords, Dragons, Callers and Grand Wizards are allowed their saves against this spell.

FIRE SHIELD: This spell prevents any Dragon blasts on either the caster or another unit in range for one turn.

MIND SHIELD: This sort of shield spell prevents any wizard magic on the caster or one other unit in range for one turn.

BLUR: This spell causes TWO shifts DOWN on one other unit or himself for one turn, but must be cast in the first half of a turn to be effective, as it does not carry over from initiative to initiative.

CONFUSE: This spell causes one wizard (but not a Dragon Lord) to be confused for one turn, who will consequently be unable to cast any magical spells for the turn IMMEDIATELY following. Must be cast in the first half of the turn.

SPELL SHIELD: Creates a one megahex field into which no spells may penetrate for one turn. The spell takes effect in the megahex in which the caster is standing, and can move with him.

BLESS: This spell ADDS 1 to the NEXT save of one unit who is in range of the mage. This MAY be added to a unit's death save, but a unit NEVER has an automatic save. This will continue in effect UNTIL the unit has to make a save.

CURSE: This spell gives a MINUS one to the next save of a unit within range, even a death save. This spell may be cast on any unit, including a Dragon or Dragon Lord.

REMOVE CURSE: A curse cannot be removed by a Bless, but must first have this spell cast on the unit. A cursed unit must have the curse removed before being blessed.

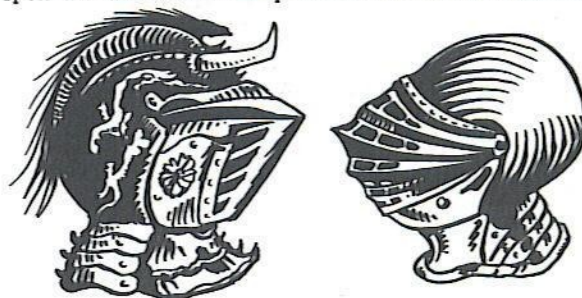
MIND CONTROL: This causes one unit to immediately come under the caster's sway until its save is made. HOWEVER, it does NOT get a save the first turn. This spell cannot be cast on a Dragon Lord, Grand Wizard, Caller or Dragon.

DRAGONBIND: This spell binds the wings of a Dragon, causing it to fall to earth. The Dragons gets its save MINUS one to avoid falling, and the landing is treated as a 7 to 1 attack on the Dragon, with Death Saves permissible.

DOUBLE SPELL DAMAGE: This spell is effective ONLY on blast attacks, and cannot be cast on the maker of the spell, but must be thrown on another mage. It allows ALL attack points of that mage to be DOUBLED for one turn, but adds no extra shifts up.

DETECT: Allows the user to detect invisible units within 6 megahexes of the caster, allowing him to know HOW MANY, but not their strength and exact location. May also be used to determine if a secret spell has been cast.

REVEAL: Allows mage to know the EXACT number and value of units that are invisible, but must be cast AFTER the Detect spell. This spell can also be cast on a wizard who is using secret protection spells to learn what type of spell he is protecting himself with. The caster could not, however, cast another spell the same turn. This spell will also reveal the presence of a secret Assassin unit.



DRAGON MAGIC:

DRAGON MAGIC ABILITIES: These abilities are all identical in effect to that of a Grand Wizard, with the same range. Thus the most powerful Dragon will know all of the spells as does the most powerful mage, and lesser Dragons will know magic at varying levels of effect. The exception to the use of magic is that Dragons prefer to use their fiery breath to Blast spells, and will NEVER use this particular spell, favoring instead Possess Spells. The range of the Dragon breath is 1 megahex, or two megahexes if the Dragon is flying above his target or on higher ground. The damage of his breath attack is this Attack Value, with 1 shift UP if he is on the ground, and no shifts up if he is attempting to attack while in the air. ALL attacks on Dragons are at ONE SHIFT DOWN no matter what their size, due to their thick hide. Dragons range in value from 5 (who knows NO magic), to a 10 (who knows NO magic, and has the same Death Save as a Hero, all but a 1 or 2), a 20 point Dragon (who knows magic, and has a save on all but a 1), and a 30 point Grand Dragon (who knows magic, has a Death Save on all but a 1, and knows all of the spells of a Dragon Lord.). ONLY the 30 point Dragon has access to the higher level magic.

SPEAKING TO A DRAGON: When spoken to with the spell of Dragonspeak, only one Dragon may be spoken to at a time. He will automatically listen, and at the end of the turn, will roll his reaction (see the Reaction Table in the Charts Section), modified PLUS ONE for this listening. To this ADD or SUBTRACT his natural reaction to human beings: a 5 point Dragon will be -3, a 10 point Dragon will be -2, a 20 point Dragon -1, and a 30 point Dragon will be UNAFFECTED by human presence due to his massive size. Thus, after speaking with a Dragon, roll one six-sided die: on a roll of 1 or 2 the Dragon will not attack you again and will let you pass or even join you temporarily on a roll of a 1. On a roll of a 3 or 4 the Dragon must roll again next turn, but does nothing to you this turn. On a 5 or 6 the Dragon will go ahead and attack you anyway at the soonest possible opportunity.

SCARING A DRAGON OFF: Whenever a Dragon is killed on the Combat Odds Table, or a DD result is obtained, even if the Dragon MAKES his Death Save and survives the attack, on the NEXT turn the Dragon must SAVE versus his Death Save number OR have thought better of the danger to himself and left the battle to others. Dragons have a remarkable sense of self-preservation. You CAN scare off a Dragon if you're very lucky!

TALKING TO A DRAGON: If you have used Dragonspeak successfully and obtained a 1 or 2 reaction to you, you can simply ask the Dragon to fly off and leave you alone, and he will. Even if he must check again, he is a PLUS 1 for being spoken to successfully. You can ONLY add TWO POINTS to his reaction by using Dragonspeak.

CASTING SECRET SPELLS ON DRAGONS OR ON OTHERS: When using the full array of magic against the Dragons or other Dragon Lords, both players may wish to write down their chosen spells, so that the first player can cast a Reverse Spell or other secret protection such as a Spell Shield on himself to prevent the second player's magic attack.

CASTING LONG RANGE SPELLS: There are ONLY two spells a Dragon Lord can cast beyond his range of 12 megahexes: a Tornado and a Lightning Bolt, both of which, when cast, attack for 20 points, but have NO shifts up no matter when cast.

DRAGON OVERRUNS: In ADDITION to his breath or magical attack, a 10, 20 or 30 point Dragon may, if on the ground at the time, move its full 10 hex movement and TRAMPLE any units in front of its path. These type of Trample Attacks are resolved as regular attacks with the Dragon's Attack Value versus the COMBINED value of all units trampled, WITHOUT a shift up. ALL units who are being trampled are allowed their SAVE to avoid the onrushing Dragon, and if the save is made, will move 1 hex out of the Dragon's way.

SLAYING A DRAGON: If you kill a Dragon single-handed, then you will assume his magic and save number, but will NOT become a Dragon Lord. Thus you cannot shape-shift, but can use the basic six magical spells.



EXCHANGES VERSUS A DRAGON: A Dragon may eliminate as many units as are in the front hexes of the beast, OR a full megahex (7) defending units, but the Dragon still gets his Death Save in exchanges.

CREATING NEW DRAGON TYPES: When creating larger Dragons (!) where miniatures exist, you can add thirty points of Attack and Defense at a time to arrive at 60, or even 90 point Dragons if you have large enough miniatures. NEVER let them have more than one shift up and down, however, or greater movement.

DRAGON REACTIONS: Any Dragon guarding a treasure hoard is an ADDITIONAL -1 in reaction; ANY unit in the megahex WITH a Dragon (or attacking a Dragon) is an AUTOMATIC minus 2 in the next reaction roll. Once you have an attack result, the Dragon will not back off until the offenders are eliminated. He will also NOT leave, for any reason, a treasure hoard, and will defend it to the end.

FINDING DRAGON HOARDS: When you have vanquished a Dragon, there is a great chance he has a cave or hoard on the gameboard. Roll one die; on all but a 1 or 2, there will be a treasure pile. Roll one die for how many types of treasure, ranging from one to six rolls on the Treasure Charts HALVED for a 10 point Dragon, or the regular amount for 20, and doubled for a 30 point Dragon.

CHART OF DRAGON TYPES

Type	A & D Value	Breath Range	Movement	Magic	Adds*	Reaction	Death Save
Hatchling	5	2 hexes	4MH/8 HM	NO	-1	-3	456
Small	10	1 MH	2/4/8 MH	NO	-1, +1	-2	3456
Medium	20	1 MH	0/4/8 MH	A 5†	-1, +1	-1	23456
Large - Grand Dragon	30	1 MH	0/2/4/8 MH	A 6†	-1, +1	0	23456

* A minus (-) means one shift down on ALL attacks; a plus (+) means a shift up when attacking EXCEPT when in the air.

† "A5" or "A6" means the Dragon can use magic to Wizard Level 5 or 6 respectively. Thus a 30 point Dragon is equal to the Dragon Lords in his magical capacity.

USING HIT LOCATIONS (optional combat for less than a dozen men): It is possible to apply a Defender Eliminated or Attacker Eliminated result to a specific part of the unit's body and often eliminate that part from further action, instead of the whole character. Using hit locations does involve some record keeping, but allows for increased realism in duels between Sword and Dragon Lords, in dungeon adventures, and so on. It is recommended for mostly value 2 and over units, but can be used by Attack and Defense Value 1 units.

COMBAT PROCEDURE: Combat occurs normally, and all D-1, D-2 and DD results are resolved as previously described. The ENTIRE unit is affected by these results when they are rolled on the Combat Results Table, and will fall down or retreat as is called for. It is ONLY on a AE or DE combat result that a hit location is rolled, to see what part of the unit was hit.

HIT LOCATIONS: After a DE or AE, roll one die and consult the chart below to see shot placement. A roll of 1 (head) or 6 (body) will eliminate the unit then and there. A roll of a 2 or 4 (even numbers) will hit the right or left arm (all characters are assumed to be right handed for convenience, but you may adapt this to lefties), and a roll of a 3 or 5 (odd numbers) will hit the right or the left leg.

		HEAD		
WEAPON (Attack)		1		SHIELD (Defense)
RT. ARM		BODY		LEFT ARM
2		6		4
RT. LEG				LEFT LEG
3				5

HITTING ARMS: A hit on the right (weapon) arm reduces the Attack Value of the whole unit by 1 (a Heavy Infantry would be reduced to a 1, a Giant to a 3 in all future attacks). A hit on the shield (left) arm reduces the Defense Value of the unit by 1. A character may NEVER, however, go below 1 in value offensively or defensively. When at Value 1 and hit, then the character's attack value is read one shift DOWN on the combat table in all future attacks if the right arm was hit; and all attacks on the character are at one shift UP if the left (shield) arm was hit. This reflects a reduction in the unit's overall constitution and fighting abilities.

HITTING LEGS: A hit on either leg causes the unit to fall down immediately. It may stand up next turn and move at half movement (limping along) thereafter until healed. If both legs are hit, the character must crawl (moving 2 hexes per turn) or be carried until healed. Each time after a character hit in a leg is hit in that leg again, one more hex is taken off his movement until it is reduced to 2 hexes per turn. Thus a character hit in only ONE leg can limp on one good leg and not have to crawl.

AIMING A SHOT: A unit may aim a shot at an enemy by attacking at two shifts DOWN on the combat results table, for any hand to hand, ranged or magical attacks. If the result is a DE, then you may choose to hit the body part which most effectively stops the enemy unit. Death Saves are still allowed on aimed shots if they apply.

HIT LOCATIONS FOR MONSTERS: Once an eliminated result is rolled on the combat table when fighting a monster (non human being or beast), roll the hit location as above. If a 1 or 6 is rolled, then the head or vital organ was hit and the monster is eliminated. If, however, any other location is rolled, then the monster must make its SAVE or immediately be knocked down for the rest of

the turn. It may stand up normally next turn, but may do nothing else.

DRAGON AND LARGE CREATURE HIT POINTS: A Dragon or large beast will have his hit point total divided by FIVE, so a 5 point beast will have a 1, a 10 will equal a 2, a 20 will equal a 4 and a 30 point beast will have 6 total hit points in each location. When the beast is reduced from, for example, a 6 to a 4 in hit points, then his attack value will also be reduced from a 30 to a 20 in Value. Shifts also are reduced if they are less for weaker creatures of that type. A result of Defender Down on the Combat Table, or a hit on other than the head or body of a Dragon will not knock him down, however, but it will force him to make his save MINUS ONE or break off the attack next turn. These hits are CUMULATIVE when determining the reduced strength of the Dragons.

HITTING MAGIC USERS: Roll the same hit locations for all mages: a hit on the right arm will reduce the Attack Value, and a hit on the left arm will reduce his Defense Value (mages use their hands to weave all their spells).

However, a Dragon Lord down to Level 1 in either of his hands cannot use his Event or Special Weather Spells, and when reduced to a 1 in BOTH hands, is limited to only the basic six spells known by all wizards. He also loses his shifts as his Attack and Defense Values are reduced as well.

HITTING A HERO OR SWORD LORD: When an Eliminated result is called for on a unit with a Death Save, roll as previously done. If the save succeeds, no damage occurs. If the save fails, the hit location is rolled. A hit on the head or body will remove 1 point from BOTH the Attack and Defense Value of the character. The right arm, when hit, reduces the attack value by 1, and the left arm reduces the defense value by 1, and as a Hero or Sword Lord can absorb up to 5 or 6 hits in these locations, the value of the unit in offensive or defensive capability will continue to be reduced. When the attribute reaches 1, treat with further shifts down for additional hits, which will initially take away the hero or Sword Lord's shifts up, and then cause shifts down to occur. The Hero or Sword Lord rolls a second SAVE to keep standing ONLY if he is hit in a leg and misses his Death Save. The leg would still take the damage, but the hero would bravely keep on his feet. When both legs combined are wounded up to the unit's original point value, then he must move half movement until healed. All shifts which affect the character are cumulative, in any case.

HEALING: A hit to a regular unit can be healed by a Cleric and healing proceeds the same as previously discussed, except that a separate healing save takes place for each body part. A level 4 Cleric could also heal 4 hits on a Sword Lord's various limbs and/or body in one turn, provided all the necessary saves were made.

SAVES WHEN BEING HEALED: Arms and legs are healed with 1 added to the character's save, but the head is still treated as a MINUS one to the save (thus if the save fails, the unit will not recover). The body is healed if the unit makes its save with no adjustments up or down. Once again, if the save fails, the unit will not return to life. A failed save on an arm indicates a permanent loss of one point (or a shift DOWN on attacks for a unit of value 1). A save which fails when healing a leg means the unit must move at half movement permanently thereafter.

CRIPPLING HITS: An automatic hit of 7 to 1 or above is still rolled for a specific hit location, however, this type of hit insures that healing of that part of the body is MINUS one for every point OVER 7 to 1 odds (i.e., a 9 to 1 hit would insure that a body part could not be healed). Also, for each point of attack over 7 to 1, a point is removed from the the Attack and Defense value of a Hero or Sword Lord. Thus a 9 to 1 attack on a Sword Lord would, if the Death Save were missed and the body location was rolled, remove 2 points from the Attack and the Defense Value of the unit thereafter. Healing could still take place, but at a minus two to the save of the unit.

4.0 MOVEMENT AND TERRAIN

GENERAL: Units may move up to their full movement allowance per turn on flat ground. Any unit may move any portion of its movement allowance each turn, or may elect to move none of its movement. A player is under no obligation to move a certain number of units in his turn. When units move over various types of terrain, movement points are lost at two for each point of movement, or three or four points lost for severe terrain types. Any unit which does move, **MUST** stop as soon as it enters one of the three front hexes (zone of control) of an enemy unit. No unit may move through a hex occupied by either a friendly or a hostile unit **UNLESS** that unit is knocked down. Even then, the unit moving through this hex must make its **SAVE** or fall down in the hex with the fallen unit. The only other time when more than one unit may be in the same hex is when carrying a body or when riding a large flyer or a Dragon.

WITHOUT USING THE MAPBOARD: When you desire to create wargaming situations with miniatures but don't want to use hexes, there are simple ways to convert to widely accepted methods of tape measures. Ten hexes of movement for a unit is equal to **SEVEN INCHES** in distance. Each megahex is equal in width to **TWO INCHES**. Thus it is possible to easily determine range, distance of flight, etc., using inches instead of hexes on the terrain of your choice.

SIMPLIFIED RANGEFINDING: Use a premeasured piece of string with knots in it at those distances you commonly use after playing the game a few times. Coloring these knots with ink makes them stand out even more for easy reference.

WATER: No infantry unit may move through a full megahex of water, although flying units may move over it, and light cavalry may swim it. Determine at the beginning of a scenario the direction of flow for rivers, and when any ships are traveling with the current, add **ONE** to the base movement of the ship in megahexes. Any unit which is heavier than a Value of 1 will, when falling in the water, attempt to **SAVE** and stay afloat or drown.

AVOIDING DROWNING: Roll **THREE** saves. If the unit fails in all three, it is considered drowned and removed from the game. As soon as the save is made, the unit then immediately pulls itself out of the water. All units which have been in the water are considered to have dropped all weapons, and thus have an Attack and Defense Value which is not in any way modified by weaponry, such as Pikemen or Archers. A unit coming out of the water is considered Defender Down the first turn on the deck or next to the body of water.

LIGHT CAVALRY SWIMMING: Light Cavalry can only swim at a rate of 1 megahex of water per turn. After the first megahex, the unit must save on a 4, 5, or 6 **EACH** turn in the water thereafter, to avoid drowning. **ANY** unit may attempt to swim at a movement cost of 4 hexes per hex of water traveled.

MOVING ONTO OBJECTS: Units may use ladders or stairs to scale towers, walls, or even cross rivers provided the ladders are long enough. Treat carried ladders like the weight of **TWO** bodies, cutting movement of two units in half. It takes **ONE** turn to set up a ladder, and then units may move up it at a rate of three hexes per hex moved. Basically a unit may move from the bottom to the top of a ladder in one turn. Combat is treated with a bonus of one for the unit **DEFENDING** against the unit lower than it on the ladder. Ladders may be destroyed like any units, but must be attacked separately. Their value is 3, and a **DD** on the ladder will knock it down, with all falling units having to save or be eliminated. Ladders **MUST** be attacked hand to hand.

BONUSES ON TOWERS: When a unit on higher ground attacks, the range of missile fire and wizard blasts is increased by one megahex in range, and **ALSO** one point is added to the Defense Value of the units on the towers. This bonus is added to the Defender when attacked by either ranged fire or in hand to hand combat. The units in towers are also able to get an extra Attack point when they attack **DOWN** at a unit coming up at them on a ladder. A **D-2** result in combat on a defending unit in a tower, however, will result in the unit falling down and out of the tower if it fails in its save. A **D-1** result in a tower is ignored, although a **DD** will knock the unit in the tower down, and then it may be attacked with the **DD** bonus.



WOODS: A megahex of trees will make units in that megahex harder to hit: one shift **DOWN** on the outer six hexes, two shifts **DOWN** in the central hex. Figures **MAY** fire out from all but the center hex with **NO** penalty. Ranged fire from the central hex is impossible. Movement in trees is cut in **HALF**, but hand to hand combat continues normally. Hidden movement of units (removing them from the board) while they are in trees is optional, but at least **THREE** megahexes of trees should be adjacent for this option to apply. Only scouts and elves may move through woods with no movement penalty.

