

THE ARMIES OF TÉKUMEL

VOLUME III



MU'UGALAVYÁ

Combat Guide

1	2	A	B	C	D	E	4
5	6	7	8	9	10	11	12

- 1: Cohort Number
- 2: Level of the troops in the cohort
- A: Armor class
- B: Shield class
- C: Long weapon, melee weapon class 1 or 2 (Missúm miniature rules)
- D: Short weapon, melee weapon class 3 or 4 (Missúm miniature rules)
- E: Missile weapon
- 4: Cost in points per figure
- 5: Morale rating
- 6: Magic defense rating
- 7: Melee defense factor (using long weapons/using short weapons)
- 8: Missile defense factor
- 9: Long weapon attack factor
- 10: Short weapon attack factor
- 11: Missile attack factor
- 12: Shieldless melee defense factor/Shieldless missile defense factor

Statistics Section Abbreviation Key

1: Cohort Number

1-25 Cohort number where each cohort is normally 500 troops unless noted otherwise in the "Strength" section of the text, e.g., certain Shén units

cohorts

X:Y The number of artillery pieces : The number of personnel required to support each piece

Number of troops in irregularly sized

continued on p. 42

ARMIES OF TÉKUMEL

VOLUME III

*From the Records
of the Tita's House of Games
of the Square in Great Sca'atla*

The republication of the 1997 edition of Armies of Tékumel III through V was an arduous task.

When I began the republication project, I was hoping for a re-creation of the original work. Yet, as I began to read the original work, I soon discovered that the original work was far better than I had imagined. It was a masterpiece of the genre, and the statistics in the original were excellent. My reluctant conclusion was that I did not want to offer a new edition of the original work, but I was unable to see how inferior the original was to the new edition.

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First Printing (The Tekumel Journal), 1983
Second Printing (Tita's House of Games), 1997

Publisher

Tita's House of Games

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Foreword

The republication of the 1997 edition of Armies III through V was an arduous task.

When I began the republication project, I had hopes of getting by just issuing a reproduction of the original works. Yet, as I worked on the reproductions, my sense of unease grew profound: Not only had Prof. Barker gently suggested that I was on the wong path, I soon discovered that the original works were far lower in quality than I had suspected. A close analysis of the books revealed that the original texts were riddled with misspellings and typographical errors, and the statistical tables in the original were occasionally illegible and contained many errors. My reluctant conclusion was that I did not want to offer such an inferior product to my largely Internet customers, who would be unable to see how inferior the product was that they were buying.

Instead of giving up the project--the logical and financially reasonable step--I plowed ahead with a new edition. Despite every effort on my part to do the proofing lacking in the earlier editions, my efforts would have still produced only a marginally better product without the help of Victor Raymond, who did the thankless work of putting in all the accents on my drafts and double-checking the spelling of the proper names (which I had just copied from the originals), and without the help of Prof. Barker, who supported Victor's work.

Even with these efforts to reintroduce a quality product, I still feel the need to make two comments about the accents in the texts. Please note that some words with an umlaut in the text also require an acute accent--an accent omitted because it was not easily supported by WordPerfect. The some of the most common of these words are Ssü, Béy Sü, N'lüss, Güdru, H'lüss, and Hrü'ü (the last "ü," not the first one, requires an acute accent). Also, the painting guide lacks accents because Lotus 123, the software package used to produce this section, has no capability to support accents of words, and frankly, I thought I would do a shoddy job of putting them in by hand.

If you have any comments or questions about this edition of Armies III through V, please let me know.

Carl L. Brodt
March 1997

*From the Records
of the Four Palaces
of the Square in Great Ssa'átis*

**“Ever-living, Never-dying,
Victorious in the Power of Lord Hfsh,
Mighty and Glorious,
Refulgent and Illuminated by the Face of Vimúhla,
Lord of the Eternal Fire;
Received in Majesty by the Gods,
Revealed before the Universe in Sovereignty,
Power and Splendid,
Enthroned upon the Zenith of Heaven,
Eternal of the Four Palaces;
The Flame, yea, the Flame!”**

— Mu'ugalavyáni Battle Hymn

The Mu'ugalavyáni Empire lies to the west of Tsolyánu. It is ruled from the great city of Ssa'átis by four councils (termed “Palaces”) of hereditary clan-heads (termed “Princes” in Mu'ugalavyá). Each of these councils is charged with the governing of roughly a quarter of Mu'ugalavyá.

The four divisions are approximately as follows: (1) In the north from the N'lüss border, to the Tsolyáni border on the east, to the east bank of the Putuhénu River (and the east bank, similarly, of Lake Mu'ugállá) on the west; (2) On the north from the southern border of the above (the Pagús-Ssa'átis Road), to the Tsolyáni border on the east, to the east bank of the Putuhénu River on the west, and the sea on the south; (3) From the west bank

of the Putuhénu River in the east, to the winding Livyáni border in the south, to Ch'óchi in the west and then northward to Tlár, and from Tlár eastwards to Ssa'átis; and (4) From the Tlár-Ssa'átis road in the south, along the west bank of the Putuhénu River in the east, along the N'lüss border in the north, and thence southwards along the ill-defined border of the sandy deserts of Chürstállu, and then west out to the lonely city of Gashchné, south to the dubiously delineated borders of the jungles of M'mórcha, and back to Ch'óchi. The forests of the Cháka regions on the east fall roughly under the control of the two easternmost quarters, but no exact border has been established.

Mu'ugalavyá is an oligarchy in governmental format: a strongly clan-based

society with the elders in each clan selecting one of their number to represent the clan at higher levels; higher clan councils in the provincial capitals (Kúrdis, Khéiris, Trahlú, and Tlár) then choose members to represent them in the Palaces at Ssa'átis. The country's supreme rulers are thus the Four Princes of the Four Palaces of the Square, but there are other factors as well: viz. The powerful Priesthoods, particularly that of the ancient fire-god, Vimúhla. The Priesthoods are not as diverse and as separate from the secular powers as they are in Tsolyánu; instead, Mu'ugalavyáni Priesthoods tend to be hereditary clans also with members only rarely being initiated from outside. There are also mercantile clans with money and power, and the military tends to established closed ties over and above their hereditary clan links, too.

The Mu'ugalavyáni are renowned for their stolid and unimaginative nature; the saying, "As blockheaded as a red-hat" is common in Tsolyánu (red being the traditional Mu'ugalavyá colour). They are excellent organisers, however, and are fond of extremes in discipline, bureaucratic structure, and social distinctions. The military structure of the Mu'ugalavyáni is thus highly systematised, and although they are not known for their brilliance or innovation on the battlefield, they do possess the organization and persistence to make frightening enemies or very useful allies.

Each of the Four Palaces thus has command over the Legions in its quarter of Mu'ugalavyá. Although technically the Prince of that Palace is the supreme commander, this post is normally delegated to other members of the hereditary council, often men who come from clans with long traditions of military prowess. Staff officers and lesser Legion

commanders are then chosen from the junior members of the Palaces. All of these persons receive military training of a sort in the priesthood schools, and they are then further trained in their youth by being assigned to one or another Legion as subsidiary staff officers. There is great reliance upon tradition, the teachings of the ancient military manuals, and the force of precedent.

The forces of Mu'ugalavyá are organised into squads of five men; four of these make a unit; five such units make a larger unit (the Mu'ugalavyáni names for which could be given but are really irrelevant here); five of these in turn make a larger group, and ten such groups make a Legion. Troops are hired from among the clans specializing in military matters, and if sufficient men cannot be found, they are conscripted from the peasantry and trained in a rather perfunctory manner. Legions are not allowed to fall below strength, and there is thus a system of "reserves" which provides replacements for men lost to illness, fallen in battle, retired, etc. Regional differences do exist, and there are clans famous for one or another type of fighting, weapons, specialised skill, etc. This is somewhat discouraged by the Mu'ugalavyáni Princes, however, and an attempt is made to amalgamate various troop types into homogeneous units.

Legions are based at camps and fortresses outside of the cities of Mu'ugalavyá; city prefects are almost always clan-leaders of considerable local power, and the centralised government system of the Mu'ugalavyáni Empire frowns upon too much localised control; hence, city prefects are allowed to recruit only a force of watchmen-constables to keep the peace. These could function as

soldiers only in the event of a siege, or otherwise as troops of the lowest class.

Troops are divided accord to their weapon-armour types, as in Tsolyánu. Legions are

described in terms of (a) their title, (b) the name of their present general or commander, (c) their base on the large terrain maps, (d) their weapons, (e) their present strength (and reserves), (f) any special features, and (g) any other remarks.

Mu'ugalavyáni Army List

I. Heavy Infantry

A. The Legions of the First Palace

(1) Legion I: "Victorious in Vimúhla"

Hakkúmish: Prince Míridátish Samundáya of Ssa'átis

Based: Map 1 / hex 5027 outside Chi'i Mu'úgha; now in Tlállu, in map 1 / hex 5002 of the first map

Arms: Steel armour, "cookpot" helmets, small shields strapped to the arm, long barbed pikes, slender straight swords

Strength: 5000 heavy infantry, 2000 reserves in training

Statistics: HI

1-2	9	H+3	S+3	LP	SW	--	156
16	12	25	17	11	15	--	18/10

3-5	7	H+1	S+1	LP	SW	--	88
16	10	19	13	9	13	--	14/8

6-10	5	Hs	Ss	LP	SW	--	65
16	8	15	11	7	11	--	11/7

ave.	6	H+1	S+1	LP	SW	--	90
16	9	18	13	8	12	--	13/8

Remarks: This Legion is traditionally a border-guard unit, well-organised and staffed, and ready to fight. It often has participated in the "Qadáni" ("Little War") against the Tsolyáni, and units have also tried their strength against Pijéni and the Yán Koryáni.

(2) Legion II: "Never Die"

Hakkúmish: Prince of the Second Rank Kainúnish Boródlya of Pagús

Based: Map 1 / hex 4629 outside Pagús; now in a forest camp in map 1 / hex 4101 of the first map

Arms: Full armour, helmets, large octagonal shields, long swords, composite bows

Strength: 5000 heavy infantry, 3000 reserves

Statistics: HI

1	10	H+3	R+3	--	LW	cs	167
16	13	28	19	--	16	6	19/10

2-3	8	H+2	R+2	--	LW	cs	104
16	11	24	17	--	14	5	16/9

4-6	7	Hs	Rs	--	LW	cs	90
16	10	19	13	--	13	4	14/7

7-10	6	H	R	--	LW	cs	58
16	9	16	11	--	12	4	11/6

ave.	7	Hs	Rs	--	LW	cs	80
16	10	19	13	--	13	4	14/7

Remarks: Another traditional border unit, led by a good but unimaginative general. The skill of the Legion has more than compensated for any failures in generalship.

(3) Legion III: "Slay All"

Hakkúkish: Hurruménish Vilódyu

Based: Kúrdis (map 1 / hex 5132) - still at base

Area: Full armour, long leather coats, large round shields, medium halberds, curved swords; also trained to fire bows, which are carried by their reserves and second-line troops

Strength: 5000 heavy infantry, 3000 reserves not mobilised

Statistics: HI

1-2	6	H+1	R+1	HB	SW	--	70
11	9	13/20	15	14	12	--	13/8

3-5	4	H	R	HB	SW	--	40
11	7	9/14	11	12	10	--	9/6

6-10	2	H	R	HB	SW	cs	30
11	5	7/12	11	10	8	1	7/6

ave.	3	H	R	HB	SW	cs	35
11	6	8/13	12	11	9	1	8/6

Remarks: An old and traditional Legion, well-officered but without much recent battle experience.

