

QADAR DALIKOI



by

Jeff Berry

&

M.A.R. Barker

QADÁRDÁLIKOI: Miniatures Campaigns on the World of Tékumel

Credits

Game Design: Jeff Berry & M.A.R. Barker

Graphics: Ken Fletcher & Sarah Prince

Typography: Sarah Prince

ART

Covers: Kathy Marschall

Interiors: Ken Fletcher, Dave Sutherland, M.A.R. Barker

Pull-Outs: Craig Smith, Kathy Marschall,

Ken Fletcher, Jim Serfling, Kent Kritz

Publisher

Tita's House of Games

Mailing Address: % Carl L. Brodt, 1608 Bancroft Way, Berkeley, CA. 94703

Email Address: CarlBrodt@AOL.com

WORLD OF TEKUMEL
MAGAZINE
ON THE
WORLD OF TEKUMEL



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Wes L. Postlethwaite

First Printing (Tekumel Games, Inc.), 1983
Second Printing (Tekumel Games, Inc.), 1984
Third Printing (Tita's House of Games), 1998

QADAR DALLIKOI

1980

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This third printing is dedicated to Andrew Lorince, who helped me track down the holder of the copyright. Without that assistance, this printing probably would never have gone to press.

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0.001 PREFACE

The set of rules you are holding is supposed to be the definitive work on miniature campaigns of the world of Tékumel. Maybe it is. In any case, I hope it will be of some use to those who, over the years, have discovered the many lands and races of Professor M.A.R. Barker's tremendous creation. As a player in his campaigns, I have had the privilege of being stimulated and challenged by one of the most amazing persons I have ever met.

QADÁRDÁLIKOI, "THE GREAT WAR", evolved out of a need for a set of miniature rules for Tékumel. Two previous works, *Legions of the Petal Throne* and *Missúm*, are the direct ancestors of the present volume. I have tried to keep the easy play of the former, and the detail of the latter, in these rules. The opinion of playtesters, over the four years that this set of rules has been in the making, is that I have done well by Tékumel.

Here, then, is my offering to you: the pomp and glory of the Legions of the Seal Imperium, the crimson glitter of the Armies of the Four Palaces of the Square, the Ebon Fleet of Salarvyá, the demonic Forces of the Hierophants, and the serried emerald ranks of Baron Aid. With these, and *QADÁRDÁLIKOI*, to raise the standards of the Great and Glorious over all the Egg of the World will be your Skein of Destiny.

Nochakúlli msúrri, tlakáingyal! Kháirali!

0.110 GENERAL NOTES

This set of rules is designed to enable the gamer who is interested in the world of Tékumel to play out, in miniature, the "Great Wars" (Tsoiyáni: Qadárdálikoi) of the Five Empires and their allies. It emphasizes the elements that give Tékumel its unique "flavor"; as an example of this, works of several ancient strategists of Éngsvan hlaGánga were used in the creation of the sections on battlefield movement. This was done because these writers' works have become the standard manuals of the armies of the Five Empires. An extract of these works is included in this set of rules.

Before attempting to use these rules, read through them carefully. This will greatly ease play in both the Campaign game and in the Tactical game. Decimal numbers are placed at the head of each section of the rules, and these numbers are cross-referenced with the proper page numbers in the Table of Contents. We have also included in the back of this book a set of "pull-out" sheets with the playing statistics of the various races and nations. These may be removed from the book for easy reference. Removal is accomplished by bending up the binding staples of the book, removing the sheets, and bending the staples back down. If it is desired, the staples may be removed entirely and the rules placed in a loose-leaf binder—definitely recommended.

It is important to note that these rules are written for large-scale strategic and tactical campaigns run by an independent referee. Where possible, we have attempted to give alternate methods of action that do not require a referee; frankly, however, we find these alternate methods less satisfactory than having a referee.

The purchaser of these rules is hereby given permission to copy the statistics sheets for his or her own use with this game.

0.120 MATERIALS REQUIRED TO PLAY THIS GAME

0.121 Materials Required— Campaign Game

The following items are required in order to play the campaign portion of these rules:

ONE or MORE sets of Percentile (20-sided) dice;

Paper and writing instruments;

Campaign maps of the areas to be fought over (see Section 0.131).

0.122 Materials Required— Tactical Game

The following items are needed to play the tactical portion of these rules:

UNITS of BASED miniature figures (see Sections 0.133 and 0.232);

ONE or MORE sets of Percentile (20-sided) dice;

METRIC tape measures or rulers;

Materials to represent terrain features (see Section 0.134).

0.130 SOURCES OF MATERIALS

The following items were originally developed for use in Professor Barker's original Tékumel campaign, and are now available from the publishers of these rules. For persons interested in Tékumel, and especially for players of *QADÁRDÁLIKOI*, these are most useful.

0.131 Campaign Maps

Two sets of Campaign Maps have been prepared, which cover areas of current military interest. The first set of six maps covers the area known as the "Northwest Frontier," which stretches from Pijenár in the northwest to Khirgár in the southeast. This set covers the Atkolél Heights, where the Tsoiyáni and Yán Koryáni forces have been fighting for some time. The second set, "The Pass of Skulls," covers the area between the city of Thri'il and Saá Allaqi to the east. This area is at present the scene of much fighting; the Tsoiyáni have decided upon an invasion of Saá Allaqi as a diversion from the main theater of fighting around the Atkolél Heights. The scale of both sets of maps is the same; each of the large hexes is 133.33 kilometres across, and the small hexes are 9.5 hexes across. A Guidebook is in preparation for selected locations on these map sets, and will be available from the publishers of these rules.

0.132 Army Lists

The "Armies of Tékumel" series provides a complete listing of all known military formations of The Five Empires, their allies, and client states. Unit strengths, weapons and armor, and relevant remarks are given for each unit. Also given in each listing are statistics which may be used in place of the statistics included with these rules. The use of these is optional, however. Appended to each volume is a Painting Guide, which can be used in conjunction with the illustrations to produce accurate miniatures of the many and varied military units of Tékumel.

0.133 Miniature Figures

Miniature figures designed specifically for Tékumel are available from the publishers of these rules. A wide variety of both human and non-human figures are available; it is thus possible to build a Tékumelyani army in short order. The army lists mentioned above can be used to detail these figures. A free catalog of Tékumel miniatures may be obtained for the asking from:

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

0.134 Terrain

Once the armies have come into contact with each other, the referee or gamemaster will have to set up the battle area on some flat surface. Traditionally, this has been a good sized table; four feet by eight feet seems to be a fairly standard size. However, this should not be considered mandatory. Many battles can be fought on smaller tables, and some gamers prefer the floor. In any case, a smooth, hard surface works the best for miniature battles.

The terrain features that will be placed on this surface will be determined by the terrain shown on the campaign maps. If the battle is not part of a regular campaign, the referee should design the terrain. If the generals are playing without a referee, they should use the appropriate campaign map area. For non-campaign battles fought without a referee, the players may use any terrain arrangement they see fit. However, they should set up the terrain *first*, and only then should they dice for choice of starting position on the board.

If there are certain distinct and isolated features shown on the map, these should be placed appropriately on the playing surface (or "board"). Any minor terrain features which are not usually found in the predominant terrain type should be avoided; an area of swamp in a desert battle, for instance. As a guide, we have illustrated several types of terrain, and the features often found in them.

There are several ways to represent terrain in miniature. The simplest and easiest is to lay down the areas of different terrain with tape. Various colors of tape can be used to represent roads, streams, and the like. While this method has the virtue of simplicity, it lacks greatly in visual appeal. We prefer the more aesthetic way of doing things; modeling three-dimensional terrain. We feel that the extra work involved is quite worth the result. Some suggestions on modeling terrain follow.

Open Terrain

Open terrain is, as implied, any large, open expanse of ground or water that is free of obstructions. Usually, the playing surface represents open terrain. One method to represent this surface is a large sheet of cloth. Dyed green with some tan splotches sprayed on, this makes a very nice background for the rest of the terrain. A similar sheet in blue makes an excellent ocean or large lake when required for naval battles.

Roads and Rivers

These two types of terrain features are very similar in the method of their construction. Either tape, strips of cloth, or commercially produced sections can be used. We have found that ordinary masking tape makes the best roads. Applied directly to the gaming surface, tape roads will stand up to a lot of use; after the battle, they are also easy to remove. Rivers and streams can also be depicted by using coloured tape. There are also several companies that make formed plastic sections of streams and small rivers. These should be secured to the playing surface with double-faced tape. The same treatment should be given to cloth strips, if these are used. By doing this, movement of the terrain during battles can be avoided.

The more ambitious referee can model sections of the Sákbé roads, bridges, and similar items. Light wood or styrofoam can be used to cut down the weight of larger structures. Of course, numerous commercial offerings are available for these as well.

Woods and Rough Terrain

Trees are available at your local model railroad shop, or at large retail stores. The "Life-Like" brand tends to be sturdy and inexpensive, and can often be picked up as a sale item at a very modest price. While not the most realistic model trees in the

world, they have the virtue of being virtually indestructable. Areas of rough ground can be simulated by strewing lichen in the selected areas. Lichen is available from the same sources as trees. A ghastly purple lichen is available that looks custom-made to represent "Food of the Ssú" (Section 2.733), and very little else.

Slopes and Hills

Light slopes are those with an incline of less than 45°; heavy slopes are those with inclines between 46° and 90°. Cliffs are 90° slopes, and are impassable to all but flying troops. We have a number of styrofoam shapes that can be stacked to form hills. Spraypainting them green or tan gives them a more natural look. Cardboard tiers can also be used, coloured alternately green and brown to make elevation lines clear. Simplest of all, one can simply use strips of green tape to represent contour lines, reading the gaming table like a map.

Swamps

The treatment that produces the most effective swamp is also the simplest. Scatter trees, lichen, and blue paper shapes (to represent water) liberally in the desired area. The resulting mess will be something only an Ahoggyá could love.

Miscellaneous Terrain

This classification covers such areas as ruins, built-up areas, and other types of close and broken ground. A number of methods can be used to represent these areas. The simplest is to use wood or foam blocks to form the buildings or ruins. A more visual method is to use some of the commercially produced card or plastic building kits. The most esoteric method is to scratch-build various structures for use. We have found that one or two scratch-built structures accompanied by a number of the commercial buildings looks very good and is easy to assemble for battles. This method is also less expensive in time and money.

We also suggest that you save or scrounge pieces of the styrofoam shapes used to package merchandise. When painted, they make excellent buildings, towers, and ruins. Due to the pebbled texture of the foam, it simulates stonework to a close degree.

Fieldworks and Fortifications

Not surprisingly, wargame miniatures companies have produced a number of different types of fieldworks in miniature for use on the game table. These can be used to heighten the visual appeal of the battlefield. After all, a row of stakes set into the ground in front of one's position seems more fearsome than a square of paper with the word "stakes" written on it.

Much the same comments apply to fortifications as were made for buildings. A number of towers can be combined with blocks of wood or foam as the walls. Separate wall sections can also be built. The most important thing is to keep the whole collection light in weight, and capable of being set up into a variety of structures.

Trenches can be bought in ready-made sections, or easily made with blocks of wood. We have a number of formed foam sections of trench, as well as wooden and metal pieces. An excellent source is the "Historical" miniatures section of your local game shop. If you wish to build your own, we have depicted a technique that gives good results.

Gabions and fascines are often found at sieges, and can also be used in field works. Packages of them are usually available from game stores.

Stakes, abatis, and entanglements are all built up on bases.

Stakes can either be commercial castings, again from "Historical" lines, or simply toothpicks glued to bases. A very nice abatis can be made free, by glueing twigs to a base. A more expensive method is to use the metal tree castings found at model railroad shops. Entanglements can best be made by stretching thread between toothpicks which have been glued to a base.

0.200 SCALES AND BASING

0.210 THE CAMPAIGN GAME

0.211 Time Scale

Time scale in the Campaign Game is based on the ratio of one turn equals one week of time in the campaign. It must be kept in mind that a Tékumelyáni week consists of six days, while a month has five weeks. The year, if the iampaign continues long enough, has twelve months and five intercalary days.

0.212 Ground Scale

Ground scale will vary with the scale of the maps being used; thus, all movement rates and similar information have been given in terms of kilometers over time. Maps should be made or used with metric scales.

0.220 THE TACTICAL GAME

0.221 Time Scale

One turn in the tactical game is equal to ten minutes. There are six tactical turns per hour. In order to relate this to the time scale of the campaign game, there are 864 tactical turns in the campaign turn of one week (6 days x 24 hours x 6 tactical turns = 864/week).

0.222 Ground Scale

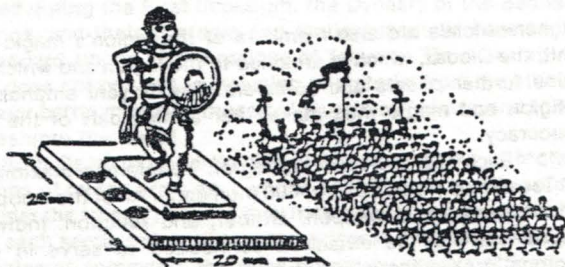
The ground scale of the tactical game is one millimeter on the game table equals one meter of actual space. The ratio is thus 1:1000. All ranges and distances given in the rules are in millimeters.

0.230 FIGURE SCALES AND BASING

0.231 Figure Scales

This set of rules is intended for use with 25mm figures with a representational scale. Each figure represents a number of troops. These ratios are as follows:

- For all human and non-human troops and auxiliaries 1:100
- For all types of artillery (including Lightning Bringers), Sérudla, Sró, Bazháq and riders, baggage carts 1:20
- Air-cars 1:1
- Magic-Users either 1:100 or 1:20 (see Sec. 4.110)



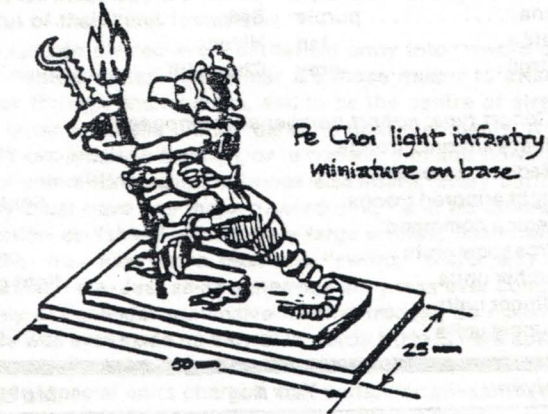
In these rules, the base size (20 mm x 25 mm) approximately equals the scale area (20 meters x 25 meters) that 100 troops would cover in closely-packed formation.

0.232 Figure Bases

In order to furnish the troops needed for the Qadárdalikoi with bases, the following base sizes are used:

- All regular human troops 20mm x 25mm
- All irregular human troops, all non-humans NOT listed below, all human command and magic-user figures . . 25mm x 25mm
- Pé Chói 25mm x 50mm
- Sírén, Hláka 40mm x 40mm
- Ahoggyá, Páchi Léi, Hlüss, Bazháq 50mm x 50mm
- Sérudla, small carts 50mm x 100mm
- Sró 75mm x 250mm

Figures should be mounted so that the front of the figure faces the narrowest side of the base; this side will be considered the front of the figure. Correct base sizes for all races and nations are given on the Statistics Sheets in Section 3.000.



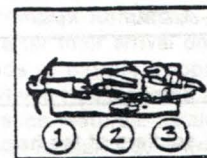
0.233 Base Markings

In order to identify units, especially in the event of non-Tékumelyáni figures being used, it is suggested that the figures' bases be marked with some sort of identification. This can range from simply writing the unit's name on the figure base to any of a number of very elaborate systems.

On our own forces, we have adopted a color-coding system that has proven extremely useful. This system enables a player to identify any unit with a glance at the base. An outline of this system is as follows:

- (1) Unit type and number
- (2) National color or area color
- (3) Cohort type and number

The three patches are always read from left to right.



Each patch of color serves to identify one of three things. From left to right, these are:

- (1) Predominant type of troops in unit; number of unit superimposed:
 - Heavy infantry yellow
 - Medium infantry red
 - Light infantry light blue
 - Sappers tan
 - Temple, city, and Sákbe road guards light green

Artillery.....orange
 Supply elements.....black
 Mercenary units.....white
 Army command units.....grey
 Non-humans in the service of one of the human nations use their national color in this position.

(2) *National color; prefecture, palace, or area number/letter superimposed:*

Tsolyánu.....light blue	N'lyuss.....white
Yán Kór.....light green	Milumananyá.....white
Mu'ugalavyá.....red	Hláka.....gold
Salaryvá.....black	Pygmy Folk.....gold
Livyánu.....yellow	Tané.....copper
Ahoggyá.....white	Tsoléi Isles.....tan
Tinalíya.....gold	Shényu.....copper
Swamp Folk.....copper	Pé Chói.....silver
Saá Allaqí.....orange	Urunén.....silver
Pijéna.....purple	Ssú.....grey
Ghatón.....tan	Hlyuss.....grey
Hlutrúgú.....grey	Chúrstállí.....grey

(3) *Cohort type; cohort number superimposed*

Heavy armored troops.....yellow
 Medium armored troops.....red
 Light armored troops.....light blue
 Legion command.....grey
 Crossbow units.....orange
 Archer units.....light green
 Slinger units.....tan
 Supply units.....black

0.300 ARMY ORGANIZATIONS

0.301 Introduction

The armies of Tékumel span a wide variety of organizational types. The Human Empires have highly structured forces subdivided into various units; the smaller states have armies ranging from crack, highly trained units to mobs of loose rabble made up of local tribes. The non-human races, besides often serving as mercenaries in the human armies, maintain a "militia" of sorts, varying according to the society of the particular race.

0.310 The Five Empires

The military units of The Five Empires and the ranks of the soldiers serving in them can be divided into 'soldiers,' 'subalterns' in command of the smallest units, 'captains' in command of larger units, 'majors' and 'colonels' in command of major sub-units, and 'generals' who command the major units (the Legions). Some armies also have 'senior generals' who command groups of large units; these officers serve as 'army commanders.' The following lists give the unit name and the number of troops in it; directly below is the rank of the officer commanding the unit. The horizontal lines divide the lists into the categories given above.

<i>Tsolyánu</i>	<i>Yán Kór</i>	<i>Mu'ugalavyá</i>	<i>Livyánu</i>	<i>Salaryvá</i>
Changadésa	Atl	Asúmish	Sréz	Bakkárzh
Kuruthúni*		Ni'úz		
<i>Seméti (20)</i>	Tlúsém	<i>O'ish (5)</i>	Sikúab	<i>Olégh (10)</i>
Tirrikámu	Uténg	Purélísh		Olmég
<i>Karéng (100)</i>		<i>Bálísh (20)</i>		<i>Gruségh (20)</i>
Heréksa		Balkétlísh		Grumég
<i>Tsurúm (400)</i>	<i>Halór (50)</i>	<i>Di'ibálísh (100)</i>	<i>Vilunéb (100)</i>	<i>Arégh (100)</i>
Kási	Nūmúr	Dibkétlísh	Eshu'úz	Qumégh
	<i>Ghámrik (250)</i>			
	Shuggéti			
Molkár**	<i>Tnūmrik (500)</i>	<i>Émish (500)</i>	<i>Diáineb (500)</i>	<i>Dóqmugh (500)</i>
Dritlán**	Ghitáa	Emkétlísh	Úoz	Achmég
<i>Niqómi (8025)</i>	<i>Tókhn (1000)</i>	<i>Sráish (5000)</i>	<i>Ssáoneb (1000)</i>	<i>Qímru (1000)</i>
Kérdu***	Kérđh	Hakkúmish	Khuáz***	Kekkérja
<i>Kenéng****</i>	<i>Gurék</i>	<i>Omrimúnish</i>	<i>Líúneb</i>	<i>Nchésh</i>
Kérdudali	Ochúr	Dū'umúnish	Qáqqodaz	Sreddéq
			<i>Chároneb</i>	<i>Tsélhqu</i>
			Rúozhuz	Mbeggésghmu

*In the Tsolyáni army, soldiers of the heavy infantry legions are considered to outrank those of medium, light, and missile legions. Hence the division into Changadésa and Kuruthúni. The latter has no command function over the former however.

**The Tsolyáni Molkár is a field officer in charge of roughly half a legion (or as many Tsurúmyal "cohorts" as the general may allocate to him). A Dritlán is the Molkár's counterpart and superior at staff headquarters. There are thus two active Molkáryal and two Dritlányal per legion, but there may be others of these same two ranks as well who serve as liaison officers, recruiting officers in large cities, representatives of the legion at imperial headquarters, etc.

***In Livyánu every officer of the rank of Khúaz and above is also a priest of one of the Shadow Gods. In addition, these

higher officials are also members of the legion's magic-using unit, the Díodaz, which is attached to the legion and which contains further priests and sorcerers. The Livyáni emphasis on religion and magic thus makes her armies part of the great theocracy.

****Each Tsolyáni Niqómi ("legion") contains a maximum of 20 Tsurúmyal ("cohorts") of 400 men each. All of the troops are of the same type: weapon, armour, and function. Individual Tsurúmyal may be detached as needed to serve in other regions or Kenéngyal ("armies"). The same is true of the Mu'ugalavyáni Sráish: 10 Émish of 500 men each, all of the same troop-type. The "legions" of the remaining three nations have no fixed numbers and are composed of mixed troop-

types: so many heavy infantry, so many crossbowmen, so many swordsmen, etc.

.....The Tsolyáni Kenéng ("army") is commanded by a senior general chosen by the Imperium from among the legions making up the group. This may change from campaign to campaign, or even from battle to battle. The Mu'ugalavyáni Omrimúnish is synonymous with one of the Four Palaces, the great administrative-military regions into which the country is divided. The Salarvyáni Tsélhqu is based upon hereditary noble lineage, and the Mbeggéshmu is thus the ranking prince of the aristocratic house which governs the area. The Livyáni Chároneb is also regional in nature; the temples of each area field uneven numbers of Líúneb, and these are commanded by professional warrior-priests. The Yán Koryáni have no such large units; each Ochúr reports directly to the Baron Áld and his council of advisors.

0.320 Shényu and the Urunén

Both of these non-human races have a militia system with few if any standing forces available. Units are formed as needed for a particular mission or duty. Shén units have a system based on the number seven, while the Urunén use the number four. There are thus 2745 troops in a Shén "legion" (called a Ga-Hr), grouped into seven "cohorts" (Shr-Gy). For the purpose of the game, each Ga-Hr has 28 figures. The Urunén Vaime has 4096 troops, divided into four units. This is also rounded off, to 41 figures.

0.330 The Tané

The military organization can best be described as a loose feudal rabble. Each war-band has perhaps 10 to 20 war-Sró, with anywhere between 50 to 200 Bazhák and their riders. This loose mass forms a first line, and 400-2000 light infantry make up a second line. The favorite tactic is a mass charge by the entire force, after skirmishing by the "cavalry" for a time. In this set of rules, a war-band will have 1 Sró, 2 to 4 Bazhák, and 4 to 20 infantry. Several war-bands will be allied for most expeditions.

0.340 The Ssú and Hlýss

Little is known about the military organizations of these races. Reports indicate that the two races use a loose mass formation, with anywhere from 250 to 5000 troops. Recently, there have been occurrences of Black Ssú apparently in command of their grey cousins. On the game table, then, an average force of 30 to 50 figures may be employed.

0.400 Military Formations of the Nations of the Universe

The following material is translated and adapted from the works of two of the great ancient strategists of Tékumel, Ssamirén of Kheiris, and Sa'alúr of Jakálla. Both of these men lived during the First Imperium, the Dynasty of the Bednálljan Kings, and their strategic and tactical manuals have become standard among all the nations of Tékumel. Time, unfortunately, does not permit the inclusion of material from the other two major battle manuals, those of Liyuráin of Tsámra, and Hirkkul-méshmu the Dwarf.

Both Ssamirén and Sa'alúr divide their works into discussions of (a) the army as a whole, and (b) units within an army. Under the former heading they include function and limitations of each section of a military "task force" (the establishment of chains of command, the roles played by various officers, signalling and trumpet calls, messengers, the use of magic as a weapon of the various troop types, the nature and optimal employment of the non-human races, etc.). In this section also,

both authors provide a longish list (Ssamirén gives 112, Sa'alúr 123) of "basic battle formations." These are battle plans tested by one or more commanders throughout the long centuries of Tékumel's history. Ssamirén describes each formation in detail and discusses its general qualities; Sa'alúr, however, goes further and suggests counter-formations for each, together with descriptions of battles in which each was used and the factors accounting for (in his view) each win or loss. Under "unit formation," both authors discuss various types of organization, the nature of sub-units, the use of officers, procedures for marching and counter-marching, etc. They also provide descriptions of "basic tactical formations" in which units can be deployed upon the battlefield. Both manuals then go on to analyse matters of supply, the provision and maintenance of arms, the merits of various types of weapons and armour, entrenchments, fortifications, use of terrain, scouting, and many other military factors. It must suffice here, however, to describe some of these authors' "army formations" and give the more useful of their "unit formations."

Ssamirén divided every battlefield army into "sword units" and "shield units:" the former are those meant to attack, to break through enemy ranks, and to be the centre of strength; the latter are those units ordered to hold the enemy, to keep him from breaking through, or to harrass him and prevent him from committing valuable troops elsewhere. Every battlefield army must have one major "sword unit," and all others then function as "shield units." Very large armies, Ssamirén continues, may have more than one "sword," major and minor "swords," etc. Just as no victorious army was ever composed solely of "shields" (defensive holding troops), so no winning force was ever made up only of "swords." (He is here speaking of open field battles, rather than of defensive positions, sieges, special units charged with particular missions, etc.)

The positioning of one's "sword unit(s)" occupies much of Ssamirén's chapter on field tactics. Should this striking force be placed upon one's flank, upon both flanks, or in one's centre? Should it consist of one heavy unit (e.g. a phalanx), or should it be divided into smaller units? Where should secondary "sword" units be emplaced, and what are their logical objectives? What formations are useful for "shield" units? Ssamirén proceeds to answer these questions by describing the multiplicity of formations used by his predecessors and contemporaries. Borrowing terms from the fencing masters of his time, he discusses these in terms of "attack flank, shield centre" or "attack centre, shield flank." The former denotes a powerful striking force placed on one or both flanks and a weak centre ordered to hold. The latter signifies a strong centre planned to carry the main attack, with weaker holding forces on the flanks.