RANDOM BEASTS IN THE WOODS: In any given encounter scenario, you may use the woods megahexes as a means of generating random creatures. Roll one die, and on a roll of 6, there will be a random monster, rolled up from the monster generation charts later in the book. Be sure to roll the Animal Reaction of the beast as well, and then resolve the combat if necessary.

FLYERS ATTACKING UNITS IN TREES: Units in the tree megahexes may not be attacked by air, and may also not be attacked by objects dropped by flyers. Any flyer wishing to attack units in trees must first land and then attack the units from the ground, **NOT** getting his bonus for a charge from the air. Dragons may set fire to trees at a 1 to 1 attack for the entire megahex. (See fire rules for the spread of fires from turn to turn, setting a whole woods on fire.)

HIDING UNITS IN THE WOODS: Any unit who may move into the woods may move into the central hex of the megahex, and by spending one turn there be removed from the board and considered hidden. In the future, if these units move from tree to tree megahex **WITHOUT** leaving the trees, any enemy units must **SAVE** to even see these hidden units. Once seen they may be attacked normally.

HILLS: On the printed mapboard there are brown hills which cause a unit to stop **IMMEDIATELY** as soon as they enter them. Each turn on a hill a unit's movement is cut in **HALF**. Units attacked on the slopes by units above are at a disadvantage; the units on higher ground get **ONE EXTRA POINT** added to their Attack **AND** Defense Value. Dwarfs may move over hills with **NO** movement penalty.

HIDDEN MOVEMENT IN TUNNELS: A megahex of hill-side with a shaded mine or tunnel opening is an entrance hex which may be moved into. Movement inside the tunnel is half speed, but only as many units may move into the tunnel as have movement to do so each turn. Only the player whose tunnels they are will know where they lead, and may in some situations open in one of several possible openings. Be sure to map tunnels prior to play if they are complicated to follow. Dwarves move unhindered in them.

MOVEMENT ON SHIPS: Movement on ships is considered to be normal movement per turn, except while going over the side of the ship, which counts two hexes per hex moved, or climbing the rigging, which counts 4 hexes per hex moved (climbed). Retreats from the side of a ship can lead to drowning if three consecutive saves are missed. A unit may attempt to throw a line to an overboard unit, but only on a 5 or 6 on one die will this grapple attempt be successful, and then the unit may be pulled onto the deck. A unit may only attempt to grapple once per turn, and even when the unit is pulled up onto the deck, it is considered Down for that turn, and may stand next turn.

MOVEMENT INTO FIRES: Any unit forced to retreat into a hex containing fire must make its SAVE or get caught on fire. Roll one die: this will represent from a 1 to 1 to a 6 to 1 attack by the flames on this unit. Then resolve this combat immediately. If the unit survives (treat D-2 as panic, and the fire continues another turn, and treat DD as DE), the fire will go out after this turn.

LEAPING OBJECTS OR BODIES: A unit may leap another fallen unit or small rock at a cost of THREE movement points per hex jumped. Longer leaps may also be attempted if the unit's total movement allowance is not exceeded. Exceptions to this are that NO unit may attempt a leap of more than TWO hexes unless a Cavalry or Flyer type unit. A save must be made on any jumps further than 1 hex. If the unit fails in its save it FALLS DOWN in the first hex of the jump.

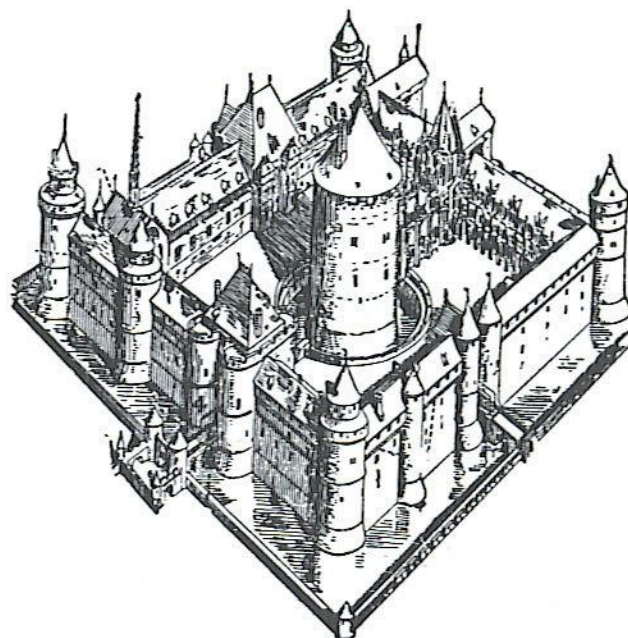


5.0 THE BATTLEFIELD

USING THE BOARD: The enclosed mapboard represents a section of the Eastern Regions. The printed terrain effects will modify movement as previously outlined. The ship counters can be used on plain hexboards to represent water, and the mapboard may ultimately be duplicated, or other copies purchased, and then cut up to create modular terrain which may be changed for various and virtually unlimited scenarios.

USING THE SHIPS: Allow one EXTRA layer of units on shipboard, to be hidden units until the move out onto the deck. They represent the units BELOW decks (if using miniatures, keep the type of units hidden until they come up on deck).

MODIFYING THE MAP: When using the mapboard for land battles, use whatever terrain effects you feel are appropriate to the scenario, or consult the random terrain charts for ways to position and select terrain. Small bits of tape or paste will hold the terrain more firmly to the board, and we recommend that the terrain pieces also be glued to a medium thickness cardboard backing BEFORE being cut apart. Unit counters may also be pasted to the BOTTOM of miniatures bases for easy reference if you want to use three dimensional playing pieces. (Double-sticky tape works well for this, also.) Taping the unit value on the bottom of the base also works to keep the unit's value secret to some degree until combat actually occurs.



LARGE BATTLES: For larger battlefields you may photocopy the mapboard or obtain additional copies of the plain field and tape several together. Pursuit scenarios can also be created by using two boards end to end and continually shifting and positioning one before the other as the chase goes on. If you desire more realistic terrain effects, there are a number of ways to inexpensively create rocks and trees, mountains and towers, even buildings and ships. Consult your local hobby store or hardware store and you'll find the necessary materials. Plaster of paris or paper mache is excellent for towers and rocks: simply pour (or mould) it into a styrofoam cup or scoop out a teaspoon onto a sheet of glass. When dry, spray with automobile grey or brown primer and sprinkle model railroad turf or small bits of sand onto the terrain while the paint is still wet. Scrap balsa wood and instant glue can be used to create actual wooden ships with cloth sails, and ladders, fences which stand in small mounds of plaster of paris, and simple buildings can be constructed quite easily and inexpensively. Experiment — you'll find that such terrain is an incredible boost to the enjoyment of miniature wargaming!

BEGINNING A BATTLE: Once you have set up a small section of the Eastern Regions, each player should roll one die: the winner gets to decide on which side of the board he will enter on the first turn (unless a siege scenario or such, with one or both sides entrenched, is played out). The other player gets initiative for the first game turn. All units would then move in from the edges of the playing board on the first turn, unless the scenario dictates otherwise.

6.0 PREPARATION FOR PLAY

CREATE TWO FORCES: There are any number of ways to do this. You can simply play a solitary version where you roll up a dozen random fighters from the charts provided, or may carefully and deliberately compose a select unit of troops. Two opposing forces may be exactly balanced, with the same number and types of units on each side, or you may roll 3, 5 or more dice worth of units and determine randomly the composition of each force. Another way is to introduce units into a battle during several game turns. Divide each army into two or three separate bodies of units and roll one die for each unit. This number represents the number of turns before this group may enter the battle. Each group will have its own leader who will affect this group's morale if he is eliminated. Each group may roll initiative separately, OR the entire army may roll each turn, depending on the number of groups. In this type of scenario, larger forces can be hampered by poor early deployment, and smaller, more mobile forces can gain terrain advantages before the hoards arrive.

DECIDE ON VICTORY TERMS: Usually a battle will continue until one side has lost its leader and the morale roll indicates surrender or retreat off of the battlefield. Once an army has lost 60% of its forces OR its leader (usually a King, Hero, Grand Wizard or Sword Lord), it MUST make a morale test EVERY turn to hold fast that turn. If the leader can be rescued and healed, the morale rolls will end, but while the leader is gone all initiative rolls for that side are at a MINUS one. Morale for a separate unit of forces can be positively affected by the presence of a Hero (giving a plus 1) or of a Cleric (giving a plus and also spells to increase morale), or a Sword Lord (also giving a plus 1) if these units are in the same megahex as the unit testing. The rest of the army will test its morale without any bonus. If the scenario calls for battle to the death, then ignore the morale rules and dispense with the morale checks for the loss of leaders. It is recommended, however, that whenever a leader is lost that a minus 1 on the Initiative Roll continue for the army for the rest of the game, due to inferior tactics from that point onward.

ADD ANY OPTIONAL RULES TO THE SCENARIO: Look through the charts in the back of this book. Each simply indicates how many dice are rolled and what each number represents in terms of information to be added. You can determine the type of leader your army possesses, his tactics, weather conditions, or a number of other interesting variables. Try different battles with and without these rules, for they are NEVER intended to ALL be used at once, unless a major campaign or series of battles is planned over an extended period of time.

UNBALANCED SCENARIOS: Creating different situations allows you freedom to: create a random group of fighters of a random tech level, and have them pursued by a force three times their number of very low tech level; lead a group through a narrow pass where hidden units lie in wait; or try some of the following scenarios:

1. **THE BALANCED SCENARIO:** Equal forces are selected, using the following simple formula: for scenarios without Heroes or Sword Lords, just use the total attack points of all units, and start with 50 points each. If using Heroes or Magic Users, then use the following:

$$\frac{\text{Attack Value} \times \text{No. of points of Death Save}}{\text{times}}$$

$$\text{Level of Magic User} = \text{total cost of that unit}$$

Again, use equal number of points, beginning with 100.

2. **LOADING THE DICE:** Create a situation where one side is outnumbered, but possesses much more lethal weaponry or magic or heroes, or all three.
3. **THE DUEL OF THE DRAGON LORDS:** Use two Dragon Lords, each with a small band of followers, looking for each other from opposite ends of the game board. Note: DO NOT combine Dragon Lords and gunpowder weapons in the same scenario, as the Dragon Lords' magic is severely LIMITED in the presence of such disruptive psychic forces. If a Dragon Lord and gunpowder are combined on the SAME side, the Dragon Lord will know ONLY the first six spells like any other mage, but NONE of his additional spells, until far away from this evil influence.
4. **AMBUSH:** Using conceal spells and hidden movement, allow a smaller force to sneak up on unsuspecting units. Give sentries a 5 or 6 save (6 if dark) to see the invaders. If using this scenario, it can be fought in the dark with all ranged firepower hitting ONLY if the firing unit can first make its save to see the target. (Note that orcs and goblins can see in the dark.)
5. **OVERLAND TRAVEL:** Roll random encounters with beasts and groups of hostile units as a band of heroes and units travels across several game boards set up in sequence end to end.
6. **DUNGEONS:** Use a small band of heroes and magic users with predetermined backgrounds and motivations,

and then generate random encounters and use the included treasure charts. One player can create a simple dungeon and the other bring in his group, with combat occurring in the rooms, and the corridors being no more than simple north, south, east and west directions, with three and four way intersections. This type of dungeon minimizes map making and keeps the action concentrated in the rooms. See the charts section for details.

7. **NAVAL EXPLORATION:** Both coastal and deep sea adventures can be conducted. There are a series of Adventure Charts in this book which allow a ship with about two dozen men (or a dozen heroes and magic users) or three dice worth of men (if you prefer a random band), to travel from island to island in the Eastern Regions, braving storms and pirates, gathering treasure and magic items, and then attempting to get back again. This can be played as a solitary scenario, or two players can compete with each other to bring back the most loot. Use your leader's save as a measure of accuracy in sailing: three misses in a row means you're hopelessly lost! Keep track of damage to the ship and of any islands you sight for further exploration in a campaign game or future explorations.
 8. **ARENA COMBAT:** Have a few heroes or magic users face certain death and hopeless odds in a small arena; have the rewards worth the danger.
 9. **PIKESQUARE:** Form units of pikes and cavalry and archers and attempt formation combat between these massed groups.
 10. **CHARGE OF THE LIGHT BRIGADE:** Use cannon versus cavalry, or create your favorite situations out of history or fantasy. To those gamers who prefer to leave gunpowder out of their fantasy, we recommend the substitution of magic in place of guns in scenarios. For those interested in these type of weapons, refer to Section 8 for information on Special Weapons.
 11. **NAVAL INVASION:** Land on a small island with a hoard of barbarians or goblins, or use ships to ferry units onto the beach. Allow the defenders the use of a castle and more powerful magic users.
 12. **CASTLE SIEGE:** Use the Special Weapons rules to use siege towers, cannon shot and battering rams to breach walls, scale walls with siege ladders, and generally raise hell.
- OR MAKE A RANDOM SITUATION:** Refer to the random Scenario Chart and just roll up a situation and then play it out.

KEEP TRACK OF WHERE YOUR SCENARIOS OCCUR: If you make a simple sketch for a reference map of where a battle occurs, and then when on naval explorations you chart the location of islands and the like, soon you will find that you are compiling a series of pieces into a puzzle, and the final appearance of it will be a section of the Eastern Regions, complete with heroes, villains, and a history that is uniquely your own! Don't be afraid to keep track of the first experimental scenarios; soon they will build up into the first chapters of your history, and from then on it will literally begin to write itself.





7.0 SHIP COMBAT

SEQUENCE OF EVENTS: The sequence is essentially the same as previously outlined, except that it is necessary to determine wind direction and force with dice each turn, immediately after the initiative roll. This will affect ship movement in the upcoming turn, allowing ships with sails to increase their movement when sailing with the wind, and force ships sailing into the wind to lower their sails or be slowed down by the wind, if it is strong enough.

The sequence of events when using these weather modifications is as follows:

1. Roll initiative
2. Roll wind direction and force
3. Attacker moves his ships
4. Attacker conducts rams on other ships
5. Attacker boards other ships and moves his units
6. Attacker conducts hand to hand and ranged combat
7. Defender moves ships, rams, boards ships and conducts combat as shown above for the Attacker.
8. Any fires started this turn are checked to see if they spread and then another initiative roll begins.

SHIP MOVEMENT: Ships are powered by sail and oar. The sails are indicated by a mast in the middle of each ship. Each mast carries one or two sails. Every ship can also be rowed if the men on deck row ONLY (they cannot fire missiles, board, or engage in hand to hand combat the turn they row). It IS possible to bring men from below decks to board and conduct ranged fire. When a ship is using oars alone a ship will move three megahexes a turn. For each sail one megahex of movement is added to this base movement of 3, IF the wind is not blowing directly AGAINST the ship. Thus a ship with oars and 4 sails will move 3 megahexes if the wind is against it (unless the wind is a 6, then it will only move 1 megahex, having its movement cut in HALF from the double force of the wind, and then rounded DOWN from $1\frac{1}{2}$ to 1 megahex of movement that turn). This same ship can move up to 7 megahexes if it sails WITH the wind. When using the wind for only part of the turn, the ship can only add sails for their bonus for those megahexes traveled with the wind's aid. Movement with sails is DOUBLED if the wind force is a 6 on one die.

WIND DIRECTION: After the players have rolled initiative, roll one die. A 1 indicates a Northern wind, a 2 is Northeast, a 3 is Southeast, a 4 is South, a 5 is Southwest, and a 6 is Northwest, with these points on the compass ALWAYS following in a clockwise direction. Thus a roll of 3 would indicate a wind blowing TOWARD the Southeast. (Use a marker to indicate this direction.)

WIND FORCE: Now roll 1 die; on 1 the wind is STILL, and there is NO movement added due to any sails at all; a roll of 2 through 5 indicates a NORMAL wind, with movement points added for each sail when sailing with the wind; a 6 means DOUBLE winds (gale), and for each sail which the ship can sail with the ship will move 2 megahexes more (added to the base movement of 3). For example, a ship is traveling North, and the wind is blowing Northwest with normal force. The ship will travel 3 megahexes in ANY direction it chooses due to its oars (if used), and then can add to that movement 1 megahex in the north-west direction for each sail it has out. A ship which is caught in a gale wind must either take down sails (which takes 1 turn, and each sailor must save or fall from the masts), or be forced to move ALL of its doubled movement (even if it runs aground, which will mean 10 dice of damage to the hull). It takes TWO units to take down a sail. If these units are forced to retreat while on the masts they must make their saves (a 4,5, or 6 for sailors of any race), or plunge to their deaths.

CHANGE IN WIND: Each subsequent turn one die is rolled, and this is the number of points on the compass in a CLOCKWISE direction that the wind SHIFTS. Thus a 6 on this roll will shift the wind back to its original position in the previous turn. The force of the wind must be rolled anew each turn.

TAKING DAMAGE: A ship has a certain number of hull and rigging points. When the hull is rammed or the ship is set on fire, some of these points are permanently lost. A storm may also cause leaks which will also subtract points in the same way. When the hull reaches 0 the ship sinks in 1 to 6 turns (roll one die). When the rigging reaches 0 the ship can no longer use sails to propel itself. Ships may ONLY be repaired in ports with sufficiently high tech levels to perform the operations, and otherwise the ship must limp onward. For every 30 points of rigging lost, ship movement is cut by 1 megahex when using sails.

RAMMING OTHER SHIPS: Warships have rams; freighters do not. A ram has an Attack Value of 30, and is DOUBLED if the ship has moved more than HALF of its base movement with oars AND sails. One section of the rammed ship is worth 30 points in Defense Value. Rams must be at odds of 1 to 1 or better. Determine the odds, then roll on the combat odds table. A DE means that 30 points of the Defender's Ship has been eliminated; DD means a leak was sprung; any other result is ignored UNLESS it is an AE or AD, in which case the attacking ship takes the damage from a very sturdy hull which collapsed part of the ram. Exchanges affect BOTH ships, and ANY ram which does DE or AE results will ALSO spring a leak: roll one die, and this is how many ADDITIONAL points of damage are done to the hull. If the roll is a 4,5, or 6, then the leak will CONTINUE NEXT TURN, when one die is rolled again. If the result is again a 4, 5, or 6, the leak continues again, and so on until it stops or the ship sinks. If, after 3 consecutive turns the leak has not stopped at ALL, then the leak eliminates 30 more points of hull, and then the leak continues on again. For every 30 points of hull lost the base movement of the ship is REDUCED BY 1 megahex thereafter. It takes 6 turns for a ship to bail out all of this water to return to a normal movement (IF the hull can be repaired in port).