B. The Legions of the Second Palace

(4) Legion I: "Destroy in Glory"

Hakkúkish: Vu'utlékish Birudnáya of Khéiris

Based: Map 1 / hex 3631 outside of Khéiris - now in map 1 / hex 3901

Arms: Heavy articulated armour (often discarded in the southern heat), long swords, two-handed axes, large oval shields, composite bows carried by 2000 men

Strength: 5000 heavy infantry, 2000 reserves not mobilised at Khéiris

Statistics: HI

1-2	10	H+2	R+2	TAXs	LW	--	167
16	13	26	17	21	16	--	17/9

3-4	8	Hs	Rs	TAX	LW	-	124
16	11	20	13	18	14	-	14/7

5-8	4	H	R	TAX	LW	-	55
16	7	14	11	14	10	-	9/6

9-10	4	H	R	TAX	LW	cs	58
16	7	14	11	14	10	1	9/6

ave.	6	H	R	TAX	LW	cs	7/6
16	9	16	11	16	12	1	11/6

Remarks: An excellent border unit which has often sent Qadárni expeditions into Tsolyánu and which has also confronted Páchi Léi many times, in these ritual battles, usually with success.

(5) Legion II: "Mighty Power"

Hakkúnish: Kakománish Tu'un of Village Tu'unvét in map 1 / hex 4029

Based: Village Tu'unvét in map 1 / hex 4029 - still at base

Arms: Curiously wrought iron or Chlén-hide armour, long spears, tiny round targe shields, visored helmets, elaborately shaped swords, some composite bows.

Strength: 5000 heavy infantry, 1000 reserves in training

Statistics: HI

1	6	H+1	T+1	LS	SW	-	70
11	9	18	13	10	12	-	13/8

2-3	5	Hs	Ts	LS	SW	-	58
11	8	15	11	9	11	-	11/7

4-8	2	H	T	LS	SW	-	27
11	5	10	9	6	8	-	7/6

9-10	2	H	T	LS	SW	cs	30
11	5	10	9	6	8	1	7/6

ave.	3	H	T	LS	SW	cs	3/6
11	6	11	9	7	9	1	8/6

Remarks: A good but undistinguished Legion, traditionally used to watch not only the non-human Swamp Folk area but also occasionally used in border troops against Tsolyánu.

(6) Legion III: "Wreak Death"

Hakkúnish: Lord Du'umúnish Tlatlúga

Based: Map 1 / hex 4228 - now in Pé Chói country in map 1 / hex 4303

Arms: Heavy armour, long pikes, pointed helmets, small targes, axes or maces used as secondary weapons

Strength: 4000 heavy infantry, 2000 reserves in training

Statistics: HI

1-2	6	H+1	T	LP	AX	-	80
11	9	16	11	8	12	-	13/8

3-8	4	H	T	LP	MC	-	42
11	7	12	9	6	10	-	9/6



ave.	4	HS	I	LP	AX	-	61
11	7	13	10	6	10	-	10/7

Remarks: A rural-based Legion with considerable experienced but no distinguished service or "glamour." The Legion is often under-strength because of unavailability of recruits in its area.

(7) Legion IV: "Rise to Strike"

Hakkúimish: Lord Ssimunámish Dleku'ú

Based: Map 1 / hex 4429 - now in map 1 / hex 3801

Arms: Heavy Chlén-hide armour, long spears, medium shields, short stabbing swords, bows

Strength: 5000 heavy infantry, 1000 reserves in training at base.

Statistics: HI

1-2	8	H+1	R+1	LS	SW	cs	95
8	11	22	15	12	14	1	15/8

3-5	6	H	R	LS	SW	cs	58
8	9	16	11	10	12	1	11/6

6-10	4	H	R	LS	SW	cs	33
8	7	14	11	8	10	1	9/6

ave.	6	H	R	LS	SW	cs	58
8	8	16	11	10	12	1	11/6

Remarks: A good Legion of veterans, but led by a man more given to liquor and women than to military matters; he is currently absent in Ssa'átis while his men sit idle in a forest

camp near the Tsolyáni border.

(8) Legion V: "The Hand of Might"

Hakkúimish: Lord Ku'úmish Teléssu

Based: Map 1 / hex 4326 along the Putuhénu River - still at base

Arms: Heavy Chlén-hide armour, poleaxes, short swords, long kite-shaped shields. Poleaxes are light for one-handed use.

Strength: 2500 heavy infantry, no reserves

Statistics: HI

1	5	H	R	PA	SW	-	46
8	8	15	11	11	11	-	10/6

2-5	2	H	R	PA	SW	-	21
8	5	12	11	11	11	-	7/6

ave.	2	H	R	PA	SW	-	21
8	5	12	11	11	11	-	7/6

Remarks: A new Legion, raised by the command of the Prince of the Second Palace, but lacking money and traditional support. The appointed general of this Legion is a political protégé of Lord Vu'utlékish Birudnáya of Khéiris. The Legion has been unable to attract men.

C. The Legions of the Third Palace

(9) Legion I: "Deathblow"

Hakkúimish: Lord Kseménish Firu'úna of Tráhlú

Based: Map 1 / hex 3827 - now at base

Arms: Tall cylindrical steel helmets, Chlén-hide armour, two-handed axes, small shields carried into battle and dropped when melee begins, short curved swords

Strength: 4000 heavy infantry, 1000 reserves untrained at base

Statistics: HI

1	8	H+3	S+3	TAX	SW	-	146
16	11	17/24	17	18	14	-	17/10

2-3	4	H+1	S+1	TAX	SW	-	63
11	7	11/16	13	14	10	-	11/8

4-8	3	H	S	TAX	SW	-	35
11	6	8/11	9	13	9	-	8/6

ave.	3	H	S	TAX	SW	-	35
11	6	8/11	9	13	9	-	8/6

Remarks: The special Legion of the Prince of the Third Palace, Lord Kseménish Firu'úna. His Palace guards (I cohort) are considered to be extremely fine troops, but this Legion has had little combat experience, being mostly a guard Legion for the quiet Livyáni frontier.

(10) Legion II: "Ornament of the Empire"

Hakkúmesh: Lord Ka'élish Krá

Based: Map 1 / hex 4120 near Ch'óchi - still at base

Arms: Steel caps, articulated Chlén-hide armour, large round shields, maces, axes, and swords, bows

Strength: 5000 heavy infantry, 2000 reserves untrained at base

Statistics: HI

1	6	H+1	R+1	-	MC	cs	76
11	9	20	15	-	14	1	13/8

2-3	4	Hs	Rs	-	LW	cs	50
11	7	16	13	-	10	1	10/7

4-10	2	H	R	-	LW	cs	24
11	5	12	11	-	8	1	7/6

ave.	3	H	R	-	LW	cs	34
11	6	13	11	-	9	1	8/6

Remarks: A good Legion trained in jungle fighting in the miasmatic forests of M'mórcha against the hostile tribes there. However, they have little regular battle experience. Devotees of the cult of the Emerald Hand, a local religious movement led by a renegade Priest of Vimúhla.

(11) Legion III: "Triumphant of Terror"

Hakkúmesh: Lord Ss'üdish Dza'á

Based: Tlárkét Mréggú near the City of Tlár in map 1 / hex 4619

Arms: Helmets and cuirasses of Chlén-hide, marks and cowls of soft leather, shields depicting the thirty-two Unspeakable Acts of Dlamélish, long barbed spears, warhammers, slings, and metal ammunition carried by most men

Strength: 3000 heavy infantry, 1000 reserves

Statistics: HI

1	6	Hs	Rs	LS	WH	sl+1	98
16	9	18	13	10	12	11	14/7

2-4	4	H	R	LS	WH	sls	70
16	7	14	11	8	10	8	9/6

5-6	2	H	R	LS	WH	-	30
16	5	12	11	6	8	-	7/6

ave.	4	H	R	LS	WH	sls	70
16	7	14	11	8	10	8	9/6

Remarks: A Legion devoted to Gariyáldi Ssá, a localised form of the Goddess Dlamélish. This Legion is specialised for desert and mountain fighting, and elements of it have even penetrated the terrible wastes of Chürstállu and returned alive! The non-human Chürstállu have thus quietly vacated the southeastern corner of the ancient land.

D. The Legions of the Fourth Palace

(12) Legion I: "Imperishable"

Hakkúimish: Muentláshish Kayvénu, Chief Priest of Lord Hírsh

Based: Tu'uníl in map 1 / hex 4823 - still at base

Arms: Tall mask-like helmets of Chlén-hide, triangular shields, coats and armour of Chlén-hide, morning stars, maces, flails, some two-handed swords

Strength: 2500 heavy infantry, 1000 reserves untrained

Statistics: HI

1	3	H	T	TAS	MC	-	39
18	6	8/11	9	13	9	-	8/6

2-5	2	H	R	FL	MS	-	30
18	5	12	11	8	8	-	7/6

ave.	2	H	R	FL	MS	-	30
18	5	12	11	8	8	-	7/6

Remarks: A priestly Legion employed to guard the approaches to the forbidden city of Mu'ugálla on the island of the same name. This Legion has not fought for well over a thousand years, yet it maintains training and structure. The men of the Legion count as fanatics.

(13) Legion II: "Illustrious Advance"

Hakkúimish: Lord Sumenkálish Chrekáino

Based: Map 1 / hex 5021 - still at base

Arms: Heavy Chlén-hide armour, long swords, short spears, some composite bows

Strength: 5000 heavy infantry, 2000 reserves at Hú

Statistics: HI

1	7	H+2	R+2	SS	LW	cs	101
13	10	23	17	11	13	1	15/9

2-4	5	H	R	SS	LW	-	52
13	8	15	11	9	11	-	10/6

5-8	3	H	R	SS	LW	-	32
13	6	13	11	7	9	-	8/6

9-10	3	H	R	SS	LW	cs	35
13	6	13	11	7	9	1	8/6

ave.	4	H	R	SS	LW	cs	46
13	7	14	11	8	10	1	9/6

Remarks: An experienced and well-run Legion charged with the duty of patrolling the dangerous Sákbe Road from Tlár to Hú. Men of this Legion receive special pay for taking risks in Chürstállí territory.

(14) Legion III: "On Guard"

Hakkúimish: Lord Rekumílish Tlaúnu

Based: Map 1 / hex 4813 - now at base

Arms: Heavy Chlén-hide armour, high conical helmets, long oblong shields, long halberds (glaives), curved swords, composite bows

Strength: 5000 heavy infantry, 2000 reserves training at Gashchné

Statistics: HI

1	8	H+3	R+3	GL	SW	cs	136
11	11	25	19	14	14	1	17/10

2	6	H+2	R+2	GL	SW	cs	89
11	9	22	17	12	12	1	14/9

3-10	4	H	R	GL	SW	cs	35
11	7	14	11	10	10	1	9/6

ave.	5	Hs	Rs	GL	SW	cs	SI
11	8	17	13	11	11	1	11/7

Remarks: This Legion is traditionally encharged with guard duty on the farthest frontier of Mu'ugalavyá: the mournful emptiness of the Plain of Towers to the west, the deadly Chürstállí deserts to the north, and the sly and vicious tribes of M'mórcha to the south. This Legion is specially appointed by the Four Princes, and its veterans receive honours and gifts upon retirement.