Sa'alúr, who wrote some five hundred years after Ssamirén, accepts his predecessor's basic definitions and arguments but goes on to elaborate upon these, discussing special hidden "sword" units, complex formations which changed to some other formation after their arrival on the field, the use of extremely fast bands of missile troops as skirmishers, the deployment of the flying Hláka scouts as additional harassment, and many other such features. Sa'alúr also wrote extensively of defensive field formations, entrenchments, abattis, and other holding tactics.

Both authors divide each army's side of a battlefield into ten subsections and go on to indicate the sorts of units which should be placed in each, depending upon available troops and the terrain. These areas are:

① Left Arrow		② Centre Arrow		③ Right Arrow	
④ Left Gauntlet	⑤ Left Arm	⑥ Central Helm	⑦ Right Arm	⑧ Right Gauntlet	
⑨ Left Greave			⑩ Right Greave		

- | | |
|------------------|-------------------|
| 1. Left Arrow | 6. Central Helm |
| 2. Centre Arrow | 7. Right Arm |
| 3. Right Arrow | 8. Right Gauntlet |
| 4. Left Gauntlet | 9. Left Greave |
| 5. Left Arm | 10. Right Greave |

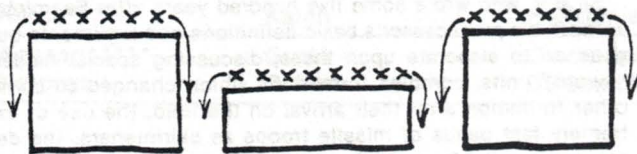
Numbers 1-3 are far forward areas, to be filled with light skirmishers, missile troops, and other harassing units; numbers 4 and 8 are the far flanks, to be occupied (depending upon the availability of troops and the basic battle plan) with further light units, heavier missile troops, artillery set up on high terrain, or special "sword" units; numbers 5 and 7 are the inner flanks, to be occupied by heavier units, "sword" units, or good holding units, depending upon the formation used; number 6 is the main centre, filled with troops appropriate to the formation chosen; numbers 9 and 10 are the rear flanks and the reserve areas, held by one's remaining forces and troops planned to enter the battle later.

Sa'alúr added two more rear areas to this scheme: the baggage camp, with its protecting troops, and the general's command post. Most tacticians emphasize that the proper place for the Kérdú (the senior general) and his staff is upon some eminence behind his troops, from which he can see and direct the engagement. His army's magic-using forces are usually deployed with him, partly to provide cover for him from enemy sorcery or long-range artillery, and partly to give them a vantage point from which they can direct their spell against the enemy or to protect their own men. Since the exact positioning of the baggage camp and the command post depends largely upon terrain and other factors, most later tacticians have ignored Sa'alúr's precise instructions for the placing of these units.

0.410 Battlefield Formations

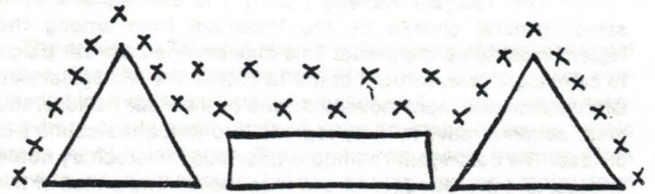
It is now useful to take Ssamirén's basic formations and deal with the more important ones, adding details from Sa'alúr wherever feasible, and also commenting upon the modern employment of these by the various nations of Tékumel. The following are just a few of his "attack flank, shield centre" battle plans. (N.B. x = light skirmishers/missile troops; □ = regular, medium or heavy troops (not further distinguished and dependent upon availability and other factors); ■ = special units (to be described below). Since these formations have been much simplified, heavy missile troops, artillery, etc. have not been separately indicated.)

1. The Invincible Glory of Hnúu Téktis:



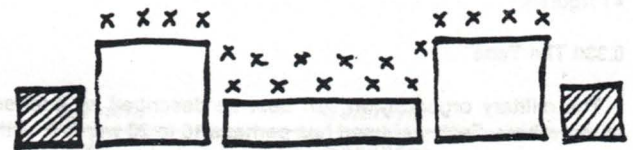
This ancient formation has been named after a semi-legendary general of the Three States of the Triangle. It consists of two heavy units (phalanxes, squares, etc.) and a weak centre designed only to hold. Light missile troops occupy the Centre Arrow position, and these have orders to fall back through the flank-centre gaps before the enemy can come within charge range. It is still a popular formation among the Salarvyáni, the Yán Koryáni, and the Pecháni. The Mu'ugalavyáni rarely use a weak centre formation, and the Livyáni also do not employ it. The Tsolyáni tend to disdain it because of its simplicity, although it has indeed been used in recent times by them. Either or both of the two heavy flanks may be composed of such powerful units as Shén, Ahoggyá, or Pé Chói, if these are available.

2. The Two Peaks of Tso'ó Kinél:



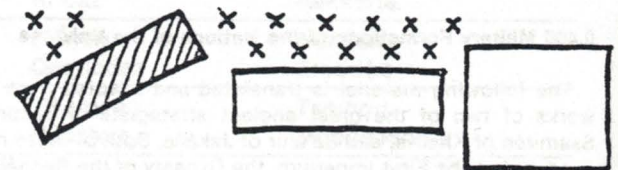
This formation is favored by the Livyáni. It consists of a weak centre but has two powerful wedges (or diamonds; cf. below) in the two inner flank positions. Again, the forward missile troops are programmed to retreat through the gaps and to the sides of the formation as the enemy advances. In a larger battle, the Left and Right Gauntlet positions may be occupied by two more wedge or diamond-shaped units, usually made up of Shén mercenaries. The Tsolyáni used this formation at the Battle of Chéne Hó in 2019 against the Mu'ugalavyáni. They lost, due to powerful enemy flank defenses and an unexpectedly strong centre which split their army in half. The Salarvyáni have also experimented with this battle plan against the Pecháni with reasonably good results. The Yán Koryáni and Mu'ugalavyáni have never used it.

3. The Mighty Gauntlets of Hruggá:



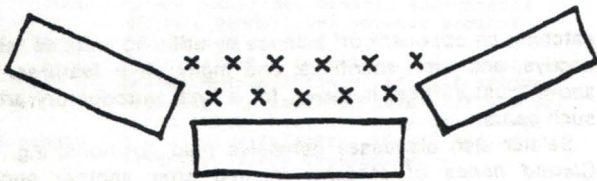
This formation is commonly employed by both the Tsolyáni and the Salarvyáni, and occasionally by the Yán Koryáni. Its main feature is the presence of two powerful (or very swift-moving) units in the Left and Right Gauntlet positions; these often have semi-independent commanders (Dritlán) and are ordered to hit enemy flanks, take advantage of gaps in the enemy line, and use considerable personal initiative. It has been used with great success in many battles, and it is the one weak centre formation which is occasionally adopted by the Mu'ugalavyáni.

4. The Mace of Karakán:



This formation has its most powerful and heaviest unit in the inner right flank position; the centre is ordered simply to hold, and the left flank consists of some specially strong unit, or a unit which is also commanded to hold, although it may have further orders to exploit enemy weaknesses. If this formation is reversed (i.e. if the heavy unit is placed on the left flank instead), it is called *The Mace of Vimúhla*. It has been used with success by the Yán Koryáni against the Tsolyáni in 2347 AS, and it is a favoured formation also amongst the Tsolyáni tacticians. The Salarvyáni have occasionally employed it, but the Mu'ugalavyáni prefer balanced lines.

5. The Claw of Krúa:



This formation may begin with an advanced centre and one or both flanks refused, and only after the two flanks have advanced does it become obvious to the foe that this is *The Claw of Krúa* formation. The flanks are, of course, intended to push back the enemy's flank troops and crush his centre in upon itself. This battle plan is frequently used by all of the nations of Tékumel.

6. *The Five Fingers of Death:*

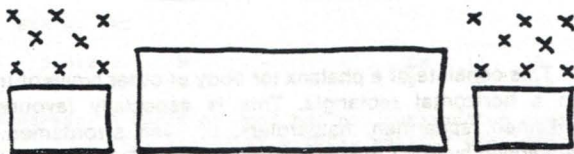


This is simply a variant of *The Two Mighty Gauntlets of Hruggá*; its flanks are composed of more equally balanced units, however. Some of these flank units may begin behind the centre (i.e. in the Left and/or Right Greave positions), and the commander may also opt to change to *The Claw of Krúa* formation either as a pre-battle decision or by trumpet call during the engagement. This formation is used by all of the major nations except the Mu'ugalavyáni, who, as said above, do not prefer weak centre formations.

Space does not permit a discussion of Ssamirén's or Sa'alúr's preferences for the reserve areas, their choices for the placement of artillery, or such "frills" as especially swift "sword" units ordered to conceal themselves behind one of the front line units and then appear through pre-planned gaps in the latter's ranks, or around one flank. These last are called "warhammer" units, and their use is favored by the Tsolyáni, the Yán Koryáni, and the Salarvyáni. These special units are almost always made up of Shén, Aboggyá, Páchi Léi, or some other powerful and speedy race.

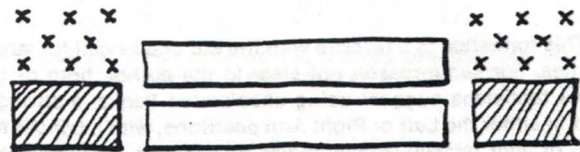
The following are some common "attack centre, shield flank" formations:

7. *The Inexorable Sea:*



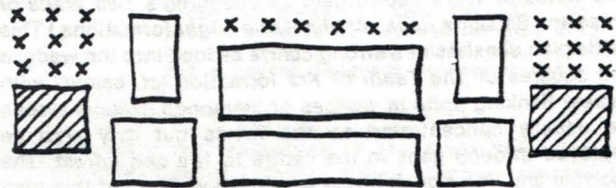
In its simplest form, this formation consists of a central heavy unit (phalanx, deep rectangle, closely arrayed columns, etc.), with weaker holding units on its flanks. The latter may, of course, be special heavy troops, usually accompanied by lighter missile units to provide flanking fire. This formation is frequently used by all of the major nations of Tékumel, and it (or some more complex variant) is almost the only formation employed by the Shén.

8. *The Two Gates of Wurú, The Many-Legged Serpent of Gloom:*



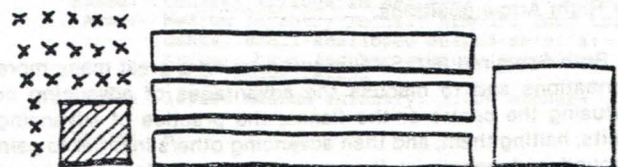
This battle plan consists of two strong central units, one behind the other, with two comparatively strong flanking units and accompanying missile troops. A larger variant, *The Five Feshénga of Wurú*, has two further units in the Left and Right Gauntlet positions on the extreme flanks. Missile troops may also be concealed behind the first heavy phalanx, with the ranks of the latter ordered to open up to permit the former to advance, fire and retreat again; Sa'alúr calls this *The Teeth of the Feshénga* variant. All of these formations are frequently used by the Mu'ugalavyáni for larger battles. For some reason not clear to the author, both of the great tacticians suggest using unbalanced flanks; a stronger unit in either the Left or Right Arm position, with a concentration of light missile troops and/or skirmishers on the weaker flank. Sa'alúr also proposes to break up the three great phalanxes into squares, rectangles, or columns in a staggered pattern, with units of light missile troops functioning almost independently between these groups. The Yán Koryáni and Tsolyáni have used this formation from time to time, and the Salarvyáni have also employed it successfully against the Tsolyáni in 1218 AS.

9. *The Many Doors of Destiny:*



This formation consists of one, two, or three heavy phalanxes in the centre (two being the number favoured by the Mu'ugalavyáni); there are then two units in each of the Arm positions, one deployed far forward, and the other held back behind; the Left and Right Gauntlet positions are then occupied by one or more special "warhammer" units. Missile troops are concentrated in the gaps between these and also in the Left and Right Arrow positions. In very large battles the Arm and Gauntlet positions may be filled with several separate units, and as the great central phalanx rolls inexorably forward, the army commander can push forward first one and then another of these flanking units in an attempt to draw his opposite number off balance and thus gain the advantage. This was the formation used by the Mu'ugalavyáni at the Battle of the Temple of Chánis in 2020 AS, but the Tsolyáni outflanked the Mu'ugalavyáni left and destroyed the best units on the right before the two great phalanxes could complete the annihilation of the weaker Tsolyáni phalanx in the latter's centre. The Mu'ugalavyáni commander also failed to deploy sufficient missile troops on his flanks but instead concentrated them in front of his centre, where they were disorganized by Tsolyáni light skirmishers and a small unit of archers.

10. *The Triple Palace of Skulls:*



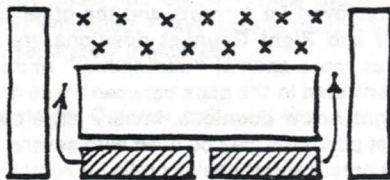
This formation is a favorite with the Mu'ugalavyáni for larger battles. For some reason not clear to the author, both of the great tacticians suggest using unbalanced flanks: a stronger unit in either the Left or Right Arm positions, with a concentration of light missile troops and/or skirmishers on the weaker flank. Sa'alúr also proposes to break up the three great phalanxes into squares, rectangles, or columns in a staggered pattern, with units of light missile troops functioning almost independently between these groups. The Yán Koryáni and Tsolyáni have used this formation from time to time, and the Salarvyáni also employed it successfully against the Tsolyáni in 1218 AS.

11. The Toothed Jaw of Mighty Qame'él:



As the name indicates, this is primarily a Livyáni variant. Both Ssamirén and Sa'alúr describe this formation as being common to most of the armies of their time, and their name for it was *The Jaws of the Sró*. (N.B. Several of the formation names given herein are those in current use, rather than the names originally provided by the ancient strategists: e.g. only a scholar of Bednálljan Salarvyáni would be able to identify *The Two Gates of Wurú* deployment as Ssamirén's *Two Walls of Brass* and Sa'alúr's *Ranks of Illimitable Might* formations.) This battle plan consists of a strong centre divided into the wedges and squares of *The Teeth of Krá* formation (cf. below), with weaker flanking units in wedges or diamonds. Missile troops are usually concentrated on the flanks but may also be deployed through gaps in the centre to fire and retreat. The Tsolyáni and Yán Koryáni have employed variants of this plan from time to time.

12. The Oncoming Wings of the Hereafter:



This battle plan consists of a strong centre (variously divided into phalanxes, squares, wedges, etc.) and two long, fast-moving columns of lighter troops on the flanks, sometimes with "warhammer" units in concealment in one or both of the Greave positions behind. As the center meets the foe, one or both of these columns may attempt to cut off enemy flanking units for annihilation by the concealed "warhammer" units coming along behind, or they may swing out like great wings to try to outflank the enemy and attack him from the rear. This is particularly favoured by the Yán Koryáni, the Pecháni, and the Salarvyáni, although the Tsolyáni have also used it in a few instances. Missile troops may be concentrated in the Centre Arrow position, or they may be posted on either flank in the Left or Right Arrow positions.

Both Ssamirén and Sa'alúr go on to list a great many more formations and to discuss the advantages of advancing or refusing the centre or the flanks, the practice of advancing units, halting them, and then advancing others in order to gain ground and beneficial field position, the various means of

catching an opponent off balance by utilising units as feints, decoys, and even sacrifices, and many other features. The above must suffice, however, for a brief introductory article such as this.

Sa'alúr also discusses defensive field positions: e.g. *The Clawed hands of Mnákhis* (named after another ancient strategist, Mnákhis of Púrdimal, most of whose works are now lost). This consists of protecting both flanks (usually missile troops) with rows of protecting sharpened stakes so that they can enfilade an advancing enemy line and cannot themselves easily be charged or outflanked. All of the armies of Tékumel use field entrenchments and fortifications, if time and terrain permit, and Sa'alúr categorises some forty-five types of entrenchments, traps, etc. for use by commanders forced into defensive positions.

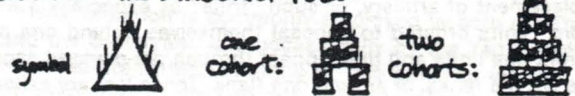
0.420 Unit Formations

It only remains to give a brief list of the unit formations employed on Tékumel. Ssamirén provides a list of twenty-two separate deployments for individual units, while Sa'alúr names seventy-three (many of which are redundant or highly fanciful: e.g. he even gives a name to a disorganized band of troops in no discernable formation: *The Joyous Heroes* pattern!). The more useful unit deployments are:

UNIT FORMATIONS Key:

Enemy units are towards top of page —
 Weapons Direction. Most of these formations require at least one Cohort of troops to form (4 to 5 miniatures representing 400 to 500 troops) for each unit block represented:

EXAMPLE: The DIVIDER of FOES:

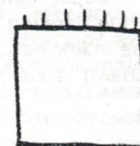


1. The Stone Mountain:



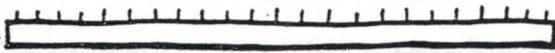
This consists of a phalanx (or body of other types of troops) in a horizontal rectangle. This is especially favoured for pikemen, spearmen, halberdiers, or even swordsmen. It is employed by all of the nations of Tékumel. The Tsolyáni favour phalanxes of ten or twenty men deep; the Mu'ugalavyáni organise theirs into units fifteen men deep, and the other nations vary theirs according to the availability of troops and the preference of the commander.

2. The Mighty Block:



This is a body of heavy or medium troops organised in a solid square or rectangle. There are no particular limitations on the numbers of men in the ranks or in the files. All of the nations of Tékumel make use of this deployment. This name is also given to a march column.

3. The Blade of the Sword:



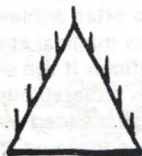
This is a formation consisting of one, two, or three ranks of men in lines. It is frequently used for skirmishers and missile troops, as well as for the deployment of medium or heavy troops through woods or other difficult terrain.

4. The Serpent:



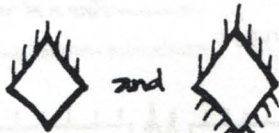
This is simply a column of men in single file.

5. The Divider of Foes:



This is the wedge, favoured by the Livyáni and also a component of many other formations.

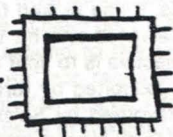
6. The Crystal Square:



This is a diamond-shaped wedge. The men in the rear are often trained to fight facing away from the front, so that this formation has no real flanks. This is also popular with the Livyáni, but it is used by many other nations as well.

7. The Fortress of Milengáno of Vrá:

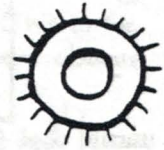
May move only on
OPEN terrain at OPEN rate.
May not charge.



This is a hollow square. As with the wedge, men in the sides and rear of this formation are trained to fight facing directly outward, and this deployment has no flanks or rear. It moves at a slower pace than purely forward-facing formations, of course, but it is sometimes used to escort a commander or a group of priests away from a pursuing foe. Only the Yán Koryáni are really skilled in maneuvering in this pattern, although other nations use it as well.

8. The Bracelet of Kurusénia:

May move only on
OPEN terrain at OPEN rate.
May not charge.



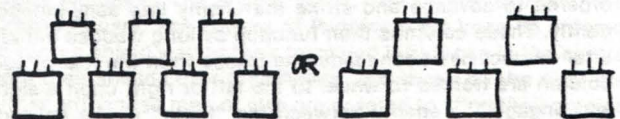
This is a hollow circle, named after an ancient queen of the time of the Dragon Lords. It is used primarily by troops who are surrounded and who would rather die in place than be taken for sacrifice. It is employed by all of the peoples of Tékumel and is a favourite defensive posture of the Pé Chói.

9. The Embrace of Nayári:



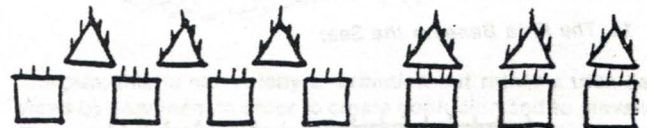
This formation may be used by a phalanx or by other troop types. It consists of a solid rectangle with two forward-projecting "arms" which are used to outflank or to penetrate into an enemy unit. The Tsolyáni have developed this deployment to a fine art and can shorten or elongate the "arms" as needed. The Mu'ugalavyáni, Salarvyáni, and Yán Koryáni also use this pattern occasionally with some success.

10. The Garment of Idéssa:



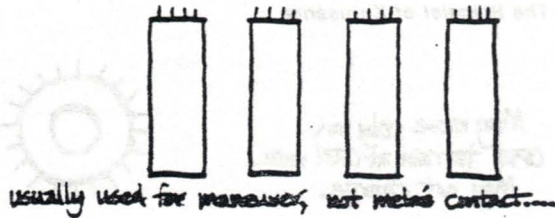
This is a checkerboard pattern used by heavy and medium troops of all of Tékumel's nations. The size of each of the squares may be varied by the commander as he sees fit. This requires prior training, of course, but many good units are taught to change from *The Stone Mountain* into this formation, then back again or into some other pattern. It may be noted that on those rare occasions when the Ssú have fought pitched battles, they have adopted checkerboard patterns. The Shén, on the other hand, can hardly be got to drill in this formation, much less fight in it. The Ahoggyá also prefer solid blocks or phalanxes and hate what they call "human folkdancing," while the Pé Chói, Páchi Léi, and Tinalíya all favour complex patterns.

11. The Teeth of Krá:



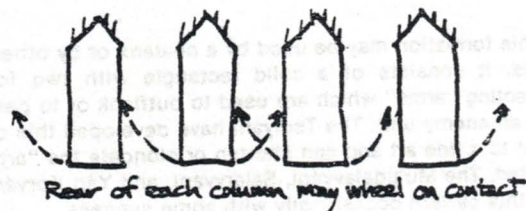
This formation consists of small wedges followed by squares in staggered rows or in columns. It is used by all of the armies of Tékumel, although the Mu'ugalavyáni do not favour it.

12. The Towers of Púrdaním:



This is a series of columns. A solid line or phalanx is often opened out into this pattern in order that missile troops can run forward, fire, and retreat. The Tsolyánc have also trained heavy Shén mercenary units to race forward through these gaps and then reform into a solid phalanx just in front of a surprised enemy. Mu'ugalavyáni generals also favour this pattern, and other nations of Tékumel also use it but less frequently. It should be noted that this is a pre-contact formation, and a unit is rarely ordered to hit the enemy line in this pattern.

13. The Palisades of Murudáni:



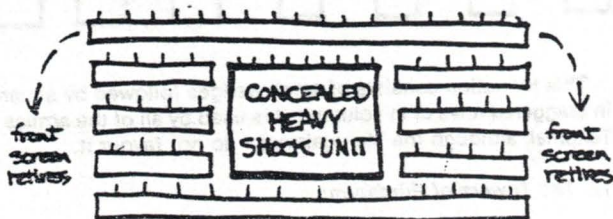
This is similar to the preceding deployment. Each column has a wedge-shaped end, however, and each sub-unit is ordered to advance and strike the enemy line semi-independently. These columns then function as long wedges initially; after contact has been made, the troops from the rear of each column are trained to wheel to the left or right upon a signal and engage the enemy between the "teeth" of the palisade. This is a common Yán Koryáni formation, but it is not much used elsewhere.

14. The Waves of Chanayága:



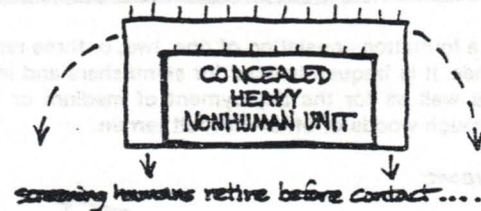
This is a series of lines with spaces between them. This is a common formation everywhere for light troops, missile troops, and other troop types in open order. Orders can be given to this pattern to close up into *The Stone Mountain* formation or to regroup into *The Garment of Idéssa*.

15. The Krúa Beneath the Sea:



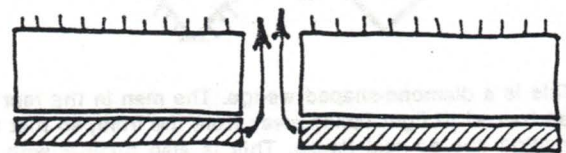
This is a series of lines similar to the preceding, but with a solid, heavy unit (often of Ahoggyá or Shén) concealed within the formation. As the human troops reach the enemy, those in front of the concealed unit are trained to run back between their lines and reveal the "warhammer" unit—the deadly Krúa. This is a common Salarvyáni deployment, and Yán Koryáni and Tsolyáni as well. The Mu'ugalavyáni and the Livyáni tend to disdain it.

16. The Gift of Nayári:



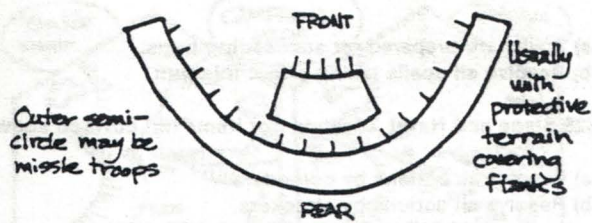
Named after the ancient, evil queen of the Bednáiljan Dynasty, this formation consists of medium or even heavy human troops deployed to conceal a powerful Shén or Ahoggyá unit within their "phalanx." As contact nears, the human screening troops are trained to run to the sides and then back, while the non-human unit strikes the astonished enemy as hard as it can. This is a Salarvyáni strategem rarely practiced by other armies. The success of this and the preceding formation depend upon the inability of the enemy to discern the concealed "warhammer" unit. This is often achieved by raising clouds of dust (cf. no. 21 below) or by magical spells of non-seeing. Concealment is especially difficult if the enemy have flying Hláka scouts or a command post situated high above the battlefield. Even so, the Salarvyáni succeeded with this deployment in 1219 AS by providing the concealed unit, a small phalanx of Ahoggyá, with large shields similar to those used by the concealing unit (a body of heavy infantry). Holding these over their carapaces in *The Ghár of the Deeps* formation (cf. no. 20 below), the Ahoggyá deceived the Hláka scouts of the Tsolyáni into believing that the entire group was composed of human troops.

