

# MISSÚM!

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"Missum!" literally denotes "Die!" in the Tsolyáni language.  
It is the battle-cry of the Legion of Mirkitáni hero of victories,  
and is also one of the personified Aspects of Sárku, Lord of Worms



MINIATURE RULES FOR TÉKUMEL



# Missúm!

By Gary Rudolph

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## AUTHOR'S FOREWORD

The first edition of this set of rules was begun before the official unveiling of EMPIRE OF THE PETAL THRONE® at GenCon VIII in August 1975. Two sections of that first set have survived virtually unchanged in the present work: Magic and "eyes".

Since then there have been six "final" rewrites of three basic editions, including ten different combat systems, and countless additions and changes in factors of morale, movement, scale, and the like.

Throughout, however, the goal of the writing remained unchanged. Simulation was emphasized over "game" elements, and, until the recent discovery of the Tané peoples and the Bazháq, there was no aspect of organized warfare on Tekumél that was not factored into the rules. The constant assistance of Prof. Barker in the playtesting of the rules, with resulting criticisms and commentary, has gone far to assure the success of the simulation.

A large body of as yet unpublished material has been used in the design of the rules, including a legion-by-legion description of the armies of the four empires and the Yán Koryáni alliance. This material will be published as soon as possible, and should add immensely to the enjoyment of fighting Tekumél's wars in miniature.

MISSÚM! provides the basics of play. The elements of the rules heavily emphasizing realism will be provided in a second volume: MISSÚMDÁLIOKOI!. The Tané will be included, as well as extensive sections on formations, command, army composition, and the original basic factors of the combat system, including levels, steel and magic arms and armor, and individual combat.

The rules have been written on the assumption that a referee is not present. If a referee is present, many of the minor rules concerning secrecy of movement, spell transfer, etc. can be changed to reflect this.

In closing I must extend my thanks to all those whose help and ideas during playtesting have immeasurably improved the current work, especially Craig Smith; and very special thanks to Prof. Barker, whose heroic efforts proofreading the fifth "final" rewriting are heavily reflected in such clarity of presentation this edition possesses.

Gary Rudolph

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## 1. SCALE

### 1.1 Scale

#### 1.11 Time and Ground Scale

It has been the author's experience that, unless the game is staged at 1:1, the time scale means only one thing: the number of turns in a battle; and the ground scale means only one thing: the distance a man can move relative to the distance a man can shoot.

Therefore, no scale is given except in practical application: move distance, missile ranges, and turns in a game.

#### 1.12 Figure Scale

These rules are designed for use with one figure representing one hundred men; ten sérudla; or twenty engines.

The sérudla and engines, being understrength figures, have modified combat and magic defense factors. These are given below.

A sérudla figure melees with unmodified attack odds (cf. 5.31).

A sérudla figure adds +9 to its magic defense die rolls (thus, it is more vulnerable).

Figures making saving throws against sérudla acid modify their die rolls by a factor of -9 (thus, they are less vulnerable).

Figures attacking a sérudla have their attack odds multiplied by a factor of ten. (For example, attack odds of .08 become .80, cf. 5.31).

An engine figure representing twenty engines does twenty percent of the casualties shown in the Attack Odds Chart, i.e., the casualties multiplied by .2.

The engine figure melees with unmodified attack odds.

The engine figure is attacked with attack odds multiplied by five. (For example, attack odds of .08 become .40.)

The crew of the engine makes magic defense die rolls adding +8 (thus, they are more vulnerable).

### 1.2 Figure Base Sizes

Each figure should be based individually.

Base area	Figure
15mm x 20mm	Pygmy Folk; Tinalíya; Hlutrgú; Men, other than N'lyss
20mm x 30mm	N'lyss; Pé Chói; Páchi Léi; Swamp Folk; Gray Ssú; Shunned Ones
30mm x 30mm	Ahoggyá; Shén; Human Skirmishers; Black Ssú; Hlyss; Chyrstálli
60mm x 60mm	Hláka
75mm x 150mm	Sérudla
75mm x 225mm	Sró
45mm x 45mm	Light dart-throwing engines
90mm x 90mm	Light stone-thrower; medium dart-thrower

## 2. THE ARMY

### 2.1 Warriors

#### 2.11 Races

There are several sub-groupings of men in addition to the average human stock of Tékumel, including the Fungus Eaters of Mu'ugalavýá and the men of Lake Parunál in Yán Kór. Of these sub-groupings, only the N'lyss are different enough to warrant special notice.

There are, in addition to the humans, thirteen other warlike races, and two species of animals occasionally used in war. Of these fifteen, ten assist men and five are hostile to him.

Those which assist him are the Ahoggyá, Hláka, Páchi Léi, Pé Chói, Pygmy Folk, Sérudla (who assist only the Ghatóni), Shén, Swamp Folk, Sró (in the time of the Dragon Lords, if then), Swamp Folk, and Tinalíya.

The races which are hostile to men are the Chyrstálli, Hlutrgú, Hlyss, Shunned Ones, and Ssú (of which there are at least two types, the Gray Ssú, and the Black Ssú, the latter being larger, and more powerful).

#### 2.12 Types

All troops are classified as one of these three types:

1. Line, including both regulars and irregulars
2. Regular skirmisher
3. Irregular skirmisher.

Line troops are warriors whose main function is to melee. They are, however, often armed with a missile weapon in addition to their melee weapon(s).

Regular and irregular distinguish between men who are warriors by profession, i.e., soldiers; and men who become warriors when needed, i.e., people with few or no soldiers, such as tribesmen. Bodyguards of tribal chiefs are often regulars.

Skirmish troops are also of two kinds: regular and irregular.

Regulars are soldiers from a regular legion, usually lightly armored, who are assigned to skirmish duties: screen the main body from missile attack, harass the enemy with missile fire, and engage enemy skirmishers. Their primary weapon is usually a missile of some kind.

Irregulars are almost always lightly armored. They are often simply peasants armed with spears, javelins, slings, axes, or short bows, or the wives and children of line troops in the case of Yán Kór. Irregular skirmishers are thus essentially untrained warriors.

Skirmishers who are fanatics (e.g., The Mad Ones of Hlíkku) or who are members of a bodyguard unit (e.g., the Ncháu (Lady) Mmfr's archers from the Gurék of the Mighty of Yán Kór: II) have the status of line troops, and function as either or both line troops and skirmishers, as the player chooses, at any given moment.

#### 2.13 Qualities

The qualities and abilities of troops (figures) are expressed in a series of numerical and descriptive ratings. These ratings are given in the play sheets.



## 2.2 Organization

### 2.21 Legions

The figures of each army are organized into units, called legions. Each legion consists of figures equipped with identical arms and armor. The figures must also be of the same race; Shén and humans cannot be in the same legion, for example.

Legions cannot split apart to become smaller units, nor can they combine to form larger units. Figures cannot be transferred from one legion to another legion.

### 2.22 Huitsanyal

The army is divided into subcommands consisting of the center, the right or left flank, and so on. These subcommand divisions, or huitsányal (singular: huitsán), are each under the command of a dritlán.

After the terrain is placed on the table, each legion in the army is assigned to the huitsán of one or another of the dritlányal, or to the reserve huitsán under the command of the general. A legion belongs to only one huitsán; it cannot be in two huitsányal at the same time.

The number of legions in each dritlán's huitsán is decided by the general. The reserve huitsán however, can have a maximum of two legions assigned to it.

A legion in the reserve huitsán can only participate in the battle after being transferred into one of the dritlán huitsányal. The transfer takes place at any time during the movement segment of a turn, and consists simply of the general announcing the transfer to his opponent. A legion from the reserve huitsán becomes an integral part of whichever dritlán's huitsán it is transferred into; it is no longer a reserve huitsán legion.

Except the transfer from the reserve huitsán just described, no legion can be transferred from one huitsán to another huitsán. A dritlán, for example, could not transfer one of his legions into the reserve huitsán or into another dritlán's huitsán.

Huitsányal cannot split to form smaller huitsányal, nor can they combine to form larger huitsányal.

## 2.3 Command

### 2.31 Legions

Legion commanders have no effect on the play of basic MISSÚM! and are represented simply for reasons of color.

### 2.32 Huitsanyal

A dritlán and his staff are represented by an officer, a standard-bearing, and a musician figure. They move as skirmishers, and cannot initiate melee combat.

A dritlán has several important effects on the legions of his huitsán. However, the dritlán affects only the legions of his huitsán; he never affects the legions of another dritlán's huitsán in any way.

No huitsán can have more than one dritlán, and dritlányal cannot be transferred from one huitsán to another.

Except when moving from one legion to another, a dritlán must always be with one of his legions, i.e., bases touching. A dritlán cannot be with more than one legion at a time. (If there is confusion as to which legion a dritlán is with, the opposing commander decides the point.)

The dritlán is not affected by magic or morale, in that dritlányal are assumed always to make their saving throws, or successful morale test rolls, but the dritlán is carried away in the rout of any legion he is with when it routs, and is out of play for the remainder of the battle, or "lost". The general assumes command of his huitsán after one turn.

A dritlán's primary battle function is to direct the movements of the legions under his command. A legion moves normally if it begins its turn's movement within 300 mm of its dritlán. A legion which begins its turn's movement more than 300 mm from its dritlán moves at one-half speed, cannot charge, and cannot initiate melee combat. Such a legion can freely engage in missile combat, however.

Reserve huitsán legions are not subject to this loss of movement until they have first been within 300 mm of their dritlán. Until that time, however, they cannot charge or initiate melee combat; but can engage in missile attacks.

Routing legions move normally regardless of their dritlányal. Skirmishers move normally when retiring from advancing line troops regardless of their dritlányal.

Fanatics who begin their turn's movement more than 300 mm from their dritlán advance their full movement distance towards the enemy, rather than the minimum two-thirds (cf. 4.7).

The other effects of the dritlán are:

The dritlán adds +1 to the attack factor of the legion he is with.

-1 is taken from the attack factor of any legion attacking a legion a dritlán is with.