SETTING SHIPS ON FIRE: If using catapults with flaming oil, or fire arrows (both of which take one turn to load, during which time the archers or siege weapon can NOT fire), or when facing Dragon Breath, hits to the hull of a ship or rigging can start a fire if, when attacked, the result is a DE or DD. These fires proceed according to the rules for leaks, EXCEPT that if the fire rages for three consecutive turns the whole ship is in flames and must be abandoned. It can later be reentered once the fire has died out (if the ship is still partially intact), but all units below decks are trapped and eliminated by the smoke and fire. A fire in the rigging is treated just the same, but the fire damage to the rigging is DOUBLED on the very next turn that the fire rages, TRIPLED on the next turn of consecutive fire, and QUADRUPLED the next turn, at

which time the ship is set afire. Burned hulls can be towed if grappled by another ship, but both move half, and the fires on the burned hull must be out. Burned hulls will drift 1 megahex with the wind if all propulsion systems have been destroyed, until they sink or sail off the board.

RAMMING THE SAME SPOT TWICE: A second ram in the same spot as previously rammed will double the attack on that spot. Thus, a ram which is done with above half movement (plus 30 x 2) is doubled AGAIN, to an Attack Value of 120! You may attempt to crush the entire hull by determining the odds against ALL remaining hull points and if you obtain a DE, the ship will IMMEDIATELY begin to sink (in 1 to 6 turns it will be completely underwater).

RAMMING THE RUDDER: When a ship rams the rudder of another ship (straight-on rear attack), the rammed ship is attacked normally to determine damage. In ADDITION, the rammed ship may only change its forward direction facing 1 megahex each turn. It may move most of its forward direction and then change the facing, or may move only one megahex forward (minimum), and then make its facing change. The rudder is damaged until it is repaired at a port.



MOVING ONTO THE MAST: No unit may be in the same hex as the mast unless it is climbing it to set sails,

etc. While a unit is climbing it is treated as a DD on all attacks, and cannot fire back). Up to two units may be climbing the same mast simultaneously.

GRAPPLING A SHIP OR MAN OVERBOARD: When next to an enemy ship, units in either the front or rear of any ship may attempt to grapple with the hooks found there. A 5 or 6 roll on one die will mean that one line is secured to the other ship. The other ship may not move away from you until EACH attached line is ungrappled. (The grappled ship's units must attempt on a roll of 5 or 6 to ungrapple as well.) Each unit may only attempt once per turn, and may do nothing else that turn. Only units in the grappled megahex may attempt to ungrapple. If that section of the hull is destroyed by fire, the grapple lines are also considered destroyed. The same grapple rules apply then attempting to fish out a man in the water. If the grapple attempts fail, then roll his attempt to prevent drowning.

MINIMUM CREW: There must be 3 units per side to use oars on that side; there must be 2 units per sail to use that sail, although they do not have to be on the sail once it is out. There must always be one unit at the tiller. Thus a small cutter with one sail could get by with 3 units, 1 steering and 2 manning one sail, although its movement would only be 2 megahexes per turn (1 base movement and 1 for the sail).

SHIP MORALE: This is an option which can be used in large naval battles. If you refer to the morale charts you will see that ship morale is different from ground combat morale. Select one unit to be the captain of your ship, and roll morale when this unit is eliminated, UNLESS another unit of the same or higher value comes aboard to assume command. Unless otherwise specified, the captain and all units which operate sails have saves on a 4, 5, or 6, and the captain may have, if you desire, a Death Save on a 5 or 6 (optional). The men at the oars may not have this extra point of save, however, for they are often unwillingly pressed into service and not skilled at seamanship. Combat units may also be on the deck, but they must not be rowing if they are to fight the same turn. Siege weapons and cannons may also be outfitted on board the ships.

SAVES ON THE MASTS: If units are setting sails when a ship is rammed those units are AUTOMATICALLY knocked overboard, and must save to drown. Any men in the water already at the time of a ram on that site are considered automatically eliminated (unless they have a Death Save).

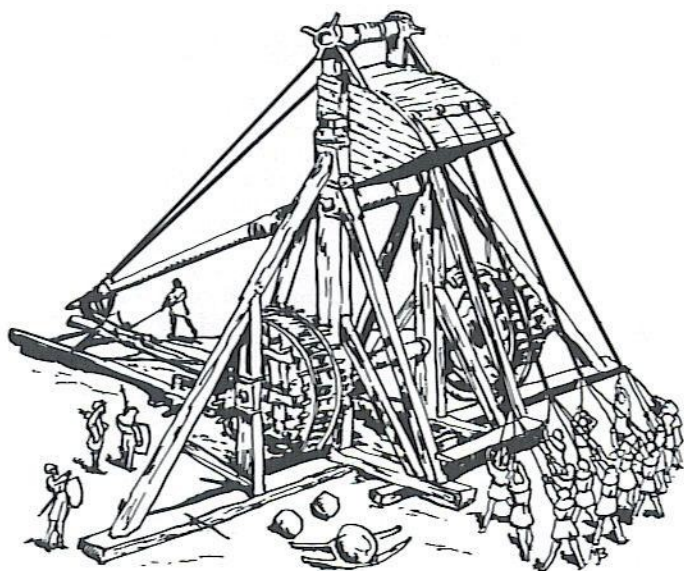
PROCEDURE WHEN STORMS ARISE: The ship must get each sail down or it will suffer damage, so that two men must climb each mast. On a medium storm they must make their save or be knocked onto the deck (treat as a 5 to 1 attack). With a large storm their save to stay in the rigging is minus one. Every turn the sails are not taken down each sail takes 1 to 6 dice of damage (roll one die to determine how many dice of damage you will roll for that sail).

CHART OF SHIP TYPES AND VALUES

Each Sail is worth 30 points, and each hull section is worth 30 points. A ram attacks for 30 points A Value.

Type	Sails	Ram	Hull	Rigging	Max.Mov't. (w/reg.wind)	Total	3D6 Random Appear.
Small Cutter	1	0	90	30	4 MH	120	4, 5
Small Frigate	1	1	120	30	5 MH	150	6, 7
Medium Cruiser	2	1	150	60	5 MH	210	8, 9
Medium Freighter	3	0	120	90	6 MH	210	10, 11, 12
Medium Warship	3	1	180	90	6 MH	270	13
Large Warship	4+	1	240	120	7 MH	360	14
Large Freighter	4+	0	150	120	7 MH	270	15, 16
Ironclad	2	1	300	60	2 MH	360	17
Rowboat	0	0	30	0	2 MH	30	18*
War Canoe	1	0	60	0	3 MH	60	3*
Raft	1	0	60	30	4 MH	90	3*

* On a random generation of these ships, there will be a Dragon Lord, Hero or Grand Wizard on a 4, 5, or 6 respectively.



8.0 SPECIAL WEAPONS

OPTIONAL RULES: There are a variety of special siege and heavy combat weapons whose use is optional. If you desire to use them, simply make as many as you feel you need on the backs of counters. A siege weapon may be destroyed in separate attacks against the weapon itself. Wooden weapons will catch fire, as per the ship combat rules for that occurrence.

SIEGE TOWERS: Any tower counter may be used as a siege tower, with the following modifications: siege towers move 2 megahexes per turn, and must be pushed by a FULL megahex of units behind, or pulled by a full megahex of units directly in front of the tower. With less units than that the tower may not move. More units will add up to one megahex of movement more, but NEVER more than that. Siege towers have a Defense Value of 60 (two sections of 30 points each) and may be set afire just as are ships. Units in the bottom of the tower (stacking is allowed in towers) may be hidden until they leave the tower, and units on the top are attacked at one shift DOWN until they leave the tower. Attack is conducted by ladder from the top of the tower, and units from the tower must cross these ladders to gain access to the top of walls. However, the siege units are not considered lower than the Defenders, so the units in the castle get no bonus for attacking down.

BATTERING RAMS: A battering ram occupies a full megahex, and may be built onto a siege tower for added protection, reducing the towers movement to 1 megahex per turn. A battering ram has an attack value of 30, with one shift UP for every 5 men added. The first 5 are the minimum needed to use the ram at all. When units are using the ram, they are considered Defender Down for combat purposes.

LARGE MOBILE SHIELDS: These are moving wooden walls which siege attacks often used to move close to a castle or fort. They move with the units who are pushing them, and any units behind the shield are attacked with one shift down. Shields may be burned by fire arrows, and must be pushed by at least two units to move forward.

MUSKETS: Gunners are found only in advanced tech level armies, and they are essentially of an Attack Value of 1 and a Defense Value of 1. Their range is 2 megahexes, or 4 megahexes with one shift DOWN. In addition, when a gunner is attempting to fire, roll one die: on a roll of 1, the gun misfires, and no combat ensues from that shot. Any other roll allows combat with normal musket fire.

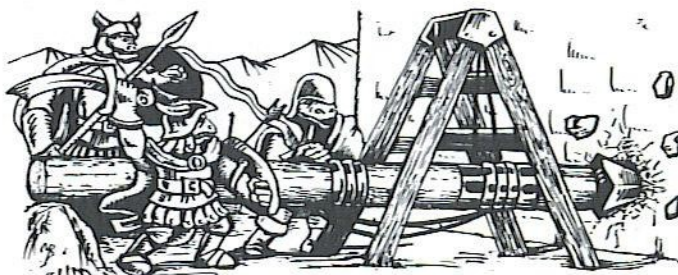
MUSKET MISFIRES: On a misfire, roll a second die. If ANOTHER 1 is rolled, the gun will automatically EXPLODE and eliminate the gunner. NO save is allowed on gunners. If a gunner has already fired, he may NOT participate in an Exchange with a ranged firepower unit that turn.

OVERHEATING MUSKETS: If gunners fire EVERY consecutive turn, the second die roll for misfires will increase by 1 each turn that the gun is fired without allowing it to cool down. Thus it doesn't take many turns before a roll of 1 on the first die roll insures automatic musket explosions.

SPECIAL MUSKET DAMAGE: The advantage of musket fire is twofold: first, with a full megahex of gunners all firing at one target, their effect is one shift UP; second, a gunner NEXT to a Defending unit (point blank) has his Attack Value TRIPLED. When he is ONE hex away, his Attack Value is DOUBLED for the shot. When this type of point blank fire (doubled or tripled fire) occurs, read all results on the Combat Odds Table as follows: All Defender Retreats results (D-1, D-2, DD, Both -1, etc.) are automatically converted to DE (only Death Saves are allowed). Thus, at close range or in massed formation muskets are very deadly.

THROWN ROCKS OR SPEARS: Any unit which is above another unit on a tower, hill, or other terrain (cavalry are not included), may attempt to throw an object down at the unit below. If the unit is only one hex away, the attacking unit must roll a 5 or 6 on one die to hit. If two or three hexes away (maximum thrown range), he will hit only on a 6. This thrown weapon attack is treated as a Value 1 attack unless a giant is throwing Value 4 rocks.

CATAPULTS AND LARGE CROSSBOWS: These units have a range of 5 megahexes for a catapult, and 6 for a large crossbow. Gigantic siege catapults have a range of 8 megahexes. These weapons do not get extended range with one shift down. It takes two units to fire a catapult or crossbow, four to fire a giant catapult. These weapons fire once per turn, and MAY NOT return any additional fire on exchanges after they have fired in one turn. They may be attacked with fire or weapons, and have a defense value of 10 (or 20 for a giant catapult). Regular siege catapults and bows may move 2 megahexes per turn if they are pushed by a minimum crew, and may NEVER move more than that. A giant catapult must be built on the site (it takes three turns with 7 units) and must be in a megahex adjacent to a forest megahex. This giant catapult may NOT move at all.

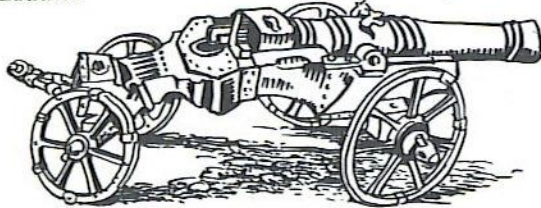


PENETRATING SHOTS: This is an option which allows large crossbows to penetrate the first unit and hit a second unit directly behind the first. If the first unit is eliminated with a DE result (no exchanges), AND the crossbow makes a 5 or 6 save, then it will attack the second unit at the same odds as the first unit. No more than two units may be attacked in this way.

GATES, WALL, DOORS, AND SHIELDS: Wooden gates are of a defense value of 10; iron gates are 20, and stone walls are a defense value of 30. A D-1 or D-2 result will not affect wood or iron, although a DD will set the wood on fire (but has no effect on iron), so refer to fire attacks on ships for details of burning a gate down. Stone walls will be breached on a D-2 or DD result, as the stone will crumble. ALL attacks on gates, walls, and doors must be at 1 to 1 or greater odds.

CHART OF SIEGE WEAPON TYPES

Type	A Value	D Value	Range	Movement	Crew	Adds
Catapult	10	10	5 MH	2 MH	2	Less crew, and
Large Crossbow	10	10	6 MH	2 MH	2	will fire every
Giant Catapult	30	30	8 MH	0	4	other turn.
Battering Ram	30	30	1 MH	1 MH	5	+1 W/ over 5
Siege Tower	—	60	+1 MH	2 MH	7 +	-1 to hit
Shields	—	20	—	2 MH	2	-1 to hit units
Siege Ladders	—	3	2 hexes	Units ½M	2	Use to scale



CANNONS: Cannon fire is very deadly; a small cannon has an Attack Value of 10, a medium cannon (shipboard usually) has an Attack Value of 20, and a siege cannon has an Attack Value of 30. Crew size is: 2 for a small gun, 3 for a medium and 4 for a large. Range is 6, 7 and 8 megahexes respectively. Cannons MAY NOT fire beyond these ranges. The procedure for firing a cannon is as follows:

CANNON FIRING PROCEDURE: Use when firing any cannon, to determine if it misfires, and if it hits its intended target (it may hit your troops if you are not careful!).

1. Roll to see if the cannon misfires. (See musket fire rules) This roll is on one die, and on a 1 it does not fire.
2. Roll to see if the cannon explodes. (Only if it misfires). Roll another die; a roll of 1 will destroy the gun and everything in its megahex. Those in all adjoining megahexes must make their save or be eliminated.
3. Roll to see if the cannon hits its target. (A cannon will automatically hit the megahex directly in front of it.) For every megahex beyond the one directly in front of the muzzle, it is a minus one more. You count this to hit number by pointing to each megahex in front of the muzzle, and counting: "1st megahex, automatic; 2nd megahex, minus 1; third megahex, minus 2" and so on until you reach the intended target megahex. You cannot go beyond a minus 5, because there must be at least one number to try and roll for. So, if the range you find is a minus three, you roll one die and the cannon will hit the designated megahex on a 4, 5 or 6.

On any other roll, the cannon will hit one of the megahexes AROUND that central megahex. Select one of these megahexes, and call that Number 1. Then roll one die, and count the number of megahexes in a CLOCKWISE direction until you reach the number rolled. Thus the cannon shot fell in THAT megahex, and odds are figured on ALL units in that megahex. For medium cannons the range is determined the same way, but the first TWO megahexes in front of the muzzle are automatic, then the next one is minus one, the fourth is a minus two, and so on. For a large siege cannon the first THREE megahexes are automatic, then the next is minus one, etc.

4. Roll the Attack on the Combat Odds Table. Usually

medium or large cannons will score an AUTOMATIC kill on a full megahex of units. Remember that the Attack Value of the gun is DOUBLED or TRIPLED if the attacked units are at either point blank range (the megahex directly in front of the muzzle), or is doubled if the units are one more megahex away. The same reading of the combat results table applies for point blank cannon and musket fire (see below).

5. Roll any return fire immediately. When attacking another cannon, if the results on the combat table call for an exchange (AE and DE), or an AE, then the Defending Cannon gets to try the above sequence immediately as well: check for misfire, roll to hit, and if it does hit the intended megahex, it will then AUTOMATICALLY eliminate the Attacking gun. However, since this allows cannons to fire more than once a turn, there is an ever increasing danger that the cannon will OVERHEAT and explode, which is covered in the next section. Note: a gun must have a full crew operating it to return fire.

SPECIAL COMBAT TABLE READING: In reading the results of cannon fire, a special reading of the table at point blank range is called for. In these cases, ANY retreat results (even both back one) will eliminate the units attacked. An A-1 result will be ignored, and will NOT cause any adverse results to the Attacking cannon.

OVERHEATING: A cannon SHOULD be fired every OTHER turn. It MAY fire every turn, but with the following restriction. Roll to see if the cannon misfires. If a 1 is rolled, the second roll has 1 ADDED to it for each consecutive turn the cannon has fired without cooling. Thus a cannon could fire in the first three turns, and then in the fourth turn have a return shot. Thus, if the cannon misfires, its second saving roll to avoid exploding would be: Minus 1, plus minus 1 for 4 consecutive previous shots, plus 1 more for the returned shot, for a total of MINUS 5. Thus the gun crew must roll a 6 or the gun explodes from overheating. Cannon fire is most effective in volleys with half of the cannons cooling each turn while the other half fires.

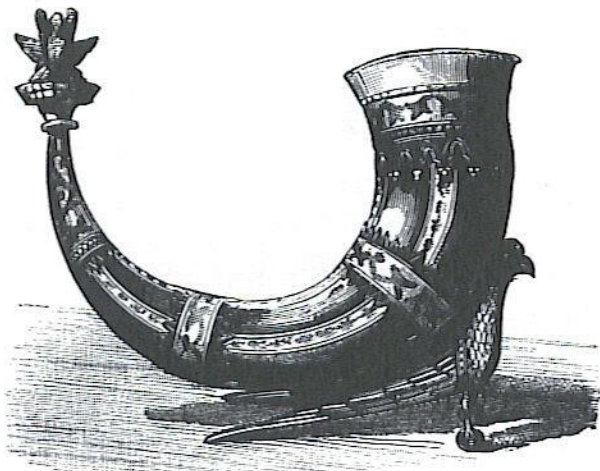
LOBBING A SHOT: It IS possible to attempt a shot at one megahex beyond maximum range. To do this, you must first FAIL in your attempt to hit the target megahex (anything but a 6 roll). THEN you must designate your target megahex which is adjacent to this target megahex, and then roll to hit this megahex. If you roll this number EXACTLY you have lobbed the shot successfully.

CAISSONS: Cannons may be pulled by horses and their movement is cut in half while pulling the gun. It takes one turn to unhook and limber the cannon, and another full turn to hitch it up again. A full crew must be present to perform these tasks, and are treated as Defender Down if attacked while performing these functions.

CHART OF CANNON TYPES

Type	A Value	D Value	Range	Movement	Crew	Adds
Small Cannon	10	10	Auto, -1, -2, etc.	3 MH	2	1 MH away X2
Medium Cannon	20	20	A, A, -1, -2, etc.	2 MH	3	or when point
Large (siege) cannon	30	30	A, A, A, -1, -2, etc.	1 MH	4	blank X3*

* When units are hit by double or triple damage ANY Defender Retreating result is treated as DE (units are blown away).



9.0 THE REWARDS (Treasure & Experience)

WINNING A GAME: Nobody risks his life without hope of rewards. The same is true in the case of warriors in the Eastern Regions. There are several ways of rewarding successful troops. The most obvious way, of course, is to win the battle. All surviving units are grateful to your leadership, and those units which were eliminated can attempt to be healed once the enemy has fled the field. **NOTE:** while the save to be healed is minus one while a battle is going on, once battle is over the save is NOT modified negatively. So the hidden benefit of winning the battle is being allowed access to your wounded units, which the enemy is unable to do.