17. The Bow of Hruggá:



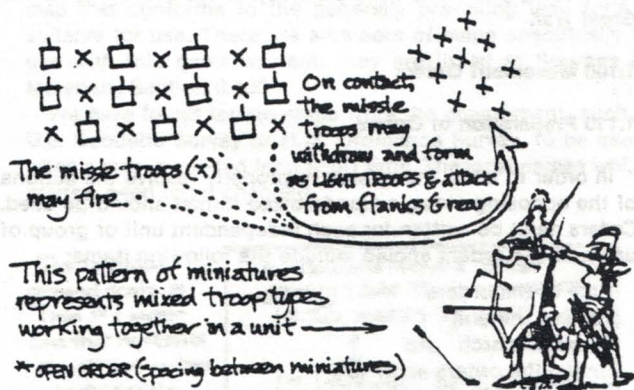
This formation consists of two phalanxes with a narrow gap between them. A special unit of crack troops is poised at the rear of one (or both) of the phalanxes, and at the moment contact is made, these picked troops run down the lane between their two phalanxes and hit the foe in a powerful wedge formation. The objective is to split the enemy in two and force a gap which can be exploited by further troops from the rear ranks. This is much favoured by Sa'alúr, and the Salarvyáni (who prefer his manual to all others) often use it. The Bow of Hruggá is known to other nations, of course, and it was used once—rather improbably—by the N'lúss against a punitive Mu'ugalavyáni expedition sent against them. The scarlet-clad battalions of the Four Palaces of the Square were so surprised that they would have lost the battle, had it not been for their superior magic.

18. The Two Moons:



This is essentially a positional defense stance. It consists of a large semi-circle of troops with a smaller and more compact semi-circle in the centre. If the two flanks can be anchored against suitable terrain features (e.g. the walls of a mountain pass), this formation is a difficult one to overcome. Sa'alur also lists this as a defensive army formation, calling it *The Pupil of the Eye*, and suggests that the outer semi-circle be composed of lighter troops (preferably with missiles) and the inner one of a dense body of heavy infantry. This deployment is used by many nations, including the smaller ones (e.g. the Ghatóni, Pi-jenáni, N'ílüss, etc.). It was also adopted by the ill-fated Gurék of the White Sun, a Yán Koryáni legion, when it was trapped by a greatly superior force of Shunned Ones at the base of Pachálim Cliff in 1783 AS. Although the Yán Koryáni were eventually slain to the last warrior, they managed to slay nearly triple their numbers of Shunned Ones.

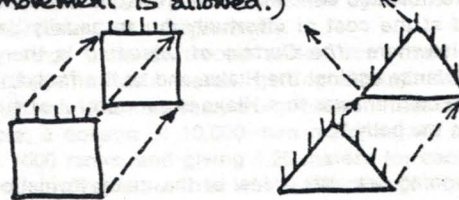
19. *The Meadow of Death:*



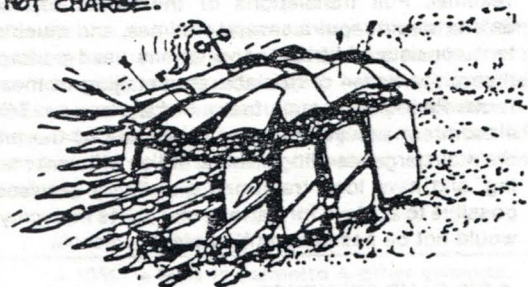
This formation consists of two interpenetrating units trained to work together: a unit of medium troops (usually halberdiers, axemen, or two-handed swordsmen) is interspersed with a unit of missile troops. As the two units advance in open order, the missile troops fire, while their comrades cover them and themselves with their shields. When contact is made with an enemy unit, the missile troops run back through the ranks and form up again—elsewhere, preferably at a spot from which they can still pour fire into the rear ranks of the foe. If need be, these missile troops can also be ordered to run around to the rear of the engaging enemy unit and hack at its rear ranks with short swords, axes, etc. This is a typical Yán Koryáni formation, since the missile unit is often composed of the younger sons, wives, and daughters of the halberdiers, swordsmen, etc. Other nations use this type of formation sparingly, although interpenetration of units in open order is not uncommon, and some special units are indeed used by various nations which consist of more than one troop type.

20. *The Ghár of the Deeps:*

A "shield-wall" defensive strategy. Units using this formation may move only in a diagonal, oblique path. (This is the only Tekumel formation where oblique movement is allowed.)



Moves only at the WOODS/ROUGH rate. MAY NOT CHARGE.



While in GHAR of the DEEPS, a unit will add +5 to its defense factor against missile fire.

This is not so much a separate formation as it is a defensive stance. Units in several of the preceding formations (esp. *The Stone Mountain*, *The Mighty Block*, *The Divider of Foes*, *The Crystal Square*, *The Towers of Purdánim*, etc.) can be ordered to form a shield wall to their front and left; those in the centre hold their shields over their heads, and those on the right are either lefthanded men or else are ordered to sling their shields on their right sides. The formation then moves forward at a diagonal, as a Ghár does, almost totally shielded from enemy missile fire. This is a common deployment for troops attacking higher fortifications, or who are badly outmatched in missile capabilities. All of the five major nations use this formation, and many of the smaller ones are familiar with it as well.

21. *The Curtain of Unseeing:*



Again, this is not strictly a formation but rather a trick devised by Ssarimén. In order to create confusion and to prevent the enemy commander or his Hláka scouts from discerning one's deployment, light troops in the forward Arrow positions are trained to stamp their feet and create a cloud of dust, if the weather and the chosen battleground permit. This has the disadvantage of concealing and discomfiting one's own troops, of course; yet in many battlefield situations it is the only means of maintaining secrecy for one's maneuvers. It is indeed possible to maintain concealment with spells of non-seeing, although these are of little use on the ground where men are like-

ly to move out of their area of protection, and where the foe are in such close proximity that they can perceive something amiss in the area covered. Spells of non-seeing are more useful, thus, against scouts flying at a distance overhead, but they require time and concentration to cast, and they must be maintained at the cost of effort which can usually be better directed elsewhere. *The Curtain of Unseeing* is therefore a common defense against the Hláka, and as the Tsolyáni adage has it, "The best answer to a Hláka is a mouthful of dust— or an arrow in the belly."

The foregoing are only a few of the many formations and variants proposed by the great ancient strategists, but they should provide an idea of the complexities of warfare on Tékumel. Full translations of the works of Ssamirén and Sa'alúr would require several volumes, and much of their content consists of "frills"— variations used perhaps once and then discarded— or of elaborate detailing of these basic patterns. Perhaps the main feature of warfare on Tékumel is the elaborate maneuverability of troops; all of the major nations maintain large standing armies, utilize efficient means of training, and have long traditions of military prowess. It is thus possible to achieve formations and shifts in deployment which would not be possible on this planet.

0.500 GAME SEQUENCE

0.510 Campaign Game

0.511 Objectives

The players are given their objectives and the force available to conduct operations. Maps are distributed, and the players formulate their plans. If the campaign is part of a rôle-playing campaign, then the referee may wish to use events of this campaign to set the objectives of the *Qadárdàlikoi*.

0.512 Plans

Each side submits its weekly movement plans and orders as per Section 1.210.

0.513 Plotting

The referee then plots the movements of the forces, and informs his players of the relevant information.

0.520 Tactical Game

0.521 Deployment

All sides deploy for battle; while this is being done, the "Champion Duels" are fought.

0.522 Movement

- a) Opposing generals roll the percentile dice for move/countermove. The high roller has the choice for the turn.
- b) Move is conducted.
- c) Counter-move is conducted.

0.523 Combat

- a) Resolve all missile fire.
- b) Resolve all melee combat.
- c) Resolve all artillery fire.

0.524 Magic

- a) Spells are prepared for succeeding turns.
- b) Resolve all spells taking effect this turn.

0.525 Siege and Naval Addenda (for items not covered above)

- a) Resolve all actions by defenders.
 - b) Resolve all actions by attackers.
- REPEAT UNTIL BATTLE IS DECIDED.

1.000 PLAYING THE CAMPAIGN GAME

1.001 Introduction

A large-scale campaign is the preliminary to the focal point of war, the clash of armies. The strategic movement of each of the sides is planned with the object of bringing the enemy to battle on terms that are favourable to one's own side and allies. For the purposes of the game, the referee will set for each side objectives to be won, and the forces available for the players' use. Examples of possible campaign scenarios are given below. Once the determination of forces available and objectives have been given to the commanders, it will be up to them to carry out their duties as officers commanding the troops.

Possible scenarios include invasions of other states to capture a territory and cities; repression of tribes on the frontier; or battles against the inimical non-humans. If the campaign is part of a rôle-playing Tékumel game, then the activities in the rôle-playing game may dictate the objectives and forces for the *Great War*.

1.100 Movement Orders

1.110 Preparation of Orders

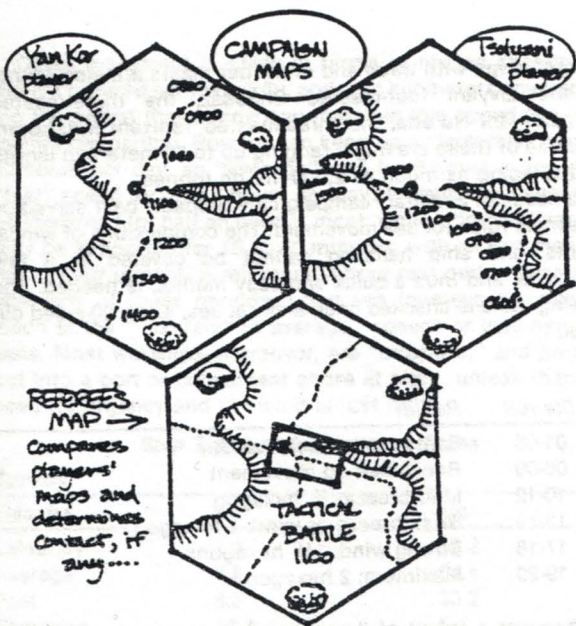
In order to allow the referee to properly resolve the actions of the opposing sides, a standardized format should be used. Orders must be written for each independent unit or group of units. These orders should include the following items:

- Date of the orders
- Task of the unit
- Order of march
- Unit(s) the orders apply to
- Time of the execution of orders
- Logistic support
- Standing orders to cover unusual circumstances

Other items may be added as needed to cover specific problems or instances. Orders should be clearly understandable.

1.120 Resolution of Orders

The referee receives the written orders from the various commanders and plots their movements and actions on the campaign map. Special attention should be given to the time references given in each set of orders. The referee then informs the players of only what their forces encounter during the campaign turn. As an example, the referee plots the opposing forces moving towards each other, and narrates the reports of the skirmishers of both sides as they come into observation range (given in Section 1.700, Weather) and discover the enemy. Both sides may then deploy into battle order, and the tactical rules are then brought into play. At the conclusion of the battle, the campaign turns resume. These continue until one side or the other achieves its objectives.

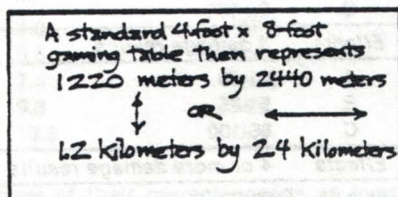


1.200 Map Movement

The referee may wish to draw up maps of the theatre of operations, or to use the existing ones. To assist the referee, we have given all movement rates in kilometers. Any terrain map that conforms to the generally prevailing land form is suitable for use. There are also sets of maps specifically for use with this game system; they are listed in Sources for Materials, Section 0.130.

We have found terrain maps from the government, such as U.S. Geodetic Survey or H.M. Ordinance Survey, to be useful when a map is needed for a short time. The local names will, of course, need to be changed.

The tactical ground scale is
 1 mm = 1 meter
 One foot represents about 305 meters
 in this scale...
 (1 to 1000)



1.210 Land Movement

A certain number of days is needed to cross a terrain map, depending upon the size and speed of the party and also upon the nature of the terrain. Two sets of speeds (k/d = kilometers per day) are given; the first is for small parties (1-50 persons) and the second for large parties, troops, etc.

A party composed of men carrying their baggage entirely on their backs (about 35 kilogrammes at most) can maintain the forced march speed for three days out of five, but must then drop back to the average or leisurely pace for the following two days. The utmost speed can be kept up for only two days out of five; two days must then be travelled at the leisurely pace and one at average speed. Palanquins and litters can attain the forced march speed only one day out of five, and cannot travel at the utmost speed at all.

Large bodies of troops and merchant caravans have special problems because of their unwieldy baggage trains. All supplies must be carried by trotting naked slaves, or in the great slow Chlén-carts. The latter move at about 3 kilometers per hour and a maximum of 15 kilometers per day. Even this speed

is possible only in clear, desert, or palmetto-swamp terrain. In forests and mountainous country, a Chlén-cart can manage only 8-10 kilometers per day, and these vehicles are completely prohibited in swamps, high mountains, and mangrove swamps. A slave can carry a maximum of about 40 kilogrammes, a cart pulled by a single Chlén-beast approximately 900-1000 kilogrammes, and the larger carts drawn by two or four Chlén about 2,700 to 3,500 kilogrammes.

Very large units of troops suffer from their sheer size. Organising the day's march, getting through traffic on the Sákbe Roads, etc. may delay a big force another day or so. For example, a column of 10,000 men marching 10 abreast produces 1000 ranks, and giving 1.20 meters for each rank, this column will stretch out to at least 1,200 meters along the road. The first soldiers in the contingent will be setting up camp and eating their dinners while the last men are still about a kilometer away.

Travel rates for the non-human races vary somewhat from those given above for humans. In the game, most non-humans will be accompanying human comrades, however, and the following rates can be ignored except for parties composed entirely of these species. Differences are given in terms of percentages which are to be added to or subtracted from the human rates listed previously.

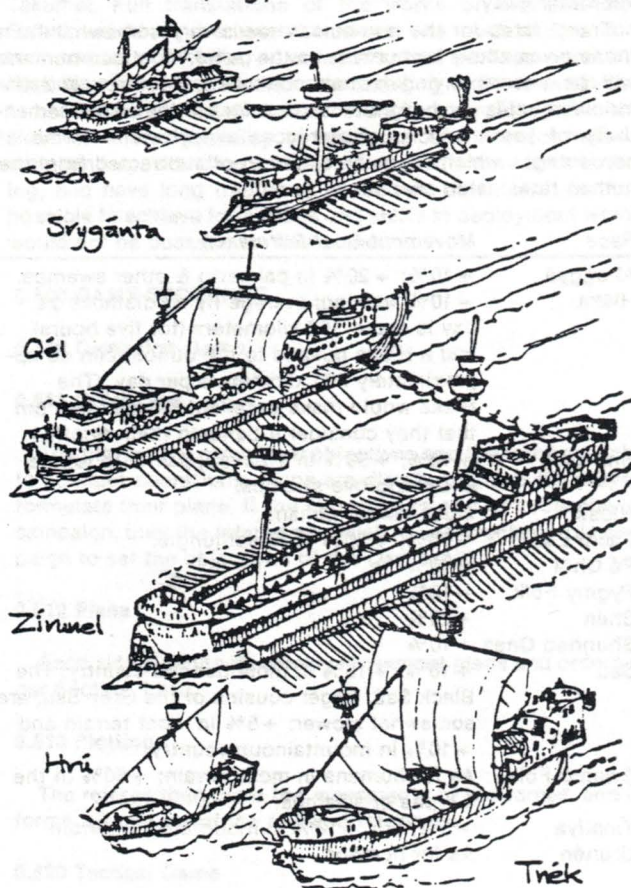
Race	Movement Cost Difference
Ahoggyá	+ 10%; + 20% in palmetto & other swamps.
Hláka	- 10% walking; average flying distance per day is about 100 kilometers (for five hours) and a Hláka pushed to the utmost can do approximately 200 kilometers per day. (The Hláka would make excellent messengers but that they consider it beneath their dignity.)
Hlutrgú	+ 10%; + 30% in swamps, palmetto jungle, and mangrove swamps.
Hlúss	Much as for humans.
Páchi Léi	+ 10%; + 20% in forest/jungle.
Pé Chóí	+ 10%
Pygmy Folk	- 10%
Shén	+ 20%
Shunned Ones	+ 10%
Ssú	+ 10%; + 15% in mountainous country. The Black Ssú, larger cousins of the Grey Ssú, are somewhat slower: + 5% in most terrain and + 10% in mountainous country.
Swamp Folk	As for humans in most terrain; + 50% in the 3 types of swamps.
Tinalíya	- 5%; but + 10% in mountainous terrain.
Urunén	As for humans.

Terrain type(s)	Speeds k/d	Small party	Large party
Sákbe Road	Leisurely	35	19
	Average	45	30
	Forced	70	40
	Utmost	85	55
Clear*	Leisurely	25	15
	Average	35	25
	Forced	60	35
	Utmost	75	45
Forest/Jungle//	Leisurely	10	8
	Average	13	11
	Forced	18	16
	Utmost	25	20
Mangrove	Leisurely	5	4
	Average	10	7
	Forced	13	10
	Utmost	16	14

1.220 Sea Movement

Sea voyages are different enough from land travel to merit a special Section. Many types of ships are used on Tékumel. Most military ships have both oars and sails (both square-rigged and lateen), while merchantmen normally have sails only. It is impossible to give the details of all types of vessels here, and the most that can be done is to provide data for four common varieties of warship and two merchantmen. If further ships are needed, the referee should consult a textbook on ancient or medieval shipping and choose appropriate vessels accordingly.

Sample Ship Types



1. The Séscha— a vessel similar to the Greek pentekonter. Length (at waterline): 20 meters; Beam: (at waterline): 4 meters; Displacement: 20 metric tonnes; Crew: 50-60 rowers, 15-20 fighting men, 3 officers.
2. The Srygánta— a type of bireme. L: 30 meters; B: 4.5 meters; D: 55-60 tonnes; C: 70-100 rowers, 30 marines, 5 officers.
3. The Qél— a trireme. L: 40-45 meters; B: 5.5 meters; D: 100 tonnes; C: 170-180 rowers, 40-50 marines, 8-10 officers.
4. The great Zirnel is equivalent to a quinquireme. L: 50-60 meters; B: 8 meters; D: 200 tonnes; C: 280-300 rowers, 100-150 marines, 10 officers.
5. The Hrí is a sailed merchant vessel. It comes in many sizes. L: 15-25 meters; B: 6-9 meters; D: 27-135 tonnes; C: 10-35 sailors, 1-3 officers, 6-12 marines.
6. The Tnék is a two-masted sailing vessel. It also comes in several sizes. L: 30-40 meters; B: 10-13 meters; D: 450-1350 tonnes; C: 40-80 sailors, 5-10 officers, 12-24 marines.

Larger ships with three and even four masts are also found: e.g. the Livyáni four-masted Chaosáz, the three-masted Mu'ugalavyáni Nu'útila, the three-masted Tsolyáni Mrishüren, etc. Some of these are huge, ranging up to 60 meters in length and displacing as much as 2,000 metric tonnes.

The needs of a military campaign are probably best served by very simple rules for sea movement. The complexities of winds, currents, and ship handling cannot be covered in a few paragraphs, and thus a quick and easy method is needed. The following table is checked once a day at sea, and a 20-sided die is used.

Die roll	Result
01-05	Same as the previous day
06-09	Becalmed: no movement
10-12	Mild breeze: ½ hexagon
13-16	Brisk breeze or wind: 1 hexagon
17-18	Strong wind: 1½ hexagons
19-20	Maximum: 2 hexagons

Whenever a result of "maximum" is obtained, roll the die again: a score of 01-04 = a storm. For each day that there is a gale or storm, there is a 15% chance of damage to the vessel. One "damage" result does no real harm to the craft's seaworthiness, but two or more have serious consequences:

- A = damage is repairable, some gear may be lost overboard
- B = damage is considerable and not repairable at sea: sails may be lost, masts or spars lost, etc. and the ship drifts helplessly
- C = vessel sinks

Number of "damage" results and percentile scores for effects

Effects	2 damage results
A	01-80
B	81-95
C	96-100
Effects	3 damage results
A	01-50
B	51-85
C	86-100
Effects	4 or more damage results
A	01-20
B	21-70
C	71-100

Two consecutive results of "A" = a result of "B"; two results of "B" = a result of "C."

Wind direction affects the ship's movement. This is found from the following table. If there is a strong wind, maximum wind, or gale, the ship must travel in the direction shown by this table. Less violent winds do not really require a roll for wind direction since it is assumed that the ship can tack in the direction she wishes to go. A 10-sided die is used.

Die roll	Wind direction
1-2	Same as the previous day
3	From the north
4	From the northeast
5	From the east
6	From the southeast
7	From the south
8	From the southwest
9	From the west
10 (0)	From the northwest

Oared movement is given in terms of rowing speeds, kilometers covered per hour (k/h), and also kilometers covered during the period that a crew can maintain this speed (k/p = kilometers per period). Rowers can keep up a "leisurely" pace for 12 hours per day, an "average" rate for 8 hours a day, and a "fast" speed for only 4 hours per day. A "ramming" speed can be sustained for half an hour at most, while a "racing" rate can only be supported for 15 to 20 minutes, with all oarsmen rowing at their utmost. A minimum 4-hour rest period is required after any of these periods. Long sea journeys are normally made at the "leisurely" or average" speeds or else by use of sails. Most warships, moreover, are "coasters," and prefer to put into a port or convenient shore at night, unless there is a need for urgency and the wind is just right.

Ship Types and Movement Rates

Speeds		
<i>Séscha</i>	k/h	k/p
Leisurely	4.6	55.2
Average	6.8	54.4
Fast	8.3	33.2
Ramming	10.2	5.1
Racing	12.8	3.2
<i>Srügánta</i>		
Leisurely	5.5	66
Average	7	56
Fast	8.7	34.8
Ramming	10.7	5.4
Racing	13.5	3.4
<i>Qél</i>		
Leisurely	6.5	78
Average	7.8	62.4
Fast	9.8	39.2
Ramming	13.2	6.6
Racing	14.1	3.5
<i>Zirunel</i>		
Leisurely	4.8	57.6
Average	5.5	44
Fast	7.4	29.6
Ramming	9.8	4.9
Racing	13.5	3.4

Sailing vessels travel at their current speeds as long as weather and wind permit. Rates are thus given for the four warships and two merchantmen both for kilometers per hour and kilometers per day (k/d).

Ship Types and Movement Rates

Speeds		
<i>Séscha</i>	k/h	k/d
Mild breeze	4.6	110.4
Brisk breeze	7.9	189.6
Wind	10.9	261.6
Strong wind	13.9	333.6
Maximum	17.6	422.4
<i>Srügánta</i>		
Mild breeze	5.4	129.6
Brisk breeze	7.8	187.2
Wind	10.4	249.6
Strong wind	13	312
Maximum	17.6	422.4
<i>Qél</i>		
Mild breeze	5.5	132
Brisk breeze	8.3	199.2
Wind	13.9	333.6
Strong wind	14.8	355.2
Maximum	22.2	532.8

<i>Zirunel</i>	k/h	k/d
Mild breeze	5.4	129.6
Brisk breeze	7.4	177.6
Wind	11.7	280.8
Strong wind	13.9	333.6
Maximum	18.5	444
<i>Hrú</i>		
Mild breeze	3.7	88.8
Brisk breeze	7.2	172.8
Wind	10.2	244.8
Strong wind	13	312
Maximum	15.8	379.2
<i>Tnék</i>		
Mild breeze	2.8	67.2
Brisk breeze	5.6	134.4
Wind	9.3	223.2
Strong wind	13	312
Maximum	15.8	379.2

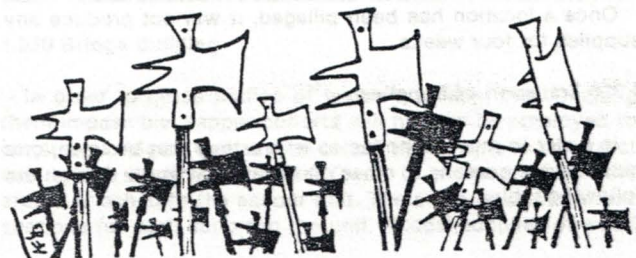
The Wind speed table has been given above. The only modification needed is a division between "brisk breeze" and "wind"; if a result of "brisk breeze or wind" is obtained on the table, there is a 60% chance of a brisk breeze and a 40% chance of a wind. For a detailed scenario, this table should be checked every four hours.

Wind direction is similarly checked once each four hours when a naval engagement is being played out in detail. Instead of making a new roll each time on the table given previously, the "wind and weather modification" table is used; see below. The effects of the wind direction relative to the ship's course are:

1. If the wind is blowing from astern, the vessel maintains her course: viz. a ship sailing west continues to do so if the wind is coming from the northeast, east, or southeast. Square-rigged craft (viz. the Livyáni version of the *Séscha*) obtain their best speeds with the wind directly astern: such a ship increases her sailing speed by 10%. There will be some drift, of course, if the wind persists from the same aft quarter (e.g. from the northeast on a ship sailing west); the ship drifts 15% of her forward speed in the direction of the wind.
2. If the wind is blowing beam-on (e.g. from the north or south on a vessel sailing west), the ship drifts 25% of her forward speed during the period in the direction the wind is blowing. A lateen-rigged craft (viz. the Tsolyáni *Srügánta* or *Qél*) achieves her fastest speed with a beam-on wind, and the speed of a lateen-rigged ship is increased by 10%.
3. If the wind is coming from one of the fore quarters (i.e. from the northwest, southwest, or west on a ship sailing west), an oared vessel is slowed by 15% of her forward speed, and a sailing ship loses 25% of her speed. Again, a continuous wind from one of the fore quarters will cause a drift of 15% of the ship's forward speed in the direction of the wind.

The above rules apply to strategic movement. No rule for maneuver of ships is given in this scale, as it is assumed that sea movement will consist of plotting the ships' course on a map. However, when two ships or fleets make contact as do land armies, a miniatures battle may be fought.

Naval miniatures are dealt with in Section 2.800.



