

THE ARMIES OF TÉKUMEL

VOLUME IV



SALARVYÁ

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 (Missum miniature rules)
- D: Short weapon, melee weapon class 3 or 4 (Missum 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. 38

ARMIES OF TÉKUMEL

VOLUME IV

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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 Book of Nobles
submitted unto the Hand of the Ever-Glorious Monarch of Salarvyá
in the Ebon Palace, the Hall of the Dome,
in our capital of Tsatsayágga*

**“Victory! Majesty! Might!
These are the Essences which Mixed Together
by the Eternal Hand of Our Goddess,
Flow into One Being, the Soul of Power,
the Hawk of Kerúga,
the Vanquisher of the Ssü,
the Victor upon the Lands of the World,
God of Kings and Adored of the Gods,
He Who Strides over the Universe! Great is Thy Being!
We serve as Thy Sword!
We do Thy Will forever!
We smite Thy enemies as Hrúgga smote Chiriggásha!”**

From: The Oath of the Nobles of Mighty Salarvyá

The great monarchy of Salarvyá stretches away to the east and south of Tsolyánu, reaching to the Gulf of Kérudai and the Cliffs of Paránta. There the coastline turns northwards, meandering roughly northeastwards through the mountain fastnesses of Rannálu, the tribal territories of Jánnu, and the ancient lost land of Mihállu with its crumbling monuments to a vanished race, all the way to the Sea of White.

The sprawling Salarvyáni domain is ruled by King Griggatsétsa, who traces his pedigree back over the centuries to Gámulu, the founder of the Dynasty of Fishermen Kings. Although the Salarvyáni hold firmly to the

divine right of kings and the principles of absolute monarchy, King Griggatsétsa remains on the throne only so long as he suffers no serious wound or illness. Should this befall him, it is the sovereign duty of his Council of Nobles to depose him and impale him sacrificially to the greater glory of Shiringgáyi (the Salarvyáni form of the Goddess Avánthe). His family must then propose another senior member of their lineage, and this person must then be passed upon by the Council of Nobles.

The government of Salarvyá is thus not the monumental, ritualized, divine Imperium it superficially appears to be; instead, it is an oligarchy of ancient noble families, who govern their subjects in a descending order of

titles and feudal obligations. Posts within the Salarvyáni bureaucracy are shared out among these families in proportions which vary with the accidents of the time, political and military ascendancy, and the vagaries of economics. Distant, junior relatives and "poor relations" are used to fill posts in the army, the priesthoods, and the civil government; and there is some scope of ambitious outsiders to enter the structure through marriage or the clever manipulation of power.

At the top, of course, are the seven ancient noble families, who parcel out the highest posts (sometimes violently and sometimes by tacit agreement), and these (plus some lesser families) make up the Council of Nobles in Tsatsayágga. For the past two hundred years, the monarchy itself has remained in the hands of the mighty Chruggilléshmu Family, the hereditary masters of Tsatsayágga itself. Each of the other six major lineages has a feudal domain of its own, and this is reflected in the economic life of the country:

The Chruggilléshmu Family are masters of the sea and shipping; the Hrúchcháqsha Family, rulers of the city of Chame'él, has a near monopoly upon the Vrêlq, the crustacean-derived black dye preferred for most Salarvyáni clothing and armor; the Khekhkhéssa Clan of Héru deals in timber, forest products, and metals (particularly iron from the ancient and nearly exhausted pits of the Tamkåde Bay region); the Thirreqúmmu Family of Koylugá sees to grain, transport, and produce for the western regions; the Mreshshél-Átl Lineage of Lake Mrissútl controls the Inner Shrine of the Goddess Shiringgáyi (and hence, much of the religious life of monarchy); the closed-mouthed and sullen Gürrúshyúgga Clan rules the city of

Tsa'avtúlgú and thus controls trade and production in the northeastern areas; and the Shiggashko'ónmu Family has its ancestral seat in the fortress city of Jákánta [also spelled Jækánta] on the Bay of Singgála, ruling all of the southeast and the trade in gems, pearls, and silky Gúdrú cloth. Other less prestigious families rule the small cities through a complex code of feudal obligations, subject to the will and control of these seven great lineages.

Salarvyáni military organization is structured along semi-feudal lines: the Council of Nobles decrees the number and nature of troops to be raised by each family, and these are then responsible for the raising, equipping, and training, victualing, etc., of their forces. Soldiers thus own their primary loyalty to the lord who provides for them and pays them; fealty to the "nation" as a whole is somewhat secondary. This has led to considerable fragmentation of command over the centuries and has kept Salarvyá from playing the strongly centralized role it had during the Period of the Fisherman Kings. There is a central "high command," appointed by Chgéshsha (the Overlord of King) and the Council of Nobles, however, and this serves to hold the army together and to provide for concerted military action of a sort.

Nevertheless, regional concepts tend to become primary: viz. The Lords of Koylugá must worry about the Tsolyáni to the west, the Pecháni to the east, and the inimical and ever-vigilant Ssü to the northeast; the Dukes [this use of the English term is arbitrary but convenient] of Héru are forever endangered by the vicious Hlutrgú who range through the northwest of their area; the Shiggashko'ónmu of Jákánta must always be one the watch for the pirates of Háida Pakála; etc. The central

government has indeed managed to convince the proud nobility of the dangers of the Tsolyáni and the Ssü, and each of the families now sends contingents to guard these regions. It was a result of the diplomacy of King Griggatsétsa that sufficient troops could be concentrated upon the Tsolyáni borders some four years ago [2350 A.S.] and the latter were forced to withdraw from their enclave of Mmillaká in return for a Salarvyáni quit-claim to the northwestern marches of the Forest of Gilráya (the treaty of Rý).

Each of the Salarvyáni noble families thus

raises different numbers of various types of troops. These are usually grouped into Tséhlqu [translatable, perhaps, as something like "strike-force"] of uneven numbers of men. Each Tséhlqu is then subdivided into three to five small units [Nchésh] of roughly equal numbers. The Tséhlqu is commanded by a Mbeggéshmu [= "general"] and each Nchésh by a Sreddéq [= "commander"]. These forces include heavy, medium, and light infantry types plus special units of artillery, sappers, etc. (which have separate commanders). Mercenary and nonhuman units are always assigned to one or another of these Tséhlqu.

Salarvyáni Troop List

I. The Forces of the Chruggilléshmu Family of Tsatsayágga

A. The Tséhlqu of the Ebon Palace

Mbeggéshmu: King Griggatsétsa, delegated to Prince Zhurrilúgga

(1) The Nchésh of the Black Standard

Sreddéq: Prince Zhurrilúgga

Based: Tsatsayágga [map 2 / hex 1832] - now at base

Arms: Heavy infantry have conical steel helmets, scale mail tunics, greaves and vambraces of steel, large round shields, medium stabbing spears, composite bows, and medium swords. Medium infantry have lighter Chlén-hide helmets, light breastplates, greaves, medium shields, long spears, and medium swords. Light infantry have only Chlén-hide

helmets, leather tunics, and two-handed clubs or maces.

Strength: 2000 heavy infantry, 4000 Medium Infantry, 6000 Light Infantry, 13,000 reserves untrained at Tsatsayágga.

Statistics: HI

1	6	H+2	R+2	SS	LW	cs	93
13	9	22	17	10	12	1	14/9

2-3	5	H+1	R+1	SS	LW	cs	78
13	8	19	15	9	11	1	12/8

4	4	Hs	Rs	SS	LW	cs	63
13	7	16	13	8	10	1	11/7

ave.	5	H+1	R+1	SS	LW	cs	78
13	8	19	15	9	11	1	12/8

Statistics: MI

1	4	M+1	R+1	LS	LW	-	58
11	7	16	13	8	10	-	9/6

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

4-8	1	M	R	LS	LW	-	22
11	4	9	9	5	7	-	4/4

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

Statistics: LI

1-3	1	L	-	-	TMC /TCL	-	7
4	4	1	2	-	3	-	1/2

Remarks: Prince Zhurrilúgga, cousin of the King, uses this unit mainly as his personal guard, city defense, and general civil protection force. It has never had to fight and remains in the capital.

(2) The Nchësh of the Grey Standard

Sreddéq: Prince Zhurrilúgga, delegated to Prince Chekwtládu

Based: Tsatsayágga [map 2 / hex 1832] - now at base

Arms: Elaborate full armor of black-lacquered steel, tall conical helmets, large oval shields with the fanged red mouth of the Chruggilléshmu Dynasty embossed upon them, long swords of steel, composite bows, and ceremonial halberds (generally useless for fighting).

Strength: 4000 heavy infantry, 4000 trained reserves

Statistics: HI

1	9	H+4	R+4	HB	LWs	cs	205
16	12	29	21	3	16	1	19/ 11

2	7	H+3	R+3	HB	LWs	cs	159
16	10	25	19	3	14	1	16/ 10

3-4	4	H+1	R+1	HB	LWs	cs	84
16	7	18	15	3	11	1	11/8

5-8	2	Hs	Rs	HB	LWs	cs	62
16	5	14	13	3	9	1	8/7

ave.	4	H+1	R+1	HB	LWs	cs	84
16	7	18	15	3	11	1	11/8

Remarks: This unit serves as the Palace Guard. It has seen no action except for one Qadární ritual battle, which it won. Recruits come from noble families all over Salarvyá. After three years service, these men return home to take up civil or military posts. Prince Chekwtládu is the King's eldest son and is now about seventeen years of age.