A dritlán subtracts -1 from the group morale test die roll of the legion he is with.

If the dritlán is lost, i.e., killed, captured, or carried away in a rout, all the legions in his huitsán suffer a permanent loss of -2 morale points.

There is one dritlán if there are up to 150 figures in the army; two dritlányal if there are 151-300 figures in the army; three if there are 301-450 figures, and so on.

### 2.33 Army

The army is commanded by a kérdu, or "general". He and his staff are represented by an officer, two standard-bearers, and a musician figure. (Although more can be added for color.) They move as skirmishers, but cannot initiate melee combat.

The kérdu posts himself on an eminence in the rear of his army from which he directs the battle through his dritlányal (cf. 4.1 also). The kérdu never participates in a battle except to replace lost dritlányal (cf. 2.32), whereupon all the rules (but not the modifiers) applying to a dritlán also apply to him. The general assumes the command of every huitsán whose dritlán is lost, although the huitsányal retain their individual identities.

The other effects of the kérdu are:

The kérdu adds +3 to the attack factor of the legion he is with.

-3 is taken from the attack factor of any legion attacking a legion the kérdu is with.

The kérdu subtracts -3 from the group morale test die roll of the legion he is with.

If the kérdu is lost all the legions in the army suffer a permanent loss of -6 morale points.

## 2.4 Composition

The composition of the armies will be exhaustively detailed in future publications. In basic MISSÚM! the armies must be mutually agreed upon forces. The historical battles of Rý and Chánis have been described in articles by Prof. Barker, and the student of Tekumeláni warfare is directed to them as excellent source material.



### 3. SET UP

#### 3.1 Terrain Determination

Procedure for Charts 1, 2, and 3: One roll per chart for each 60cm x 60cm area of the table. Players alternately roll percentile dice. If a piece of terrain is generated, the rolling player places it wherever he chooses within the area.

##### Chart 1: Hills

- 01-05 Large hill, c. 400mm diameter; on a second roll of 01-40 it has a second tier c. 200mm diameter; on a third roll another tier c. 100mm diameter.
- 06-15 Small hill, c. 200mm diameter; on a second roll of 01-30 it has a second tier c. 100mm diameter.
- 16-20 Rough ground, c. 200mm diameter. Small gullies, etc.
- 21-30 Ploughed ground, c. 200mm square.
- 31-00 Nothing.

##### Chart 2: Woods

- 01-05 Dense woods, c. 300mm diameter.
- 06-20 Open woods, orchards, etc., c. 400mm diameter.
- 21-00 Nothing.

##### Chart 3: Standing Water

- 01-03 Swamp, c. 225mm diameter.
- 04-10 Small lake or pond, c. 150mm diameter.
- 11-20 Irrigation works, if other water is present. Three lines, 200mm long, 100mm apart, parallel, and extending out from water.
- 21-00 Nothing.

Procedure for Charts 4, 5, and 6: One roll is made per chart for each 120-150cm x 120-150cm area of the battlefield. Randomly determine the entry and exit areas of streams and roads.

Streams will connect ponds, swamps, and irrigation works. Streams are bridged wherever a road crosses it, and next to any urban area which does not have a road-bridge. Bridges are 30mm width.

Urban areas are placed in the following order of precedence, rolling randomly for position if two areas are equally good: at the intersection of a road and running water; by water; on a road; randomly.

##### Chart 4: Running Water

- 01-05 Wide stream, 100mm width.
- 06-20 Stream, 50mm width.
- 21-65 Narrow stream, 25mm width.
- 65-85 Stream and narrow stream. (May not cross each other.)
- 86-00 Nothing.

A ford of 30mm width is placed on a roll of 01-30 for each 300mm of stream placed.

##### Chart 5: Roads

- 01-35 Two non-Sakbe roads, 30mm width.
- 36-85 One non-Sakbe road, 30mm width.
- 86-00 Nothing.

##### Chart 6: Urban Areas

- 01-03 Ruins, c. 100mm square.
- 04-10 Town, c. 150mm diameter.
- 11-60 Two villages, c. 50mm square. One of these is placed totally randomly, the other uses the order of placement given above.
- 61-90 One village, c. 50mm square.
- 91-00 Nothing.

#### 3.2 Drawing Up the Armies

After studying the terrain each kërdu divides his army into huitsányal and prepares a small map showing the dispositions of his legions. The figures are placed on the board when both players are finished.

Secret troop dispositions and hidden movements can be handled by a referee or some means mutually agreeable to the players.

#### 3.3 Command Platforms

Magic users and command figures customarily stand on eminences overlooking the battlefield. Where no convenient eminence exists, one is built of baggage and preconstructed platforms.

Such a platform is one elevation level high. Naturally, this height is in addition to the elevation of the terrain it is constructed on.

At a player's option the platform can be constructed before the opening of the battle, or it can be built during the battle.

To construct the platform during the battle the defense-magic user must remain in one place for three turns. The figure itself does none of the work, and can function normally during this time.

At the beginning of the fourth turn figures may be placed atop the platform without cost of penalty, or having it considered movement, if they were adjacent to the platform. A platform is large enough to hold four human figures. Which figures are privileged to stand on the platform is the option of the player.

To dismantle the platform requires one turn.

#### 3.4 Champion Combats

The civilized nations of Tékumel customarily precede general military engagements by a series of single combats between champions of both armies. Many of these champions are men in trance-like states which may be self-induced, or it may be true that they are, indeed, selected "by the gods".

The dritlányal pass on the fitness of each "champion" to represent the army. Some are turned back, others are sent on to fight.

The victors return to the cheers of their comrades and reward from their superiors. The losers are sacrificed during the invocations for victory.



### 3.41 Procedure

Ten champion combats are fought before each battle. A "combat" consists of each general rolling percentile dice, with the high roll winning. Both players win if there is a tie.

Player-characters who wish to fight as one of the army champions can do so using their choice of man-to-man rules. The only requirement is that their melee opponent be of comparable power. The effect of the combat is the same as for any other duel.

### 3.42 Effects

The effects of a champion combat are:

1. The side winning more combats adds +1 morale factor to each of their legions for each three victories above the enemy total.
2. The side losing more combats subtracts a -1 morale factor from each of their legions for each five losses beyond those the enemy suffers.
3. The side winning more combats chooses, automatically and without rolling, to move or countermove on the first turn (cf. 4.1).

### 3.5 Victory Conditions

The winner of a battle is the army in possession of the field at the end of the game. Naturally, other victory conditions mutually agreeable to the players can also be used.

## 4. MOVEMENT

### 4.1 The Order of Movement

On each turn of a battle one army will move first, or "move"; the other army will move second, or "countermove".

The kerdú of the army which won the majority of the champion combats chooses to move first or to countermove on the first turn of the battle.

On subsequent turns the order of movement alternates.

An exception to the above occurs when one of the kerdúyal is involved in a melee or is with a legion involved in a melee, or when one kerdú is killed, captured, or carried away in a rout. At such times his opponent automatically chooses to move or countermove. If both kerdúyal are meleed, or killed, etc. the usual order of movement is followed.

### 4.2 The Turn Sequence

Turn 1:

1. All routing troops which have not moved are moved.
2. Magic.
3. The "moving" player moves his legions up to one-half their movement allowance, plus their full charge bonus, if any.
4. Both armies may make eligible missile attacks.
5. The "countermoving" player moves his legions up to their full movement allowance, including charge bonus, if any.
6. Both armies may make eligible missile attacks.
7. The "moving" player moves his legions up to one-half their movement allowance, plus their full charge bonus, if any.

8. Both armies may make eligible missile attacks.
9. Both armies conduct melee attacks.
10. Record group morale factors. Group morale test resolution.

Subsequent turns:

As for turn one, but players alternate turns as "mover" and "counter-mover".

There are twelve turns per battle.

### 4.3 Movement Cases

#### 4.31 Rout

A legion routs when it fails a morale test.

A routing legion moves directly away from the enemy legion(s) which routed it, if in a melee; or from the nearest enemy legion if the legion was not in a melee when routed. The routing legion dissolves and is immediately removed from the table if it moves 100mm without either contacting an enemy legion (or its zones of control) or a terrain obstacle requiring 100mm of movement or more to cross. The legion surrenders if it contacts an enemy. The legion surrenders if an enemy is within 200mm if its rout is stalled by the aforementioned terrain obstacle.

Friendly legions contacted during the 100mm of flight may be disorganized (cf. 7.1).

Rout move distance is three times normal move distance, although in basic MISSUM! only the first 100mm are played, after which, as stated above, the routing figures are removed from the table.

#### 4.32 Maneuver

A legion maneuvers either by wheeling or by changing facing.

A wheeling legion pivots on one of its two front corners (or on an outside point of a circle-shaped formation). The pivot point remains stationary throughout the wheel, and the legion's front is maintained at all times.

The distance moved is measured by the outside figure of the legion.



Once, at any time each turn, each line figure can change facing without cost or penalty. In addition, each line figure which has used only one-half its movement allowance or less in that turn can change facing upon ending its movement.

An exception are pikemen, who must always use one-half of their movement allowance to change facing.

Skirmish figures can change freely at any time during their movement. Line figures always change facing 90° or 180°. Skirmish figures can change facing to any direction desired.

Figures contacted in rear or flank can turn to face their melee opponents after two rounds of melee combat.

Each figure in a legion can be faced individually only if standing in either a defensive formation or a formation conforming to a terrain feature. At all other times all the figures in a legion must share the same facing.

An exception to the maneuver rules is movement in column. Any legion which is only one or two figures wide is a column, and gains a special maneuver advantage: The figures in the legion can each change facing at one place, e.g., the corner of a wall as each figure passes it, rather than



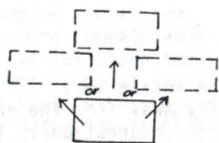
changing facing at one time, as occurs in all other cases.

#### 4.33 Drift

An advancing line legion can drift up to 45° to the left or right of straight ahead without cost or penalty, but the front of the legion must always remain parallel to the line of its front when the advance began.