E. The Legions of Mighty Ssa'átis

(15) Legion I: "The Crimson Battalion"

Hakkúimish: Prince Tu'umúnish Ssa'amússa, First Prince of the Empire

Based: Ssa'átis (map 1 / hex 4524)

Arms: Heavy ceremonial armour, long halberds, round shields of medium size, long swords

Strength: 5000 heavy infantry, 2000 reserves in training at Ssa'átis

Statistics: HI

1	9	H+4	R+4	HB	LW	-	195
20	12	19/ 29	21	17	15	-	19/11

2	7	H+2	R+2	HB	LW	-	113
20	10	15/ 23	17	15	15	-	15/9

3-4	5	Hs	Rs	HB	LW	-	73
20	8	11/ 17	13	13	11	-	11/7

5-10	3	H	R	HB	LW	-	51
20	6	6/13	11	11	9	-	8/6

ave.	4	Hs	Rs	HB	LW	-	76
20	8	10/16	13	12	10	-	10/7

Remarks: A traditional, ceremonial unit of great apparent strength, but little practical experience in the field; its best men are recruited from the experienced troops of the various border Legions. The leadership of this Legion is theoretically the personal responsibility of Prince Tu'umúnish, but in practice this is delegated to a younger man, Lord Kaykódish of Ssa'átis.

(16) Legion II: "The Scarlet Battalion"

Hakkúmish: Prince Dilitlázish Ko'ól

Based: Ssa'átis (map 1 / hex 4524)

Arms: Heavy ceremonial armour, long-bladed pikes, maces, triangular medium shields

Strength: 5000 heavy infantry, 2000 reserves training at Ssa'átis

Statistics: HI

1	6	H+2	R+2	LP	LW	-	98
13	9	22	17	8	12	-	14/9

2	6	H+1	R+1	LP	LW	-	80
13	9	10	15	8	12	-	13/8

3-5	4	Hs	Rs	LP	LW	-	53
13	7	16	13	6	10	-	10/7

6-10	4	H	R	LP	LW	-	47
13	7	14	11	6	10	-	9/6

ave.	4	Hs	Rs	LP	LW	-	55
13	7	16	13	6	10	-	10/7

Remarks: Another ceremonial unit, but less "noble" than the preceding one. Prince Dilitlázish Ko'ól lavishes money upon this Legion and has attracted many good men--although these see little service. He did take about 2000 of his men to the Tsolyáni border some years ago for a "Qadární" ritual war but was handily defeated at Butrús. He has since spent his time practicing and developing his skills, but he suffers from a certain basic lack of military skill which no amount of weaponry and smart troopers can remedy.

(17) Legion III: "The Vermillion Battalion"

Hakkúmish: Prince Gremendúish Firu'úna of Trahlú

Based: Ssa'átis (map 1 / hex 4524)

Arms: Tall cylindrical steel helmets, ceremonial armour, two-handed axes, small oblong shields, short swords

Strength: 5000 heavy infantry, 2000 reserves untrained at Trahlú

Statistics: HI

1	6	H+3	S+3	TAX	SW	-	137
16	9	15/22	17	16	12	-	15/10

2	4	H+1	S+1	TAX	SW	-	85
16	7	11/16	13	14	10	-	11/8

3-4	2	H	S	TAX	SW	--	33
16	5	7/10	9	12	8	--	7/6

5-10	1	H	S	TAX	SW	--	25
16	4	6/9	9	11	7	--	6/6

ave.	2	H	S	TAX	SW	--	33
16	5	7/10	9	12	8	--	7/6

Remarks: Prince Gremendúish Firu'úna is the father of Lord Kseménish Firu'úna, the commander of "Deathblow." This is primarily a ceremonial Legion with a great many nobles who have never been closer to a battle than their harems as "troops." Lord Kseménish siphons off the best men for his personal Legion near Tráhlu, and his ageing father thus is content with the ritual appearance of great power at the capital.

(18) Legion IV: "The Maroon Battalion"

Hakkúimish: Prince Herekkúnish Ketláino

Based: Ssa'átis (map 1 / hex 4524)

Arms: Ceremonial armour, tall crested conical helmets, large oval shields, two-handed poleaxe-like weapons, composite bows, short chopping axes.

Strength: 5000 heavy infantry, 2000 reserves

II. Medium Infantry

A. The Legions of the First Palace

(19) Legion IV: "Strike"

Hakkúimish: Commandant Re'edlúish Turúva

training at Ssa'átis

Statistics: HI

1	7	H+2	R+2	PA	AX	cs	116
20	10	15/23	17	15	13	1	15/9

2-3	5	H	R	PA	AX	cs	70
20	8	10/15	11	13	11	1	10/6

4-10	3	H	R	PA	AX	cs	55
20	6	8/13	11	11	9	1	8/6

ave.	4	H	R	PA	AX	cs	64
20	7	9/14	11	12	10	1	9/6

Remarks: Prince Herekkúnish Ketláino is from Gashchné and has personal battle experience. He is an excellent, though grim, commander with leanings toward Guru'úmish, the Mu'ugalavyáni equivalent of Sárku, Lord of Worms. He is cruel and covetous, though a brilliant strategist, and he would like to replace Lord Rekumílish Tlaúnu with one of his own puppets. (Lord Rekumílish Tlaúnu commands "On Guard.") This Legion has won several "Qadáni" ritual battles against the Livyáni and also a few against Tsolyáni commanders. Only lack of wealth in his clan prevents Prince Herekkúnish Ketláino from hiring further troops of higher levels and buying better equipment.

Based: Map 1 / hex 5027, near Chi'í Mu'úgha - now with Legion I "Victorious in Vimúhla" in map 1 / hex 5002

Arms: Helmet, breastplate, greaves, and light



vambraces of Chlén-hide or leather. Short stabbing spears, medium round shields, curved or straight swords, Helmet is the common "cookpot" variety.

Strength: 4000 medium infantry, 1000 reserves at base

Statistics: MI

1-2	7	M	R	SS	LW	--	71
13	10	15	9	11	13	--	10/4

3-5	5	M	R	SS	LW	--	55
13	8	13	9	9	11	--	8/4

6-8	4	M	R	SS	LW	--	45
13	7	12	9	8	10	--	7/4

ave.	5	M	R	SS	LW	--	55
13	8	13	9	9	11	--	8/4

Remarks: An auxiliary Legion attached to Legion I "Victorious in Vimúhla"; good fighters with much experience on the Tsolyáni border

(20) Legion V: "Sanguine Victory"

Hakkúmish: Commandant Brumidánish Hirú'uia

Based: Map 1 / hex 5332 - still at base

Arms: Visored helmets, light breastplates of Chlén-hide, large round shields; warhammers, maces, flails, and short stabbing swords, some stabbing spears

Strength: 3000 medium infantry, 2000 unmobilised reserves near Kúrdis

Statistics: MI

1-2	4	M	R	--	WH/ SW	--	34
8	7	12	9	--	10/ 10	--	7/4

3-4	2	M	R	SS	MC	--	23
8	5	10	9	6	8	--	5/4

ave.	5	M	R	SS	MC	--	28
8	6	11	9	7	9	--	6/4

Remarks: A mediocre border Legion set to guard the frontiers of N'lüss and Ghatón. This Legion has seen battle against the N'lüss barbarians and has also won one "Qadárni" battle with the Tsolyáni.

(21) Legion VI: "Battlecry"

Hakkúmish: Commandant Gu'úunmish Shru'úta

Based: Village Rukkunkét in map 1 / hex 4527 - now in map 1 / hex 4534

Arms: "Cookpot" helmets, light breastplates of Chlén-hide, greaves, leather tunics, medium octagonal shields, spears, long straight swords, composite bows

Strength: 5000 medium infantry, 1000 reserves training at base

Statistics: MI

1-2	6	M	R	SS	LW	--	55
11	9	14	9	10	12	--	9/4

3-6	4	M	R	SS	LW	-	40
11	7	12	9	8	10	-	7/4

7-10	4	M	R	SS	LW	cs	43
11	7	12	9	8	10	1	7/4

ave.	4	M	R	SS	LW	cs	43
11	7	12	9	8	10	1	7/4

Remarks: A good Legion of auxiliary troops serving Legion II: "Never Die." These troops are presently moving to join up with the parent Legion.

(22) Legion VII: "Resplendent"

Hakkúkish: Commandant Ettumínish Ri'í

Based: Map 1 / hex 5424 - still at base

Arms: Light helmets with center spike, light breastplates, vambraces, greaves, long triangular wicker shields; halberds, maces, or warhammers

Strength: 5000 medium infantry, 1000 reserves at base

Statistics: MI

1	5	Ms	R	HB	WH	-	50
8	8	9/13	10	13	11	-	9/5

2-5	4	M	R	HB	WH	-	38
8	7	7/12	9	12	10	-	7/5

6-10	3	M	R	HB	MC	-	24
8	5	5/10	9	10	8	-	5/4

ave.	3	M	R	HB	WH	-	33
8	6	6/11	9	11	9	-	6/4

Remarks: These troops are traditionally border guards deployed against the incursions of the N'lüss. They are not considered auxiliaries for any of the other legions.

B. The Legions of the Second Palace

(23) Legion VI: "Exalted Flame"

Hakkúkish: Commandant Mrekkélish Srévu

Based: Map 1 / hex 3631 outside of Khéiris - now with Legion I "Destroy in Glory" in map 1 / hex 3901

Arms: Chlén-hide armour with high-crested helmets, thrusting spears, short swords

Strength: 3000 medium infantry, 1000 reserves untrained at Khéiris

Statistics: MI

1-2	5	M	R	SS	SW	-	48
11	8	13	9	9	11	-	8/4

3-4	3	M	R	SS	SW	-	30
11	6	11	9	7	9	-	6/4

ave.	4	M	R	SS	SW	-	39
11	7	12	9	8	10	-	7/4

Remarks: A good auxiliary Legion now in operation with its parent unit. These men have seen much services in the Cháka forests.

(24) Legion VII: "Sword-slinger"

Hakkúimish: Commandant Chreshmu'úlish Dvárka

Based: Map 1 / hex 4429 - now in map 1 / hex 3801

Arms: Chlén-hide armour, medium round shields, long spears; some composite bows, short stabbing swords

Strength: 3000 medium infantry, 500 reserves at base

Statistics: MI

1	6	M	R	LS	SW	--	55
11	9	14	9	10	12	--	9/4

2	4	M	R	LS	SW	--	43
11	7	12	9	8	10	--	7/4

3-4	2	M	R	LS	SW	cs	28
11	5	10	9	6	8	1	5/4

ave.	3	M	R	LS	SW	cs	36
11	6	11	9	7	9	1	6/4

Remarks: Another good auxiliary Legion. It is attached to Legion IV "Rise to Strike"; this unit has a reputation of being hard to control; commands are often ignored in the flush of victory, and independent action thus results--sometimes with good and sometimes with ill effects.