(3) The Nchësh of the White Standard

Sreddéq: Lord Driggulúnnu

Based: Map 2 / hex 1731 - now at base

Arms: The heavy infantry have full armor, tall conical helmets, long triangular shields, one-handed pole-axes, and swords. Medium infantry have half-armor of similar style, long



Officer



1

K
31



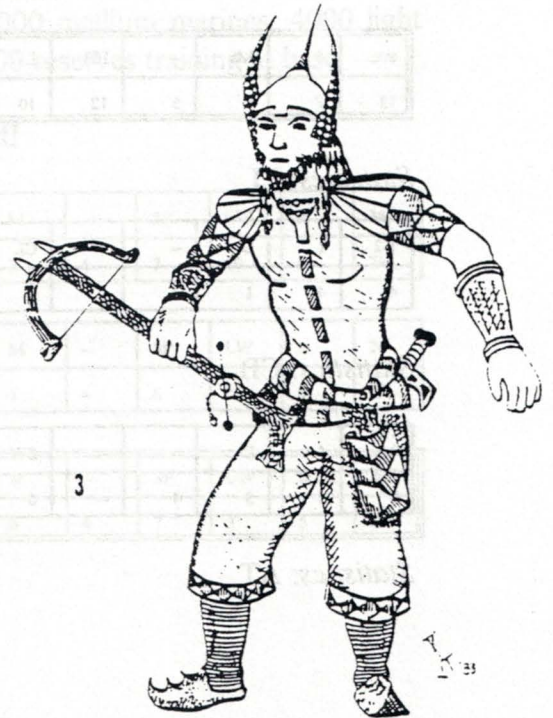
2

Officer



2

K
31



3

K
31

halberds, swords, and no shields. Light infantry wear leather and carry bone-pointed javelins and clubs. Crossbowmen have leather armor, medium winch crossbows, short curved swords, and mantelets. Artillerymen operate 100 small ballistae, 40 medium trebuchets, 50 medium onagers; and wear leather armor, helmets, and short swords.

Strength: 1000 heavy infantry, 3000 medium infantry, 2000 crossbowmen, 1000 light infantry, 1000 artillerymen, 8000 trained in reserve on this and adjacent hexes

Statistics: HI

1-2	5	H+1	R+1	PA	LW	-	78
16	8	19	15	11	11	-	12/8

Statistics: MI

1-3	5	Ms	-	HB	LW	-	58
13	8	9	5	13	11	-	9/5

4-6	3	M	-	HB	LW	-	35
13	6	6	4	11	9	-	6/4

ave.	4	Ms	-	HB	LW	-	43
13	7	8	5	12	10	-	8/5

Statistics: LI

1-2	1	L	-	-	CL	lj	7
4	4	1	2	-	3	3	1/2

Statistics: CB

1-4	4	L	-	-	SW	mc	28
8	6	3	4	-	6	12	2/3

Statistics: AT

100: 3	2	L	-	-	SW	ld	*
6	5	1	2	-	6	17	1/2

40:5	2	L	-	-	SW	md	*
6	5	1	2	-	6	25	1/2

50: 10	1	L	-	-	SW	mo	*
6	5	1	2	-	6	32	1/2

Remarks: This is a good fighting unit. It has only recently returned for a rest after a tour at Mmillaká [map 2 / hex 2824]. Lord Driggulúnnu is the paternal uncle of the King and is an experienced soldier.

(4) The Nchësh of the Silver Standard

Sreddéq: Lord Qaggëshshu Sriggélchu

Based: Map 2 / hex 1831 - now in map 2 / hex 3026 on duty

Arms: Heavy infantry have long pikes, composite bows, heavy chopping swords, heavy armor, large triangular shields, and round pillbox helmets. Medium infantry have helmets and breastplates only, medium stabbing spears, medium shields, and swords. Light archers have leather tunics, Chlén-hide helmets, longbows, and short curved swords. Light infantry have long spears, clubs, or maces; and no armor. 1000 have bolas.

Strength: 3000 heavy infantry, 3000 medium infantry, 4000 light archers, 6000 light infantry, 2000 reserves in training at base

Statistics: HI

1-2	4	H+1	R+1	LP	LW	cs	63
11	7	18	15	6	10	1	11/8

3	4	Hs	Rs	LP	LW	cs	51
11	7	16	13	6	10	1	10/7

4-6	2	H	R	LP	LW	cs	30
11	5	12	11	4	8	1	7/6

ave.	3	Hs	Rs	LP	LW	cs	45
11	6	16	13	5	8	1	9/7

Statistics: MI

1-3	4	Ms	Rs	SS	LW	--	36
11	6	13	11	7	9	--	7/5

4-6	2	M	R	SS	LW	--	25
11	5	12	11	6	8	--	6/5

ave.	2	Ms	Rs	SS	LW	--	31
11	5	12	11	6	8	--	6/5

Statistics: AR

1-8	2	L	--	--	SW	lb	16
6	5	1	--	--	6	6	1/2

Statistics: LI

1-3	1	--	--	LS	--	--	6
4	4	0	1	4	--	--	0/1

4-5	0	--	--	--	MC	--	3
4	3	0	0	--	5	--	0/0

6-10	0	--	--	--	CL	--	1
2	3	0	0	--	2	--	0/0

11-12	1	--	--	LS	--	bl	9
4	4	0	1	4	--	1	0/1

ave.	1	--	--	LS	--	--	6
4	4	0	1	4	--	--	0/1

Remarks: This Nchësh has just been dispatched to the Tsolyáni border in place of the Nchësh of the White Standard. It has some experience in the Qadárni ritual battles, winning three out of five against Tsolyáni opponents. Its commander is a nephew of the King.

(5) The Nchësh of the Sea-Grey Wave

Sreddéq: Commandant Farshshitulígga Bordlyanu

Based: Gorulú in map 2 / hex 0833 - opposite Tsatsayágga where the Nchësh's administrative headquarters is located

Arms: Medium marines have short pikes and light crossbows, cutlasses, light breastplates, Chlén-hide caps. Light infantry double as sailors, carry javelins and maces, and wear no armor.

Strength: 4000 medium marines, 4000 light infantry, 2000 reserves training at base

Statistics: MI

1-4	4	M	--	SP	LW	lc	34
8	7	7	4	7	10	5	7/4

5-8	2	M	--	SP	LW	lc	24
8	5	5	4	6	8	5	5/4

ave.	3	M	--	SP	LW	lc	29
8	6	6	4	7	8	5	6/4

Statistics: LI

1-8	2	-	-	-	MC	lj	10
6	5	0	1	-	5	5	0/1

Remarks: This unit provides naval escort for merchantmen who ply the straits across to Háida Pakála. The commander is a cousin of the King, but it was he who commanded the Tséhlqu responsible for the Salarvyáni defeat at Rý, and he has hence been reassigned to this task.

(6) The Nchësh of the Four-Limbed One

Sreddéq: (Name unpronounceable)

Based: Tsatsayágga [map 2 / hex 1832]

Arms: Two very large swords, two long and heavy spears, and a round shield; some have steel armor over the carapace with projections to protect their eyes.

Strength: 5000 Ahoggyá extra-heavy infantry, 5000 reserves untrained in Ahoggyá territory in map 2 / hexes 1325-1327

Statistics: EHI (Ahoggyá)

1-4	8	EHs	Rs	LS*	LW*	-	161
18	14	26	19	20	24	-	22/15

5-10	6	EH	R	LS*	LW*	-	134
18	12	22	17	18	22	-	19/14

ave.	7	EH	R	LS*	LW*	-	144
18	13	23	17	17	23	-	20/14

Remarks: This Nchësh has been loyal to the

Chruggillëshmu Family for many generations. It has seen action in three Qadárni ritual battles, being among the winning troops in two of these. The commander of this unit is named "Barrel-of-Swords" by his human colleagues.

(7) The Nchësh of the Winged Sword

Sreddéq: Náàiya-éya

Based: Map 2 / hex 1832 near Tsatsayágga - now at base

Arms: Several light throwing javelins, light swords, and small targe shields.

Strength: 1000 Hláka light flyers, 1000 more in training at base

Statistics: Hláka

1-2	2	-	1	-	DG	ij	17
4	4	1	2	-	2	3	-1/-1

Remarks: This unit provides reconnaissance for the forces of the southern regions. Hláka are rare in Salarvyá since the Hláka leaders in their own homeland favor Pecháno, which in turn favors Tsolyánu.

(8) The Nchësh of the Claws of Shényu

Sreddéq: Ss-Mrásh-hka

Arms: Heavy armor, large shields, long barbed spears, Shén-style chopping swords; 500 have small Shén crossbows.

Based: Hngú in map 2 / hex 1630 - now in map 2 / hex 2824 on duty with the forces of Koylugá

Strength: 2000 Shén mercenary heavy infantry, no reserves.

Statistics: HI (Shén)

1	5	H+1	R+1	LS	LW	xx	135
16	11	28	24	23	19	3	21/17

2-4	3	H	R	LS	LW	-	74
16	7	22	30	21	17	-	17/15

ave.	4	H	R	LS	LW	xx	97
16	8	23	20	22	18	3	18/15

Remarks: These mercenaries were sent by the rulers of Livyánu as a sign of goodwill to Salarvyá (a similar number were dispatched to Tsolyánu, where they have been integrated into the Legion of Gr-ga the Egg-Layer, Fifth Imperial Shén Auxiliary Legion). These are reasonably good mercenary troops, but they are lonely for their homeland and may leave within the year.

B. Tséhlqu of the Obsidian Monolith

Mbeggéshmu: Prince Znakkosháyyu, Elder of the Chruggilléshmu Family

(9) The Nchesh of the North

Sreddéq: Prince Znakkosháyyu

Based: Béssech Village in map 2 / hex 2132 - now in Nrikakchné in map 2 / hex 1926

Arms: Two-handed poleaxes and cumbersome Chlén-hide plate armor breastplates for the medium infantry but no greaves or vambraces, etc. Light infantry have no armor; but do have helmets, javelins, and light warhammers.

Armored archers have breastplates, helmets, small swords, and heavy composite bows.

Strength: 1000 medium infantry, 2000 light infantry, 1000 medium archers, 2000 reserves at base

Statistics: MI

1-2	4	M	-	PA	DG	-	36
11	7	7	4	12	6	-	7/4

Statistics: LI

1-4	1	-	-	-	WH	mj	5
4	4	0	1	-	7	2	0/1

Statistics: AR

1-2	3	M	-	-	SW	ch	28
6	6	3	4	-	5	9	3/4

Remarks: This Tséhlqu is traditionally separate from the King's forces. It is commanded by the oldest able clan member of the family. Prince Znakkosháyyu fears his clan-brother, the King, and now lives in the city of Nrikakchné where he uses Tséhlqu as his defense force.

