

# World of Tekumel

## Battle Kibitzer's Guide #1

### ARMIES of the 5 Empires

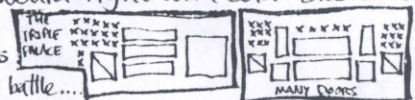
**Tsolyanu** NATIONAL COLOR: Light blue. (Central coding dot). As a general, you would tend towards intricate, sophisticated plans, & are courageous and cool in adversity. Some of your favorite formations:



**Yan Kor** NATIONAL COLOR: Light green. As commander, you are willing to take a gamble and admire the tactics of bravery. This is good as your sub-commanders are inclined to go bravely forward without orders...



**Mu'uglavya** NATIONAL COLOR: Red. As a general, you would fight with cold-blooded fierceness, and obsessive planning. Some Mu'uglavyan generals have been known to plan themselves out of a battle...



**Livyanu** NATIONAL COLOR: Yellow. Your command would be cool and calculating, heavy on the surprise tactic and use of magic—which helps make up for outdated arms and tactical doctrine...



**Salarvya** NATIONAL COLOR: Black. Yours would be a more reckless command—showy and prone to an impulsive response—and easily enraged. Some of your fellow generals have been known to start wars without knowing about it. Some favorite formations:



There are other, smaller nations that may be represented on the battlefield. Some of the nations hire mercenary units from smaller human and non-human nations. QADARDALIKOL miniatures battles are fought with 1 miniature figure representing 100 men (in most cases). Battlefield scale: 1 meter = 1000 meters (1 km).

The World of Tekumel was created & is described by M.A.R. Barker. QADARDALIKOL ©1982 Jeff Berry & M.A.R. Barker. This page ©1982 Ken Fletcher AUGUST 1982

Editor & Opinion-expressor: Vidlakte hi Sesmuja Black Stone Clak

# World of Tekumel

## Battle Kibitzer's Guide #2

### Non-humans on the Battlefield

(A PARTIAL LISTING)

**TEKUMEL** was an alienworld with hostile environment and races that was terraformed and colonized by humans and their alien allies more than 25,000 years ago. In this pre-historic age, some great cataclysm threw Tekumel's Solar System out of its universe into an isolated universe with no other stars. Civilization took a bit of a slide....

ALIENS continue to interact with humans, including in battle.



#### Pe'Choi

Alien friend of mankind. Active in human politics and warfare. Good fighters in forests. Dependable medium troops. White are female; black are male.



#### Grey Ssu

One of the native races. Still love to hate their invaders. Noted for their chiming speech & scent of cinnamon. The larger BLACK Ssu are their bigger & meaner cousins.



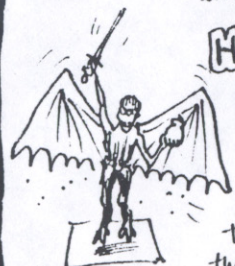
#### Shen [SHOCK TROOPS]

Reptilian aliens & excellent warriors. Often employed as mercenaries. Not otherwise active in human affairs. Have an old feud with the AHOGGYA.



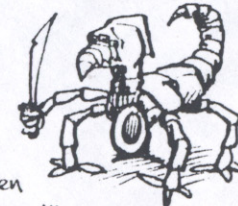
#### Ahoggya [MOCK TROOPS]

Former space farers; current mercenaries. (At least the adolescents are.) Noted for their uncouth habits and abrupt manners. They like to form up in batches and charge in to melee things—including Shen on the same side. (Miniature is oversize: actually about 4-5 ft. tall.)



#### Hlaka

Flying aliens employed by the nations as scouts. They do not like to die, so tend to leave when they start taking casualties.



#### Hluss

Native race fond of ocean raids on non-natives. Have been known to co-operate with the Ssu in battle.

The World of Tekumel was discovered by M.A.R. Barker. This page ©1982 Ken Fletcher AUGUST 1982. For further information, contact: ALL OPINIONS EXPRESSED ARE THOSE OF Vidlakte hi Sesmuja, EDITOR.