EXPERIENCE BONUSES: Beyond healing units, special units on the victorious side may advance in combat value. If a hero has been eliminated and is then healed after the scenario, and his roll IS a minus one, he will return with one level higher Attack and Defense Value, becoming a Sword Lord. Any magic user who saves at healing will advance 1 level in his magic. Any King or leader who survives and leads his men to victory will gain a PLUS 1 in morale in future battles when units are next to him. Thus even if 60% of your units are eliminated in the future, your men have a better chance of remaining loyal.

EXPERIENCE THROUGH COMBAT: If you win a battle, you may also select one unit type (sword, pike, archer, cavalry, etc.) which distinguished itself and allow this unit to become ELITE. Refer to the charts for Mobilizing Units to see the advantages of Elite Troops in morale situations. In addition, this Elite Unit (no more than 6 individual troops) will get a Death Save on a 6. If, in a future battle these individuals survive and distinguish themselves again, their Death Save will increase to a 5 OR 6. Beyond this point, only ONE unit may be selected to advance a point at a time to become the unit's leader, and then he alone can make the long and dangerous climb to become a hero or Sword Lord.

KILLING HEROES, SWORD LORDS AND WIZARDS: If, in the course of your battle a hero or a Sword Lord kills a magic user, he will inherit the mage's abilities and be himself a magic user of this level in the future. This does NOT apply to the killing of Clerics, however. This effect takes place immediately or when the leader of the enemy force dies, at the mutual decision of both players. You see, the use of magic in the Eastern Regions is acquired by draining it from an enemy, and as a result

any wizard who kills a more powerful mage will **AUTOMATICALLY** rise to the level of the vanquished magic user. Magic users who are killed by regular units or monsters will not lose their powers to these unit types, however. Instead the magic of these units is lost forever, and the world is poorer because of it. Thus the tendency is for powerful units to seek each other out for only in this way can they hope to become more skilled. Also note that if a hero kills a Sword Lord he becomes a Sword Lord in his place, **IMMEDIATELY**.

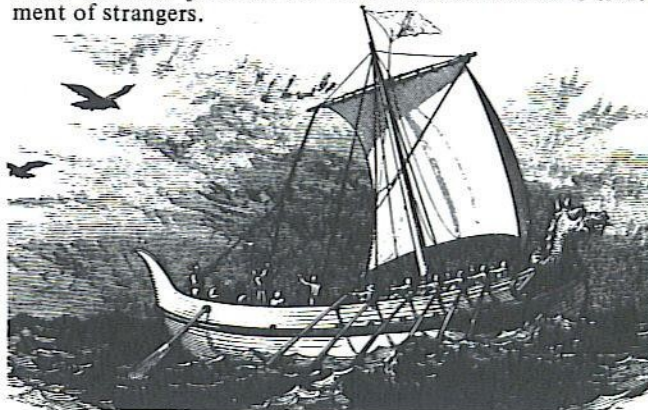
TREASURE HOARDS: Treasures may be gained in any scenario where appropriate, and can be rolled from the Treasure Charts in the second half of this book; use the chart which defines the extent of the treasure hoard first. Then roll up the appropriate number of special items. In such hoards are often found magic items and weapons or potions which add special abilities to units. These prizes can be distributed at the winner's discretion, and a record should be kept of these treasures, or the special bonuses recorded on the back of the playing counter for future reference.

10.0 USING THE CHARTS

TABLE OF CHARTS: Refer to the inside front cover of this book for the Table of Charts which shows at a glance the types of charts and the pages they are located on. All charts follow the same premise: when you want to use them, roll from one to three dice and read the result on the chart. Some charts may modify this roll up or down one or more numbers if used in combination. If, however, you find several bits of information, one of which is inconsistent, use the most consistent information and discard the other bits as rumor. When on an adventure, be sure not to roll for information on a chart until you have actually encountered a person or situation friendly to you who could give you that information.

PROGRAMMED ADVENTURES: The charts may be used in combination or sequence to create certain types of adventures and scenarios. As you read through this next section you will quickly see which charts are used for what scenarios. A few playtests will give you a feeling for how much you want to incorporate the randomness they offer into your wargaming. You will find that they add greater dimensions to your games, and can also be used for a quick resolution of events in greater campaigns or as a background to a situation.

SAILING NORTH OR SOUTH: When you leave the middle latitudes, you may modify your random encounter rolls (when using three dice) by 1 to 6 points (roll either once for all future modifications, or for EACH roll modify by a separate roll). When sailing NORTH, modify your rolls by an ADDITION to the roll, and when sailing SOUTH, modify your roll by SUBTRACTING the number rolled on the one die. This modification keeps the middle of the probability curve shifting to add variety to the game, and make different parts of the world different in their treatment of strangers.



USING ARMY MORALE CHARTS: Roll on the first chart when your leader is killed (when using over 24 men), or when 60% of your units are eliminated (figure this as a number of units BEFORE combat begins). Roll this morale on the same turn that either of the foregoing conditions begins to exist.

USING THE UNIT MORALE CHART: Use this chart when a unit's morale is called for, such as facing up to a Demon. If the roll is missed on one die, the unit must withdraw from the action for one turn at half movement, and then check again. The facing of the unit is up to the player whose unit is affected. If the morale save is made, the unit will obey battle orders.

ROLLING SHIP MORALE: When a ship captain is killed, or when a ship reaches a zero in hull points, roll on this chart. If you have a Grand Wizard, Dragon Lord or a Sword Lord or Cleric present, this unit will AUTOMATICALLY assume command of the ship, without having to roll the ship morale. If the morale check indicates fleeing the ship, units will tend to do so with as much care as possible. The ship morale applies to the crew and oarsmen, and does NOT apply to regular or elite army units simply being carried by the ship. They will roll their morale separately.

HOW TO RALLY THE TROOPS: The type of unit (elite, regular, or irregular) will rally with differing levels of effectiveness. Roll one die when trying to rally units who have not entered the battle yet. Any messenger type of unit who brings word to these units then notifies them of their need to advance. Then the player rolls 1 die, and if failing in the roll, the units stay where they are until the next turn. If the roll is successful, the units may immediately begin to move forward. When rallying troops, the next turn's check is at a plus one, and increases by one per turn until the units do mobilize. Three consecutive misses means that the units will flee the battle or surrender if closed in by hostile units.

ARMY MORALE CHART

(Roll three dice)

3	All units surrender immediately.
4,5	All units check morale at -3 and those who fail will immediately surrender
6,7	All units check morale at -2 and those who fail will immediately surrender
8,9	All units check morale at -1 and those who fail will immediately surrender
10,11,12	All units withdraw half movement, then will regroup for 1-6 turns (roll one die), then will check moral again for whole group
13,14	All units move half movement 1 to 6 turns, in a fighting withdrawal from the enemy
15,16	All units flee half movement with back to the enemy, and then will roll again next turn
17	Army flees the field - will flee with back to the enemy until off the battlefield
18	Army is so dishonored they destroy themselves rather than be captured



SHIP MORALE CHART

(Roll one die)

1	Units flee overboard
2	Units flee below deck
3	Units select a new captain, which takes 1 turn
4	Units fight 1-6 turns (roll), then check again
5	Units fight 1 turn, then check again
6	Units surrender control of the ship

UNIT MORALE CHART AND CHART TO RALLY TROOPS

(Roll one die)

ELITES:

Cavalry, or any force with a Dragon Lord, Sword Lord, Grand Wizard or a force that has gained experience through combat.

3, 4, 5, 6

REGULARS:

Regular army units, including humans, elves, dwarves, or halflings.

4, 5, 6

IRREGULARS:

Any undead, goblin, orc, or barbarian units, as well as any new army units who have never before been involved in combat.

5, 6



RANDOM WEATHER CHARTS: Wind direction and force in the Eastern Regions are subject to fierce and unpredictable shifts. Roll each turn you are sailing, and when you roll a 1 the wind is blowing TOWARD the North, a two is to the Northeast, a 3 to the Southeast, a 4 to the South, a 5 to the Southwest, and a 6 to the Northwest. Roll the force then on one die: a 1 means NO wind; a 2 through 5 indicates normal winds; a roll of a 6 indicates that there are gale winds and all movement bonuses to the sails are doubled (the base 3 megahex movement of the ship with oars does NOT increase, however). When a 2 through 5 is rolled for the wind force, for each increasing number one more sail may be utilized to move the ship. For example, a wind force of 2 means ONE sail may be used (adding one megahex to the movement); a 3 means TWO sails are caught by the wind (moving the ship two extra megahexes), a 4 indicates THREE sails being filled, and a 5 will cause FOUR sails to be caught by the winds.

TIME OF YEAR (optional): For the season in which you are sailing, roll one die: a one through four indicates Spring, Summer, Fall and Winter. During the Spring, add one to the wind force roll (if you get a 7, round it down to a 6). During the Summer, do not modify the force. For the Fall add TWO to the wind force roll, and in the Winter add THREE to the wind force.

RANDOM ENCOUNTERS AT SEA: While at sea, roll one die for each day's sailing (when using the map in which one hex equals four miles). On this roll, a 6 will indicate you must roll on the Random Coastal Encounter Chart; a roll of a 1 will indicate an island to be mapped, and a roll of 2 will indicate random weather to be rolled up on the Weather Chart (the weather is an option). When sailing into the Deep Seas (sailing EAST) a 6 still will indicate a Random Deep Sea Encounter, but a 1 will give you a Deep Sea Sailing Experience instead of an island.

USING THE ADVENTURE CHARTS: These charts are designed to allow you to play solitaire adventures without the use of an opponent or a game master. Use them as much or little as you like, but they are written so that they may be used consecutively to generate an adventure without extensive cross referencing. You will, however, need to jump to various charts to check morale, weather, and animal and human reactions to you.

RANDOM WEATHER CHART FOR THE MIDDLE REGIONS

(Roll three dice)

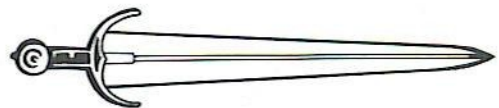
- 3 Lightning Strike — random megahex on the board, strikes for 20 points of attack value on whole megahex, once only.
- 4 Hail — no arrows, spells or flight for one turn.
- 5 Electrical Storm — no wizard magic (clerics ok) for one turn.
- 6 Mists — no arrows or ranged fire for one turn.
- 7 Rivers Flood — no river crossings (except at bridges) for one turn.
- 8 Ice Floes — 1 megahex of ice will begin to move down a river or in ocean (roll random direction of drift on ocean each turn, but on river it goes with the flow), and does 30 points of attack on a ship hull if it strikes it.
- 9,10,11 Clear — no effect.
- 12 Rain — movement is cut in half for one turn.
- 13 Rough Seas — ships move half movement one turn, men on masts must save or fall into water.
- 14 Sleet — Flight cut in half, arrow range cut in half (siege weapons also). Magic unhindered.
- 15 Snow — all ranged fire, including magic, is cut in half. No flying allowed. All flyers must land this turn. Rivers will flood next turn automatically.
- 16 Wind — no flying at all, including Wizards. Any flyers must land immediately. Ships move as if wind force was a 6 on one die.
- 17 Electrical Vortex — no Cleric magic for one turn, but Wizard Magic allowed.
- 18 Tornado — it will hit a random megahex on the board, doing an attack value of 20 to all units in that megahex. Next turn it moves in a random direction from one to six megahexes and hits again, then dies out.



RANDOM WEATHER CHART FOR SAILING IN THE NORTHERN REACHES

(Roll three dice)

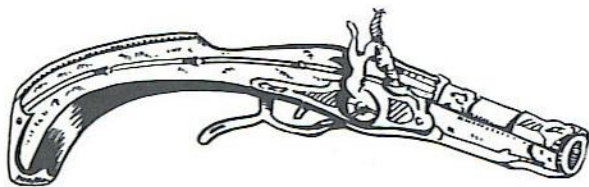
- 3 Iceberg — does 10 dice of damage to the hull, and if captain fails in his save, does it again next turn, with damage DOUBLED.
- 4,5 Light Wind — movement of each ship is increased by 1 megahex per turn.
- 6,7 Strong Wind — movement of each ship is increased by 2 megahexes per turn (in these cases, you need not roll wind strength for that turn; only wind direction).
- 8,9 Regular Wind — roll force and direction.
- 10,11 Strong Wind — roll force and direction, only double the force, so that if you have rolled a 3 or more on the force, it will be a wind force of 6 for that turn.
- 12,13 Gale Winds — ship base movement is increased by 6 megahexes per turn, and all movement must be used.
- 14,15 Snow Squall — no flight, ranged fire or magic. Ship movement is increased by 6 megahexes per turn, and all must be used. Captain must save each turn to control direction of ship's sailing, due to very poor visibility. If he fails, roll random direction of ship movement for the turn.
- 16,17 Grinding Ice — 1 to 6 megahexes of ice are within two dice of megahexes from you — roll random direction for each, and also its distance on two dice. They travel with the wind with a base movement of 3 megahexes per turn. If they hit they do 10 dice of damage to the hull.
- 18 Iceberg — this monster covers seven megahexes and will sink any ship it hits. It moves 2 megahexes per turn in a random direction. It will move BEFORE either side in any scenario.



RANDOM WEATHER CHART FOR SAILING IN THE SOUTHERN REACHES

(Roll three dice)

- 3 Typhoon — 10 dice of damage to your hull, and 5 dice of damage to each sail. Captain must make his save or be lost for 1 to 6 dice of turns.
- 4,5 Light Wind — movement of each ship increased 1 megahex per turn.
- 6,7 Strong Wind — movement of each ship increased 2 megahexes per turn above normal move.
- 8,9 Rain — ship movement cut by 1 megahex; by 2 megahexes if sails are out.
- 10,11,12 Regular Wind — roll up force and direction.
- 13,14 Heavy Wind — base movement of each ship is increased by 4 megahexes per turn, but ship must use ALL movement each turn.
- 15,16 Gale Force Winds — ship base movement is increased by 6 megahexes per turn, and ALL movement must be used (it is easy to hit another ship or a shoreline if your rudder is damaged).
- 17 Squall — no flight allowed, movement of all ships is cut in half.
- 18 Monsoon — (lasts one to six turns) each turn of the storm your ship will take 1 to 6 dice of damage to the hull and each sail that's out. Your captain must make his save for the ship to move at all that turn.



STARTING AN ADVENTURE: You will always start out with one HERO, whose race may be randomly generated, or may be selected by you to represent yourself in the adventure. To this add 3 dice of units (or one dozen, which ever is more), who may be rolled up on the random unit generation chart. You may also select a group yourself. You may then use the Random Scenario Chart to find out what adventure they are engaged in if you want to begin fighting immediately. If you would prefer to explore an area in the process, then begin with the Adventure Charts. In either case, when you encounter a chart which has two or three results indicated, roll one die to determine which of these results apply.

RANDOM UNIT GENERATION CHART

(Roll three dice)

3	Sword Lord
4,5	Hero / Assassin
6,7	Giant / Wizard (roll level)*
8,9	Heavy Infantry / Cleric (roll level)*
10,11,12	Bow / Pike / Sword
13,14	Cavalry / Flyer
15,16	Wizard (roll level)* / Cleric (roll level)*
17	Grand Wizard*
18	Dragon Lord*

*Only one of each level above 4 is allowed in a band – when you roll a 6 (Dragon Lord), you must roll AGAIN: ANOTHER 6 will mean a Dragon Lord is present.

ALTERNATE GROUP COMPOSITION CHART

(Roll three dice)

3	Sword Lord and Heavy Cavalry
4,5	½ Regular Cavalry, ½ Flyers
6,7	¼ Magic Users, rest Giants
8,9	¼ Archers, ¼ Pikes, ¼ Flyers, ¼ Lt. Cavalry
10,11	¼ Med. Cavalry, ¼ Wizards, ¼ Archer, ¼ Pike
12,13	1/3 Scouts, 1/3 Archers, 1/3 Swords
14,15	½ Archers, ½ Pikes
16	½ Giants, ¼ Archers, ¼ Pikes
17	1 Dragon with Troll Support Troops
18	1 Dragon Lord (alone)

RACE TYPE FOR ADVENTURE BANDS

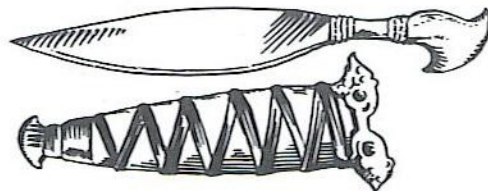
(Roll three dice)

3	Beastman
4	Giant
5	Orc
6	Goblin
7	Amazon
8	Dwarf
9	Lizard Man
10	Human
11	Barbarian
12	Elf
13	Dwarf
14	Human
15	Hafling
16	Troll
17	Centaur
18	Gargoyle

RANDOM SCENARIO CHART

(Roll three dice)

- 3 Find map of Dragon Hoard. There is one 30 point Dragon guarding it, and ten rolls on the treasure hoard chart. You are to attempt to gain possession of it using 5 dice of men and one Sword Lord and one Grand Wizard.
- 4 Duel between two groups of wizards (3 to 6 on each side), with each side having one Grand Wizard.
- 5 Enter a dungeon with two forces, from opposite sides, with one grand treasure hall somewhere inside (5 rolls on the treasure hoard chart). Each side has 4 dice of men, and there are random monsters in the corridors and the rooms.
- 6 There is a raid by Dragons! (Roll one die: on a one, a 5 point Dragon band of one to six; a two is a ten point Dragon, a three is a 20 point Dragon, a four is a 30 point Dragon, and a five is two of the five point ones, and finally, a six is two ten point Dragons. You will attempt to save the village with five dice of random men (make it seven dice if a 30 point Dragon), rolled up randomly.
- 7 Three dice of men move through the hills, generated at random, and facing random encounters on a 5 or a 6.
- 8 Two equal forces face each other, with a band of random units between, whose reaction must be rolled up to each side. These unallied units must check their reaction each turn, as they will shift from side to side easily.
- 9 Two random forces face each other, with four dice of men to a side, and will fight until one side loses its leader.
- 10 Two equal forces face each other in random terrain, using random weather and random encounters.
- 11 Conduct a surprise raid. Generate a random number of units to each side, roll for surprise. The raid continues until the defenders are wiped out or the attackers flee.
- 12 Explore a nearby island using coastal encounter rules and mapping. Conduct the exploration with three dice of men and one ship.
- 13 Explore the deep seas of the region, with 25 men on a larger ship, attempting to go out long enough to find an island deep in the seas.
- 14 Generate two dice of men in an arena fighting three dice of enemies (no magic users on the larger force). Treasure is one roll on the treasure charts for each survivor.
- 15 A goblin raid takes place, with three dice of your defenders and five dice of them. They will have no heroes or magic users, you may. The raid is either day or night as you choose.
- 16 A troll raid on a small village occurs, with three dice of them and three dice of you. They will have no leaders (minus one on initiative), and no magic users.
- 17 A pirate ship attacks you, and attempts to board your ship. The ships are of equal size, and each has a crew of five dice of men. You may each have a medium cannon if you choose.
- 18 A Dragon Lord and one dice of followers will encounter another of the same type, with 6 followers. They will battle to the death, or the loss of one Dragon Lord.