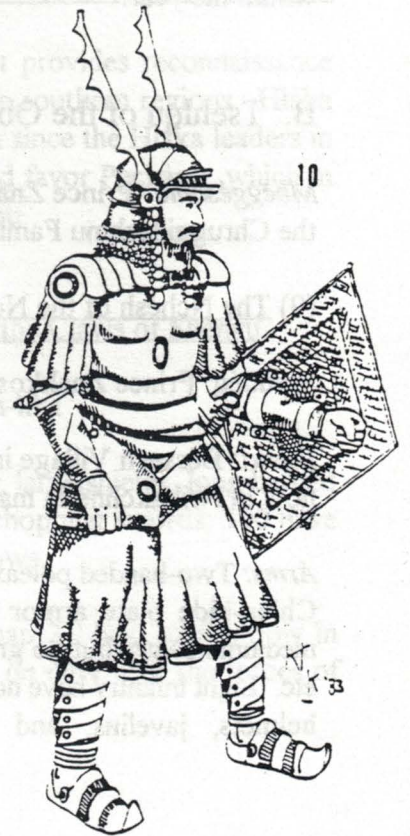
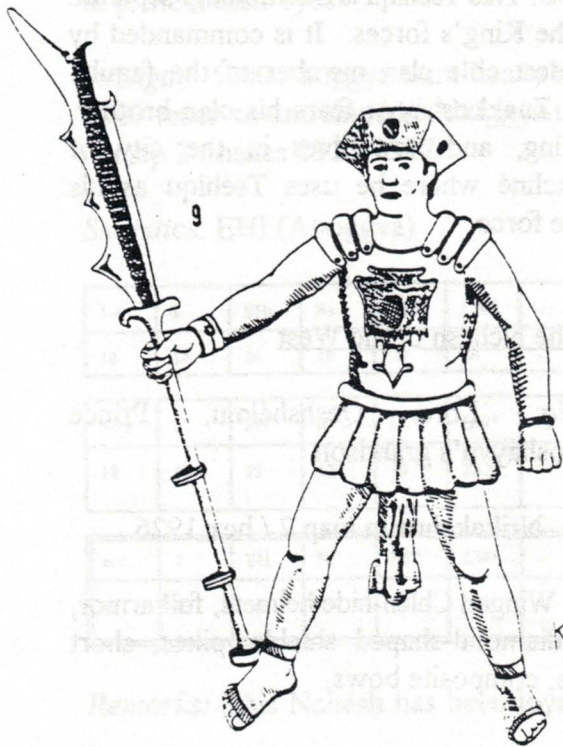
(10) The Nchesh of the West

Sreddéq: Lord Qeshshélmú, Prince Znakkosháyyu's grandson

Based: Nrikakchné in map 2 / hex 1926

Arms: Winged Chlén-hide helmets, full armor, small diamond-shaped shields, pikes, short swords, composite bows.

Officer



Strength: 1000 heavy infantry, 1000 trained reserves, 1000 untrained reserves

Statistics: HI

1-2	2	H	S	LP	SW	cs	26
8	5	12	11	4	8	1	7/6

Remarks: This unit functions as Prince Znakkosháyyu's palace guard. It is untried but made up of good recruits.

(11) The Nchësh of the Sparkling Vision of the Dancer of Doom

Sreddéq: (Name unpronounceable)

Based: Nrikakchné in map 2 / hex 1926

Arms: Two very large swords, two long and heavy spears, a round shield.

Strength: 2000 Ahoggyá extra-heavy infantry, 1000 reserves untrained at map 2 / hex 1523

Statistics: EHI (Ahoggyá)

1-4	6	EH	R	LS*	LW*	-	130
16	12	26	18	18	22	-	19/ 14

Remarks: Traditional loyalty to the family has split the Ahoggyá into two groups, one faithful to the King, and this small group loyal to Prince Znakkosháyyu. It is a good unit.

I. The Forces of the Hrűchcháqsha Family of Chame'él

A. Tséhlqu of the Mórmoron Plain

Mbeggëshmu: Mighty Lord Vrummishsha Deddlaqa'â

(12) The Nchësh of Power Upon the Land

Sreddéq: Lord Vrummishsha Deddlaqa'â, delegated to his son, Lord Hu'ugga Deddlaqa'â

Based: Chame'él [map 2 / hex 1618] - now at base

Arms: Heavy infantry have flat-topped pot helmets, large shields, full Chlén-hide armor, broadswords, composite bows. Medium infantry have helmets and breastplates, long pikes, and short hatchets. Light infantry have

no armor but carry slings and clubs. Crossbowmen have only leather armor, medium winch crossbows, and clubs. Most artillerymen have light ballistae, and one unit has heavy onagers.

Strength: 4000 heavy infantry, 3000 medium infantry, 1000 light infantry, 1000 medium crossbowmen, 1000 artillerymen, 4000 reserves training in map 2 / hexes 1619-1621

Statistics: HI

1	6	H+2	R+2	-	LW	cs	91
11	9	22	17	-	12	1	14/9

2-3	5	H+1	R+1	-	LW	cs	73
11	8	19	15	-	11	1	12/8

4-5	4	Hs	Rs	-	LW	cs	53
11	7	16	13	-	10	1	10/7

6-8	2	H	R	-	LW	cs	27
11	5	12	11	-	8	1	7/6

ave.	4	Hs	Rs	-	LW	cs	53
11	7	16	13	-	10	1	10/7

Statistics: MI

1-2	4	Ms	-	LP	SW	-	37
8	7	8	5	6	10	-	8/5

3-4	3	M	-	LP	SW	-	21
8	6	6	4	5	9	-	6/4

ave.	3	Ms	-	LP	SW	-	27
8	6	7	5	5	9	-	7/5

Statistics: LI

1-2	1	-	-	-	CL	sl	10
4	4	0	1	0	2	3	0/1

Statistics: CB

1-2	2	L	-	-	CL	mc	16
6	5	1	2	-	2	10	1/2

Statistics: AT

200: 3	2	L	-	-	SW	ld	*
6	5	1	2	-	6	17	1/2

20: 20	2	L	-	-	SW	ho	*
6	5	1	2	-	6	*	1/2

Remarks: This force forms the traditional defenses of the great Hrúchcháqsha Family. It

is retained mostly in the port city of Chame'él, and the medium infantry are also used as marines to guard shipping and the Vrêlq trade.

(13) The Nchësh of the Sable Sea

Sreddéq: Lord Triggumarékku Deddlaqa'â

Based: Chame'él [map 2 / hex 1618] - now posted to Khúm in map 2 / hex 2827

Arms: Heavy infantry have flat-topped pot helmets, large shields, full Chlén-hide armor, broadswords, and composite bows. (This is the same as the Nchësh of Power Upon the Land.) Light infantry have no armor but have medium shields, javelins, and slings. Archers have longbows and clubs, but no armor.

Strength: 5000 heavy infantry, 6000 light infantry, 4000 archers, 2000 reserves trained in map 2 / hexes 1720-1722

Statistics: HI

1	6	H+2	R+2	-	LW	cs	91
11	9	22	14	-	12	1	14/9

2	6	H+1	R+1	-	LW	cs	83
11	9	20	13	-	12	1	13/8

3-7	4	Hs	Rs	-	LW	cs	53
11	7	16	13	-	10	1	10/7

8-10	2	H	R	-	LW	cs	28
11	5	12	11	-	8	1	7/6

ave.	3	Hs	Rs	-	LW	cs	43
11	6	15	13	-	9	1	9/7

Statistics: LI

1-12	1	-	R	-	-	lj/sl	6
4	4	0	1	-	-	3/3	0/1

Statistics: AR

1-8	2	-	-	-	CL	lb	16
6	5	0	1	-	2	6	0/1

Remarks: This unit is supplied by the Lords of Chame'él to guard Salarvyá's northern borders against the Tsolyáni or the Ssü. Its commander is an old and experienced general.

(14) The Nchësh of Sóngyal Isle

Sreddéq: Vratkusánnê Deddlaqa'â, son of Lord Triggumarékku

Based: Sóngyal Isle - now at base [map 2 / hex 1517]

Arms: Medium marines have light helmets, breastplates, medium shields, and cutlasses. Archers have leather armor and longbows. Artillerymen have light ballistae which can be mounted on ships. There are also two units of ten long-range ballistae with incendiary missiles for use against ships.

Strength: 3000 medium marines, 2000 light archers, 1000 artillerymen, 2000 reserves untrained in map 2 / hexes 1517 and 1618

Statistics: MI

1	5	M+1	R+1	-	LW	-	68
13	8	17	13	-	11	-	10/6

2-6	3	M	R	-	LW	-	35
13	6	11	9	-	9	-	6/4

ave.	3	M	R	-	LW	-	35
13	6	11	9	-	9	-	6/4

Statistics: AR

1-4	2	L	-	-	DG	lb	27
8	5	1	2	-	2	6	1/2

Statistics: AT

200: 4	3	L	-	-	SW	ld	*
8	6	1	2	-	6	18	1/2

20: 10	3	L	-	-	SW	hd-f	*
8	6	1	2	-	6	14	1/2

Remarks: The Salarvyáni attach special importance to Sóngyal Isle and permit no one to land there. The reason is not known.

(15) The Nchësh of the Circle of Light

Sreddéq: (Name unpronounceable)

Based: Chame'él [map 2 / hex 1618] - now in map 2 / hex 1720

Arms: Two very large swords, two long and heavy spears, a round shield, some have steel armor over the carapace with projections to protect their eyes.