An exception to this is pikemen, who can drift only 15°.

Note that skirmishers do not need to drift since they can freely change facing at any time during their movement.



#### 4.34 Pass-through Movement

All legions can move through all other friendly legions.

Such a "pass-through" move is without cost or effect to either legion with two exceptions. These are:

1. When a line legion passes through another line legion both are immediately disorganized.
2. A disorganized legion immediately disorganizes any legion it passes through.

#### 4.35 Charge

Each legion can charge only once per battle. The legion receives several benefits on the turn of the charge. These are:

1. A movement bonus of 75mm which can be taken on its entirety at any time during the charging legion's movement phase(s).

The only maneuvering allowed when using the charge bonus is to change facing before any movement is begun. Terrain restrictions on charge movement are listed in the Terrain and Situational Effects Chart.

2. A charging legion adds +3 to its melee attack factor if its opponent is not charging.

3. Skirmishers normally retire when enemy line troops are 50mm away, and cannot be caught unless trapped against some obstacle. However, a charging line legion contacts enemy skirmishers with 125mm when charging (cf. 4.6).

A legion which begins its turn's movement more than 300mm from its dritlán cannot charge.

#### 4.36 Changing Formations

Line legions change formation while stationary.

Movement is measured by the figure moving furthest during the change. The legion's figures are arranged however the player wishes.

Skirmish legions are not considered to have a strict "formation" and can, thus, change it while moving.

No legion can change formation while in contact with an enemy, while disorganized, or while using its charge movement bonus.

#### 4.4 Contact

A legion's ability to move and maneuver ends when it contacts, or is contacted by, an enemy legion. If the legion has not yet begun moving on the turn it is contacted, its movement is lost.

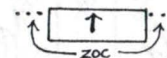
The turn following contact, any movement arising from unengaged figures begins (cf. 5.25).

Contact between enemy legions can only be broken by one side routing.

A legion which begins its turn's movement more than 300mm from its dritlán cannot move into contact with an enemy legion.

#### 4.5 Zones of Control

Each legion has a limited zone of control extending 25mm to either side of its front. An enemy legion frontally entering this zone of control must halt until the following turn. At that time the legion can continue its movement.



#### 4.6 Skirmish

Skirmishers can only melee other skirmishers; they cannot melee line troops.

Skirmishers can move no closer than 50mm from enemy line troops, and retire before advancing enemy line troops who come to 50mm from them, even though it is not the skirmishers' movement phase, and even if the skirmishers have previously used their full turn's movement allowance.

There are exceptions to this. They are:

1. Skirmishers who are affected by the Pleasures of Dlamélish spell; who are trapped against an obstacle requiring 100mm of movement or more to pass; or trapped against other enemy troops; can be contacted by enemy line troops.

2. Charging line troops contact skirmishers within 125mm, except those affected by the Grace of Avánthe spell.

3. Line troops affected by the Grace of Avánthe spell can contact skirmishers within 125mm without charging, and/or contact skirmishers affected by the Grace of Avánthe spell if the line troops charge.

Command and magic-user figures cannot initiate melee combat with either enemy line troops or skirmishers, but can choose to stand to meet oncoming enemy troops. Command figures who choose to evade an enemy legion within 50 mm are moved as skirmishers.

All contacted skirmishers are considered to have been hit from the rear, and are faced (and treated) accordingly.

#### 4.7 Fanatics

A legion of fanatics must advance at least two-thirds its movement allowance each turn in an attempt to contact an enemy legion. On any turn a legion of fanatics begins its movement more than 12" from its dritlán it will move its full movement allowance, rather than two-thirds.

Fanatics cannot turn their backs to an enemy legion except when advancing on a closer enemy legion. ("Line legion" for fanatic line troops, "skirmish legion" for fanatic skirmish troops.)

Fanatics who are making a last stand (cf. 6.4) are excepted from the above rules.

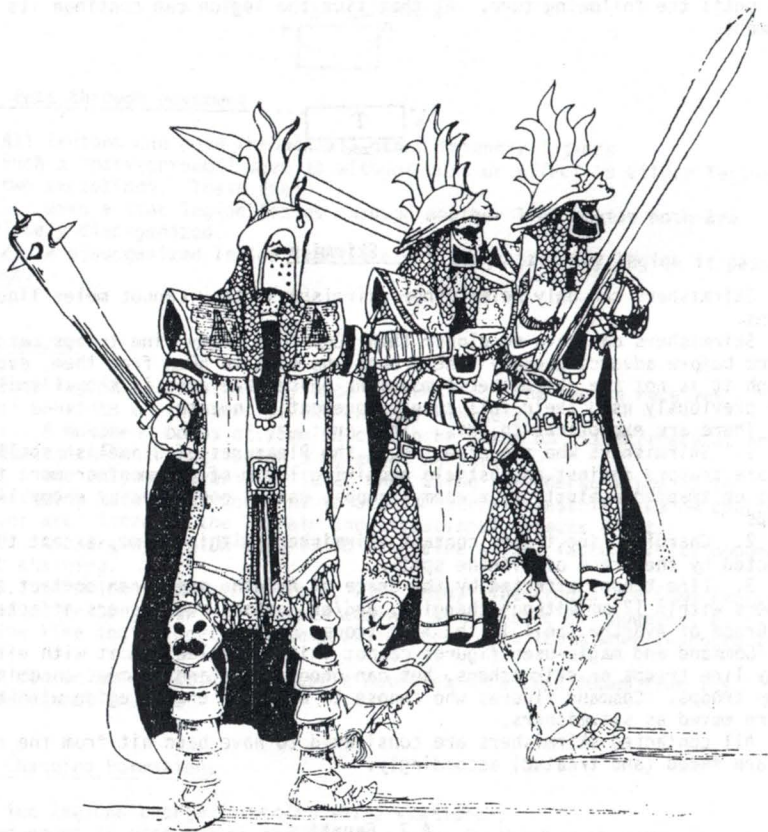


#### 4.8 Movement Allowances Chart

Movement allowances are given in the play sheets.

#### 4.9 Terrain and Situational Effects Chart

Terrain and situational effects are given in the play sheets.



- 1:	.36	.72	1.08	1.44	1.80	2.16	2.52	2.88	3.24	3.6
- 2:	.32	.64	.96	1.28	1.60	1.92	2.24	2.56	2.88	3.2
- 3:	.28	.56	.84	1.12	1.40	1.68	1.96	2.24	2.52	2.8
- 4:	.24	.48	.72	.96	1.20	1.44	1.68	1.92	2.16	2.4
- 5:	.22	.44	.66	.88	1.10	1.32	1.54	1.76	1.98	2.2
- 6:	.20	.40	.60	.80	1.00	1.20	1.40	1.60	1.80	2.0
- 7:	.20	.40	.60	.80	1.00	1.20	1.40	1.60	1.80	2.0
- 8:	.18	.36	.54	.72	.90	1.08	1.26	1.44	1.62	1.8
- 9:	.18	.36	.54	.72	.90	1.08	1.26	1.44	1.62	1.8
-10:	.16	.32	.48	.64	.80	.96	1.12	1.28	1.44	1.6
-11:	.14	.28	.42	.56	.70	.84	.98	1.12	1.26	1.4
-12:	.14	.28	.42	.56	.70	.84	.98	1.12	1.26	1.4
-13:	.12	.24	.36	.48	.60	.72	.84	.96	1.08	1.2
-14:	.10	.20	.30	.40	.50	.60	.70	.80	.90	1.0
-15:	.08	.16	.24	.32	.40	.48	.56	.64	.72	.8
-16:	.08	.16	.24	.32	.40	.48	.56	.64	.72	.8
-17:	.06	.12	.18	.24	.30	.36	.42	.48	.54	.6
-18:	.06	.12	.18	.24	.30	.36	.42	.48	.54	.6
-19:	.04	.08	.12	.16	.20	.24	.28	.32	.36	.4
-20:	.02	.04	.06	.08	.10	.12	.14	.16	1.80	.2
-20 -	As for -20.									



Peace of Hnallia

Combat effect: Attack factors +3 for two turns for each successful saving throw. Enemy attack factors -3 for the same time.

Gift of Hry'ý  
 Combat effect: Attack factors -3 for two turns for each failed saving throw. Enemy attack factors +3 for the same time.

Grace of Aadhthe  
 Movement effect: Movement allowance doubled for one turn for each successful saving throw.

Pleasures of Dlamelish  
 Movement effect: Halved one turn for each failed saving throw.

Flying  
 Movement effect: -75mm to climb 25mm, -25mm to dive 50mm, 600mm maximum height.  
 Combat effect: Missile attack factor +3, enemy missile attack factor -3, can melee only if at same elevation 25mm. Adds 300mm to the actual distance a Gaze of Vinuhia spell is thrown, when testing for accuracy.

Skirmishers  
 Combat effect: Enemy missile attack factors -5.

Missiles at Long range  
 Combat effect: Missile attack factor -5.

Shieldless  
 Combat effect: Shieldless, disorganized, if contacted, and attackers' factors +3.  
 Morale effect: Sudden panic test.

Hit in rear  
 Combat effect: Hit in rear.

Disorganized  
 Movement effect: Line troops cannot maneuver or change formation.  
 Combat effect: Disorganized troops attack factors -3, enemy attack factors +3.  
 Morale effect: Add +3 to all morale test die rolls.

Charge  
 Movement effect: +75mm.  
 Combat effect: +2 to melee attack factor if enemy not charging.

Wide stream  
 Movement effect: Can be crossed only at fords and bridges.  
 Combat effect: None.

Pond, Lake  
 Movement effect: Uncrossable.  
 Combat effect: None.

Ford  
 Movement effect: -50mm to cross 25mm, line troops cannot charge.  
 Combat effect: Defender's attack factor +1 in melee, attacker's melee factor -1.

Stream  
 Movement effect: -150mm to cross, no charge, line troops disorganized.  
 Combat effect: Defender's melee attack factor +3, attacker's melee factor -3.

