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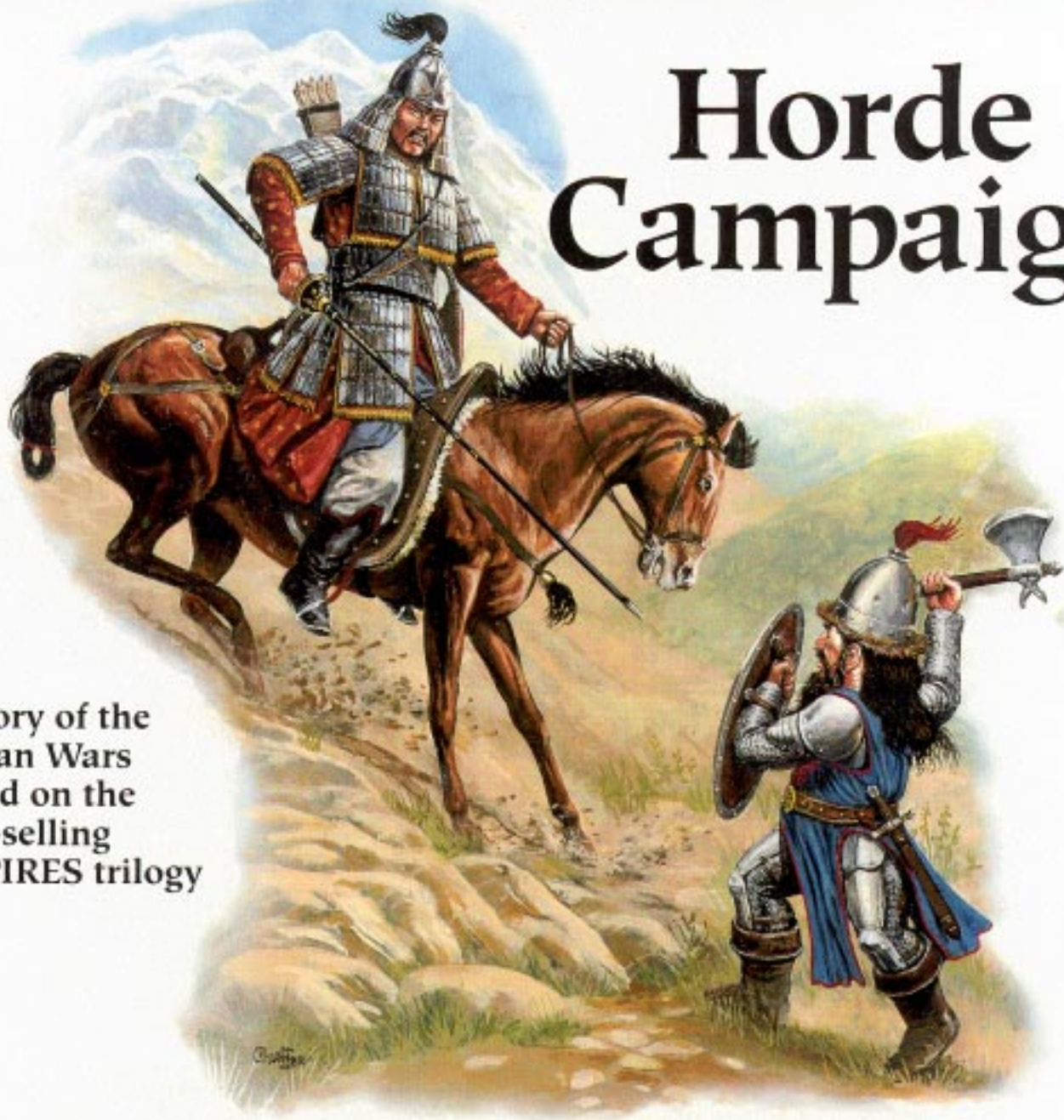
Advanced Dungeons & Dragons
2nd Edition

9324



Horde Campaign

History of the
Tuigan Wars
Based on the
best-selling
EMPIRES trilogy



Advanced Dungeons & Dragons® 2nd Edition



Official Game Adventure

Horde Campaign

by Curtis M. Scott

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I n t r o d u c t i o n

The steppe nomads have existed for millennia. References to the

horse people are found in the scrolls of lost Imaskar and the silver glyph plates of the First Emperor of Shou Lung. In each age they seem to live an unchanging existence; their customs, gods and way of life never varying for centuries.

This is no more true of the nomads than of any other people. Tribes appear and disappear, wars change grazing grounds, leaders come and go. Life on the steppe seems changeless because of the rigors of the steppe itself.

For thousands of years the peoples of Faerun and Kara-Tur dismissed the nomads as barbarians. No longer.

The Horde Wars, the Tuigan invasions of Kara-Tur and Faerun, have had a major impact on East and West. Landscapes have changed permanently, the Dragonwall is broken, and Khazari is no more. Zhentil Keep established two new outposts deep in Faerun. The consequences of Faerun unity, the result of the Tuigan threat, have yet to be assessed. No event in recent memory, save the Time of Troubles, had such an impact on the future of the Realms.

This is a history of the Horde Wars from a military perspective. It is too soon to determine what the long term effects of the Horde Wars will be, but a careful accounting of the military practices of the Horde and its opponents, and an assessment of events leading to the Wars, should provide military and political scholars with employment in the years to come.

This history follows the life of Hoekun Yamun, Khahan of the Tuigan, "Emperor of All The World", whose fortunes rose and fell with the Horde Wars. Perhaps the most striking element of the Wars is that they began with the ambitions of one man, rather than political and economic tensions. Koja of Khazari said,

"Yamun Khahan tried to make the world over in his image, to weave a picture that would encompass the entire globe!" Even in failure Yamun's name is forever engraved in the history of the Forgotten Realms.

The author is indebted to the careful renderings of events painted by Thom Reaverson's *History of the Crusade* and Koja of Khazari's *Life among the Tuigan*. Without the careful, unbiased chronicles of these scholars, none could undertake a history of the Wars with accuracy.

The author also acknowledges the assistance of the temple of Deneir in Procampur and Prelate Wenslan Amthur, for allowing him to examine the complete manuscript of Vilhiard of Procampur's *A Discovery of the World*. It is only with this older manuscript that nomad life can be understood and the rise of Yamun Khahan placed in context of the history of the Endless Waste.

How to Use This Book

This single 48 page history can be understood best if it is read in context with other material of the Horde Wars: the Horde boxed set, the Empires Trilogy (*Horselords*, *Dragonwall*, and *Crusade*), and the Empires Adventures Trilogy (*Storm Riders*, *Black Courser* and *Blood Charge*). Enough information is given here, however, to allow military gamers and FORGOTTEN REALMS® campaign enthusiasts to understand the scope of the Horde Wars without them.

Miniatures gamers will also find AD&D® BATTLESYSTEM™ statistics for all participants in the Horde Wars. They will allow miniatures gamers to recreate the battles of the Horde Wars, of Yamun Khahan, General Batu Min Ho, and King Azoun. Enough general information about troop dispositions and terrain is given in each chapter to allow miniatures gamers to devise BATTLESYSTEM™ scenarios.



Chapter 1 The Coming of the Horde

"The greatest joy a man can have is victory; to conquer one's enemies, to pursue them, to deprive them of their possessions, to reduce their families to tears, to ride on their horses, to make love to their wives and daughters!"

Yamun Khahan

The Grand Army of the Tuigan, known as the Horde, was born in the violence of tribal warfare and the betrayal of a single man. Yamun, a noyan of the Hoekun (a minor tribe of the Tuigan people), son of the Khan, strangled his father in battle to gain the title. The murder was the first in a long string of draconian measures which made Yamun Khahan and "Emperor of All The World!"

Gaining control of the Hoekun (probably in 1334 DR), Yamun led his tribe against his Tuigan neighbors. He gained the alliance of another minor tribe (the Basymits), and together they raided the Jamaqua, the Dalats, and the other Tuigan tribes. After each raid, the Khahan sent emissaries with a simple offer: join him or die. Through a combination of diplomacy, treachery and warfare, Yamun secured the alliance of most of the Clan and was elected Khahan of the Tuigan.

After asserting control over his own clan he conquered the Naican, the Commani, and the Oigur. The other tribes soon joined his growing army.

This was Yamun Khahan's secret: instead of



crushing his enemies and starting blood feuds, Yamun gave the khans of the clans a chance to join him. In these ear-

ly days, dreams of world conquest governed his actions. We have little documentation of the battles among the steppe tribes. No reliable observers were there, and the Tuigan themselves have no written language. Therefore, the details gleaned by Koja of Khazari during his stay with the Tuigan must guide our analysis.

Organization of the Tribes

Those who have not lived in the Endless Waste often view the nomads of the steppe as a single people. The truth is that the barbarians are divided into many different tribes, each with its own customs, alliances, and hatreds.

The tribes of the steppe tend to follow the same organization. The basic unit is the yurt, ruled by the head of the household. A number of grouped yurts become an *obogh* (horde). The households of a single *obogh* typically travel, hunt and herd together, though each yurt tends its own livestock.

Three or four *oboghs* normally made up a small *ordu*. Larger *ordus* contained as many as 30 *oboghs*, though *ordus* of this size were usually found only in the more prosperous regions of the steppe. Within the *ordu*, certain families are considered *noyan* (noble). The hereditary leader of the *ordu* was the *Khan*.

Khans ruled their *ordus*, and each khan did as he pleased, so long as his *obogh* would obey him. The nomads were more likely to follow a strong leader. In the face of a weak khan, *oboghs* rarely separated from their *ordu*, waiting instead for a more ambitious scion of the *noyan* to come to power.

The power of a khan was determined by the military force he commanded, or the allies he

could call upon. Some khans of small *ordus* were greatly respected because they allied with larger *ordus* and could call up the warriors of allies in time of war.

Regardless of their power, khans commonly had rights and privileges granted to no other member of the *ordu*. It was not permitted to challenge the khan to a blood duel, and many tribes maintained that it was an ill omen to spill the blood of a khan. In return for his service to the *ordu*, the khan was provided the best food and lodging, although this was likely no better than that enjoyed by the head of a yurt.

Most disputes between *ordus* were managed through a complex web of blood ties, marriage, and obligations among the *noyan*. In theory, disputes between *ordus* were settled by peaceful means. In practice, disputes were usually settled in favor of the most powerful khan.

Despite political effort, warfare was waged between *ordus*. *Ordus* battled for grazing or water rights, raiders descended upon the *oboghs* of neighboring *ordu* to steal livestock or wives.

A tribe was made of many *ordus*. Tribes ranged over specific geographic areas. Although the boundaries were fluid, *ordus* often crossed into the territory of a neighboring tribe, creating border turmoil.

Khan was not the greatest title which could be achieved. At rare moments when faced with an outside threat or when a charismatic leader arose, the khans might "elect" a *khahan*, a great khan. Once awarded, the title could not be taken away except by force. The *khahan* was the ruler of all the khans of a tribe, a title of great prestige and power. It normally went to the khan having the most power and political savvy. Unless there was an obviously superior candidate, (or a crucial outside threat) even a powerful khan was not always named *khahan*. Only a few of the tribes had a *khahan*, and two in one century was extremely rare.



Rarely, a single khahan did unite the tribes by conquest and diplomacy, conquered tribes became his and others gave allegiance out of friendship or fear. Prior to Yamun Khahan, this had not happened in many centuries.

The warriors of the tribes were organized by ordu. In war, the ordu's troops were led by the khan, and the headman of each obogh led his troops obedient to the orders of his khan. Without a strong force of his own, even a khahan was hard pressed to control the disposition of an ordu's forces.

Organization of Yamun Khahan's Army

When Yamun Khahan created the Great Horde, one of his innovations was the regularization of units under his command. Without a system of regular units, managing a force of 300,000 troops would have been impossible.

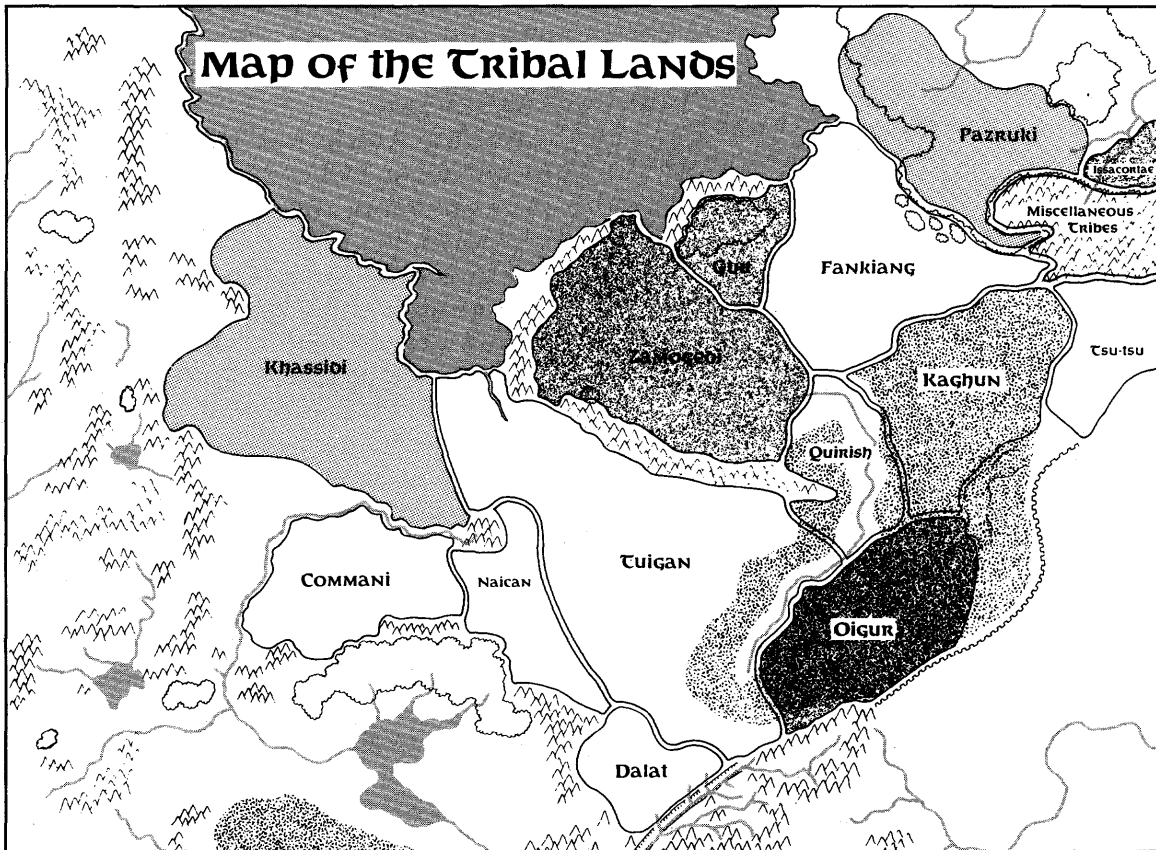
It is unlikely that Yamun created the organi-

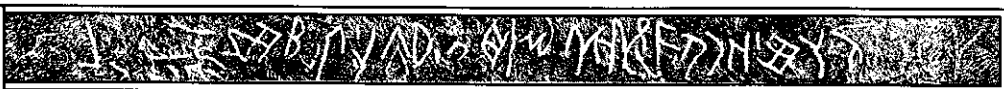
zation of his troops himself. The Lady Bay alun, Yamun's mother, had studied the philosophical writings of

Shou Lung and Khazari, and she was powerful in Yamun's councils. She probably learned the Shou system and explained it to the khahan.

The basic unit of Yamun Khahan's army was the warrior. Each warrior was assigned to an *arban*, a group of ten men. The arban chose a sergeant to command them. If one man committed a crime, all suffered. If one man was a hero, all benefited. Deserting a comrade was punished by death.

Ten arbans made a *jagun*, 100 men. The jagun acted as a single group, the sergeants choosing a commander for their jagun, the commanders were almost always noyan. Com-





monly, all men in an arban were members of the same obogh, although an obogh's warriors were often allo-

ated to more than one jagun.

Ten jaguns formed a *minghan*, 1,000 men. Minghans were commanded by a khan (or at least a noyan), the warriors usually of the same ordu.

Ten minghans were a *tumen*, 10,000 men. This was the largest unit in the Khahan's army. Commanders of the *tumen* were appointed by Yamun Khahan himself, serving under army commanders. *Tumens* usually held men from a single tribe, although several *ordus* might be represented. Army commanders were Yamun's sons, *andas* (blood-friends), and trusted generals. An army commander had two to six *tumens* (20-60,000 men) under his command.

These troop strengths were of course ideal. At the beginning of the Horde War, Yamun Khahan's army numbered over 30 *tumens*, half of which were led by Yamun Khahan himself, and all fully staffed. As the war progressed and casualties increased, it became increasingly difficult to merge depleted *tumens* without encountering inter-tribal or inter-ordu conflicts. There were 17 *tumens* at the invasion of Rashemen, but the army was only about 100,000 strong.

Yamun himself was in command of the army commanders, and in addition led his own *tumen*: the *Kashik*. This special bodyguard was divided among day guards (*turgut*) and night guards (*kebtut*). They were easily identified by their black *kalats*, a uniform no others wore. Many of the *Kashik* were members of the Hoekun ordu; others were warriors whose courage or devotion caught Yamun's attention.

Discipline in Yamun's army was very different from the tribal rule which it replaced. Yamun Khahan was the ultimate appeal: only

he could sentence a man to death. But Yamun, cruel as any other Tuigan, routinely held for the commander making the fatal request.

Much of the Khahan's discipline was meant to transform the nomads from bands of raiders into a world conquering army. To stop inter-tribal warfare, Yamun outlawed plunder and raids, punishing violators with death. Minor infractions, failing to attend the Khahan, were punished with wooden rod beatings; more severe infractions (sleeping on guard) were punished with maiming or death.

Arms and Armor

Typical nomad warriors were well equipped for warfare on the steppe, but the type of armor he wore depended upon his resources. The common warrior wore a leather or horsehide *kalat*, a long coat. *Kalats*, heavily padded, usually extended down below the knees. A fur cap with long ear flaps served as a helm. A few carried light wicker round shields, mounted at the saddle side or across the warrior's back. Most rejected the shield; it interfered with the bow.

Wealthy warriors acquired armor made in neighboring civilized lands. Scale mail was most common, and chain mail tunics were not unknown. Some khans had banded mail made of plates tightly overlapping and riveted to a leather undercoat. This was not universal. Yamun himself had a steel gorget and bracers tooled with tigers and dragons.

Most nomads who could afford it wore conical bronze helms or fur trimmed skullcaps supporting narrow bronze or iron plates. These occasionally trailed tassels of chain mail to protect the neck. These helms were characteristic of the steppe, where warriors often cut at enemies' necks as they rode by.

Although the steppe warriors did not generally make their own armor, there were exceptions. The warriors of the Oigur tribe constructed loose fitting scale mail by stitching large bronze plates outside their *kalats*. The Pazruki of the Ama basin cured elk hides into



thick, inflexible leather armor.

The weapons of the steppe were designed to be used from horseback. The favored weapon was the composite bow, its length and power suited to horsemen. The bow was made of short pieces of springy wood fastened firmly around a central core of sinew. Light arrows were used for long range fire, heavy broad-headed arrows for close range; 100-400 of each type were carried.

The grip of the composite bow was set low, rather than being centered as in most bows. This allowed the bow to be easily used on horseback, the lower portion of the bow less likely to foul in the horse's tack.

The slender, curved sword was the preferred melee weapon, though most nomads carried daggers of one form or another. Knife fighting was an honored art among the yurts of the steppe. In cavalry charge and attack, the most terrible Tuigan weapon was the lance. A thin pole, 9'-12' long, was slung over the neck of the small nomad pony and used to attack slower animals.

The Tuigan were fond of lance contests; accuracy was a prized ability in a Tuigan warrior. Contests included ring capture and birding. Rings of narrowing sizes were snatched by lance from a full gallop. In birding, small birds were released before a galloping rider to be plucked from the air.

Other weapons of the steppe were primarily used for hunting. The most common hunting weapon was the pole lasso. A length of rope was fastened to the far end of a pole 12 to 15 feet in length, then formed into a loop and run back down the pole to the rider. The hunter slipped the noose over the head of a herd animal and closed the loop. It was also used to capture an enemy. Urging a mount to full gallop, the victim was dragged to his death.

The other major "weapon" of the steppe was the horse. The Tuigan rode ponies thirteen or fourteen hands high, which were watered once a day and mostly fed on wild grasses. An army on the move had four times as many

horses as men, that their horses need not be ridden every day. Spares were left behind in battle, insuring fresh

mounts. This accounted for the phenomenal speed of the nomads. Their horses were not barded nor were they trained to battle, as Faerun war horses. But a steppe pony did not shy from clashing swords.

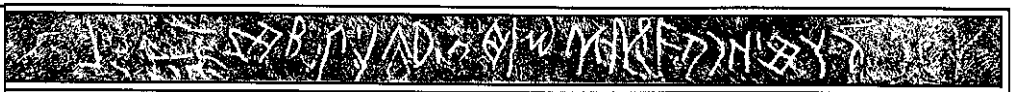
The nomads did not have siege equipment, though they saw it used in the Shou invasion (Chapter 4). Moving heavy siege engines would have slowed the army, and the nomads greatest weapon was speed. During later events in the Wars, the Yuigan were to use captured siege equipment (rams and catapults), serviced by captives.

Tactics of the Tribes

Tactics in tribal warfare were usually hit and run. An ordu typically sent 50 to 100 warriors on a raiding party, striking at outlying herds or a central encampment of yurts. The purpose was to steal as much as possible and escape with the spoils.

With the tactical speed possible only to horse warriors, the nomads were masters of the feint, feigned retreat, and forced encirclement. Children learned the ebb and flow of horse combat as youth of Faerun learned to thrust and parry with a sword. Although some Shou scholars referred to nomad tactics as "cowardly," they were in fact carefully constructed stratagems.