Strength: 2000 extra-heavy Ahoggyá infantry, 2000 reserves trained at base

Statistics: EHI (Ahoggyá)

1	7	EH +2	R+2	LS*	LW*	-	174
18	13	29	23	19	23	-	23/17

2	5	EHs	Rs	LS*	LW*	-	117
18	11	23	19	17	21	-	19/15

3-4	3	EH	R	LS*	LW*	-	78
18	9	19	17	16	19	-	16/14

ave.	5	EHs	Rs	LS*	LW*	-	117
18	11	23	19	17	21	-	19/15

Remarks: This group is Ahoggyá mostly drawn from the Flats of Gyógma across the Straits. It is a mercenary unit.

III. The Forces of the Khekhkhéssa Clan of Héru

The Tséhlqu of the Sombre Forest

Mbeggéshmu: Mightly Lord Dreshú'uga
Middlāqsha Khekhkhéssa

(16) The Nchesh of Lord Dreshú'uga
Khekhkhéssa

Sreddéq: Lord Dreshú'uga Khekhkhéssa

Based: Héru in map 2 / hex 1922 - now at base

Arms: Heavy infantry have round horned helmets, full-scale armor, jagged-tooth swords, long diamond-shaped shields, and some composite bows. Medium infantry have light breastplates and helmets, light shields, halberds, and short swords. Light infantry fight naked, and use medium spears and large diamond-shaped shields. Artillerymen have medium and heavy ballistae and onagers, and are used mainly to defend the approaches to Tamkáde Bay.

Strength: 2000 heavy infantry, 4000 medium infantry, 8000 light infantry, 500 artillerymen and sappers, 4000 reserves untrained at Héru

Statistics: HI

1	7	H+3	R+3	-	LW	cs	141
13	10	25	19	-	13	1	16/10

2-4	3	H	R	-	LW	cs	24
6	6	13	11	-	9	1	8/6

ave.	4	Hs	Rs	-	LW	cs	44
8	7	16	13	-	10	1	10/7

Statistics: MI

1-8	2	M	S	HB	SW	-	21
6	5	8	7	10	8	-	5/4

Statistics: LI

1-16	0	-	R	LS	-	-	4
2	3	4	5	2	-	-	0/1

Statistics: AT

20-5	1	L	-	-	DG	md	*
4	4	1	2	-	2	24	1/2



10: 10	1	L	-	-	DG	bd	*
4	4	1	2	-	2	*	1/2

10: 10	1	L	-	-	DG	mo	*
4	4	1	2	-	2	*	1/2

10: 20	1	-	-	-	DG	ht	*
4	4	0	1	-	2	*	0/1

Remarks: The present "Duke" of Héru, Lord Dreshú'uga, is wealthy but rather penurious. His troops are ill-paid and not very well equipped.

(17) The Nchësh of Lord Zrellëshqya Khekhkhéssa

Sreddéq: Lord Zrellëshqya Khekhkhéssa

Based: Ndeqqumai village in map 2 / hex 2123 - now at base on local patrol

Arms: Heavy infantry have round horned helmets, full-scale armor, jagged-tooth swords, long diamond-shaped shields, and some composite bows. Light infantry are foresters armed with curved short swords, short spears, and some light bows. Crossbowmen are also foresters; and have light crossbows, maces, and no armor.

Strength: 2000 heavy infantry, 6000 light infantry, 4000 light crossbowmen, 3000 reserves untrained in hexes adjacent to map 2 / hex 2123

Statistics: HI

1-4	3	H	R	-	LW	cs	31
8	6	13	11	-	9	1	8/6

Statistics: LI

1-4	3	-	-	SS	SW	cs	15
6	6	0	1	4	6	4	0/1

5-12	1	-	-	SS	SW	-	4
6	4	0	1	4	6	-	0/1

ave.	2	-	-	SS	SW	cs	11
6	5	0	1	4	6	3	0/1

Statistics: CB

1-8	2	-	-	-	MC	lc	12
6	5	0	1	-	6	7	0/1

Remarks: The light infantry of this region is famous for its hunting and scouting ability, particularly against the terrible nonhuman Hlutrgú. These forces often patrol the Tsolyáni borders of the Gilráya Forest.

(18) The Nchësh of the Two-Pronged Spear

Sreddéq: (Name unpronounceable)

Based: Héru [map 2 / hex 1922] - now posted to Mmillaká [map 2 / 2824] as a contribution to the norther border defenses

Arms: Two very large swords, two long and heavy spears, a round shield; some have steel armor over the carapace with projections to protect their eyes

Strength: 3000 extra-heavy Ahoggyá infantry, no reserves

Statistics: EHI (Ahoggyá)

1	5	EHs	Rs	LS*	LW*	-	117
18	11	23	19	17	21	-	19/15

2-6	4	EH	R	LS*	LW*	-	88
18	10	20	17	17	20	-	17/14

ave.	4	EH	R	LS*	LW*	-	88
18	10	20	17	17	20	-	17/14

Remarks: Lord Dreshú'uga has reluctantly employed this small force of nonhumans as his contribution to the dangerous northern frontiers. This nonhuman unit has distinguished itself against the Tsolyáni in a recent Qadárni ritual battle.

IV. The Forces of the Thirreqúmmu Family of Koylugá

The Tséhlqu of the Fist of Chaddársha

Mbeggéshmu: Mighty Lord Kúrek Tiqónnu Thirreqúmmu

(19) The Nchësh of the Mace of Steel

Sreddéq: Lord Kúrek Tiqónnu Thirreqúmmu

Based: Koylugá [map 2 / hex 2627] - now at Fénul [map 2 / hex 3130] in Chaigári

Arms: Tall pointed steel helmets for the heavy infantry, Chlén-hide or steel armor, halberds, short swords, and some composite bows. Crossbowmen are armored only in leather, but carry heavy crossbows and swords. Light infantry are unarmored, and carry medium thrusting spears and clubs.

Strength: 7000 heavy infantry, 2000 crossbowmen, 10,000 light infantry, 10,000 reserves untrained in hexes adjacent to Koylugá

Statistics: HI

1-2	8	H+2	-	HB	SW	-	123
16	11	16	9	16	14	-	16/9

3-5	6	H+1	-	HB	SW	-	85
16	9	13	8	14	12	-	13/8

6-8	5	Hs	-	HB	SW	-	68
16	8	11	7	13	11	-	11/7

9-14	4	H	-	HB	SW	cs	60
16	7	9	6	12	10	1	9/6

ave.	5	Hs	-	HB	SW	-	68
16	7	9	7	13	11	-	11/7

Statistics: CB

1-4	3	L	-	-	SW	hc	26
8	6	1	2	-	6	14	1/2

Statistics: LI

1-20	1	-	-	SS	CL	-	6
4	4	0	1	4	4	-	0/1

Remarks: These are the major forces of the

Lords of Koylugá, who must defend against the Tsolyáni, the Pecháni, and the deadly Ssü. They have recently occupied Fénul, which is technically within Chaigári and hence a possession of Tsolyánu. The Tsolyáni, however, are not eager to dispute possession of this little city in a distant corner of the Empire, so long as the Salarvyáni keep the Ssü at bay.

(20) The Nchësh of the Unsheathed Blade

Sreddéq: Lady Zëshsha Thirreqúmmu, sister of Lord Kúrek

Based: Khúm [map 2 / hex 2827] - now at map 2 / hex 2829

Arms: Heavy infantry have tall pointed helmets, Chlén-hide or steel armor, halberds, and short swords. Archers have medium breastplates, helmets, mantelets, and composite bows. Artillerymen have light ballistae, some medium ballistae, and a few heavy siege onagers and trebuchets.

Strength: 3000 heavy infantry, 4000 medium archers, 1000 artillerymen, no reserves

Statistics: HI

1-3	5	H+1	-	HB	SW	-	58
11	8	12	8	13	11	-	12/8

4-6	2	H	-	HB	SW	-	27
11	5	7	6	10	8	-	7/6

ave.	3	H	-	HB	SW	-	32
11	6	8	6	11	8	-	8/6

Statistics: AR

1-8	3	M	EL	-	DG	cb	22
6	6	3	10	-	2	6	3/4

Statistics: AT

100: 3	1	L	-	-	DG	ld	*
4	4	1	2	-	2	16	1/2

100: 5	1	L	-	-	DG	md	*
4	4	1	2	-	2	24	1/2

10: 10	1	L	-	-	DG	ho	*
4	4	1	2	-	2	*	1/2

5:20	1	-	-	-	DG	ht	*
4	4	0	1	-	2	*	0/1

Remarks: Lady Zëshsha has gathered a force of Aridáni warrior women, although this is not as common a feature of Salarvyáni society as it is in Tsolyánu. All of these troops, thus, are women, and they have distinguished themselves quite well against the Ssü and the Pecháni.

(21) The Nchësh of Chrâ-Ssé-Kk

Sreddéq: Chrâ-Ssé-Kk of Shényu

Based: Mmillaká [map 2 / hex 2824] - now at base

Arms: Heavy armor, large shields, long barbed spears, Shén-style chopping swords; 500 have small Shén crossbows

Strength: 2000 heavy Shén infantry, no reserves

Statistics: Shén (HI)

1	6	H+1	R+1	LS	LW	sx	145
16	12	29	24	16	20	3	22/17

2-4	4	H	R	LS	LW	--	94
16	10	23	20	14	18	--	17/15

ave.	5	Hs	Rs	LS	LW	sx	123
16	11	26	22	15	19	3	20/16

Remarks: These mercenaries have been laboriously collected from all sorts of places and made into a good unit. The commander is a Shén chieftain who was mistreated by the Tsolyáni after the battle of Rý, and he now serves Salarvyá loyally rather than as a mercenary.