1.300 Supply and Logistics

Armies in the field must be kept in supply if they are to conduct the military operations required for the 'Great War.' In order to simulate the supply and logistics needed by commanders to support their operations, this section will present a simplified model of the supply systems used by the nations of Tékumel. Generally, armies on Tékumel rely on private contractor and impressed transport to move supplies up to the combat units. Because of the centralised nature of The Five Empires and their client states, obtaining supplies is not a problem for the vast bureaucracies; moving them, however, is another matter. Here, the ever-present Chlén-beast and carts are used, along with human bearer-slaves. Using these means of transport, supplies are brought up to the front from cities and placed within reach of the troops. If required, foraging and pillage are used to supplement organized supply methods.

A constant danger to an army is the interdiction of its supply lines. In this game system, this is simulated by placing units across the enemy supply routes, and capturing or destroying the enemy supply trains. As might be guessed, these sorts of actions provide very good scenarios for miniatures battles.

In the following rules, we have classed all of the differing types of military munitions and rations in only one category: supplies. This has been done to reduce the amounts of paperwork needed to run the armies. If desired, players may elaborate on the rules to allow for individual types of supplies; commensurate with this, however, is an increase in the amounts of book-keeping and paperwork required to handle the various items.

1.310 Availability of Supplies

Urban areas of varying size will provide supplies for differing numbers of troops. The following tables summarize this:

I. In friendly areas (those owned by the player at the start and those occupied without resistance by friendly forces):

- Castles and forts supply 2500 per week
- Villages of 5000 or less supply 5000 per week
- Small towns of 5000-10,000 supply 10,000 per week
- Towns of 10,000-50,000 supply 25,000 per week
- Cities of 50,000-100,000 supply 50,000 per week
- Large cities of 100,000 or more supply 100,000 per week

II. In occupied areas (those owned by the enemy at the start of the campaign and captured):

- a) to occupy a location: the location must first be taken by friendly troops. Forces must then be stationed there as a garrison. Supplies may be obtained after the third week of occupation.
- b) Roll percentile dice once per week:
 - 01-25 = 25% of rated supplies available that week
 - 26-50 = 50% of rated supplies available that week
 - 51-75 = 75% of rated supplies available that week
 - 76-00 = 100% of rated supplies available that week

III. Foraging in enemy areas:

- Roll percentile dice for each location pillaged:
 - 01-25 = 50% of rated supplies available
 - 26-50 = 100% of rated supplies available
 - 51-75 = 150% of rated supplies available
 - 76-100 = 200% of rated supplies available

Once a location has been pillaged, it will not produce any supplies for four weeks.

1.320 Transport of Supplies

In order to move supplies to where they can be used, one must have the means to move them. Roll percentile dice on the following table:

Area	Large carts
Castles and forts	17% chance of 20 carts
Villages	33% of 200
Small towns	50% of 400
Towns	67% of 1000
Cities	83% of 2000
Large cities	90% of 4000

Area	Small carts
Castles and forts	17% of 200
Villages	33% of 600
Small towns	50% of 1200
Towns	67% of 3,000
Cities	83% of 6,000
Large cities	90% of 12,000

Area	Bearer-slaves
Castles and forts	17% of 500
Villages	33% of 1000
Small towns	50% of 2,000
Towns	50% of 5,000
Cities	60% of 7,500
Large cities	70% of 10,000

If a result of the given percent is obtained, the number (of movers of the given transport type) is available. Once this levy is obtained from a particular location, it will not be possible to obtain more figures from that place for four weeks. The percentile roll may be made once per week until the levy is raised.

Upon supply transport being obtained, it may be used to move supplies. The following forms of transport will carry supplies for 400 men for one week:

- a) 20 large Chlén-carts
- b) 60 small Chlén-carts
- c) 100 bearer-slaves

All of the above quantities of transport are given in terms of figures of carts or slaves. Movement rates are given in Section 1.210. The above loads for Chlén-carts include supplies for the Chlén and their drivers; hence, these figures will never be out of supply. Bearer-slaves will require additional figures to carry supplies to support the slaves, at the rate given above.

As an example of how to determine just how much is needed to carry the supplies for a unit, the following numbers are given for a Tsolyáni legion of 20 cohorts:

There are 8000 men in the Legion; to provide them with supplies for one week will require:

- 400 large carts, or
- 1200 small carts, or
- 2000 bearer-slaves (with an additional 500 slaves to carry supplies for the column)

1.330 Delivery of Supplies

To deliver supplies, the supply train is moved into contact with the receiving unit. Usually, this will be done by map movement; however, the receiving unit may be surprised by enemy units in the area and have to defend its supplies. If this occurs, then the supply train will have to be put on the board as part of the miniatures battle. It requires one hour to unload the supplies carried by the train, during which time the receiving unit may not engage in any other activity. If attacked, the unit may stop unloading and defend itself.

1.340 Capturing Supplies

Supplies may be captured by moving a force to intercept the supply train. A miniatures battle will then be fought between the attackers and the defending escort. The victor of the battle receives the supply train as the spoils of war and may then use

them. If no escort is with the supply train, the attacker automatically receives the supply train intact. This paragraph also applies to Depots (Section 1.370).

1.350 Destroying Supplies

In the event that it becomes desirable to destroy supplies, the player wishing to destroy them rolls percentile dice once per hour. The percentage thus generated equals the percent of the total supplies destroyed in each hour.

1.360 Effects of Supply

20 large cart-loads of supplies will enable 400 men to conduct combat operations for one six-day week. If a unit is in supply, it will be able to march and fight normally. If, however, a unit has not received supplies for four days, it will not be able to perform these duties.

During the second through fourth days, the unit will attempt to reach the nearest friendly source of supply. In doing so, it will only fight to defend itself; it cannot be ordered to undertake offensive operations. The unit will also take any opportunity to seize for its own use any supply trains encountered. It will also pillage any undefended towns or villages that it encounters.

After the fourth day of no supplies, the unit loses 10% of its strength per day, for each day it continues out of supply. If the unit loses 50% of its strength, a morale check is made, as per Section 5.100; if a "rout" result is rolled, the entire unit deserts and is out of the game.

If supplies can be brought to a unit that is out of supply before the above occurs, the unit rests and resupplies for two days, at which point it can then be used normally.

1.370 Supply Depots

Any unused supply capacity may be stored for further use, either at the source of the supplies or at depots near the front. Transport which is not being used may be similarly held in depots for future use. These depots will also have to be supplied, according to the rated list in Section 1.232. Depots may be captured by the enemy and turned to his use; it is thus recommended that depots have a garrison assigned, or placed within a fortified position. Castles and walled towns are examples of such positions.

1.380 Maritime Supply

It may be possible to use ships to carry supplies and troops to the area of the campaign, if the area is a river or seacoast area. Ship sizes and movement rates are given in Section 1.220. The amount of supplies that can be carried by a particular ship is determined by the following ratio:

4 tonnes of ship's displacement = one large cartload.

Ships may also carry troops; the number of troops that may be carried in addition to the regular crew is the number of the total crew. For example, in a ship with a regular crew of 50, the total of extra troops carried may be any number up to 50; the total number of persons aboard will then be 100.

Embarking or debarking troops or supplies is possible only in calm weather (see Section 1.700). The following table governs how many tons or soldiers may be sent through the loading/unloading facility per day:

Area type	No. of men embarking	Tons of cargo debarking
Port city	10,000	500
Sea beach	7500	125
River side	5000	250

1.400 Troop Reinforcements

Troop reinforcements may be obtained as follows to replace battle losses:

1. Ready Reserve— these are the cohorts that the unit had in training at its home base; they are available immediately to the commander.
2. New Troops— these take six months to raise and train. Orders are written directing that a certain number of troops be raised by the unit commander. The referee then rolls percentile dice to determine the number of troops actually enrolled. These troops will then be able to take part in operations six months after the date of the orders given to recruit them.
3. Battle Casualties— these may be returned to duty according to the following table:

For each 100 men (1 figure) lost as casualties in a battle:

- 20 men will be dead, and permanently lost
- 10 men will be either severely wounded, or crippled, and will not be able to fight
- 20 men will be moderately wounded, and will be able to return in six months
- 20 men will be lightly wounded, and will be able to return in one month
- 10 men will be carrying all of the above to the rear, and will be available the week after the battle

Thus, if a unit loses 10 figures in a battle, 5 will be lost for further use, 2 will be unavailable for six months, 2 will be unavailable for one month, and the last figure can be returned to the unit six days after the battle.

1.500 Pioneer Work

Due to the movement limitations of supply and troop columns, it may become desirable to construct roads to facilitate the movement of such columns. Generally, the road nets of the Five Empires are well-developed; dominating the areas are the giant Sákbe Roads, and in support a net of smaller roads. The smaller states, however, have poor roads that are usually little more than beaten dirt paths wide enough for two-way cart traffic. In order for a military commander to make use of these poorer roads, either they must be improved or new roads built.

1.510 Road Construction

Construction of the Sákbe Roads is outside the scope of these rules. In the course of the *Qadárdálikoi*, however, the commander will have need of smaller roads of less imposing stature. The following table gives the time needed for one cohort of sappers to improve or construct one kilometer of road (wide enough for two-way travel) over various types of terrain:

Terrain type	Time to improve	Terrain type	Time to improve
Open	8 hours	Light slope	12 hours
Woods	12 hours	Heavy slope	1½ days
Rough	1 day	Swamp	3 days
Terrain type	Time to build	Terrain type	Time to build
Open	16 hours	Light slope	1 day
Woods	1 day	Heavy slope	3 days
Rough	2 days	Swamp	1 week

1.520 Bridge Building

In order to cross bodies of water that lack fords, making them impassible, sapper cohorts will have to be employed to construct bridges. One sapper cohort will be able to construct one bridge section (50mm x 200mm) in six hours from the stores attached to the sapper unit. There will be one of these sections for each cohort in the unit. If local supplies of wood

and other materials are used, the time required will be 12 hours per section of bridge.

Bridges may be dismantled for further use in four hours. This is very useful in areas with little forestation. Bridge sections may also be used to build piers and docks for ships, thus creating a makeshift port out of a beach or riverside. They may also be used to span moats of forts and castles during sieges, so that the various types of engines may be brought up to the walls.

1.600 Intelligence and Espionage

For the purposes of the *Qadárdalikoi*, we will define two types of intelligence work that directly bear on the outcome of a campaign. These are the collection of information on the activities of the enemy, and acts that harass him and obstruct his efforts. The other myriad facets of the craft of intelligence are more suited to a rôle-playing campaign, and should be pursued there.

Procedures for the employment of spies are given in the following sub-sections. As a general rule, spies move across the terrain at the rates given in Section 1.210 (under the heading 'Small Party'). A die roll is made by the referee once during the journey to determine if the spies reach their target. Rolls are then made to determine the success of their mission. A final roll is made once on the return trip to determine whether the spies return to the base with the information.

1.610 Reports on Enemy Intentions

Commanders wishing to discover information about the enemy employ the following procedure:

1. Write in the orders for the week the number of spies (up to 5) it is desired to send out that week. A specific location and question that the commander wishes answered are also specified for each spy. The orders are then turned over to the referee.

2. The referee then rolls percentile dice for the success or failure of the mission. Roll on the following tables:

a) Chance to reach target location:

Distance travelled	Chance to succeed	Distance travelled	Chance to succeed
1-25 km	95%	150-200 km	60%
25-50 km	90%	200-300 km	50%
50-75 km	85%	300-400 km	40%
75-100 km	80%	400-500 km	30%
100-150 km	70%	500+ km	20%

If the roll is successful, go to (c); if unsuccessful, go to (b).

b) Unsuccessful attempt

Percentile dice	Result
01-17	Turned back; may try again next week
18-33	Arrives at one of the other spies' targets
34-50	Killed by bandits; out of the game
51-67	Captured by the enemy
68-83	Delayed by 1-20 days; roll 20-sided die
84-00	Error in map reading; arrives at random city (chosen by referee)

c) Successful attempt

Percentile dice roll	Result
01-33	Spy gets exactly wrong information
34-66	Spy gets only vague rumors of information; should investigate more
67-00	Spy gets exactly right information

Spies wishing to investigate matters more closely roll on this table once per week. In order to send information back to the commander, the referee rolls on table (a).

After these rolls are made, the referee then informs the player of the adventures/misadventures of the spies and of the information brought back. The player is not told if a spy is killed or captured, or whether the information brought back is accurate.

Captured spies are brought to the attention of the enemy player. A roll on the Treachery table (Section 1.400) is made by the referee to see whether the spy will cooperate with his captors. If the spy cooperates fully, the enemy is then informed of the spy's mission and objective. Cooperative spies may be sent back to their former masters as double agents; however, one must be aware that the spy may be a triple agent, sent for that very purpose!

1.620 Sabotage Missions

In addition to collecting information, the player may wish to send out persons to conduct sabotage missions. These are resolved as for data-collecting missions, except that table (c) is replaced by a simple percentile roll to indicate the amount of damage done. Sample scenarios for sabotage missions include:

- Burning a supply depot
- Destroying a vital bridge
- Inciting local tribes to revolt
- Bribing guards to open the gates of a fortress or town so that it can be captured (the Treachery table should be consulted for this)
- Sinking or burning enemy shipping

1.630 Treachery

In many campaign situations, a roll must be made to determine whether a treacherous act will be committed. In order to determine this, the following table is used (roll percentile dice):

Percentile dice roll	Result
01-33	Full betrayal; full cooperation with the enemy
34-66	False betrayal; will defect back when possible
67-00	No betrayal

Modifiers:

Milumanayáni	- 50
Háida Pakaláni	- 30
Fanatics	+ 20
Gold (maximum of 10,000 Káitars) - 2 per 1000 Káitars	

The player whose troops are making the roll is informed of rolls between 34 and 00; the enemy player is told of rolls between 01-66, but only that a betrayal is in the offing. Hence, one cannot always trust defectors.

1.700 WEATHER

1.710 Prevailing Conditions

The following table is employed once, and thereafter the "wind and weather modification" is checked once a day or even once every 12 hours. The basic table is given first, followed by two sets of seasonal modifiers to the dice roll: one for all southern waters, and the second for the northern ocean (viz. the Pentrúta Deeps, north of Yán Kór). Percentile dice are used.

Dice roll	Weather condition
01-40	Clear to partly cloudy
41-60	Cloudy to heavily overcast
61-65	Misty or hazy
66-70	Fog
71-75	Dense fog
76-95	Rain
96-100	Heavv rain

Season	Modifier for southern waters
Spring	+4
Summer	0
Autumn	+6
Winter	+10

Season	Modifier for northern waters
Spring	+10
Summer	+5
Autumn	+8
Winter	+15

1.720

The wind speed table is given arbitrary precedence over the weather table. Thus, when the former produces a result of "wind," "strong wind," or "maximum wind," mist will clear in one hour, fog in two hours, and dense fog in three hours. Whenever there is a gale, results of "clear to partly cloudy," "misty or hazy," "fog," and "dense fog" cannot occur; the dice are rolled again until one of the remaining results is achieved.

Wind direction, wind speed, and the weather are originally determined from the tables given above. Thereafter, chances of a change in the speed and direction of the wind are checked once every four hours on the following table: one roll is made for wind direction and a second for wind speed. This same table is used once every 24 hours (or more often if the scenario demands) to check for weather modifications.

Dice Result

- 01-50 No change: wind direction/wind speed/weather remain the same
- 51-65 Go up one line on the table for which the roll is made: viz. from "mild breeze" to "becalmed"; from "northeast" to "north"; from "misty" to "cloudy" etc. If this score would take one off the top of any of the three tables, go down one line instead: viz. from "clear to partly cloudy" down to "cloudy and heavily overcast"
- 66-80 Go down one line on the table for which the roll is made: viz. from "fog" to "dense fog." If this score would take one off the bottom of the table, go up one line instead: viz. from "heavy rain" back to "rain"
- 81-90 Go up two lines on the table for which the roll is made: viz. from "mild breeze" to "same as previous day" (viz. to whatever the prevailing wind speed was on the day before the one being checked). Again, if this score would take one off the top of the table, go down two lines instead
- 91-00 Go down two lines on the table for which the roll is made: viz. from "mild breeze" to "strong wind." If this score would take one off the bottom of the table, go up two lines instead

2.000 THE TACTICAL GAME

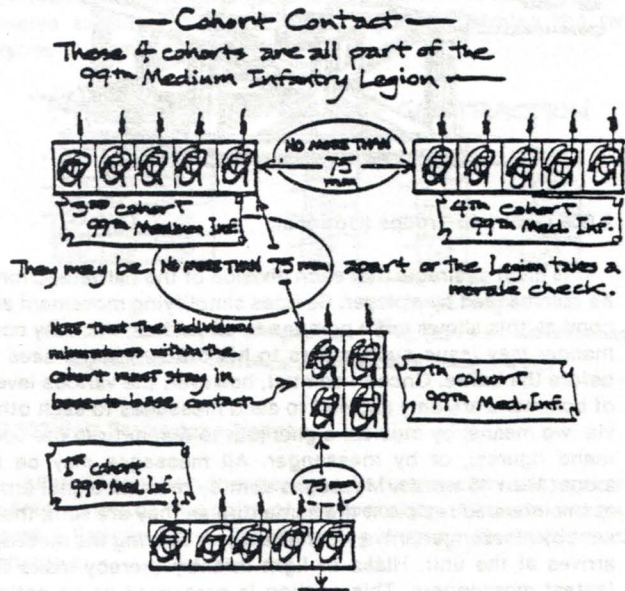
2.001 Definition of Units

The basic combat unit is the Legion. In battle, the legion is made up of a number of smaller components called cohorts. While the legion is handled as one cohesive unit, these smaller divisions allow the legion to assume the formations given in Section 0.420. These formations allow the legion to react to various combat situations.

2.002 Cohort Contact Rule

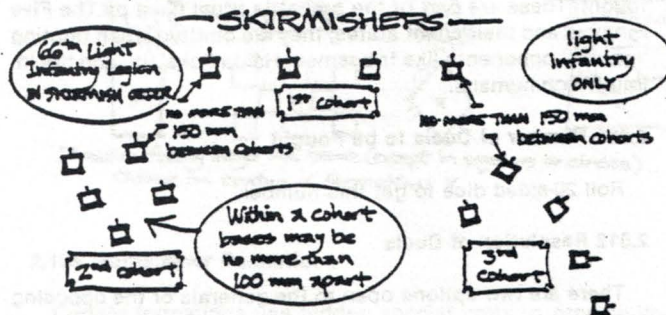
Most of the formations given in Section 0.420 require the figures of the entire legion to maintain base-to-base contact. Some, however, will require space between the individual cohorts. Thus, a maximum distance of 75mm is allowed be-

tween the individual cohorts of a legion. A legion may not split apart farther than this distance, nor may a cohort split apart at any time. Cohorts must maintain base-to-base contact within themselves at all times. Failure to observe this rule requires the unit to take a Morale Check (Section 2.410). Cohorts which are broken apart by enemy action may recombine into new cohorts without any penalty.



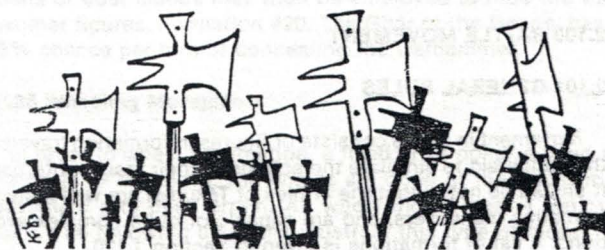
2.003 Skirmishers

The only exceptions to the rule outlined in 2.002 are those troops comprising light infantry units. These may open out into 'skirmish order' (Section 2.141). Skirmishers may open out to 100mm between individual figures and 150mm between cohorts.



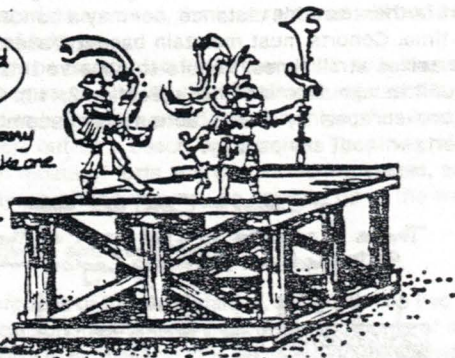
2.004 Command Figures

Each of the command levels of 'major' and above are represented by command figures. A group of one officer, one standard bearer, and one musician is used. If desired, one to two cohorts of bodyguards may be grouped about the commander. Command stands are immune to missile fire and magical harassment. Command stands may be engaged in melee combat; orders to troops cannot be given while in melee.



Command Stand

There are many variants. Make one for your commander...



2.005 Orders to Troops (Optional)

It is most desirable that each division of the battlefield force be commanded by a player. Besides simplifying movement and combat, this allows more persons to play. Thus, the army commander may issue such orders to his officers as he sees fit before the battle. Once in combat, however, the various levels of command are only allowed to send messages to each other via two means: by musical signal (out to 50mm from the command figures), or by messenger. All messages may be no longer than 15 words. Messages sent by musical signal arrive at the intended recipient the same turn as they are sent; those sent by messenger arrive when the figure bearing the message arrives at the unit. Hlaka or light infantry thereby make the fastest messengers. This section is presented as an option, because players will always want to discuss the game while waiting to move their troops; it is thus up to the players to decide if they wish to forego such table-talk.

2.010 The Champion Duels

As the armies deploy for battle, the Champion Duels are fought. These are part of the prebattle ritual used by The Five Empires and their client states; they are omitted when fighting 'ignoble' opponents like tribesmen, Haida Pakalani, and the inimical non-humans.

2.011 Number of Duels to be Fought

Roll 20-sided dice to get this number.

2.012 Resolution of Duels

There are two options open to the generals of the opposing armies:

1. If there are player-characters present, have them do the fighting, using the rôle-playing rules for Tekumel;
2. Roll percentile dice for each combat, with the high roller winning.

2.013 Effect of the Duels

The side winning 85% of the duels adds 2 to all Morale Check rolls; the side losing 85% subtracts 2. If neither side has won enough duels to get 85%, there is no effect to morale.

2.100 BATTLE MOVEMENT

2.101 GENERAL RULES

Movement in battle consists of figures in formation traversing the battlefield to simulate the actions of their real counterparts. It should be noted that the armies of Tekumel are well-drilled in formation maneuvers, and are capable of quite complex evolutions. A list of formations is given in Section 1.120.

2.110 Movement Rates

Movement rates for each troop are given on the Statistics Sheets in Section 3.000. These rates are given on the lower portion of each sheet, on the front side. All rates are given in millimeters. These rates apply during the entire turn that a moving unit is involved with the applicable terrain type. If two or more differing terrain types are involved, then the lowest movement rate is the applicable rate.

EXAMPLE: A unit of medium infantry is advancing across 'open' terrain towards a hill that has a 'light' slope. The unit gets to the edge of the hill, expending all its movement for the turn. On the next turn, crossing the hill, the 'light' slope rate will be used. If the unit had stopped short of the hill edge (due to expending its movement), the next turn's move of getting to the hill and starting to move up same would all be conducted at the 'light' slope rate.

The movement rates are defined as follows:

2.111 Forced March:

This rate is usable only by troops in column. It is very costly in Fatigue Points, and is used to move troops across the battlefield in critical situations. The cost is 3 points per turn.

2.112 Road:

Moves along any road are done at this rate. However, only the troops actually on the road will get to use this rate.

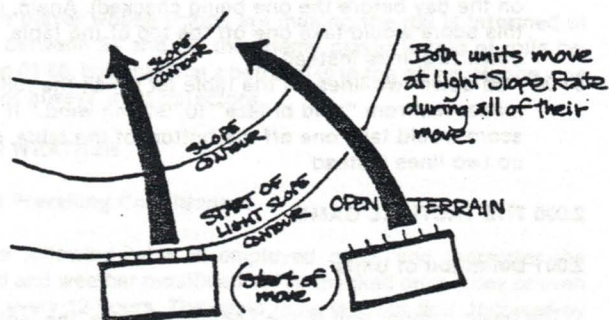
2.113 Open:

Troops on flat ground that has little or no underbrush are covered by this rate.

2.114 Woods/Rough:

This terrain rate covers all areas of vegetation, ploughed fields, and rocky areas.

2.115 Light/Heavy Slope:



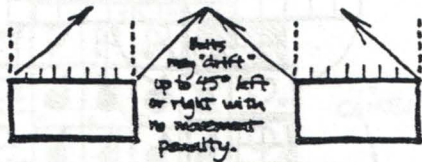
Light slopes are represented by hill contours greater than one inch apart. Heavy slopes are one inch apart or less. Cliffs (impassable to all but flying troops) are 1/2 inch or less apart.

2.116 Swamp/Misc.:

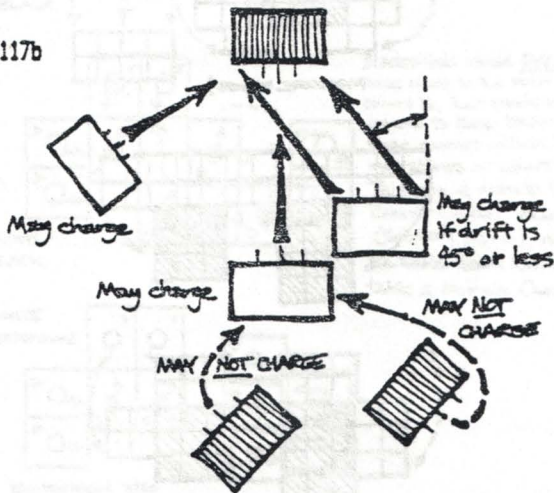
Swamp is just that; Miscellaneous includes ruins, fords, villages, and similar constricted areas.

2.117 Charge:

2.117a



2.117b



This bonus is added to the movement rate of charging troops. A unit that wishes to charge must face the target unit. (See Fig. 2.117a.) A maximum of 45° to the left or right of the center of the unit is allowed, to permit 'drift.' (See Fig. 2.117b.) If the enemy unit avoids the charge by withdrawing, the charging unit may move out to its full movement rate, including the charge bonus. This is done immediately upon the enemy withdrawal. Charges cost 2 Fatigue Points.

2.120 Unit Formations and Movement

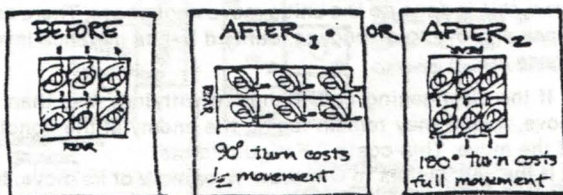
Several of the tactical formations given in Section 1.122 will not allow for maximum movement over the terrain. These are: #7, #8 —These may only move on 'open' terrain, at that rate. They may not charge.