DETERMINING UNIT REACTIONS: Use this chart to determine what a unit which is not controlled by an opposing player will do, or when meeting any random monster. Modify this roll PLUS one if the unit is of the same race as you, or MINUS two if it is a wild monster (add all additional modifiers the particular race type may have towards you), and another minus one if you have already fought this beast previously (like the first time you passed it).

REACTION CHART FOR UNITS OF UNDETERMINED ORIGIN (Roll one die)

- 1 Will attack you automatically — all units will close for hand to hand combat immediately. A Dragon will attempt a breath attack AND a trample if possible this turn.
- 2 Will fire on you — a group will throw spells at you, fire arrows, and attack with ranged fire for one turn. If they are successful in this attack, they will close with you next turn for hand to hand combat. A Dragon will move at you for an attempted Trample, and if this fails, attack you with his breath next turn.
- 3 Will group against you — a group of men will attempt to rush your units and surround them if less men, and demand your surrender. They are out for themselves, and hostile to you without risking their lives. For a Dragon, he will try to possess you and have you walk up to his hungry mouth.
- 4 Will group with you for one turn — for a gang of men, they will demand tribute from you, and not sell you arms. In return they will travel with you one turn for your protection, but will check morale if attacked. For a Dragon this means he is neutral, with his reaction one point less favorable next turn.
- 5 Will cover you — for a group they will trade with you, let you pass, sell you things, or give you aid, including cover fire if necessary. For a Dragon, he will converse with you and then leave.
- 6 Will join up — for a group they will lend you money, trade with you, or fight with you. If the reaction of a Dragon, he will leave after talking to you, or even obey your requests for 1 turn.

REACTION CHARTS: (IF OF THE SAME RACE) (Roll three dice)

- 3 Jubilation — will treat you very well, do anything you want. Reactions plus 4 in future.
- 4 Enthusiasm — very happy to see you. Reactions plus 3 on future rolls.
- 5 Friendliness — congenial to you, reactions plus 2 on future rolls.
- 6,7 Interest — will listen to you with a plus one on all future rolls.
- 8,9 Indifference. Will not react towards you at all.
- 10,11 Boredom — Will not react towards you at all, and will walk away.
- 12,13 Annoyance — Are worried about you, and have a minus one on future rolls.
- 14,15 Hostility — Are afraid of you, and have a minus 2 on all future rolls.
- 16,17 Panic — Are very afraid of you, and disgusted by your presence. They are a minus 3 on all future rolls.
- 18 Revulsion — Will try to destroy you on sight and are an automatic minus 4 on all future reaction rolls.

REACTION CHART IF OF ANOTHER RACE COMPATIBLE TO YOU

(Roll three dice)

(When getting a minus or plus on this chart, then roll on the first Reaction Chart which uses one die.)

- 3 Blood Feud — minus 3 always to you.
- 4,5 Antagonism — minus 2 always to you.
- 6,7 Dislike — minus one reaction next turn to you.
- 8,9 Neutrality — will not react either way to you.
- 10,11,12 Cooperation — a plus one on future rolls.
- 13,14 Affinity — a plus two on future reaction rolls.
- 15,16 Friendship — a plus three on future rolls.
- 17 Rapport — a plus four on future reaction rolls.
- 18 Blood Brother — is always loyal, will go along.

REACTION CHART IF OF A HOSTILE RACE TO YOU

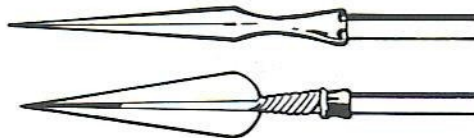
(Roll three dice)

- 3,4 Withdraw one turn, check again.
- 5,6 Halt, ready weapons for one turn.
- 7,8,9 Continue on at you at ready.
- 10,11 Advance, firing missile weapons.
- 12,13,14 Assault at full force with all weapons.
- 15,16 Charge immediately — they get one free initiative before both of you roll for it.
- 17,18 They Berserk at the sight of you — they will get double Attack Value each turn, but their Defense Value will be halved. (If they are a 1, then a DD will eliminate them.) They will attack until all are dead.

ANIMAL REACTION CHART

(Roll three dice)

- 3 Ignores you.
- 4 Is frozen on the spot one turn, checks again.
- 5 Withdraws cautiously one turn, checks again.
- 6,7 Moves back from you one turn, half movement, then checks again at a minus one.
- 8,9 Sounds an alarm, is minus two next turn (is more hostile towards you).
- 10,11 Attacks with blind fury to the death.
- 12,13 Attacks until you are DD or D-2 results, then will leave.
- 14,15 Berserks at double damage one turn, then will flee one turn and check again.
- 16,17 Makes a hasty retreat for one to three turns.
- 18 Befriends you, will travel with you if you feed it and do not harm it.



NAMING YOUR HEROES: Your magic users and Sword Lords (as well as beginning heroes) can be named by rolling dice. Roll one die; that tells you how many dice to roll. Once rolled, count the spots alphabetically to arrive at the first letter of the name. If a consonant, roll 1 die, and assign the vowels (A,E,I,O,U,Y). If you rolled a vowel on the first roll, roll as you did the first time once again. At the end of these rolls, roll to see if their is an accent on the first or second half of the name. Use this procedure as a guideline, for sometimes you will not arrive at a name by this process, but close enough that with a minor tuck and nip you can turn the letters into a unique character name. If you get nothing at all, try again.

ROLL UP BACKGROUND (optional): Using the chart below will give any specific gifts associated with the background of a character. When a legacy specifies a weapon, potion, etc., roll them up on the treasure charts at the back of the book. You can also receive money from your parents by adding the number rolled for your father with the number rolled by your mother, times TEN to arrive at a dollar value possessed by your character (this is really in gold pieces, the common unit of exchange). To find the age of your character, roll 5 dice, add 8 to the result, and you will find his beginning age. Do this procedure for only those few in your group who are magic users or special units. For large battles this procedure is not recommended, unless you are using characters from adventures with pre-determined legacies in the battle.

BACKGROUND OF CHARACTER FATHER'S SIDE

(Roll three dice)

- | | |
|----|---|
| 3 | Dark Magic — Legacy: 3 scrolls |
| 4 | Pirate — Legacy: 1 magic item |
| 5 | Gypsy — Legacy: 1 magic item |
| 6 | Cavalry Man — Legacy: 1 special weapon |
| 7 | Seaman — Legacy: 1 special weapon |
| 8 | Warrior — Legacy: 1 special weapon |
| 9 | Archer — Legacy: 1 special weapon |
| 10 | Mercenary — Legacy: 1 special weapon |
| 11 | Laborer — Legacy: 1 potion |
| 12 | Craftsman — Legacy: 1 scroll |
| 13 | Trader — Legacy: Income is doubled |
| 14 | Diplomat — Legacy: Income is doubled |
| 15 | Martial Artist — Legacy: 3 special weapons |
| 16 | Assassin — Legacy: 2 special weapons, 1 potion |
| 17 | White Magic User — Legacy: 2 scrolls, 1 potion, 1-3 magic items |
| 18 | King's Steward — Legacy: see chart below |

CHART OF ROYAL LINE

(Roll one die)

- | | |
|---|--|
| 1 | General — Legacy: special weapon which does 1 more point in attack value. |
| 2 | Landowner — Legacy: wealth is tripled. |
| 3 | Inventor — Legacy: special weapon which does 2 added points in attack value, also 1 scroll. |
| 4 | Duke — Legacy: Wealth is multiplied by 4. |
| 5 | Money Changer — Legacy: Wealth times 5. |
| 6 | Heir Apparent — Legacy: special weapon which has 1 shift up, also income is times 10, and leads twenty five men in band. |

BACKGROUND OF CHARACTER MOTHER'S SIDE

(Roll three dice)

- | | |
|----|---|
| 3 | Sorceress — Legacy: 3 scrolls |
| 4 | Nymph — Legacy: 2 gems |
| 5 | Gypsy — Legacy: 1 gem |
| 6 | Cook — Legacy: 1 potion |
| 7 | Amazon — Legacy: 1 Special Weapon |
| 8 | Musician — Legacy: 1 scroll |
| 9 | Artisan — Legacy: 1 potion |
| 10 | Slave — Legacy: nothing |
| 11 | Fieldhand — Legacy: 1 potion |
| 12 | Weaver — Legacy: 1 scroll |
| 13 | Singer — Legacy: 1 gem |
| 14 | Dancer — Legacy: 2 gems |
| 15 | Huntress — Legacy: 1 special weapon |
| 16 | Priestess — Legacy: 1 magic item |
| 17 | Healer — Legacy: 3 potions |
| 18 | Daughter of Dragon Lord — Legacy: you learn magic, roll your level of skill on 1 die. |

TECH LEVEL CHART (optional): This chart allows opposing forces to be unequal in their technology development. You may roll up units on this chart if you want a group of men to oppose you, or two forces, and do not want to roll up each individual unit with the previous unit generation chart.

TECHNOLOGY LEVEL CHART FOR A MIXED ARMY

(Roll three dice)

- | | |
|----------|--|
| 3 | Dragon and Iron Age guards (watch out!) |
| 4,5 | Stone Age Band completely (a nuisance) |
| 6,7 | 2/3 Obsidian Age, 1/3 Stone Age (backward) |
| 8,9 | 2/3 Bronze Age, 1/3 Obsidian Age (backward but deadly to encounter) |
| 10,11,12 | 2/3 Bronze Age, 1/3 Iron Age (a typically strong and balanced military force) |
| 13,14 | 2/3 Iron Age, 1/3 Magic Users (a strike force of magic and effective weaponry) |
| 15,16 | 2/3 Iron Age, 1/3 Assassins (a suicidal attack force which will usually achieve its objective) |
| 17 | All Iron Age with 1 Grand Wizard and 1 Sword Lord (a balanced military unit which has a lot of balanced punch) |
| 18 | ALL magic users, 2/3 Level 1 and 2, 1/3 Level 3, led by 1 Grand Wizard and 1 Cleric (roll up his level) - (this is a force to be feared, for their combined magic will be hard to beat). |

TECHNOLOGY LEVELS

STONEAGE — Use clubs, spears (no added point for a charge), poisoned arrows, with no effective magic. They have wolves, large beasts and vermin in their vicinity, as well as Dragons. They trade very little, and use rafts and war canoes for transportation by water. They live in huts or caves, and have very little of value which they have produced or mined.

OBSIDIAN — They use spears and arrows (which have a range of one megahex less), know something of tactics and are not at a disadvantage in initiative rolls, as the stoneage fighters sometimes are. Their magic users are rarely above Level 4. They live in huts, small wooden forts and villages, and are mostly tribal in their customs. They have small boats, war canoes and small one sail ships. They have no rams on their ships, and they will trade, although they have no refined precious metals and wear little or no armor.

BRONZE — The people of this level of development are more advanced, with regular spears and pike, and their bows and crossbows have normal range. They will have all types of magic users, and live in castles and large villages. They manufacture siege weapons, ships with rams, and have large kingdoms which trade with each other for all sort of manufactured goods and rare and precious metals.

IRON — Here the people have muskets and cannons, and use mobile artillery when a large army is on the move. They have city states and churches, and often war with each other in the pursuit of empires. Their ships are fast and deadly, and they have built a few experimental ironclads for coastal naval encounters.

MARTIAL — These peoples have one extra point when on the Attack, and often use slaves to build for them. They deal with Demons and use Bronze Age weapons for the most part. They build holy cities, temples and their caravans travel wide, bringing black market goods to all parts of the Eastern Regions.

ASSASSIN — These special peoples use poison often, have Bronze Age weaponry, not caring to use the Iron Age gunpowder because of its unreliability. They will hire out to various kingdoms for special tasks which normal troops hesitate to carry out, such as assassinations and suicide charges. They sell all goods through their black market which is often in competition with those of the Martial Age traders.

MAGIC AGE — These peoples are heavily surrounded by powerful magic, and will NEVER allow Iron Age weapons in their kingdoms, because of the danger to the mages, and the interference they cause in the practice of magic. Here you will find all sorts of magic items for sale, as well as fighting wizards who can be bought for a price. They do not usually traffic with primitive peoples and keep to themselves, for even powerful empires fear their magic. Magilocks is of such an age.



SETTING OUT: Once you have a group, roll three dice; that's the number of turns it takes of overland travel for your group to reach the nearest port or town. Roll random encounters on the way, once a turn (on a roll of 6 on one die there will be a random encounter). If a monster or a band of thieves, etc., is rolled, then consult the random monster charts and reaction tables to determine how they will treat your band.

ONCE AT PORT: Once there you will sign on a ship. There will be 12 crew members on the ship, for a maximum on the ship of 25 (larger ships may hold more). If you have too many units for one ship, it is possible to commission two, but more costly. The cost of commissioning a ship is explained below more fully.

DECIDING ON A COURSE: You may sail east, which will create deep sea encounters for you, but it is very unlikely you will find many islands to explore, and the dangers to your ship are much greater. If you sail either north or south, you will find coastal encounters which are more easily dealt with, and also more islands to chart. In addition

RANDOM OVERLAND ENCOUNTERS CHART

(Roll three dice)

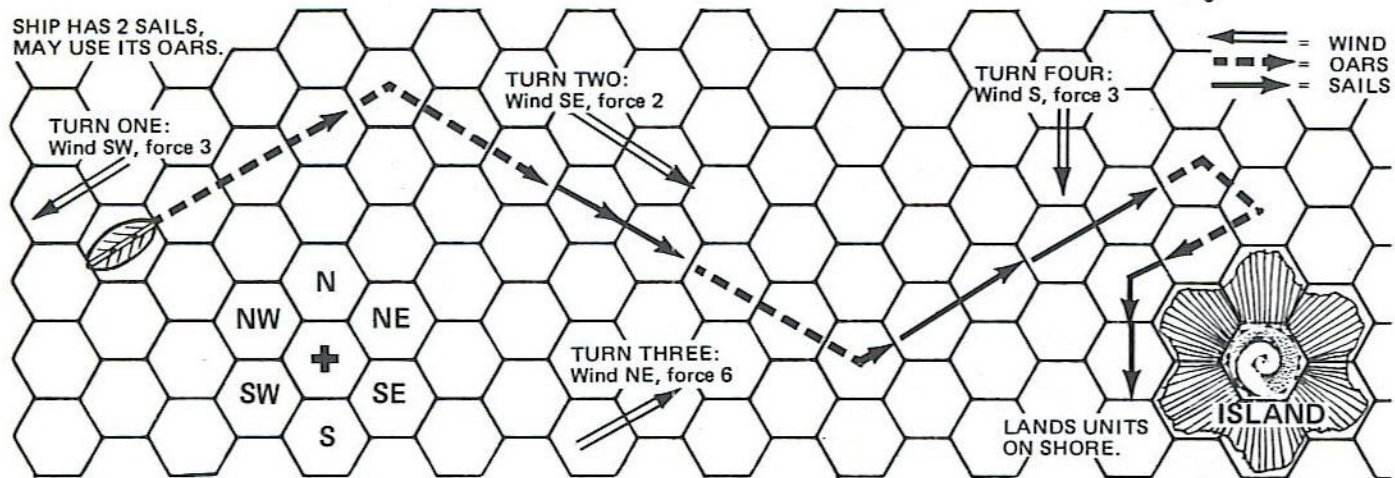
- 3 A Band of Hill Giants — one dice worth of 'em, each is double a regular giant, and carries a club. They like to take the high ground and throw rocks (they throw them two megahexes, at an attack value of 4, and hit on a roll of a 5 or 6).
- 4 A Group of Hill Giants — same as above, but only one to three of them.
- 5 Bandit Group Attacks You — roll one die of men plus three. Roll random unit types, and give them surprise the first turn. They will have no magic users or heroes.
- 6 A Band of Trolls Intercepts You — roll up 1 dice worth of them, and roll for initiative.
- 7 A Group of one to three Trolls Meets You — generate them as above. They are hostile.
- 8 An Amazon War Party of two dice of women will come out of the woods at you. They will all have spears, swords and archers.
- 9 An Ogre will hold a narrow bridge before you — you must defeat him to pass (the bridge is one megahex wide, three megahexes long).
- 10 A Band of Goblins is hiding behind a wall — they will attack, getting surprise the first turn. They are all armed with arrows and pikes, and there are one dice plus 3 of them.
- 11 A Group of one to six trolls are carrying a large chest. They will fight to protect it. If you drive them off (kill more than half of them), you may claim it. It has one random treasure chart roll in it.
- 12 A Band of Robbers lurks in this area — roll up two dice of men, rolling a random race and a unit composition.
- 13 One wandering monster is encountered — roll up his type from the listing of all types of game characters in the front of the book, by rolling one to six dice and counting down the list. Roll his reaction to you as well.
- 14 Two wandering monsters are encountered — roll up as above, but they are hostile to you.
- 15 One Dice worth of Gargoyles are flying overhead, dropping rocks at you. They will try to capture the first stunned man and fly off with him.
- 16 Three Dice worth of Gargoyles come up on the horizon; they will attempt to kill all of your party in hand to hand combat.
- 17 A War Party of two dice of Goblins and 2 Trolls is marching by. You will have surprise if you beat them in the initiative roll, and will get 1 free attack with ranged fire, then roll another initiative for movement and combat.
- 18 A Lone Dragon is perched on a cliff. He is a 20 point Dragon who guards a hoard of three rolls on the Treasure Hoard Chart. He will NOT be driven off, and will fight to the death.

the weather will be different if you sail north (Northern Weather Chart) or south (Tropical Weather Chart).

CREW: The crew of the ship is a dozen sailors who save on a 4,5, or 6, and one of which is a Captain with a 3,4,5,6 save and a Death Save on a 5 or 6. All of these men are sword, pike or archer when they have to fight. They will usually man the ship during a battle, however, until they are pressed into action.

CHARTING YOUR COURSE: Using the enclosed hex-map, start at the port you traveled to (including the overland route there). Each hex on the sheet represents 4 miles. The ship will leisurely move this distance per day, rolling random wind direction and force for the entire day. Then roll a random encounter chance for that day's sailing. On a 6 on one die, there will be a random encounter you will roll up on either the Coastal or Deep Sea tables.

MOVEMENT AND WIND: The example below shows how your ship will respond to wind force and direction in a given situation:



FINDING ISLANDS: Once you have set out to sea, roll each turn as previously described for random encounters. On this roll, a 6 will indicate a random encounter, to be derived from the Coastal Encounter Chart, but on a roll of a 1, you will roll up an ISLAND. Refer to the Adventure Charts for a complete procedure for determining the size and geographic composition of the island, and these charts also take you step by step from the first sighting, onto the island, and into contact with the natives.

FIRST SIGHTING AN ISLAND: Once you first "sight" an island, roll two dice. The first tells the direction you find it in (N is 1, NE = 2, SE = 3, S = 4, SW = 5, NW = 6). The second die tells you the number of hexes (remember each hex equals four miles) away the part of the island first sighted lies from you.

SURPRISE ATTACKS: When you land on an island and begin moving inland per the Adventure Charts, you will encounter random monsters on a 6 on one die. When you do encounter one, roll another die. On a roll of another 6 on this die, there will be a surprise attack by one or the other party. Each side (you and the monsters or band of thugs) each rolls. The winner is the side with surprise. Refer to the Surprise Attack Chart and roll to see what the effects are on combat results.