(22) The Nchësh of Singing to the Sun

Sreddéq: Míyo-éya Hiómai

Based: Map 2 / hex 3026 - now at base

Arms: Several light throwing javelins, light

V. The Forces of the Lineage of Mreshshél-Átl of Lake Mrissútl

A. The Tséhlqu of the Outer Temple

Mbeggëshmu: High Priest Gyeggédlu Ga'annúmu

(23) The Nchësh of the Angry Goddess

Sreddéq: Third Priest Kekkúmmu Ssa'attiné

Based: The temple-city of Shiringgáyi in map 2 / hex 2530 - now in map 2 / hex 2630 of the Pecháni border

swords, small targe shields

Strength: 2000 light Hláka flyers, 1000 reserves trained at Khúm

Statistics: Hláka

1-4	3	--	T	--	DG	lj	27
4	5	1	2	--	2	6	-1/-1

3-4	1	--	T	--	DG	lj	12
4	3	1	2	--	2	4	-1/-1

ave.	2	--	T	--	DG	lj	17
4	3	1	2	--	2	5	-1/-1

Remarks: This small force of Hláka flyers is used for reconnaissance along the Tsolyáni border and also in the Pecháni and Ssü areas in the east. It has had much battle experience, including one Qadárni battle (which this unit lost through no fault of its own) against other Hláka hired by the Tsolyáni.

Arms: Heavy infantry have tall beehive-shaped helmets, glaives and bilhooks, long swords, and full Chlén-hide armor. Medium infantry have large shields, breastplates and helmets, medium stabbing spears, and short swords. Light infantry are naked forest people armed with light bows. Artillerymen have light and medium ballistae, ten heavy onagers, and ten trebuchets ready near the Sákbe road in map 2 / hex 2530.

Strength: 7000 heavy infantry, 2000 medium infantry, 5000 light infantry, 1000 artillerymen-

sappers, no reserves

Statistics: HI

1-2	6	H+1	--	GL	LW	--	90
18	9	13	8	14	12	--	13/8

3-5	5	Hs	--	BH	LW	--	73
18	8	11	7	13	11	--	11/7

6-10	3	H	--	GL	LW	--	57
18	6	8	6	11	9	--	8/6

11-14	2	H	--	BH	LW	--	42
18	5	7	6	10	8	--	7/6

ave.	3	Hs	--	GL	LW	--	63
18	6	9	7	11	9	--	9/7

Statistics: MI

1-4	4	M	R	SS	SW	--	50
18	7	12	9	7	10	--	7/4

Statistics: LI

1-10	1	--	--	--	--	cs	20
18	4	9	1	--	--	2	0/1

Statistics: AT

100: 2	2	L	--	--	DG	ld	*
18	5	1	2	--	2	17	1/2

100: 4	2	L	--	--	DG	md	*
18	5	1	2	--	2	25	1/2

10: 20	1	--	--	--	DG	ho	*
18	4	0	1	--	2	*	0/1

10: 20	1	--	--	--	DG	ht	*
18	4	0	1	--	2	*	0/1

Remarks: This unit is charged with the defense of the Pecháni border; thus, it receives large subsidies from the capital as well as temple funds. Its members fight as fanatics. This unit has never moved more than a few kilometers away from the Pecháni border in several hundred years although it ranges along the border between map 2 / hex 2629 and map 2 / hex 2534.

(24) The Nchësh of the Trampling Thunder

Sreddéq: (Name unpronounceable)

Based: The temple-city of Shiringgáyi in map 2 / hex 2530 - now in map 2 / hex 2629 guarding the Sákbe road to Koylugá

Arms: Large scythe-like swords, long barbed lances, a heavy shield of Chlén-hide or steel

Strength: 4000 extra-heavy Ahoggyá infantry, 1000 reserves untrained at base

Statistics: EHI (Ahoggyá)

1-2	6	EH +1	R+1	LS*	LW*	--	146
18	12	26	21	18	22	--	21/16

3-5	4	EHS	RS	LS*	LW*	--	107
18	10	22	19	16	20	--	18/15

6-8	2	EH	R	LS*	LW*	--	68
18	8	18	17	14	18	--	15/14

ave.	4	EHS	RS	LS*	LW*	--	107
18	10	22	19	16	20	--	18/ 15

Remarks: This unit is also mainly assigned to border guard duty although it has fought in several engagements with the Pecháni (usually winning). It is a powerful and well-trained force, and its commander, known as "Scar-Gut" to his human colleagues, is a tough and wily officer.

B. The Tséhlqu of the Middle Temple

Mbeggéshmu: High Priestess Vreshemúna Daqráshqinê

(25) The Nchesh of the Worshipful Hand

Sreddéq: Second-Priestess Greshtlau'úna Daqráshqinê

Based: The temple-city of Shiringgáyi in map 2 / hex 2530 - now at base

Arms: Heavy infantry have tall beehive-shaped helmets, glaives and billhooks, long swords, and full Chlén-hide armor. Crossbowmen have light Chlén-hide armor (and are classified as mediums) and medium winch crossbows, short swords, and mantelets. Light infantry are fisher-folk from along the shores of Lake Mrissútl, and these are armed with medium bows, long barbed poison arrows, and warhammers.

Strength: 4000 heavy infantry, 2000 crossbowmen, 2000 light infantry, 2000 reserves training at base

Statistics: HI

1-5	5	H +1	--	GL	LW	--	59
8	8	12	8	13	11	--	12/8

2-4	4	Hs	--	GL	LW	--	41
8	7	10	7	12	10	--	10/7

5-8	2	H	--	BH	LW	--	20
8	5	7	6	9	8	--	7/6

ave.	3	Hs	--	GL	LW	--	36
8	6	9	7	11	9	--	9/7

Statistics: CB

1-4	3	M	EL	--	SW	mc	25
6	6	3	10	--	6	11	3/4

Statistics: LI

1-4	0	--	--	--	WH	cb-p	14
4	3	0	0	--	2	2	0/0

Remarks: Detachments from this unit are used to police the smaller villages in central Salarvyá (viz. Village Dlénnech in map 2 / hex 2229 and village Nu'unniqu in map 2 / hex 2232). Other detachments result near the temple of Shiringgáyi.

(26) The Nchesh of the Loving Hand

Sreddéq: Second-Priestess Birrishúna Virídlai

Based: The temple-city of Shiringgáyi in hex 2530 - now at base

Arms: Light Chlén-hide armor and helmets, two-handed swords, garrotes, bolas

Strength: 2000 medium infantry (all women), 2000 reserves untrained at Village Dlénnech in map 2 / hex 2229

Statistics: MI

1	6	M+2	--	TAS	GA	bl	91
8	9	12	7	16	14	1	12/7

2-4	3	M	--	TAS	GA	bl	22
8	6	6	4	13	11	1	6/5

ave.	4	Ms	--	TAS	GA	bl	43
8	7	8	5	14	12	1	8/5

Remarks: This unit is not really a fighting force but is a special group charged with the ceremonial executions of which the Salarvyáni are so fond. Men are forbidden to take lives in the sacrifices to Shiringgáyi; thus, this group has that duty. The priestesses of the Loving Hand also have several other unpleasant functions and features, but these need not be elaborated upon here.

(27) The Nchesh of the Secret Goddess

Sreddég: Senior High Priestess Réshma Sharrinna

Based: The forbidden Island of Shiringgáyi in the center of Lake Mrissútl in map 2 / hex 2430 - always at base

Arms: Heavy infantry have full Chlén-hide or steel armor, medium shields, barbed spears and tridents, swords, and composite bows.

Medium infantry have light breastplates and helmets, large shields, spears, long swords, and bows.

Strength: 1000 heavy infantry, 2000 medium infantry, 2000 reserves trained at base

Statistics: HI

1-2	7	H+3	R+3	SS/ TR	SW	cs	151
20	10	25	19	12/ 15	13	1	16/ 10

Statistics: MI

1-4	5	M	R	SS	LW	cs	68
20	8	13	9	9	11	1	8/4

Remarks: The exact strength and purpose of this unit are not known since it is maintained in absolute secrecy on the forbidden Island of Shiringgáyi in the center of Lake Mrissútl. It is known to guard certain ancient ruins, and it is hinted in neighboring towns that the guard is posted to prevent something from emerging, rather than to stop anyone from reaching the Island. (Details are not available.) The Goddess Shiringgáyi is worshiped much differently in Salarvyá than in Tsolyánu. The division of these forces into three Tséhlqu indicates that at some time in the past these units were much larger.

VI. The Forces of the Gürüşhyúgga Clan of Tsa'avtúlgu

A. The Tséhlqu of the Black Axe

Mbeggéshmu: Prince Tekkümíkksh Gürüşhyúgga

(28) The Nchesh of the Higher Persons of Tsa'avtúlgu

Sreddég: Senior Lord Dreshshélmü Dirritsámê



Based: Tsa'avtúlgú [map 3 / hex 2510] - now at base

Arms: Heavy infantry have winged steel morions, chainmail armor, greaves and vambraces, and doubled-bladed two-handed axes. Medium infantry have helmets and chainmail shirts, large shields with which they protect the heavy infantry, and long swords. Archers have light body armor of Chlén-hide, composite bows, and warhammers. Light infantry have leather or padded armor, and long pole weapons.

Strength: 5000 heavy infantry, 3000 medium infantry, 2000 archers, 6000 light infantry, 9000 reserves untrained but available at Tsa'avtúlgú

Statistics: HI

1-2	6	H+1	--	TAX	--	--	80
13	9	13	8	16	--	--	15/8

3-10	3	Hs	--	TAX	--	--	48
13	6	9	7	13	--	--	9/7

ave.	4	Hs	--	TAX	--	--	53
13	7	10	7	14	--	--	10/7

Statistics: MI

1-3	4	Ms	Rs	--	LW	--	40
8	7	14	11	--	10	--	8/5

4-6	2	M	R	--	LW	--	34
8	5	10	9	--	8	--	5/4

ave.	3	Ms	Rs	--	LW	--	35
8	6	13	11	--	9	--	7/5

Statistics: AR

1-4	3	M	--	--	WH	cb	25
8	6	3	4	--	6	6	3/4

Statistics: LI

1-12	1	L	--	LS	--	--	5
2	4	1	2	3	--	--	1/2

Remarks: These forces are the traditional "Hammer of the North," the guardians of the eastern coasts and the defense against the barbarians of Rannálu and Jánnu. The Lords of Tsa'avtúlgú worship Black Qárqa, the horrible Salarvyáni form of Sárku, Lord of Worms. They thus take little part in the rituals of Shiringgáyi and keep to themselves in their dark palaces. There are rumors of compliance with certain secret demands of the nonhuman Ssü, and also hints of the darker ancestry of these taciturn people. There is some doubt as to whether the forces of Tsa'avtúlgú would join in a united defense of Salarvyá if one were needed.