#20 —This formation moves only at the 'woods/rough' rate. It may not charge.

2.130 TACTICAL CHANGES

2.131 Facing

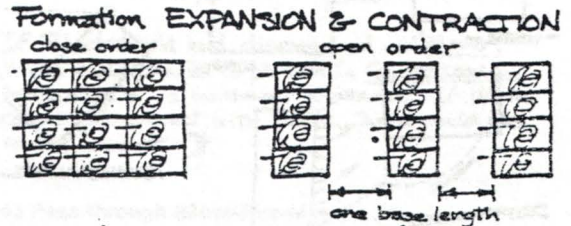
All facing changes require 1/4 of the total movement for one turn. Thus, a 180° turn (an 'about-face') requires one full turn to complete; no other movement may be done on that turn. Facing changes have no cost in Fatigue Points; however, no Fatigue Points may be gained during a change in facing.



FACING CHANGES: each trooper turns in place, represented by rotating each miniature in place.

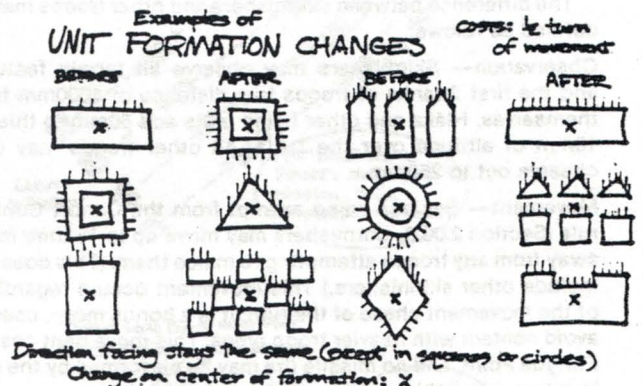
2.132 Expansion and Contraction of Formations

All formation expansion and contraction moves require 1/2 move to complete. Each such movement is completed at the rate of 1/2 of the applicable movement over the terrain. Fatigue cost is 1 point per move. Players controlling units armed with two-handed swords will need to use this rule to receive 'open' melee statistics. The following diagram illustrates the two types of formation order:



2.133 Unit Formation Changes

All unit formation changes take 1/2 turn to carry out, and are centered on the mid-point of the formation. All such changes cost 1 Fatigue Point. The following diagram illustrates such changes:



2.134 Warhammer Formations

Certain formations use hidden special units to provide impetus and shock in the attack. These are:

- #15 The Krúa Beneath the Sea
- #16 The Gift of Nayári
- #17 The Bow of Hruggá

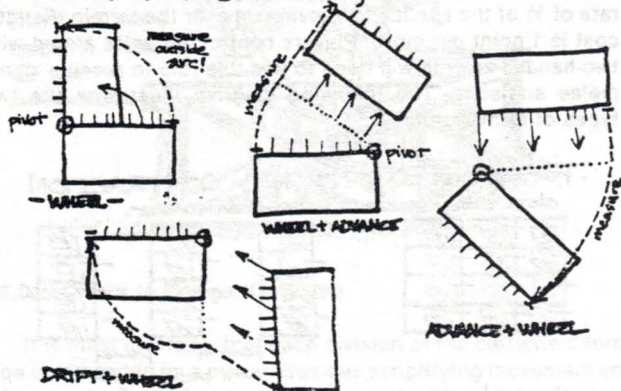
To simulate these formations, the ranks of the human troops in the formation are placed on the board. If there are no Hláka present on the field, then only the first two ranks need be put out. The remaining troops are hidden from view. If Hláka are present, then all figures must be placed on the board. Illusion spells or dust clouds may then be employed to hide the warhammer figures. Formation #20, The Ghár of the Deeps, has a 75% chance per turn of concealing the warhammer.

2.135 Wheeling Movements

In order to wheel a formation, a fixed pivot point is used as the basis of the move. All wheels are done at the applicable movement rate over terrain. All wheel moves cost 1 Fatigue Point. The following diagrams illustrate this type of move:

WHEELING

Pivot on the corner of the appropriate miniature base! DISTANCE MOVED is measured on a corner miniature on the moving side of the formation.



2.140 Specific Causes of Movement

Although the preceding sections will cover most eventualities, certain types of movement are unique and are classed as specific cases. Covered in this section, they are intended to clarify problems that occurred during playtesting.

2.141 Skirmishers

The difference between skirmishers and other troops may be defined as follows:

Observation— Skirmishers may observe all terrain features and the first 2 ranks of troops to a distance of 1000mm from themselves. Hlaka and other flying units add 50mm to this for 10mm of altitude over the table. All other troops may only observe out to 250mm.

Movement— Besides being exempt from the Cohort Contact rule (Section 2.002), skirmishers may move up to 1/2 their move away from any troops attempting to melee them. (This does not include other skirmishers.) This movement occurs regardless of the movement phase of the turn; it is a bonus move, used to avoid contact with heavier troop types. This movement costs 1 Fatigue Point, and no missile fire may be performed by the unit in a turn when this movement is conducted.

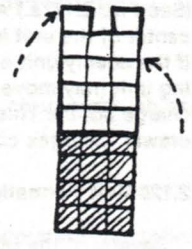
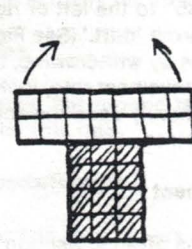
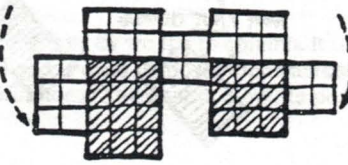
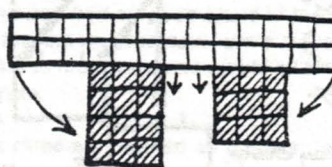
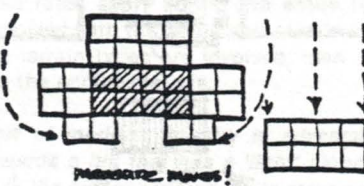
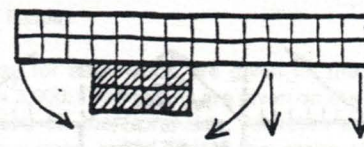
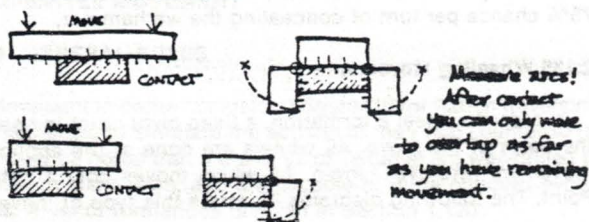
2.142 Movement in Melee

Movement to, during, and from melee is covered as follows:

2.142a Movement to Melee: Overlapping Formations

It may occur that a unit has a wider frontage than its opponent. It may overlap the enemy on either or both sides. When this happens, the overlapping cohorts may either fall to the rear of the unit (at the formation change rates), and thus deepen the formation; or, they may engage the enemy in the flank. The overlapping cohorts may move as far to the flank as the Cohort Contact rule (Section 1.102) will permit. These types of moves may be illustrated thusly:

MELEE FLANKING



2.142b Movement in Melee

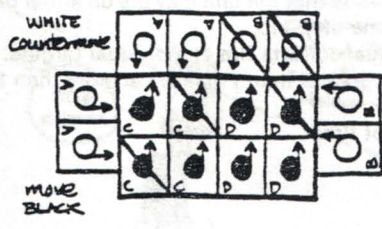
Since casualties are removed from the engaged ranks, gaps will be created in a unit's line. To fill in these gaps, the normal movement phases are used. This will allow a unit to fill out its own line, and to exploit gaps in the enemy ranks.

2.142c Movement from Melee: Disengagement

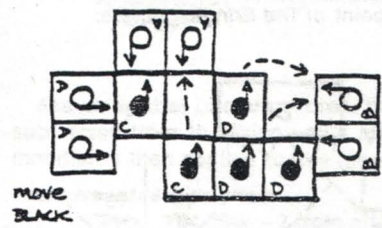
When units are engaged in melee, and one wishes to withdraw, this is done on the unit's movement phase. There are two types of move to disengage, defined by the distance involved. These are:

1. If the disengaging unit wishes to withdraw less than 1/2 its move, then it may remain facing the enemy at the conclusion of the move. This costs 2 Fatigue Points.
2. If the unit wishes to withdraw 1/2 or more of its move, then it ends the turn facing away from the enemy. This move costs 1 Fatigue Point.

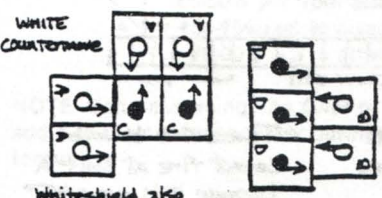
From the above, it may be noted that the most favourable time to withdraw is during the 'counter-move' phase of the game turn.



COMBAT

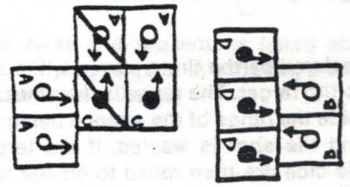


Blackshield would like to move units to the rear of cohort B, but would be unable to keep base-to-base contact within the miniatures of cohort D. This would violate the "Cohort Contact" rule (Section 1.102), with the whole legion having to take a Morale Check.

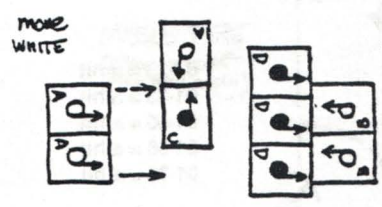


Whiteshield also cannot move to the rear of cohort C without violating Cohort Contact. They do not disengage, electing to fight it out.

Whiteshield's legion would have to take a Morale Check if cohorts A & B get more than 75mm apart.

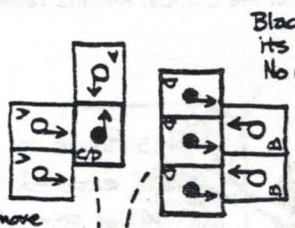


COMBAT

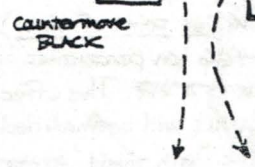


Whiteshield's cohort A has to move back into contact or the whole legion suffers a Morale Check. Blackshield has to take a Morale Check, having had 50% casualties. Countermove might be a good time to Disengage.

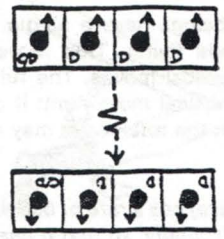
(MORALE CHECKS: Section 5.110)



Blackshield does make its Morale Check — No negative effects. Black is going to combine the C & D cohorts (Section 1.102).



Blackshield chooses to Disengage — there will be no melee combat between these units this turn.



Less than 1/2 its move: May face enemy. Costs 2 fatigue points

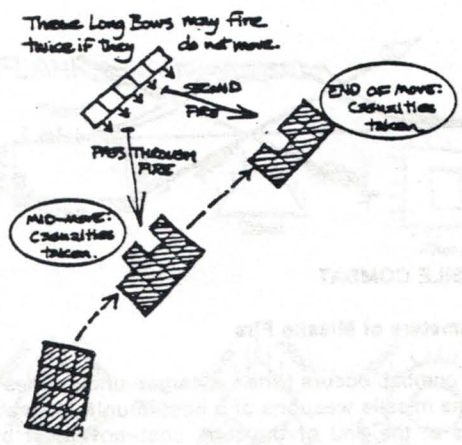
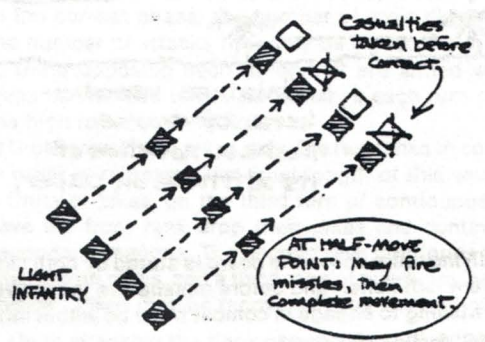


More than 1/2 move: Must face away from enemy. Cost: 1 fatigue point.

[If Blackshield had disengaged on Move, White could choose to pursue on Countermove, moving up to its movement allowance. If White came into contact with Black, there would be melee combat.]

2.143 Pass-through (Move-Fire-Move)

It may happen that a unit is caught by missile fire while on the move; fire is taken at that point, and the survivors continue the move. The missile unit, depending on how fast it can reload, may be able to fire again on the usual phase of the turn. Light infantry may move 1/2 of their move, fire any missile weapons, and move the remaining 1/2 of the move.



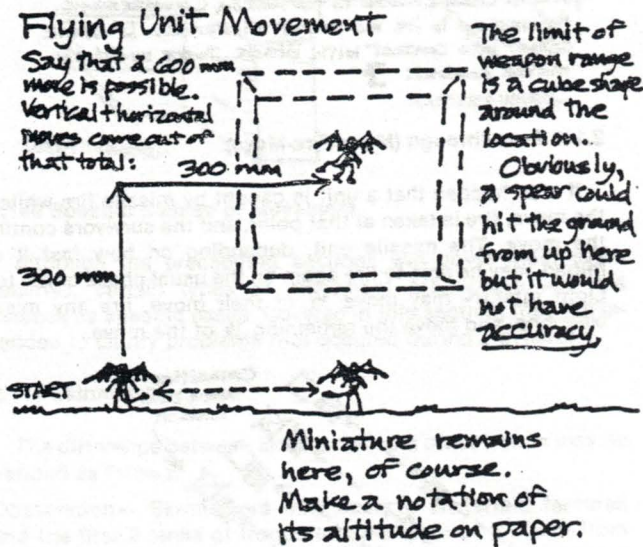
2.144 Obstacles

Units wishing to cross any type of obstacle do so in the following manner: the unit moves up to the obstruction on its movement turn and stops at the foot of the obstruction. On the unit's next turn, it moves to the top of the obstruction, and on the third turn of movement it passes the obstruction and moves normally. The unit may be engaged by enemy units during the combat portion of each of the 3 turns.

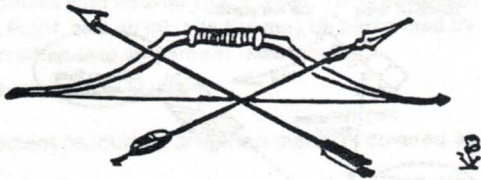
2.145 Flying Units

Units composed of flying beings have a single movement rate for all terrain types while flying. This movement rate covers both horizontal and vertical moves. The full move applies either to horizontal or vertical movement; if a combination of the two is desired, then the total move may not exceed the given movement rate.

EXAMPLE: A flying unit (of Hlaka) has a rate of 600mm per turn. It wishes to move 400mm horizontally, so that it has 200mm of vertical movement available this turn.



Height of flying units above the board is stated by both sides after movement is finished and before missile fire is resolved. Flying units wishing to engage in combat must be within range of their weapons, in both planes.



2.210 MISSILE COMBAT

2.211 Parameters of Missile Fire

Missile combat occurs when a target unit comes within range of the missile weapons of a hostile unit. Normally, this fire occurs at the end of the turn, post-movement but pre-melee. However, 'pass-through' fire is also allowed. See Section 2.143 as to when this is performed.

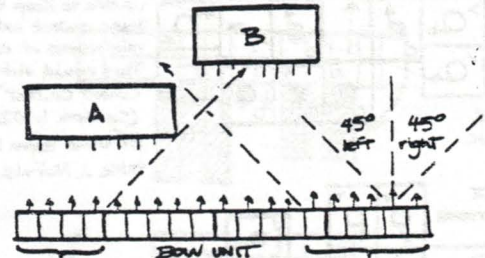
Missile units are subject to a number of limitations upon their fire. These are:

- Missile units may not fire into melee.
- Missile units moving up to $\frac{1}{2}$ their total movement have their rate of fire halved on that turn.
- Missile units moving their full move cannot fire at all on that turn.
- Units with a rate of fire of one or less may fire during 'pass-through' or the regular phase, not both.

- Units with rates of fire given in fractions may fire on any one of the 2 turns given: a $\frac{1}{2}$ means that the unit may fire on either of the 2 turns, a $\frac{1}{4}$ is any one of 4, etc.
- Units may have individual cohorts fire at individual targets.
- Units with a rate of fire greater than 1 may fire at more than 1 target per turn.
- Charging units may not fire.

2.212 Resolution of Fire

The firing unit may engage any target within a 45° arc to the left and right of the midpoint of the firing miniature:



This cohort cannot fire at Unit B because A is in the way.

These 600 bowmen cannot fire at Unit A because it is over 45° from their facing.

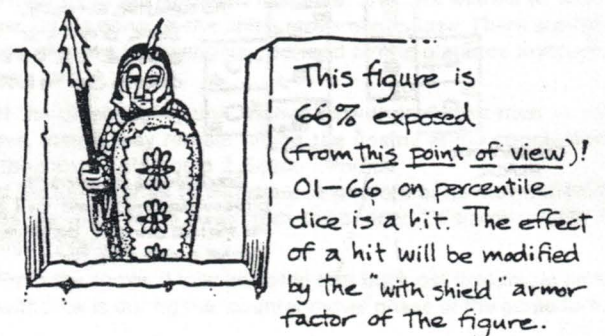
The bow unit could split its fire by cohorts — for example: the cohort on the left firing on Unit A, the rest firing on B. Note that the cohort second from right could fire on A, but would only be able to count 4 figures as firing if it did.

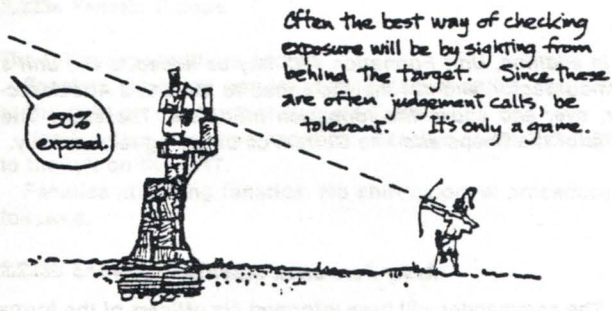
The target is then declared by the firing player, without pre-measuring the range to the target. The range is then measured off: if the target is outside the range of the weapon being used, there is no combat and the shot is wasted. If the target is within range, percentile dice are then rolled to hit the target. Roll once per miniature firing per shot:

If the target is:

25% exposed:	01-25 = a hit
33% exposed:	01-33 = a hit
50% exposed:	01-50 = a hit
66% exposed:	01-66 = a hit
75% exposed:	01-75 = a hit

Exposure is the percentage of the target not obscured by any sort of cover as seen by the firing unit. Each hit is equal to one 'figure attacking' on the Combat Results Table.





Assuming that hits are scored, the target's armor factor is subtracted from the firing unit's attack factor. The following modifier is then applied to this result:

Roll percentile dice once:

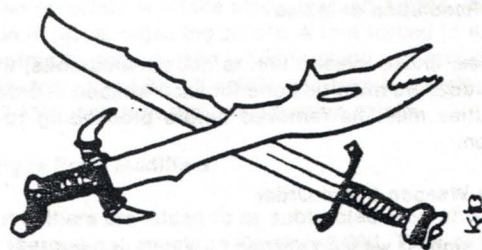
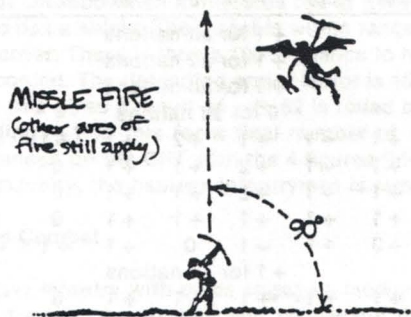
- 01-25 = - 2 from attack factor
- 26-50 = - 1 from attack factor
- 51-75 = + 1 to attack factor
- 76-00 = + 2 to attack factor

NOTE: Units assuming *The Ghâr of the Deeps* unit formation add 5 to their defense factor during turns that they are in this formation.

The final modified number is then cross-referenced with the number of figures firing on the Combat Results Table (Section 3.300). The number then shown in the body of the table is the number of figures that are casualties; these are removed at the end of the missile fire phase. They are to be removed from the ranks closest to the firing unit.

2.213 Missile Fire Against Flying Targets

All rules and procedures listed above are followed in engaging flying targets. In addition, a vertical arc of 90° from the horizontal is allowed:



2.220 MELÉE COMBAT

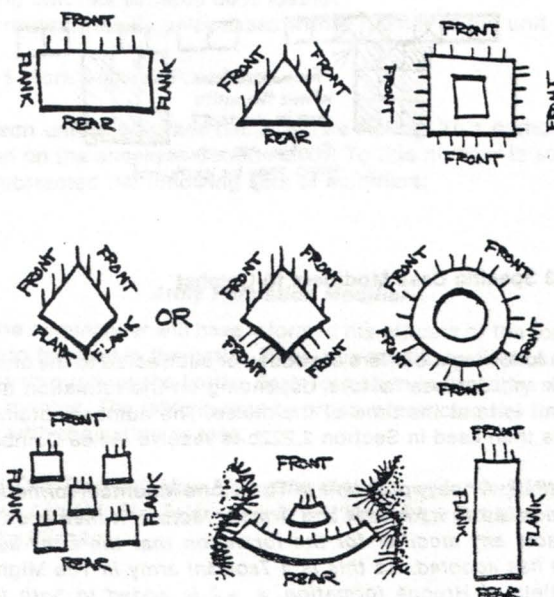
2.221 Parameters of Melee

Melee combat occurs when hostile units move into base-to-base contact. Melee combat is resolved after missile fire and before artillery fire. Melee is subject to the following rules:

- a) Attack and Defense (armor) factors are given in the pull-out sheets (Section 3.000).
- b) Weapons are listed by number, and the weapon with the highest number strikes first in the turn order.
- c) Non-humans with multiple arms may attack more than once in the combat phase: the number of arms divided by 2 equals the number of attacks that may be made.
- d) Units opposing each other that are armed with the same weapon will have to roll for initiative each turn of melee, with the high roller striking first.
- e) Units armed with pikes may use two ranks in combat at once, in order to represent the great length of this weapon.
- f) Units of pikes, on the third turn of continuous combat, will have the front rank drop their pikes and continue with their secondary weapons. The second rank continues to engage the enemy with pikes, and a third rank of pikes may be added to the combat. Pikes may be recovered after the end of melee.

Units attacking the flank or rear of an enemy unit will always have initiative, regardless of weapon length.

FLANKS & REAR



2.222 Resolution of Melee

Melee, unlike missile fire, is not simultaneous; the resolution procedure must be done for each weapon in order and the casualties must be removed before proceeding to the next weapon.

2.222a Weapon Strike Order

The longest weapon carried by a unit is used first in melee. This is followed by the hostile unit's longest weapon, if the hostile unit does not have the same weapon. This is repeated through the list of weapon types.

2.222b Ranks Engaged

The total number of figures in base-to-base contact with the enemy is noted; all weapons are assumed to hit their targets. The target's armor factor is subtracted from the attack factor of the unit. The attacking unit rolls on the following table:

Roll percentile dice once per turn of melee

01-17 = -3 from attack factor
18-33 = -2 from attack factor
34-50 = -1 from attack factor
51-67 = +1 to attack factor
68-83 = +2 to attack factor
84-00 = +3 to attack factor

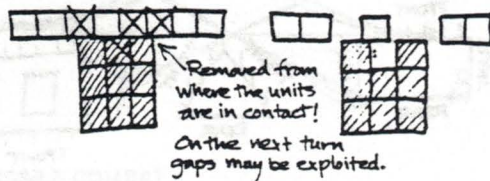
The modifier thus generated is applied to the above number.

To this modified number, any applicable bonuses for steel arms and armor are now added. Consult Section 2.223e for information on these items. The final number obtained is then cross-referenced on the Combat Results Table with the number of figures attacking. The number shown on the table is the number of casualties lost by the defending unit.

This number may be further modified by the Case Modifiers given in Section 3.230. These cover specific situations encountered on the battlefield.

After all modifiers have been applied, and the total number of casualties known, they are removed from the board. Losses are removed from the point of contact with the opposing forces. The following illustrates this rule:

MELEE CASUALTIES



2.223 Specific Case Modifiers to Combat

The following modifiers are added or subtracted to the unit's Attack and Defense factors, depending on the formation that the unit is in at the time of the melee. The number obtained thus is then used in Section 2.222b to resolve Melee Combat.

EXAMPLE: A heavy pike unit in The Stone Mountain formation (#1) adds +1 to its Attack and Armour factors; it then adds or subtracts any modifier for the formation that the army as a whole has adopted. As this is a Tsolyáni army in The Mighty Gauntlets of Hrugá formation, a +2 is added to both the Attack and Armour factors.

In addition, Unit Formation #20 may be added to the unit's Armour factor, and #21 may be added to the unit's Attack factor, over and above the formation modifiers. These are The Ghár of the Deeps and The Curtain of Unseeing respectively.

Army Formation Modifier

The commander will have informed his officers of the formation to be used in the battle. Thus, this modifier will be a constant throughout the battle. Each formation is listed by name and number. The table is read by cross-referencing the formation with the nation or race.

Key: Ts = Tsolyáni; Mu = Mu'ugalavyáni; YK = Yán Koryáni; Lv = Livyáni; Si = Salarvyáni; NI = N'lúss; Gh = Ghatóni; Pj = Pijenáni

Formation	Ts	Mu	YK	Lv	SI	NI	Gh	Pj
1	0	-1	+2	-1	+2	0	0	0
2	+1	-1	-1	+2	+1	0	0	0
3	+2	0	+1	0	+2	0	0	0
4	+2	-1	+2	-1	+1	0	0	0
5	+1 for all							
6	+1	0	+1	+1	+1	+1	+1	+1
7	+1 for all, +3 for Shén							
8	+1	+2	+1	0	+1	0	0	0
9	+1	+3	+1	0	+1	0	0	0
10	0	+2	0	0	0	0	0	0
11	+1	0	+1	+3	0	0	0	0
12	+1	0	+2	0	+2	0	0	+2

Tactical Formation Modifier

This table is used to factor in the tactical formation that the unit is in at the time of the Morale Check. This table is read the same way as the previous one.