6.31 Group Support Test Levels

Number of Figures in Legion	Morale Rating of Legion							
	2	4	6	8	11	13	16	18
1	-	-	-	-	-	-	-	-
4-5	-	-	0/1	1/1	2/1	2/1	2/1	2/1
10	1/3	1/3	2/3	3/3	4/2	5/2	5/3	5/3
15-16	2/3	3/3	4/3	5/3	6/3	6/3	7/3	7/3
20	3/3	4/3	5/3	6/3	7/3	8/3	9/3	10/3
30	6/3	7/3	8/3	9/3	10/3	12/3	13/3	14/3
40	8/3	10/3	11/3	13/3	14/3	16/3	17/3	18/3
50	10/3	12/3	14/3	16/3	17/3	20/3	21/3	22/3

6.21 Causes of a Sudden Panic Test

1. Hit in rear.
2. Surprised and contacted.
3. Contacted by Serudia.
4. Each Hlaka casualty.
5. Knowledge of Ksfrul.

7.1 Causes of Disorganization

1. Contacted in flank or rear.
2. After melaeng serudia.
3. Contacted by scouting troops.
4. Disruptive passthrow.
5. Horde of Serud.
6. Firepots, etc.
7. Crossing terrain.

Irrigation ditch

troops.  
 Combat effect: Defender's melee attack factor -1, attacker's melee factor -1.

Defending Spell's Strength Level	8.3 Magic Combat		
	I	II	III
7	7	-	-
-	14	II	-
-	20	III	-
7	14	20	III

Attacking spell's strength level:

- : The attack spell cannot break through.

8.3 Magic Defense Ratings

- 3: Hlaka, Pygmy Folk, Tina'líva
- 4: Humans
- 5: Hlucgur, Pácht Léi, Pé Chóí, Shunned Ones, Swamp Folk
- 6: Gray Ssú, Hlyss, N'lyss
- 7: Ahogvå, Shen, Black Ssú, Chyrstállí
- 12: Serudia
- 13: Kerdu, dríclan, staff, magic user teams

18: Fanatics:

- 4: Nomnans:
- 8: Hlaka
- 8: Swamp Folk
- 13: Pé Chóí, Pygmy Folk, Tina'líva, Hlucgur
- 16: Pácht Léi, Shen, Sfo, Hlyss, Chyrstállí, Shunned Ones
- 18: Ahogvå, Serudia.

Short composite bow	52/1/005	Light crossbow	100/1002
Medium bow	001/004	Medium winch crossbow	400/200
Long bow	001/052	Heavy winch crossbow	400/200
Composite bow	001/052	Shen crossbow	52/1/051
Long composite bow	52/1/052	Hlaka crossbow	52/1/051
Short self bow	52/1/052	Repeating crossbow	001/002
Staff sling	375/100	Shot sling	375/100
Nonshot sling	52/100	Nonshot sling	52/100
Staff sling	52/100	Staff sling	52/100
Throwing dart	0/75	Throwing dart	0/25
Light javelin	0/75	Throwing club	0/50
Throwing spear	0/50	Bola	0/75
Heavy javelin	52/0	Firepot	0/50
Throwing ax	0/25	Blowgun	52/0
Throwing club	0/50	Engines:	
Bola	0/75	Light dart thrower	600/300
Firepot	0/50	Light stone thrower	500/250-350
Blowgun	52/0	Medium dart thrower	500/250

\*Cannot hit target within 100 of engine.

8.13 Spells per Magic User

Level of Magic User	Level of Automatic Antimagic Shield			Number of Spells of Each Strength Level		
	I	II	III	I	II	III
1-3	1	10	0	1	0	0
4-6	II	7	0	2	1	0
7-9	III	3	2	2	2	1
10-12	III	1	2	2	3	2

8.42 Area of Spell Effect

Spell Type	Area of Spell Effect, by Strength Level		
	I; II and III using casting option 1.	Using casting option 2.	III
1	25mmx 25mm (100mm)*	25mmx 32mm (150m)*	25mmx 50mm (200mm)*
2	50mmx 50mm	50mmx 75mm	50mmx100mm
3	75mmx 75mm	75mmx115mm	75mmx150mm
4	100mmx100mm	100mmx150mm	100mmx200mm
5	125mmx125mm	125mmx190mm	125mmx250mm

\*If cast in a straight line, without depth. Gaze of Vinuhia can only be cast as an energy bolt, i.e., along a line radiating outward from the magic user. The Arm of Karakán, however, can be cast as a shield at whatever angle desired and necessary to protect the target troops.



5.32 Attack Odds Chart

Attack Factor	Figures Attacking									
	1	2	3	4	5	6	7	8	9	10
+16 +	Add .5 casualties per figure for each plus above +15									
+15:	2.0	4.0	6.0	8.0	10.0	12.0	14.0	16.0	18.0	20.0
+14:	1.8	3.6	5.4	7.2	9.0	10.8	12.6	14.4	16.2	18.0
+13:	1.6	3.2	4.8	6.4	8.0	9.6	11.2	12.8	14.4	16.0
+12:	1.5	3.0	4.5	6.0	7.5	9.0	10.5	12.0	13.5	15.0
+11:	1.4	2.8	4.2	5.6	7.0	8.4	9.8	11.2	12.6	14.0
+10:	1.3	2.6	3.9	5.2	6.5	7.8	9.1	10.4	11.7	13.0
+ 9:	1.2	2.4	3.6	4.8	6.0	7.2	8.4	9.6	10.8	12.0
+ 8:	1.1	2.2	3.3	4.4	5.5	6.6	7.7	8.8	9.9	11.0
+ 7:	1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0
+ 6:	.9	1.8	2.7	3.6	4.5	5.4	6.3	7.2	8.1	9.0
+ 5:	.8	1.6	2.4	3.2	4.0	4.8	5.6	6.4	7.2	8.0
+ 4:	.7	1.4	2.1	2.8	3.5	4.2	4.9	5.6	6.3	7.0
+ 3:	.6	1.2	1.8	2.4	3.0	3.6	4.2	4.8	5.4	6.0
+ 2:	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
+ 1:	.44	.88	1.32	1.76	2.2	2.64	3.08	3.52	3.96	4.4
0:	.40	.80	1.20	1.60	2.00	2.40	2.80	3.20	3.60	4.0
- 1:	.36	.72	1.08	1.44	1.80	2.16	2.52	2.88	3.24	3.6
- 2:	.32	.64	.96	1.28	1.60	1.92	2.24	2.56	2.88	3.2
- 3:	.28	.56	.84	1.12	1.40	1.68	1.96	2.24	2.52	2.8
- 4:	.24	.48	.72	.96	1.20	1.44	1.68	1.92	2.16	2.4
- 5:	.22	.44	.66	.88	1.10	1.32	1.54	1.76	1.98	2.2
- 6:	.20	.40	.60	.80	1.00	1.20	1.40	1.60	1.80	2.0
- 7:	.20	.40	.60	.80	1.00	1.20	1.40	1.60	1.80	2.0
- 8:	.18	.36	.54	.72	.90	1.08	1.26	1.44	1.62	1.8
- 9:	.18	.36	.54	.72	.90	1.08	1.26	1.44	1.62	1.8
-10:	.16	.32	.48	.64	.80	.96	1.12	1.28	1.44	1.6
-11:	.14	.28	.42	.56	.70	.84	.98	1.12	1.26	1.4
-12:	.14	.28	.42	.56	.70	.84	.98	1.12	1.26	1.4
-13:	.12	.24	.36	.48	.60	.72	.84	.96	1.08	1.2
-14:	.10	.20	.30	.40	.50	.60	.70	.80	.90	1.0
-15:	.08	.16	.24	.32	.40	.48	.56	.64	.72	.8
-16:	.08	.16	.24	.32	.40	.48	.56	.64	.72	.8
-17:	.06	.12	.18	.24	.30	.36	.42	.48	.54	.6
-18:	.06	.12	.18	.24	.30	.36	.42	.48	.54	.6
-19:	.04	.08	.12	.16	.20	.24	.28	.32	.36	.4
-20:	.02	.04	.06	.08	.10	.12	.14	.16	1.80	.2
-20 -	As for -20.									



5.16 Missile Combat Factors Chart

All races

Using	Attack Factor
Short self bow	2
Short composite bow	2
Very strong short bow	2
(i.e., "medium")	
Long bow	5
Composite bow	4
Long composite bow	6
Light crossbow	6
Medium winch crossbow	9
Heavy winch crossbow	12
Shen crossbow	4
Hlaka crossbow	2
Repeating crossbow	4
Shot sling	4
Nonshot sling	4
Staff sling	4
Throwing dart	2
Light javelin	4
Medium javelin, or	4
throwing spear	5
Heavy javelin	6
Throwing ax	5
Throwing club	3
Bola	2
Firepot	2
Blowgun	2
Engines:	
Light dart-thrower	16
Light stone-thrower	21
Medium dart-thrower	24
Medium stone-thrower	32

Defenses:	Shield	Shield
Humans	11	11
Nonhumans	5	6

Same defense factor as a figure using a halberd, cf. 5.26.

Same defense factor as a figure using a halberd, cf. 5.26.

5.17 Missile Ranges Chart

Heavy Infantry ranges are given in millimeters.

1: Heavy Infantry
2: Medium Infantry
3: Heavy Infantry
4: Medium Infantry
5: Heavy Infantry
6: Medium Infantry
7: Heavy Infantry
8: Medium Infantry
9: Heavy Infantry

1. The k'erd'u and his staff, the drif'lan'yal and their staffs, and the magic user teams have no morale rating and are thus immune to the workings of legion. All the above, however, will be carried away in the rout of the legion they are with.

2. Human Regulars:

- 6: Light Infantry
- 8: Medium Infantry
- 11: Heavy Infantry
- 18: Fanatics.

3. Human Irregulars:

- 2: Peasants
- 4: Light Infantry
- 6: Medium Infantry
- 9: Heavy Infantry
- 13: Heavy Infantry

6.5 Morale Ratings

The parenthetical numbers for the Hlaka and Srd' are flying and swimming movement allowances, respectively. All distances in millimeters. A legion which begins its turn's movement more than 300mm from its drif'lan moves at one-half normal speed and cannot charge.