(29) The Nchësh of the Ebon Wheel

Sreddéq: Lord Durrítu'úna Gürrüshyúgga, adopted brother of Prince Tekkümmíksha Gürrüshyúgga

Based: Tsa'avtúlgú [map 3 / hex 2510] - now in map 2 / hex 2930 on the borders of the lands of the Ssü

Arms: Heavy Infantry have a miscellany of foreign weapons but are mostly spearmen or pikemen, and some have composite bows; all have armor and shields suitable for heavy infantry although this is of many styles. Crossbowmen are mainly dissident Pecháni rebels; these have Chlén-hide pot helmets, light breastplates, and medium crossbows.

Strength: 2000 human and nonhuman heavy infantry mercenaries collected from all over the world, 2000 medium crossbowmen mercenaries, 4000 reserves trained at map 2 / hex 2930

Statistics: HI

1	4	H+1	S+1	LP	LW	--	46
6	7	16	13	6	10	--	14/11

2	2	H	S	LP	LW	cs	24
6	5	11	9	4	8	1	7/6

3-4	2	H	R	LS	LW	--	21
6	5	12	11	6	8	--	7/6

ave.	2	Hs	Ss	LP	LW	cs	39
6	5	12	11	4	8	1	8/7

Statistics: CB

1-3	4	M	--	--	LW	mc	35
6	7	3	4	--	6	12	3/4

4	2	M	--	--	DG	mc	20
4	5	3	4	--	2	10	3/4

ave.	3	M	--	--	LW	mc	30
6	6	3	4	--	6	11	3/4

Remarks: This is practically the only unit in Salarvyá which freely employs foreign humans. It is Lord Durritu'úna's contribution to the dangerous northwestern border defense situation. It is looked upon with some contempt by the traditional Salarvyáni officer class, and it has also not proved to be too successful in the three Qadárni battles which it has fought, having lost two and drawn one.

VII. The Forces of the Shiggashko'ónmu Family of Jákánta

A. The Tséhlqu of the Inlaid Blade of Burrúsha

Mbeggéshmu: Protector Schirrinmü
Shiggashko'ónmu

(30) The Nchesh of the Ruby Pommel

Sreddéq: Lord Kurrú Di'ibála

Based: Jákánta [map 4 / hex 2712] - now at base

Arms: Marines have cutlasses, tridents, medium cone-shaped shields, light Chlén-hide helmets. and breastplates. Archers are also used at sea, and have composite bows and

clubs and no armor.

Strength: 4000 medium marines, 2000 archers, 2000 untrained reserves at Jákánta

Statistics: MI

1-2	4	M	R	TR	LW	--	28
6	7	12	9	12	10	--	7/4

3-8	2	M	R	TR	LW	--	18
6	5	10	9	10	8	--	5/4

ave.	3	M	R	TR	LW	--	23
6	6	11	9	11	9	--	6/4

Statistics: AR

1-4	2	-	-	-	CL	cb	15
4	5	0	1	-	2	5	0/1

Remarks:

This unit is used to protect Salarvyáni shipping along the southern and eastern coasts of the country. It is run by a rather dissolute young man who has not gained much respect among his troops; hence, it is not entirely certain as to the ability of this unit to obey orders.

(31) The Nchësh of the Hilt

Sreddéq: Lord Firingáqmu Di'ibála, clan-brother of the commander of the preceding unit

Based: Jákánta [map 4 / hex 2712] - now at base

Arms: Heavy infantry have high crested helmets, elaborate armor, halberds, and curved swords. Crossbowmen have medium breastplates and helmets, medium crossbows, and swords. Artillerymen have leather armor, helmets, light and medium ballistae, and heavy onagers on the walls of Jákánta.

Strength: 2000 heavy infantry, 1000 crossbowmen, 1000 artillerymen, 3000 reserves untrained in Jákánta

Statistics: HI

1	6	H+1	-	HB	LW	-	80
13	8	13	8	14	12	-	13/8

2-3	4	Hs	-	HB	LW	-	53
13	7	10	7	12	10	-	10/7

4	2	H	-	HB	LW	-	37
13	5	7	6	10	8	-	7/6

ave.	4	Hs	-	HB	LW	-	53
13	7	10	7	12	10	-	10/7

Statistics: CB

1-2	4	M	-	-	SW	mc	32
8	7	3	4	-	6	12	3/4

Statistics: AT

200:	3	L	-	-	SW	ld	*
2	6	1	2	-	6	18	1/2

100:	3	L	-	-	SW	md	*
4	6	1	2	-	6	26	1/2

10:	2	L	-	-	DG	ho	*
20	6	1	2	-	6	*	1/2

Remarks: This unit is the defense force of the easternmost coast of Salarvyá; its main task is to protect same from the pirates of Háida Pakála across the straits. In the last hundred years it has had to defend Jákánta from heavy raids on three separate occasions, always with success. The Protector is a fiercely independent, volatile-tempered ruler, extremely sensitive to his age-old prerogatives, and he thus resents the influence of the king and has sent only a token force to the northwest border of the land.

B. The Tséhlqu of the Want of Chirritláqqu

Mbeggëshmu: Sub-Protector Lord

Thurrekkáiga Shiggashko'ónmu

(32) The Nchesh of the First of Power

Sreddéq: Lord Thurrekkáiga Shiggashko'ónmu

Based: Village Ssekkû'u [map 4 / hex 2713] at the head of the Bay of Singgála, not far from Jákánta - now in map 2 / hex 2829

Arms: Medium infantry have halberds, small round or cone-shaped shields, swords, and composite bows.

Strength: 1000 medium infantry, 500 reserves untrained at base

Statistics: MI

1	3	M+1	S+1	HB	SW	cs	50
8	6	13	11	11	9	1	8/6

2	2	M	S	HB	SW	cs	25
8	6	8	7	19	8	1	5/4

ave.	3	Ms	Ss	HB	SW	cs	44
8	6	11	9	11	9	1	7/5

Remarks: These are the Shiggashko'ónmu Family's grudging contribution to the defense of the northern frontier. Lord Thurrekkáiga is a mediocre commander of good family connections but with little else to commend him. The name of this unit is very ancient, and now defunct except for this unit, especially revived and reorganized in order to satisfy the king at Tsatsayágga.

Pecháni Troop List

I. The Forces of the Beneshchán Family of Mechanéno

The Tséhlqu of Mechanéno

Mbeggéshmu: King Beneshchán

(1) The Nchesh of the Protectors of Life

Sreddéq: King Beneshchán, delegated to Prince Hrihyúsh Beneshchán

Based: Mechanéno [map 2 / hex 2630] - now at base

Arms: Heavy infantry have full armor, small

shields, highly ornate helmets, long pikes, axeswords, and composite bows. Medium infantry have medium armor, targe shields, two-handed axes, and daggers. Crossbowmen have leather armor, axes, and medium winch crossbows. Artillerymen have light and medium ballistae, and one unit of onagers. Light infantry have no armor, assorted spears, clubs, swords, and some bows and javelins.

Strength: 3000 heavy infantry, 3000 medium infantry, 1000 crossbowmen, 1000 artillerymen, 4000 light infantry, 2000 reserves

training at base

Statistics: HI

1	9	H+3	S+3	LP	LW	cs	162
20	12	25	17	11	15	1	18/10

2-4	5	Hs	Ss	LP	LW	cs	71
20	8	15	11	7	11	1	11/7

5-6	3	H	S	LP	LW	cs	55
20	6	11	9	5	9	1	8/6

ave.	5	Hs	Ss	LP	LW	cs	71
20	8	15	11	7	11	1	11/7

Statistics: MI

1-2	6	M+1	T	TASs	DG	-	78
13	9	13	8	17	8	-	11/6

3-6	4	M	T	TASs	DG	-	51
13	7	9	6	15	6	-	7/4

ave.	4	M+1	T	TASs	DG	-	61
13	7	11	8	15	6	-	9/6

Statistics: CB

1-2	4	L	-	-	AX	mc +1	58
11	7	1	2	-	6	14	½

Statistics: AT

100: 2	2	L	-	-	SW	ld	*
8	5	1	2	-	6	17	1/2

100: 4	2	L	-	-	SW	md	*
8	5	1	2	-	6	25	1/2

20: 20	1	-	-	-	DG	lo	*
8	4	0	1	-	2	21	0/1

Statistics: LI

1-4	1	-	-	SS	CL	lj	8
4	4	0	1	4	2	3	0/1

5-8	1	-	-	-	SW	cs	6
4	4	0	1	-	5	1	0/1

ave.	1	-	-	SS	CL	lj	8
4	4	0	1	4	2	3	0/1

Remarks: This Nchësh has won many encounters with the Ssü and has defeated the Salarvyáni in to Qadárni battles. It is the showpiece unit of the King and serves at his guard. The crossbowmen of this unit are renowned for their prowess.