CHARTING THE COAST ITSELF: You may also, if sailing next to the coast (no more than 1 hex away at all times), chart the terrain on the coast. As you leave your port, sailing either north or south, you will roll a random direction that the coast curves (the first few hexes going north are NW, NW, NW, N; the first few hexes going south are SW, SW, SW, S). After traveling these few miles, then you begin to roll the direction of curve. Use the same compass directions you see for the first sighting of an island, and roll one hex at a time. Remember, you can only chart that part of the coast you see on a given day, and IN ADDITION one hex further (4 miles more; beyond that the mists will obscure).

MONEY AND WEALTH: Your characters begin an adventure with what they have amassed from previous outings, or, if beginning characters, with what they have from their legacy. The cost of a ship's passage for the whole band is 1 to 6 thousand dollars (roll on one die); the cost of any repairs are 1 to 6 hundred dollars per repair, which is from 1 to 6 dice of repair to the hull or sails (you can be taken by shoddy workmanship and pay much more than you get, by the way). Treasures and gems as well as magic items and potions are listed with their value, if you decide (or have to) sell them. When you sign up a crew for the adventure, if they lose half of their men they will want HALF of all treasure you amass. Until they lose this number, they will be satisfied with their initial commission.



RANDOM COASTAL ENCOUNTERS CHART

(Roll three dice)

Encounter items on this chart when, on a roll of one die, a six comes up. A roll of 1 indicates an island to map.

- 3 Reefs — they do 10 dice of damage to the ship, and your captain must make his save or have it happen again next turn. Each turn he fails consecutively the damage is taken.
- 4 Water Spout — it does 5 dice of damage to the hull, unless the wind this turn is of a force of 6, in which case the damage is TRIPLED.
- 5 Dolphin School — they will follow your ship, and any time a man falls overboard they will rescue him so you need not attempt a grapple to get him out of the water. They will also drive off any sharks that may follow your ship.
- 6 A Small Storm — it does one dice of damage to each sail, and if the wind is a force of six, then this damage is tripled.
- 7 Sandbar — if you roll a 1 or 2 on one die, then you will scrape bottom. The sandbar does from one to six dice of damage to the hull. If your ship is a large warship or freighter, it will get caught on the sand if your captain fails in his save. Then, the hull will take 5 dice of damage additionally due to water and stress factors.
- 8 A Giant Squid — this beast will be hungry on a roll of one through four on one die, and attacks you with thirty points of Attack and Defense. He is two shifts DOWN to hit, since most of his body is under water. He has six long tentacles which come onto the decks, trying to get six men. If they fail in their saves they are held, and then each tentacle must be attacked. They are a five in Defense, and have no shifts down when out of water. When the Squid has either got a dinner or lost all of his tentacles, he will flee.
- 9 Mermaids — they try to lure your ship onto rocks. Your captain must make his save, or the hull takes one to six dice of damage per turn that he fails in his save.
- 10 War Canoes — one to six canoes appear on the horizon (roll direction from you, and 1 to six hexes away (4 to 24 miles). They will attack if they outnumber you. Roll up their race and unit compositions on the charts.
- 11 Small Storm — it does one dice of damage per sail.
- 12 Medium Storm — it does one to six dice of damage per sail, and one to six dice of damage to the hull.
- 13 Large Storm — it does two to twelve dice of

- damage to the sails, and two to twelve dice of damage to the hull. (Roll two dice ONCE to see how many dice of damage are to happen.)
- 14 Sharks — they will follow the ship, and any unit in the water on a second consecutive turn will be eaten automatically. They can be driven off by a dolphin school. If not, they will follow you until they feed.
- 15 Pirate Ship — it will attack you if the reaction roll is hostile (they are plus three automatically on their one die reaction roll). Roll up the ship and crew on the Random Pirate Ship charts.
- 16 Flying Dragon Attack — 1 to 6 dragons will attack your ship, once each. Roll one die: a one means a 5 point Dragon, a 2 is a 10 point Dragon, a 3 is a 20 point, a 4 is a 30 point, and a 5 or 6 is a group of 6 5 point Dragons. They are automatically hostile, as they are out on a feeding run.
- 17 Enemy Fleet — two to twelve ships (roll two dice) will attempt to capture your ship and press you into their service. You may outrun them if your technology level is higher than theirs OR you have more sails. Otherwise, if you choose to fight it out, roll them up at random, and a random direction of attack.
- 18 Vortex — it does ten dice of damage to your hull, and if your captain fails in his save to pull your ship out of it, the damage will happen each turn until he does, or you sink. Saves to swim, in that case, are reduced by one.

DEEP SEA SAILING: When sailing directly east, you will roll one die each turn (day) you sail, and on a roll of a 6 there will be a Deep Sea Encounter from the chart below. On a roll of a 1, you will refer to the Deep Sea Sailing Experiences Chart also below. You will chart islands only when they are rolled up on these charts, and then their size, shape and terrain will be determined as usual. Be careful when sailing out into the deep sea, for your hull is hard pressed to make it back intact. You should begin to head back when the hull reaches half of its normal points. Repairs are only possible when you roll up an island that is friendly, and they are of high enough tech level (at least equal to the tech level of shipmaking on the tech chart) to repair your vessel. Only Bronze and Iron age ports friendly to you will be so hospitable.

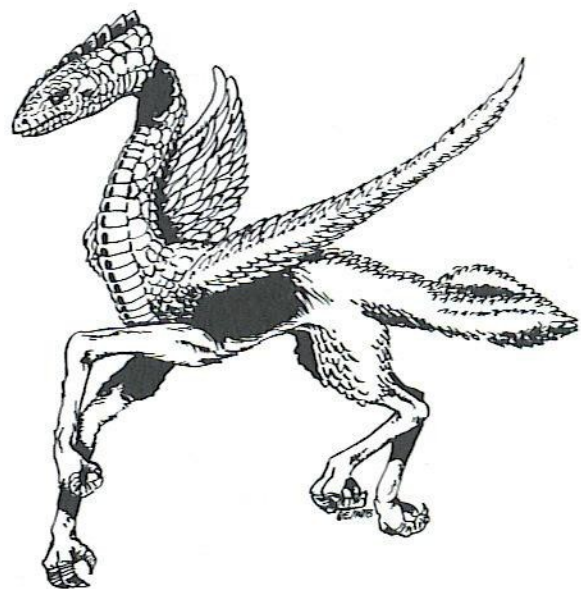
RANDOM DEEP SEA ENCOUNTERS

(Roll three dice)

Encounter items on this chart when, on a roll of one die, a six comes up. A roll of 1 indicates a Deep Sea Sailing Experience on the chart immediately following this one.

- 3 Maelstrom! — it does ten dice of damage to the hull, and if your captain fails in his save this damage is done each turn until the save is made.
- 4 Dolphin School — it follows your ship, allowing units who fall overboard to be rescued without grappling. They will also drive off a school of sharks.
- 5 Shark School — they will follow the ship, and when a unit falls overboard he will be eaten if he is not out of the water on the second consecutive turn.
- 6 Compass Malfunction — the ship is lost for the next one to six dice of turns, and goes around in a circle. Roll encounters for these turns, and at the end, come back to the place you started in.
- 7 Sea Snakes — one to six snakes will slither out of the water onto the decks, and each is ten points in attack value. They will attempt to crush a unit. If he fails in his save, he is held, and the second consecutive turn the snakes' damage is doubled on the unit. They move 10 hexes, save on a 5 or 6, and magic does double attack damage on them.

- 8 War Ship Spotted — it carries 2 to 12 medium cannons, and its reaction to you must be rolled up. Also roll race, random direction it is coming toward you, and number of miles away.
- 9 Friendly Ship Spotted — Roll its race, and also its reaction, modified minus one on the Reaction Chart.
- 10 1 Pirate Ship Sees You — its tech level is rolled up, and it is generated on the Random Pirate Ship Chart. It has, on a roll of a 1 or 2 on one die, 1 to 6 small cannons.
- 11 Rudder Comes Loose — your ship cannot maneuver effectively for 2 to 12 turns (roll two dice); for these many days you may not evade, and may only change your facing one hex (4 miles) per day. Combat is also affected likewise.
- 12 Random Ship Spots You — its reaction is unmodified, and its tech level, ship type and crew must be rolled up.
- 13 Friendly Ship Spotted — a minus two to its reaction, and it will aid you with repairs if it is of higher tech level. If it is, it will do 2 to 12 dice of repair to the hull, and 1 to 6 dice of repair to each sail. This takes 3 dice of days, so continue to roll encounters while you are side by side on the ocean.
- 14 Giant Turtle Attacks You — it is an attack value of 60, and will ram your hull for a 2 to 1 attack. Units on the masts must save, and the shell of it causes attacks to be a shift down. It will continue to ram until three men have gone into the water and been devoured by it.
- 15 Dragon Attack! — a 20 point Dragon will swoop by. Roll its reaction, and, if hostile, it will attack you until driven off.
- 16 Two Pirate Ships Spot Your Ship — they are - on a roll of a 4, 5 or 6 on one die, all four sails and a ram, and each with 3 dice of men. Roll up each unit type, and give each ship 1 large cannon on a roll of a 1 or 2 on one die.
- 17 3 Pirate Ships Spot You — each carries 5 medium cannons, and is rolled up on the Random Pirate Ship Chart.
- 18 A Whale is Sighted — he will tangle in your oars on a roll of a 1, 2 or 3 on one die, and will pull you along for 1 to 6 days in a random direction. If you attack him, he is an Attack and Defense Value of 90, and he is one shift down in the water. Dragonspeak will work on him to make him friendly, but if hostile he will ram your ship once and leave.



DEEP SEA SAILING EXPERIENCES

(Roll three dice)

- 3 Storm Sinks Ship — each unit must save to grab onto objects and stay afloat. Continue to roll random encounters; if a ship comes along before something eats you, you can be rescued.
- 4,5 Find an Island — roll it up.
- 6,7 Find two Islands — roll them up, each four miles apart.
- 8,9 Find three Islands — each next to the other, roll up each.
- 10 Crew gets Scurvy — 1 to 6 dice of men (roll), each gets his save plus two to survive it.
- 11 Crew gets Dysintery — save plus three to survive it for 1 to 6 dice of men (roll).
- 12 Crew runs low on Water — each man must make save to avoid drinking salt water - if he does, treat as a three to one attack on him.
- 13 Minor Animal Attacks — on one to six men (roll up) fight them at random at 1 to 1 odds.
- 14 Duel Between Crew Members — two random men will fight to death unless Captain makes save to prevent it.
- 15 Find Friendly Ship — it will let you make 1 to 6 dice of repair to the hull or sails.
- 16 Find Friendly Ship — will let you take on food and water, and 1 to 6 crew members if you have lost a lot of men.
- 17 Food Stores Rot — ship must reach land in one to six dice of turns, or each unit must save DAILY or die of starvation.
- 18 Mutiny — Captain is captured, and ship becomes pirate. It returns to an island that has been charted, and waits for other ships that come by on random encounter rolls.

RANDOM CREW MEMBERS

(for any ship type)

- 1 Sword
- 2 Pike
- 3 Archer
- 4 Scout
- 5 Heavy Infantry
- 6 Sword

RANDOM SHIP ENCOUNTER CHART

RANDOM WAR CANOE

(with one sail)

- 1 1 wizard (roll level), 1 Cleric (roll level, up to level 4), 5 pikes, 5 bows
- 2 3 wizards (roll up), 3 clerics (roll up), 6 bows
- 3 6 swords, 6 pikes
- 4 8 pikes, 4 bows
- 5 3 bows, 3 swords, 3 pikes, 3 wizards (roll level)
- 6 12 bows, 2 wizards (roll up), 1 cleric (roll level)

RANDOM BEGINNING PIRATE SHIPS

(Roll one die)

- 1 14 men (roll up), 4 sails, no ram or siege weapons.
 - 2 13 men - 5 pikes, 2 clerics, 3 wizards, 3 archers, 5 sails, no ram.
 - 3 3 dice of men plus 3 (roll up), 1 dice of sail minus 1, and on a roll of 1,2, or 3 on one die, it will have a ram.
 - 4 13 men - 5 archers, 4 pikes, 4 wizards (roll levels), 3 sails, no ram.
 - 5 16 men - 6 swords, 6 pikes, 4 archers - 2 sails, ram.
 - 6 Roll one die, and consult the chart directly below:
- 1 2 ships from Beginning Pirate Ship Chart (roll up), disregard a roll of 6).
 - 2 Roll up one ship from Advanced Pirate Ship Chart.

- 3 Roll up Advanced Pirate Ship with one assassin.
- 4 Roll up Advanced Pirate Ship with a Sword Lord.
- 5 Roll up Advanced Pirate Ship with Grand Wizard.
- 6 Roll up one Advanced and one Beginning Pirate Ship.

RANDOM ADVANCED PIRATE SHIPS

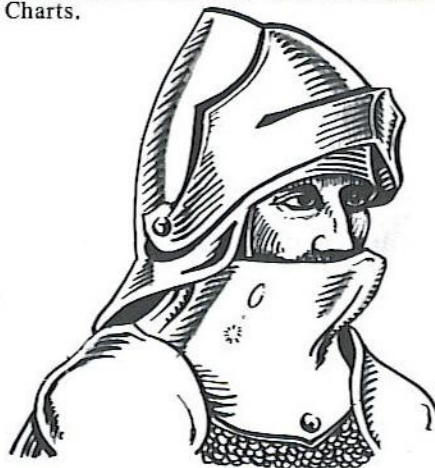
(Roll one die)

- 1 15 men (roll up), 2 sails, (IRONCLAD), 3 small cannons, 1 medium cannon.
- 2 20 men - 6 swords, 5 pikes, 5 archers, 3 wizards, 1 cleric, 1 catapult, 1 medium cannon, 2 sails, ram.
- 3 16 men - 7 pikes, 3 archers, 3 wizards, 1 Grand Wizard, 1 cleric, 1 assassin, 2 rowboats, 2 sails, ram, 2 medium cannons.
- 4 18 men - 9 wizards (all level 4 or less), 2 clerics, 3 archers, 4 swords, 1 catapult, 1 medium cannon, 1 sail and a ram.
- 5 23 men - 15 pikes, 4 wizards, 2 clerics, 1 Grand Wizard, 1 Hero, 2 sails, 1 ram, 1 catapult.
- 6 27 men - 8 pikes, 8 archers, 5 wizards, 1 assassin, 2 clerics, 1 Grand Wizard, 1 Hero, 1 Sword Lord, catapult, 6 sails, ram, 1 medium cannon, 2 rowboats.

RANDOM TREASURE ON THE SHIPS

Beginning Pirate Ships: Roll 5 dice times 100 for the value of treasure, OR 1 to 6 dice of rolls on the Treasure Charts.

Advanced Pirate Ships: Roll 10 dice times 100 for the value of treasure, OR 2 to 12 dice of rolls on the Treasure Charts.



ADVENTURE CHARTS (Roll in sequence)

FIRST SIGHTING ISLAND SIZE

(Roll one die)

- 1 Reef (1 megahex in size)
- 2 Atoll (2 megahexes in size)
- 3 Ridge (3 megahexes in size)
- 4 Long Ridge (4 megahexes in size)
- 5 Round (7 megahexes in size)
- 6 Irregular (3 dice plus 3 megahexes in size)

(Each hex is 4 miles in distance when mapping.)

ISLAND TERRAIN

(Roll one die)

- 1 Desert (D)
- 2 Grasslands (G)
- 3 Fields (F)
- 4 Woods (W)
- 5 Jungle (J)
- 6 Mountains (M)

SHIP APPROACH

- 3 Find magic item in water, then roll again.
- 4 Reefs (Capt. must save or 10 dice damage to hull)
- 5 Sandbar (Capt. must save or 1 to 6 dice of damage to hull)
- 6 Beach — rowboat approach only
- 7 Beach — must wade in only (movement halved)
- 8 Beach — can't land except by flying in
- 9 Beach — 2 megahexes from shore for landing
- 10 River Mouth — may sail into first 4 mile megahex, land next to the river
- 11 Cove — may land within 10 hexes of shore
- 12 Deep Cove — may land next to shore itself
- 13 Current — Captain must make save to land, then roll again next turn
- 14 Men are sighted on beach — roll up their race, then roll approach again
- 15 Building on shore is sighted — roll on the next chart
- 16 A Town is sighted in the distance — roll again for approach
- 17 Roll up a random coastal encounter while you are attempting to land, then roll again for the type of landing, minus five on the roll.
- 18 Same as above, only minus ten on the roll.

SMALL BUILDING CHART

- 3,4 Small Castle with 10 dice of men (roll race), and 1 die worth of heavy cavalry.
- 5,6 Outpost with eight dice of men (roll race).
- 7,8 Drydock and building (1 ship up on beach), with 5 dice of guards (roll race) and 7 dice of chained slaves.
- 9,10 Inn or Tavern with 3 dice of fighting men (roll race and reaction).
- 11,12 Shack with two dice of men around and in it.
- 13,14 Small Huts with three dice of men nearby.
- 15,16 Guard Tower with two dice of men and 1 small cannon.
- 17,18 Citadel with 2 to 12 dice of men, and 1 large, 3 small cannons.

CHART OF RACE TYPE

- 3 Giant
- 4 Orc
- 5 Undead
- 6 Lizard Man
- 7 Hobgoblin
- 8 Neanderthal
- 9 Dwarf
- 10 Human
- 11 Goblin
- 12 Elf
- 13 Amazon
- 14 Barbarian
- 15 Halfling
- 16 Centaur
- 17 Gargoyle
- 18 Great Giant

CHART OF THEIR WAY OF LIVING

- 3 Monks
- 4 Gatherers
- 5 River Fishermen
- 6 Slavers
- 7 Barbarians
- 8 Sea Fishermen
- 9 Hunters
- 10 Farmers
- 11 Herdsmen
- 12 Merchants
- 13 Pirates
- 14 Martial Arts Families
- 15 Craftsmen
- 16 Imperial Military Units
- 17 Imperial Military Units
- 18 Black Magic Users

NEXT INHABITED PLACE INLAND

(Roll a direction randomly until you arrive at one which you may travel in, and then roll one die for the distance in hexes away, remembering that a megahex is four miles wide, and has three hexes in it. While you are traveling along, roll each hex for a random encounter, which will appear on a 6.)