Formation	Ts	Mu	YK	Lv	SI	NI	Gh	Pj
1	+1 for all nations							
2	+1 for all nations							
3	+1 for all nations							
4	0 for all nations							
5	+1	+1	+1	+2	+1	+1	+1	+1
6	+1	+1	+2	+1	+1	0	0	0
7	+1	+1	+2	+1	+1	0	0	0
8*	+1	+1	+1	+1	+1	0	0	0
9	+3	+1	+1	0	+1	-1	-1	-1
10**	+1 for all nations							
11	+1	-1	+1	+1	+1	0	0	0
12	+3	+2	+1	+1	+1	0	0	0
13	+1	+1	+2	0	0	0	0	0
14	+1 for all nations							
15	+1	-1	+1	-1	+2	0	0	0
16	+1	-1	-1	-1	+2	-1	-1	-1
17	0	-1	0	0	+2	-1	0	0
18	+1 for all nations							
19	0	0	+2	0	0	0	0	0
20#	+1 for all nations							
21#	+1 for all nations							

NOTES:

* +2 for Pé Chól

** +1 for Ssú, Pé Chól, Páchi Léi, and Tinaliya

Formations 20 and 21 may be used with any of the other formations, and the two modifiers are then added

2.223a Fanatic Troops

The following modifiers apply:

Fanatics attacking non-fanatics: Attacker shifts 2 columns to the right on the Combat Results Table.

Non-fanatics attacking fanatics: Attacker shifts 2 columns to the left on the CRT.

Fanatics attacking fanatics: No shifts; normal procedure is followed.

2.223b Entrenched Troops

The entrenched troops fight normally; the troops attacking the entrenchments shift one column to the left.

2.223c Charging Troops

Charging troops shift one column to the right on the CRT.

2.223d Troop Ability

Legion ratings are given in the pull-outs (Section 3.000). Each has a notation as to the fighting ability on the unit. These are:

** = 2 columns to the right on the CRT

* = 1 column to the right on the CRT

= 1 column to the left on the CRT

= 2 columns to the left on the CRT

2.223e Steel Arms and Armour

Certain of the cohorts in a unit may be armed with steel weapons and armour. If it is desired to allow the use of these on the campaign, the bonus numbers will have to be obtained from the various Army Lists (see Section 0.132). The numbers are then added to the appropriate attack or defense factor.

2.230 Examples of Combat

2.231 Missile Combat

Four light crossbowmen miniatures fire at a medium infantryman who has a shield. The target is within range, and is not under any cover. There is thus a 100% chance to hit, and so 4 hits are recorded. The defending armor factor is 15, the attack factor is 6; this gives a result of -9 . 62 is rolled by the firing player, adding +1 to this for a final number of -8 . This is cross-referenced on the CRT with the 4 figures firing, giving a total of 1 casualty; the hapless infantryman is removed.

2.232 Melee Combat

Eight heavy infantry with pikes engage a medium Ahoggyá. The pikes are longer weapons and so engage first. Human heavy pikes have an attack factor of 16; medium Ahoggyá without shield have a defense factor of 12. The result $(16-12=4)$ then has the modifier (rolled 08 = -3) applied for a final number of +1. 8 figures at a +1 on the CRT results in the Ahoggyá becoming a casualty in short order.

2.240 COMBAT RESULTS TABLE

See pull-out sheet.

2.300 Fatigue

Fatigue points are either added or subtracted from a unit's fatigue rating (which is given on each pull-out sheet). As long as a unit has enough points to complete an ordered action, the unit will perform that action. If the unit lacks the needed points

to act, then no action will take place. In such a case, the unit will remain in place, regaining points. A unit forced to expend over 10 points to defend itself while in place will rout off the field. Units forced to use 1-9 points will take a morale check (Section 2.410) each turn that the situation exists.

2.310 Fatigue Point Modifiers

These modifiers are added to or subtracted from the rating given on the pull-out sheets in Section 3.000. They are used each time the action described occurs, once per turn.

Forced march	-3 points
All other moves	-1
1 turn of melee	-1
1 turn of missile fire	+0
Charge move	-2
Wheel move	-1
No action	+5
Withdrawals	-1 or -2
Facing charge	+0
Expansion/contraction	-1
Formation change	-1
Skirmisher withdrawal	-1

2.400 Morale

This section simulates the effect of morale on the combat performance of units. How the troops perceive their situation can turn a normally steady unit into a disorganized rabble. The morale ratings of all the military units of the races of Tékumel are on the individual sheets in Section 3.000.

2.410 Morale Checks

Morale checks must be taken when the following conditions exist, either separately or in combination; the check is made once per unit per turn in which the conditions apply:

- A command figure is killed within sight of the unit.
- The unit is attacked by Sérudla, Sró, Undead, fanatics, or an Embrace of Sáрку spell.
- The unit is surrounded by enemy troops.
- The Cohort Contact Rule (1.102) is violated.
- The unit has suffered 50% losses.
- A routed friendly unit passes within 100mm of the unit.

2.411 Morale Check Procedure

Each unit and/or race has a Morale Rating. This number is given on the sheets in Section 3.000. To this number is added or subtracted the following sets of modifiers:

Army Formation Modifier

The commander will have informed his officers of the formation to be used in the battle. Thus, this modifier will be a constant throughout the battle. Each formation is listed by name and number. The table is read by cross-referencing the formation with the nation or race.

Key: Ts = Tsolyáni; Mu = Mu'ugalavyáni; YK = Yán Koryáni;
Lv = Livyáni; Sl = Salarvyáni; NI = N'lúss; Gh = Ghatóni;
Pj = Pijenáni

Formation	Ts	Mu	YK	Lv	Sl	NI	Gh	Pj
1	0	-1	+2	-1	+2	0	0	0
2	+1	-1	-1	+2	+1	0	0	0
3	+2	0	+1	0	+2	0	0	0
4	+2	-1	+2	-1	+1	0	0	0
5				+1 for all				
6	+1	0	+1	+1	+1	+1	+1	+1
7				+1 for all, +3 for Shén				
8	+1	+2	+1	0	+1	0	0	0
9	+1	+3	+1	0	+1	0	0	0
10	0	+2	0	0	0	0	0	0
11	+1*	0	+1	+3	0	0	0	0
12	+1	0	+2	0	+2	0	0	+2

Tactical Formation Modifier

This table is used to factor in the tactical formation that the unit is in at the time of the Morale Check. This table is read the same way as the previous one.

Formation	Ts	Mu	YK	Lv	Sl	NI	Gh	Pj
1			+1 for all nations					
2			+1 for all nations					
3			+1 for all nations					
4			0 for all nations					
5	+1	+1	+1	+2	+1	+1	+1	+1
6	+1	+1	+2	+1	+1	0	0	0
7	+1	+1	+2	+1	+1	0	0	0
8*	+1	+1	+1	+1	+1	0	0	0
9	+3	+1	+1	0	+1	-1	-1	-1
10**			+1 for all nations					
11	+1	-1	+1	+1	+1	0	0	0
12	+3	+2	+1	+1	+1	0	0	0
13	+1	+1	+2	0	0	0	0	0
14			+1 for all nations					
15	+1	-1	+1	-1	+2	0	0	0
16	+1	-1	-1	-1	+2	-1	-1	-1
17	0	-1	0	0	+2	-1	0	0
18			+1 for all nations					
19	0	0	+2	0	0	0	0	0
20#			+1 for all nations					
21#			+1 for all nations					

NOTES:

* +2 for Pé Chói

** +1 for Ssú, Pé Chói, Páchi Léi, and Tinallya

Formations 20 and 21 may be used with any of the other formations, and the two modifiers are then added

Situation Modifier

This final modifier factors in the current situation of the unit in question. This could be:

+1 Modifiers:

Friendly unit within 250mm

Command figure within 250mm

Unit is over 1/2 strength

Unit is pikes in 2 ranks

+2 Modifiers:

Unit has pikes in 3 ranks

Unit has killed enemy command figure in melee

+3 Modifiers:

Army commander or Royal Person is with unit

-1 Modifiers:

Unit is in skirmish order

Unit is under 1/2 strength

Unit is meleed in flank or rear

-2 Modifiers:

Unit loses cohort to Embrace of Sárku spell

-3 Modifiers:

Army commander or Royal Person is killed while with unit

2.413 Resolution of Morale Checks

After all applicable modifiers have been taken into account, the final number or less must be rolled on one 20-sided die. If this is done, the unit has made a successful Morale Check and will continue fighting. If the die roll is greater than the total, the unit is deemed to have failed its Morale Check and must roll once on the following table:

Roll percentile dice:

01-12: Unit stands in place but will only defend itself if attacked. No movement possible unless rallied (80% to rally)

13-25: Unit retreats 1/2 move (see Section 2.320)

26-37: Unit retreats 1 full move (Section 2.320)

38-50: Unit retreats 2 full moves

51-63: Unit routs; 60% to rally each succeeding turn

64-75: Unit routs; 40% to rally each succeeding turn

76-87: Unit routs; 20% to rally each succeeding turn

88-99: Unit routs; 05% to rally each succeeding turn

00: Unit routs; no hope or chance to rally

Units rolling a result of 13-50 will recover and act normally after moving back. Routing units will attempt to leave the board at the full movement rate unless rallied.

2.414 Rally of Routed Units

In order to rally a routed unit, a command figure is moved in to base-to-base contact with the unit, and a percentile dice roll is made once per turn based on the results in table 2.413. A successful roll will allow the unit to move and fight normally. An army commander in the path of the routing unit adds 20% to the roll towards success.

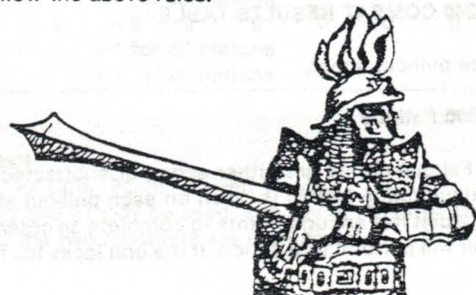
2.420 Special Cases of Morale

2.421 Last Stands

Last stands may be made by troops in dire straits, e.g. surrounded with no hope of escape, holding a pass, and similar situations. Before move-countermove is made, the intention to make a last stand is declared by the controlling player. A Morale check is then made for that unit; if successful, the unit will stand in place and fight as Fanatic troops in melee. If already Fanatics, they simply stay in place. The last stand continues until the unit is wiped out, or the enemy troops give up and leave.

2.422 Fanatic Troops

In the Army Lists, some units of Fanatics are listed as never checking morale. This has been incorporated here by giving such units a Morale Rating of 25. Other than this, these units are required to follow the above rules.





2.500 BATTLEFIELD MAGIC

2.501 Introduction

Battlefield magic is the product of teams of ecclesiastics working together. The objectives, the great spells of war, are intended to overawe and disconcert the enemy troops and limit their effectiveness. These spells may be divided into two broad categories, offensive and defensive.

Magic should not be regarded as the ultimate arbiter of battle; that is the rôle of the infantry in their glittering panoply and serried array. Magic is, rather, a selective weapon to be used at threatened points or to break a stalemate. Thus, in the *Qadárdàlikoi*, magic is to be used carefully and as an adjunct to other arms.

2.510 The Magic-Using Contingent

2.511 Figures Required

Each army's magical contingent will consist of the figures needed to represent the hierophants assigned to the force. Generally, an army will have 200-300 such persons. On a 1:100 scale, this requires 2-3 miniatures.

If players desire, addition figures may be used on a 1:20 scale. This will not increase the power available to the magic contingent, but will lend more colour and panache to the battlefield. This is, in the last instance, the whole point of using miniatures. The armies of *Tékumel* create a scene of pomp and glory second to none; the addition of the brilliant robes and waving plumes of a multitude of priests and acolytes add to this display.

The 1:20 scale, as an option, allows the player with many figures to get them on the table without doing so at the expense of the player who has relatively few. As an example of this, the *Tsolyáni* army used in the playtesting of these rules has 20 figures of magic-users; these are arranged according to the 1:20 scale, for a total of 400 persons. The *Mu'ugalavyáni* army used has 3 figures, at the 1:100 scale, for a total of 300 persons.

2.520 Magical Power

Points are used to simulate the other-planar power required to implement the spells listed in Section 4.320. Each spell has a cost for effect and range; these are totalled and this number is subtracted from the points available to the magic-using team. When the total of points available is used up (reduced to 0), no more spells may be cast.

2.521 Magic Availability Table

The following rolls are made with percentile dice, once per miniature at the applicable scale. They are made before battle, and are known only to the owning player and the referee.

1st figure	1:100 scale	1:20 scale
01-10	90 points	17 points
11-20	100	20
21-30	110	22
31-40	120	25
41-50	130	27
51-60	140	30
61-70	150	32
71-80	160	35
81-90	170	37
91-00	180	40
2nd figure		
01-10	70	12
11-20	80	15
21-40	90	17
41-60	100	20
61-80	120	25
3rd (and all succeeding figures)		
01-20	50	5
21-40	60	7
41-60	70	10
61-80	80	12
81-00	90	15

The power points obtained by these rolls are totalled for the maximum amount of power available.

2.522 Magical "Dead" Zones

Certain geographic areas on *Tékumel* have less than the average magical power available. Conversely, others have proportionately more. Examples of both of these are:

"Poor" areas:

- The *Tsoléi* Isles
- The Plain of Towers (*Mu'ugalavyá*)
- The *Crystálli* Desert (*Mu'ugalavyá*)

"Rich" areas:

- Avanthár* in *Tsolyánu*
 - Tsámra* in *Livyánu*
 - Lake *Mrisstaul* (*Salaryá*)
 - Lake *Mugállu* (*Mu'ugalavyá*)
 - The Crater of the Unstraightened Cuty
- (More such areas will be found in the *Tékumel* rôle-playing rules, Vol. I (the *Sourcebook*) and Vol. II (the *Player's Handbook*).)

The effect on magic is summarized in the following table and its modifiers:

Roll percentile dice once per day:

01-05	"Poor" zone; - 50% from available power points
06-90	"Average" zone; use magic normally
91-00 +	"Rich" zone; + 50% to available power points after results are rolled

Modifiers:

- Listed "poor" zone: - 100
- Listed "rich" zone: + 100
- Unlisted area: + 0

Any unlisted hex on the tactical map may be rolled for, as long as the rolling magic-user is within the hex. On the actual ground, this will be a 10km x 10km area.

2.523 Power Point Recovery

Once the available points have been expended, no more spells may be cast that day. Power may be regained by re-rolling for all figures at dawn of the next day. Power points are not cumulative; they may not be "saved up" and used later to increase the power available.

2.530 Spell Casting

After calculating the number of power points that are available to the magical contingent, the army commander should appoint a player to command the magic-users. This person will then handle the casting of spells and the movement of the contingent. It may be placed according to the precepts of one of the military writers of Tékumel, or upon an eminence that has a good view of the battlefield.

2.531 Preparation and Resolution

On the first turn of the spell-casting, the target of the spell is selected; range and effect points are committed. This information is then written down and passed to the referee. Offensive spells require a second turn of preparation during which the enemy is told what type of spell is being prepared, but not the range or strength of same. They may then prepare a defensive spell, which will take effect at the same time as the offensive spell. On the final turn (3 for attack, 2 for defense), spells take effect and the results are announced by the referee. In representing the spells on the board, referees may use puffs of cotton, coloured gels, and similar items to give some indication of the mighty forces in use.

In writing orders for spells, remember that no movement may be conducted while spell-casting. The same procedure as that used to write orders for artillery fire is used for magical fire. The magic contingent figures must be in base-to-base contact with each other in order to cast spells. If this is not the case, no magic will be allowed to take place on each turn the situation occurs.

2.540 Spell Lists

2.541 Offensive Spells

Fist of Vimúhla

Targets must be in line of sight. The spell takes 2 turns to prepare, and detonates on the 3rd turn.

Range costs:		Destructive effect:	
0-200mm	5 points	Troops:	1 figure = 30 points
201-400mm	10 points		1 cohort = 70 points
401-600mm	15 points	Areas:	25 x 25mm = 25 pts
601-800mm	20 points	Buildings:	50 x 50mm = 50 pts
801-1000mm	25 points		

(Damage points equal cost points)

Any figures hit by this spell are destroyed. The spell may be stopped by *The Shield of Karakán* spell, or by buildings which take the damage instead.

Embrace of Sáрку

Target must be in line of sight. The spell takes 2 turns to prepare, and has an effect on the 3rd turn.

Range costs:

0-200mm	2 points
201-400mm	4 points
401-600mm	8 points
601-800mm	16 points
801-1000mm	32 points

Morale Effect:

Morale check:	1 figure = 15 pts
	1 cohort = 10 pts
	1 legion = 25 pts
Automatic rout:	1 fig = 15 pts
1 cohort =	30 pts
1 legion =	75 pts

Any figures struck by this spell must immediately either make a Morale Check or immediately rout off the board (see Morale, Section 2.400). This spell may be negated by *The Might of Chegárra* spell.

Scintillation of the Ebon Flame

Target must be in line of sight. The spell requires 2 turns to prepare, and takes effect on the 3rd turn.

Range costs:

0-200mm	2 points
201-400mm	4 points
401-600mm	8 points
601-800mm	16 points
801-1000mm	32 points

Troops affected costs:

1 figure =	10 points
1 cohort =	20 points
1 legion =	60 points
1 huitsan =	80 points
1 army =	120 points

Troops affected by this spell see anything that the caster wishes them to perceive. These illusions are best represented by placing the illusionary objects on the board. The only persons who should know that this formation or object is an illusion are the referee and the caster. It should be noted that while the troops may be easily fooled, the players are a bit canny and are less likely to be snookered. Illusions, therefore, should be kept within the realm of reasonability.

This spell may be countered by *The Visions of Drá the Uncaring* spell.

2.542 Defensive Spells

Shield of Karakán

Defended unit must be in line of sight. The spell requires 1 turn to prepare, and takes effect on the 2nd turn. (Covers a 100 x 100mm area.)

Range costs:

0-300mm	5 points
301-600mm	10 points
601-1000mm	15 points

Effect: If the points (of effect) put into this spell are equal to or greater than the number of points put into the attacking *Fist of Vimúhla* spell, the enemy spell is deflected and does no damage. If the effect points are less, the unit is struck normally. This spell will also stop the effects of fire by the *Lightening Bringer*.

Buckler of Qiyór

The defended unit must be in line of sight. The spell requires 1 turn to prepare (covers a 100 x 100mm area).

Range costs:

0-200mm	2 points
201-400mm	4 points
401-600mm	8 points
601-800mm	16 points
801-1000mm	32 points

Effect: This spell is used to deflect missile fire. Points are put into the spell for effect as for *The Shield of Karakán* spell. The points put into the spell are added to the defended unit's armour factor. The area of effect is 50mm x 100mm; this area is fixed and immobile. The defended unit is only protected while it is in the area.

Might of Chegárta

Defended unit must be in line of sight. This spell requires 1 turn to prepare, and takes effect on the 2nd turn.

Range costs:		Effect costs:	
0-200mm	2 points	Morale check: 1 figure = 10 pts	
201-400mm	4 points	1 cohort = 15 points	
401-600mm	6 points	1 legion = 30 points	
601-800mm	8 points	Automatic rout: 1 fig = 30 pts	
801-1000mm	10 points	1 cohort = 40 points	
		1 legion = 80 points	

The purpose of this spell is to counteract the effect of *The Embrace of Sárfu* spell. The points put into this spell negate any results of the aforementioned spell.

Visions of Drá the Uncaring

The defended unit need not be in the line of sight. It does not require 1 turn to prepare, and will take effect on the 2nd.

Range costs:		Effect costs:	
0-200mm	1 point	1 figure	5 points
201-400mm	2 points	1 cohort	10 points
401-600mm	4 points	1 legion	20 points
601-800mm	8 points	1 huitsan	40 points
801-1000mm	16 points	1 army	80 points

Points put into effect costs immediately negate the illusions of *The Scintillation of the Ebon Flame* spell. Unfortunately, there is also a chance that the defended unit will suffer an attack of apathy. This occurs at the time that the spell takes effect. Consult the following table:

Roll percentile dice:	No effect	apathy attack
1 figure	01-75	76-00
1 cohort	01-80	81-00
1 legion	01-85	86-00
1 huitsan	01-90	91-00
1 army	01-95	96-00

If a roll of "no effect" is obtained, the unit fights and moves normally. If an "apathy attack" result is obtained, the unit will not move or fight (not even to defend itself) for the following 3 turns. At the end of the 3 turns, the unit recovers and behaves normally.

It is possible to use this spell offensively by directing it at an enemy unit. The spell is resolved as given above.

Exertions of the God-King

This spell has exactly opposite the effect of the previous spell when it is used offensively. Instead of causing complete apathy for 3 turns, the target unit is able to move at double rate (twice the given amount) and make 2 attacks per combat turn. Costs are the same as for *Visions of Drá*, and the spell is resolved the same way. However, the percentile dice roll is reversed. Thus, a result of 01-75 indicates that the unit will move at "haste." This spell may be used to negate the effect of *The Visions of Drá* spell.

2.543 Miscellaneous Spells and Magic

Aside from the rather powerful spells listed in the preceding sections, there is a large corpus of individual spells given in the *Tékumel* rôle-playing rules. These are described at length in Volume II (Player's Handbook) of those rules.

These generic and temple spells are most useful when dealing with small bodies of troops on such missions as raids or ambushes. Consult the rôle-playing rules for further information.

It must be noted that these spells are not usable in major battles. The energies used to produce the great battle spells drain the casters of their ability to perform lesser spells. While this might seem to handicap magic-users, a comparison of

scale and effects will show that individual magic and magical devices will not have much of any range or effect in the battlefield setting. Thus, referees should require their players who wish to have their characters participate in battles join a magical contingent in order to be of any use to the army.

2.544 Miscellaneous Magical Devices

Aside from the technological "magic" devices given in a later section, the only other magic found on the battlefield is a rare device, *The Sphere of Immediate Eventuation*. This is a sphere approximately 25cm in diameter, and carried by one person (or being). Constructed ages ago by the non-human Mihállí, some of them have fallen into the hands of some human sages. 2 consecutive rolls of 00 on percentile dice are needed to have one of these spheres available to the army's magical contingent. This roll is made once per campaign.

The power of the spheres is quite respectable. Each sphere will have between 250-300 points available. The referee rolls percentile dice once per day for these power points. All of the rules regarding power points are applicable to the sphere. In effect, the sphere can function as a powerful magic-user. The owning player may use it to produce any spell in the list above.

Use of the sphere is fraught with danger, however. As the original owners, the Mihállí, were (and still are!) non-humans whose motives and very thought-processes are totally alien to humankind, a non-Mihállí mage using a sphere must roll on the following table each time the sphere is used:

Roll percentile dice:

01-50	Nothing happens; proceed normally
51-60	Mage's brain is addled; recovers in one month
61-90	Nothing happens; proceed normally
91-99	Sphere explodes, vaporizing mage
00	Sphere explodes, vaporizing everything within a 100mm diameter circle

2.550 Disruption of Magical Contingents

At any time during the 2 to 3 turns of spell-casting, the magical unit can be disrupted by direct physical attack. An enemy unit moving into base-to-base contact with the magic-users will force the unit to cease any spell-casting it may be engaged upon, wasting the power points being used. While most magic-users cannot wear armour (making them easy prey to all but the lightest troops), it should be kept in mind by all would-be heroes that Livyáni and Ssú magic-users do wear armour; this could be a nasty surprise if not kept in mind. In any case, a magical unit in melee combat cannot use magic.

2.560 Undead

To priests of the Dark Lords, the use in battle of the shambling, rotting, and putrescent is positively irresistible. In order to cater to these jaded tastes, statistics have been included in this game for both Undead and the Qól. However, it is heavily stressed that the use of these is not advised. If used at all, they must be kept under the most rigid control; failure to do so has direful results!

2.561 Control of Undead

These creatures must have a magic-user in base-to-base contact at all times to maintain control. For flying creatures (the Vorodlá), the control limit is 500mm. Control is lost if the magic-user is killed or disrupted; if this occurs, the unit continues to advance, killing all in its path. They will attack all who oppose them, regardless of nationality. In using these troops, all rules on movement and combat apply. Undead do not check morale at any time (being rather beyond such things); however, the Qól do.

2.570 Technic Magic

The ancients of Tékumel (the pre-cataclysm star-farers) have long since turned to dust, but remnants of their technology remain. Most of these were intended for personal use (such as the *Eyes*) and are of little use in a military campaign. Technic items which do have value in the *Qadárdàlikoi* are the air-cars and the *Lightening-Bringers*. While rare, these are found in the arsenals of the states of Tékumel, and may be used in grave circumstances. Also included is the favorite "secret weapon" of Yán Kór, the 'Great Black Box' of Baron Áld. This item is unique, dangerous, and probably unreliable. It is included as an idea for scenarios, and to show the Yán Koryáni passion for "wonder weapons."