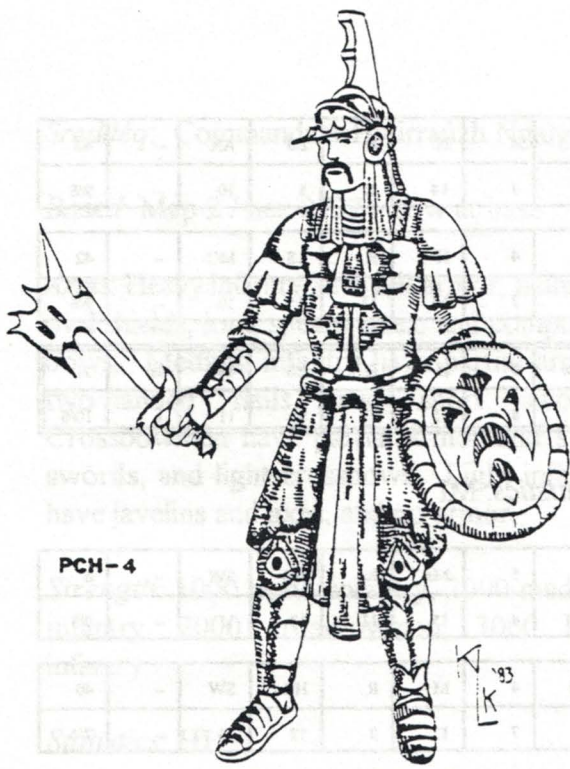
(2) The Nchësh of Loyal Flight

Sreddéq: (Name unpronounceable)

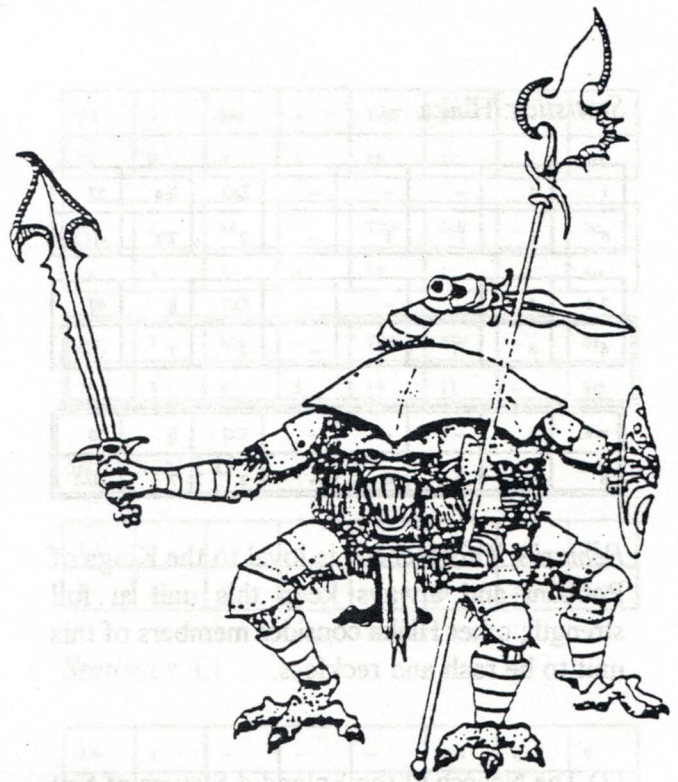
Based: Mechanéno [map 2 / hex 2630] - now at base and patrolling map 2 / hexes 2830-2832

Arms: Light javelins, no armor, small daggers, some pots that are filled with a mixture that is corrosive to the skin of the grey Ssü

Strength: 2000 light Hláka flyers, reserves unknown



PCH-4



Shén heavy infantry

Statistics: Hláka

1	4	-	-	-	DG	lj-a	57
6	6	1	1	-	2	7/3	-1/-1

2-4	4	-	-	-	DG	lj	47
6	6	-1	-1	-	2	7	-1/-1

ave.	4	-	-	-	DG	lj	50
6	6	0	0	-	2	7	-1/-1

Remarks: This Nchësh is loyal to the Kings of Pecháni and always keep this unit at full strength; other Hláka consider members of this unit to be rash and reckless.

(3) The Nchësh of the Splendid Slayers of Ssü

Sreddég: Taiyán hiMérkkolel of Jakállá

Based: Mechanéno [map 2 / hex 2630] - now in map 2 / hex 2831

Arms: Heavy infantry have an assorted mix of armor, shields, long spears, short swords, axes or maces, and some composite bows. Medium infantry have many different types of medium armor, shields, halberds, some heavy throwing spears, and swords. Light archers have leather armor, daggers, and long bows. Pé Chói have medium armor, rapiers, and small round shields.

Strength: 1500 heavy infantry, 2000 medium infantry, 2000 archers, 400 medium Pé Chói

Statistics: HI

1	6	Hs	Rs	LS	SW	cs	71
11	9	18	13	10	12	1	12/7

2	4	H	R	LS	AX	-	42
11	7	14	11	8	10	-	9/6

3	4	H	R	LS	MC	-	42
11	7	14	11	8	10	-	9/6

ave.	5	H	R	LS	SW	cs	51
11	8	15	11	9	11	1	10/6

Statistics: MI

1	5	Ms	Rs	HB	SW	-	6
11	8	15	11	13	11	-	9/5

2-3	4	M	R	HB	SW	-	40
11	7	12	9	12	10	-	7/4

4	4	M	R	-	AX	ts	43
11	7	12	9	-	10	9	7/4

ave.	4	M	R	HB	SW	-	40
11	7	12	9	12	10	-	7/4

Statistics: AR

1-4	2	L	-	-	DG	lb	16
6	5	1	2	-	2	7	1/2

Statistics: MI (Pé Chói)

400#	4	Ms	Rs	-	RP*	lj	80
13	8	17	16	-	14	3	13/10

Remarks: This mercenary unit is used almost exclusively against the Ssü. The Pecháni recruit all who would fight the Ssü, and one can find their recruiters in most large cities of the Five Empires. The Pé Chói are a gift from the Emperor of Tsolyánu.

(4) The Nchësh of Nyésset

Sreddéq: Commandant Hwirraúzh Ngaígh

Based: Map 2 / hex 2732 - now at base

Arms: Heavy infantry have full armor, helmets, oval shields, long spears, axes, and composite bows. Medium infantry have partial armor, two-handed flails, and short swords. Crossbowmen have partial armor and short swords, and light crossbows. Light infantry have javelins and axes, and no armor.

Strength: 1000 heavy infantry, 2000 medium infantry, 2000 crossbowmen, 3000 light infantry

Statistics: HI

1-2	4	H	R	LS	AX	cs	38
8	7	14	11	8	10	1	9/6

Statistics: MI

1	8	M+2	-	TAF	SW	-	106
13	11	14	7	18	14	-	14/7

The Tséhlqu of Rekhmél

Mbegéshmu: Prince Chauggáidz, elder of the Rekhmél Family

(5) The Nchësh of the Ever-Present Power

Sreddéq: Prince Chauggáidz, delegated to the Commandant Baússzh

Based: Teshkóa [map 3 / hex 2805] - now at

2-3	5	Ms	-	TAF	SW	-	61
13	8	9	5	15	11	-	9/5

4	2	M	-	TAF	SW	-	30
13	5	5	4	12	8	-	5/4

ave.	5	Ms	-	TAF	SW	-	61
13	8	9	5	15	11	-	9/5

Statistics: CB

1-4	4	M	-	-	SW	cs	38
8	7	3	4	-	6	10	3/4

Statistics: LI

1-6	1	-	-	-	AX	lj	6
4	4	0	1	-	6	3	0/1

Remarks: This is a good and distinguished unit that fights to honor Nyéset, a warrior-hero of great importance in Pecháni. The medium infantry is considered one of the best in the east.

II. The Forces of the Rekhmél Family of Teshkóa

base

Arms: Extra-heavy infantry have full plate armor, targe shields, long pikes, long swords, and helmets with tall plumes. Medium infantry have partial armor, square inward curved shields, axes, and light javelins. Crossbowmen have leather armor, heavy and light crossbows, and swords. Artillerymen have light ballistae and some onagers. Ahoggyá have two very large swords, two long and heavy spears, and a round shield.

Strength: 1500 extra-heavy infantry, 2000 medium infantry, 2000 crossbowmen, 500 artillerymen, 500 Ahoggyá

Statistics: EHI

1-3	5	EH +1	T	LP	LW	-	85
16	8	16	12	7	11	-	14/ 10

Statistics: MI

1	6	Ms	Rs	-	AX	lj	69
11	9	16	11	-	12	2	10/5

2-4	3	M	R	-	AX	lj	33
11	6	11	9	-	9	2	6/4

ave.	3	Ms	Rs	-	AX	lj	39
11	6	13	11	-	9	2	7/4

Statistics: CB

1-2	3	L	-	-	SW	hcs	34
8	6	1	2	-	6	15	1/2

3-4	4	L	-	-	SW	lcs	36
8	7	1	2	-	6	10	1/2

ave.	4	L	-	-	SW	lcs	36
8	7	1	2	-	6	10	1/2

Statistics: AT

200: 2	2	L	-	-	AX	ld	*
6	5	1	2	-	6	17	1/2

5:20	1	L	-	-	DG	lo	*
6	4	1	2	-	2	21	1/2

Statistics: HI (Ahoggyá)

1	3	H	R	LS*	LW*	-	78
18	9	19	17	16	19	-	16/ 14

Remarks: The Rekhmél Family is the rival of the Beneshchán Family. Their mutual hatred of the Ssü keep Pecháni on the map of Tékumel. This is a good battled tested unit and also is used as city and palace guard.

(6) The Nchesh of Dragon

Sreddéq: Patriarch Húmz Shirggúm

Based: Map 2 / hex 2734 at the monastery of Qulúss

Arms: Heavy infantry have full armor, winged helmets, short pikes, axeswords, and small shields. Medium infantry have the same but lighter armor than the heavy infantry, two-handed swords and long bows. Archers have two-handed swords, long bows, and no armor or shields. Light infantry have no armor, light javelins, clubs, and their entire bodies are painted black, with red vein-like markings on their faces.

Strength: 1000 heavy infantry, 3000 medium infantry, 2000 archers, 6000 light infantry, 2000 reserves in training

Statistics: HI

1-2	5	Hs	Ss	SP	LW	-	60
11	8	15	11	9	11	-	11/7

Statistics: MI

1-2	6	M	-	TASs	-	lb	66
11	9	9	4	17	-	2	9/4

3-6	4	M	-	TAS	-	lb	36
11	7	7	4	14	-	2	7/4

5-6	2	M	-	TAS	-	lb	26
11	5	5	4	12	-	2	5/4

ave.	4	M	-	TAS	-	lb	36
11'	7	7	4	14	-	2	7/4

Statistics: AR

1-4	3	-	-	TAS	-	lb	21
6	6	0	0	10	-	8	0/0

Statistics: LI

1-12	0	-	-	-	CL	lj	6
4	3	-1	0	-	2	1	-1/0

Remarks: This is the only priestly unit in Pecháni. To be a follower of this religion's beliefs, you must be in the Nchësh, so that a lot of the light infantry and archers are wives, children, old men and old women. When one can no longer endure the rigors of campaign,

one is then placed in the logistics branch. This unit does not like to leave its primary area of operation, and will fight all creatures that enter the area. It has a good combat record.