C. Legions of the Third Palace

(25) Legion IV: "Decreed by Vimúhla"

Hakkúimish: Prince of the Second Rank Ka'uléggish Firu'úna of Tráhlú

Based: Map 1 / hex 3827 - now at map 1 / hex 3727 in Tráhlú

Arms: Tall cylindrical steel helmets, Chlén-hide armour, stabbing spears, medium oblong shields, short curved swords

Strength: 5000 medium infantry, 2000 reserves at base

Statistics: MI

1	4	Ms	Rs	SS	SW	--	46
8	7	14	11	8	10	--	8/5

2-10	2	M	R	SS	SW	--	23
8	5	10	9	6	8	--	5/4

ave.	2	M	R	SS	SW	--	23
8	5	10	9	6	8	--	5/4

Remarks: This auxiliary Legion works with Legion I "Deathblow" and is commanded by the brother of Lord Kseménish Firu'úna. He has spent much time, money, and political effort to obtain enough steel armour to equip a 500 man strike force. The Legion has little combat experience.

(26) Legion V: "Scintillation of the Fire"

Hakkúimish: Maku'élish Krá, Prince of the Third Rank

Based: Map 1 / hex 4120 - now in map 1 / hex 4021

Arms: Round Chlén-hide caps, breastplates and greaves, large round shields; medium javelins, daggers, or short swords

Strength: 3000 medium infantry, 1000 reserves in training

Statistics: MI

1	3	M	R	-	SW	mj	30
8	6	11	9	-	9	4	6/4

2-4	1	M	R	-	SW	mj	23
8	4	9	9	-	7	4	4/4

ave.	2	M	R	-	SW	mj	29
8	5	10	9	-	8	4	5/4

Remarks: This Legion is commanded by the half-brother of Lord Ka'élísh Krá (Commander "Ornament of the Empire"), and this Legion functions as an auxiliary to the latter's Legion. This Legion was recently decimated by an ill-planned attempt to find the lost city of Bayársha. The jungle tribes of Nmartúsha nearly wiped it out.

(27) Legion VI: "Fear Us"

Hakkúimish: Commandant Mrussálish Chnékku

Based: Map 1 / hex 4519 - now at base

Arms: Chlén-hide helmets and light breastplates, long diamond-shaped shields, medium halberds, slings and metal ammunition, short daggers

Strength: 2000 medium infantry, 500 reserves in training

Statistics: MI

1	4	M	R	HB	DG	sls	43'
11	7	7/12	9	12	6	5	7/4

2-4	2	M	R	HB	DG	sls	34
11	5	5/10	9	10	4	5	5/4

ave.	2	M	R	HB	DG	sls	34
11	5	5/10	9	10	4	5	5/4

Remarks: This Legion is commanded by Lord Ss'údísh Dza'á's homosexual lover, a young lordling of Tlár. The troops of this unit are skilled mountaineers and have also accompanied their parent legion, Legion III "Triumphant of Terror," into the deserts of Chürstállu.

D. The Legions of the Fourth Palace

(28) Legion IV: "Storm of Terror"

Hakkúimish: Commandant Kurukkúimish Birédnya

Based: Map 1 / hex 5021 - now patrolling in map 1 / hex 4819

Arms: Light helmets, some breastplates but most with only leather tunics and sewn-on breastplates or scales of Chlén-hide, short spears, composite bows, hand-axes

Strength: 3000 medium infantry, 1000 reserves at base

Statistics: MI

1	6	Ms	-	SS	AX	cs	73
13	9	10	5	10	12	1	10/5

2-3	4	M	--	SS	AX	cs	46
13	7	7	4	8	10	1	7/4

4-6	3	L	--	SS	AX	cs	38
13	6	4	2	7	9	1	4/2

ave.	4	M	--	SS	AX	cs	46
13	7	7	4	8	10	1	7/4

Remarks: This auxiliary Legion is attached to Legion II "Illustrious Advance." It is a light, efficient force, much experienced in the dangerous Chürstállí deserts and as far north as N'lüss.

(29) Legion V: "Fated Doom"

Hakkúmish: Commandant Vu'ushrénish Kaqó

Based: Map 1 / hex 4720 - now at base

Arms: Medium armour, long kite-shields, short stabbing spears, long swords, 1000 men carry slings with metal ammunition

Strength: 4000 medium infantry, 1000 reserves ready at base

Statistics: MI

1	5	M+1	R+1	SS	LW	--	67
11	8	17	13	9	11	--	10/6

2-3	3	Ms	Rs	SS	LW	sls	45
11	7	13	11	7	9	5	7/5

4-8	1	M	R	SS	LW	--	16
6	4	9	9	5	7	--	4/4

ave.	2	Ms	Rs	SS	LW	sls	39
11	6	12	10	6	8	5	6/5

Remarks: This auxiliary Legion is also technically attached to Legion II "Illustrious Advance" under the command of Lord Sumenkálísh Chrekáino, but it has had traditional independence due to its isolated frontier duties. It is often supplied with criminals, undesirables, and "problem persons" who are given the choice of prison, death, or service along the Chürstállí frontier. Its general, Commandant Vu'ushrénish Kaqó, is himself a condemned felon who was convicted of slaying half a dozen opposing clansmen, two priests, and several city guards in a brawl in Khéiris. He is now denied the privilege of entering the gates of any city and of receiving food at any house of his clan.

(30) Legion VI: "Awake"

Hakkúmish: Lord of the Third Rank Chreqláinísh Seqúkra of Gashchné

Based: Map 1 / hex 4614 - presently at base

Arms: Medium armour, tall conical helmets, oblong shields of wood, Chlén-hide, or wicker curved scimitar-like swords, maces, some composite bows

Strength: 3000 medium infantry, 2000 reserves training at base

Statistics: MI

1	6	M+1	R	--	LW	cs	76
11	9	16	11	--	12	1	11/6

2-3	4	M	R	-	MC	-	36
11	7	12	9	-	10	-	7/4

4-6	2	M	R	-	LW	cs	28
11	5	10	9	-	8	1	5/4

ave.	3	M	R	-	LW	cs	35
11	6	11	9	-	9	1	6/4

Remarks: This Legion is an auxiliary to Legion III "On Guard," and its commander is the younger clan-brother of *Hakkúkish* Rekumísh Tlaúnu. It is an excellent unit with long traditions of desert, mountain, and jungle fighting experience. Its primary function, of course, is border guarding.

(31) Legion VII: "Release from Life"

Hakkúkish: Commandant Be'únish Ssa'á, Second Circle Priest of Vimúhia

Based: Map 1 / hex 4821 - now at Tu'uníl

Arms: Elaborate Chlén-hide helmets, light breastplates, medium oval shields, long halberds for some, stabbing swords

Strength: 3000 medium infantry, 1000 reserves untrained

Statistics: MI

1-2	4	M	R	HB	SW	-	34
6	7	12	9	12	10	-	7/4

3-6	2	M	R	-	SW	-	22
6	5	10	9	-	8	-	5/4

ave.	3	M	R	HB	SW	-	28
6	6	11	9	11	9	-	6/4

Remarks: This priestly Legion is supposedly an auxiliary to Legion I "Imperishable," but it is mainly used as a civil patrol force by the priests of Vimúhla in Tu'uníl. It has seen very few battles.

III. Crossbowmen

A. The Legions of the Second Palace

(32) Legion VIII: "Invisible Rain"

Hakkúkish: Commandant E'ekúkish Dnéya

Based: Map 1 / hex 3630 - now with Legion I "Destroy in Glory" in map 1 / hex 3901 on the first map although 500 men are with Legion II "Never Die" of the First Palace in map 1 / hex 4101

Arms: Leather helmets, Chlén-hide breastplates, medium crossbows, short swords, large mantelet shields

Strength: 5000 medium crossbowmen, 1000 reserves untrained

Statistics: CB

1-2	6	M	R	-	SW	mc	56
11	9	8	9	-	6	14	4/4



19



26



28



37



25

3-4	4	M	R	-	SW	mc	38
11	7	8	9	-	7	12	4/4

5-10	3	M	R	-	SW	mc	32
11	6	8	9	-	6	11	4/4

ave.	4	M	R	-	SW	mc	38
11	7	8	9	-	7	12	4/4

Remarks: This excellent unit is traditionally appointed to the more difficult areas of the Tsolyáni border. In 2020 A.S. it was a member of this Legion who picked the Tsolyáni general Vrinúmu off the walls of Béy Sü, almost precipitating the defeat of the Tsolyáni.

(33) Legion IX: "Lightningshaft"

Hakkúmish: Commandant Re'ekmáinish Drússa

Based: Map 1 / hex 3825 - now with Legion I of the First Palace "Victorious in Vimúhla" in map 1 / hex 5002

Arms: "Cookpot" helmets of Chlén-hide, leather armour, heavy winch crossbows, short warhammers, large mantelets of wood

Strength: 4000 medium crossbowmen, 1000 reserves at base

Statistics: CB

1-2	5	L	R	-	WH	hc	53
13	8	6	7	-	6	15	1/2

3-4	4	L	R	-	WH	hc	41
13	7	6	7	-	6	14	1/2

5-8	3	L	R	-	WH	hc	35
13	6	6	7	-	6	13	1/2

ave.	4	L	R	-	WH	hc	41
13	4	6	7	-	6	14	1/2

Remarks: This forest-based Legion is also a fine unit with much battle experience behind it. It has several major citations and awards for valor, and its present commander is much loved in Mu'ugalavyá as the hero of several battles with the Tsolyáni in the Cháka forests.

(34) Legion X: "Whispering Arrow"

Hakkúmish: Lord of the Third Rank Kreku'útlish Ryésma Vráyo

Based: Map 1 / hex 4327 - now in Kúrdís (map 1 / hex 5132) with Legion III "Slay All" of the First Palace

Arms: Round steel skullcaps, leather armour, light Chlén-hide breastplates for some, medium winch crossbows, short battleaxes

Strength: 3000 medium crossbowmen, 2000 reserves untrained at base

Statistics: CB

1-2	4	M	-	-	AX	mc	32
6	7	3	4	-	6	12	3/4

3-4	2	L	-	-	AX	mc	24
6	5	1	2	-	6	10	1/2

5-6	1	L	-	-	AX	mc	18
6	4	1	2	-	6	9	1/2

ave.	Z	L	-	-	AX	mc	Z4
6	5	1	2	-	6	10	1/2

Remarks: This Legion comes from the agricultural heart of Mu'ugalavyá. It is the special creation of Prince Dilitlázish Ko'ól. It is relatively untried but basically well-run.

C. The Legions of the Third Palace

(35) Legion VII: Steel Quarrel'

Hakkúkish: Commandant A'isénish Grénu'u

Based: Map 1 / hex 4223 - now in map 1 / hex 4120 with Legion II "Ornament of the Empire" of the Third Palace

Arms: Medium Chlén-hide armour, medium winch crossbows large oval shields, curved short swords

Strength: 4000 medium crossbowmen, 1000 reserves untrained at base

Statistics: CB

1	4	M+1	R	-	SW	mc	44
6	7	10	11	-	6	12	5/6

2-4	2	M	R	-	SW	mc	24
6	5	8	9	-	6	10	3/4

5-8	1	M	R	-	SW	mc	18
6	4	8	9	-	6	9	3/4

ave.	Z	M	R	-	SW	mc	Z4
6	5	8	9	-	6	10	3/4

Remarks: A good but undistinguished unit with a long record of service along the Livyáni frontier.