Race	Human	Human	Armor	None or Light
Halberd, pike, or heavy crossbow	100			150
Other	125			200
Nonhuman				
Ahogyv	150			200
Hlaka	150			150(300)
N'lyss	150			200
P'chi Léi	150			200
Pé Ch'í	100			150
Pygmy Folk	100			150
Shen	150			200
Swamp Folk	125			200
Tinal'ya	100			150
Chyrstálli	-			150
Hlutrúg	-			200
Hlyss	200			250
Shunned Ones	150			200
Srd'	150			200
Engines	-			250(300)
Charge bonus	75			25

4.8 Movement Allowances Chart

Terrain	Effects
Ploughed ground	Movement effect: -25mm per turn to cross. Combat effect: None.
Rough ground	Movement effect: -75mm per turn to cross. Line troops are disorganized, cannot charge. Combat effect: Enemy missile attack factor -3.
Gentle slope (i.e., more than 50mm between contours)	Movement effect: -50mm per turn going up or across. Combat effect: Attack factors +1 going down, attack factors -1 going up.
Steep slope (i.e., 50mm or less between contours)	Movement effect: -100mm per turn going up or across. Line troops cannot charge, are disorganized. Combat effect: Attack factors +3 going down, attack factors -3 going up.
Cleft (i.e., less than 10mm between contours)	Movement effect: Impossible. Combat effect: Missile attack factor +3 going down, attack factor -5 going up.
Earthworks, Barricade	Movement effect: -50mm to cross, if unopposed. Line troops disorganized. Combat effect: Defender's melee attack factor +2. Attacker's melee factor -2, missile factor -5.
Stockade, Low wall	Movement effect: 150mm to cross, if unopposed, no charge, line troops disorganized. Combat effect: Defender's melee and missile attack factor +3, attacker's melee factor -5, missile factor -7.
Village, Town	Movement effect: -50mm per turn, no charge, line troops disorganized. Exception: Columns treat as clear. Combat effect: All melee attack factors +3. Enemy missile factors -5.
Ruins	(Must be constructed of different terrain effects.)
Open woods, Orchards	Movement effect: -75mm per turn. Line troops disorganized, cannot charge. P'chi Léi and Pé Chi Léi treat as clear. Combat effect: Missile range 75mm. Attacker's missile factor -5. Weapon groups 1 and 2 attack factor -5.
Dense woods	Movement effect: Line troops prohibited. P'chi Léi and Pé Chi Léi treat as open woods. Skirmishers disorganized, no charge. -125mm per turn. Combat effect: Missile range 25mm. Attacker's missile factor -15. Weapon groups 1 and 2 prohibited.
Swamp, Mud	Movement effect: -100mm per turn, no charge. Line troops disorganized. Ahogyv, Swamp Folk, Hlutrúg -50mm per turn, not disorganized, can charge. Combat effect: Ahogyv, Swamp Folk, Hlutrúg attack factors -3, all others -5.

Terrain	Effects
Ploughed ground	Movement effect: -25mm per turn to cross. Combat effect: None.
Rough ground	Movement effect: -75mm per turn to cross. Line troops are disorganized, cannot charge. Combat effect: Enemy missile attack factor -3.
Gentle slope (i.e., more than 50mm between contours)	Movement effect: -50mm per turn going up or across. Combat effect: Attack factors +1 going down, attack factors -1 going up.
Steep slope (i.e., 50mm or less between contours)	Movement effect: -100mm per turn going up or across. Line troops cannot charge, are disorganized. Combat effect: Attack factors +3 going down, attack factors -3 going up.
Cleft (i.e., less than 10mm between contours)	Movement effect: Impossible. Combat effect: Missile attack factor +3 going down, attack factor -5 going up.
Earthworks, Barricade	Movement effect: -50mm to cross, if unopposed. Line troops disorganized. Combat effect: Defender's melee attack factor +2. Attacker's melee factor -2, missile factor -5.
Stockade, Low wall	Movement effect: 150mm to cross, if unopposed, no charge, line troops disorganized. Combat effect: Defender's melee and missile attack factor +3, attacker's melee factor -5, missile factor -7.
Village, Town	Movement effect: -50mm per turn, no charge, line troops disorganized. Exception: Columns treat as clear. Combat effect: All melee attack factors +3. Enemy missile factors -5.
Ruins	(Must be constructed of different terrain effects.)
Open woods, Orchards	Movement effect: -75mm per turn. Line troops disorganized, cannot charge. P'chi Léi and Pé Chi Léi treat as clear. Combat effect: Missile range 75mm. Attacker's missile factor -5. Weapon groups 1 and 2 attack factor -5.
Dense woods	Movement effect: Line troops prohibited. P'chi Léi and Pé Chi Léi treat as open woods. Skirmishers disorganized, no charge. -125mm per turn. Combat effect: Missile range 25mm. Attacker's missile factor -15. Weapon groups 1 and 2 prohibited.
Swamp, Mud	Movement effect: -100mm per turn, no charge. Line troops disorganized. Ahogyv, Swamp Folk, Hlutrúg -50mm per turn, not disorganized, can charge. Combat effect: Ahogyv, Swamp Folk, Hlutrúg attack factors -3, all others -5.

(Note: Nonhuman tail and extra arm bonuses added in.)

Attack Factor	Using Weapon	Race	Heavy	Medium	Light
5	Spear	Human	11	9	5
5	Short pike		9	7	5
3	Long pike		7	5	-
9	Halberd		6	4	2
6	Two-handed ax, sword, etc.		6	4	2
11	Club, dagger, peasant weapon, javelin, etc.		3	11	9
7	Other (sword, mace, ax, flail, etc.)		11	9	5
17	Sword	Ahogyv	17	17	12
3	Javelin or sword	Hlaka	-	-	1
17	Two-handed sword	N'lyss	-	8	6
9	Clubs	Pé Chi Léi	-	10	7
11	Sword		-	10	7
11	Sword		-	12	9
7	Javelin		-	12	9
3	Spear	Pygmy Folk	9	7	3
15	Sword-ax	Shén	20	-	15
15	Halberd		15	-	10
20	Spear		20	-	15
7	Spear	Swamp Folk	7	-	7
7	Halberd	Tinal'ya	7	-	-
31	Sword	Srd'ula	25	-	20
33	Sword	Srd'	-	-	22
13	Rapier	Chyrstálli	-	-	10
5	Javelin	Hlutrúg	-	-	7
11	Sword	Hlyss	18	-	13
7	Spear	Shunned One	14	-	4
13	Sword	Gray Ssd'	16	-	11
16	Halberd		16	-	11
17	Sword	Black Ssd'	18	-	13
19	Halberd		18	-	-

Movement effect: -50mm to cross, no charge, line troops disorganized.

Movement effect: -75mm per turn. Line troops disorganized, cannot charge. P'chi Léi and Pé Chi Léi treat as clear.

Movement effect: -50mm per turn, no charge, line troops disorganized. Exception: Columns treat as clear.

Combat effect: All melee attack factors +3. Enemy missile factors -5.

Movement effect: -100mm per turn going up or across. Line troops cannot charge, are disorganized.

Combat effect: Attack factors +3 going down, attack factors -3 going up.

Movement effect: Impossible.

Combat effect: Missile attack factor +3 going down, attack factor -5 going up.

Movement effect: -50mm to cross, if unopposed. Line troops disorganized.

Combat effect: Defender's melee attack factor +2. Attacker's melee factor -2, missile factor -5.

Movement effect: 150mm to cross, if unopposed, no charge, line troops disorganized.

Combat effect: Defender's melee and missile attack factor +3, attacker's melee factor -5, missile factor -7.

Movement effect: -50mm per turn, no charge, line troops disorganized. Exception: Columns treat as clear.

Combat effect: All melee attack factors +3. Enemy missile factors -5.

Movement effect: -100mm per turn going up or across. Line troops cannot charge, are disorganized.

Combat effect: Attack factors +3 going down, attack factors -3 going up.



5.32 Attack Odds Chart

Attack Factor	Figures Attacking									
	1	2	3	4	5	6	7	8	9	10
+16 +	Add .5 casualties per figure for each plus above +15									
+15:	2.0	4.0	6.0	8.0	10.0	12.0	14.0	16.0	18.0	20.0
+14:	1.8	3.6	5.4	7.2	9.0	10.8	12.6	14.4	16.2	18.0
+13:	1.6	3.2	4.8	6.4	8.0	9.6	11.2	12.8	14.4	16.0
+12:	1.5	3.0	4.5	6.0	7.5	9.0	10.5	12.0	13.5	15.0
+11:	1.4	2.8	4.2	5.6	7.0	8.4	9.8	11.2	12.6	14.0
+10:	1.3	2.6	3.9	5.2	6.5	7.8	9.1	10.4	11.7	13.0
+ 9:	1.2	2.4	3.6	4.8	6.0	7.2	8.4	9.6	10.8	12.0
+ 8:	1.1	2.2	3.3	4.4	5.5	6.6	7.7	8.8	9.9	11.0
+ 7:	1.0	2.0	3.0	4.0	4.0	6.0	7.0	8.0	9.0	10.0
+ 6:	.9	1.8	2.7	3.6	4.5	5.4	6.3	7.2	8.1	9.0
+ 5:	.8	1.6	2.4	3.2	4.0	4.8	5.6	6.4	7.2	8.0
+ 4:	.7	1.4	2.1	2.8	3.5	4.2	4.9	5.6	6.3	7.0
+ 3:	.6	1.2	1.8	2.4	3.0	3.6	4.2	4.8	5.4	6.0
+ 2:	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
+ 1:	.44	.88	1.32	1.76	2.2	2.64	3.08	3.52	3.96	4.4
0:	.40	.80	1.20	1.60	2.00	2.40	2.80	3.20	3.60	4.0

5. COMBAT

5.1 Missile Combat

5.11 Eligibility

Figures armed with missile weapons can engage in missile attacks against targets visible to at least one of the figures in the attacking legion.