The feint practiced by the steppe warriors involved bringing a credible force to bear on but one side of a defender's camp. Enemy warriors would then concentrate their forces to defend against the attack. A second force of nomads would then appear and descend upon their unprotected rear. Mounted, it was a simple matter for the warriors' party to circle just out of sight of the camp, and strike at any per-



ceived weak point. If a camp was too well protected, the horsemen of the steppe devised the

feigned retreat to

draw them out. A small raiding force would assault the camp, then, when the defenders came to drive them off, the warriors would “rout”. The defenders would pursue the “defeated” force into the swords and lances of the counter attack force.

Against less mobile forces, the nomads employed forced encirclement. In this maneuver, the faster nomad warriors surrounded the enemy, simultaneously attacking the enemy force from the front, the flank and the rear.

Commonly, the nomads attacked in force, choosing weak and undefended targets. In these assaults, the nomads were canny. If a particular point was too strong, they would break off, depending on their speed to bring them to another camp, caravan or village with less stubborn defenses.

Nomad charges were initially carried with lances, but once through the defender’s lines the Tuigan quickly switched to swords, hacking their enemies’ reserves. Some charges were intended to position attackers inside massed forces, creating havoc and forcing the enemy to break formation. This type of tactical charge left large numbers of nomad casualties; surrounded by the enemy, they died. Still, the Tuigan used them against those they believed to be weak or demoralized.

Another element of the nomads tactics was an almost complete avoidance of the use of war magic. Part of their reluctance was due to the khahan’s poor relationship with the shamans, though even before the Wars, nomad distrust of magic was common knowledge.

Not only did they not use magic, but it tended to frighten them. Several times during the Horde Wars, when magic was used against them, their attacks ceased. The magical at-

tacks terrorized horses and panicked warriors. Only twice (the battle of Shou Khan and the Battle of Dragonwall) did the nomads use any extensive magic in battle. Most of the army were uninvolved with shamans.

Tactics of Yamun Khahan

Yamun Khahan’s tactics were typical of the steppe. In addition to multi-pronged attacks and feints, Yamun Khahan initiated several strategies extremely useful against foot soldiers.

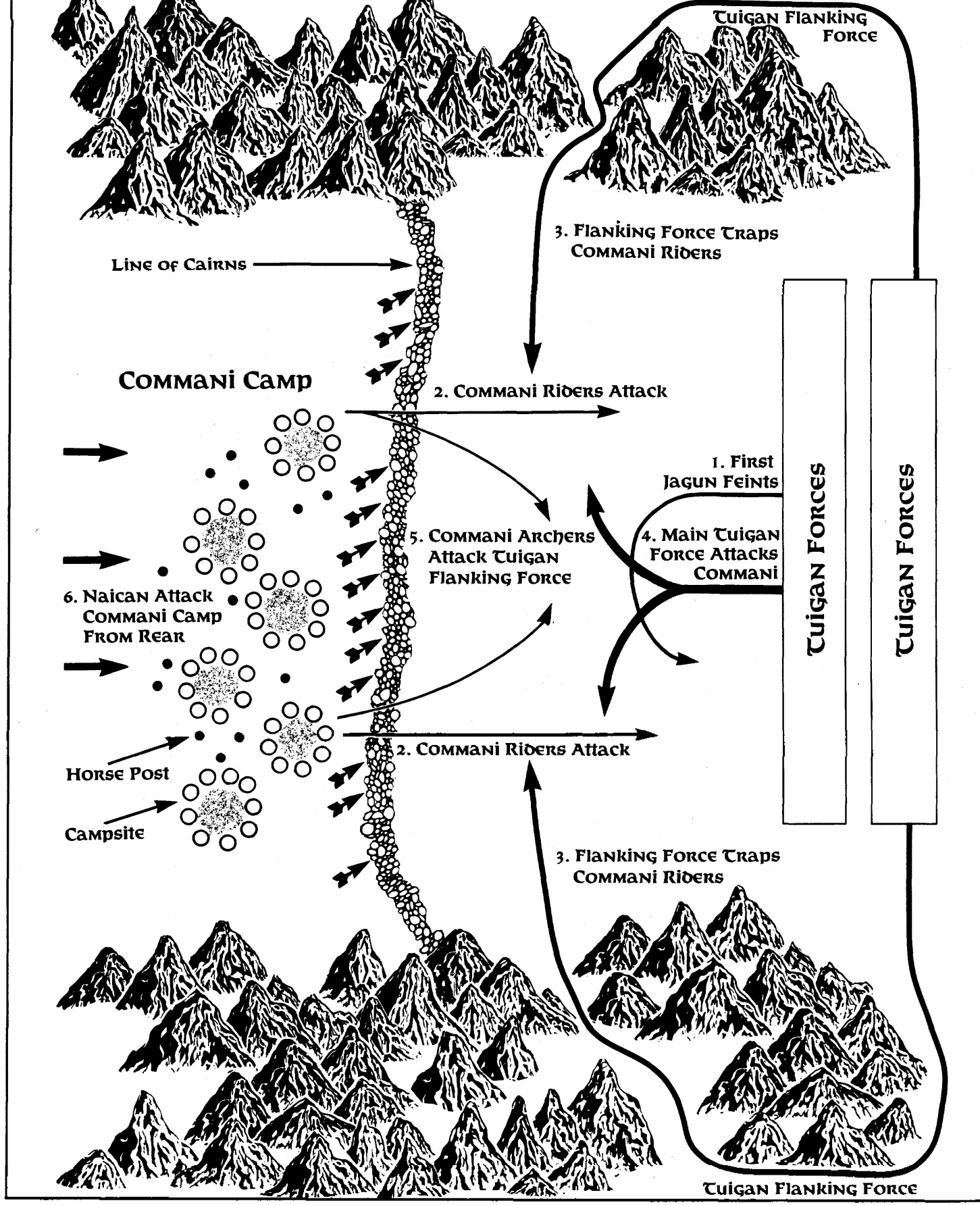
The Khahan pioneered the use of war drums, horns, and waving standards as signaling systems. Prior to Yamun’s rise to power, few nomad forces ever became large enough to require coordination. Yamun developed a complex set of horn calls and other signals to communicate his commands to his men. It should be noted that he may have acquired this technique from the Shou, as he did his military organization. Each minghan had a set of war drums which allowed the commander to relay information to his own troops and to the Khahan.

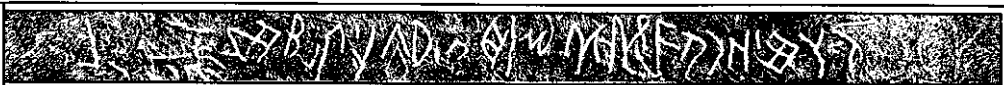
Yamun Khahan also developed a variation on the feinting charge. Checking his forces at missile range, he fired volleys of arrows at the enemy, using these feints to gather intelligence about the enemy’s bowmen and magic. The sight of so many warriors raining death on their troops often prompted commanders to commit their most mobile or highest ranged forces.

Strategically, Yamun Khahan was clever and innovative. He established a network of Imperial messengers who would ride across the steppe changing horses at pre-arranged way stations. Through this network messages could travel nearly 100 miles in a day. A message could be brought from the farthest extent of the steppe to Yamun’s capital at Quaraband within two weeks.

He managed the morale problem of maintaining a large army on the steppe by ordering

Battle of Mount Bogdo (Tuigan/Naican vs. Commani)





each commander to rotate a portion of his troops home while they were not engaged in campaign. Ordu then were not

left without men, and the limited grass of the steppe, near army campsites, was not overgrazed. Yamun established a corps of special officers assigned to select camps and arrange supplies. These “yurtchis” formed the nucleus of a disciplined logistics corps, maintaining mobility despite the increasing size of the nomad armies.

The Conquest of the Commani: Tarsakh (April) 11, 1338.

The Commani were one of the first tribes to fall to Yamun Khahan. A powerful tribe, they had been divided for several years. Three different contenders vied for the Khahanate, and none could arrange the necessary support without an external threat.

The future of the Commani was forever changed when Yamun became khan of the Hoekun. Abatai, one of the most powerful khans of the Commani, promised his daughter to Yamun when he came of age. When Yamun strangled his father, Abatai refused him his bride.

The rise of Yamun and his strong alliance with the Naican tribe alarmed many Commani khans. When raiders from the Tuigan began picking off ordus on the Commani’s eastern border, a council was hastily called. Abatai was elected Khahan of the Commani and given the task of defeating the Tuigan upstart.

Before Abatai could assemble an army, Yamun Khahan decided to take revenge. Revenge for the insult of having been refused Abatai’s daughter. He assembled an army of four minghans (4,000 men) of the Naican and Tuigan tribes to destroy the Commani.

The Commani camped on the Rusj River,

near Mount Bogdo. A storm on the steppe allowed Yamun to move his army close to the Commani, undetected.

The Disposition of Forces

The Commani were camped in a low, narrow valley in the foothills of Mount Bogdo. Their camp was fortified with cairns erected hastily, drawing a rough line across the center of the valley. When the Tuigan reached the camp, 3,000 warriors were mounted and camp was being struck. Many were not mounted, and most were neither in armor nor prepared.

The Tuigan were more than prepared. Yamun had taken advantage of a moonless night to send the Naican to the other end of the valley. Once the Commani were drawn out, they would be crushed between the Tuigan and the Naican.

The Flow of Battle

The first charge was at dawn. One minghan of Tuigan entered the valley from the east to draw the Commani out of the valley and prevent an ambush. After a brief exchange of arrow fire with the fortified nomads, the jagun retreated, apparently in disarray.

Abatai, not entirely sure of the size of the force he was fighting, committed 700 men to driving the jagun from the valley. Seeing the success of their stratagem, the Tuigan went into a full false rout, hoping to draw the Commani into their trap. They succeeded. From the point of view of the Commani remaining at the camp, 700 men routed a much larger force. Abatai was about to give the order for the remainder of his forces to commit when his attacking force suddenly realized the size of the Tuigan army. Nearly 2,000 Tuigan waited at the end of the pass. The Commani spun, fleeing the countercharge.

The escaping Commani quickly came under the umbrella of the archers who remained in camp. A withering curtain of arrow fire began



to slow the charge. The Tuigan committed, sure that the Naican were coming to support them. They were severely hurt before breaking off.

Lack of the relief force quickly cost Yamun nearly 300 men. Yamun considered sounding retreat, but decided against it. He assumed that his rear attack force had been detected and lost, and decided to gamble the remainder of the battle on a desperate strategy.

He sent 400 men into the foothills around to the north and south of the pass. The remaining Tuigan would taunt the Commani into coming out of their fortifications. If it worked, the main Tuigan force would stand at the east end of the pass and fire into the trapped Commani; the men in the foothills would prevent them from escaping north or south. Simultaneously, the trapped warriors would block the archers.

The Tuigan warriors succeeded in drawing nearly 1,000 Commani into the valley, but they did not stop the Commani archers for long. The trapped Commani realized their danger and a few fled back across the cairns to the safety of the western side. Most charged Yamun's main force.

The warriors in the foothills saw a chance

for glory by charging the attacking Commani, trapping them between two Tuigan forces.

Disobeying orders, they charged into the valley, right into the Commani archers' line of fire.

Fortunately for the Tuigan, the Naican force which had worked its way around the pass had finally arrived. Two thousand Naican warriors fell upon the barricaded Commani from behind, dealing enormous destruction, and preventing further Tuigan losses.

Final Outcome

When the second wave arrived, the Commani fell. Yamun lost over 1,000 men but the Commani were defeated.

After the conquest of Abatai's army, Yamun offered terms: acknowledge Yamun as khahan of all the tribes or die. Ordus whose Khans acknowledged Yamun were accepted as members of the glorious army of the Tuigan. Those who did not, he executed or enslaved all males who could not pass beneath a cart hitch.

Chapter 2 The War of Semphar

"The brave man's word is a coat of mail."
al-Hamid, the Lion of Semphar

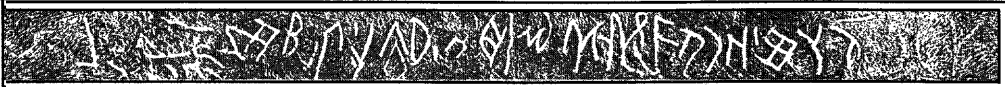
"Towers are measured by their shadows;
great men by their slanderers!"
Abu Bakr, Caliph of Semphar

Although the rise of Yamun Khahan was one of the pivotal events in the history of the Endless Waste, it went virtually unnoticed until the Year of the Dragon (1352 DR). That year,

the armies of Yamun Khahan turned their attentions to the wealthy caravans of The Silk Road and The Golden Way.

The first raids were minor, and the caravan masters wrote off lost caravans as accidental. As the number of lost caravans increased and survivors made their way back to civilization, the tale of the lost caravans was told.

By the beginning of the Year of the Serpent (1359 DR), the nations bordering the trade ways decided that a meeting was necessary to discuss the Tuigan threat. A council was called by the Caliph of Semphar on Alturiak (February) 15, at his palace in Dhaztanar to resolve the problem. Cormyr, the Dalelands, Sembia, Impiltur, Thesk, Rashemen, Mulhorand, even far Khazari and Shou Lung all sent emissaries.



When Yamun Khahan was told of the council by his agents he sent his own envoy: the anda General Chanar Ogh Kho,

and an "honor guard" of 10,000 warriors. There, Chanar Ogh Kho presented Yamun Khahan's proposal to the assembly: a tax on all caravans and acceptance of the Khahan as emperor of all, or die.

The Lords were defiant. King Azoun of Cormyr was most eloquent in rejecting the Khahan's proposal, the other Lords agreed. General Chanar was told that the lands of Faerun and Kara-Tur were not under the rule of the Khahan, nor was Yamun "Emperor Of All The World."

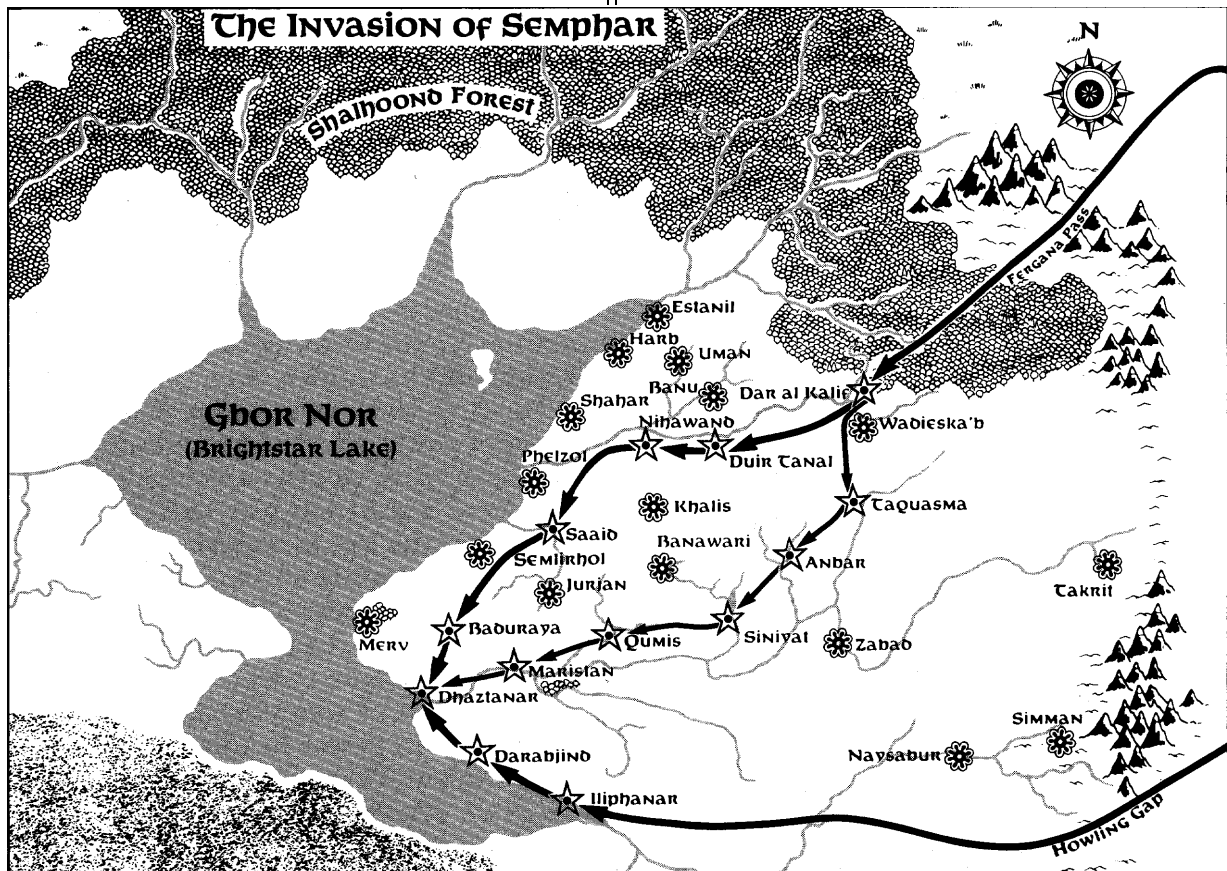
Abu Bakr, Caliph of Semphar, sent five *changs* of cavalry to escort the "honor guard"

of General Chanar out of Semphar. The council then decided to increase troop strength for caravans, and tentatively agreed to band their caravans together for defense.

Once rebuffed, the Khahan did not merely continue to raid caravans. When he learned of the council's decision, he ordered his son Hubadai to attack and conquer Semphar.

Hubadai's army comprised five tumens—50,000 men. He divided them into three detachments. The first, of 20,000 men, poured through Howling Gap, along the Silk Road, through Iliphanar and Darabjind. The second and third defeated the garrison at Fergana Pass on Ches (March) 7, 1359 DR, and headed southwest into the Shalhoond forest.

The two forces then split. The second force of 10,000 men headed south through Taquasma, then southwest through Anbar and Siniyat, subduing resistance there. After Siniyat, they turned west through Qumis and Maristan.





The third force, consisting of 20,000 men, led by Hubadai himself, swept west through Duir-tanal and Nihawand. After conquering these insignificant towns, they turned southwest again, passing through Saaid and Baduraya.

The three forces met at the Semphari capital of Dhaztanar. Hubadai's arrived first, reaching the city on Ches 30, the remaining troops arrived within the next few days. A brief siege, and the nomads burst into Dhaztanar under false flags of truce, plundering the outer city.

Despite their determination, they could not penetrate the Madinat, the central keep which protected the crystal palace of the Caliph. They made several attempts, but the narrow brick streets and high stone walls stymied their limited siegecraft. Hubadai contented himself with plundering Dhaztanar and declared Semphar to be part of the empire of Yamun Khahan. He appointed administrators to rule in the name of the Khahan, and left a small garrison to besiege the Madinat. Hubadai returned with the remainder of his forces to the steppe. The Tuigan garrison used the Semphari's own siege equipment and sappers against the Madinat. By Mirtul (May) 19, the Caliph conceded the Madinat to the Tuigan commander, yielding Semphar to Yamun Khahan.

Organization of the Semphari Army

The army of Semphar was a professional army; most of its troops made the military a career. It had been restructured by the great Caliph al-Hamid, the Lion of Semphar, who was succeeded as Caliph by his son, Abu Bakr. Abu Bakr had allowed the army to decay into a cadre of sycophant officers and demoralized troops.

In organization, Semphari armies followed the model established by the ancient Imaskari Empire. Each unit was organized by category. There was a High General of Cavalry, a High General of Infantry, a General of the Siege, a High Wizard of Warfare, etc. When a force was

formed, a Commander of the Faithful was appointed by the Caliph and furnished with troops from each service. To drive off bandits, the Commander of the Faithful might be allocated cavalry, some infantry, and a few wizards, each unit having its own commander.

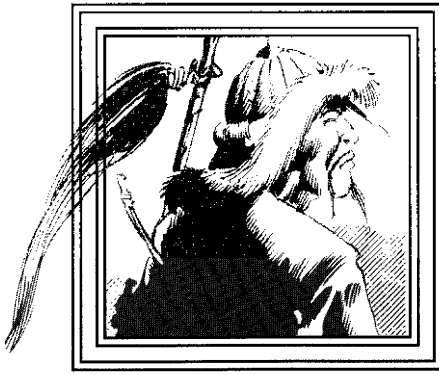
Branches of the army were organized differently. The infantry was divided into companies of 120 men. Thirty companies formed a *niqom*, or legion, of 3600 men and staff officers. The basic cavalry unit was a cadre of 60 horsemen. The *chang*, or march, consisted of 60 units. The mages of Semphar fought in units of 12 sorcerers, led by a wizard of great power.

Even within a branch, units specialized. The infantry was comprised of skirmishers, slingers, spearmen, heavy infantry and archers, each in their own *niqom*. The cavalry had *chang*s of both heavy and light cavalry.

Under al-Hamid, this prospered into a potent system for the deployment of forces. Commanders of the Faithful were selected from all of the services. They were well known for personal bravery and tactical skill. Entering the ranks of the Commanders of the Faithful was a high honor, the achievement of lifelong service and loyalty. The individual forces assigned to a Commander were each led by an officer familiar with their capabilities and best able to advise the Commander on the use of his troop.

After the rise of Abu Bakr this practice was neglected. Officers were promoted by the Caliph, and Abu Bakr paid most attention to those who flattered him. He became enamored with the cavalry and their grand spectacles. He filled the ranks of the Commanders of the Faithful with cavalry officers, creating hard feelings and diminishing the cooperation of the various units. Many of these Commanders were less than inspired and others





refused all advice and assistance from their subordinates. They trusted instead their own innate abilities and stud-

ied of the art of war, often from a scroll in the library!

The wizards in particular resented the loss of their favored status, and refused to cooperate with the haughty cavalry commanders. The Caliph in turn punished the wizards and scattered them. Retiring the few wizard Commanders remaining, he prevented the formation of an organized mage opposition.