2.571 Air-cars (also called *Chariots of the Gods*)

Air-cars are ancient vehicles which have survived down the long centuries since Tékumel's days of high technology. They are so rare as to be well-nigh mythical. They cannot be repaired, and The Five Empires would use them only as a last resort against a crushing defeat. Air-cars, parts, and power cells for the laser cannon are jealously concealed by the priesthood and the governments. Even the Tsolyáni Imperium, for example, has only a hazy idea of how many of these devices are stored in the secret vaults beneath the various temple strongholds—much less how many air-cars each of the other nations may have! Even during the days of direst need in the War of 2020 AS, several priesthoods were not sufficiently motivated by "national patriotism" to bring forth their hidden stores of technological devices for use against the advancing armies of Mu'ugalavyá. Livyánu has more of these vehicles than any other nation: 32 are kept beneath the Shadow Temples at Tsámra, 12 in the catacombs of the forbidden city of Díásh, 8 in Hráis, and 1 in Nuférsh. Tsolyánu has 17 at Avanthár, 9 at Bey Sù, 4 in the City of Sáрку (that the priests of Lord Sáрку will admit, anyway), 2 at Tumíssa, and 1 each at Fasiiltum and Sokátis, with possibly another 5 or 6 concealed here and there by various temples. Mu'ugalavyá has 12 at Ssa'átis, 8 at Ch'óchi, 3 at Khéiris, and one at Páguus. Salarvyá has 10 at Tsatsayágga, 3 at Nrikákchne, 2 at Koylúga, 1 at Chame'él, 3 at Jaekánta, and 4 beneath the sacred temple of Shiringgáyí at Lake Mrissútl. Yán Kór has 10 at Yán Kór City, 8 at Ke'ér, 2 at Dháru, 3 at Vánu, and an unknown number hidden by the priests of The Mad One at Hlíkku. The Ssú have 22 air-cars in Ssuyál, the Shén have 10 in Ssórúa and 3 at Qeléqmu, and the Hlúss 18 on their island of Hlyssuyál. The smaller nations each have 1 or 2. It is not known how many air-cars the Black Ssú and the Urunén have, and the Mihállí (who are racially gifted with short-distance interplanar travel) do not need them. The remaining races probably have none. It is doubtful whether players will ever need the details of air-car flight for a battle, but they are presented below for the sake of interest.

a) The usual air-car is quite small, holding 1 pilot and 2 weapons-operators (or archers if the ancient laser cannon is no longer functional). Larger varieties holding up to 20 men are known but are extremely rare; they were originally passenger craft and carried no weapons.

b) Many of the air-cars so carefully guarded by their current owners are no longer functional. There is no pilot training or flying practice, but only ancient manuals which are now little more than religious litanies for the crews. Fortunately, the operation of an air-car is simple, and safety devices are provided (if they still work) to prevent accidents. Thus, each time an air-car is to take off, a 10-sided die is rolled:

- 1-2 The car blows up, killing all within a circle 10 meters in diameter
- 3-6 The car is no longer functional
- 7-10 The car flies

c) A 10-sided die is rolled each 10-minute turn that the car is in the air:

- 1 It blows up, killing all aboard
- 2-4 It crashes
- 5-6 The engine fails, but safety devices bring the car down to a soft landing within the next turn
- 7-10 It continues to fly

For simplicity's sake it is assumed that a crash does not bring the car down on top of anybody, although in a crowded city or a congested battle this may be left to the referee to determine. If the car crashes, a 6-sided die is rolled for each occupant:

- 1-3 Killed
- 1-5 Survives, but is seriously injured
- 6 Survives unscathed

d) The speed of an air-car is 3300 meters per 10-minute turn or 3300mm per turn on the game table. Ascending and descending angles and distances are measured as for other flying units (see Section 2.400, Flying Units Movement). The maximum range of an air-car is 100 turns or 33 kilometers before refueling. During the period of high technology, these vehicles were used to guard the estates of wealthy aristocrats; hence the relatively short range.

e) Each of the smaller air-cars is armed with a laser-cannon. Rules for firing this weapon are given in Section 2.600, Artillery.

2.572 Lightening Bringers

Many of the same remarks may be made about the various types of laser-cannon as were made for air-cars in the previous section. While each of The Five Empires retains some of these weapons (and power cells for them and the air-cars), they are not likely to be used freely. The non-human races are less constrained in this regard, the Ssú and Hlúss being particularly fond of using them. Further information may be found in the Army Lists (Section 0.132). There are several different types of these cannon, and they may be described as follows:

Type A— This is a comparatively small weapon, between 1½ and 2 meters long. It is mounted on a small bipod or heavier tripod. In function, it may have been similar to 20th-century machine guns.

Type B— Similar in size to Type A, this weapon is mounted on a small tracked and self-propelled carriage. This moves at the same rate as the Type C unit, but can only move across roads or open terrain. It is thought that these served as household defense weapons, rather than military arms.

Type C— This is an artillery-type weapon, mounted on a self-propelled tracked chassis. It moves at 300mm per turn, over all terrain types except swamps (which it cannot traverse at all).

Type D— This is a Type C weapon mounted on an air-car.

2.573 The Great Black Box

"The Great Black Box" of the Baron of Yán Kór cannot be gamed except as a "referee's special:" the basis for an adventure scenario. This weapon is nothing more than a gigantic relic of the most ancient past, a planetary defense installation from the period of Tékumel's interstellar glory. The Yán Koryáni are said to have obtained it from some nation lying beyond the polar tundra to the north of the Lorún region through the aid of the Baron's non-human aide-de-camp, the enigmatic Lord Fu Hsi.

In form, the Black Box is a huge cube 10 meters on a side, heavy enough to require the building of special roads and 500 Chién-beasts yoked together to pull its great creaking cart, and so complex as to demand the presence of several hundred of those most killed in the operation of ancient devices, the cream of the scholars of Yán Kór. The Black Box has apparently not been tested or seen action. Like so many other of the machines of the ancients, it may no longer be operable, but Tsolyáni in-

telligence fears that the Yán Koryáni claim for it as "The Breaker of Cities and Opener of Gates" may well be accurate. If so, the Sákbe road system will no longer be a secure defense against an invasion of the Baron's green-clad northern troops.

In game terms (if it is to be encountered at all) the firing and accuracy of the Black Box may be treated like the air-cars' laser-cannon (see 1, above) but if it does fire— and hits— it will level a whole section of Sákbe road in a circle 60 meters in diameter! Its range is unknown, but it is thought to be at least 20 Tsán, even in its present antiquated and dilapidated condition.

The Yán Koryáni are by no means eager to employ this terrible Doomsday Device. It is possible that it will explode, wreaking inconceivable havoc upon their own land, or that it will not function at all, thus lowering the morale of their troops and exposing Yán Kór to the ridicule of Tsolyánu and the rest of The Five Empires. They prefer to use the Black Box as a threat, thus pinning several Tsolyáni legions in place, nervously guarding against any signs of its employment. The Black Box is now at the village of Akársha in Pijéna, a region now filled with Yán Koryáni troops and defenses. From there, the Baron is able to strike southwest towards Chéne Hó, directly south of the Atkolél Heights at Si'Is (hex 4406), or even southeast at the powerful enclave around Khirgár.

2.600 ARTILLERY

Artillery on Tékumel is used not only in the classic siege rôle, but as a battlefield support weapon. This section covers the various types of artillery used; also included are procedures for the *Lightning-Bringer*, the laser-cannon of the ancients.

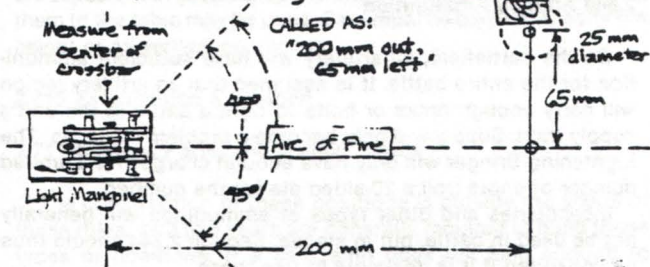
2.610 General Rules

2.611 Arc of Fire

Same as for missile troops: 45° to the left or right.

ARTILLERY FIRE

NO PRE-MEASURING! This is played as a learnable skill. Besides, ranging shots make life interesting...



2.612 Transport

In order to move artillery to the battlefield or siege, it is disassembled and moved by Chlén-cart. Movement rates are given in Section 1.222. Assembly and disassembly require the same number of tactical turns as there are crew figures: thus, 2 crew = 2 turns = 20 minutes.

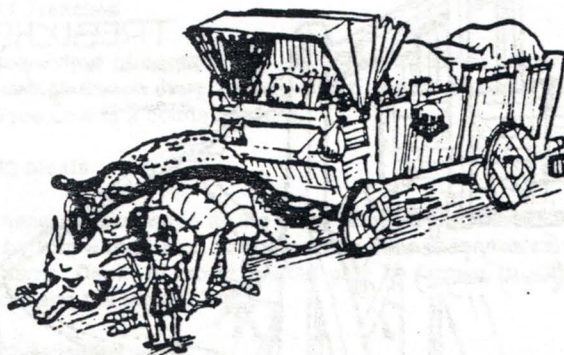
2.613 Loading Time

This refers to the number of shots that may be gotten off in a turn or a number of turns.

2.614 Basing

Crews will be based with their engines; hence the larger base sizes.

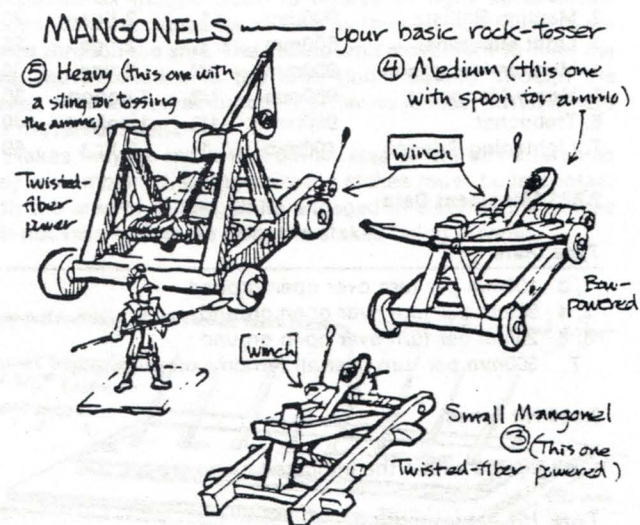
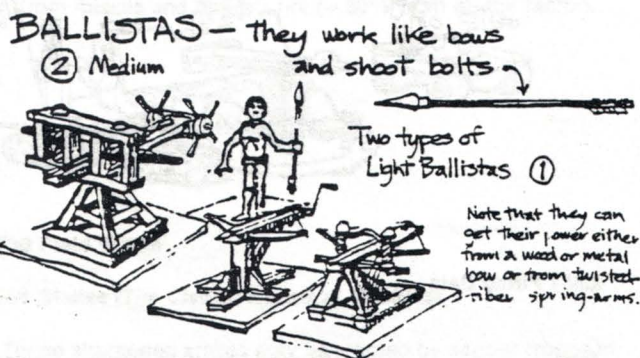
Chlén-cart

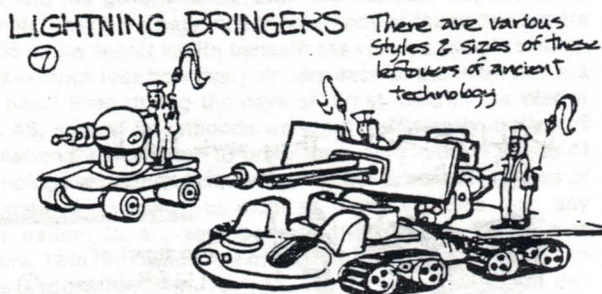
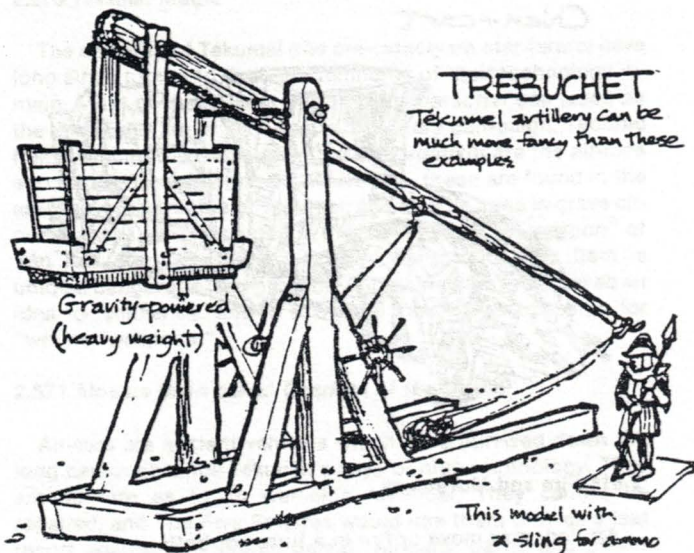


2.615 Fire and Movement

Artillery may move or fire in a turn, not both.

2.620 Types of Artillery





2.621 Firing Data

Type	Range	shots/turn	crew	attack factor
1. Light Ballista	800mm	1	2 figs	15
2. Medium Ballista	900mm	1	2 figs	20
3. Light Mangonel	800mm	1	2 figs	25
4. Medium Mangonel	900mm	1/2	2 figs	30
5. Heavy Mangonel	950mm	1/2	1 cohort	35
6. Trebuchet	900mm	1/3	1 cohort	40
7. Lightning-Bringer	400mm	1	2 figs	50

2.623 Movement Data

Type	Rate
1, 3	100mm per turn over open ground
2, 4	50mm per turn over open ground
5, 6	25mm per turn over open ground
7	300mm per turn over all terrain except swamp

2.624 Hit Areas

All figures within the indicated areas are hit.

Type	Hit Area
1, 2	25 x 50mm rectangle, with the long axis parallel to the line of fire
3-6	a circle in millimeters equal to the attack factor of the weapon
7	25mm circle

2.630 Firing Procedure

2.631 Target Designation

The firing player declares range out to the target and over. The following diagram illustrates this:

The declared ranges in total may be equal to or less than the range given in 2.621. The total may not be greater; ranges may not be premeasured.

2.632 The Hit

The range is then measured off, and the round lands at this point. The midpoint of the hit area is then centered at this point. Any figure within this area is hit. If this happens to be the target unit, so much the better.

2.633 Fire Resolution

Combat is resolved as per Section 3.100. The attack factor given in 2.621 is used in the resolution of fire. When determining how many figures are attacking, remember that the artillery engine is attacking, and not the crew. Always count the number of engines firing.

6.231 Lightning-Bringer Fire

When firing the Lightning-Bringer, proceed normally except for the following percentile dice roll (made upon the order to fire by the controlling player):

- 01-20 Weapon explodes, vaporizing everything within 75mm of the unit
- 21-70 Weapon misfires, with no fire or effect; can be tried next turn
- 71-00 Weapon fires normally

Fire is resolved normally if a fire result is achieved.

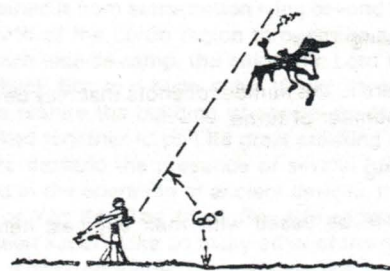
2.640 Artillery Ammunition

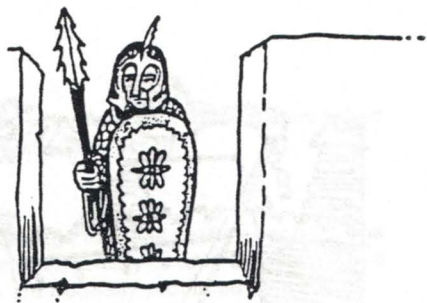
On the battlefield, all artillery will have sufficient ammunition for the entire battle. It is assumed that an artillery legion will carry enough rocks or bolts to fight a battle in the unit's supply train. Supply will only become a problem in sieges. The Lightning-Bringer will only have enough charges for a limited number of shots (roll a 20-sided die for the number).

Incendiaries and other types of ammunition will generally not be used in battle, but in sieges. Section 2.744 should thus be consulted if it is desirable to use these.

2.650 Artillery Fire Against Flying Targets

Machines may engage any target within a 60° vertical arc. Only types 1, 2, and 7 may engage flying targets; 3-6 are not able to engage. All other rules apply.





2.700 SIEGES

2.701 Introduction

To conduct a siege 'on the table' is a challenging proposition. Sieges are a lengthy business, and are thus ill-suited for a single night's gaming, unless, of course, one can bribe a traitor to open the gates. For players in a continuing campaign, however, a few weeks spent in front of a castle or a fort may be entertaining.

The first requirement for a siege, of course, is the position to be attacked. The course of the campaign game will dictate the position type: city walls, a castle or a fort, or earthworks. Since space will usually not allow the construction of any but the smallest works in miniature, a very satisfactory compromise is to build up only a section of the walls of the position, with attendant towers, gates, and the like. Since the whole object of this exercise is to get over/under/through the walls, a minimum of urban or garrison area should be built behind the walls.

Walls and towers may be assembled using any material to hand, the only requirement being that the weight of the miniatures will not cause the structure to collapse. Room for the miniatures' bases must also be taken into account. If a modular style is used in assembling walls and towers, the pieces may be used over and over again. A number of manufacturers produce ready-made wall and tower section, and some offer pre-formed trenches and redoubts. The only limiting factor to the final result is the amount of time and effort put into the work. An additional touch is to simulate moats by putting the walls on top of stacked terrain sections.

For the besieger, there are various types of gabions, fascines, and trench models available from game suppliers. An inexpensive alternative is to cut sections of balsa wood and paint them. This will provide a fair amount of earthwork for little expense.

In addition to the miniature works discussed above, the simple expedient of drawing up the plans on the position and taping them to the table may be used. Care must be taken to specify the height of all vertical obstacles.

2.710 Establishing a Position

2.711 Castles, Forts, and Walled Towns

The construction of these positions is outside the scope of these rules, as 2 to 5 years are generally required to build these types of positions. If a campaign does run long enough to allow them to be built, a specialist text on fortifications (available in most libraries) should be consulted. Generally, such positions will be in place before the campaign starts.

2.712 Repairing Breaches

In order to repair breaches, sapper figures must be moved into the breach. The following table shows how much damage can be repaired in a single turn:

Number of figures	Area
1	20 × 25mm
2	20 × 50mm
3	20 × 75mm
1 cohort	25 × 100mm
2 cohorts	50 × 200mm

If troops other than sappers are used, the above numbers are for 2 turns of work. All repairs are 25mm high.

2.720 Earthworks

2.721 Trenches

One cohort of sappers may dig one 40 × 150mm section of chest-high trench every 2 turns. Other troops require 4 turns. Fatigue cost is 2 points per turn.

2.722 Moats

These are excavated at the same rates as trenches. Filling the bottom with stakes, caltrops, etc. is done at the rates given for same. Depth of moats should only be known to the defender and the referee.

2.723 Palisades

If wood is available from local sources, or has been shipped in, it will take one cohort of sappers 1 turn to erect 150mm of 20-25mm high palisade. Other troops take 2 turns for this. Palisades may be erected on top of trenches. (- 10% from missile and artillery attack factors)

2.724 Gabions and Fascines

These are constructed at the same rates as trenches but have the same dimensions as palisades. They offer increased protection from missile and artillery fire (- 30% from attack factor).

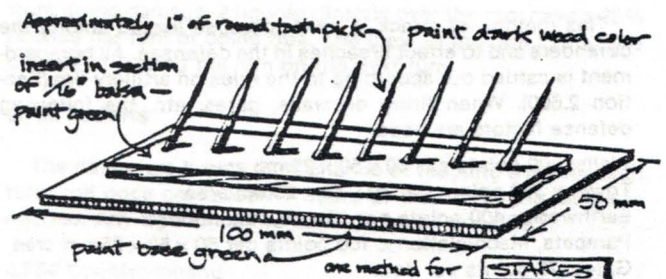


2.730 Field Works

2.731 Stakes (The Clawed Hands of Mnákhis)

These sharpened stakes may be erected by sapper troops in 2 turns, and by other troops in 4. The area covered is 50 × 100mm; troops entering this area from the front will receive casualties as though from 15 figures of light spear-armed troops. This continues for as long as the unit continues to advance through the area. The stakes limit movement to ¼ of the total move possible to the unit. Units moving through the stakes from any other direction suffer no losses, but still have the movement penalty.

Stakes may be removed from an area at the same rates as they are emplaced. Units removing stakes must be in contact with the area of stakes. Units engaged in clearing the stakes will not take casualties from the stakes being cleared.



2.732 Entanglements

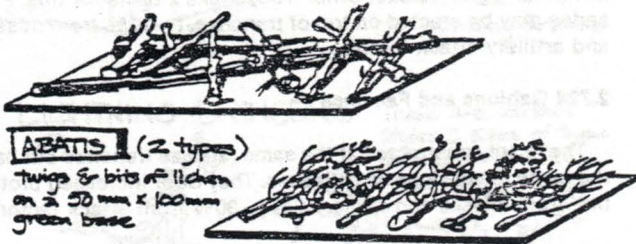
The Páchi Léi, Pé Chói, and human forest tribes use rope and vine entanglements to impede movement of attackers. It requires 4 figures of the above 4 turns to cover a 50 x 10mm area; movement in the area will be cut by ½.

2.733 Food of the Ssú

This noxious vegetation is occasionally used to fill moats in remote forest areas. Any unit ordered to attack over such a moat will roll a Morale Check (Section 2.400).

2.734 Abatis

These are trees that have been felled and piled up as a barricade. Treat an abatis as if it were an area of stakes; units crossing an area of abatis suffer only movement penalties. Units do not suffer casualties when crossing an abatis.



2.740 Disestablishing a Position

Having now got the defenders ensconced within the position, the attackers will then attempt to eject them.

2.741 Treachery

This is the least costly method of entering the position. The referee makes use of the sections on spies and treachery (1.600) to determine the results of this type of attack. Would-be besiegers should note that a result of "false betrayal" will have the assault troops careering headlong into a trap; caution is thus advised.

2.742 Escalade

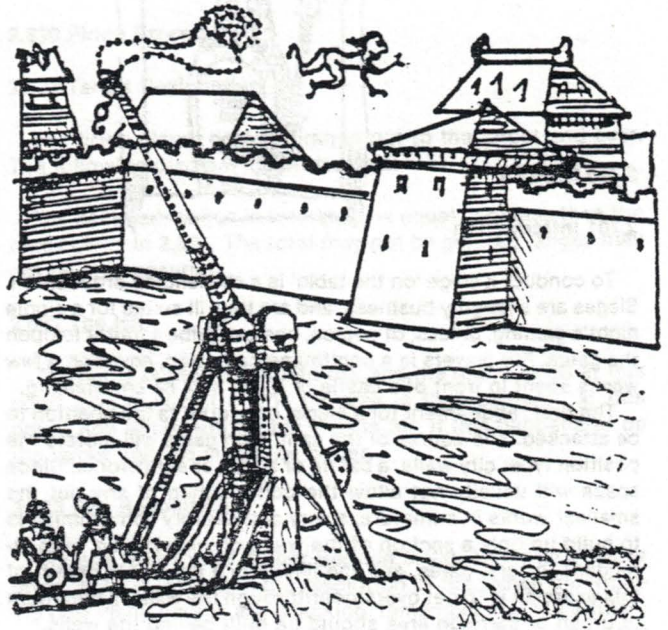
The simplest and least subtle form of attack is for the attacker to put a ladder up against the wall and climb. Movement and combat are conducted as per the sections on these subjects (2.100, 2.200). Only 3 figures may be on a single ladder at a given time. Ladders are provided by sapper legions at the rate of one per cohort.

2.743 Bombardment

This method of attack is used to cause losses among the defenders and to effect breaches in the defenses. All bombardment is carried out according to the rules on artillery fire (Section 2.600). When firing on walls, gates, etc. the following defense factors are used:

- Walls: 200 points per 50 x 50 x 25mm area
- Towers: 300 points per 50 x 50 x 25mm area
- Earthworks: 400 points per 50 x 50 x 25mm area
- Parapets, Machioliations: 100 points per 50 x 50 x 25mm area
- Gates: 75 points per door
- Roofing, wooden structures: 125 points per 50 x 50mm area

Hits by artillery are resolved by subtracting the attack factor of the engine from the defense factor of the area hit. When the defense factor of the area is reduced to 0, that area is destroyed.



2.744 Ammunition Types

Most fire will be conducted with solid shot; however, special types of ammunition may be used in sieges. A selection of these are:

Incendiaries— The area set afire equals the hit area of the weapon. The attack factor of the weapon divided by 10 equals the number of figures needed to put out the fire. A percentile dice roll of 51-00 is required to put out the fire. Rounds landing on combustible materials, if not put out, spread at the rate of twice the hit area per turn; more figures will then be needed to extinguish the fire. Rounds landing on non-combustibles will burn out in 1 turn. Figures hit are automatically killed.

Enemy prisoner— This old standby causes the defenders in the hit area to check morale (Section 2.400). Any figures directly under the impact point must check for casualties, as if attacked by 1 figure with an attack factor of 10. Prisoners may only be fired from trebuchets; they will not survive the experience.

Dead animal— This has the same effect as a prisoner, with the additional threat of plague. If a position has been under siege for less than a month, there is a 05% chance that plague will break out. There is a 10% chance for garrisons under siege for a month, with an additional 10% for each week that the siege continues. If plague does break out, the garrison will surrender.



2.745 Machines

In addition to the artillery, there are a number of specialized siege machines. All move at 50mm per turn.

Battering Rams

Rams do 25 points of damage to a wall section per turn. The crew consists of 2 cohorts. Assembly time is one week for a cohort of sappers. Rams are normally protected by a cat.

Siege Towers

Also known as 'belfries,' these are used to provide a platform for archers; if fitted with a bridging device, they may be used to assault the walls. It will take a sapper cohort one week to assemble each tower. A belfry has 120 defense points; unless covered with hides or plating, the wooden frame may be set alight by the defenders.



Cats

These are strongly built sheds on wheels, and are used to get close to the walls. They are usually protected as for belfries, but have only 75 defense points.

Mantlets

These large portable shields are used to protect troops from missile fire. Each one has 25 defense points.

Bridges

These are discussed in Section 1.520. In sieges, they may be used to cross moats and other obstacles. Bridges have 50 defense points per section.

Mining

Mining, the art of tunneling under the defense, is the slowest and surest way to effect the capture of a position. Simply put, the besiegers tunnel beneath the walls, propping up the shaft as they proceed. When the shaft reaches the wall, a chamber is opened out beneath the target. This is then filled with flammables and set afire. The foundations of the wall give way, and the wall collapses.

To simulate this, the attacker plots the course of the tunnel on a map of the defenses. This map should be made from the attacker's observations of the area. The rate of digging is one 25 x 50mm area per hour; no more than one cohort of sappers may be in the tunnel at a time. The head of the shaft is marked on the table, and may be screened from enemy observation with palisades or mantlets. When plotting the course of the mine, the depth of the tunnel must also be noted.

When the attacker estimates that the tunnel has reached the target, a chamber is excavated at the above rate. The larger the chamber, the better the chance that the breach so created can be exploited by the assault troops. When the chamber is set alight, there is an 80% chance that the wall will collapse. Roll once per turn, each turn that the chamber is alight. Since the attacker must estimate the distances involved, it is all too possible that the area undermined may be short of the target. This has no effect, except for embarrassment on the part of the attackers. More serious is underestimating the depth of water-filled moats, and tunneling into same. If this occurs, the shaft and the cohort inside are lost.