#### TEKUMEL JOURNAL

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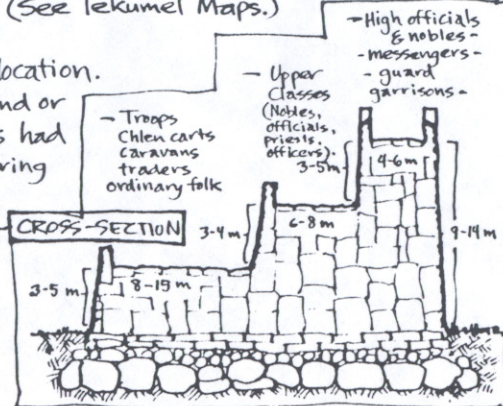
### Sákbe Roads

The Sákbe Roads are a well-known feature to adventurers and soldiers on the World of Tekumel. These raised and fortified stone highways provide a communication network in the Tsolyani Empire and surrounding nations. These fortified roads were begun 15,000 years ago during the time of the Bednalljan Empire, with the network reaching most of its present limits at the time of the Engsvanyali Empire, 10,000 years ago. The Five Empires have inherited this engineering legacy and have kept it in good repair, except near the fringes of their civilizations.

Adventurers know the Sákbe Roads as the safest route for travel and trade, with caravans of heavily-laden slaves trotting between cities, passing carts pulled by slow, ponderous teams of Chlen. All levels of society use the roads, and the volume of traffic always seems to guarantee an adventure.

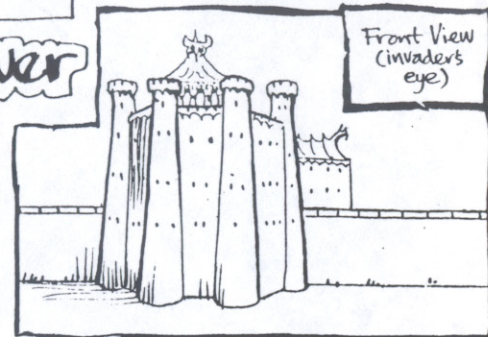
Soldiers know the Sákbe Roads for the lines of communication and supply they provide within the empire, protected by garrisoned road forts. The roads themselves, like Great Walls, provide inter-connected defence against invasion — invading armies can become confined to areas bounded by Sákbe Roads. (See Tekumel Maps.)

Design details vary with location. Remote areas are not as grand or in as good repair. Some areas had construction abandoned for engineering economic, or magical reasons.



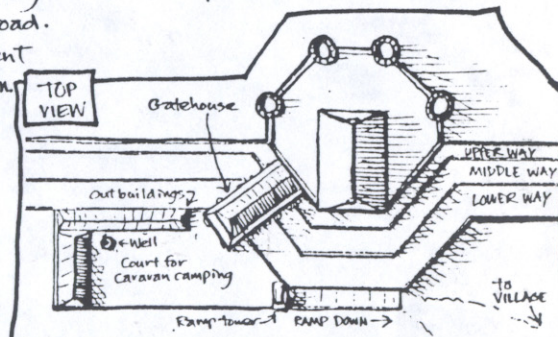
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 CLAN OF THE BLACK STONE