It was this last action that left Semphar and Dhaztanar open to Tuigan invasion. Only a handful of wizards were available to oppose the Tuigan. The Caliph's favored cavalry, in all its finery, were inadequately trained—no match for the savage power and skill of the nomads. Many of the infantry were lost in a foolish sally, led by a glory seeking Commander, against the Tuigan. Still, nearly two niqoms remained to fight the nomads in the city streets and defend the walls of the Madinat.

Arms and Armor of the Semphari

The warriors of Semphar were well equipped. Even the most humble foot soldier (except skirmishers) wore a long tunic of ring mail. Officers wore brilliantly polished chain mail. Heavy Cavalry Officers wore plate mail and their horses were barded.

All soldiers wore the traditional robes and turbans of the Semphari; colors indicating service and rank. Infantrymen wore white, cavalrymen yellow, sappers grey, and mages wore a light blue. Darker turbans also indicated rank. The Caliph wore a black turban marking his exalted rank.

The weapons of the Semphari displayed lit-

tle of the variation seen in the nomad army. Soldiers were issued weapons appropriate for their niqom or chang and, officers excepted, were not permitted any other. Preferred were the spear and scimitar. The Semphari trained to use the scimitar in an unusual back handed style. The hilt was gripped so that the blade extended forearm to elbow, then slashed as if the blade were part of the forearm. This style was somewhat difficult for the nomads to defend against when first encountered, but was not appreciably superior to the normal extended sword position.

Some chang had experimented with the unwieldy khopesh for its exotic look, but in the face of its shortcomings, its use was abandoned in Semphar.

Semphari skirmishers used the sling, and were widely known for accuracy with the special form of shot which they used. Rather than round, the shot was long with a sharp end, shaped much like a miniature war dart. It was heavy, and could do considerable damage even to an armored opponent. Semphari archers used the short bow, but archery was not common in Semphar. Having little timber of their own, the wood for their bows had to be imported from Shalhoond.

Semphari light infantrymen carried medium size round shields charged with the emblem of their company. The heavy infantry carried war shields protecting most of the body. Cavalrymen favored light bucklers which could be carried on the saddle and used in close combat.

Fighting Tactics of the Semphari

Under al-Hamid, the Semphari were talented and imaginative warriors. Their battles were marked by the precision of their troops and their flexibility. The Commander of the Faithful employed extensive signals using giant, bellows blown ram's horns to control even the largest force. Horn codes were assigned to each unit and order, so that in a matter of seconds, the Commander of the Faithful could



deliver precise commands to any unit on the field. This gave him excellent control of each individual unit, while maintaining enough unit autonomy to fight effectively.

One problem with the signaling system was that it sent messages only one way. The individual units had no method of signaling the Commander of the Faithful except by messenger or magical notice—a service not usually available to every unit. Thus, even when one of the units had information which the Commander might need, he often did not receive it. To balance this, a diviner was generally attached to the staff of the Commander, providing a mage's eye view of the battle, and helping to gather intelligence.

Coordination of forces suffered under Abu Bakr. The hostility between service branches, and within some branches, led to an intense rivalry for glory within Semphar's military. In battle each unit acted with almost total autonomy. Coordination with other units occurred only when necessary. Abu Bakr confused the divisiveness in his army with increased military ardor, encouraging such action on the part of his troops as heroic, despite the protests of his Commanders.

In terms of individual unit tactics, however, the Semphari were still to be respected. Their infantry was well led and capable of precisely executing complex maneuvers—the single benefit of precision drilling for Abu Bakr. The cavalry was less talented, having spent little time in actual battle, though the occasional chang could still be found which had been hardened in battle with bandits of the Raurin desert. The wizards and sappers maintained their skills, but both groups were out of favor with Abu Bakr; the wizards for the reasons stated above. The sappers were ignored because the Caliph considered their traditional work to be beneath a soldier's dignity. His attitude insured they would be unlikely to have much influence on the course of battle.

The Battle of the Eastern Gate: Tarsakh (April) 2, 1359 DR



Hubadai's forces seized the city of Dhaztanar in mid spring, in the Year of the Serpent. During the attack, a large force of nomads under Gugan Cho Han, a subcommander, made a forced rush at the Eastern Gate of the Madinat, hoping to burst through it and take city. It was the battle for the Eastern Gate which determined the fate of the Madinat, and of the nation of Semphar.

The Disposition of Forces

Three minghams of nomads (3,000 men) charged through the *Shari-souk*, the Market Quarter of Dhaztanar, trying to reach the Eastern Gate before it was closed. The Gate had been opened by one of the infantry nigom which had been guarding the Shari-souk and attempting a strategic retreat into the Madinat.

Within the Madinat, Abu Bakr watched the battle beside the Commander of the Faithful for city defense. With the nomads approaching, Abu Bakr ordered the Commander to seal the Madinat, knowing that this would trap Semphar's own soldiers outside the gates to face the steppe warriors alone. When the Commander refused to condemn his own men, Abu Bakr executed him and ordered that the gates be closed. This prevented the nomads and the friendly infantry from entering the citadel, and assured the destruction of the niqom.

In this instance, the disobedience of the separate forces worked to Semphar's benefit. The wizards, outraged at the sacrifice of the infantrymen, began firing spells into the nomads hoping to give the infantry more time. Meanwhile, the palace guard approached to close



the gates, only to be stopped by infantrymen within the Madinat.

The Flow of Battle

The battle quickly became a race against time. Infantrymen raced through the narrow gate. The nomads fought through clouds of poisonous gas, fireballs, and earth elementals. In the end, the superior speed of the nomads brought them through the mages' chaos and into action with the infantrymen still trapped outside the Gate.

Four companies of infantry turned on the advancing nomads, whose ranks had been halved by magical assaults. The mages could be of little further use without raining destruction on their own infantry, as well as their enemies. The battle for the Eastern Gate quickly became sword against sword.

Final Outcome

Ultimately, the palace guards overcame the infantrymen who were keeping the gates and closed them, leaving the remaining companies to their fate. Five hundred men died to keep the nomads from gaining the gate. Their sacrifice saved Abu Bakr and the remaining companies. For their valor, Abu Bakr posthumously awarded each the Order of the Silver Crescent, and created a special monument for the Defenders of the Eastern Gate.

Another 400 men were killed by the palace guards, trying to prevent the gates from being

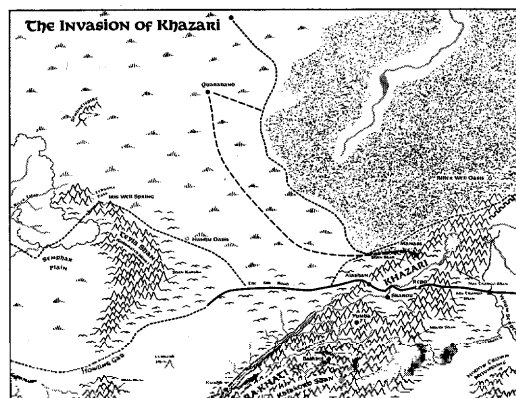
closed. They were buried in an unmarked mass grave.

Semphar After the War

For nearly three months, the Madinat was the last bastion of the old Semphar. On Mirtul 19, Abu Bakr formally surrendered the Madinat and all of Semphar to General Huga Gun Ho. The Tuigan executed the military commanders of the Madinat, except the Caliph. Abu Bakr swore loyalty to Yamun Khahan.

As a satrap of the Khahan, Abu Bakr's rule of Semphar changed little. In addition to the fractured military of Semphar, he now had the Tuigan garrison of nearly 5,000 men. With these, he squeezed the people of Semphar of every dinar in taxes, presenting a heavy 30% levy to the Khahan's coffers.

When the nomads returned to the west (Chapter 5), more than half of the Tuigan garrison rejoined the Khahan's army. This left a much smaller force of 2,000 men to police Semphar. Without the larger Tuigan force, Abu Bakr was unable to continue his pillaging. Instead, he began a whispering campaign to overthrow the Tuigan. He claimed, by rumor, that all of his actions were forced, under Tuigan duress. As the garrison remained in Semphar, it was not known whether the Tuigan would allow the wealth of Semphar to slip from them. Left in question, too, was whether or not Abu Bakr would gain acceptance once more as Caliph, in the absence of the Tuigan.





Chapter 3

The Conquest of Khazari

“A sheaf without a sheaf band is straw!”
Prince Ogandi, to a council of his nobles.

While Hubadai rained misery on the forces of Semphar, the main body of Yamun Khahan’s army, nearly 50,000 strong, moved across the steppe toward the eastern land of Khazari. Yamun Khahan sought to conquer Khazari as he had Hubadai conquer Semphar. He wanted to punish the impudence of the lands which had met in council against him and to secure dominance and control of east/west trade.

The border between the Endless Waste and Khazari was marked by Katakoro Shan, a vast mountain range dominating the eastern border of the steppe, south of the Dragonwall. Steep and treacherous, only two passes would allow an army the size of Yamun Khahan’s to enter Khazari—Alashan and Manass.

Alashan was the main western gateway to Khazari. The Silk Road passed through the city at the pass, and Alashan’s immense fortifications were a man made mountain blocking the pass. In addition, smaller fortresses, strategically placed, dotted the pass approaching the city. Large forces, filing through the narrow pass, could be held at bay by small groups of archers.

Between the garrisons of the pass fortifications and the city defenses, nearly 7,000 men were on active duty in Alashan. Reserves who could be called to war could double that number.

Manass, on the other hand, acted primarily as a barrier to prevent passage through the natural breach in the Katakoro Shan. The city was situated roughly in the center of the pass, so that Manass’ archers commanded the passage to either side. Manass did not block the entire pass as the wall at Alashan did. A complement of 5,000 men could be called up to

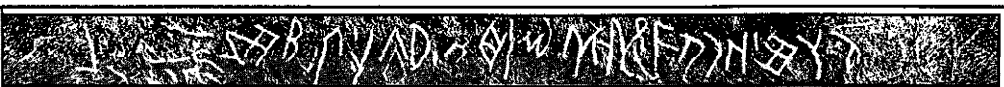
garrison the walls, including 3,000 regular cavalry and 2,000 irregular infantry. The cavalry often raided nearby nomad villages to keep them from encroaching too closely on civilized domains.

Yamun Khahan selected Manass as his entry point into Khazari. He arrived on Ches (March) 19, 1359 DR with 6,000 men, leaving the rest to infiltrate other, narrower, passes through the mountains. An envoy was sent to demand Manass’ surrender. The governor, Sanjar al-Mulk, thought the Tuigan a small bandit force, and executed the Tuigan honor guard. He sent the envoy back to Yamun, with the guards heads as his refusal. Thus, Yamun Khahan came to fight his first great battle against a walled city.

Organization of the Khazari Army

The armed forces of Khazari were divided into hundreds of independent companies, each led by a single knight or governor. Leadership positions were hereditary, and feuding between rival nobles was common. Khazari was divided into opposing factions.

Each private army was organized differently. As would be expected in a former Shou protectorate, most nobles copied the Shou system of military units based on the number 20 (Chapter 5). Many of the weaker nobles did not bother to structure their forces so rigidly. Some used the same system as the Shou, but based them on 16, 15, 12, or even 8 men. This was especially common in older houses whose wealth had diminished, but who had no desire to lose the honor of their ancestors. A Khazari noble leading three Peng-ta may have had anywhere from 1,536 to 24,000 men!



Separate from these noble forces were the forces of the monasteries of Khazari. The monasteries of Khazari, like

those of Shou Lung, are among the most skilled in Kara-Tur. Each monastery led its own warriors, in small groups of 10 to 20, the most senior monks in command. Full time monastery living made these warriors among the most highly coordinated in Khazari's arsenal.

In theory, Prince Ogandi, ruler of Khazari, had authority to call up both noble and monastery forces in defense of the kingdom. In practice, the Prince had to garner the support of the nobles and the monasteries before calling for their support. The Prince's personal troops were inadequate to enforce his will or to defend the kingdom. On the eve of the invasion, the monasteries supported the Prince,

while the knights and governors tried to subdue his power.

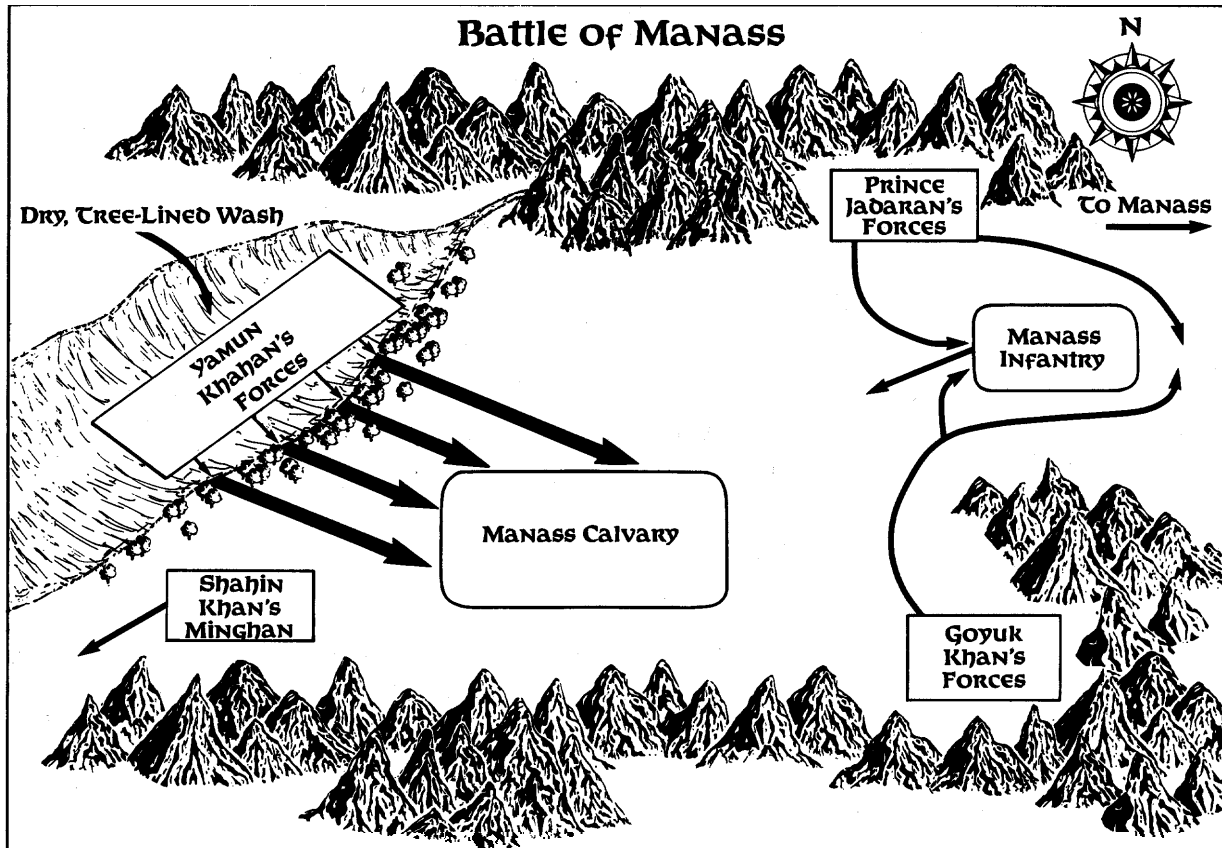
Prince Ogandi was also opposed by the mandarins of Shou Lung. Most nobles possessing forces of any size had one or two Shou advisors. The main purpose of these 'advisors' was to ensure Khazari remained disunited—just the way Shou Lung Mandarins wanted it to be.

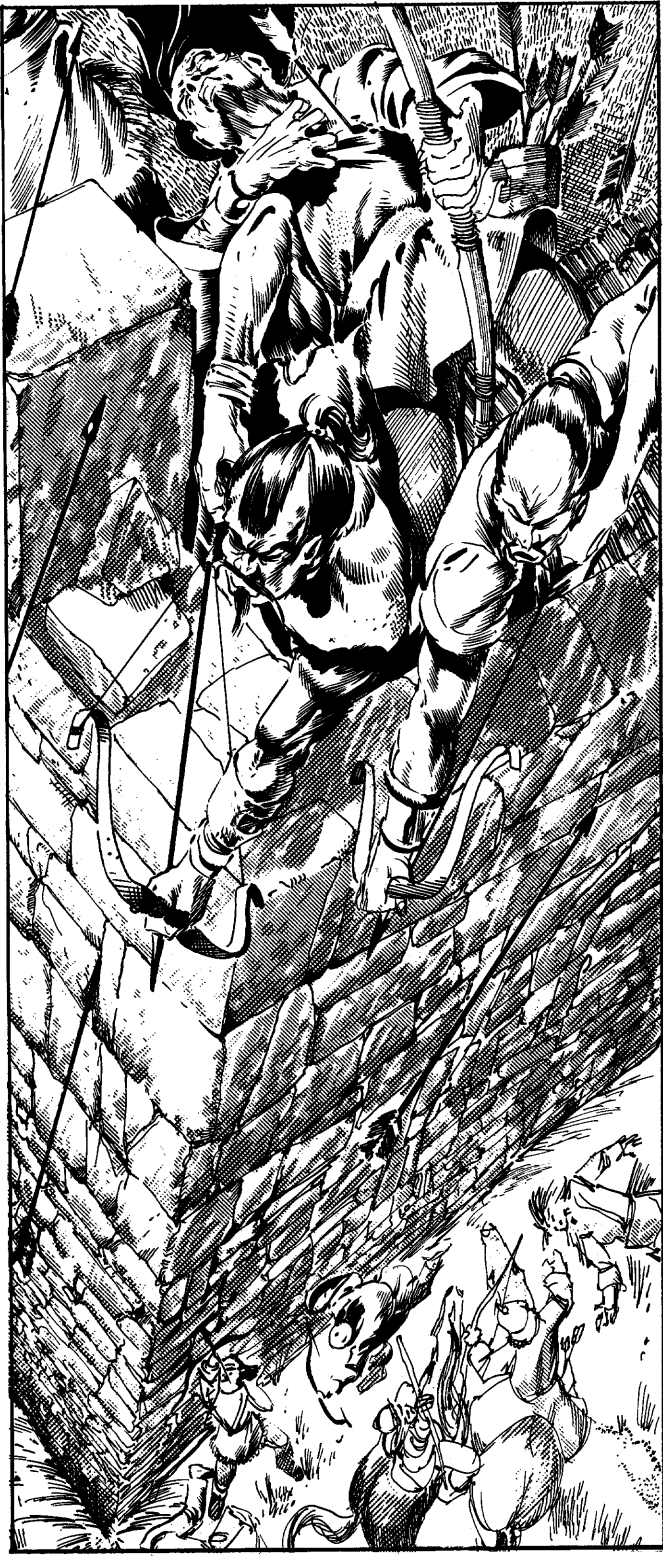
The Prince spent much of his time in political maneuvering and conciliation, trying to unite the warring leaders of his kingdom into a single force.

If not aborted, the Prince's labors were at least delayed by the Tuigan invasion. Once the Manass garrison had surrendered, Khazari was left open to Tuigan raiding. Without a strong military to defend his country, Prince Ogandi was forced to sue for peace.

Arms and Armor of the Khazari

The typical Khazari soldier wore leather armor or ring mail under a loose fitting cotton





robe. Colored, padded armor, extending from shoulder to ankle, was also quite common. Colors denoted the noble who commanded the unit; vibrant reds, blues, and greens were standard. The most consistent item of the uniform was the helm. This was a peaked affair with long ear flaps, much like the Tuigan helm, studded with metal and decorated with colored plumes.

Officers were better armored, with scale mail and a steel helm open at the face. Although regimental plumage was usually worn, officers limited their outer mantle to simple tabards or perhaps just a colored belt.

The most characteristic Khazari weapon was the *krisna*, a heavy knife having a wavy blade. The *krisna* was the standard close fighting weapon of almost all Khazari military groups. The sharp point allowed it to penetrate armor easily, and the wavy blade created a wound wider than the blade.

Another melee weapon used by the Khazari was the swordstaff. This weapon resembled the glaive of Faerum, and was similarly used, though the Khazari used the blunt end of the pole like a quarterstaff. An excellent parrying weapon, most Khazari troops carried the swordstaff in lieu of a shield.

The Khazari medium bow was an undistinguished weapon. The Khazari themselves were indifferent archers, although the guardians of the western passes had more skill than most. In the battle of Manass, nearly 1,000 Khazari archers only slowed a Tuigan charge of 1,000 men—a deplorable showing. It can only be assumed that the Alashan garrisons would have fared better.

The monks of Khazari rarely wore armor, their primary defenses were the religious tenets of the Path of Enlightenment. However, as warriors, they were nearly as skilled as their Shou counterparts. The monks placed more emphasis



on weapon based fighting forms. Particularly favored were the Khazari *naginata*, the sang *kauw* (a double headed

spear with a crescent shaped blade projecting from the center) and the *jitte* (a tapered iron bar with a projecting short hook near the handle). They did not use shields.

Fighting Tactics of the Khazari

The Khazari practiced two distinct forms of warfare, depending on the threat. An external threat required the defense of the mountain passes from fortified positions. Under these conditions, tactics were simple. The Khazari remained inside their forts pelting the enemy with missile fire until he left. Occasionally, cavalry forces would ride out to drive off particularly persistent bandits, but only when the commander was sure there was little chance of defeat.

This earned the Khazari an undeserved reputation as cowardly fighters. The Khazari had no interest in territorial expansion into the steppe, or into Shou Lung which would be foolhardy at best. Their interests were best served by defending their well defined, natural borders from invasion. It was not in the Khazari interest to engage a foreign enemy on "honorable" terms.

An internal threat required different methods. The frequent feuding of noble houses, often prompted by their Shou advisors, developed its own system of honor. Hiding behind fortifications was dishonorable behavior, even when challenged by a superior force. Accordingly, few of the fortresses and castles in the remainder of Kara-Tur in Khazari were fortified. Most villages did not even have a protective moat; though many of the monasteries were fortified. Often located on remote mountainsides or at the edges of civilization, the forts were necessary. They were not, however, a defensive network across all Khazari.