D. The Legions of the Fourth Palace

(36) Legion VIII: "Chief-slayer"

Hakkúkish: Commandant Hequ'úvish Duriktá'a

Based: Map 1 / hex 4922 on the shores of Lake Mu'ugálla - now broken up into units of about 500 men apiece and attached to all of the frontier Legions of the Fourth Quarter

Arms: Light leather helmets, leather armour sewn with small Chlén-hide disks, light lever crossbows, short chopping swords, small targets of light Chlén-hide

Strength: 4000 light crossbowmen, 2000 reserves at base

Statistics: CB

1	5	L	T	-	SW	lc	47
8	8	3	4	-	6	10	1/2

2-3	3	L	T	-	SW	lc	30
8	6	3	4	-	6	8	1/2

4-8	2	L	T	-	SW	lc	24
8	5	3	4	-	6	7	1/2

ave.	3	L	1	-	SW	lc	30
8	6	3	4	-	6	8	1/2

Remarks: This Legion traditionally provides missile troops for the frontier Legions of the northwest. It is almost always broken up into units of 500 men each, thus, and these are assigned to various border Legions. Commandant Hequ'úvish Duriktá'a is almost permanently attached to the staff of Lord Sumenkálísh Chrekáino of Legion II "Illustrious Advance." The origin of the name of this Legion is lost in history, but it is thought that it once was responsible for the slaying of one of the Dragon Lord Princes from N'lüss.

(37) Legion IX: "Dune Leapers"

Hakkúimish: Commandant Dló'ò, Chief of the Desert Tribe of Mr'y, "The Thirsty Ones of the Dunes"

Based: Map 1 / hex 5420 - now broken up into contingents of 500 men apiece and scattered among the frontier Legions of the Fourth Quarter

D. Archers

A. The Legions of the First Palace

(38) Legion VIII: "Long-Arrow"

Hakkúimish: Commandant Chru'ukúlish Dzréqqu

Based: Map 1 / hex 5224 - now with Legion VII "Resplendent" of the First Palace in map 1 / hex 5424

Arms: Curious woven woolen robes, masks of leather, large leather shields, peculiar repeating crossbows of no great range of penetration--but with poisoned quarrels of reed. Also carry slender rapier swords of Chlén-hide.

Strength: 2000 light crossbowmen, 2000 reserves at base

Statistics: CB

1-4	2	L	R	-	RP	rcp	36
18	5	4	5	-	3	6	1/2

Remarks: This tribe is semi-nomadic and semi-agricultural, living along the fringes of the terrible Chürstállí deserts. They wear tight garments of striped wool with an overcoat of the same material, plus mask-like headgear to protect them from the sun and to retain body moisture. They are somewhat wary of discipline and tend to display more courage than sense, but they are a fearsome foe. The barbarians of N'lüss fear their poisoned quarrels greatly since these carry certain and instantaneous death.

Arms: Leather tunics, some Chlén-hide skullcaps, long-bows, quivers of leather containing about 50-75 arrows, clubs

Strength: 3000 light archers, 500 reserves at base

Statistics: AR

1	5	L	-	-	CB	lb	42
11	8	1	2	-	2	10	1/2

2-6	3	L	-	-	CB	lb	27
11	6	1	2	-	2	8	1/2

ave.	3	L	-	-	CB	lb	27
11	6	1	2	-	2	8	1/2

Remarks: A Legion of expert archers. This group is usually broken up for service along the N'lüss, Ghatóni, and Tsolyáni border, but it has recently gathered together for the funeral of their previous commander.

(39) Legion IX: "Swift-is-Death"

Hakkúimish: Commandant Ho'ókish
Mrellináinu

Based: Map 1 / hex 4830 - now in map 1 / hex 4703

Arms: Leather kilts, otherwise nude, longbows, short Chlén-hide swords. These en carry no quivers but hang their arrows by their barbs in their long plaited hair

Strength: 2000 light archers, 500 reserves at base

Statistics: AR

1-4	2	-	-	-	SW	lb	18
8	5	0	1	0	6	7	0/1

Remarks: A Legion of scouts and forest-fighters with much experience against the Pé Chói and related groups in the Cháka forests.

B. The Legions of the Second Palace

(40) Legion XI: "Blood-Dart"

Hakkúimish: Commandant Srisu'únish
Vreqqúisha

Based: Map 1 / hex 4030 - now patrolling in map 1 / hex 3833

Arms: Cloth tunics, leather caps and vambraces, small targe shields of round or oval shape, longbows, short warhammers

Strength: 4000 light archers, 1000 reserves untrained at base

Statistics: AR

1-8	1	-	T	-	WH	lb	14
6	4	1	2	-	6	6	0/2

Remarks: Another Legion of forest scouts, hunters, and skilled trackers. Units of this Legion are often spread about among those forces charged with defending the Tsolyáni frontier.

C. The Legions of the Third Palace

(41) Legion VIII: "Swath-of-Dread"

Hakkúimish: Chief Khedz Dvötl of the tribe of Fungus-Eaters

Based: Map 1 / hex 4318 - now at base

Arms: Nude except for body-paint, long self-bows of resilient Tríkkö wood, barbed bone-pointed arrows, daggers

Strength: 3000 light irregular archers, 2000 reserves untrained

Statistics: AR

1-6	1	-	-	-	DG	lb	19
18	4	0	1	-	2	6	0/1

Remarks: These forest dwellers are the guardians of the marches of M'mórcha and the Práku Cháya Mountains. They are only semi-human, being perhaps mutants from original human stock but now clearly different from humankind. They are extremely tall, slender, and sinuous-looking beings, with long skulls painted in back, extra-large eyes, and almost non-existent nostrils. They are loyal to Mu'ugalavyá only because they worship Lord Hfsh, as do the ancient traditionalists among the Mu'ugalavyáni. They are thus impervious to discipline, or military organization, but they fight to the death as fanatics for the standards of Hfsh.

D. The Legions of the Fourth Palace

(42) Legion X: "The Bowmen of Kru'ú"

Hakkúmish: Commandant Diresénish Kru'ú

Based: Map 1 / hex 5223 - now at base

Arms: Chlén-hide helmets and light breastplates, composite bows, Chlén-hide short swords

Strength: 4000 medium archers, 2000 reserves training at base

Statistics: AR

1-8	3	M	-	-	SW	cs	27
8	6	3	4	-	6	6	3/4

Remarks: This Legion is traditionally the guardian of the Mount of Flies and the Pass of Bones on the southern border of N'lüss. They are skilled archers and are much feared by the N'lüss, who have little skill with bows. They are a clannish, silent group, unwilling to share with outsiders the secrets of their ancient mountains and the swift torrent of the Putuhénu River which rushes through the Pass of Bones.

IV. Artillerists

A. The Legions of the First Palace

(43) Legion X: "Tower-breaker"

Hakkúmish: Lord of the Third Rank Nequ'énish Virinkáino

Based: Just outside the city of Pagús in map 1

/ hex 4530 - now at base

Arms: 100 heavy stone-throwing ballistae, 200 heavy onagers, 100 heavy trebuchets, mining tools sapping equipment, short swords, handaxes

Strength: 5000 artillerists, 2000 reserves at



Pagús

Statistics: AT

100: 10	4	-	-	-	AX	hd	*
11	7	0	1	-	6	35	0/1

200: 10	4	-	-	-	AX	ho	*
11	7	0	1	-	6	*	0/1

100: 20	4	-	-	-	AX	ht	*
11	7	0	1	-	6	*	0/1

Remarks: An old and well-trained artillery unit. Although all of the unit is presently together in Pagús, it is customary to break up this Legion into smaller units of 500 men or so, and attach them to other Legions requiring their services. However, they have not seen actual operations since the battle of Butrús.

B. The Legions of the Second Palace

(44) Legion XII: "Fist of Vimúhla"

Hakkúmish: Lord of the Second Rank
Chrikulinish Vréshqu

Based: Just outside the city of Khéiris in map
1 / hex 3629 - now at base

V. Legions of the Sea

The Legions of the Sea are sponsored partially by the Lords of Khéiris and partially by the central government of Mu'ugalavyá in Ssa'átis directly.

Arms: 100 medium and 100 heavy stone-throwing ballistae, 100 heavy onagers, 50 heavy trebuchets, mining and sapping equipment, etc. Each man is lightly armoured in Chlén-hide with a copper or bronze skullcap helmet, small oval shields, axes or curved short cutlasses

Strength: 4000 artillerists, 1000 reserves in training

Statistics: AT

100: 10	2	M	S	--	AX	md	*
8	5	5	6	--	6	25	3/4

100: 10	2	M	S	--	AX	hd	*
8	5	5	6	--	6	33	3/4

100: 10	2	M	S	--	SW	ho	*
8	5	5	6	--	6	*	3/4

50: 20	2	M	S	--	AX	ht	*
8	5	5	6	--	6	*	3/4

Remarks: A good Legion under mediocre leadership. These men are well-trained but have seen no service except for practice maneuvers They are organised so that they can be transported by ship from Khéiris.

(45) Legion I: "Tide of Death"

Hakkúmish: Commandant A'isúnish Gre'é

Based: Khéiris - now at base

Arms: No armour, long spears of polished bone, cutlasses of Hlüss chitin or steel. They do not use Chlén-hide; thus, they are counted as light infantry although they hate fighting on land.

Strength: 4000 light marine Swamp Folk, 1000 human medium marines, 2000 reserves at base

Statistics: MA (Swamp Folk)

1	4	-	-	LS	LWs	-	62
8	8	10	7	10	14	-	10/7

2-4	2	-	-	LS	LW	-	40
8	6	8	7	8	11	-	8/7

5-8	1	-	-	LS	LW	-	32
8	5	7	7	7	10	-	7/7

ave.	2	-	-	LS	LWs	-	46
8	5	8	7	8	12	-	8/7

Statistics: MA (Human)

9-10	2	L	R	-	SW	cs	24
8	5	6	5	-	8	5	3/2

Remarks: This is one of the two major sea-Legions. The Swamp folk are good sailors but generally hate fighting. There are thus approximately 1000 humans in this Legion who wear light armour and fight with composite bows, short chopping swords, and carry medium round shields. The commander of this Legion is a human officer from Khéiris.

(46) Legion II: "Blood-Sail"

Hakkúmish: Commandant (Name

unpronounceable)

Based: Khéiris (map 1 / hex 3629) - some units at sea, others at base

Arms: Swamp Folk as above, humans with light armour of Chlén-hide, composite bows, short pikes, clubs or short swords

Strength: 2000 Swamp Folk marines, 1000 human marines, 1000 in training at base

Statistics: MA (Swamp Folk)

1-4	3	-	-	LS	LWs	-	48
8	7	9	7	9	13	-	9/7

Statistics: MA (Human)

5-6	4	M	-	SP	SW	cs	34
8	7	7	4	8	10	3	7/4

Remarks: This Legion is almost two-thirds Swamp Folk, and their Commandant is an old and experienced sailor, a member of the Swamp Folk himself and known to his troops as "Purple-Crest." This Legion serves as foreign maritime sailors and marines.