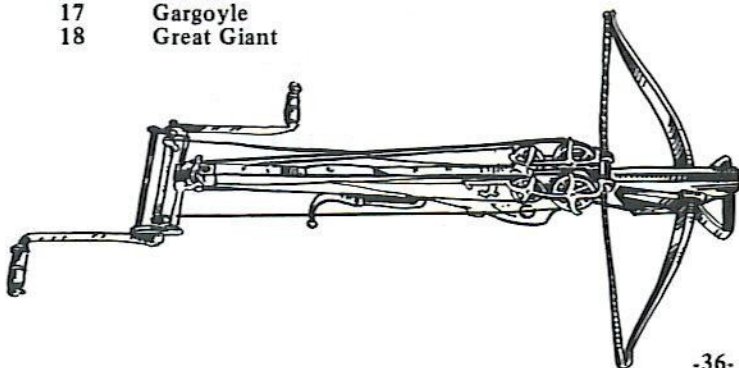
- 3 Prison
- 4 Cave
- 5 Temple
- 6 Tavern
- 7 Barracks for Troops
- 8 Inn (for overnight stay)
- 9 Small Village
- 10 Bazaar along roadway
- 11 Small Fortress
- 12 Dungeon underground
- 13 Huts for Farmers
- 14 Outpost with Tower
- 15 Large Town
- 16 Seaport on Coastline
- 17 Large Castle
- 18 Underground Temple

RELIGION OF INHABITANTS

- 3 White Magic
- 4 Demon Worship
- 5 Dragon Worship
- 6 Sacrificial Rites
- 7 Solitary Meditation
- 8 Death in Sacrifice Worship
- 9 Sacrifice of Human Beings
- 10 Mixed, non specific
- 11 Pagan
- 12 Pantheistic
- 13 War God Worship — human sacrifice
- 14 Idol Worship
- 15 Sacrifice (human) to Dragon Lords
- 16 King Worship
- 17 Black Magic
- 18 Dragon Lord Worship (one is present)

TREATMENT OF STRANGERS

- 3 Summon a Demon, all will attack you
- 4,5 Try to kill all of you immediately
- 6,7 Try to capture most of you
- 8,9 Demand 1 sacrifice from your group
- 10 Challenge one of you (random) to duel to death
- 11,12 Roll reaction table individually for them
- 13,14 Demand monetary tribute (1 to 6 dice x 10)
- 15,16 They will make friends with you if their reaction isn't too hostile.
- 17 They ignore you
- 18 They run and hide from you



SITUATION IN COUNTRY

- 3 Plague
- 4,5 Starvation (Reaction rolls plus 1)
- 6,7 Overrun by another race (roll race)
- 8,9 Piracy and Martial Law
- 10 Tranquil
- 11,12 Bandits on the roads inland
- 13,14 At war with neighbor (roll race)
- 15,16 Martial Law and Revolution (internal)
- 17 Have fled from Dragons into caves and woods
- 18 Typhoon or Natural Disaster about to happen. (Roll 2 dice: 2 1's or 6's will mean that it will happen while you are there — each unit must save or be eliminated by its force.)



GOSSIP IN COUNTRY
(*Heard at Pubs, on Docks, etc.*)

- 3 Invasion of island planned by other race which should be rolled up.
- 4 There are thieves on the docks.
- 5 Sea snakes in the waters around the island will attack ships and try to drag men into the ocean.
- 6 There's a Dragon Hoard in the mountains.
- 7 Bandits (roll race) lurk in the woods.
- 8 Goblins raid from the hills at night.
- 9 A band of undead walk the land at night.
- 10 Gargoyles have been seen flying overhead.
- 11 Mounted barbarians attack people on the roads.
- 12 Men are shanghied by slavers and taken to sea.
- 13 An undead giant walks by the rivers at night.
- 14 A hero lives in the mountains in hiding.
- 15 A band of giants holds the pass through the mountains.
- 16 A giant spider lives in the woods, and attacks all who pass.
- 17 A great God can be found on the isle who will grant you three wishes if he likes you.
- 18 A Dragon Lord has just landed on the other side of the island and is searching for you.

(Note: if you rolled up some gossip which describes a terrain nonexistent on the island, roll up another terrain type from the early Adventure Charts used when first sighting an island.)

IMMEDIATE ENCOUNTER

- 3 Dragons (1 to 6, all 10 point) attack the ship and any crew on the Docks.
- 4 Ship is attacked by 1 to 6 dice of men (roll up their race)
- 5 A hostile warship (roll up) appears on the far

horizon, and will intercept you before you can flee.

- 6 A 1 to 1 duel to the death is instigated.
- 7 A duel between two equal wizards is instigated.
- 8 A Bar Battle takes place (1 to 6 men per side), and each side is equal in number.
- 9 Your hero is challenged to a duel to first blood by another hero.
- 10,11,12 The gossip you heard comes true!
- 13 Goblin Raid at night (5 dice of them)
- 14 A Gargoyle Raid during the afternoon (1 to 6)
- 15,16 1 to 6 wizards attack you (roll their levels)
- 17 An invasion from the sea by 1 to 3 ships, with 3 dice of men each (roll race)
- 18 A Dragon Lord attacks your band with one to six dice of followers

SURPRISE ATTACK CHART

- 3 Attacker slaughters Defender (kills up to 6 units immediately) - Death Saves allowed.
- 4 Attacker devastates Defender (3 full turns of free attack), then initiative is rolled.
- 5 Attacker traps Defender (2 full turns of free attacks, then roll initiative)
- 6,7 Attacker confuses Defender (1 full turn of free attacks, then automatic initiative)
- 8,9 Attacker surprises Defender (1 free round of missile attacks, then automatic initiative)
- 10,11 Attacker startles Defender (automatic initiative for first turn)
- 12,13 No surprise — roll initiative
- 14,15 Defender Warned - gets free round of missile fire, then automatic initiative
- 16,17 Defender Gets Entrenched - forces your units to move on him, but he gets to fire FIRST, then gets a plus one on the next initiative roll.
- 18 Defender routs Attacker - gets 2 free turns, then Attacker must check morale of units.

ATTACK COMMANDS

(for random groups' orders)

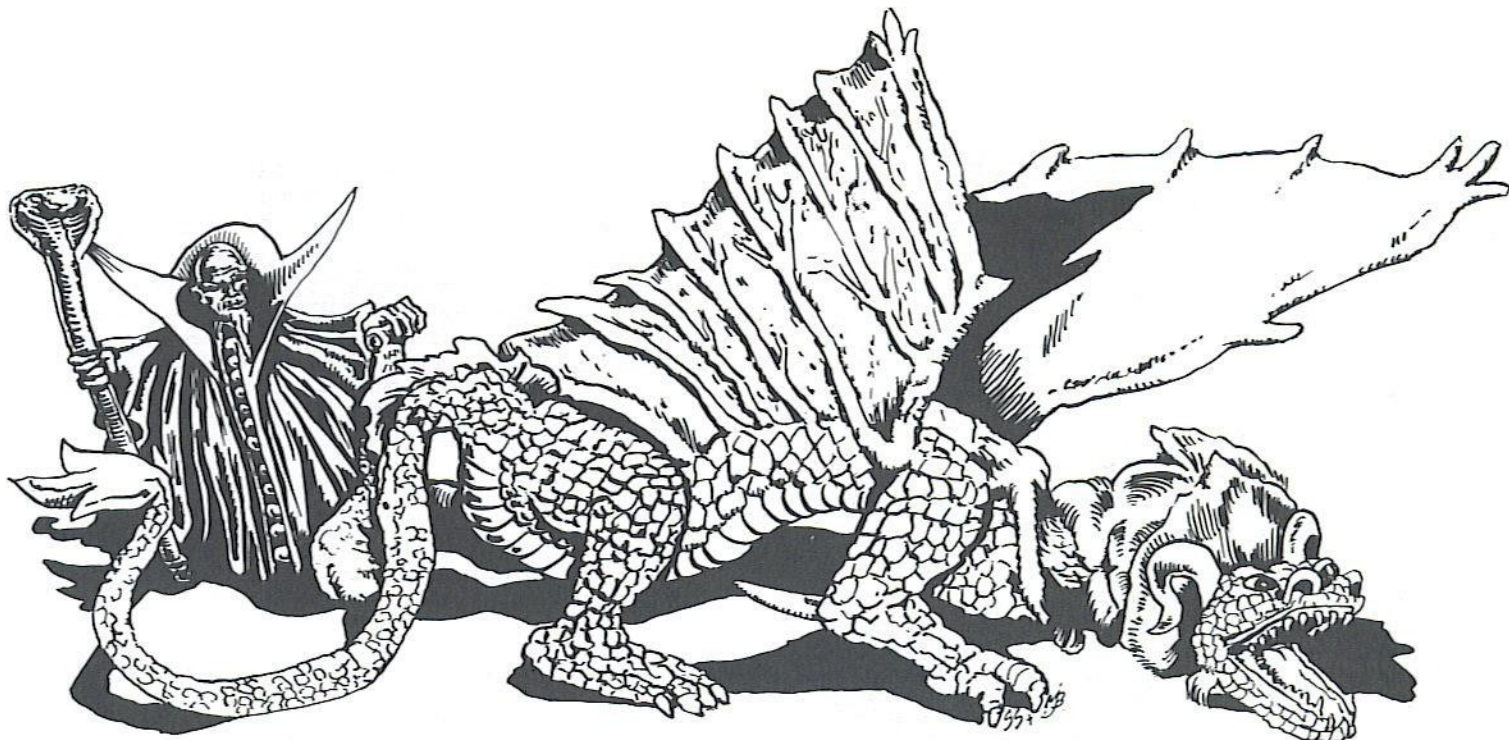
- 3 March forward
- 4,5 Form a column two by two
- 6,7 Form a double line, with ranged fire behind
- 8,9 Circle up
- 10,11 Form a wedge, point forward
- 12,13 Form a bowed-outward crescent
- 14,15 Form a wedge, point inward
- 16,17 Split and attack both enemy flanks
- 18 All wildly charge the enemy

LEADERSHIP

- 3 Banished Demon
- 4,5 Dragon Lord (one is present)
- 6,7 Sword Lord and military control
- 8,9 Dictatorial Wizard (on a 9 he is mad)
- 10 King
- 11 Queen
- 12 Hero who is Steward
- 13,14 Prince (who is a Sword Lord)
- 15 Grand Wizard and Wizardly Council
- 16 Military Council
- 17 Democracy
- 18 Banished God sits atop the throne

LEADER TYPE (PERSONALITY)

- 3 Heroic
- 4,5 Unstable
- 6,7 Cautious
- 8,9 Reckless
- 10 Brutal
- 11,12 Orderly
- 13,14 Brave
- 15,16 Uncaring
- 17 Sadistic
- 18 Religious Zealot



CREATING DUNGEON ADVENTURES: These types of scenarios can be played with two or more players, or even played solitary with random monsters rolled up.

TREASURE SEEKING: First obtain copies of the playing board, and cut them into long strips one megahex wide. These will be your tunnel hexes, which can be laid down in patterns, connecting to each other. With left over larger pieces of hex boards, connect these tunnels to rooms. You may lay the whole maze down on a table top and secure the pieces together with small pieces of tape. Most rooms should be about 4 to 8 megahexes in size, and you might want to roll up random treasure hoards prior to the begin of play (especially if using more than one player).

CREATE A BAND: Roll up a random band of adventurers, but use only approximately eight to ten men, with half of them being Wizards, Grand Wizards, Heroes or Sword Lords and other speciality units, as dungeons get deadly and it is hard to stay alive with only a few units.

WANDERING THE MAZE: Roll each turn you move through the tunnels when playing solitary. On a roll of a 6 on one die, there will be a random encounter in the halls of the dungeon. Roll these corridor encounters on the chart below.

CHART OF CORRIDOR MONSTERS

(Roll three dice)

- 3 A Goblin Army approaches — you must either fight to the death against 10 dice of archers and pikes, led by a Hero Goblin, or surrender to them.
- 4 A hoard of Goblins (6 dice worth) who are very hostile approach. They are all swords, pikes and archers.
- 5 A band of Dwarves are marching by, looking for loot. There are one to six dice worth of them, and you must roll their reaction to you.
- 6 One to six Dragons are lurking in the halls, very hungry. On a roll of 1 there is a 5 point one, on a 2 there is a 10 point, a 3 means a 20 point Dragon, and a 4 is a 30 point one. A 5 or 6 is a band of three 5 pointers and one 10 pointer.
- 7 One to 3 Trolls (roll - 1, 1 or 2 means 1, a 3 or 4 is 2, and a 5 or 6 is three), each of them an 8, are guarding this section of hallway.
- 8 You encounter a Demon who is passing by this way. Roll up a race type — this is the type of being he is serving, and if you have any in your

band of this race, he will attack all of you right away.

- 9 Roll up one random monster from the listing of all exotic beings. To do this, roll one die: the result is how many dice you roll, and then you count through the spots as you count down the listings. Stop when you get to the tenth, or whatever your roll was. If you get a weak thing, roll again (and again, etc.) until you ten total points of random beings.
- 10 Two dice of Goblins appear, and are hostile.
- 11 Two dice of Lizard Men appear, and are also hostile.
- 12 Two dice of Undead appear, and are once again hostile. Each of these bands for number 10, 11, and 12 has one of the group as its leader, who is a Hero. The rest are rolled up as random unit types.
- 13 You meet one to six bears who are out looking for a morsel before hibernating. One is a regular bear, the others are half as strong, being just cubs.
- 14 One to six Trolls are marching along this part of the corridors, and they have no leader, just a lot of broken weapons they are collecting.
- 15 1 to 6 Mynotars are lurking here, with axes. They are hostile and attack on sight.
- 16 1 to 6 Underhunks use this stretch of hall to relieve themselves, and some are there now!
- 17 One Grand Wizard and twelve guards are traveling this passageway. One of the 12 is a Hero, and they are of a race to be rolled up on the Racial Type Chart. The Grand Wizard will try to capture your band if at all possible, or will personally flee and let his men hold the rear if things look bad.
- 18 A Coven of Wizards (roll two dice worth) is walking along with candles lit. Roll up on 1 die the value of each, but only one may be a Grand Wizard or Dragon Lord. Roll their reaction to you.

LOOTING THE BODIES: When these monsters are killed, roll once on the Treasure Chart for each leader, magic user or hero you killed.

GOING INTO ROOMS: When you reach a room, roll up what's inside the room (when you've used a room once, disregard this if it comes up later). Deal with traps, monsters, and bands of foes, and hope to win the room. If you do, roll one die. On a 1, 2, or 3 use the Treasure Charts to see what's inside (when playing solitary). On a roll of a

4, 5, there will be nothing. On a 6 there will be a Treasure Hoard (roll one die - that's how many dice of Treasure rolls you get on the charts).

ESCAPE: Go through the rooms until you reach the exit at the other end (be sure to build in an entrance and also an escape in the maze). If you have a gamemaster playing with you, he can have a map of the dungeon, and only put down partial corridor sections as you march through them, so that the whole dungeon is not down onto the table until it is all explored. There may even be several levels for more exotic adventures, if you keep the floor plans small to fit on available tables. It's easy to convert other role playing monsters and situations into this game's values, so there's plenty of material to draw on if you like dungeon delving.

FIGHTING WITH TWO FORCES: This scenario has one level of corridors and rooms placed in their entirety on the board. It is assumed each side has a map of the dungeon and can find their way around in it. Each force enters from an opposite entrance, and faces random encounters as previously outlined in the corridors and rooms, but using only the chart of monsters in the rooms. In the corridors their encounters are with the other band. This goes until each side escapes. The Treasure value is compared as are the casualties, and the winner is the side with the most Treasure value per point of units lost.

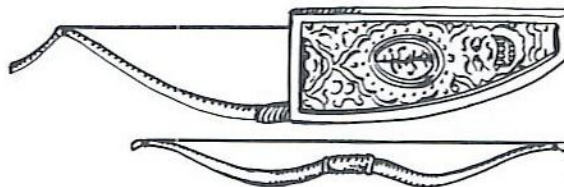
RANDOM MONSTERS IN ROOMS CHART

(Roll three dice)

- 3 A lone 20 point Dragon guards this room, which has 2 to 12 rolls on the Treasure Tables.
- 4 A group of Balrogs (treat like a Demon, but without magic) is sitting here, enjoying the heat of flames coming up through a hole in the floor.
- 5 A single Balrog is asleep in this room, which holds a host of weapons, including one dice worth of special weapons. He will fight to the death, and also knows level 5 magic.
- 6 A band of one to six dice worth (roll) of Goblins lives in this barracks. There is not a thing of value in the room, however.
- 7 A group of one to six goblins or orcs has taken over this room for gambling purposes. They are doing so now, and are considered down when the door is open, being on their knees rolling bones.
- 8 A group of one to six Lizard Men are in this room, which has a long table with books on it. They are sharpening their weapons and testing them by hacking on scrolls which are piled against the walls. There are 2 to 12 intact scrolls left, if you should kill the Lizard Men.
- 9 There are two to twelve snakes coiled in this room, which has piles of bones heaped in the corners. If you kill them, you will find one magic item amongst the bones.
- 10 You find a room with one chance in 6 (on a 6) of it being trapped. See the Trap Chart.
- 11 You find a room with two chances in 6 (on a 5 or 6) of a trap. See the Trap Chart.
- 12 You find a room with three chances in 6 (on a 4, 5, or 6) of a trap. See the Trap Chart.
- 13 You see one to six Wizards in this room which is obviously a library. Their levels should be rolled up, and there will be one to six dice worth of scrolls there which you can use. The rest are of exotic and unknown languages, and are of no value to anyone.
- 14 You are in a kitchen where there is a 10 point value Cook with a cleaver, who is an Ogre of very nasty temperament. Also there are 1 to 6 goblin helpers with swords.
- 15 This is a Wizard's Room, which has one to three

magics (roll levels) and one Grand Wizard. There are 3 scrolls and 1 to 6 Magic Items in the room as well, which they will try to use. This is a Wizard's Study, which holds only 1 Wizard (roll level) and one to three scrolls, as well as 1 magic item he will try to use. Roll his reaction to you.

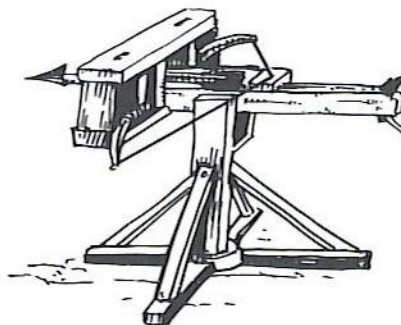
- 16 This is the Magic Repository. Inside is a trap (see Trap Chart) as well as 1 to 6 Wizards, and a Troll Guard. Roll three rolls on the Treasure Hoard Chart for the contents.
- 17 This is the Central Treasure Chamber! You have 3 chances in 6 (a 4, 5, or 6) of their being a 30 point Dragon guarding it (he got there first!). Otherwise, you have 2 to 12 rolls of Treasure Hoards there.



TRAP CHART

(Roll one die)

- 1 A hidden bow that does 10 points of damage on a random unit (must save or is hit by it) — bolt may penetrate more than 1 unit.
- 2 A hidden gun that does 20 points of damage to a random man (who must save minus 1 to avoid it).
- 3 A wall of spikes slides quickly from a hidden panel, and will attack a random megahex in the room. Every man in the megahex must save or be attacked at 6 to 1 with poison spikes which will force a second save or he will be attacked at 5 to 1 by the poisons.
- 4 A pit opens in a random megahex — units in that megahex must save or fall to their death.
- 5 A hidden treasure (leader must save only) is located in the room, and is one roll on a random Treasure Chart. It is trapped by a spiked lid, and unit opening the chest must save or be hit by poison. See poison rules above.
- 6 A group of men (one to 6) are hiding behind a curtain. Roll their reaction plus two and their race.



TREASURE TYPE CHART

(Roll one die)

- 1 One Magic Item
- 2 One Special Weapon
- 3 One Potion
- 4 One Scroll
- 5 One Gem
- 6 Two Items, roll up each, disregard a roll of 6.