The Battle of Manass: Ches 19-20, 1359 DR

According to Koja of Khazari, the Khahan had no knowledge of what he was going to find in Khazari. Certainly he knew of the walled cities on the border of the steppe, but never before had a Tuigan attempted to conquer one of these mighty fortresses. Had it been a city of yurts, like his capital Quara-band, Yamun Khahan would have known exactly what to do. Instead, he found himself facing an impenetrable wall of stone.

Against such battlements, the Khahan applied his notorious, devious tactics. He sent a minghan to the walls, trying to ascertain the strength and skill of the garrison. After a few preliminary feints, he retreated the force, causing an advance by the Manass forces. Although his own troops were too far away to take advantage of this, the eager attack of the Manass garrison led Yamun Khahan to his eventual strategy.

The Khahan pulled the majority of his forces away from Manass and, early the following morning, Ches 20, staged the rout of a single minghan led by Shahin Khan. To ensure that the Manass garrison would take notice, Shahin Khan burned everything he encountered on the steppe side of the Manass fortification. As anticipated, the garrison of Manass charged out of their battlements to drive off the 'defeated foe'.

The Disposition of Forces

Unfortunately for the Khazari, the rest of the Khahan's army was not far away. Shahin Khan led his pursuers, all 5,000 men of the Manass garrison, directly into the valley, trapping them between the Khahan's forces.

The Khahan had divided his remaining forces into three sections. His own section of 2,000 men was concealed in a gully at the western most end of the small valley. Goyuk Khan and Prince Jadaran, each with 1,500 men, waited, hidden on either side of the valley.



Tactics of the Combatants

The Manass garrison entered the trap and divided in two as the Khahan's forces attacked. The cavalry, which had been closely pursuing Shahin Khan's minghan, rode past Yamun Khahan's forces. The infantry, struggling to keep pace with the mounted warriors, were trapped between Prince Jadaran's and Goyuk Khan's troops.

The Flow of Battle

When the trap was sprung, the first sign the Manass garrison had was the impact of volley after volley of arrows into their ranks. The infantry, outnumbered two to one, were quickly shaken by the onslaught of the archers. The cavalry, in turn outnumbering the khahan's, was so intent on its pursuit of Shahin's force (and so masked by the dust of their passage) that they did not know where the arrows came from.

Once the cavalry had passed, Yamun Khahan's 2,000 men poured into the pass, charging into the rear flank of the Manass cavalry. Shahin's men turned to stop the cavalry advance. It took but a short time for the Tuigan to push way their way through the cavalry's ranks, disrupting the close formation and crushing the majority of the Manass horsemen. The cavalry battle devolved into small knots of fighting, and the riders of Manass were quickly overcome. The infantry fared worse. Prince Jadaran sent 500 nomads to cut off any retreat, using the remainder of his forces to rain arrows onto the Manass infantry. Outnumbered and trapped between two forces, the infantry surrendered.

The Final Outcome

The Manass garrison was rapidly defeated, although not without cost. Minor damage was inflicted on the nomads. Yamun Khahan was wounded in the battle, likely by a Shou assassin.

Yamun quickly recovered from his injuries and again approached the city, demanding surrender of all of Khazari. Dismayed by the defeat of the garrison, Sanjar al-Mulk sent an urgent message to his cousin Prince Ogandi,

begging for aid against the barbarian invasion.

Prince Ogandi realized that without the garrison, the nomads

would take Manass within a few days. Worse, this would allow them access to the entire nation, including Alashan's undefended eastern side. Rather than subject Khazari to ruin, Prince Ogandi surrendered on Ches 23, 1359.

Not all of the nobles complied with the order. Several declared independence from Prince Ogandi, branding him a traitor to Khazari. The Tuigan, under Prince Jadaran, scattered across Khazari, subduing resistance and quickly settled Khazari into the role of a nation in fealty to the Khahan.

Conquest of Khazari was not enough for Yamun Khahan. He demanded the lives of all responsible for the death of his envoy's honor guard: the governor, his wizard, and two mandarins from Shou Lung. During negotiations he reduced terms; the governor, Sanjar al Mulk, was held hostage and the other three executed. Prince Jadaran was appointed governor of Khazari and the khahan proceeded to his next target: Shou Lung.

Author's Note

The battle of Manass is depicted here as "typical" of Khazari and Tuigan forces. In fact it was the only battle, as Prince Ogandi surrendered once Manass was defeated.

What might have happened had Khazari been unified? Their armies numbered over 75,000 men, and the steep, rocky terrain of Khazari was not suited to horsemen, which hampered the effectiveness of the Tuigan cavalry. Hubadai's army, which later entered Khazari (Chapter 4), must be weighed in this speculation, as must the interests of the Shou in protecting the Khazari buffer state. With the monasteries committed, the Khahan might well have been stopped here.



Chapter 4 Invasion of Shou Lung

“Those who have made no errors have arranged for certain triumph.”
The Book of Heaven

The Tuigan’s next objective after opening the Khazari western border was the Empire of Shou Lung.

Yamun Khahan considered entering Shou Lung via the Repo La Pass. However, the pass was blocked with snow and would remain so for several weeks. Yamun’s troops would not tolerate a delay of that length, nor would he wish to give the Shou that much time to prepare. He decided to attack the Dragonwall.

According to legend, the Dragonwall is a petrified dragon laid across the foothills of the western border to block invasions from the steppe for eternity. Despite the dubious veracity of the legend, the Dragonwall had rarely been penetrated for millennia.

Before leaving Khazari, Yamun Khahan recalled the balance of his forces. By the time he reached the Dragonwall, he had more than 60,000 men, and another 150,000 on the way.

He proceeded to the southern end of the Dragonwall, near the trading city of Lo Tu. Much of Mai Yuan’s Army 20,000 troops, defended its southern tip.

Koja of Khazari was the only historian traveling with Yamun during the invasion of Shou Lung. In his works, Koja is strangely silent about the methods Yamun Khahan used to breach the Dragonwall. Despite protestations as a man of peace, Koja shows an uncanny eye for the details of war in describing the Khahan’s battles. Perhaps, despite Tuigan prejudice, magic was used.

On Tarsakh (April) 19, 1359 DR, Yamun Khahan’s army, 210,000 strong, penetrated the Dragonwall—to the astonishment of the Shou

army—just west of the city of Lo Tu. The garrison crumpled at the onslaught. The Khahan’s troops began their ride across the Plain of Horses (Mai Yuan) toward the capital of Tai Tung, stopping only to sack the undefended city of Lo Tu.

The Mandarins of the Forbidden City took the Tuigan threat seriously, after Khazari’s fall and the failure of the Dragonwall. They still thought the Tuigan witless barbarians, but an army of 25,000 under Shou Lung’s Minister of War, Kwan Chan Sen, was gathered to block their march across Mai Yuan. Kwan Chan Sen’s army met the Tuigan on Tarsakh 30, along the Tsen-Ching, a tributary of the Sheng-Ti river, at the Battle of the Sorghum Field.

Kwan underestimated both Tuigan cunning and troop strength, and set a trap which the Tuigan turned against him. By the end of battle, the Shou had lost nearly 20,000 men, the Tuigan fewer than 5,000. The Shou retreated before the Tuigan horde, which had turned south toward the city of Yenching.

Under General Batu Min Ho’s orders, the Shou burned everything in their path. They fired the grain fields, as well as stored grain which could aid the Tuigan, and ordered the peasants to do the same. Thus, instead of Shou fodder, the Tuigan found only scorched earth. Dispersing forces to accomplish this crippled the Shou fighting force.

It did, however, slow the Tuigan advance to a crawl. The nomads, rather than advancing up to 50 miles a day, were slowed to less than 10. They were barely able to forage enough grain to feed their horses.

The survivors of the Battle of the Sorghum Field regrouped and returned to Tai Tung. The Emperor called 50,000 men from the personal armies of his nobles, the Twenty-Five Armies, and 100,000 men from the provincial armies.



After hearing reports from veteran officers, the Emperor gave General Batu command of the assembled forces as the Army of the Northern Marches. General Batu placed the Twenty-Five Armies under the command of a mandarin, Tzu Hsuang.

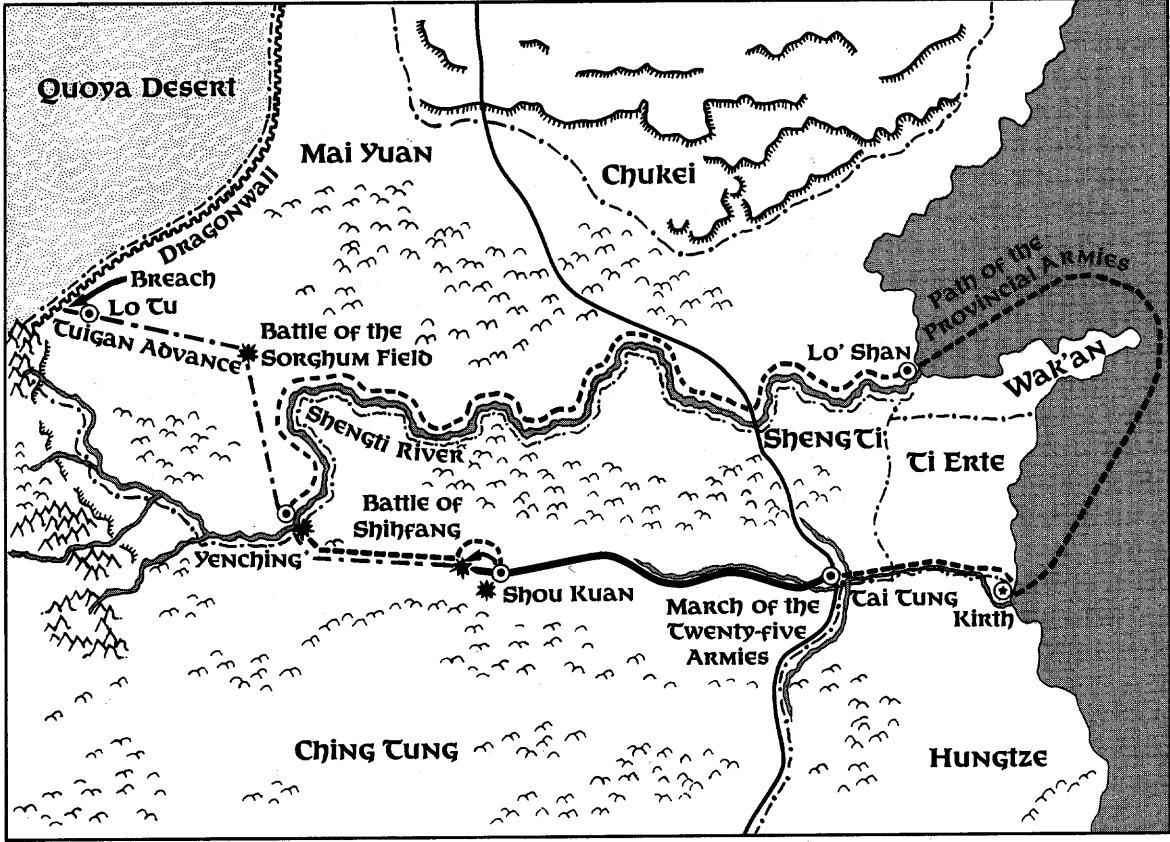
The Battle for Shou Lung

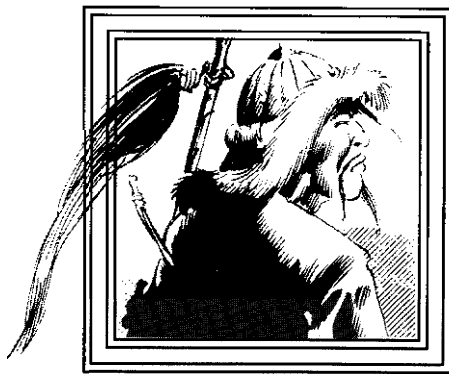
General Batu's army was outnumbered two to one and the enemy had better mobility. His own troops had suffered a serious defeat; nevertheless he developed a plan to stop the Tuigan.

Continuing the destruction of grain in the invasion area, he hoped to slow the Tuigan further and buy needed time. He split his forces into two divisions. The Twenty-Five Armies were sent west along the Kuan Post Road to Shou'kuan. Simultaneously, General Batu led the provincial armies by ship up the Shang-ti River to Yenching.

His plan was to entice the nomads to chase the Twenty-Five Armies as far as Shou'kuan and besiege them, waiting for the provincial armies to arrive. When the two armies met they would catch the Tuigan between their forces.

Although General Batu correctly assessed the speed of the Tuigan and their destination, he underestimated their savagery and cunning. The Tuigan received further reinforcements from Yamun Khahan's son Hubadai when his army of 40,000 joined them. When the Tuigan army reached Yenching on Mirtul (May) 21, they smashed the city in a surprise attack, giving the local governor no time to destroy the granaries, finally providing fodder for Tuigan horses. In retaliation for the





“scorched earth” defense tactic, Yamun Khahan put the citizens of Yenching to the sword.

The capture of Yenching’s granaries simplified the Tuigan logistic problem. Yamun Khahan left most of the horses at Yenching along with a garrison of 75,000 men. He then proceeded with his remaining troops along the Kuan Post Road to Shou’kuan.

By Flamerule (July) 10, General Batu’s plan blossomed. Simultaneously, the provincial armies under General Batu attacked the garrison at Yenching, and Tzu Hsuang’s Twenty Five Armies first encountered Yamun Khahan’s main force. The Twenty-Five Armies were unable to hold against an overwhelming force. Instead of making an orderly retreat to Shou’kuan, however, the Armies were demolished and routed. Only 15,000 remained when the Twenty-Five Armies stumbled back to Shou’kuan. Worse, the Mirror of Shao, the ancient magical device which General Batu had used for communications, was destroyed.

General Batu drove the Tuigan out, stampeding the nomad horses and firing Yenching, and losing only 20,000 men. Having re-taken the city, he began the march to Shou’kuan.

The siege of Shou’kuan began on Flamerule 21, 1359 DR. The city prefect had burned the granaries when he saw the Tuigan army. Although weakened and hungry, the Twenty Five Armies were sufficient to hold the sturdy walls of Shou’kuan against a Tuigan assault. The Khahan could not risk leaving a garrison to hold them, nor could he allow them to attack his rear in a later battle. Thus, as General Batu had anticipated, the Tuigan were forced to wait for the Twenty-Five Armies to surrender.

Yamun Khahan was not a commander with the patience for protracted siege. After a few aborted forays against the walls, the khahan

overcame his troops’ hesitation concerning the use of magic. On Eleasias (August) 2, his shamans created a magical smoke bridge over the walls of Shou’kuan, allowing a small force to enter the city and take the main gate. Once the gate was taken the city, and its defenders, were lost.

General Batu’s Provincial Armies had arrived the previous night from Yenching. The General disguised his men as Tuigan and appropriated some of their horses. He reasoned that a large band of nomad warriors would provoke less comment from the khahan’s scouts than a Shou Army. On horseback, with minimal training, it took almost three weeks to make the 300 mile trek. They had yet to approach the city, waiting for daylight to attack the Tuigan.

Although the Provincial Armies were able to attack the besieging force, they could not prevent the Tuigan from taking the city. Rather than being besiegers, the Tuigan now became the besieged, though by an inferior force. After the battle, Yamun Khahan’s horse warriors numbered over 120,000, and 60,000 of General Batu’s troops remained.

Even though he still outnumbered the enemy, Yamun Khahan’s position was unenviable. While the Shou could not attack him in Shou’kuan, they could keep him caged in the city until his men starved to death. If he attacked, he could probably conquer the Shou army, but at terrible cost to his own men. Worst of all, he had no reserves.

General Batu’s position was not much better. He had stripped the northern provinces of troops to fight the Tuigan. To gain additional troop strength he would have had to pull valuable troops from the southern provinces, leaving the south undefended and inviting invasion by Shou Lung’s traditional enemy, T’u Lung. Cold weather was coming, raising the possibility of disease should a prolonged siege be required. After twelve days trapped in Shou’kuan, Yamun Khahan sued for peace on Eleasias 24. He agreed to leave Shou Lung and cited as his only demand the lives of two Shou



ministers who had offended him: Mandarin Ju-Hai Chou and Minister of War Kwan Chan Sen. General Batu agreed, subject only to the approval of the Emperor.

Yamun Khahan's envoy was escorted to the summer palace at Tai Tung, where the Emperor assented to the treaty. On Eleint (September) 9, 120,000 Tuigan left Shou Lung, not to return in Yamun Khahan's lifetime. General Batu Min Ho, with a nomad's contempt for the politics of the Empire, quit the army of Shou Lung and joined the Tuigan.

Organization of the Shou Army

The regular Shou military forces were divided into fourteen provincial armies, one for each of the provinces of Shou Lung. The size of each army was determined by the needs of the province and its susceptibility to invasion. The province of Mai Yuan, on the borders of Khazari and the steppe, had one of the largest armies; Sheng-ti, an interior province, had one of the smallest.

Each provincial army was divided into *Cheng-ti* (legions) of 8,000 men. These were mixed forces of cavalry, infantry, archers, and sappers. They were further divided into twenty *Cheng-lo* (cohorts) of 400 men each. A *Cheng-lo* of infantry or archers was divided into twenty *Cheng-wa* (platoons) of twenty peng (warriors). A *Cheng-lo* of cavalry or sappers comprised 200 peng with horses or siege equipment. Troop types were not mixed within a *Cheng-lo*. In addition to the regular troops, each level of troop—*Cheng-lo*, *Cheng-wa*, and *Cheng-ti*—had its own commanding officer, who was exempted from the troop count. Larger units had an adjutant as well. In addition, *Cheng-ti* often had a contingent of *wu jen* (mages), who provided surveillance through clairvoyance spells. The *wu jen* also supplied weather control and magical attacks.

This arrangement of units, based on the number twenty, inscribed in the Shou *Book of Heaven*, has survived in Shou Lung for over 2,000 years.

The provincial forces of the Army of the Northern Marches led by General Batu Min Ho were drawn from the

northern provinces of Chukey, Ching Tung, Ti Erte, Hungtse, and the capital province of Wang Kuo. Mai Yuan's army was destroyed at the Dragonwall. The thirteen *Cheng-ti* which comprised General Batu's provincial forces represented slightly under two-thirds of the active military force of northern Shou Lung. A total force of over 300,000 men was spread across the empire.

The remainder of the Army of the Northern Marches were the Twenty-Five Armies, including the personal cavalry of nobles from across the empire, mostly from the north. The noble armies were not as standardized as the military. An army could range from 500 cavalrymen to 5,000 infantrymen, with artillery and racketeers. Neither were the noble armies as well trained, having devoted most of their lives to defending the compounds of their lords. Worse, nobles insisted on leading their forces, making the Twenty-Five Armies a fractious force of questionable military ability.

Regardless of origins, the majority of the Shou military consisted of infantry and archers. Within a *Cheng-ti*, the usual ratio was three infantry to one bowman. Cavalry was rare since most grain was required to feed the huge population of Shou Lung, with little left to support large herds of horses. Sappers are uncommon, except in some of the noble armies and the southeastern provinces, bordering directly on the fortifications of T'u Lung.

Arms and Armor of the Shou

The standard arms of the Shou infantryman were the *chien*, a double edged sword with straight sides, and a heavy crossbow. Shou warriors were taught to thrust and slash with their *chien*. The crossbow was used to stop



charges and to sweep the enemy just before the crash of a charge.

The armor of the Shou included a leather helm

and a *lun'kia*. The *lun'kia* was a war corselet made of fifteen layers of paper and glue. Inexpensive in large quantities (as required by the Shou armies), it provided protection comparable to Faerun ring mail. When not engaged on the field, soldiers wore *waitao*, heavy quilted coats which provided protection similar to that of leather armor. Shou infantrymen also carried war shields which extended from the shoulder to the knee, primarily used for protection against missile fire.

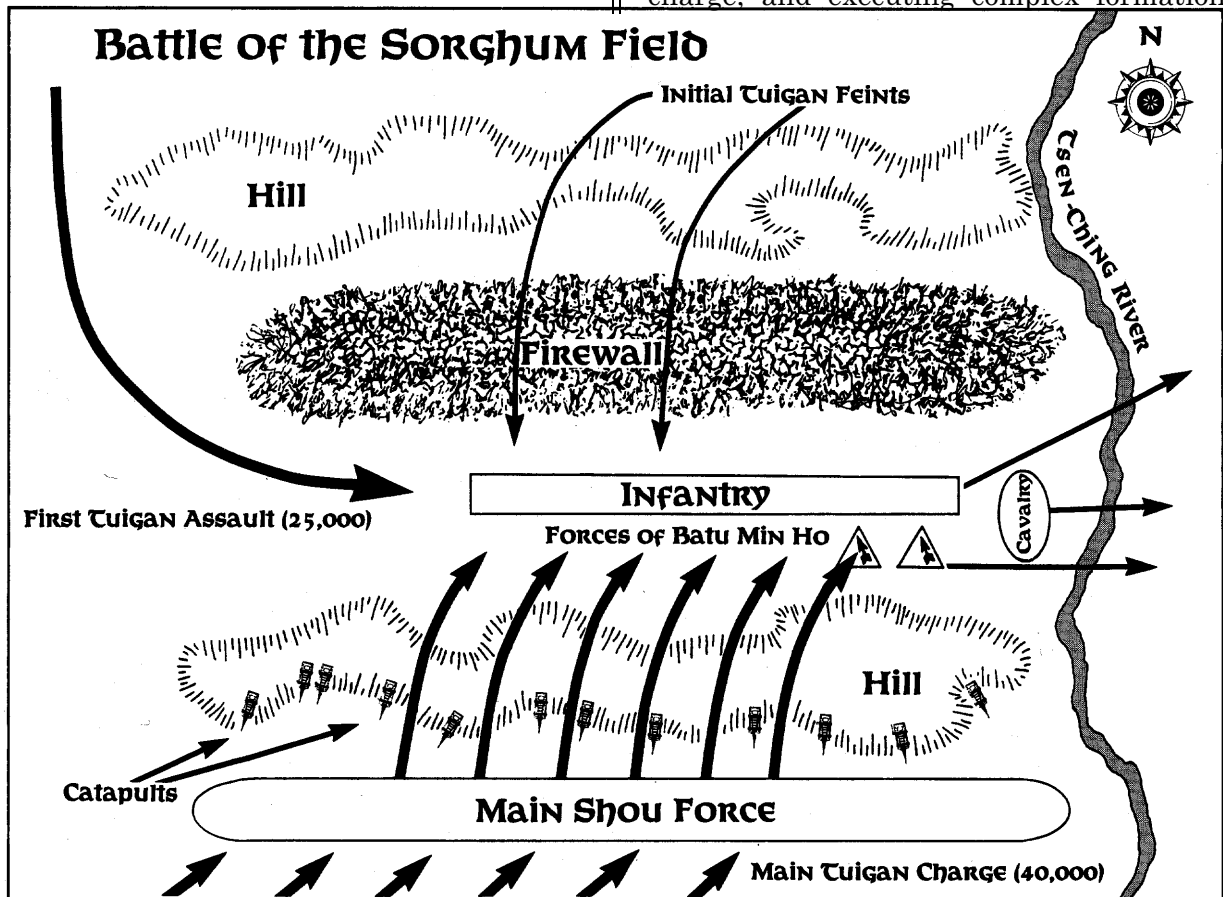
Archers were lightly armored, and wore leather helmets. The *t'ai po*, a five-foot Shou longbow with a maximum range of nearly 200

yards was deemed protection enough. Cavalrymen wore ring mail and carried short lances and swords. Their horses were not barded, which made the rider a less tempting target than his mount.