One attack is made for each eligible figure in the legion, but only one attack: Pé Chối and other four-armed nonhumans cannot make two attacks, although they use two melee weapons. Engines make one attack per crew figure rather than engine figure.

Any number of ranks of missile-armed skirmish troops are eligible to attack, but only the front rank of missile-armed line troops, including engines, can attack.

A legion in contact with an enemy legion cannot make missile attacks.

With two exceptions, no legion can make more than one missile attack per turn (cf. 5.14). An eligible attack, however, can be made in any one of the three missile attack phases of each turn. (Note, however, the dual targeting a legion is permitted in 5.13 counts as only one attack, for each figure in the legion attacks only once.)

5.12 Sequence

Missile attacks are conducted during the missile combat phases. All the missile attacks conducted in a phase are simultaneous.

5.13 Targets

Arc of fire is 45° to the front of an attacking figure. Figures may shoot overhead to 90° (Note: All shots which miss at a 90° overhead trajectory then attack the attackers.) Hlāka have a 360° arc of fire while flying. Engines have an arc of fire of only 15°.

Range is measured from the base of each attacking figure to the nearest base of the target formation.

Figures attacking from a higher elevation, e.g., Hlāka, or troops on a wall or hill, measure range only in the horizontal plane, i.e., they do not include their height as a factor. Figures which are attacking from a lower elevation, however, must measure to the actual position of the higher figures, i.e., the distance plus one inch per elevation level.

Each legion targets independently, and the figures from each legion can split their fire on one or two targets each turn.

Missile attacks cannot be made frontally into a melee, or into the flanks of the first two ranks engaged on either side. Missiles can be fired into the rear, and, naturally, if the enemy is more than two ranks deep the attacker can target on the rear ranks rather than those engaged in the melee.

Missile casualties are removed from the rear rank of a legion.

5.14 Reloading

The number of consecutive turns of not moving or engaging in combat that a cohort must spend before being able to conduct another missile attack is:

- 0 Hand-hurled weapons
- 1/2 Bows and slings
- 1 Staff slings, blowguns, light crossbows, Shén crossbows, Hlāka crossbows, repeating crossbows\*

\*Repeating crossbows can be fired twice before reloading.



- 1 1/2 Medium winch-crossbows
- 2 Heavy crossbows, light dart-throwers
- 4 Light stone-throwers, medium dart-throwers

Archers and slingers can move at one-half speed and reload simultaneously.

Crossbowmen sometimes work as teams; one figure does nothing but reload crossbows, while the other figure does nothing but fire. If this team method is used, the listed reloading time is cut to one turn, but only one-half of the crossbowmen can attack.

With two exceptions, no figure can conduct two missile attacks during one turn. These exceptions are:

- 1. Stationary archers can fire twice in one turn.
- 2. Repeating crossbows can be fired twice in one turn.

Each of the attacks is conducted in a separate missile attack phase; no missile can be fired twice in one missile attack phase.

All weapons are loaded when the game begins.

Missile weapons can remain loaded an indefinite length of time. Figures can freely move with loaded missile weapons, except engines, which cannot move loaded.

### 5.15 Missile Supply

The number of missile attacks that a cohort can conduct before exhausting its supply of a given weapon is:

- 1: Heavy javelin, throwing ax
- 2: Bola, throwing club, firepot, medium javelin, throwing spear
- 3: Light javelin, Hlaka javelin, throwing dart, bow, crossbow, sling
- Unlimited: All other missile weapons.

Missile supplies can be replenished by moving to within 150mm of the kerdú and standing for one turn for each twenty figures waiting to be resupplied.

### 5.16 Missile Combat Factors

The missile attack and defense factors are given in the play sheets.

### 5.17 Missile Ranges

Missile ranges are given in the play sheets.

## 5.2 Melee Combat

### 5.21 Eligibility

An attacking figure can melee if it contacts either

- 1. with at least one-half its own base front, or
- 2. at least one-half an enemy figure's base edge.

Two ranks of figures can melee if armed with long pikes.

One rank of figures and figures up to half their numbers in a second rank can melee if armed with short pikes.

One rank of figures armed with any other melee weapon can fight.

Only one rank of skirmishers can melee, no matter what their weapon.

### 5.22 Sequence

Melee weapons fall into one of four groups:

1. Long thrusting weapons: Pikes, spears, halberds (on the first turn of melee), and the special cases of the sérudla and sró, whose size gives a reach equal to long thrusting spears.

2. Long striking weapons: Poleaxes, two-handed swords, axes, etc., halberds (on subsequent turns of a melee), long flails, peasant weapons.

3. Short striking weapons: Flails, maces, long swords, axes, etc.

4. Short thrusting weapons: Short swords, rapiers, daggers, javelins, etc.

The sequence of attack is one, two, three, four on the first round of any melee. On all subsequent turns of the same melee the sequence of attack is four, three, two, one.

Pikes are an exception. A legion of pikemen attacks first for the first two turns of a melee, after which the normal four, three, two, one sequence, and the weapon group one subsequence (see below) are used. However, they strike first only for one turn when fighting sérudla, sró, or two-handed sword- or ax-armed warriors.

Two attackers using the same weapon group strike simultaneously, with the exception of weapon group one. A subsequence based on length is used when a weapon of group one fights another weapon of group one: the longer strikes first on the first turn of a melee, and the shorter weapon strikes first on subsequent turns of the same melee. Longest to shortest, these are: Pike; long spear, sérudla, and sró; halberd; short spear.

### 5.23 Changing Weapons

A legion can change weapons during a melee with one restriction: The change must always be to a higher-numbered weapon group. A legion can enter each new melee with the weapon of their choice, with the exception that a legion which is contacted on a turn in which it conducted a missile attack must use a melee weapon of group three or four.

Figures which change weapons during a melee, attack with the new weapon. However, they attack in the sequence spot of the old weapon on the turn of the change. (For example: A pikeman drops his pike and changes to a mace on the third turn of a melee. On that turn he fights in the sequence spot of the pike with the attack factor of the mace. On subsequent turns he uses both the attack factor and the sequence spot of the mace.)

### 5.24 Removing Casualties

Melee casualties are removed from the rear rank of figures whenever a legion has more than one rank. Casualties are removed alternately from the ends of a single rank of figures.

### 5.25 Unengaged Figures

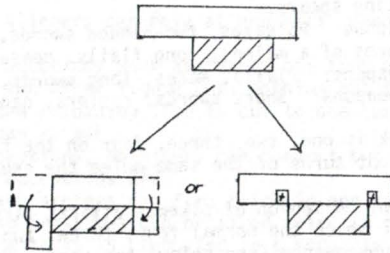
A legion which extends beyond the front of its melee opponent can bring previously uncontacted figures to bear on the enemy by (only) one of two methods. These are:

1. Wheeling the uncontacted portion of the legion's front into the flank and/or rear of the enemy.

2. With no movement involved, one additional figure not in base contact with the enemy can be added to the melee by a legion extending beyond one edge of the enemy legion's front; two figures not in base contact with the enemy can be added to the melee if the legion extends beyond both edges of the enemy legion's front.

A legion which does not extend beyond the front of their melee opponent cannot bring previously unengaged figures to bear.





### 5.26 Melee Combat Factors

The melee attack and defense factors are given in the play sheets.

### 5.3 Calculating Casualties

#### 5.31 The Attack Odds

To determine a legion's melee or missile attack odds, subtract the attacker's (modified) attack factor from the defender's defense factor. After locating the resulting total in the left-hand column of the Attack Odds Chart, 5.32, read along the line until one comes to the column under the correct number of attacking figures.

This number (e.g., 1.92) is the number of enemy figures removed as casualties, and the percentage chance of removing one additional figure.

For example: Eight spear-armed figures attack medium infantry. With no additional modifications (as, e.g., charging, or the presence of a driflán) the attack odds are -4 (attack factor of 5, subtracting a defense factor of 9 = -4). Reading in the Attack Odds Chart; eight figures at -4 = 1.92. Thus, one figure is automatically removed, and a second figure is removed if the attacker rolls 01-92 on percentile dice. If he rolls 93-00, the second figure is not removed; only one casualty is inflicted.

One figure is removed for each casualty inflicted.

Attack factors in excess of -20 are considered -20. Attack factors in excess of +15 add .5 per figure for each additional +1. Thus, for example, +17 = 3.0 casualties if one figure is attacking, +18 = 3.5, and so on.

#### 5.32 The Attack Odds Chart

The Attack Odds Chart is given in the play sheets.

### 6.1 Types of Morale Test

There are two kinds of morale test: the sudden panic morale test, and the group support morale test.

The sudden panic, or individual's morale tests, simulate those situations in which the cohort's cohesion and the security of numbers has been temporarily lost. The warrior must therefore rely on individual training and personal fortitude to stand.

The group support, or group's morale test, establishes two levels of morale loss at which troops must test to stand or run. Morale is lost due to casualties, friendly cohorts routing, loss of commanders, and so on; factors which accumulate during the battle, and which allow the soldier the opportunity to assess the current degree of his group support while testing.

### 6.2 Sudden Panic

#### 6.21 Causes

The causes for a sudden panic, or individual's morale test are:

1. Being contacted in the rear.
2. Being contacted during a turn by an enemy who was unseen until he was within 150mm, due to terrain or the spell, Cloak of Belkhánu.
3. Being contacted by hostile or routing sérudla.
4. Each casualty on a Hláka legion. (Note: This test only applies to the Hláka, of course.)
5. Each failed saving throwing against the spell, Knowledge of Ksáru.

#### 6.22 Procedure

A morale test is taken at any time during a turn that a legion fulfills one of the test conditions. The results are applied immediately, and the legion's rout movement (if any) occurs during its next movement phase or the rout movement phase, whichever comes first.

Routing troops that are contacted before moving are automatically contacted in the rear, and, as detailed in 4.5, cannot then move until the following rout movement segment.