(47) Legion III: "Spear-Prow"

Hakkúmish: Commandant (Name unpronounceable)

Based: Near Tu'únet (map 1 / hex 4023) - at base

Arms: Swamp Folk as (45) above, humans with light armour of Chlén-hide, light crossbows, short axes

Strength: 1500 Swamp Folk marines, 1500 human marines, 2000 reserves at Tu'úket

Statistics: MA (Swamp Folk)

1-3	2	--	--	LS	LW	--	40
8	6	8	7	8	11	--	8/7

Statistics: MA (Human)

4-6	2	M	--	--	AX	lc	24
8	5	5	4	--	8	5	5/4

Remarks: This Legion is officered by a Swamp Folk commandant nicknamed "Steel-First" by his human troops. About half of this Legion is human, and its main duty is river patrol all the way from Ssa'átis and Lake Mu'ugálla in the north to Khéiris in the south.

VI. N'lüss and Nonhumans

Shén

A. The Legions of the First Palace

(48) Legion XI: "Pride of Xáx"

Hakkúmish: Ss-qâ Hs

Based: Technically at Ssa'átis (map 1 / hex 4524) but now with Legion VI, "Exalted Flame" of the Third Palace in map 1 / hex 3901

Arms: Typical Shén swords, large shields, heavy halberds, some small Shén crossbows

Strength: 4000 heavy Shén infantry, no reserves

Statistics: HI (Shén)

1	6	H	R	HB	LW	--	110
16	12	19/ 25	20	24	20	--	19/ 15

2-4	4	H	R	HB	LW	--	84
16	10	18/ 23	20	22	18	--	18/15

5-8	2	H	R	HB	LW	sx	63
16	8	16/ 21	20	20	16	3	16/ 15

ave.	4	H	R	HB	LW	sx	87
16	10	18/ 23	20	22	18	3	18/15

Remarks: This Legion is raised from the "Nest of Xáx" and is composed almost entirely of Shén from that region. Rival loyalties make it impossible to recruit Shén from any other Shén enclave for such a clan-based Legion.

B. The Legions of the Second Palace

(49) Legion XIII: "Egg-Destroyers"

Hakkúmish: Grg-Msâ Sh'r'r, Prince of Mmatugúal

Based: Technically at Ssa'átis (map 1 / hex

4524), but now with Legion IV, "Rise to Strike" of the Second Palace in map 1 / hex 3801

Arms: Typical Shén swords, large shields, one-handed battleaxes, some Shén crossbows

Strength: 5000 heavy Shén infantry, no reserves

Statistics: HI (Shén)

1	8	H+1	R+1	--	AX	--	182
16	14	31	24	--	22	--	24/ 17

2-4	6	H	R	--	AX	--	110
16	12	25	20	--	20	--	20/ 15

5-6	4	H	R	--	AX	--	84
16	10	23	20	--	18	--	18/ 15

7-10	4	H	R	--	AX	sx	87
16	10	23	20	--	18	3	18/ 15

ave.	5	Hs	Rs	--	AX	sx	109
16	11	26	22	--	19	3	20/ 16

Remarks: This is an excellent unit, officered by a fierce princeling of the Shén enclave Mmatugúal.

C. The Legions of the Third Palace

(50) Legion IX: "Iridescent Egg"

Hakkúimish: Fr-Ssâ-Chi

Based: Technically at Ssa'átis (map 1 / hex 4524), but now with Legion II, "Ornament of the Empire" of the Third Palace in map 1 / hex

4120 near Ch'óchi

Arms: Typical Shén swords, medium shields, short one-handed pole-axes, some typical Shén crossbows

Strength: 3000 heavy Shén infantry, no reserves

Statistics: HI (Shén)

1	6	H+2	R+2	PA	AX	--	164
16	12	31	26	21	21	--	23/ 18

2	4	Hs	Rs	PA	AX	--	100
16	10	25	22	18	18	--	19/ 16

3-4	4	H	R	PA	AX	--	84
16	10	23	20	18	18	--	18/ 15

5-6	4	H	R	PA	AX	sx	87
16	10	23	20	18	18	3	18/ 15

ave.	4	Hs	Ks	PA	AX	sx	103
16	10	25	22	18	18	--	19/ 16

Remarks: These troops are maintained by Lord Ka'élish Krá as part of his entourage. Most of these Shén are from Shényu itself and are thus excellent warriors.

E. The Legions of the Fourth Palace

(51) Legion XI: "Head-Breaker"

Hakkúimish: Dr-Ss-Hrrá

Based: Ssa'átis (map 1 / hex 4524)- now at base

Arms: Typical Shén swords, medium shields,

short one-handed pole-axes, some Shén crossbows

Strength: 5000 heavy Shén infantry, no reserves

Statistics: HI (Shén)

1	5	H+2	R+2	PA	AX	--	144
16	11	30	26	20	20	--	22/ 18

2-3	4	Hs	Rs	PA	AX	--	100
16	10	25	22	18	18	--	19/ 16

4-6	3	H	R	PA	AX	--	74
16	9	22	20	17	17	--	17/ 15

7-8	2	H	R	PA	AX	--	60
16	8	21	20	16	16	--	16/ 15

9-10	2	H	R	PA	AX	sw	63
16	8	21	20	16	16	3	15/ 15

ave.	4	Hs	Rs	PA	AX	sw	103
16	10	25	22	18	18	3	19/ 16

Remarks: This Legion is under the personal command of a colleague of Prince Herekúnish Ketláino, and it operates as an auxiliary to Legion IV, "The Maroon Battalion" of Mighty Ssa'átis

Pé Chói

F. The Legions of the First Palace

(52) Legion XII: "Mandibles of Iron"

Hakkúmish: Ptekw Tlun Tkik (as near as can be rendered into human speech)

Based: Pagús, in map 1 / hex 4530 - presently with Legion XI, "Blood-Dart," of the Second Palace, patrolling in map 1 / hex 3833

Strength: 2000 medium Pé Chói infantry, 1000 in training at base

Statistics: MI (Pé Chói)

1	6	Ms	Rs	--	LW*	lj	116
13	10	19	14	--	16	3	14/ 10

2-4	3	M	R	--	LW*	lj	54
13	7	14	12	--	13	3	11/9

ave.	4	M	R	--	LW*	lj	70
13	8	15	12	--	14	3	12/9

Remarks: This Legion of Pé Chói prefer Mu'ugalavyá although many of their fellows prefer to serve Tsolyánu

G. The Legions of the Second Palace

(53) Legion XIV: "The Slayers of Chket"

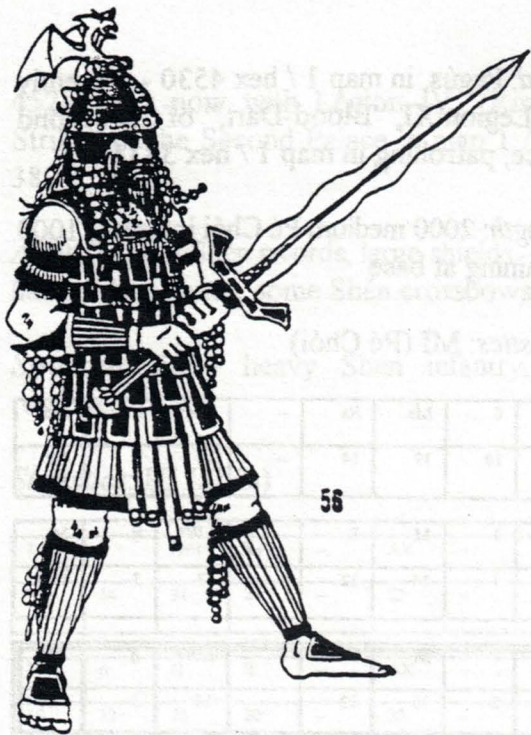
Hakkúmish: (Unpronounceable, something like "Tk-n-mtk")

Based: Map 1 / hex 4302 - now at base

Arms: Half armour, long swords, javelins, medium shields

Strength: 5000 medium Pé Chói infantry, 2000 reserves training at base

Statistics: MI (Pé Chói)



1	8	M+2	R+2	-	LW*	lj	162
13	12	25	18	-	18	6	19/12

2	6	M+1	R+1	-	LW*	lj	130
13	10	21	16	-	16	6	16/11

3-4	4	M	R	-	LW*	lj	70
13	8	15	12	-	14	6	12/9

5-10	2	M	R	-	LW*	lj	46
13	6	13	12	-	12	6	10/9

ave.	3	MS	RS	-	LW*	lj	46
13	7	16	14	-	13	6	12/10

Remarks: This is the main Pé Chói Legion in the service of Mu'ugalavyá. It is an excellent Legion of forest fighters and scouts, and it has three Qadárni battle victories to its credit against the Tsolyáni.

Hláka

H. The Legions of the Third Palace

(54) Legion X: "Glory in Flight"

Hakkúmish: Chrào Eyúo Máii

Based: Tráhlú (map 1 / hex 3727) - now at base

Arms: No armour, several light throwing javelins, occasional light shields, some very light crossbows

Strength: 4000 light Hláka flyers, no reserves

Statistics: Hláka

1	4	-	T	-	-	lc	47
4	6	-	3	-	-	6	1/1

2-3	3	-	-	SS	-	lj	27
4	5	0	1	1	-	5	0/1

4-8	1	-	-	SS	-	lj	17
4	3	0	1	1	-	3	0/1

ave.	2	-	-	SS	-	lj	22
4	4	0	1	1	-	4	0/1

Remarks: This unit of Hláka flyers has been brought all the way from distant Kilalámmu at great trouble and expense by Lord Kseménish Fíru'úna. It is the only legion of flying scouts that the Mu'ugalavyáni have; therefore, it is much pampered and cherished. Attempts are being made to procure further Hláka through the Salarvyá and Yán Kór.

N'lüss

I. The Legions of the First Palace

(55) Legion XIII: "The Band of Grdrá"

Hakkúmish: Chief Grdrá of N'lüss

Based: Kúrdís (map 1 / hex 5132) - now at base

Arms: Little or no armour, large shields, and the great two-handed swords of N'lüss

Strength: 2000 light infantry N'lüss, 1000 reserves at base

Statistics: LI (N'lüss)

1-4	3	-	R	TASs	DG	-	66
13	8	2/7	5	20	5	-	2/1

Remarks: The legion of human barbarians of N'lüss is one of the Mercenary "Legions" employed by Mu'ugalavyá. It is assigned as an auxiliary to Legion III, "Slay All," of the First Palace.