Officers' *taos* were single edged swords with square tips. Although used for fighting, their primary purpose was the execution of deserters. Shou officers wore plate armor called *ki'a*, and were adorned with bright plumage on steel helms. Adorned with symbols and reliefs detailing the history and past glory of the officer's family, the expensive *ki'a* were handed down from generation to generation. To lose the family *ki'a* brought dishonor upon the name.

Fighting Tactics of the Shou

Shou military training stressed the skills of moving in formation, holding against a charge, and executing complex formation





changes. Given such a large and disciplined force, it was necessary that the Shou doctrine of war be based on the tenet of sacrifice. A Tuigan force might simulate a rout, or even sacrifice a few men to gather important information about troop dispositions. The Shou, on the other hand, would send men into positions where they could easily be destroyed, hoping to draw the enemy into an inferior position.

A typical Shou battle plan would situate a small force in an untenable tactical position, enticing the enemy to attack. Once engaged, reserves struck the enemy's flank and rear.

The Battle of the Sorghum Field Tarsakh 30, 1359 DR

The Battle of the Sorghum Field was the Tuigan's first encounter with a ready Shou force. The outcome determined the course of the Shou/Tuigan war.

The Tuigan had penetrated the Dragonwall on Tarsakh 19, destroying the Army of Mai Yuan. It took until Tarsakh 30 to assemble a force of regular armies from Chukey and Ching Tung to stand between the barbarians and the Shou heartland. Led by Minister Kwan, they were situated in a series of low hills east of Lo Tu, along the banks of the Tsen-Ching River.

The Disposition of Forces

Minister Kwan's plan was simple. Nine Cheng-lo of infantry (3,600 men), one Cheng-lo of archers (400 men), and eight Cheng-lo of cavalry (1,600 men), were placed in a marshy area on a bend in the Tsen-Ching River. The force was led by General Batu Min Ho.

The infantry formed the forward line, supported by the cavalry behind them, with the archers in the rear. Their position was established facing north, with their backs against a hillside. The Tsen-Ching River bordered their eastern flank; the western flank exposed. A second hill lay ahead of them to the north, about 600 yards away.

The remaining Shou, nearly 20,000 strong, were hidden behind the southern hill in a protected ravine. Kwan's

battle plan assumed that the nomads would charge the obviously weak force on the riverbank along the exposed western flank. Once engaged, the remaining Shou force would swarm to the attack.

In support of his plan, Batu had the catapults of the main force hidden at the top of the hill and loaded with balls of pitch ready to light.

Minister Kwan had grossly underestimated both the size of the Tuigan horde, and the thoroughness of its scouts. Yamun Khahan committed 3 tumens (30,000 men) to enter the trap, sending another 5 tumens around to the south to assault the hidden force once they left the ravine.

The Flow of Battle

The initial Tuigan probe was a single minghan (1,000 men), which feinted at General Batu's forces from the north, trying either to trigger the trap prematurely or to pull the forces at the riverside out of the range of their support. After a few exchanges of arrow fire, the probe retreated.

Moments later, a second probe of 3,000 Tuigan horse came over the hilltop, attacking from the north. They charged General Batu's force, drummers thundering a strong beat, warriors taking punishing casualties from crossbow fire, but still devastating General Batu's infantry.

General Batu recognized the signal in the drumming, but knew not the code. He ordered his archers to fire at the drummers. When the drums stopped, some Tuigan pulled away, others were suddenly outnumbered and destroyed.

Yamun Khahan's plan was quickly revealed.



Charging the exposed western flank of General Batu's trapped force, 25,000 Tuigan poured along the western

edge of the northern hill.

As the Tuigan hit Batu's army, it crumpled into retreat, fleeing up the southern hill and down to the river's edge. General Batu had the foresight to arrange reed bundles to be placed at the river's edge for those who fled east. As they reached the river, General Batu had them grab a bundle and jump in.

As the Tuigan force became strung out along the northern edge of the hill, 4,000 archers of the Shou came to the hilltop and fired into the mass of Tuigan. Simultaneously, catapults fired flaming balls of pitch beyond the Tuigan force, trapping it in the low valley with only one exit, directly through the Shou force. Behind the archers, 15,000 infantry awaited orders to charge.

The Tuigan rained a heavy curtain of death on the trapped forces of General Batu, while the majority of their forces charged up the hill engaging the main Shou army. At that precise moment the remainder of the Tuigan force attacked from the south, behind the main Shou army. Now, instead of the Tuigan force being trapped against a wall of fire by the Shou, the Shou were caught between two forces of Tuigan and the river.

The Final Outcome

Trapped, outnumbered two to one, the Shou army died. General Batu's foresight saved nearly 2,000 men. Of the other 20,000 troops in the Shou army, fewer than 500 lived to reach Yenching.

Tuigan losses were low. Of the 80,000 nomads in the battle, fewer than 5,000 were lost. The Tuigan advanced, sure of their ability to conquer.

Chapter 5

The War With Thay

"Where others see misfortune, I see only opportunity."

Zulkir Szass Tam

For two months, the Tuigan army travelled east, seeking new lands to conquer. At the beginning of the month of Uktar (November), Yamun Khahan's army reached the Sunrise Mountains.

He wanted to get through the mountains before the winter snows closed the passes. Finding one open pass, the khahan sent 5 minghans (5,000 men), led by General Chanar Ogh Kho, to scout the far side of the mountains. One week later, on Uktar 11, Chanar returned with 100 men and tales of a wealthy and powerful land, the kingdom of Thay.

Thay was one of the most feared kingdoms in Faerun. The ruling Red Wizards were powerful, and brooked no interference in their affairs.

Chanar's scouting party entered Thay through a pass at the eastern border, north of the city of Pyarados. They raided several villages along the River Surague before encountering a foot legion of the Tharch of Pyarados.

The initial battle, with relatively untrained garrison troops, went well for the nomads. The 1,500 soldiers of the Thayvian Legion of Shar's Kiss were on a punitive mission to a small village which had failed to provide the appropriate taxes to the Tharchion. The Legion was not prepared to find 5,000 horsemen raiding deep within Thay. The Legion fled back to the city to report to Valerios, Tharchion of Pyarados.

The Tharchion immediately saw what damage a force the size of Yamun's could do in Thay. He ordered two heavy infantry legions (4,000 men) and one cavalry legion (1,000 men) into action. He requested magic support from



the Zulkir of Conjuraction/Summoning, and was provided two Circles of wizards.

They tracked down Chanar's 5 minghans, and on Nuktar 9, attacked with cavalry and then heavy infantry. The Thayvians left only one route of escape. The Circles summoned elementals of fire and earth, devastating the nomads.

Chanar and 100 men escaped to return to Yamun Khahan. General Batu Min Ho offered to lead a war party to Thay.

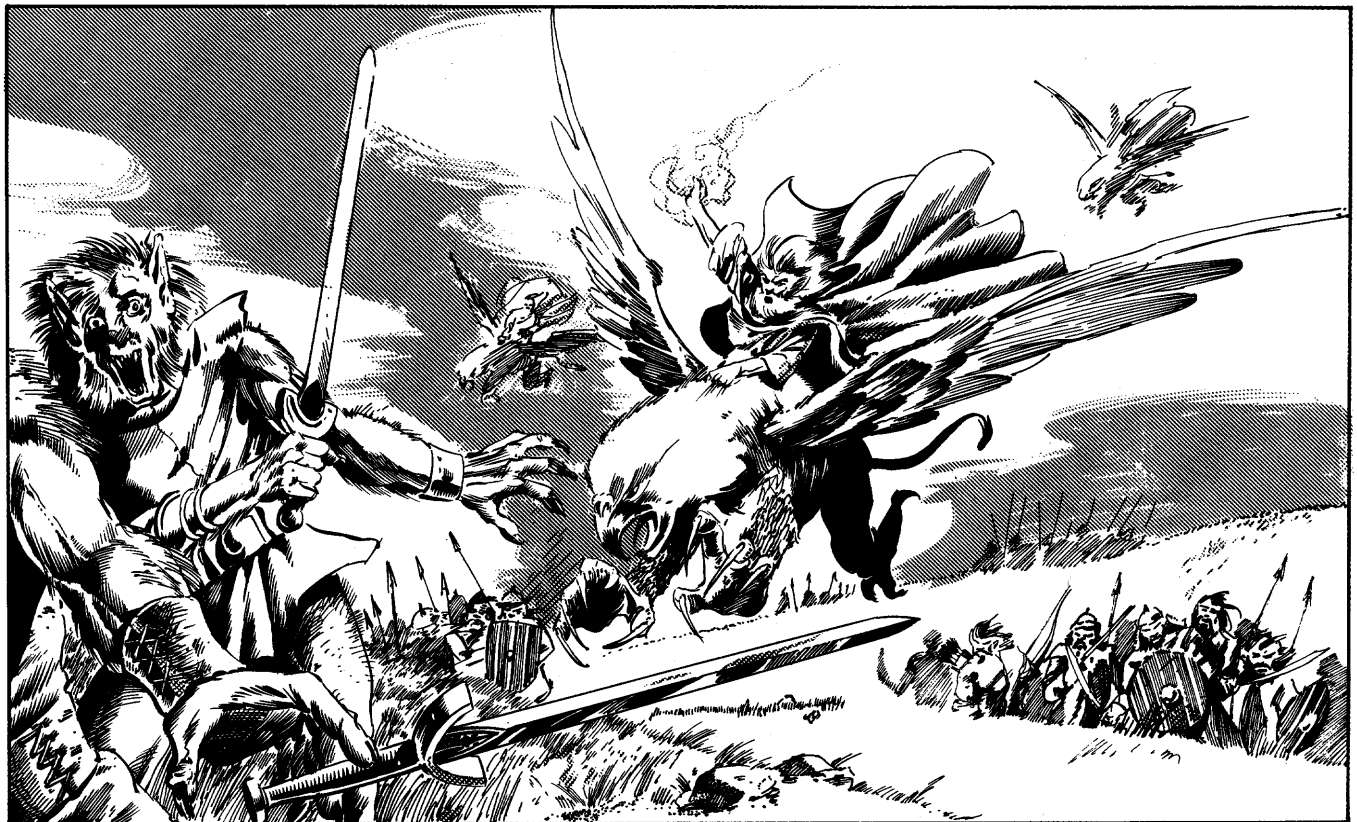
Organization of the Armies of Thay

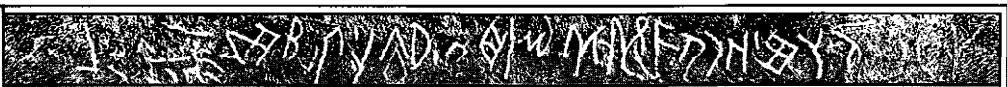
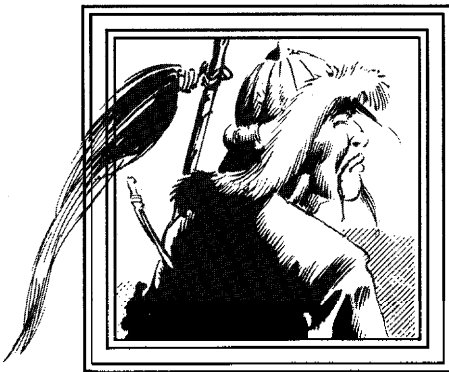
The army of Thay was a mixed collection of troop types and organizational structures. Military Legions were sponsored by the Red Wizards and Tharchions of Thay, and each patron organized his Legion to his personal taste and method. Therefore, any statements about the Thay military will be generalizations.

Thayvian foot legions embraced between 800 and 2,000 soldiers.

Foot legions would be skirmishers, light foot, heavy foot, or garrison troops. Each had its own armor and banners.

Cavalry legions were based on any sort of mount. Horses were common, but nearly any other creature that could be ridden had been tried in Thay. The most famous of the exotic cavalry was the Griffon Legion of the Tharchion of Pyarados. Before their devastation at the hands of the Tuigan, 350 mages rode griffon steeds. Even dragons were tried as mounts, but not successfully. Dragons willing to assist the Red Wizards were found to be untrustworthy, and there were never enough dragons in Thay to form more than a





token flight.

Thayvian cavalry was known for its skill throughout Faerun. Almost all cavalry was heavy. The

mounts were fully barded, and most cavalry men were trained in archery. A few were mages trained to cast magic while mounted.

The Thayvians made extensive use of humanoid troops, segregating them into their own legions to prevent friction with humans and for better control. Skirmishers were usually goblin troops, human or orc light foot, and heavy foot predominantly gnoll. There were no nonhuman cavalry legions, unless the centaur legion of the Tharch of Thaymount is counted.

They utilized undead troops, notably the Legion of Cyric, comprising over 1,000 zombies led by priests of that baleful god. While not exceptional fighters, the fear they generated on the battlefield more than made up for their lack of military prowess. Moreover, enemies of the Legion knew that if they died without totally disabling wounds, they might join the Legion.

There were rumors of a skeletal cavalry, the Legion of Bones, sponsored by Zulkir Szass Tam. These warriors were reputedly the remains of a Mulhorand cavalry unit which was sent to Thay to put down the rebellion when Thay won its independence. They were armed with fell weapons from that ancient empire.

Given the Thayvian focus on the power of wizards, it is not surprising that mages played an important role in the military. Other than the cavalry, most mages in military service were part of small groups known as Circles. A Circle consisted of a Wizard and his apprentices. Through rituals, apprentices added their power to the Wizards', allowing more spells to be cast during a single day.

When combined, the power of a Circle was greater than that of all but the most potent

mages in Faerun. Fortunately the rituals to establish a Circle were time consuming and easily disrupted. Magic was only useful for fixed battles, when the Wizard was aware of his enemy's approach, and had time to prepare.

The peoples of Faerun feared the Circles with good reason. Ten or twelve mages working together, even without a focus to drive their magic, could still do tremendous damage. Hundreds of mages, which Thay brought to the battlefield when the need arose, could destroy tens of thousands of unprepared infantry.

Fighting Tactics of Thay

They made heavy use of battlefield magic. A few mages, capable of at least one or two spells, were sent into battle with the smallest legion of skirmishers. But Thay also heavily supplemented every large force with Wizards.

This magical ability made up for the poor quality of most Thayvian troops (cavalry excepted) and the limited tactical ability of their generals. The Armies of Thay could tolerate enormous casualties, particularly among humanoid legions, to accomplish a strategic goal. Humanoids bred quickly and provided a constant source of new recruits.

Armies led by the Red Wizards considered anyone not a member of their order to be someone less than essential. To accomplish their purposes, they were quite willing to allow lesser mortals to die. Red Wizards were known to sacrifice their own troops along with the enemy to insure victory.

The Battle of the Griffon Legion: Uktar 15, 1359 DR

General Batu's men entered Thay on Uktar 12 through the same pass used by General Chanar. Where Chanar had found only light resistance, General Batu met repeated ambushes. Not powerful enough to seriously injure his force, they did slow his progress

to 15 miles a day.

It took three days to travel through the pass. When General Batu's force reached the other side, the famed Griffon Legion was at the mouth of the pass waiting for them.

The Griffon Legion comprised 350 griffons, each trained from birth to bear wizard riders. Aboard each were mages capable of unleashing devastating spells against their enemies.

To provide the Griffon Legion with ground support, the Tharchion added 10,000 gnolls from his personal heavy infantry Legions. He also requested and received several Circles of wizards from the School of Evocation/Invocation. Bowing to pressure from senior family members, and knowing Thay outnumbered the Tuigan, he gave command to his nephew, Gavros Mediocros. To assist Gavros, he appointed an old adventuring companion, Hovros Balmavos.

The Tuigan force led by General Batu Min Ho into Thay was no larger than that of General Chanar. Also, the Thayvians were alerted to the Tuigan presence by General Chanar's earlier indiscriminate raiding. Considering how few of General Chanar's forces came out of Thay, General Batu and his nomads would be lucky to leave Thay alive.

Disposition of Forces

Thay's primary obstacle was the sheer size of the pass. At its mouth the valley was nearly 10 miles across. Even with 10,000 gnolls it was a challenge to cover that much terrain effectively.

Gavros showed remarkable military skill in arranging a trap for the Tuigan. He distributed his gnolls in groups of 50 along a thin line across the end of the pass, and sent the Griffon Legion high above and to the rear as a reserve. The spacing of his gnoll units allowed him to cover the entire mouth of the pass with arrow fire from several overlapping units. A more concentrated force would not have been able to cover so large an area. Assuming the Tuigan would attempt to penetrate the thin

line somewhere near the center, he would envelop the nomads and send the Griffon Legion to destroy them.



The Flow of Battle

When General Batu realized what he was facing, he spread his main force of 4,000 Tuigan into a widely spaced skirmish line so only a few horsemen would be caught by any one spell. Widening the line until it spanned the pass, there was no way for the Thayvian commanders to guess where he would strike. He sent 1,000 men up the canyon walls to take firing stations on both sides of the narrow canyon.

Upon a signal, the line charged. Instead of forming a wedge and attacking a single point on the line, as Gavros had expected, the Tuigan divided into groups of 20 and attacked all of the gnoll units simultaneously. Thus, the Tuigan prevented unengaged units from pinning them in a web of arrow fire.

Even so, this tactic could not work for long. Each 20 Tuigan fought 50 gnolls—an uneven contest despite Tuigan prowess. Fortunately, General Batu's plan did not require the Tuigan to destroy the gnolls.

After brief fighting, the Tuigan began to rout from the center, then rippled outward, to north and south. Although the Tuigan fired arrows with withering effect as they fled, the gnolls pursued them. The Griffon Legion advanced, raining destruction.

At this point, the Tuigan atop the canyon walls entered the fray. When the Griffon Legion came between the two halves of the Tuigan force on the sides of the canyon, the Tuigan opened fire. Fully half of the Griffon Legion fell from the sky in the first volley, rider or griffon mortally wounded. The remainder wheeled to escape, but before the volleys ceased, nearly 250 of the Griffon Le-



gion lay on the valley floor. The Tuigan rout instantly reversed. The gnolls found themselves with Tuigan on three

sides. Despite their numbers, they could not get at 1,000 archers who were too high and too fast to catch. Most of the gnolls died; the rest fled.

The Final Outcome

After the battle, Szass Tam, Zulkir of Necromancy in Thay and the most politically prominent of the Red Wizards, approached General Batu Min Ho. Upon learning the true Tuigan strength, he magically summoned Yamun Khahan and offered him a truce—the Thayvians would not assault the Tuigan, if the Tuigan would attack Rashemen.

Although his advisors recommended attacking Thay, the khahan had other considerations. He realized that even if the Zulkir was bluffing, battling the magic of Thay would sap the morale of his army. The nomads were uncomfortable battling sorcery; a few battles with the enchanted armies of Thay would drive his men home to their ordus.

The khahan also knew that winter snows would shut the pass which had admitted General Batu to Thay. Although there was enough time to return his troops, he could not bring 100,000 men through the pass in the time remaining. The possibility of avalanches destroying a large portion of his force, perhaps assisted by Thayvian magic, was dangerously high. Therefore, after due consideration, and gaining the concession of three Red Wizards to support the Rashemen campaign, the khahan agreed to the Zulkir's proposal. The Tuigan forces turned north.

Chapter 6 War in Rashemen

"If we run after two hares, we will catch neither."

Hyarmon Huzzilthar, Iron Lord of Rashemen

Yamun Khahan left Thay and returned to his main force east of the Sunrise Mountains. Guided by the Red Wizards, he moved north along Golden Way trade route to Citadel Rashemar.

Impervious to attack, the Citadel squatted over the trade route; its stone walls stood 25 feet above the Golden Way. From the parapets a garrison of 2,000 warriors allowed caravans to pass and repelled bandits. The snows had been late that year, but bandits and caravans never risked the passes in winter.

Citadel Rashemar was a paper tiger. The Tuigan force swept past the fortress on the Feast of the Moon (November 31), and left a small force of 5,000 to besiege the garrison. They proceeded as if it were not even there.

Simultaneously, 40,000 Thavyian troops made an assault across the Gorge of Gavros into Rashemen. Hyarmon Huzzilthar, Iron Lord of Rashemen, led the defending forces. The Iron Lord drew all his forces away from the north to hold Thay at the Gorge, leaving the way open to the Tuigan.

Caught between the armies of the Tuigan and the Red Wizards, the Iron Lord focused his forces on stopping the Thayvians, leaving the harassment of the Tuigan to the Witches.