An individual's morale test is successfully made when the number rolled on a twenty-sided die is equal to, or less than, the morale rating of the testing troops. An unsuccessful test is to roll higher than this rating.

Only one die roll is made for a legion for each test, with the same result applying to all the members of the legion. Each test is rolled separately.

If successful: Continue normally, no effect.

If unsuccessful: The legion routs.

Modifiers: A disorganized legion adds +3 to its die roll. Thus, e.g., a legion of heavy infantry normally successfully tests on a roll of thirteen or less. If disorganized, it must roll ten or less to test successfully.

### 6.3 Group Support

#### 6.31 Cause

A legion, based on its size and basic morale rating, tests to rout after losing a given number of morale points (see below). If it does not rout as



the result of this test, the legion continues normally until it has lost another given amount of morale points, at which time it automatically routs.

The number of morale points a legion can lose are listed in the following chart, read as follows: The top number of the fraction, e.g., "8" in "8/3", is the morale point loss level at which the test to rout is taken. The second number of the fraction, e.g., "3" in "8/3", is the number of additional morale points the legion can lose before automatically routing.

### 6.32 Procedure

A group support, or group morale test, is successfully made when the number rolled on a ten-sided die is equal to, or less than, five. An unsuccessful test is to roll six or higher.

The test (or automatic rout) is taken at any time during a turn that a legion reaches one of its two morale point loss levels. The results are applied immediately.

Only one die roll is made to determine the results for a legion. Unlike the individual's tests, which can be taken repeatedly, each legion takes the group support test only once per battle.

If successful: Continue normally, no effect.

If unsuccessful: The legion routs.

Modifiers: A disorganized legion adds +3 to its die roll.

The presence of a drítlán with a legion adds a -1 to its die roll.

The presence of a kérdu with a legion adds a -3 to its die roll.

### 6.33 Morale Points

A record of morale point gains and losses should be kept for each legion until a legion routs or the battle ends.

Some of the morale points are added immediately, as they occur. Others are added only in the morale record phase of each turn.

If the factor applies only to an individual legion the word "legion" is underlined in the description. Likewise, the word "huitsán" is underlined if the factor is added to all the legions in a huitsán. Similarly, the "army" is underlined if the factor applies to every legion in the army.

Morale points added immediately:

-1 for each figure the legion has lost.

Morale points added up only in the morale record phase:

-1+ for each line legion from the huitsán that has routed; -1 if the legion was originally of 1-20 figures, -2 if 21-40 figures, -3 if 41-60 figures, etc.

+1 for each enemy line of any size routed by the huitsán.

-2 if an adjacent huitsán or the reserve force group has routed.

-2 if the huitsán's drítlán is lost.

-6 if the army's kérdu is lost.

### 6.4 Last Stands

On occasion warriors decide that there are fates "worse than death." At such times they will fight to the last man (or being). Reasons for a last stand are:

1. Men, and the races allied to him, give no quarter to the races hostile to them: the Ssú, the Hlýss, the Hlutrgú, the Chyrstállí, and the Shunned Ones; and expect no quarter in return.

Thus, whenever men or beings from a race friendly to men are trapped by beings from a race hostile to men, and have no prospect of escape; or, similarly, when beings from one of the hostile races are trapped by men or races friendly to him, they may test to make a last stand.

2. Warriors who are guarding some clearly defined terrain feature: A

pass, a palace, their village, etc. and who know they are unsupported, as, e.g., a rearguard, or troops holding until help arrives, or when surrounded by enemy and no help on the way; may decide to die there rather than run, or give up, and die anyway.

Such situations are rare and will be fairly obvious. When in doubt, consult a referee.

The test cannot be made by troops which are disorganized or routing. It cannot be made by semi-intelligent or nonintelligent beings.

One test roll is made for each testing legion or subunit. The results apply to all its members. If the legion or subunit contains troops with more than one morale rating, as, e.g., the guréks of Yán Kór do, the test is rolled against the highest morale rating present.

The test is made by rolling percentile dice. If the number rolled is one of those listed after the morale rating of the testing troops, they choose to fight to the last. If the number rolled is not one of those listed, the troops do not resolve to fight to the last.

Only one test can be made by each legion per battle.

Morale Rating	Successful test on Roll of:
2	01-05
4	01-15
6	01-25
8	01-40
11	01-60
13	01-75
16	01-90
18	01-00 for fanatics, 01-90 for others.
20	01-00

If the test is unsuccessful play continues normally.

If the test is successful, the troops take no more morale tests for the remainder of the battle. They defend whatever terrain feature they possess at the time of the test, and cannot advance out of it.

The test is taken at the start of any turn one of the conditions is met, if the player chooses to roll.

## 6.5 Morale Ratings

The morale ratings are given on the play sheets.

## 7. DISORGANIZATION

### 7.1 Causes

A legion immediately becomes disorganized when one of the following causes occurs:

1. Being contacted in the flank or rear, except by previous melee opponent's unengaged figures (cf. 5.25).

2. After one turn's melee with a sérudla.

3. Being contacted by a routing sérudla, or routing friendly troops. (Note: Only within the first four inches of rout movement, and line troops are not disorganized by routing skirmishers, cf. 4.31).

4. Being involved in a disruptive passthrough (cf. 4.34).

5. Failing a saving throw against the spell, Abode of Sárku (cf. 8.43).



6. Being bombarded by firepots or similar unusual devices if the target suffers at least one casualty from the attack for every twenty figures in the target unit.

7. Line troops crossing rough ground, steep slopes, barricades, walls, villages and towns (except in column), ruins, woods, swamps, and streams. Skirmishers crossing dense woods.

## 7.2 Effects

The effects of disorganization are:

1. Disorganization lasts a minimum of one turn. This minimum time begins on the turn following disorganization.
2. Figures cannot recover from disorganization while moving or melee-ing. Maneuvers and formation changes are impossible for line troops.
3. One's own melee and missile attack factors are reduced by a -3. The attack factors of one's enemies are increased by a +3.
4. Only figures in a front rank can engage in melee and missile combat. Thus, those figures normally allowed to fight from a second rank cannot do so.
5. All morale test rolls are modified three pios against a disorganized testing legion.

## 8. MAGIC

### 8.1 Magic Users

#### 8.11 Magic User Teams

Each army has one or more specially-attached contingents of magic users. A contingent is represented by two figures; a team. One figure of each team casts only attack magic. The other figure casts only defense magic. The two figures are always of equal level, if this is at all possible. Few magic users wear armor except those from Livyánu. The greater skill and sheer numbers of the Livyáni compensate for the inhibiting effect the wearing of armor has on magic.

#### 8.12 Special Cases

The Livyáni army command and magic user organization is so different from the other empires' that they must be dealt with separately.

Essentially, the highest ranking magic user is also the kërdu. In addition, each magic using team is accompanied by sword-armed, shielded heavy infantry armored acolyte/guards: Two such figures with a magic using team of level 1-3; four such figures with a team of level 4-6; six figures with a team of level 7-9; and eight figures with a team of level 10-12. They have the morale rating of fanatics, but are excepted from all rules applying to fanatics, e.g., 4.7.

The actions of the acolyte/guards are restricted and affected as are those of other magic/users. They are an integral part of casting a spell. (Note: The acolyte/guards will always be protected by the anti-magic, anti-missile shields of their higher level magic users, even if they exceed the bounds of protection given in 8.13.)

The spell-casting benefit of this mass is as follows:

(Refer to 8.13) The enlarged teams cast one additional spell (per attack and defense figure) if a normal sized team's spell allowance for a given strength level is "1" or "2"; and two additional spells if the normal allowance for a given strength level is "3" spells.

Thus, for example, the attack figure of level 11 in a normal team is able to cast two spells of strength level I, three spells of strength level II, and two spells of strength level III. A similar Livyáni attack figure, however, is able to cast three spells of strength level I, five of strength level II, and three of strength level III.

The Tinalíya, Ssū, Hlyss, and Shunned Ones are noted magic-users. Their magic using teams receive the same benefits of increased spell allowance the Livyáni do, but their teams are of two figures. The highest ranked magic user may or may not be the kërdu, however, and the players should determine this randomly according to the situation. A fifty-fifty chance is suggested. If a legion of acolyte/guards is attached the team receives a further spell bonus of one additional spell of each strength level that the team has one or more spells in already.

While the groups described above are noted for their magical prowess, certain other groups are noted for their lack of magic users. Such armies; those of the Shén, Ahoggyá, N'lýss, and Hlutrgú; suffer an effect which is the reverse of the benefit for magically potent armies.

The magic using teams of these armies are of normal size, but they subtract one spell of each strength level from the normal allowance.

Thus, a shén attack figure of level 11 is able to cast one spell of strength level I, two spells of strength level II, and one spell of strength level III.

### 8.13 Spells per Magic User

The number of spells of each strength level that each magic user figure (attack and defense) has, as well as the magic users' automatic anti-magic and anti-missile shielding factors are listed in the chart given in the play sheets.

Both the automatic defense shields are permanent, in that each is automatically, effortlessly, and continuously cast by the defense magic user figure. They are not counted as the defense spell which is allowed during a turn from each defense magic user figure.

The shields protect any figure whose base is totally within 50mm of the defensive magic user.

The anti-magic defense shield counters each incoming spell with a defense spell of equal size, up to the maximum level listed.

The anti-missile shield works against missiles, "eyes", and Sérudla acid. A legion attacking with missiles must roll a number which is less than or equal to the one listed in the table in order for the missile attack to penetrate the shield. Use a twenty-sided die. Randomly determine which figures are attacked by missiles penetrating the shield.

### 8.2 Casting Spells

#### 8.21 Procedure

Spells are cast in one of three strength levels: I, II, or III. I is the weakest level; III is the strongest level.

A magic user can cast one spell during a turn. Thus, each magic user team can cast two spells during a turn, one attack and one defense.

Each player chooses his attack spell and the strength level in which it will be cast. The name (or type number) of the spell is made known to the enemy, but the strength level is kept secret.