(7) The Nchësh of the Servants of the Sky

Sreddéq: The Tanned One (so named because of its odd shade)

Based: Teshkóa [map 3 / hex 2805] - now at base

Arms: No armor, targe shields, light javelins

Strength: 1000 light Hláka fliers, reserves unknown

Statistics: Hláka

1-2	1	-	T	-	-	lj	15
4	3	0	1	-	-	4	-1/-1

Remarks: Hláka are loyal to the masters of Teshkóa. They are used only as scouts.

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.

Key to Column Headings

L - Leggings
 B - Basic Color
 P - Plume or crest color
 T - Trime 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 - Dun
 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 "Sarnoa."

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

Legion	Helmet			Body Armor			Shield			L	Cloak		Standard		
	B	P	T	B	K	T	B	2	3	B	B	T	B	2	3

Salaryani Units

(1)	bL	L	S	bL	L	S	bL	-	S	bL	bL	S	bL	-	S
(2)	bL	F	S	bL	F	S	F	bL	S	F	F	S	F	bL	S
(3)	bL	W	S	bL	W	S	W	bL	S	W	W	S	W	bL	S
(4)	bL	S	W	dL	F	S	S	-	dL	S	-	-	S	-	dL
(5)	IL	F	IB	IL	F	IB	-	-	-	IL	L	IB	F	IB	S
(6)	-	-	-	bL	R	D	bL	R	D	-	-	-	bL	R	D
(7)	-	-	-	-	-	-	N	-	bL	-	-	-	bL	bY	S
(8)	bL	R	C	bL	R	C	bL	R	C	bL	-	-	bL/R	Feathers	-
(9)	F	B	S	F	B	S	-	-	-	F	F	S	F	-	S
(10)	dB	L	S	dB	L	S	dB	L	S	dB	dB	S	dB	-	S
(11)	-	-	-	-	Y	-	Y	L	D	-	-	-	Y	L	D
(12)	bL	O	P	bL	O	P	P	L	D	bL	P	O	bL	P	D
(13)	dL	G	S	dL	S	S	S	L	S	dL	dL	S	dL	G	S
(14)	bL	P	S	bL	W	S	bL	P	S	bL	P	bL	P	bL	S
(15)	-	-	-	-	-	-	*	*	*	-	-	-	L	-	S
(16)	L	R	D	L	*	D	L	*	*	L	*	*	L	R	D
(17)	L	S	D	L	G	G	S	L	D	L	G	L	G	L	D
(18)	-	-	-	-	L	Y	Y	-	L	-	-	-	S	L	-
(19)	bL	Y	I	bL	Y	I	-	-	-	bL	Y	L	L	Y	S
(20)	dL	IB	D	dL	IB	D	-	-	-	dL	IB	dL	IB	L	D
(21)	L	E	C	L	*	C	L	*	C	*	-	-	L/E	Feathers	-
(22)	-	-	-	-	-	-	L	*	*	-	-	-	Y	L	-
(23)	L	IB	S	L	IB	S	dB	L	S	L	IB	L	IB	G	S
(24)	-	-	-	-	bG	-	*	*	I	-	-	-	bG	L	S
(25)	bL	bG	S	bL	bG	S	-	-	-	bL	bG	S	L	G	D
(26)	L	IG	D	L	IG	D	-	-	-	L	IS	D	L	IG	D
(27)	bL	IB	D	bL	IB	D	IB	bL	D	D	IB	BI	IB	bL	D
(28)	L	N	C	L	N	C	N	L	C	L	N	P	N	L	P
(29)	L	N	*	L	*	*	*	*	*	L	*	*	L	N	D
(30)	R	L	S	R	L	L	L	R	I	L	R	L	L	R	S
(31)	F	L	P	F	L	P	-	-	-	L	P	S	P	L	S
(32)	bL	W	D	bL	W	P	W	bL	D	bL	W	P	W	P	D

Pechani Units

(1)	A	P	I	A	P	I	L	A	I	A	L	A	A	P	S
(2)	-	-	-	-	-	-	-	-	-	-	-	-	-	A	Y
(3)	A	*	*	*	*	*	A	*	*	-	A	S	A	-	D
(4)	A	E	D	E	A	D	A	E	D	E	A	D	E	A	D
(5)	L	A	S	L	A	S	A	L	S	L	P	S	L	A	S
(6)	O	A	S	O	A	S	O	A	S	O	A	S	O	A	S
(7)	-	-	-	-	-	-	N	A	-	-	-	-	A	Y	D

ADVENTURES ON TEXTURE

GARIBOLDI

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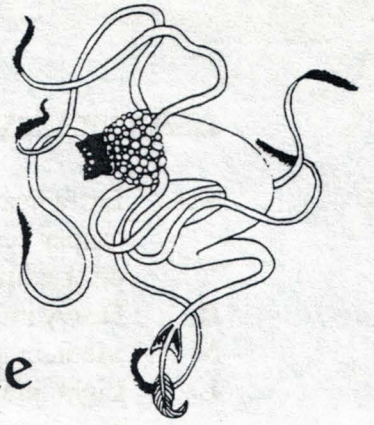
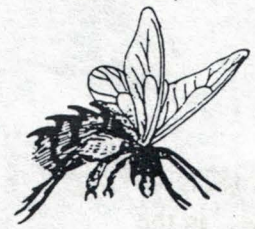
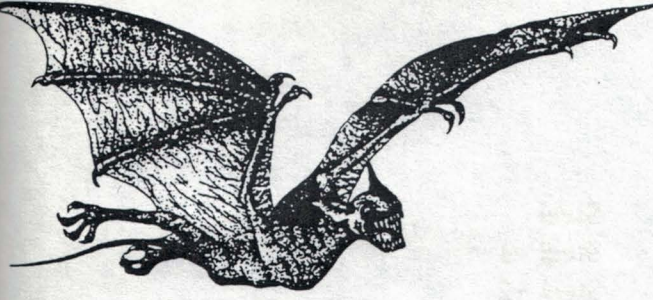


CONTENTS:

PLAYER'S GUIDE
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Confront the Flora and Fauna of the Empire of the Petal Throne

Sixty millenia in our future: Thousands of species of plants and animals are brought to the remote planet of Tékumel by explorers, wanderers and merchant princes from a myriad of worlds and a score of races. Vast estates, parks, zoological gardens overflowing with exotic life, islands devoted to pleasure, each with its own ecology according to the whims of its lord.

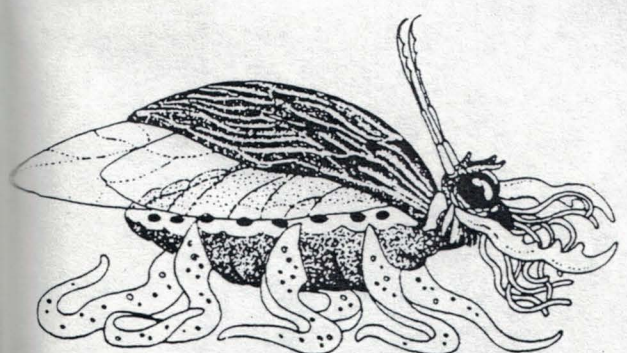
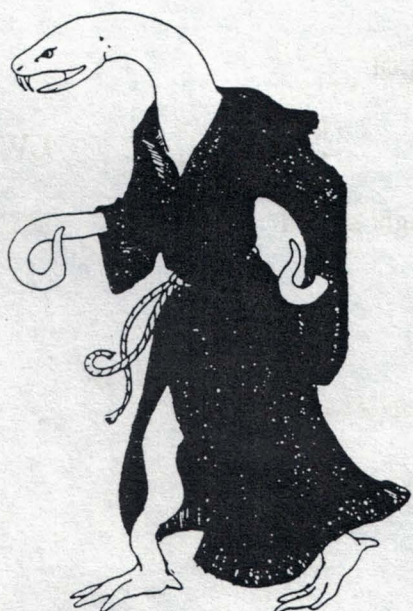
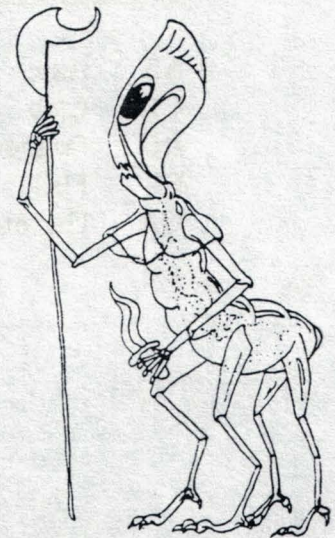
The Time of Darkness: Tékumel's solar system is thrust into a 'pocket dimension' — cut off from the other stars of Humanspace. Chaos, catastrophe, an end to shipments of metals to iron-poor Tékumel comprise the new order. A slow spiral downward through the tattered glories of the Latter Times to the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

This book describes a small portion of the flora and fauna of Tékumel: descriptions, habitats and relations with humankind are listed for every creature. Included are game statistics, illustrations, referee hints and an index to help you fit the creatures of Tékumel into your roleplaying games.

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		
PA	Poleaxe	*	Figure uses two simultaneously
SS	Short or medium spear/thrusting spear	s	Steel
SP	Short pike	+1	Steel +1
TAF	Two-handed flail	+2	Steel +2
TAS	Two-handed sword	+3	Steel +3
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 *Tekumel* 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 *Tekumel* figures is available free of charge at

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

or email at

PHDGames1@AOL.COM.