The Witches, although numerically weaker than the Red Wizards of Thay, were a united group of powerful mages with centuries of experience fighting the legions of Thay. They sent clouds of poisonous gas and flame, elementals and enchanted creatures, even enchanted bands of Tuigan, to attack the nomad army. Their tactics caused only minimal casualties to the Tuigan but prevented the nomads



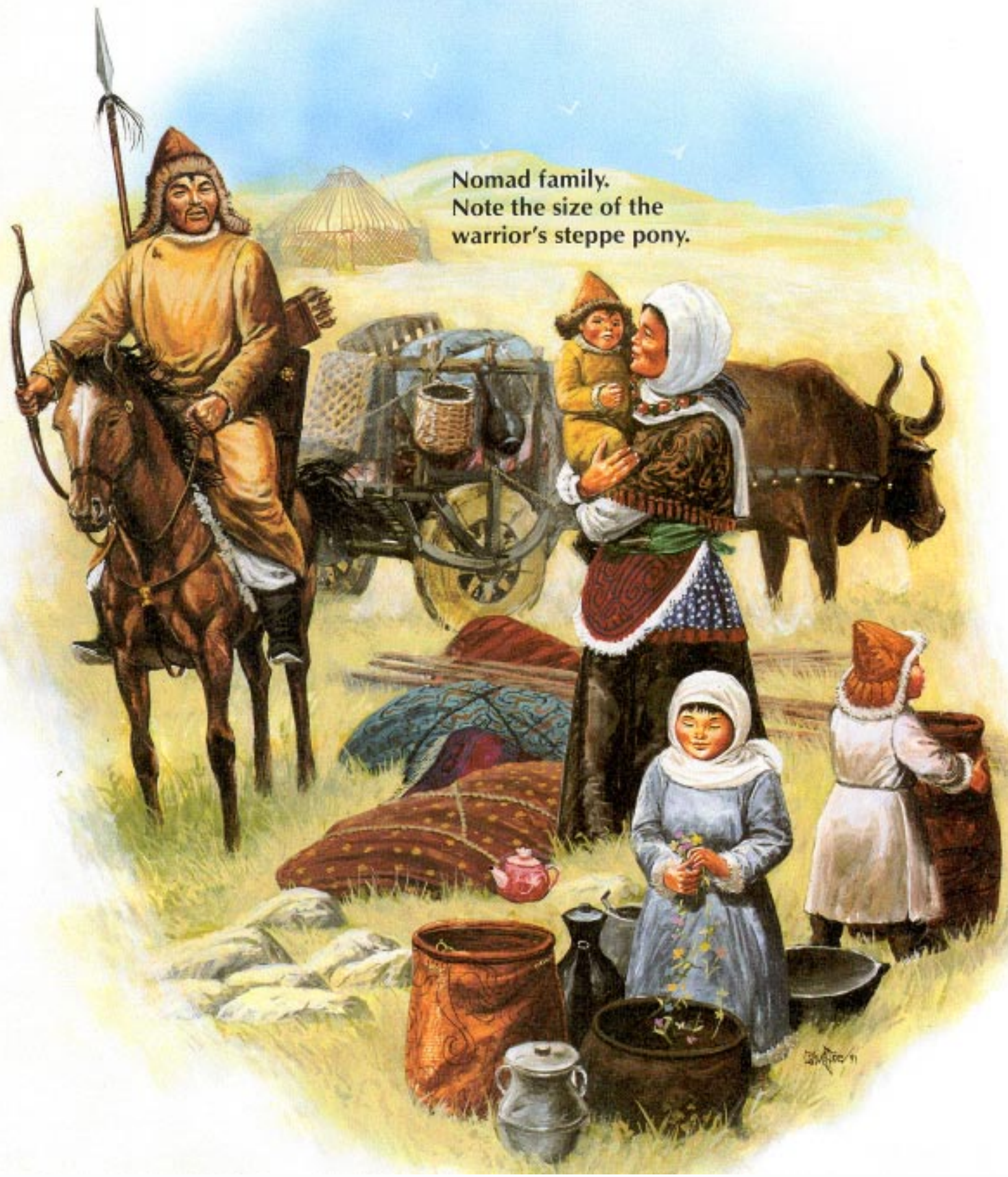
Christie Jones '91

A Purple Dragon of Suzail and a Red Plume of Hillsfar.

Princess Alusair of Cormyr, King Azoun of Cormyr,
and Vangerdahast, Azoun's wizard.



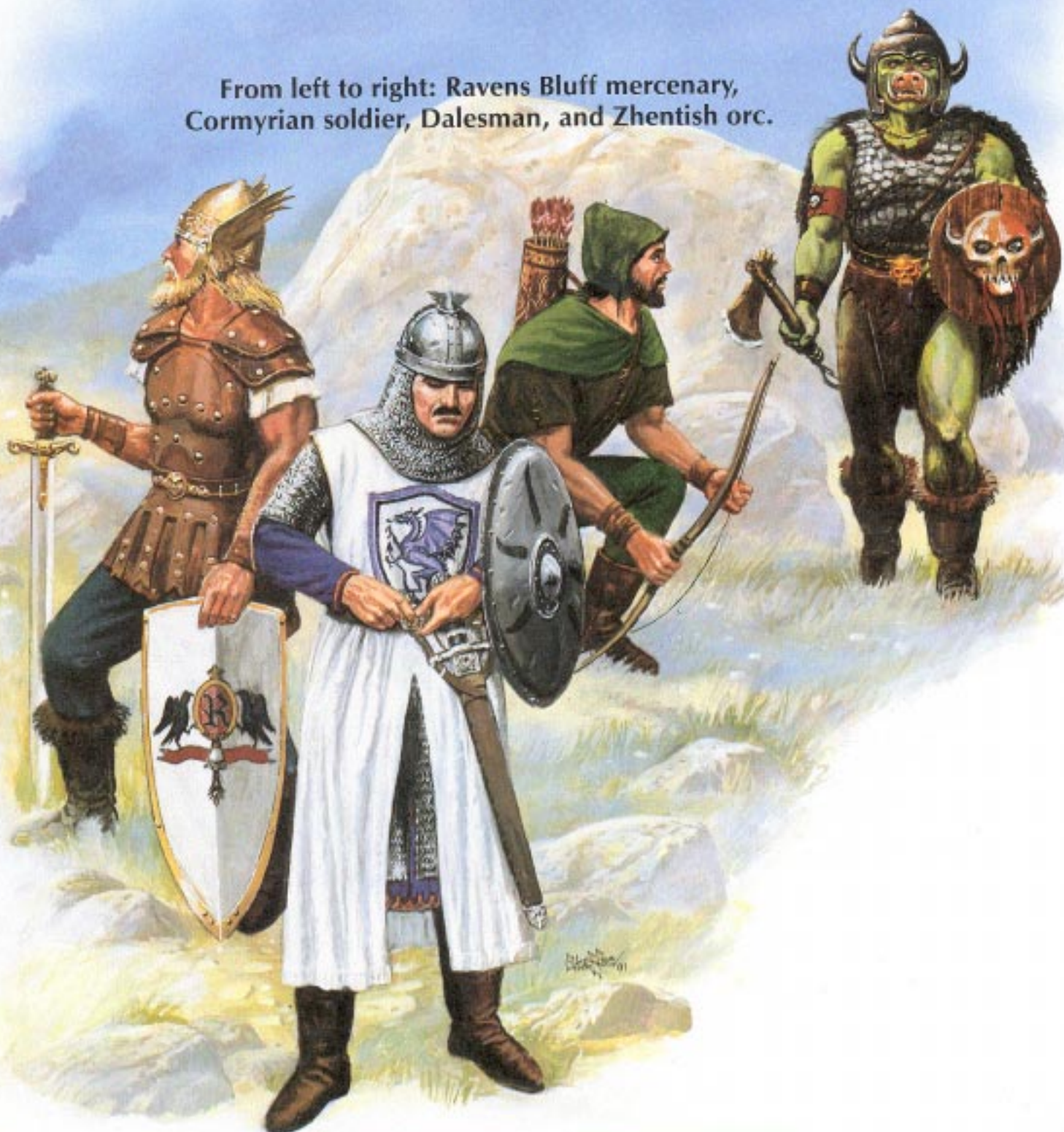
Nomad family.
Note the size of the
warrior's steppe pony.



Semphari officer and wizard reviewing troops.



From left to right: Ravens Bluff mercenary,
Cormyrian soldier, Dalesman, and Zhentish orc.





Tzu Hsuang seeing a vision of
Batu Min Ho in the Mirror of Shao.

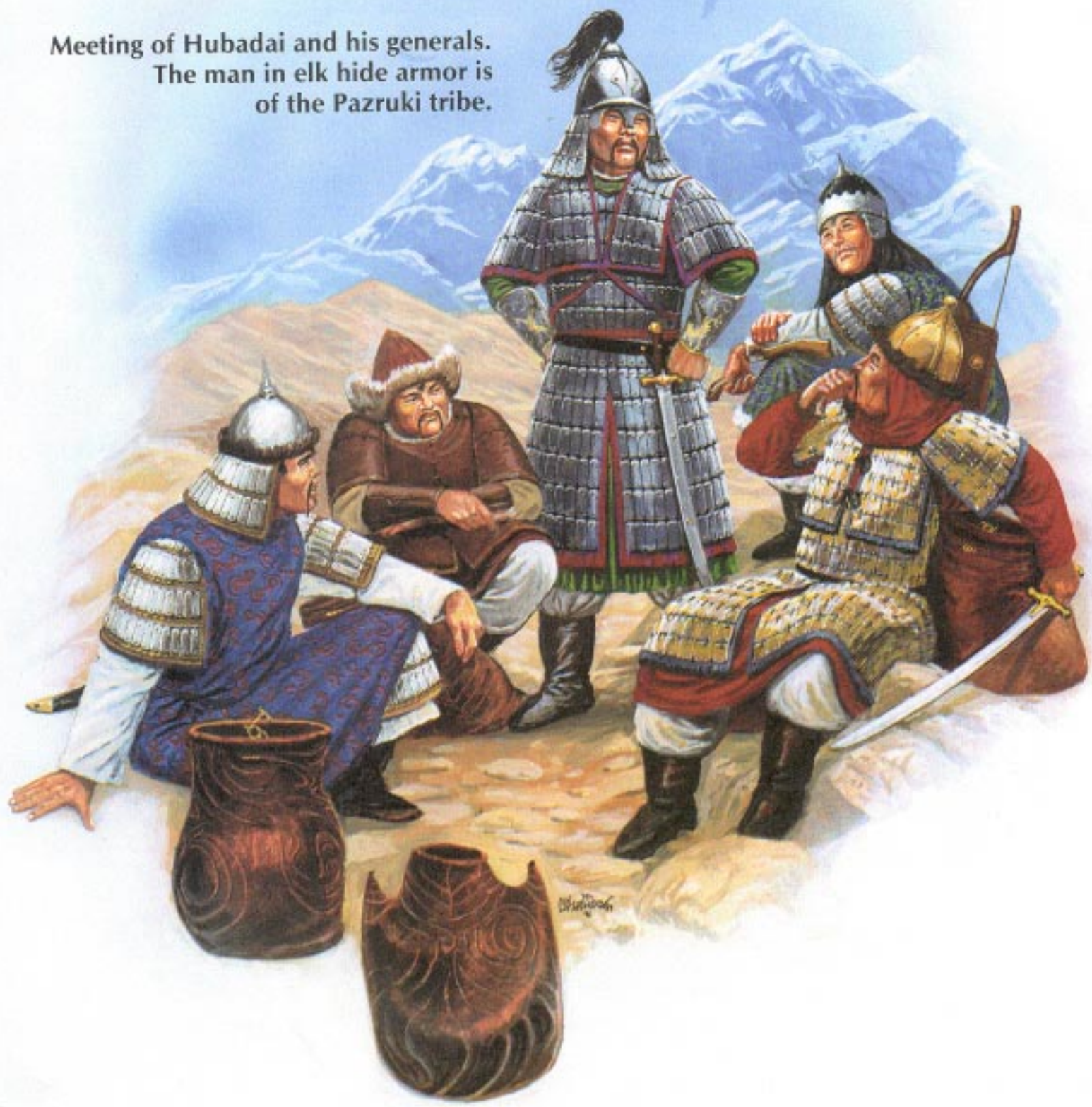


From left to right: Cormyrian mage,
Zhentish orc shaman, Hillsfar wizard.

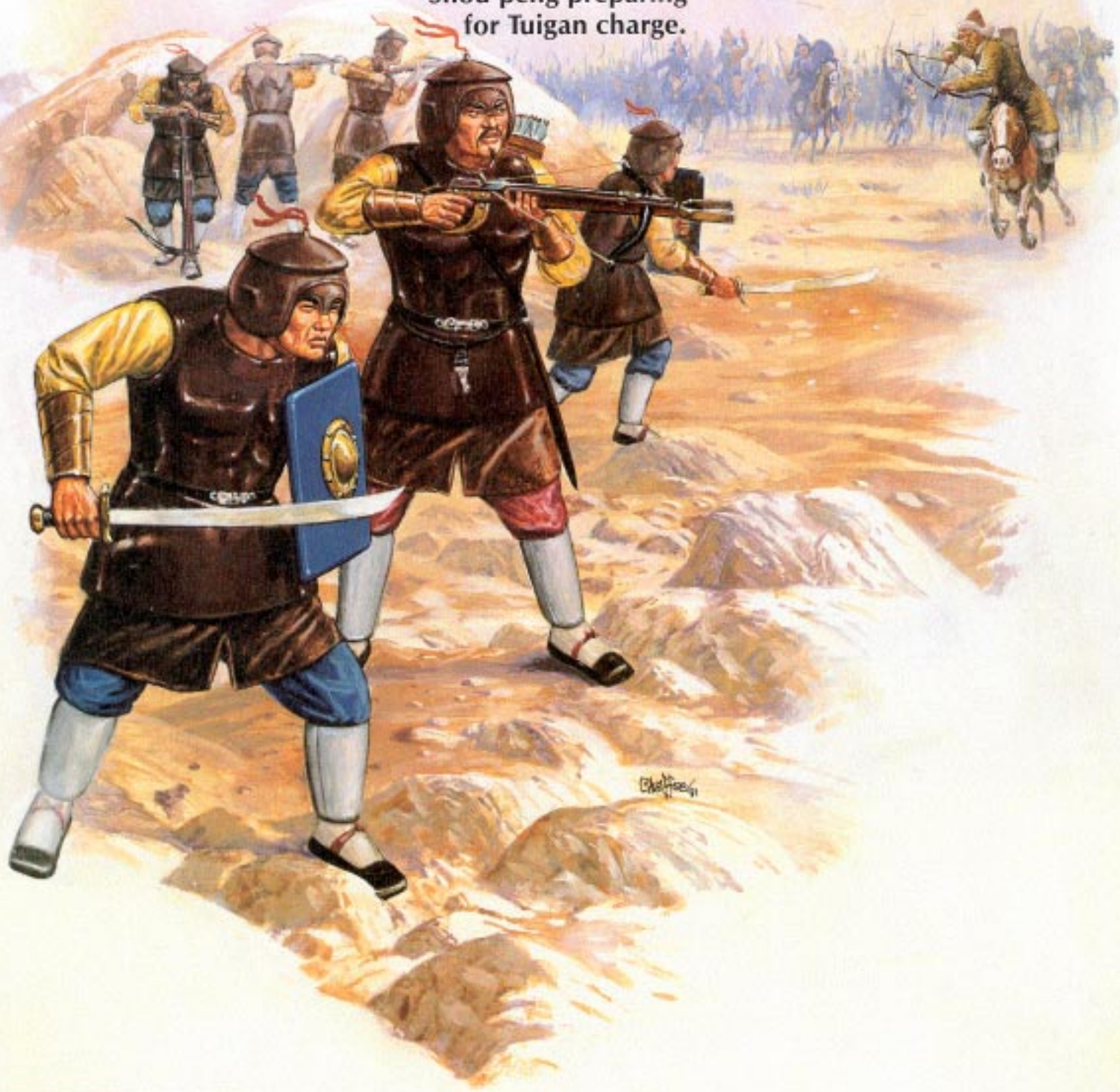
Tuigan warriors attacking Raumviran peasants.



Meeting of Hubadai and his generals.
The man in elk hide armor is
of the Pazruki tribe.



Shou peng preparing
for Tuigan charge.

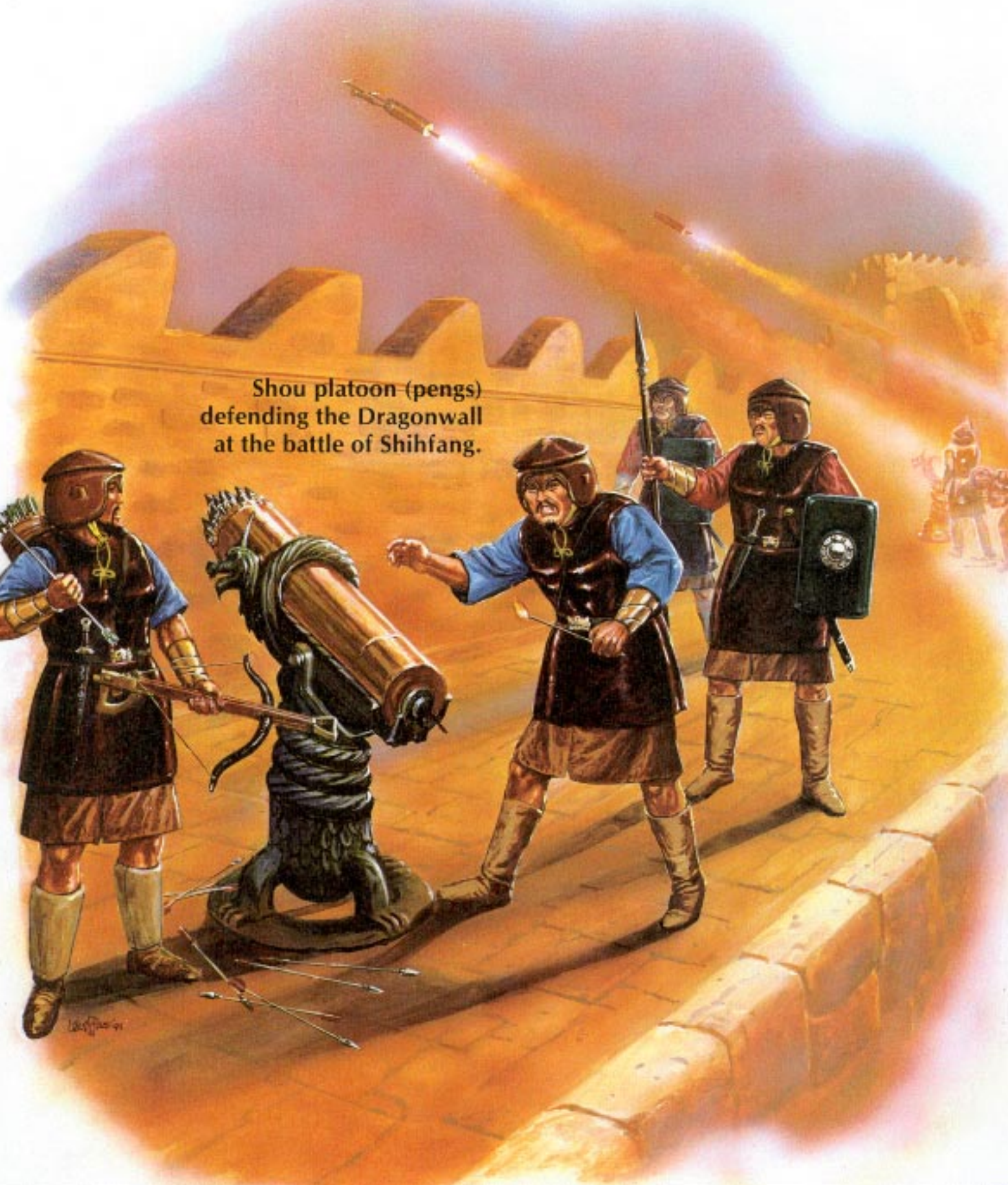


Khazari knights.
Note the hara-ate they wear.





Semphari troops preparing to load ballista.



Shou platoon (pings)
defending the Dragonwall
at the battle of Shihfang.



Monks fighting Tuigans.





**Hubadai
faces off with an
Earthfast dwarf.**



The dwarves of Earthfast.



Barrow 91



from spreading across Rashemen to the southern front.

Despite containment, the Tuigan sacked much of Rashemen. The Witches sent warnings, but they could not stop an army 1,000 times their number.

The Tuigan eventually made their way across Rashemen, By Hammer (January) 27, 1360 DR, most them had reached the edge of the Lake of Tears, at the headwaters of the River Mulsantir. The river was too wide for the Tuigan to cross and much of it was filled with large chunks of ice. Advised by the Red Wizards, they started to build ships to cross the Mulsantir after the spring thaw.

On Alturiak (February) 16, when Thay had still not attacked, the fangs of Rashemen turned their attention to the Tuigan. The Witches led a detachment of forces to the enemy encampment.

On Alturiak 29, they attacked the Tuigan. The witchboats of Rashemen deposited 35,000 berserkers north and south of the Tuigan force, pinning 100,000 Tuigan against the River.

Organization of the Armies of Rashemen

The warriors of Rashemen were divided into small bands, each swearing fealty to one of the chieftains of Rashemen. A fang (a chieftain and his warriors) came together for adventure and to defend their territory.

The chieftains swore fealty to the Huhrong, the “Iron Lord”, who was effectively “king” of Rashemen, administering justice and leading its troops in battle.

The Iron Lord was Hyarmon Huzzilthar, a grizzled veteran of seventy-nine winters. He was chosen by the Witches of Rashemen in secret, by consensus. His predecessor, Targuth Athkarr the “Old Wolf”, was removed by the Witches when he became senile. Targuth was taken by them and never seen again and it was believed, in Rashemen, that the Witches cared for him for the rest of his life.

The Rashemen were not an aggressive peo-

ple. They had never invaded other lands and their only wars had been to stop Thay incursions.

When not under attack, the chieftains were fairly independent, having no concept of a “professional military.”