Then, knowing the type, but not the strength of the opponent's attack spell, each player casts his defensive spell. Again, the number of the spell



type is revealed to the opponent, but not the strength level. The spell strengths are only revealed at the time of the magic combat resolution.

(Colored six-sided dice are recommended as play aids to spell casting. 1-5 on a red die indicates the attack spell type, 1-5 on a white or green die indicates the defense spell type. The strength levels of 1-3 are hidden behind a box, etc., until the magic resolution phase. Set the dice used to indicate the strength levels aside to retain a record of the spell strengths which have been cast.)

### 8.22 Prohibitions

A magic user cannot cast a spell:

1. If he has none left.
2. If he has moved during the previous turn.
3. If he is disorganized.
4. If he has been "passed through" by other figures during the previous turn.
5. If, during the previous turn, he was meleed, or if a missile attack reached him through his shields.

### 8.23 Spell Transfer

Each magic-user has a limited number of spells which he can cast. Once per battle, however, at the player's option, an attack spell can be transferred to the defense spell category, or vice versa, within each magic-using team.

The spell is transferred during the magic phase.

The transferred spell can be of any level.

The transferring figure cannot cast any spell on that turn. The figure to whom this spell is transferred, however, can cast it or any other spell on the turn of transfer. (Note that only the strength levels are transferred, and not the ability to cast attack or defense spells. Attack spell magic-users can still only cast spells; and defense magic-users, defense spells.)

The transfer of a spell must be announced to the opponent when the transfer is made, but the strength level is kept secret.

### 8.3 Magic Combat

The maximum range of all spells is 900mm. The spell can be cast upon any area visible to the spell caster. No magic has effect more than 900mm from the casting figure, or in areas not visible to him. Thus, if the center of a spell is placed at 900mm, only that part of the spell area which falls within 900mm takes effect. Similarly, effect is limited to areas visible to the casting figure.

Magic resolution begins by each player declaring the center of effect of each of his magic user's spells.

All attack spells are placed first. They are declared in the same order as that turn's movement. All the defense spells are then placed, in the same order.

More than one spell can be cast onto the exact same spot, whether or not other friendly or hostile spells have been cast there on that turn. (As can be seen from this, the method of shielding one's troops from an enemy attack spell is to cast its counterpart defense spell onto the exact same area on the same turn.) Spells which are not counterparts do not affect each other.

The attacker must roll on the table given in the play sheets to resolve the combat of two counteractive spells. The attack goes through if the number rolled on a twenty-sided die is equal to, or less than, the number on the table.

Both spells are cancelled out if the attacker's throw is unsuccessful. Only the defense spell vanishes if the throw is successful. The attack

spell's effect is then determined, and it vanishes.

A successful attack spell requires a target legion or figure to make one saving throw against its magic defense rating for each strength level of the spell, relative to the area the spell covers (cf. 8.42). A saving throw is successfully made if the number rolled on a twenty-sided die is less than or equal to the magic defense rating of the target figure. Subtract ten from the number rolled on the die in any saving throw against a friendly defense spell.

If the number rolled is greater than the magic defense rating of the target figure the saving throw has not been successfully made, and the figure suffers the effect of the attack spell, or does not gain the benefit of the defense spell.

Only one die roll is made for a target legion. The result applies to all the figures in the legion. A saving throw is necessary only if the area of the spell touches the bases of at least one-half the figures in the legion. If the spell does not cover the required area, it has no effect.

Saving throws against the Gaze of Vimúhla are an exception. Only those figures whose bases are touched make saving throws, and each figure makes its own die roll.

Sérudla and engine figures are another exception. Each sérudla figure always makes a separate saving throw. Each engine crew always makes a separate saving throw (and, of course, each engine crew member makes an individual saving throw against the Gaze of Vimúhla).

The magic defense ratings are given in the play sheets.

## 8.4 The Spells

### 8.41 Types

The numerous spells in Empire of the Petal Throne and War of Wizards are condensed here into five general areas. Each of these areas consists of one attack spell and one defense spell. The attack spell is used only to harm an enemy. The defensive spell can be used to serve as a cancelling agent against its counterpart attack spell, or it can be used to aid friendly troops directly.

The spells are:

Spell Type	Name of the Attack Spell	Name of the Defense Spell
1	Gaze of Vimúhla	Arm of Karakán
2	Pleasures of Dlamélish	Grace of Avánthe
3	Knowledge of Ksáru1	Cloak of Belkhánu
4	Gift of Hry'ý	Peace of Hnálla
5	Abode of Sáрку	Illumination of Thúmis

### 8.42 Area of Effect

Each time a spell of strength level II or III is cast and survives spell combat (cf. 8.3) the player has two options regarding its use. These are:

1. The spell can be kept concentrated, in which case the area covered by the spell remains the same regardless of the strength level. The difference between the strength levels lies in that an affected legion or figure must make one saving throw for each strength level of a spell in order to avoid totally the adverse effects of an enemy's attack spell, or to receive the full benefits of a friendly defensive spell.

2. The second option is to cast the spell over a larger area, but as if it were a spell of strength level I. Thus, an affected legion or figure need make only one saving throw to determine the spell effects.



These two options do not apply to spells of level I, as those spells fulfill both options at the same time.

The chart showing areas of effect is given in the play sheets. Spells of strength levels II and III cast using option 1. above cover the area given for a spell of strength level I.

(Again, it is important to note that no choice is made until spell vs. spell combat has been resolved.)

### 8.43 Effects

The effects of the spells are:

#### Spell type 1: Gaze of Vimúhla/Arm of Karakán.

##### Gaze

This spell creates a magic missile attack by Doomkill or Energy Bolt. A failed saving throw against this spell results in the death of the target figure.

The Gaze of Vimúhla does not always fall where it is directed. The accuracy of the spell must be checked against the following table. If the spell misses, the location it does hit must then be found.

For each 300mm or fraction thereof that a target lies beyond the maximum listed accuracy range one accuracy roll must be made. The Gaze hits its intended target area on a roll of 1-10 on a twenty-sided die. On a roll of 11-20 it misses. The intended target area is missed if the casting magic user does not roll a "hit" with each and every necessary accuracy roll.

If one or more "misses" are rolled, the following method determines the actual center of the area, or the head of the bolt: With direction 1 being back along the line of casting, roll a six-sided die and count around clockwise to find the direction of the miss. The center of effect, or head of the bolt will fall from 25mm-150mm away from its intended target spot (roll six-sided die x 25mm).

<u>Magic User Level</u>	<u>Accurate to:</u>
1- 3	0mm
4- 6	300mm
7- 9	600mm
10-12	900mm

Flying Hlaka add 300mm to the measure of the actual distance they are from the magic user.

##### Arm

This spell defends from attacks of normal and magic missiles, "eyes", and Sérudla acid. One's own attacks, however, can pass through the protective shield.

Unlike most defense spells used to aid friendly troops, no saving throw is necessary for this spell to take effect.

An Arm of Karakán spell can be maintained for a period of up to six turns, providing it is never hit by the Gaze of Vimúhla.

The Arm can move with the troops being shielded if they are visible to the casting magic user figure and are within 900mm of him at all times.

The spell can only be maintained if the conditions for casting spells are also fulfilled. The magic user can cast other spells while maintaining one or more Arm of Karakán spells.

#### Spell type 2: Pleasures of Dlamélish/Grace of Avánthe

##### Pleasures

For each failed saving throw against this spell a target cohort suffers one turn's inability to move.

##### Grace

This spell counters an attack of the Pleasures of Dlamélish spell; or it can be used to put one's own troops under haste. If it is used in this fashion, a target legion takes one turn's movement at twice its normal speed for each successful saving throw.

#### Spell type 3: Knowledge of Ksáru/Cloak of Belkhánu

##### Knowledge

A target legion must make one individual's morale test for each failed saving throw against this spell.

##### Cloak

The spell can be used to counter an attack of the Knowledge of Ksáru spell; or it allows a target cohort one turn's invisible movement for each successful saving throw it makes. The invisibility also ends if the spell area is contacted by a Knowledge of Ksáru spell, or if the invisible figures combat an enemy or if there is contact between them and an enemy.

#### Spell type 4: Gift of Hry'g/Peace of Hnálla

##### Gift

A target legion's attack factors are -3 for two turns for each saving throw it fails against this spell. Moreover, the legion's opponents attack with +3 added to their factors for the same length of time.

##### Peace

This spell is used to counter an attack by the Gift of Hry'g spell; or it can be used to add +3 to a target legion's attack factors for two turns for each successful saving throw the legion makes. Moreover, all the target legion's opponents attack it with attack factors -3 for the same length of time.

#### Spell type 5: Abode of Sárku/Illumination of Thúmis

##### Abode

A target cohort suffers one turn's disorganization for each saving throw it fails against an attack of this spell.

##### Illumination

This spell can be used to counter an attack by the Abode of Sárku spell; or it can be used to help a target cohort recover order at the rate of one full turn for each successful saving throw.



## 9. DEVICES

### 9.1 "Eyes"

"Eyes" are ancient technological devices, whose attacks are classified as "magic missiles". They possess a range of 300mm. An "eye" can fire one round per turn, and can be fired four times per battle. There is no reloading time, and it is not possible to replenish "eyes" unlike other missiles.

Any intelligent, nonanimal figure can use an "eye". "Eyes" can be captured. They can be used by their captors if any charges remain.

All "eyes" which are useful in battle are condensed here into two groups:

1. Strong
2. Weak

Strong "eyes" affect an area 15mm x 15mm, or a line 60mm long, but with no width. Weak "eyes" affect only one figure.

Attacks are the equivalent of level I Gaze of Vimúhla spell, and affected figures make their saving throws accordingly.

An "eye" can be used in a melee in the place of a figure's normal melee weapon. It fires before combat with normal melee weapons occurs.

Sérudla acid is the equivalent of a weak eye. The sérudla can use its acid only three times, however, not four. Furthermore, the targets of sérudla acid modify their magic defense die rolls by -9 (cf. 1.2).