(56) Legion XIV: "The Horde of Mrrgshá of N'lüss"

Hakkúimish: Chief of the Second Rank, Mrrgshá of N'lüss

Based: Map 1 / hex 5332 - still at base

Arms: Light Chlén-hide, large shields, the great two-handed swords of N'lüss, some bolas

Strength: 1000 medium infantry N'lüss, 500 reserves in training

Statistics: MI (N'lüss)

1-2	3	L	R	TASs	DG	bl	71
13	8	8/12	11	20	5	1	8/6

Remarks: Another band of N'lüss barbarians. This group is assigned as an auxiliary to Legion V, "Sanguine Victory" of the First Palace

J. The Legions of the Fourth Palace

(57) Legion XII: "The Bank of Ffrshá"

Hakkúimish: Chief Vrébo khá-Ffrshá of N'lüss

Based: Map 1 / hex 5321 - now patrolling in map 1 / hex 5322

Arms: Medium Chlén-hide armour, large shields, the great two-handed swords, some bolas

Strength: 3000 medium infantry N'lüss, 1000 reserves untrained at base

Statistics: MI (N'lüss)

1	5	M+1	R+1	TASs	DG	bl	98
13	10	14/21	17	22	7	1	14/10

2	4	Ms	Rs	TASs	DG	bl	84
13	9	12/18	15	21	6	1	12/9

3-4	3	M	R	TASs	DG	bl	84
13	8	10/15	13	21	6	1	12/9

ave.	4	Ms	Rs	TASs	DG	-	55
13	9	12/18	15	20	5	-	10/8

Remarks: A much "civilised" band of N'lüss tribesmen who have taken the attributes of regular Mu'ugalavyáni troops. Their leader, the young son of old Chief Ffrshá, hopes for eventual full recognition as a Mu'ugalavyáni citizen. They are excellent mountaineers and desert men.

Ahoggyá

L. The Legions of the Fourth Palace

(58) Legion XIII: "Sword in Hand"

Hakkúimish: Takonéssha hiTereshél of Béy Sü

Based: Gashchné (map 1 / hex 4913) - now patrolling in map 1 / hex 4616

Arms: Medium Chlén-hide armour, shields, long spears, swords, some composite bows

Strength: 2000 medium infantry (1900 humans and 100 Ahoggyá), 1000 reserves in training at base

Statistics: MI (Human)

1	7	M+2	R+2	LS	LW	--	96
11	10	21	15	11	13	--	13/7

2	5	M	R	LS	LW	cs	56
11	8	13	9	9	11	1	8/4

3	2	M	R	LS	LW	--	25
11	5	10	9	6	8	--	5/4

400#	2	M	R	LS	LW	--	25
11	5	10	9	6	8	--	5/4

ave.	4	M	R	LS	LW	cs	56
11	8	13	10	9	11	1	8/4

Statistics: HI (Ahoggyá)

100#	4	Hs	Ss	LS*	LW*	--	107
18	10	22	19	16	20	--	18/15

Remarks: This is a Legion of mercenaries from a variety of lands. The commander is a young Tsolyáni who claims to be of noble birth. He has Yán Koryáni, Mu'ugalavyáni, some Livyáni, and a host of odd adventurers in his unit, include about 100 Ahoggyá. The Mu'ugalavyáni have set the task of patrolling the farthest borders of their territories to this Legion.

VII. Special Forces

(59) The Company of Mourners in Sable, the Legion of Executioners

Hakkúmish: Prince Hur'usámish Gatléna

Based: The Forbidden City of Mu'ugálla on the island in the center of the lake of the same name (map 1 / hex 5024)

Arms: Full steel armour, medium shields, pikes, chopping axes, composite bows

Strength: 5000 heavy infantry, 2000 reserves

Statistics: HI

1-2	11	H+3	R+3	LP	AX	cs	177
20	14	29	19	13	17	1	20/10

3-4	9	H+2	R+2	LP	AX	cs	126
20	12	25	17	11	15	1	17/9

5-6	5	H+1	R+1	LP	AX	cs	79
20	8	19	15	7	10	1	12/8

7-10	5	Hs	Rs	LP	AX	cs	73
20	8	17	13	7	10	1	11/7

ave.	7	Hf1	Rf1	LP	AX	es	106
20	10	21	15	13	17	1	19/9

Remarks: This is the special guard of the forbidden city of Mu'ugálla, the servants of the Lord Hfsh. They are entrusted with the gathering of information, the administration of the direful penal system, and the secret

rites of the ancient worship of Hfsh. Their members are specially chosen from among the best of the Mu'ugalavyáni nobility, and their skill as assassins, spies, trackers, etc., is proverbial in all of the lands of Tékumel. Except for highly important individual missions, members of the Mourners in Sable never leave their island fastness.

Painting Guide

The painting guide is divided into columns: Legion number, helmet, body armor, shield, leggings, cloak, and standard. The key to the abbreviations used in the column headings to the right, and the key to the abbreviations used within the columns is below that key.

Legion	Helmet			Body Armor			Shield			L	Cloak		Standard		
	B	P	I	B	K	I	B	2	3	B	B	I	B	2	3
(1)	O	bR	D	O	R	D	O	Y	D	O	R	O	O	R	D
(2)	R	Y	IP	R	O	IP	R	O	-	R	R	IP	R	IP	S
(3)	E	bP	D	E	L	D	E	L	bP	E	dB	-	E	dB	D
(4)	bO	IG	Y	bO	S	S	bO	Y	IG	bO	Y	IG	bO	IG	S
(5)	R	bO	Y	R	bO	Y	R	B	Y	R	dB	Y	db	O	D
(6)	R	W	L	R	W	L	R	bY	L	R	F	IG	R	W	D
(7)	E	P	S	E	Y	S	E	P	S	E	L	IP	E	Y	S
(8)	dR	IB	L	dR	dB	L	dR	-	IB	dR	B	IR	dR	dB	S
(9)	R	bP	Y	R	bP	Z	R	IY	Z	R	IY	D	R	dP	Z
(10)	bG	O	S	bG	Y	S	O	bY	S	bG	O	L	bG	Y	S
(11)	G	L	S	G	N	S	G	IP	S	G	R	IG	G	R	S
(12)	bL	R	Y	bL	R	Y	R	y	S	bL	R	S	bL	R	S
(13)	dR	Y/B	F	dR	Y	F	R	-	F	R	N	R	R	F	D
(14)	bO	P	IN	bO	P	IN	O	Z	L	bO	R	IN	bO	P	Z
(15)	dE	R/L	I	dE	Y	I	dE	L	I	dE	bO	D	dE	O	D
(16)	bR	O/L	Z	bR	Y	Z	bR	L	Z	bR	bO	Z	bR	O	Z
(17)	dM	R/Y	I	dM	Y	S	dM	L	S	dM	bO	S	dM	O	S
(18)	M	N/Y	C	M	N	C	M	N	C	M	N	C	M	N	C
(19)	R	O	D	R	Y	D	R	Y	-	R	O	D	R	O	D
(20)	dR	L/W	Y	dR	W	D	dR	W	D	dR	R	D	dR	W	D
(21)	R	Y	IP	R	O	IP	R	O	-	R	R	IP	R	IP	S
(22)	bO	R	Y	bO	R	Y	bO	R	Y	bO	dB	bO	bO	R	D
(23)	E	O	S	E	G	D	E	Y	G	E	IG	D	E	S	D
(24)	R	P	S	R	Y	S	R	P	S	R	L	IP	R	Y	S
(25)	bR	bP	Y	bR	bP	Z	bR	IY	Z	bR	IY	D	bR	bP	Z
(26)	E	O	S	E	Y	S	E	bY	S	E	O	L	E	Y	S
(27)	dR	IB	D	IR	B	S	dR	B	S	IR	IB	S	dR	IB	S
(28)	R	Y/B	F	R	Y	F	-	-	-	R	N	R	R	F	D
(29)	R	W	Y	R	*	*	R	*	*	R	*	*	R	Y	S
(30)	E	P	IN	E	P	IN	E	Z	L	E	R	IN	E	P	Z
(31)	dO	L	R	dO	L	R	dO	Y	R	dO	R	dB	R	dO	D
(32)	N	-	L	N	R	-	R	Y	L	R	-	-	R	IP	S
(33)	IO	Y	L	N	IG	L	R	G	L	IO	-	-	IO	IG	D
(34)	I	-	L	N	R	R	-	-	-	R	-	-	R	L	D
(35)	R	F	P	R	F	P	R	-	P	R	IP	E	R	IP	L
(36)	N	-	L	dR	Y	F	dR	-	-	dR	N	R	dR	F	D
(37)	N	-	W	N	IY	-	dR	-	W	-	IY	-	IY	dR	D
(38)	N	-	L	N	R	-	-	-	-	-	-	-	R	L	S
(39)	-	-	-	-	N	L	-	-	-	-	-	-	O	P	Z
(40)	N	-	G	IR	Y	-	IR	-	L	-	-	-	IR	Y	S

Key to Column Headings

L - Leggings

B - Basic Color
 P - Plume or crest color
 T - Trim color
 K - Tunic and/or kilt color
 2 - Second major color
 3 - Third major color

Key to Column Contents

l - Light shade of the color
 d - Dark shade of the color
 b - Bright shade of the color

A - Pink
 B - Blue
 C - Copper
 D - Gold
 E - Red-Orange
 F - Grey
 G - Green
 I - Steel
 L - Black
 M - Maroon
 N - Brown
 O - Orange
 P - Purple
 R - Red
 S - Silver
 W - White
 Y - Yellow
 Z - Bronze
 * - Painter's choice

Human Body Color

The typical Tsolyani is a rich copper-tinged tan color. Prof. Barker uses Floquil M80 "Samoa."



...of the ancient worship of Haka. These...
 ...especially chosen from a...
 ...the...
 ...will be...
 ...never leave their island...

Legion	Helmet			Body Armor			Shield			L	Cloak		Standard		
	B	P	I	B	K	I	B	2	3	B	B	I	B	2	3
(41)	-	-	-	nude w/ body paint			-	-	-	-	-	-	-	-	-
(42)	W	-	R	W	N	R	-	-	-	-	W	L	W	R	C
(43)	N	-	R	-	R	Y	-	-	-	-	R	Y	dO	Y	D
(44)	Z/C	-	L	E	dP	Y	E	-	dP	-	Y	S	E	dP	D
(45)	R	B	P	R	B	P	R	B	P	R	IB	P	IB	R	S
(46)	E	P	-	E	bB	G	-	-	-	E	S	P	E	G	S
(47)	O	-	L	O	IP	B	-	-	-	O	B	IP	O	B	D
(48)	E	Y	C	E	B	C	E	Y	C	E	-	-	E	L	W
(49)	E	P	C	E	Y	C	E	P	Z	E	-	-	E	R	W
(50)	R	bG	Z	R	bG	Z	O	bY	Z	R	-	-	R	bG	W
(51)	M	N	C	M	N	C	M	Y	C	M	-	-	M	L	W
(52)	R	S	D	R	-	D	R	G	D	R	-	-	R	G	D
(53)	E	IG	S	E	-	S	E	IG	D	E	-	-	E	IG	S
(54)	-	-	-	-	-	-	-	-	-	-	-	-	R	Y	D
(55)	O	*	*	R	*	*	O	*	*	O	*	*	O	L	D
(56)	R	*	*	O	*	*	R	*	*	*	*	*	R	G	Z
(57)	E	O/L	Z	E	L	Z	E	Y	Z	E	L	Y	E	Y	D
(58)	R	G/B	I	R	*	*	*	*	*	R	*	*	B	G	D
(59)	bL	R/Y	S	bL	R	S	bL	R	S	Bl	R	S	bL	R	S

Nonhuman Body Colors

Ahoggya: About 75% brown, 15% gray, 5% black, and 5% buff colored.
 Hlaka: Males - dark brown to grey. Females light gray. About three to one male/female ratio.
 Pe Choi: Males - gleaming black. Females - bone white. About three in four will be males.
 Shen: Males - black. Females Egg-layers - black to dark grey on the undersides
 Swamp Folk: Doughy white.