The true rulers of Rashemen were the Witches. They were revered and heeded and it was certain death to harm or to disobey a Witch. Rashemen believed that there were between 60 and 100 of them, all female, and that they possessed feared and unknown power.

Arms and Armor of the Berserkers

The berserkers of Rashemen were tall, strong people who dressed in furs or hides in winter, and wore only thin leather tunics in summer. Disdaining armor, they preferred to trust their own prowess and speed.

The weapons the berserkers preferred were swords and axes, short bows, and lances. They rarely used shields and fought mounted on small ponies, nimbler than steppe ponies but not as fast.

Another important “weapon” of the Rashemen berserker was *jhuild* (firewine) made by the Witches, and drunk by the warriors before battle. *Jhuild* deadened pain and inflamed passions, bringing the berserker rage which drove the Rashemen to battle.

The Witches of Rashemen wore black robes and face masks, and bore magical rings, wands, and whips. If Witches left Rashemen, they had to abandon their robes and conceal their powers. Prior to the Horde Wars, none did so.

Fighting Tactics of the Rashemen

The berserkers of Rashemen were vicious fighters with little sense of subtle tactics. The



chieftains were savvy enough to avoid obvious traps.

The Battle of the Lake of Tears: Alturiak 29, 1360 DR

The Tuigan waited at the edge of the Lake of Tears for the spring thaw. Fully 75,000 men labored on ships intended to carry them across the lake in the spring. The remaining 25,000 foraged across Rashemen, gathering food and supplies for the Tuigan army.

Yamun Khahan was unconcerned about attack. He had roamed Rashemen for two months and had rarely seen more than 50 warriors at a time. Even the Witches would not attack a force the size of Yamun's. He had

sent out scouting parties to warn him of the approach of any sizable threat.

The khahan did not know much about ship transport. General Batu Min Ho had advised him that an assault was impossible; the river was too filled with ice to allow it. This assumption was the cause of the greatest rout of the Horde since its formation, for the Tuigan knew nothing of the Rashemen witchboats.

The Disposition of Forces

The Witches of Rashemen deposited 35,000 berserkers in two major armies to the north and south of the Tuigan camp. The boats had passed the scouts, who were looking for a land bound force, and left their troops inside the Tuigan lines, undetected.

The camp was unprepared for battle. Most of the horses were tethered in a large herd to the south of the camp. The nomads were scattered across the hillside, away from the bone





chilling cold of the lake. Some remained in camp, others labored to the west on the skeletons of ships for the spring.

The Flow of Battle

The forces of Rashemen attacked in three groups. The first strike of 10,000 men hit the southern edge of the camp, trying to reach the ship skeletons and separate the Tuigan from their horses. The second came down in a broad line to the north to block that escape. The third mass of 15,000 berserk warriors poured into the camp and slaughtered every warrior they encountered.

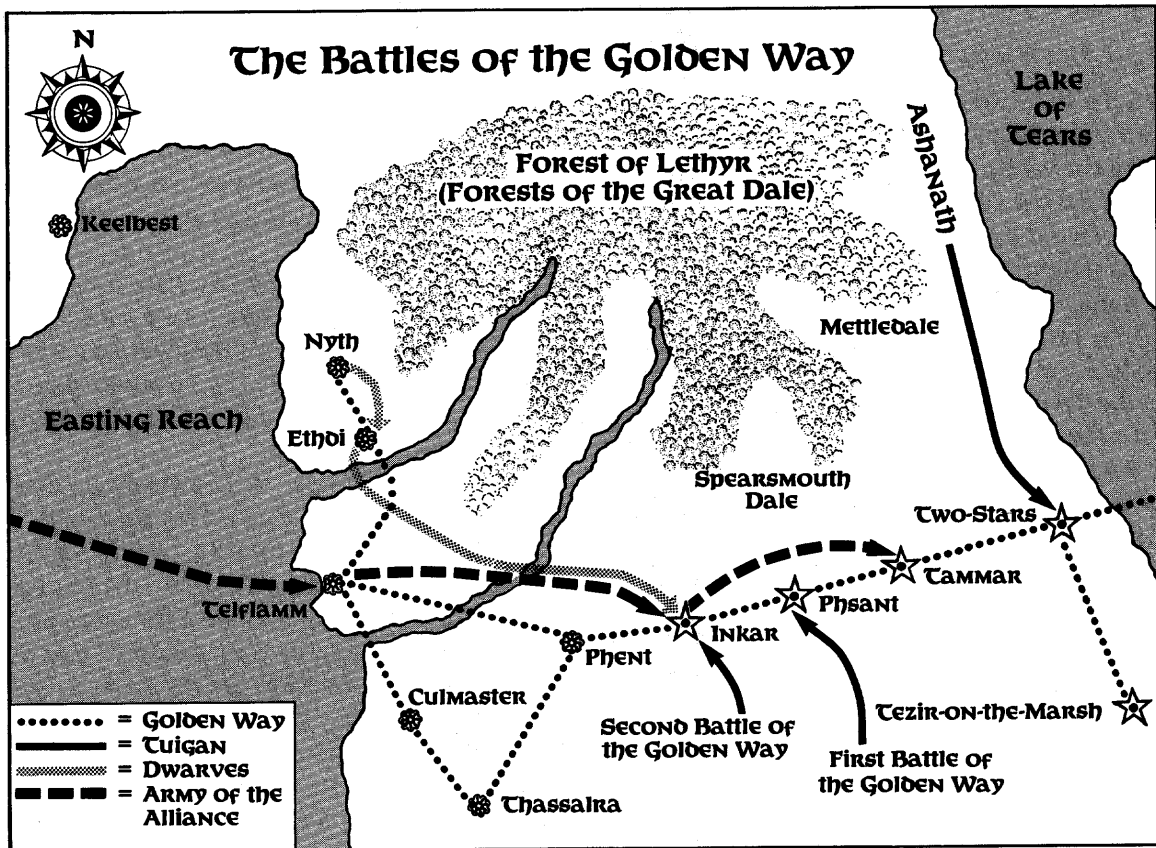
The Tuigan were in immediate peril. They outnumbered the Rashemen, but their indefensible position made them easy targets. Here and there nomads rallied to their khans and fought effectively, but overall there was chaos.

Then Yamun Khahan took charge. He ordered a jagun (100 men) to loose most of the

horses, stampeding them into the southern Rashemen force to delay them. A second jagun, with extra weapons, was sent to reinforce the shipworkers. Finally with two minghans of dayguards, he rushed forward to engage the enemy. The uncoordinated knots of men rallied to the khahan's standard as it passed; the tide of battle began to turn.

As the Rashemen forces faltered, the Witches entered the fray. Sailing crewless witchboats down the river, the ice floes moving out of their way, they hurled fire, ice, and creatures at the beleaguered Tuigan.

Trapped between the river and the Rashemen, the Tuigan began to panic. Horses circled about the battlefield, a few Tuigan managed to





regain their mounts, but most remained afoot.

The Red Wizards then entered the melee. Rather than engaging the

Rashemen force, they turned their magic on the Lake of Tears and formed a wide dry path across to Ashanath. The rush of water escaping the parted river thrust the witchboats away from the battle, dashing one or two against the ice.

Overcoming their dread of magic, the Tuigan retreated across the river. Yamun Khahan managed to regroup most of his forces and recover their mounts before they fled. The Rashemen pressed them inexorably across the Lake of Tears. The remaining Witches attacked, dispelling the Wizards' path across the river, drowning the Tuigan who had not reached the Ashanath shore.

The Final Outcome

The Tuigan lost nearly a quarter of their forces on that wintry shore. Most fell in battle with the Rashemen, but nearly 5,000 drowned, trapped on the lake when the Witches reversed the Wizards' spells. The remaining 60,000 stood shivering on the eastern shore of Ashanath. There they camped, awaiting spring to resume their campaign.

The Rashemen, having driven the main Tuigan force from their soil, divided. Half were sent across Rashemen to capture or eliminate the remaining Tuigan forces, and the rest were rushed back to the Gorge of Gavros to face any renewed Thayvian threat.

Chapter 7 The Crusade

"My duty to Cormyr demands that I help avert a crisis that could threaten any part of the continent."

King Azoun of Cormyr

The Tuigan force wintered in Ashanath and eastern Thesk. During the coldest months, though the nomads were not raiding, they had not been forgotten by the people of Faerun.

On Tarsakh (April) 10, King Azoun of Cormyr summoned a council of the leaders of the Heartlands of Faerun, to discuss the Tuigan threat. The Dalelands, Sembia, Cormyr, and the free cities of Tantras, Hillsfar, and Ravens Bluff sent envoys. There, a woman of Rashemen, reputed to be one of the Witches, reported on the Tuigan threat.

Although they were still over a thousand miles away, the leaders of the Heartlands decided to take the war to the Tuigan. Led by King Azoun, Heartlands began a crusade. To the 28,000 troops of the Heartlands, King Azoun added 2,000 dwarven warriors from the Earthfast mountains and 1,000 orcs from Zhentil Keep.

By Tarsakh 17, 1360 DR, the Tuigan army was again on the move. They took the city of Tezir-on-the-Marsh on Tarsakh 25, and Two Stars on Mirtul (May) 17. Thousands of refugees poured westward, flooding the streets of Tamar.

By Kythorn (June) 8, the Western army had assembled in Telflamm. The dwarves and orcs, who had come separately, met King Azoun just south of the trading city of Uthmerg. Azoun's ships then carried the orcs south to Telflamm. By mutual agreement, the dwarves of Earthfast marched on their own, both because traveling by ship was repellent to them and because of the presence of the orcs from Zhentil Keep. The main force of the Alliance marched south from Telflamm, along the



Golden Way toward Phent. The dwarves came south and southeast, skirting the southern end of the Forest of Lethyr.

The Tuigan army marched on, unconcerned by the Alliance forces ahead. They overwhelmed the road fortresses in eastern Thesk, besieging and conquering Tammar on Kythorn 15, and the city of Phsant on Kythorn 20.

The Alliance forces reached the town of Inkar on Kythorn 24. Scouts located the nomads' encampment in a valley west of Phsant, just north of the Golden Way. King Azoun sent emissaries to the Tuigan camp. Although one was slain, the other returned with the khahan's demand to meet with King Azoun in person.

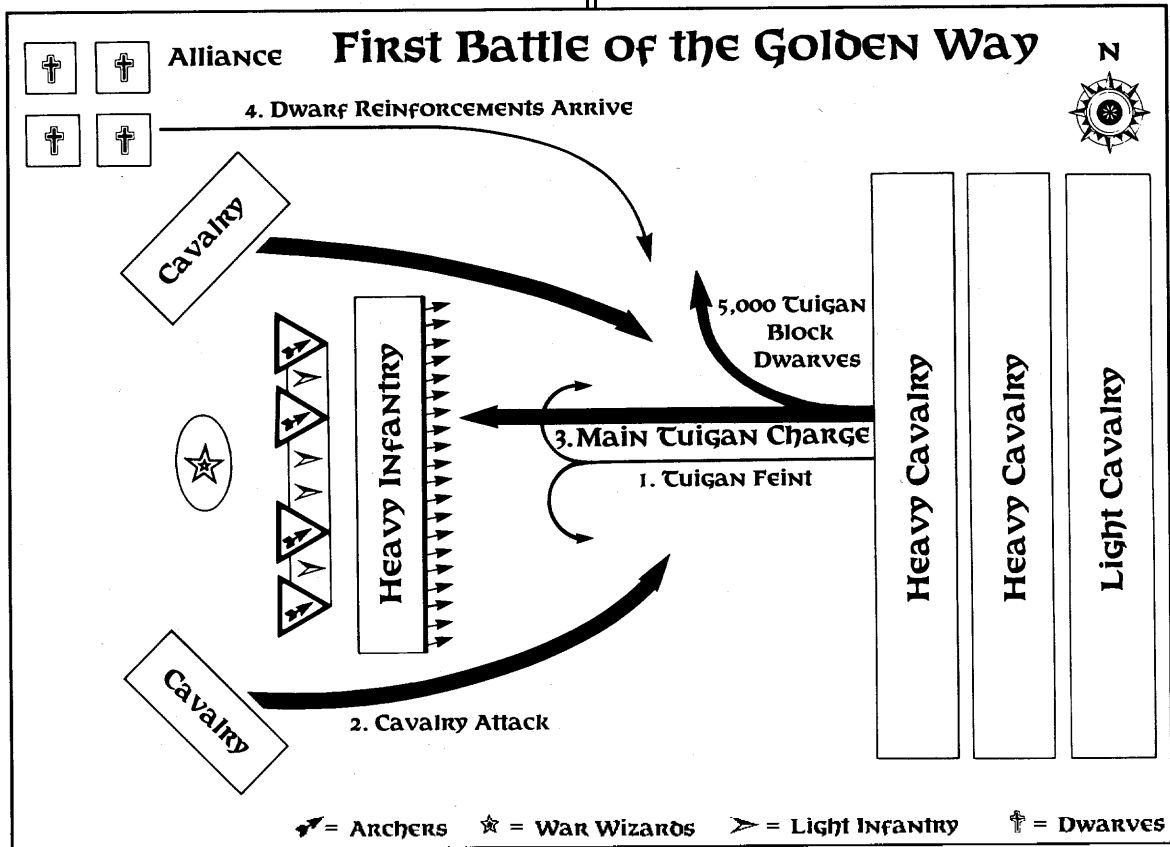
On Flamerule (July) 2, King Azoun and his advisors entered the Tuigan camp in an unsuccessful attempt to avoid battle. The 100,000 Tuigan troops who remained, outnumbered the Alliance forces by more than two to one, but King Azoun did not back down. Although

the Alliance would have preferred to wait for the arrival of the dwarves, battle was joined on Flamerule 3, 1360 DR.

Organization of the Army of the Alliance

The Army of the Alliance was not a unified military force. In this single army, men of many nations and races fought side by side against a common enemy.

The forces of Cormyr formed the heart of the Army of the Alliance. They were divided into professional soldiers from the army, and troops from the noble houses of Cormyr owed to the King through scutage (shield tax). Volun-





teers from the Cormyrian cities of Suzail and Arabel, and wizards from the cities of Cormyr made up the remainder of

their forces. The professional soldiers were predominately pikemen. Noble troops, often personally led by Cormyr's nobles, were comprised of heavy cavalry. Most of the volunteers could, at best, have been described as skirmishers, light infantry and archers and few had any military experience.

The wizards of Cormyr were focused around the famous Council of Mages, the "War Wizards" of Cormyr. This council included over 300 wizards from the cities and noble fiefs of Cormyr who had been drafted for service in Cormyr's army during time of war.

Sembia did not provide any of her own troops. The kingdom maintained only a small army and there were no troops available to spare on the quest. Instead, Sembia provided sufficient funds to hire 4,000 mercenaries. Most of these were heavy infantry selected to stiffen the Alliance lines.

The Dales sent 4,000 men, primarily archers. Hillsfar sent only 600 men at arms, most of them cavalymen from the Red Plumes. Their numbers bolstered the noble troops of Cormyr. Tantras, Ravens Bluff, and the other cities of the Heartlands sent 7,400 men between them. These were primarily volunteers like those from Cormyr. The cities also provided more than 300 wizards to aid the Cormyr contingent.

Zhentil Keep sent 1,000 orc medium infantry with their own leader, Vrakk. The orc troops had considerable battle experience, much of it against the Dales, but were unused to fighting in a large army.

The dwarves of Earthfast sent 2,000 heavy pikemen, trained in the use of square and massed formations. Since much of their training had been designed to fight cavalry, these

troops had a value to the Alliance forces far exceeding their number.

The infantry, including the troops from Zhentil Keep, was placed under the command of Farl Bloodaxe, the ranking general of the Cormyrian army. General Brunthar Elventree of Battledale led the archers, who were predominately Dalesmen. The cavalry were led by Lord Harcourt, a noble of Cormyr who was well respected by the other nobles. Vangerdast of Cormyr, King Azoun's advisor, led the War Wizards.

Within each branch of the Army, the organization followed traditional Cormyrian chains of command. Sub commanders were appointed for each thousand men, with sergeants in charge of each hundred.

Arms and Armor of the Alliance

Unlike the professional armies of Shou Lung, the Army of the Alliance showed little unity in appearance or weaponry. There was no time, after the formation of the army, to create uniforms or even to train together, so each unit dressed in its regular battle gear. Except for the professional military, there was little unity even within a given section.

The king's bodyguard wore chain mail and tunics emblazoned with the Purple Dragon. They carried long swords and medium shields. The other Cormyrian professionals wore studded leather armor and carried pikes, short swords, and body shields. The mercenaries were better armored, usually with scale or chain mail, and carrying medium shields. The volunteer infantry armed itself with spears, swords, or axes and carried makeshift shields. Armor was either of leather or they wore no armor.

The wealthier nobles of Cormyr commonly wore plate mail with full plate barding for their horses. Nobles of lesser means settled for banded mail and full scale barding. Their troops typically wore chain mail with chain or leather barding. Weaponry included lances, swords, and medium shields.



The warriors of the Dales wore leather armor and dressed in the light green unofficial uniform of the Dalesmen. Their arms included the long bow, of which they were masters, and short swords.

Hillsfar's Red Plumes were as well armored as the mercenaries; many of them even wore banded mail. Their horses were barded with chain or leather, much like the noble troops of Cormyr. Weapons varied, but maces, axes, and short bows which could be used from horseback, were common. The Red Plumes of Hillsfar did not use lances.

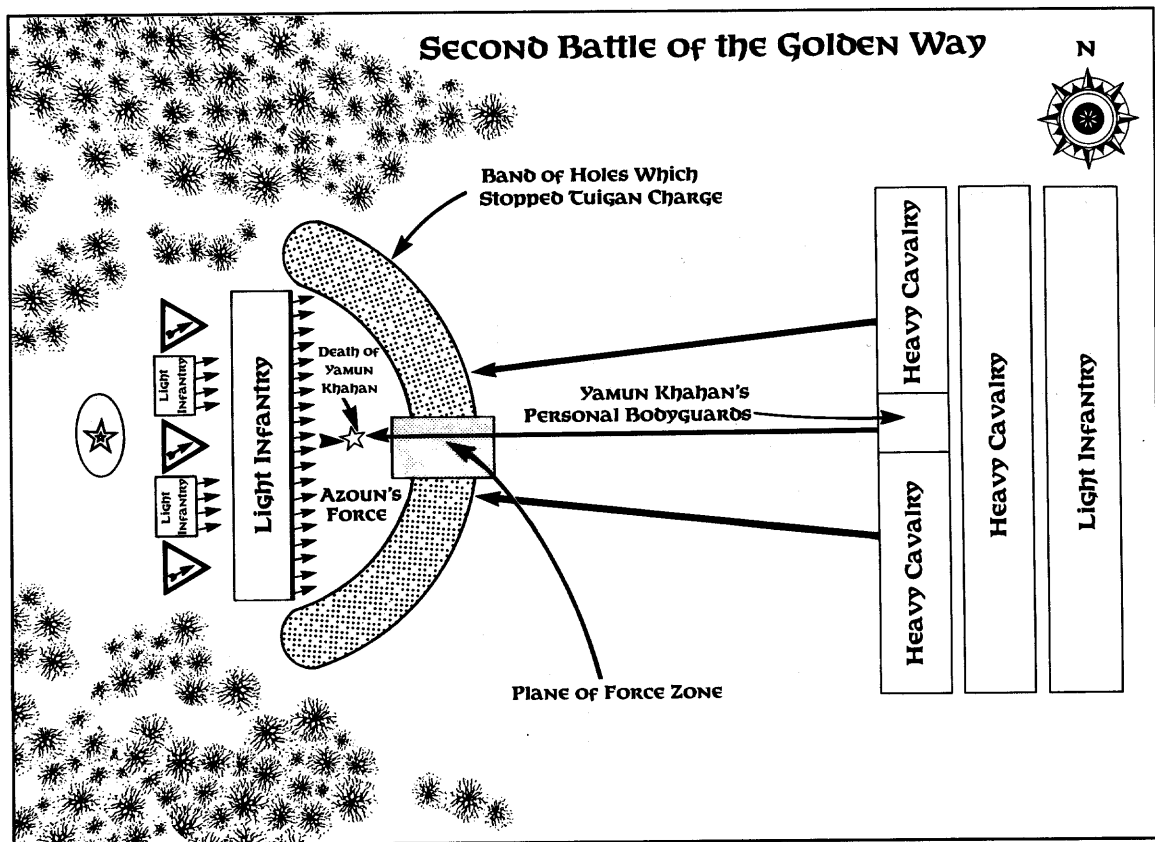
The volunteers from Tantras, Ravens Bluff, and the other cities of the Heartlands varied between the formal uniforms and regular armor of the Cormyrian soldiery to the sparse equipment of the volunteer warriors. The dwarven pikemen wore dwarf forged full plate armor, and carried crossbows as well as pikes. The orcs of Zhentil Keep wore greasy

black leather armor, occasionally supplemented with bits of chain or plate. They used a wide variety

of crude weapons: swords, flails, maces, axes, spears, and polearms.

The Battles of the Golden Way: Flamerule 3-5, 1360 DR

The armies of King Azoun and Yamun Khahan camped thirty miles apart, just west of the city of Phsant. On the morning of Flamerule 3, King Azoun's forces arrayed themselves across the Golden Way, the trade road which was Thesk's lifeblood. There they awaited the Khan's attack.





The Disposition of Forces

The forces of the Alliance were deployed in the traditional fashion of Heartlands armies. The center of the force was held by two lines of infantry. The first line, four men deep, consisted largely of pikemen and spearmen in close formation. The second line, shorter and to the rear, comprised swordsmen and axemen who would fall upon the Tuigan if they penetrated the main line.

The cavalry was deployed in wings to either side of the frontal line, ready to sweep forward into the Tuigan flank once the infantry had stopped the charge. The archers stood in four groups within the second rank, prepared to fire at the advancing Tuigan force over the heads of the infantry before them.

The wizards remained behind the infantry, their spells ready for the Tuigan charge. Vangerdahast had fallen ill. He had accompanied King Azoun on his visit to Yamun Khahan and the spells staving off his old age had collapsed when he entered the magic-dead area the Tuigan had chosen as their campsite. While Vangerdahast was unavailable, his second in command took up leadership of the War Wizards.