TREASURE CHART FOR TREASURE HOARDS

(Roll three dice)

- 3 Vast Hoard: roll two dice; that's how many dice of Gems, and their INDIVIDUAL value is 1 to 6 (roll one die) times 100 EACH.
- 4 An Armory with 1 to 6 dice of Special Weapons and 1 to 6 Magic Items.
- 5 A Laboratory, with 1 to 6 dice of Potions and 1 to 6 dice of Scrolls.
- 6,7 A Wizards Lair, with a Flying Carpet (moves 10 megahexes per turn, carries 2 points of weight), 1 to 6 Gems, 1 Scroll, 1 Potion, 1 to 6 Magic Items, and 1 Special Weapon.
- 8,9 A pile of Gold (1 to 6 dice times 100 in value), plus 1 Gem.
- 10 A Small Chest with 1 roll on the Treasure Type Chart.
- 11,12 A Small Chest with 1 Magic Item and 1 Potion.
- 13,14 A Medium Chest with 1 Scroll, 3 Special Weapons, and 1 Potion.
- 15,16 A Large Chest with 3 Weapons, 1 to 6 Scrolls, and 1 to 6 Potions.
- 17 The Stash of a Retainer, with 1 to 6 Potions, 1 to 6 Magic Items, and 1 to 6 Special Weapons.
- 18 A Vast Treasury, with two dice worth of: Scrolls, Magic Items, Gems, and Potions. Roll up each individually.

CHART OF MAGIC ITEMS

(Roll three dice)

- 3 Breastplate of the Demons — gives the wearer three shifts down when attacked by magic, two shifts down in hand to hand combat.
- 4,5 Helm of the Hero — when worn, will give the individual a hero Death Save on a 3,4,5, or 6.
- 6,7 The Enchanted Shield — will give the user a DOUBLED defense value.
- 8 The Floating Sword — allows a unit's Defense Value to increase by two, and gives one shift up when attacking hand to hand. Will stay in the unit's rear hex for defense, allowing no rear, only side and front attacks.
- 9 The Wizard's Orb — this globe will allow you to "tap" the power of a Wizard (roll level), and use magic, BUT you must make your save each time you use it. If you fail, the orb will knock you down for one turn due to its magical feedback.
- 10 Gauntlets of Fire — these gloves allow the unit to face fire and have his Defense Value to be doubled.
- 11 The Axe of Death — this weapon will give you a plus one to your attacks, and one shift up in hand to hand combat.
- 12 The Boots of the Elves — these boots will allow the wearer to have his movement increased by half of his base movement value.
- 13 The Quiver of Bard — this will allow all arrows fired from it to be tripled in damage, and the range will be increased one megahex.
- 14 The Cloak of Unnoticability — this cloak will allow the unit wearing it to have two shifts down when attacked with ranged fire, one shift down attacked hand to hand, and when the unit moves into tree megahexes, it will become invisible until it moves out of them.
- 15,16 The Freeze Staff — this staff will, if it strikes a victim, freeze him in place for 1 to 6 turns, if he fails in his save minus one.
- 17 The Stone of the Wind God — this stone will

summon a Wind God if the user makes his save, and it will move for three turns in the service of the user. If he fails in his save the orb will shatter.

- 18 The Dragon Stone — this stone will summon a Dragon from its depths, which will be willing to obey the summoner. It will, however, be scared off if seriously injured. It is a 20 point Dragon, and knows magic.

CHART OF SPECIAL WEAPONS

(Roll three dice)

- 3 The Staff of the Dragon Lord — possession of this staff allows the user to become a Dragon Lord, with all saves and magic. The staff cannot be destroyed, and will pass onward if the user is killed.
- 4 The Avenger — this great sword will give the user of it four shifts UP in attack, and one shift DOWN in defense.
- 5 The Demon Blade — this weapon will cause all attacks against goblins and orcs to be four shifts up, and give one shift up against any other foe.
- 6,7 A fine weapon — the blade will add one to the attack value of the user.
- 8,9 Dwarf Armor — the breastplate and shield will give the wearer the effects of Dwarvish defense, with DD and D-2 results becoming D-1. If a Dwarf wears it, it will double his defense and give him a shift down as well.
- 10 A Scale Mail Shirt — when worn it will give the wearer a plus one on defense.
- 11 A Spiked Shield — when used on defense, it will give the unit using it a plus one on defense.
- 12 A Plate Armor Breastplate — when worn will give that unit a shift down on defense.
- 13 A Horsehook — a special weapon which can pull a horseman down if he fails in his save when attacked, and has the range of a pike.
- 14 A Horsehammer — this enchanted weapon will allow the user to do double damage to any horseman.
- 15 A pistol which doubles as a mace (a Holy Water Sprinkler) and does regular damage.
- 16 A musket of regular type, but with a range of three megahexes.
- 17 The Dancing Sword — it moves 10 hexes per turn, independently of the user, and has an Attack Value of 1, with 3 shifts up, and one shift down on defense. It may attack independently of the unit who owns it.
- 18 The Fire Rod of the Mages — this weapon has an Attack Value of 5, a Defense Value of 2, and attacks with the range of a regular musket, and will overheat with the rules of cannon overheating if fired every turn.

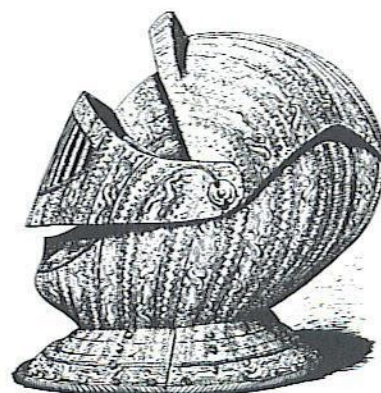


CHART OF POTIONS

(Roll three dice)

- 3 Summon the Dead — this potion will return one dead unit, even if its Death Save has been missed, permanently. A most useful thing to have.
- 4,5 Blade Poison — will add two to the attack value of a weapon.
- 6,7 Blade Poison — will add one to the attack value of a weapon.
- 8,9 Arrow Poison — will add one to the attack value of archers. It will, as is the case with all of the above poisons, require the unit that is hit to SAVE or have a second attack on it at 5 to 1 odds.
- 10,11 Healing Potion — will heal a unit and give it a save without the minus for healing, so that most units will save on a 5 or 6.
- 12 Healing Salve — will heal a unit and give it a save on a 4, 5 or 6 for regular units. Will add to the save of any unit, but not so that the unit has a complete assurance of healing. There will ALWAYS be one chance out of 6 of failure.
- 13,14 Berserker Potion — will allow the drinker of it to have a shift up when attacking. After killing three units, however, the berserker will have to save or fall unconscious for 1 to 6 turns.
- 15,16 Speed Elixir — will double the movement of one unit for 1 to 6 turns.
- 17 Invisibility Potion — will render invisible one unit for 1 to 6 turns, even if it fights while under the influence of the potion.
- 18 Immortality Elixir — will allow one unit to have a Death Save on all but a 1, and it will last for one to six dice worth of turns.



CHART OF SCROLLS

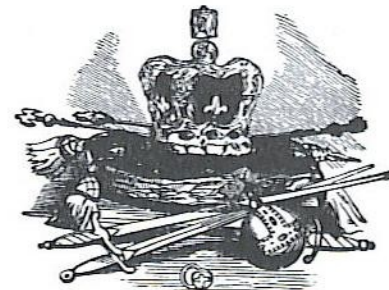
(Roll three dice)

- 3 Treasure Map — will give the finder a hoard equal to three dice worth of rolls on the treasure charts.
- 4,5 Teaches one spell to a non mage permanently.
- 6,7 A Letter of Credit worth 1 to 6 dice times 100 of value to the man who finds it.
- 8,9 Teaches the ability to dodge arrows to one unit, so all missile fire is at one shift down.
- 10,11,12 Teaches the art of spell shield to one unit, so any magical attacks are at one shift down, and his save is increased by one when attempting to resist possession spells.
- 13,14 Curse to the Reader — his save is minus one hereafter.
- 15,16 Blessing to the Reader — his save is plus one hereafter.
- 17 The Teachings of a Great Healer — when it is read, the unit possessing the scroll will be able to heal like a Cleric (roll level).
- 18 Summon Spell — allows owner to summon a Demon, and it will grant three wishes. It does, however, have one chance in six (on a 6) of being hostile.

CHART OF GEMS

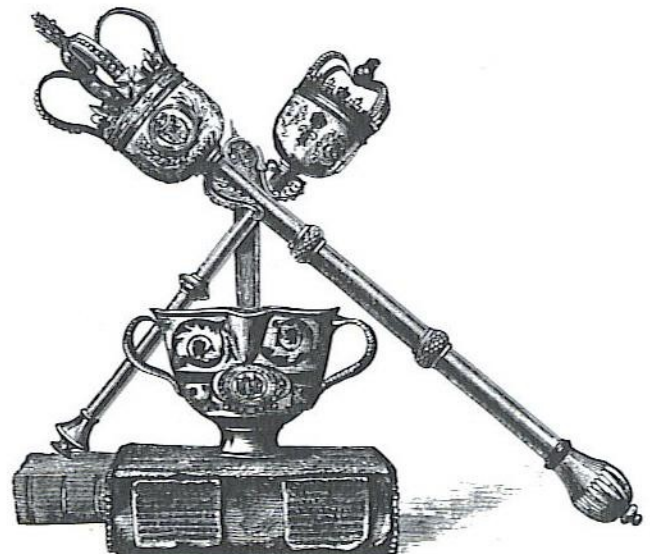
(Roll three dice)

- 3 Summon Demon Gem — will summon a Demon who is ALWAYS friendly, and will kill 3 units at your command, then vanish.
- 4,5 Possession Gem — this gem has a range of 4 megahexes, and the unit being possessed gets his save to resist it. Can be used over and over.
- 6,7 Gem of Far Sight — allows user to see for 1 to 6 times a hex at sea (4 miles), for a range of up to 24 miles.
- 8,9 Small Gem — value of 1 to 6 dice of value.
- 10,11,12 Medium Gem — value of 1 to 6 dice of value times 100.
- 13,14 Large Gem — value of 1 to 6 dice of value times 1000.
- 15,16 One bag of Gems (2 to 12 small gems, roll 2 dice).
- 17 Flight Gem — allows user to fly at twice his movement rate, with no penalty for taking off.
- 18 Gem of the Lost Gods — you must save when first seeing it, or will be struck dead (if a hero, a second save is allowed). When touched, the unit holding it will turn into a Sword Lord.



VALUE OF TREASURE: All treasure can be sold and converted into gold pieces, where basically one gold piece is equal to one dollar. Other values are as follows:

Magic Item — Worth \$5,000 each
 Special Weapon — Worth \$3,000 each
 Potions — Worth \$1,000 each, except Summon Long Dead, which is worth \$10,000!
 Scrolls — Worth \$2,000 each
 Gems — Worth face value, or magical gems are worth \$5,000 each.





warrior

— RECORD SHEET —

Name _____ Race _____

Father's Background _____ Legacy _____

Mother's Background _____ Legacy _____

Magic Level (if applicable) _____ Range _____

A Value _____

D Value _____

Shifts Up _____

Shifts Down _____

Movement _____

Save _____

Death Save _____

Age _____

SPECIAL WEAPONS AND MAGIC ITEMS

GEMS AND SCROLLS AND ASSORTED TREASURES

HITS (Optional)

	HEAD	
WEAPON (Attack)		SHIELD (Defense)
RT. ARM	BODY	LEFT ARM
RT. LEG		LEFT LEG

MEMORABLE FOES:

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Ship Type _____ No. of Sails _____

Ram _____ Total movement _____

Hull Points _____ (in megahexes, WITH wind and sails)

Rigging Points _____ Total Ship Points _____

Number of crew _____ Number of warriors _____ Types: _____

Tech Level _____ Race _____ Captain's Save _____

Siege Weapons _____ A Value _____ Range _____ Crew _____

_____ A Value _____ Range _____ Crew _____

Cannons _____ A Value _____ Range _____ Crew _____

_____ A Value _____ Range _____ Crew _____

SHIP HOLDS (circle the number of compartments)

30 30 30 30 30

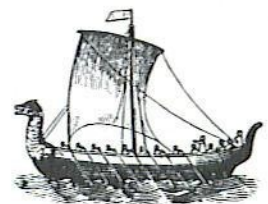
SAILS:

30 30 30 30 30

CARGO:

vessel

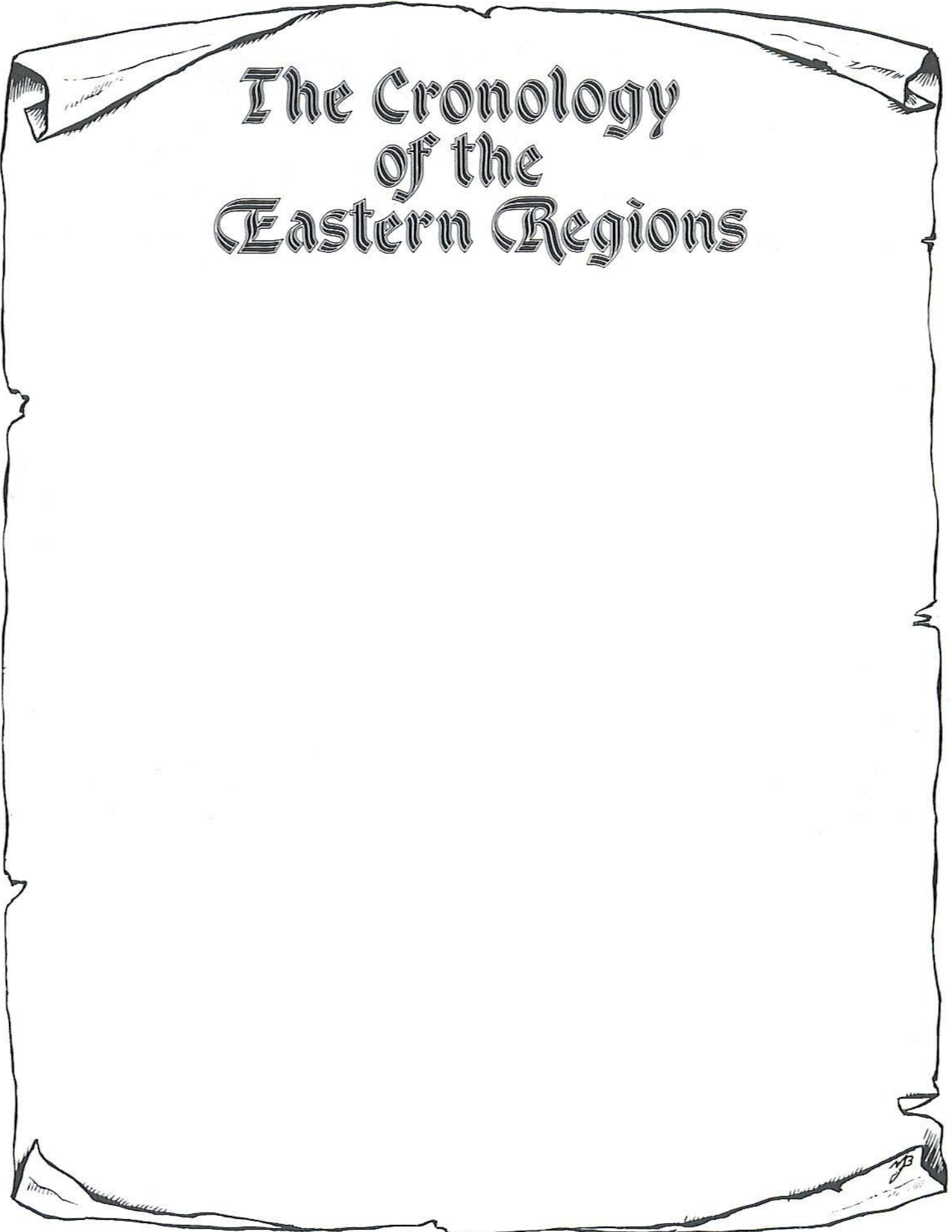
— RECORD SHEET —



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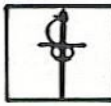
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Map of the Eastern Regions

A hand-drawn illustration of a scroll with a title. The scroll is rectangular with irregular, torn edges. The title is written in a stylized, gothic font. The scroll is drawn with simple black lines, and the corners are folded over. The background is white.

The Cronology of the Eastern Regions

Warrior Types

Counter	Value	Type	Moves	Type	Moves	Value	Counter			
	1	SWORD	8	HERO	10	5				
				(Death Save: 3,4,5,6) (add +1 shift for hand to hand attack)						
	1	PIKE	8	SWORD LORD	10	6				
				(add +1 for charge)	(Death Save: all but a 1; +2 shifts; -1 shift for defense)					
	1	ARCHER	10	WIZARD	10	15				
				(Range 3MH/6 with -1 shift; DD=DE)	(Higher Levels have Death Saves; see the Magical Spells Sheet)					
	2	HEAVY INFANTRY	6	CLERIC	10	15				
				(Higher Levels have Death Saves; see the Magical Spells Sheet)						
	3	LIGHT CAVALRY	20	SMALL MONSTER	10	2				
				(add +1 for charge)	(See pages 7 - 9)					
	6	HEAVY CAVALRY	10	LARGE MONSTER	6	4				
				(add +1 for charge)	(Use for ANY of the monsters on pgs 7-9; in air as heavy flyer)					
	1	LIGHT FLYER	20	HATCHLING DRAGON	4	5				
				(add +1 for charge, but unit must land)	(Death Save; see on page 17)					
	4	HEAVY FLYER	5-10-20	DRAGON LORD	10	6				
				(add +1 for charge, but unit must land)	(See pages 6 & 13-16 for details)					
	4	GIANT	6	CALLER	10	6				
				(add +1 shift for hand to hand attack)	(See pages 6 & 13-16 for details)					
	1	SCOUT	10							
								(DD=DE for Scouts)		
	1	GUNNER	8				Shown, not to scale: LARGE DRAGON (10-20-30) CANNON (10-20-30) WAR ELEPHANT (see page 8)			
										

Sword Lords

of the
Eastern Regions



SWORD LORDS of the Eastern Regions is a complete and ready-to-play set of rules and game scenarios which carry your heroes on great adventures by land and sea across the forgotten reaches of Eastern Middle Earth.

SWORD LORDS is a fantasy adventure game which requires no book-keeping and can introduce you within a few minutes to a whole world of elves and dwarfs, wizards and dragons, deadly demons and impossible quests, with untold treasures lying in wait for the brave and wise to claim.

SWORD LORDS is also a simplified set of miniatures wargaming rules for use with any fantasy miniatures which provide ever-expanding levels of complexity and detail, with all resolution procedures done on one or three six-sided dice, which are included in the game package along with a full color map, four color counters for five different armies, separate combat odds tables, spell charts and capsule rules, along with a detailed rules booklet of over fifty pages, which allows adaptation of **Sword Lords** to ANY fantasy miniatures wargaming.

SWORD LORDS bridges the gap between the imaginative yet time consuming flavor of fantasy role playing games and the easy game mechanics of popular board games, and is ideal for beginning and advanced wargamers.

SWORD LORDS can be played solitary or with two to five players, ages 12 and up, and provides hours of fantasy adventuring, with every scenario different. Pick up your sword and venture forth — Middle Earth awaits you.

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