Two Mu'ugalavyáni troopers

ADVENTURES ON TÉKUMEL GARÐÁSIYAL

M.A.R. BARKER & NEIL R. CAULEY

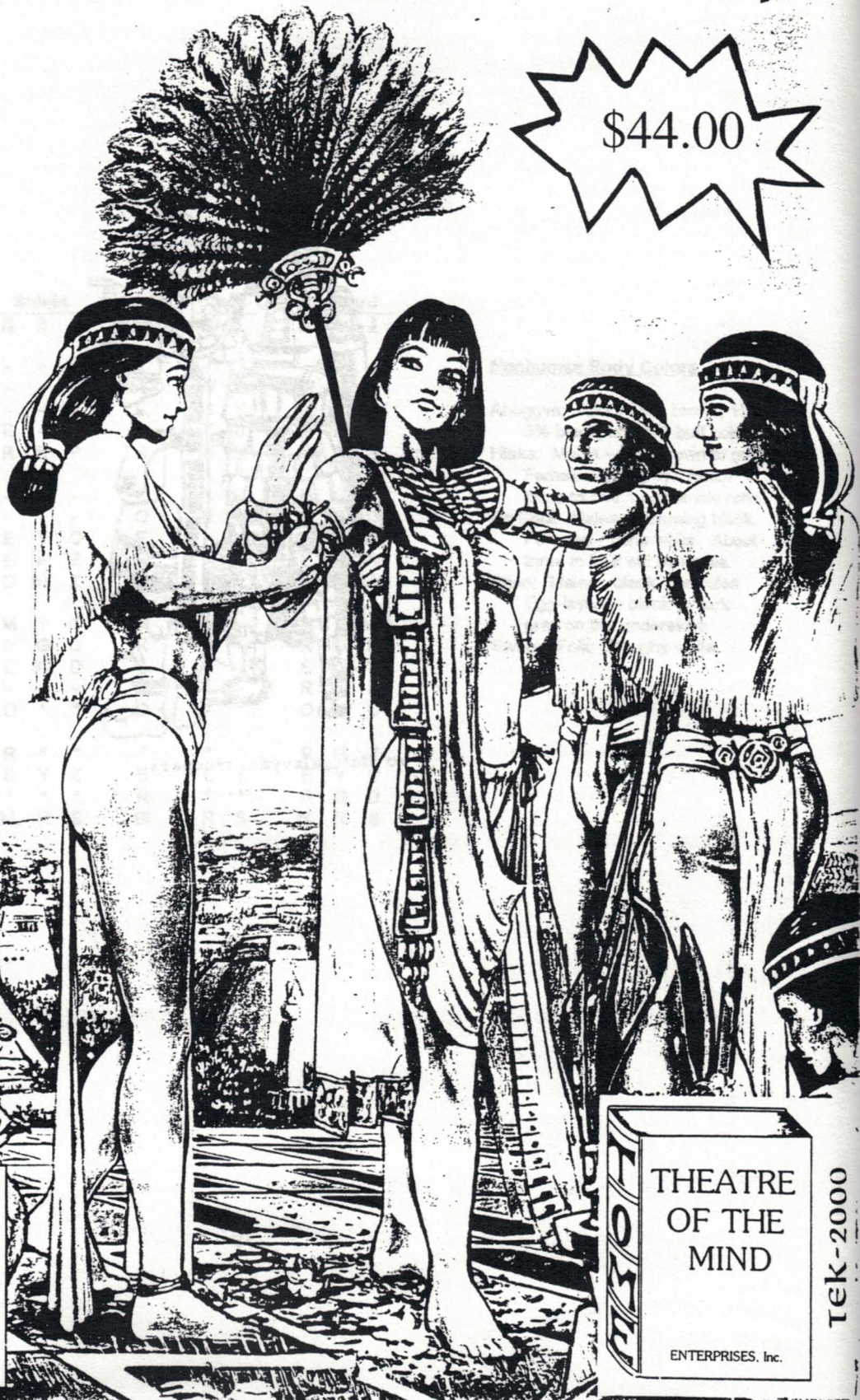
M.A.R. Barker began developing the world of Tékumel almost fifty years ago.

He has lived in India, Pakistan and other countries and been a professor at a major American university.

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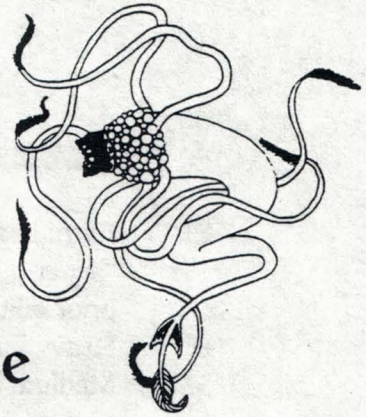
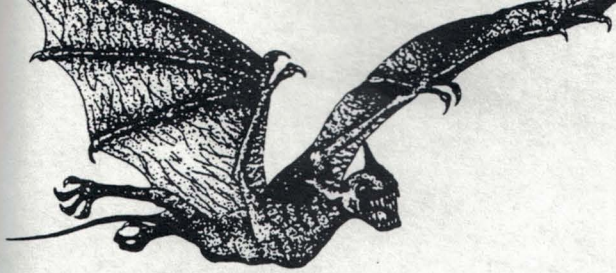
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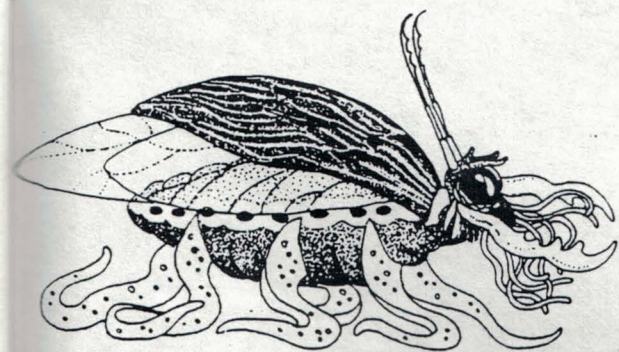
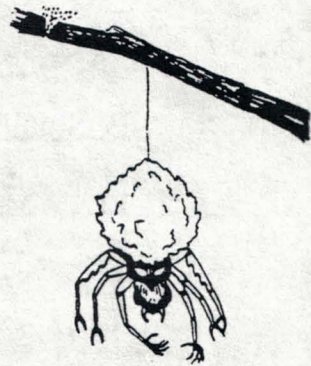
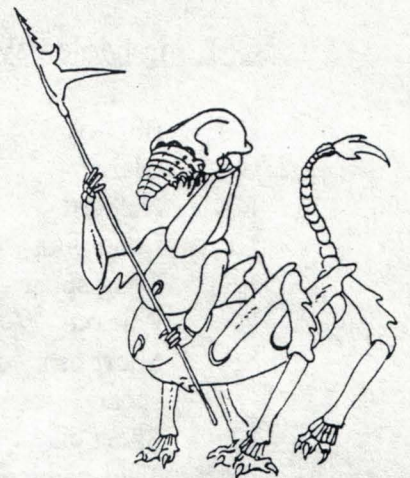
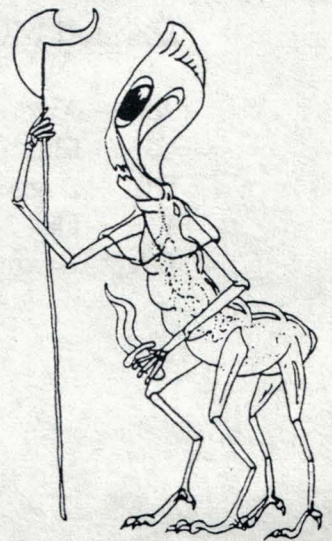
The Time of Darkness: Tékumel's solar system is thrust into a 'pocket dimension' — cut off from the other stars of Humanspace. Chaos, catastrophe, an end to shipments of metals to iron-poor Tékumel comprise the new order. A slow spiral downward through the tattered glories of the Latter Times to the sprawling barbaric empires of today.

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For those who enjoy truly different fantasy realms...

The Tékumel Bestiary

\$18.95



A: Armor Class

EH	Extra heavy infantry armor (SH, "super heavy infantry armor," in the prior edition)	s	Steel
		+1	Steel +1
		+2	Steel +2
H	Heavy infantry armor	+3	Steel +3
M	Medium infantry armor		
L	Light infantry armor		
--	No armor		

B: Shield Class

EL	Mantelet	s	Steel
R	Large/Medium	+1	Steel +1
S	Small	+2	Steel +2
T	Target	+3	Steel +3

C: Long Melee Weapon

BH	Bilhook	TCL	Two-handed club
GL	Glaive	TMC	Two-handed mace
HB	Halberd	TPA	Two-handed pole-axe
LP	Long pike	TR	Trident
LS	Long spear	*	Figure uses two simultaneously
PA	Poleaxe	s	Steel
SS	Short or medium spear/thrusting spear	+1	Steel +1
SP	Short pike	+2	Steel +2
TAF	Two-handed flail	+3	Steel +3
TAS	Two-handed sword		
TAX	Two-handed axe		

D: Short Melee Weapon

AX	Axe	LW	Long weapon (broad sword, axesword, cutlass)
CL	Club	MC	Mace
DG	Dagger / Hlaka light sword		
FL	Flail		
GA	Garrote		

D: Short Melee Weapon (cont.)

MS	Morning Star
RP	Rapier
SW	Short weapon (short swords, hatchets)
WH	Warhammer
--	No melee weapon

* Figure uses two simultaneously

s	Steel
+1	Steel +1
+2	Steel +2
+3	Steel +3

E: Missile Weapon

bl	Bola	rcb	Repeating crossbow
cb	(Medium) Composite bow Hláka crossbow	sl	Sling, shot
ch	Heavy composite bow	sn	Sling, nonshot
cs	Short composite bow, bow	st	Staff sling
hc	Heavy (winch) crossbow	sx	Shén pistol crossbow
hd	Heavy ballista	tax	Throwing axe
hj	Heavy javelin	tc	Throwing club
ho	Heavy onager	td	Throwing dart
ht	Heavy trebuchet	ts	Throwing spear
lb	Longbow Long composite bow	--	No missile weapon
lc	Light crossbow	-p	Poison weapon
ld	Light ballista	-f	Fire (pots usually)
lj	Light javelin	-a	Acid (pots usually)
lo	Light onager	s	Steel, steel plating, steel projectile, or steel tipped projectile
lt	Light trebuchet	+1	Steel +1
mc	Medium (winch) crossbow	+2	Steel +2
md	Medium ballista	+3	Steel +3
mj	Medium javelin		
mo	Medium onager		
mt	Medium trebuchet		

4: Cost in points per figure

* No cost per figure

11: Missile Attack Factor

* Siege weapon only

For a list of *Skumel* game materials currently available,
send a self-addressed envelope to

**Tita's House of Games
c/o Carl Brodt
1608 Bancroft Way
Berkeley, CA 94703**

or email

CarlBrodt@AOL.COM.

A catalog of *Skumel* figures is available free of charge at

**PHD Games, Inc.
P.O. Box 177
Anderson, IN 46015**

or email at

PHDGames1@AOL.COM.