The Tuigan approached the outnumbered Alliance in three lines of horsemen, three deep, and spread completely across the Golden Way.

The Flow of Battle

The first Tuigan assault was 15 minghans (15,000 men). Typically, the first assault was to gauge the archery of Yamun Khahan's opponent. The nomads charged to a distance of 50 yards from the Alliance lines, absorbing three volleys from Alliance longbowmen before returning fire and fleeing. In the first charge, the Tuigan lost 4,000 men to the Alliance's 300.

The second charge of 30,000 further ravaged the nomad army. In addition to the archery, which claimed 4,000 Tuigan lives, the War Wizards fired their first volley. They hurled hundreds of fireballs into the Tuigan line just as they turned to fire bows. The wizards followed the fireballs with an assault of dozens of earth elementals. Instead of raining more arrows on the Alliance, Tuigan horsemen died by the thousands.

The cavalry, against orders, decided to charge the weakened ranks of the nomads. The Tuigan commander of the assault quickly began a rout back to the main Tuigan force and the Alliance cavalry obligingly followed, leaving the infantry to fend for itself.

King Azoun ordered the infantry to fall back, but the uncoordinated efforts of forces from half a dozen armies were unable to prevent the Tuigan from encircling the Alliance.

The cavalry managed to defeat the fleeing nomads, but in the process isolated themselves so badly that the khahan's main force easily encircled and destroyed them.

The infantry might have been wiped out as well had the dwarves not arrived at the battle site at that moment. When the Tuigan commander saw this small force coming from the north, he dispatched 5,000 horsemen to eliminate them.

Many of the Tuigan fell to the dwarven crossbows, but more fell to the dwarves' pikes. The dwarves were using formed squares which the Tuigan could easily encircle, and did, but they could not easily defeat them. The Tuigan horses were vulnerable to the dwarven pikes. The Earthfast dwarves were well enough trained to crush much of the Tuigan assault force between their own formations.

The dwarves then advanced to assist the armies of the Alliance in fending off the majority of the Tuigan attack. The Alliance's position had always been defensive, though the wizards and archers had been able to prevent the Tuigan force from establishing a complete



encirclement. The dwarves acted where they could, assaulting the Tuigan archers from behind initially, then working within the Alliance forces to stiffen the human infantry.

By afternoon, the Tuigan had had enough. Yamun Khahan ordered a retreat, and his forces returned to their magic-dead campsite to consider their alternatives.

The Aftermath

Nearly 30,000 Tuigan died at the First Battle of the Golden Way, leaving 70,000 at large in Thesk. Some Tuigan were captured, including General Batu Min Ho, one of the khahan's ablest commanders.

The Army of the Alliance, however, had suffered more severely. Fifteen thousand men had died on the first day of battle, including almost all of the cavalymen and most of the front line mercenaries. Nearly a quarter of the wizards were also slain. The soldiers remaining were primarily light to medium infantry men, and only dwarves were left to provide any heavily armored force. Perhaps worst of all, King Azoun himself was injured in the battle, felled with a leg wound. His daughter, Princess Alusair, then took command of the Alliance forces.

The Tuigan force had retreated to regroup and plan a new assault. They had not been defeated, and Princess Alusair knew that they would return. That night she pulled the Western forces back, west along the Golden Way, to a more defensible position between two wooded areas. The woods would prevent the Tuigan from encircling the Army of the Alliance, while the narrow front that remained would offset the numerical advantage of the nomads.

By the morning, King Azoun was better, although his leg wound was still serious. Vangerdahast had also improved, enhancing the morale of the War Wizards. Nevertheless, the Army of the Alliance was in desperate trouble. King Azoun offered each man in the army the opportunity to leave without recrimination. Only 100 out of 15,000 accepted his offer.

The Second Battle of the Golden Way

Despite their more defensible position, the Alliance was still heavily outnumbered. Nearly 70,000 Tuigan still opposed their 15,000 man army, and they had lost their best troops.

King Azoun and his generals came up with a plan that would defeat the Tuigan. Azoun had the dwarves of Earthfast dig hundreds of small holes, in a semicircular band, in front of the Alliance forces. The holes would be extremely dangerous for the nomad horsemen, for they would break the horses' legs and stop any Tuigan charge. He then directed the War Wizards to cover the holes with an illusion so that the ground appeared the same as the rest of the terrain.

The Alliance infantry established themselves in two strong ranks across the narrowed Golden Way. The dwarves anchored the left end of the line with the remaining heavy infantry in the center. The archers and wizards were stationed within the second rank of the infantry.

The Flow of Battle

The Tuigan began their onslaught with a small foray. They charged the Alliance lines with 1,000 riders, too few to make an effective attack on 15,000 men. Many fell from arrow fire, but the remaining few pulled up just a few yards from the illusion shrouded holes. They shot fire arrows into the woods to drive the Alliance from its flanking position.

As the Tuigan raiders retreated, the Alliance wizards responded. They summoned up a storm to extinguish the small fires which had sprung up and further muddied the embattled field.

Yamun Khahan lost patience with the Alliance. The Tuigan horde charged the westerners, still unaware of the horse destroying terrain hidden just beneath the illusion.







King Azoun's scouts identified the khahan's own standard in the center of the line. He had Vangerdahast conjure a barrier of force which allowed the khahan and his bodyguard of 50 men to ride safely above the trapped field. Then the Tuigan charge hit the line of holes at full speed. Wave after wave of Tuigan horses were stopped at the edge, their legs broken by holes or collapsing atop other less fortunate riders. Once the trap was revealed, the wizards allowed the illusion to fade. The khahan and his bodyguard escaped the devastation, only to be isolated from the remainder of the Tuigan horde. Separated from his main force, Yamun Khahan found himself trapped between the Alliance lines and the wall created by fallen Tuigan mounts.

King Azoun and his hand picked bodyguard of 200 charged; their target was the small knot of Tuigan around the Khahan. Simultaneously, Alliance archers opened fire on the twisted pile of Tuigan at the edge of the trap. King Azoun's small force surrounded the khahan and his bodyguard. After a brief and fierce combat, Yamun Khahan, "Emperor Of All The World", was dead. He had been killed in single combat with King Azoun of Cormyr himself.

The Final Outcome

Without Yamun Khahan, the Tuigan's spirit was broken. The

Horde was routed, fleeing eastward along the Golden Way and disintegrating into squabbling tribes before they even regained sight of the steppe. Factions developed around General Chanar Ong Kho, the khahan's sons, and other warriors, as each gained or lost support to become the Khahan's successor. The lack of a unifying leader tore the Tuigan horde apart.

The Alliance was not unscathed. Although there were few casualties in the Second Battle of the Golden Way, Torg mac Cei, Ironlord of Earthfast, was killed in the final fighting.

The remainder of the Alliance stayed in Thesk for another month caring for the Tuigan prisoners, making certain the barbarians had left Thesk, and helping where they could to rebuild the devastated kingdom. Eventually Rashemen reported that Thay had withdrawn back across her borders, and the Iron Lord could devote his total attention to eliminating the Tuigan threat. The Army of the Alliance could go home.

Conclusion

The defenders of Faerun won a tremendous victory on the rolling plains of Thesk. Like most tales of life and conflict, however, the story did not end there. The dwarves of Earthfast buried their leader, Torg mac Cei, in a stone cairn at the battle site. The remaining dwarves then marched back to Earthfast, having met their obligations of honor. Although at one time it appeared that the Alliance would bring the somber dwarves into closer contact with the Heartlands, this did not come to pass.

The orcs remained in Thay against King Azoun's wishes. Their orders from Zhentil

Keep were to establish a new outpost in Thesk, and there they were to remain, despite the Theskan government's best attempts to be rid of them.

The peace with Zhentil Keep persisted, in part because of King Azoun's agreement to leave the Zhentish garrison at Darkhold unmolested for one year. The Zhentish have taken full advantage of this agreement, strengthening their fortifications and ensuring that, when the year is over, Darkhold will be able to take care of itself.

The warriors of the Dales returned home and once again took up the watch against Zhentil Keep. Despite their evil deities, the Zhentarim were true to their agreement and



left the Dales unmolested during the crusade. No sooner were the Dalesmen back, however, than the Zhentarim resumed their usual efforts to add the Dales to their growing territory.

King Azoun and the Cormyrian army returned home to a heroes' welcome. All those who participated in the campaign became members of the Order of the Golden Way, and the people of Cormyr have rewarded them in countless ways. King Azoun has also established the Hostels of the Golden Way, where the families of those who fell in the Crusade could get food, shelter, and assistance.

The horse warriors of the steppe exploded into a host of factions and seemed intent on battling one another, rather than their neighbors, for a time. Semphar and Khazari, both satrapies of the Tuigan under Yamun Khahan, strengthened themselves so that the Tuigan yoke could be thrown from their kingdoms.

From a historical perspective, the Horde Wars caused significant changes in the Realms. Faerun and Kara-Tur resumed active communication for the first time in centuries. Trade along the Silk Road became greater than it had been in anyone's lifetime, except perhaps dur-

ing the long life of the Sage of Shadowdale himself.

The most important change was in the way the Heartlands viewed themselves. Before the Horde War, the individual nations of the Heartlands were content to remain within their own borders, facing their own internal challenges. However, since they have been involved in "Deeds of Greatness," their minds have turned to more ambitious thoughts.

Some whispered that King Azoun would again unite the Heartlands, this time creating a new empire in the heart of Faerun. Others spoke of a crusade against Thay, or perhaps Zhentil Keep. Still others, all too few, spoke of the dangers of overweening pride.

This is a history. It can only show us what has gone before, it cannot predict what will come after. If empire is the destiny of the Heartlands, this history will become cautionary, telling the tale of one would be "Emperor of All The World."



BATTLESYSTEM™ Statistics

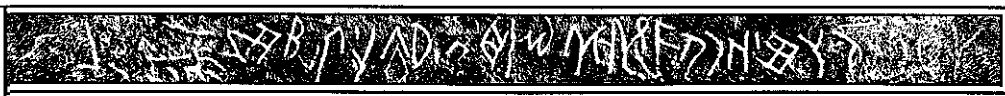
The following information will provide AD&D® game BATTLESYSTEM™ statistics for the armies and leaders of the Horde War. These may be used in a miniatures campaign as a troop list, and in a role playing campaign as a basis for portraying the participants in the Horde War in game terms.

The numerical abilities given in this section are typical for the armies listed. Of course, a specific unit could easily have different ratings than those provided here. Players will have to do their own conversions for specific units.

The basic listing for each troop type provides the five principal ratings—attack dice, armor rating, hits, morale rating and movement allowance. Below that line are given any additional information which applies, such as range of missile weapons, whether the unit is regular or irregular, and so forth.

It should be noted that in standard BATTLESYSTEM™ games all figures (except leaders and commanders) represent 10 soldiers. Thus, a troop of 1,000 soldiers would be represented by 100 figures on the tabletop.

Some of the battles of the Horde War involved tens of thousands of soldiers, and would require thousands of figures to represent. You may wish to use a scale of 100 soldiers to the figure instead. Should you do this,



the following special rules should be used:

1) In order to keep the battle in scale, divide all movement rates and missile ranges by 3. Thus, a figure with a move of 24" would move 8" on the tabletop, and a commander with a CD of 15" would have an effective CD of 5".

2) Although commanders are still used to establish which units are under command, individual combatants (such as leader figures) are not counted as doing damage when fighting in mass formation. However, heroes can still challenge one another to Heroic Combat and such combats are resolved normally.

Tuigan

Light Cavalry: AD 6* 8; AR 8; Hits 2; ML 14; MV 24" ; Range 5"/10"/18"

Heavy Cavalry: AD 8; AR 6; Hits 3; ML 15; MV 15"; Range 5"/10"/18"

Yamun Khahan: AD 12 + 8; AR 4; Hits 8; CD 25"; MV 15"

General Chanar Ong Kho: AD 12; AR 5; Hits 6; CD 18"; MV 15"

Prince Hubadai: AD 12 + 8; AR 4; Hits 8; CD 16"; MV 15"

Prince Jadaran: AD 12; AR 4; Hits 6; CD 20"; MV 15"

Typical Khan: AD 8* 10; AR 6; Hits 5; CD 10" ; MV 15"; Range 5"/10"/18"

Semphar

Cavalry: AD 7; AR 6; Hits 2; ML 12; MV 18"

Heavy Infantry: AD 8; AR 6; Hits 1; ML 12; MV 6"

Light Infantry: AD 6; AR 8; Hits 1; ML 11; MV 12"

Archers: AD 6 * 4; AR 8; Hits 1; ML 11; MV 12" ; Range 5"/10"/15"

Skirmishers: AD 4; AR 8; Hits 1; ML 11; MV 12"; Range 5"/10"/20"

Sappers—Heavy Catapult: AD 2dl2; Hits 15; Crew 6; MV 3"; Range 18"/36"; Rate 3

Wizards: AD 8; AR 5; Hits 5; CD 7"; MV 24"; Cause horror, -1, range 3"; Can use 2 1st, 2 2nd, 2 3rd, 1 4th, and 15th level spell

Caliph Abu Bakr: AD 10; AR 4; Hits 5; CD 11"; MV 12"

Commander of the Faithful (under Abu Bakr): AD 8; AR 4; Hits 4; CD 9"; MV 12"

(These notables are relatively unskilled (8th level), as Abu Bakr had been promoting by heredity as opposed to ability.)

Although al-Hamid had been dead for several years at the time of the Horde Wars, statistics are provided for al-Hamid and his commanders for those wishing to recreate battles set during the height of his reign.

al-Hamid: AD 12; AR 2; Hits 8; CD 20"; MV 12"

Commander of the Faithful (under al-Hamid): AD 10; AR 3; Hits 6; CD 15"; MV 12"

Khazari

Heavy Infantry: AD 8; AR 6; Hits 1; ML 11; MY 6"

Medium Infantry: AD 6; AR 7; Hits 1; ML 10; MV 9"

Cavalry: AD 8; AR 7; Hits 2; ML 12; MV 18"

Monks: AD 8; AR 9; Hits 2; ML 14; MV 24"

Prince Ogandi: AD 10; AR 4; Hits 4; CD 9"; MV 12"

Knight of Khazari: AD 8; AR 6; Hits 3; CD 6" ; MV 12"

Shou Lung

Infantry: AD 6; AR 7; Hits 1; ML 12; MV 9"

Archers: AD 6 * 4; AR 8; Hits 1; ML 11; MV 12"

Cavalry: AD 8; AR 8; Hits 2; ML 12; MV 24"

Higher Officer: AD 8; AR 6; Hits 5; CD 10" ; MV 12"

General Batu Min Ho: AD 10; AR 7; Hits 6; CD 15"; MV 12"

Thay

Goblin Skirmishers: AD 6; AR 8; Hits 1; ML 11 ; MV 6"; Hated foes: dwarves, gnomes; Goblins are hampered in daylight, which causes them a -1 modifier to morale and gives any opponent a -1 benefit to AR when being attacked.

Medium Human Infantry: AD 6; AR 7; Hits 1; ML 11; MV 9"

Heavy Human Infantry: AD 8; AR 6; Hits 1; ML 12; MV 6"

Gnoll Infantry: AD 8; AR 7; Hits 2; ML 11; MV 9"; Irregular only; Chaotic; Hated foe: minotaurs; The gnolls' brittle morale is directly related to their hyena origin. Gnolls must check morale during every step in which the unit loses even a single figure, and at any other time when a morale check would be required. However, gnollish savagery is reflected in the creatures' ability to function as berserkers—gaining double attack dice in melee combat after they have made a positive morale check. **Legion of Cyric (undead legion):** AD 8; AR 9; Hits 2; ML N/A; MV 6"; Irregular only; Cause horror, -1; Zombies not only move slowly, they have poor reactions. Any opponent attacking the Legion of Cyric in melee always attacks first.

Light Cavalry: AD 8; AR 8; Hits 2; ML 12; MV 24"

Heavy Cavalry: AD 8; AR 8; Hits 3; ML 14; MV 15"

Griffin Legion: AD 12; AR 6; Hits 4; ML 11; MV 12" /30"; Maneuverability Class C; The Griffon Legion is treated as flying cavalry; they can charge, receiving the appropriate bonuses—they are still not capable of regular formation. Note also that many of the riders of the Griffon Legion are mages, albeit weak ones. Each figure (representing 10 riders) can cast 2 1st level, 2 2nd level, 2 3rd level, and 1 4th level spells. In addition, a figure may cast up to 2 spells in the same turn.

Legion of Bones: AD 10; AR 8; Hits 2; ML n/a; MV 18"; Because of the monsters' fleshless forms, any hits inflicted on them by stabbing

or slashing weapons (including arrows, spears, swords, axes, etc.) are divided in half (round up) before rolling armor

checks for the skeletons. For example, if an archer unit inflicts 9 hits on a skeleton unit, the skeletons only make armor checks for 5 hits.

Wizard's Circle: AD 6; AR 6; Hits 4; ML 14; MV 12"; A Wizard's Circle represents a Red Wizard and his apprentices combining their magical powers. Their concentration is so great that despite the power of the wizard, he cannot be used as a leader on the battlefield (thus no CD). A Wizard's Circle can cast four 1st, three 2nd, three 3rd, and two 4th level spells because the combining ritual increases the number of spells.

Valerios Theokillos, Tharchion of Pyrados: AD 10; AR 4; Hits 5; CD 11" ; MV 12"

Zulkir Szass Tam: AD 8; AR 3; Hits 8; CD 12"; MV 18"; Can only command wizardly or undead troops. Szass Tam can cast 2 1st, 2 2nd, 2 3rd, 2 4th, 2 5th, and 2 6th level spells.

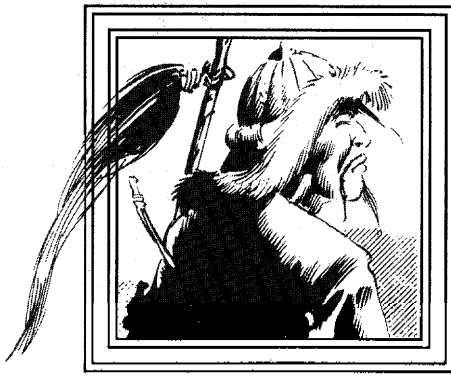
Rashemen

Berserkers: AD 6; AR 8; Hits 1; ML 12; MV 12"; A fang of Rashemen in good order when using *jhuild* (Rashemen firewine), earns double AD when engaged in melee combat from the fanatical intensity of its attack. (This is not cumulative with a charge benefit; x2 AD is the greatest bonus the unit can receive.) Rashemen berserkers are exempt from morale checks until the unit is reduced to 50% or less of its original size; thereafter it checks normally.

Witch: AD 8; AR 5; Hits 5; CD 7"; MV 24"; Cause horror, -1, range 5"; The mighty witches of Rashemen can each use 2 1st, 2 2nd, 2 3rd, 1 4th, and 1 5th level spell. Note that unlike the Circles of Thay, each figure represents only a single mage.

Chieftain: AD 10; AR 4; Hits 4; CD 8" ; MV 9"





Cormyrian Infantry: AD 8; AR 7; Hits 2; ML 12; MV 9"; Second rank can attack in melee
Cormyrian Volunteer Irregulars: AD 6; AR 9; Hits 1; ML 10; MV 12"; Irregular only
Noble Cavalry: AD 8; AR 5; Hits 4; ML 15; MV 12"

War Wizard: AD 4; AR 7; Hits 3; CD 5"; MV 12"; Cause horror, -1, range 3"; A typical Cormyrian war wizard can cast 2 1st, 2 2nd, and 1 3rd level spell.

King Azoun: AD 10; AR 3; Hits 10; CD 20"; MV 9"

Farl Bloodaxe: AD 10; AR 4; Hits 6; CD 12"; MV 9"

Lord Harcourt: AD 10; AR 4; Hits 5; CD 10"; MV 12"

Vangerdahast of Cormyr: AD 8; AR 5; Hits 5; CD 8"; MV 24"; Vangerdahast can use 2 1st, 2 2nd, 2 3rd, 2 4th, 1 5th, and 1 6th level spell.

Dalelands

Archers: AD 6* 6; AR 9; Hits 1; ML 12; MV 12"; Range 7"/14"/21"

General Brunthar Elventree: AD 8*8; AR 5; Hits 5; CD 16"; MV 12"; Range 10"/20"/30"

Free Cities

Mercenary Heavy Infantry: AD 8; AR 6; Hits 1; ML 11; MV 6"

Earthfast

Dwarf Heavy Infantry: AD 10*B; AR 6; Hits 2; ML 14; MV 6"; Second and third rank can attack in melee. When dwarves are engaged in melee combat with one of their hated foes, the enemy monsters suffer a +1 penalty to AR. An orc with an AR of 6 becomes AR 7, for example. However, dwarves are still subject to discipline checks in battles involving these foes.

Ironlord Torg mac Cei: AD 8; AR 6; Hits 7; CD 18"; MV 9"

Zhentil Keep

Orcish Infantry: AD 6; AR 8; Hits 1; ML 11; MV 9"; Orcs suffer in direct sunlight, receiving a -1 Morale Rating modifier and giving opponents a -1 benefit to AR under such conditions.

Vrakk: AD 8; AR 6; Hits 2; CD 12"; MV 9"



Horde Campaign

This is the first in a series of reference books aimed at the recreationist. In these pages are the battles fought by Yamun Khahan, Batu Min Ho, and all the others caught up in the sweeping Horde campaigns. The strategies and disposition of forces are set forth in plain terms. Sixteen color plates show the arms and armor used by each army. BATTLESYSTEM[™] Rules statistics allow for the complete recreation of each battle fought in this massive campaign. Ten interior maps delineate the terrain and forces involved in each major confrontation. With this book you, too, can fight from the edges of far eastern Kara-Tur across the steppes into the heartlands of Faerun. Whether you wish to replay the wars in precise detail, or try your own strategies, this is the book that will help you achieve your goal.

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