### Sákbe Road Tower

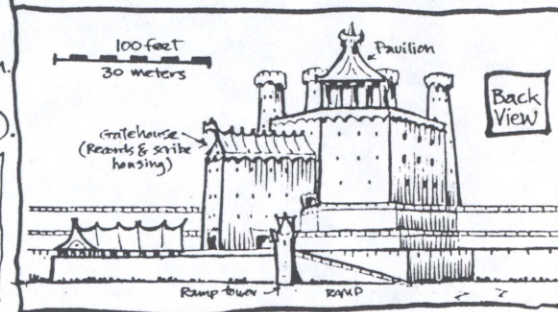


- Illustrated is one of the larger roadway towers. This section has no entrance to the front. (Some do.) The ramp from the caravan courtyard leads down to smaller roads or a nearby village. Travellers and caravans of goods may camp at night in the raised courtyard. Supplies are available. Outbuildings include kitchens, merchants' quarters (expensive), supply stores, and workshops.
- The road towers can vary greatly in size and detail. Small guard towers are set every half-Tsan (600 m) along the road. Large towers with permanent garrisons occur about every 10 km. Some roadways have more fortified design on dangerous frontiers. Smaller forts might have no courtyard for caravans or ramps off the roadway.

- This tower would house a garrison of road guards plus tax gatherers, record keepers and other officials. The pillared pavilion is for the comfort of officials and nobles during the hot season.
- Each level of road has its own gate through the gatehouse. Interior stairs and ramps connect the road levels.



- The display Sákbe road & tower represent a smaller fortification, with some variation in road construction. The display is to 1/72nd scale and not to battlefield scale (1/1000).



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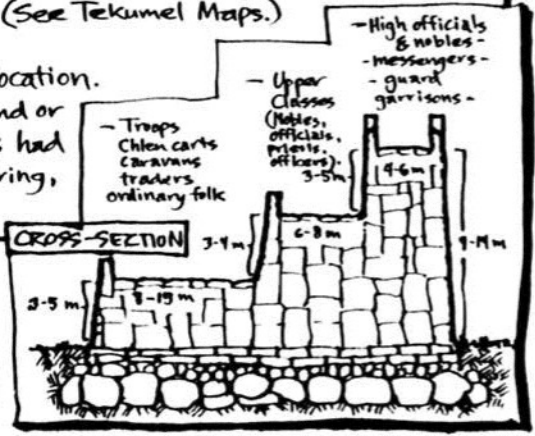
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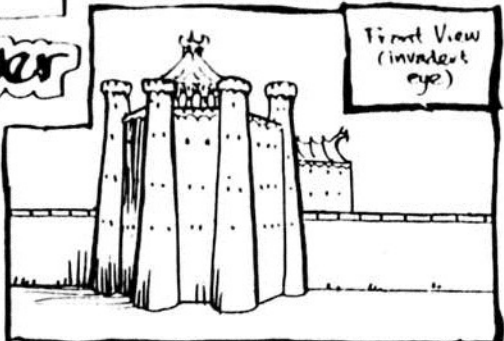
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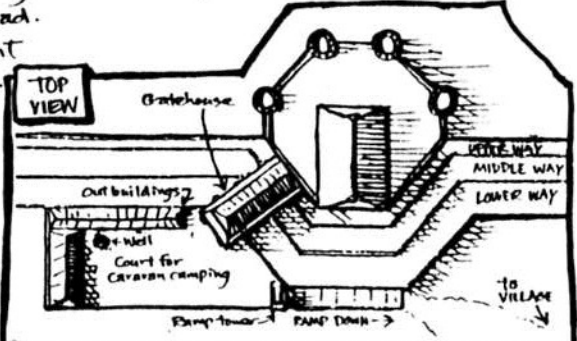
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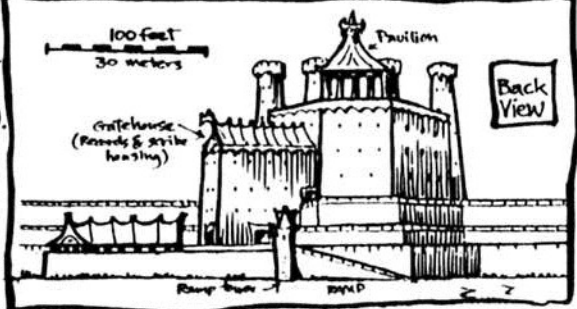
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 An informative article on Sákbe Roads appeared in GAMBLER % James B. Lurvey, PDB 27, Belmont, N.D. 58316