2.750 Defender's Counter-attacks

In addition to the methods of counter-bombardment and sortie for the discomfort of the attackers, the defender has several more specialized methods of defense.

2.751 Dropped Objects

Rocks

The position will have 1 rock per figure of the garrison, plus 50-100 extra (roll percentile dice). Rocks may be "stocked up" by the garrison by rolling once per week if time is available. Rocks fired by the defending artillery come from this store; rocks fired into the garrison may be recovered and used on a percentile dice roll of 98-00; roll once per rock.

Rocks dropped from the wall have an attack factor of 10, and a 40mm hit circle on the ground just below the wall. One figure may drop one rock per turn.

Boiling Fluids

Fluids are dispensed in the same way rocks are; however, all figures within the hit area are killed. A position will have only 50-100 barrels available.

2.752 Rams

The defenders may attempt to snag rams to prevent them from doing damage. 2 figures directly over the ram have a 25% chance per turn of doing this. The crew of the ram has a 50% chance of freeing the ram on the next turn.

2.753 Ladders

The defenders have a 20% chance of toppling a ladder each turn; roll once per ladder. 1 figure at the top of the ladder is needed. Any figures on the ladder toppled are killed.

2.754 Counter-mining

This is the defensive use of mines. The object is to break into the enemy mines and kill the sappers. The following tables are used:

Chance of Defenders to Detect Mine

Roll percentile dice once per turn

Mine's distance from wall	% chance to detect mine
1000mm-500mm	10%
500mm-250mm	25%
250mm-200mm	35%
200mm-150mm	50%
150mm-50mm	60%
50mm-0mm	75%

Chance of Mines to Detect Mines

Roll percentile dice once per hour

Distance between mines	% chance to detect
0mm-10mm	95%
10mm-20mm	90%
20mm-30mm	85%
30mm-50mm	80%
50mm-75mm	75%
75mm-150mm	50%
150+ mm	25%

The detecting player is told the direction and depth of the enemy mine.

2.800 NAVAL ACTIONS

Miniatures battles at sea can be handled simply by the following rules. Ship models of 1:1200 or 1:900 are available from the Ancient/Mediaeval period, and these may be painted and used. As an alternative, plan views in scale may be used; these should be drawn up according to the game scale of 1:1000. Thus, a Séscha (or pentekonter) will be 20mm long on the table. It may also prove useful to have the same plans scaled to accommodate the miniature figures used in land battles (either 25mm or 15mm). These will do very well for boarding actions.

2.810 Time and Movement

Each turn equals 10 minutes, the same as in land actions, to facilitate operations involving both land and sea elements (such as landings and invasions). The following movement rates are used:

Move under Oars					
Speed	Séscha	Srügánta	Qél	Zirnel	Duration*
Leisurely	765mm	915mm	1085mm	800mm	72 turns
Average	1135mm	1165mm	1300mm	915mm	48 turns
Fast	1385mm	1450mm	1635mm	1235mm	24 turns
Ramming	170mm	1785mm	2200mm	1635mm	3 turns
Racing	2135mm	2250mm	2350mm	2250mm	2 turns

*These speeds can be maintained for a finite number of turns. The number is given in the table in the *Duration* column.

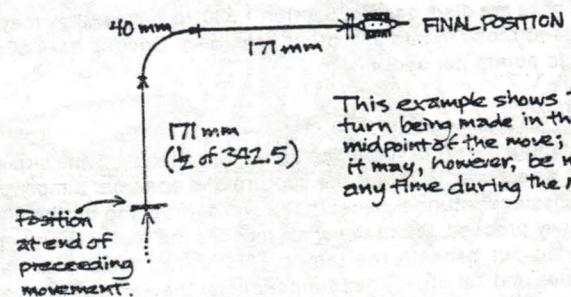
Move under Sail						
Speed	Séscha	Srügánta	Qél	Zirnel	Hrú	Tnék
Mild	765mm	900mm	915mm	900mm	615mm	465mm
Brisk	1315mm	1300mm	1385mm	1235mm	1200mm	935mm
Wind	1815mm	1735mm	2315mm	1950mm	1700mm	1550mm
Strong	2315mm	2165mm	2465mm	2315mm	2165mm	2165mm
Maximum	2935mm	2935mm	3700mm	3085mm	2635mm	2635mm

All move rates given are the maximum possible under the given conditions; ships may move all, part, or none of this move rate during the turn.

2.812 Maneuvering

Ship maneuvers are accomplished with the use of turning circles.

The speed/wind category dictates the circle used, and the ship is moved along the circle to get the final position after the turn. Each circle is marked off in millimeters. Acceleration and deceleration under oars/sails is done at the rate of $\frac{1}{2}$ speed per turn. As an example, a Séscha moving at the rate of *Leisurely* wishes to both stop and turn to the right, ending up at 90° from its original course. Thus, $765\text{mm}/2 = 382.5$; 40mm is subtracted from this for the turn. The result, 342.5 , is less than $\frac{1}{2}$ of the slowest rate (*Leisurely*) so the ship will start the next turn at a dead stop.



This example shows the turn being made in the midpoint of the move; it may, however, be made any time during the move.

Oared ships may move in reverse at *Leisurely* rate only, and no faster.

Ship's boats, fishing smacks, and other small craft can all be grouped together for movement.

Oared rate	250mm/turn
Sail rate: mild conditions	200mm-375mm
brisk conditions	300mm-525mm

Small craft do not put out in other conditions.

2.820 Naval combat

Most naval actions can be resolved by pulling up alongside the opposition and boarding. This results in an infantry action, and is resolved using the sections on Land Warfare given. It is highly recommended that these actions be done on large-scale plans of the ships involved, and the figures involved placed on these. As most naval battles involve less than a dozen ships per side, this is also a reasonably practical method. In play-testing these rules, we found it best to have one table with the small-scale (1:1000) ships for the larger battle of maneuver, and another table for the 25mm-scale boarding actions.

Aside from boarding, the combatants may also ram and bombard each other. Bombardment takes place as per the section on artillery given below. To determine the number of Damage Points the target ship has, multiply the ship's displacement by 10. *Séscha*-class ships thus have 200 Damage Points.

Ramming is accomplished by intersecting courses of the ships involved. To accomplish this, the players commanding the ships move at 1/10 their movement rate. In effect, this creates 10 phases per turn in which the ships can execute their detailed moves into combat. It should be noted that artillery can also use this system. Once contact has been made, the results of the ramming may be calculated.

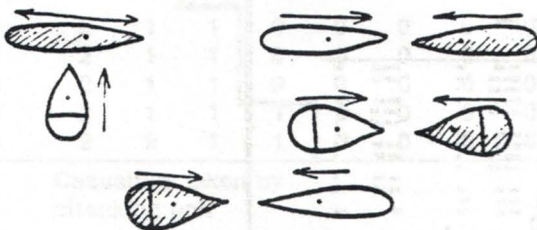
If the ships graze each other, the only damage (if any) is done to the oars. The result of this shearing-off is to reduce the speed of the ships by half. This is a permanent loss, at least until the ship can return to shore for more oars. Captains may pull in their oars to avoid this loss, but will still lose 1/5 of their speed for each phase oars are kept inboard.

The following diagrams show the various damage results obtained by ramming:

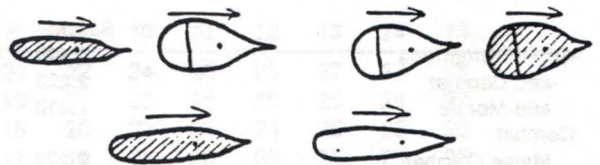
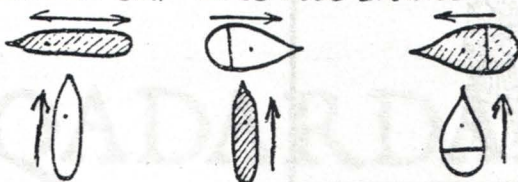
Ship Damage from Ramming



BOTH SHIPS TAKE FULL DAMAGE:



STRUCK SHIP TAKES FULL DAMAGE:



Each ship does an amount of damage to its opponent that is equal to its displacement. A *Séscha*-class ship thus does 20 points of damage with its ram. A bonus is given for each speed rate. This is as follows:

Rate	Bonus
Leisurely/Mild	+ 05%
Average/Brisk	+ 10%
Fast/Wind	+ 25%
Ramming/Strong	+ 50%
Racing/Maximum	+ 75%

A ship with damage loses speed in direct proportion to the damage taken. Thus, a ship with 50% damage can only make 50% of speed. When a ship is rammed, it will continue to lose Damage Points at the same rate until it sinks. As an example, a *Séscha* takes 25 points of damage in a turn. On each succeeding turn, the ship continues to take 25 points of damage. As this ship has only 200 points to lose, just 8 turns are available to make shore or abandon ship.

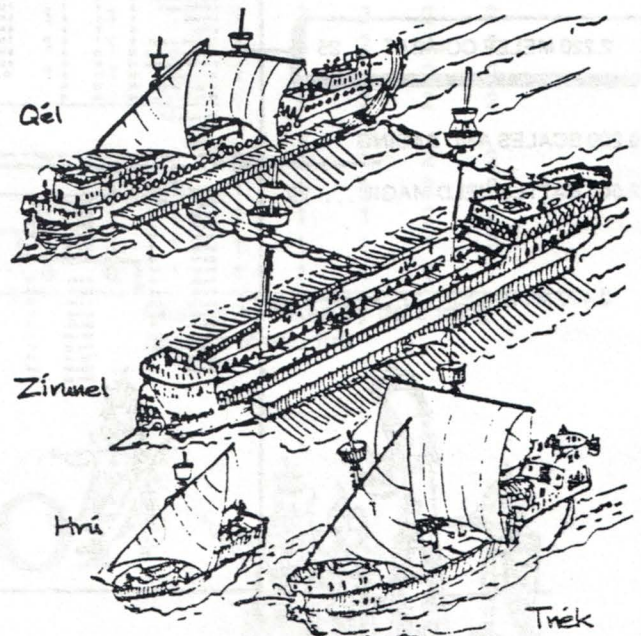
Ship's boats, coasters, and other small craft between 1 and 10 tons of displacement are all treated as regular ships. Assume 1 ton of displacement for each 2 meters of length.

Grappling

Grappling irons may either be thrown (out to 75mm) or fired by ballista (150mm). If a hit is scored according to the Missile Weapon/Artillery rules, the grappled ship may be brought alongside. Grappling irons may be cast off on a percentile dice roll of 01-30 per iron.

Boarding

Boarding actions are, basically, infantry battles. Thus, these actions may be run using the normal infantry movement and combat rules. As may be expected, flying units also use normal movement and combat rules.



2.240 Combat Results Table

Attack factors	Number of figures attacking																	
	-2	-1	0	+1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
+20	5	5	6	6	8	10	12	14	16	18	20	22	24	26	26	27	27	28
+19	4	4	5	5	7	9	11	13	15	17	19	21	23	25	25	26	26	27
+18	3	3	4	4	6	8	10	12	14	16	18	20	22	24	24	25	25	26
+17	2	2	3	3	5	7	9	11	13	15	17	19	21	23	23	25	25	25
+16	2	2	2	3	4	6	8	10	12	14	16	18	20	22	22	23	23	24
+15	1	1	2	2	4	6	8	10	12	14	16	18	20	22	22	23	23	24
+14	1	1	2	2	4	5	7	9	11	13	14	16	18	20	22	22	23	23
+13	1	1	2	2	3	5	6	8	10	11	13	14	16	18	20	20	22	22
+12	1	1	1	2	3	5	6	8	9	11	12	14	15	16	18	18	20	20
+11	1	1	1	1	3	4	6	7	8	10	11	13	14	15	16	16	18	18
+10	1	1	1	1	3	4	5	7	8	9	10	12	13	14	15	15	16	16
+9	1	1	1	1	2	4	5	6	7	8	10	11	12	13	14	14	15	15
+8	1	1	1	1	2	3	4	6	7	8	9	10	11	12	13	13	14	14
+7	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	12	13	13
+6	0	0	1	1	2	3	4	5	5	6	7	8	9	10	11	11	12	12
+5	0	0	1	1	2	2	3	4	5	6	6	7	8	9	10	10	11	11
+4	0	0	0	1	1	2	3	4	4	5	6	6	7	8	9	9	10	10
+3	0	0	0	1	1	2	2	3	4	4	5	5	6	7	8	8	9	9
+2	0	0	0	1	1	2	2	3	3	4	4	5	5	6	7	7	8	8
+1	0	0	0	1	1	1	2	2	3	3	4	4	4	5	6	6	7	7
±0	0	0	0	0	1	1	2	2	2	3	3	4	4	5	6	6	6	7
-1	0	0	0	0	1	1	1	2	2	3	3	3	4	4	5	5	6	6
-2	0	0	0	0	1	1	1	2	2	2	3	3	3	4	4	5	5	5
-3	0	0	0	0	1	1	1	1	2	2	2	3	3	4	4	4	5	5
-4	0	0	0	0	1	1	1	1	1	2	2	2	3	3	4	4	4	5
-5	0	0	0	0	0	1	1	1	1	2	2	2	2	3	3	3	4	4
-6	0	0	0	0	0	1	1	1	1	1	2	2	2	2	3	3	3	4
-7	0	0	0	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3
-8	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	3	3
-9	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2	2	2	3
-10	1	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2	2	2
-11	1	1	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2
-12	1	1	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2	2
-13	1	1	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2	2
-14	1	1	0	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2
-15	1	1	0	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2
-16	2	1	1	0	0	0	0	0	0	1	1	1	1	1	1	1	2	2
-17	2	1	1	0	0	0	0	0	0	1	1	1	1	1	1	1	2	2
-18	2	1	1	0	0	0	0	0	0	1	1	1	1	1	1	1	2	2
-19	2	1	1	1	0	0	0	0	0	0	1	1	1	1	1	1	1	2
-20	2	2	1	1	0	0	0	0	0	0	0	0	1	1	1	1	1	1

Casualties taken by attacking unit

Casualties taken by defending units in melee fire

QADARDALIKOI



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Statistics Sheet 2.507 Resolution: Human/Tolyan
Morale number: listed
Base size: see Note 1

Weapon Type	Forward strength	Rearward	Other	Strength, range	LI armor	Very armor	Special, noted	Charge
Light bowman	400	240	240	200	200	200	00	+30
Light spearman	400	200	200	240	240	200	00	+40
Medium bowman	400	200	200	160	160	160	00	+40
Medium spearman	400	240	200	160	160	120	00	+70
Heavy	400	200	160	140	160	160	00	+60

Weapon strength	buy	cost	#	Strength	range	armor	ACF	Damage	armor	buy	cost	#
1 Dagger	1	1	1	1 Short spear	400	2	2	100	00	10	10	10
2 Short spear	2	2	1	3 Comp. spear	400	3	2	100	00	14	12	10
3 Medium spear	4	4	2	3 Long spear	500	5	3	100	00	14	12	10
4 Spearman's	5	5	2	4 L.L. 2 spear	300	0	1	100	00	10	10	10
5 Bowman	5	5	4	5 Med. 2 spear	400	0	1	100	00	10	10	10
6 Plat	6	6	4	6 Heavy 2 spear	400	0	1	100	00	10	10	10
7 Hand weapon	7	7	0	7 Bow	300	0	1	100	00	10	10	10
8 Hand weapon	12	12	0	8 Bow	200	0	2	100	00	10	10	10
9 Bow	12	12	0	9 Staff sling	300	4	1	100	00	10	10	10
10 Hand	14	11	0	10 Javelin	50	0	1	100	00	10	10	10
11 Hand	16	13	0									
12 Hand	16	13	0									
13 Hand	16	13	0									

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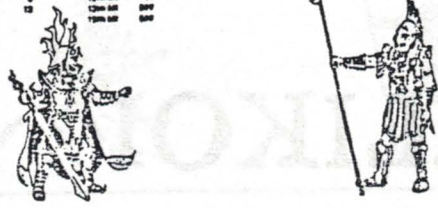
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NOTES:
1. Human REGULAR base size is 20 x 20mm, Human IRREGULAR base size is 25 x 25mm.
2. Marrow, White read guard, longer guards and banners are irregular troops.

Base #	Base #	Base #	Base #	Base #	Base #	Base #	Base #	Base #	Base #	Base #	Base #		
0AL	20"	210	100	100	10"	70	AR	00	120	LI	00		
1st	10"	220	100	100	10"	120	AR	00	270	LI	00		
2nd	10"	230	100	100	10"	100	AR	11	100	AR	11		
3rd	10"	240	100	100	270	AR	00	270	AR	00	100	AT	0"
4th	10"	250	100	100	250	AR	00	410	AR	00	120	AT	0"
5th	10"	260	100	100	270	AR	00	140	AR	00	140	AT	0"
6th	10"	270	100	100	320	AR	11	00	CB	00	2nd	00	0
7th	10"	280	100	100	300	AR	0	00	CB	11	00	00	0
8th	10"	290	100	100	300	AR	11	120	CB	0	00	00	0
9th	10"	300	100	100	370	AR	13	140	CB	0	1st	00	0
10th	10"	310	100	100	400	AR	00	2nd	00	00	1st	00	0
11th	10"	320	100	100	400	AR	00	3rd	00	00	2nd	00	0
12th	10"	330	100	100	410	AR	00	3rd	00	12"	00	00	0
13th	10"	340	100	100	420	AR	13	3rd	00	110	00	00	0



Statistics Sheet 3.001

Race/Nation: Pé Chói
 Morale number: listed
 Base size: 25 x 50mm

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light	440	240	240	200	220	180	100	+ 60
Medium	400	200	200	170	180	170	60	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1				1 Composite bow	480	3	2	With shield			
2				2 Lt. X-bow	400	6	1.5	With buckler		14	12
3				3 Javelin	60	3	1	W/o either		12	10
4				4							
5 Sword		10	8	5							
6 Rapier		10	8	6							
7											
8											
9 Javelin		7	6								
10 Halberd		14	10								

Fatigue Data:

Heavy troops
 Medium troops 25
 Light troops 30

NOTES:

1. Pé Chói will not ford any water or other wet terrain. Any unit so ordered will ignore the order and will take a Morale Check.
2. Magic-users are rolled for as per Section 2.510.

Morale Factors:

Tsolyáni units	Mu'ugalavyáni	Generally
1st 13	1/XII 14*	11
9th 13	2/XIV 13	
10th 12#		
14th 12#		



Statistics Sheet 3.002

Race/Nation: Shén
 Morale number: listed
 Base size: 40 x 40mm

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Medium	440	220	220	190	200	160	140	+ 60
Heavy	360	180	180	150	150	120	120	+ 60

Combat Data:

Weapon length	hvy	med	Missile weapon	range	attack	ROF	Defense factor	hvy	med
1			1 Pistol X-bow	200	3	1	With shield	20	17
2			2				With buckler	18	16
3			3				W/o buckler	15	14
4 Mace	13	8	4						
5 Sword-axe	10	8	5						
6									
7									
8									
9									
10									
11 Halberd/poleaxe	20	17							
12 Pike/long spear	18	14							

Fatigue Data:
 Heavy troops 25
 Medium troops 30

NOTES:

1. Shén will not associate with ANY Ahoggyá. They will fight in the same army, but NEVER in the same hultsanyal. If the Shén have crossbows, there is a 75% chance that they will fire on ANY Ahoggyá within range each turn.
2. Shén do not check morale when fighting other Shén of differing nations or egg-groups.
3. Shén do not use magic.
4. Shén artillery gets a 25% bonus on range.

Morale Factors:

Generally	Tsoléi Is. units	Mu'ugalavyáni	Livyáni units	Salarvyáni
15	3 16	1/XI 16	H-3 16	A-1-H 14
	4 16	2/XIII 16*	I-3 16**	D-1-C 16*
Tsolyáni units		3/IX 15	J-1 16	
4th 16	Diakelne Is.	4/XI 15	J-4 11#	Yán Koryáni
5th 16	2 16			Egg-Eaters 16
7th 11*		Khrysha Is.		
9th 16		3 - 1 6		



Statistics Sheet 3.003

Race/Nation: Urunén
Morale number: 12
Base size: 25 x 25

Movement Data:

Troop type	Forced march	Roads	Open	Woods,rough	Lt slope	Hvy slope	Swamp,misc.	Charge
Light	520	220	260	230	240	200	180	+ 60
Medium	440	220	220	190	200	160	140	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1				1 Med. X-bow	440	8	1	With shield		16	14
2				2				With buckler		14	12
3				3				W/o either		12	09
4				4							
5 Sword		7	4	5							
6											
7											
8											
9											
10 Halberd		16	11								
11 Spear		15	13								

Fatigue Data:

Heavy troops
 Medium troops 15
 Light troops 20

NOTES:

1. Magic-users are rolled for as per Section 2.510.



Urunén Officer

Statistics Sheet 3.004

Race/Nation: Ssú, Grey
 Morale number: 10
 Base size: 25 x 25

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light	480	240	220	200	240	180	160	+ 70
Medium	400	200	200	180	220	150	100	+ 70

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger		8	6	1 Med. X-bow	220	8	1	With shield		15	11
2				2				With buckler		12	10
3				3				W/o either		11	8
4				4							
5				5							
6 Sword		10	8	6							
7											
8											
9											
10 Halberd		14	12								
11 Spear		12	10								

Fatigue Data:

Heavy troops
 Medium troops 20
 Light troops 25

NOTES:

1. Ssú Magic-users are rolled for as per Section 2.510; however, treat *all figures* as for the "second figure" in Section 2.510.
2. Ssú are not fond of open battle, preferring ambushes and other such ruses.



Statistics Sheet 3.005

Race/Nation: Ssú, Black
Morale number: 14
Base size: 25 x 25

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Medium	450	240	220	200	240	180	140	+ 30
Heavy	400	200	160	140	150	100	50	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger	8	6		Med. X-bow	220	8	1	With shield	18	16	
2				2				With buckler	16	14	
3				3				W/o either	14	12	
4 Flail	13	11		4							
5 Spear	14	12		5							
6 Sword	11	9		6							
7											
8											
9											
10 Halberd	16	15									
11 Spear	14	12									

Fatigue Data:

Heavy troops 30
 Medium troops 35

NOTES:

1. Magic-users are rolled for as per Section 2.510.
2. Black Ssú magic-users also may wear armour.



Statistics Sheet 3.006

Race/Nation: Ahoggyá

Morale number: 15

Base size: 50 x 50

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Medium	400	200	200	180	200	180	180	+ 70
Heavy	360	180	180	160	180	160	160	+ 60

Combat Data:

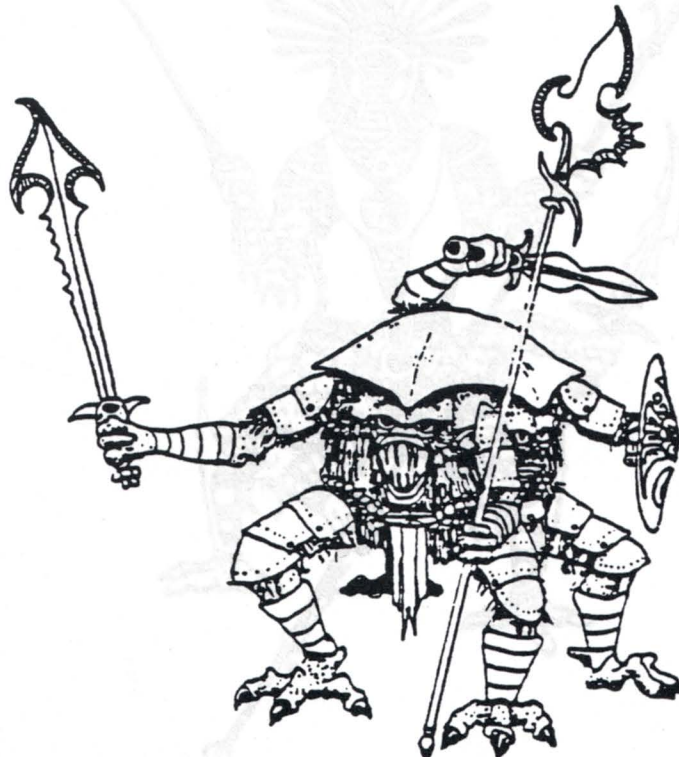
Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1				1 Composite bow	480	4	2	With shield			
2				2 Javelin	70	6	2	With buckler	20	15	
3				3				W/o either	17	12	
4				4							
5 Axe	17	12		5							
6 Sword	17	10		6							
7											
8											
9											
10 Javelin	17	16									
11	19	18									

Fatigue Data:

Heavy troops 30
Medium troops 35

NOTES:

- Ahoggyá will NOT associate with Shén (cf. 3.002). Ahoggyá will fight as fanatics to reach opposition Shén; there is a 30% chance they will attack (melee) "friendly" Shén within observation range (500mm). Melee is automatic if the Shén fire upon them.
- Ahoggyá use nomagic.
- Ahoggyá ignore all facing and direction change costs; they also have no flank or rear.
- Ahoggyá carry a maximum of 3 javelins.



Statistics Sheet 3.007

Race/Nation: Human/Tsolyáni

Morale number: listed
Base size: see Note 1

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light Irregular	480	240	240	200	200	200	80	+ 30
Light Regular	600	300	300	240	240	200	100	+ 80
Medium Irregular	400	200	200	180	180	100	60	+ 40
Medium Regular	480	240	200	180	180	120	60	+ 70
Heavy	400	200	160	140	150	100	50	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger	1	1	1	1 Short bow	400	2	2	With shield	16	15	10
2 Short sword	3	2	1	2 Comp. bow	480	3	2	With buckler	14	12	10
3 Mace/hammer	4	4	2	3 Long bow	500	5	3	W/o buckler	13	10	4
4 Sword-axe%	5	4	3	4 Lt. X-bow	360	6	1				
5 Sword	5	5	4	5 Med. X-bow	440	8	1				
6 Flail	6	5	4	6 Hvy. X-bow							
7 2-hand sword#	9	7	6	7 Bolas	100	2	1	Fatigue Data:			
8 2-hand sword@	12	10	9	8 Sling	200	3	2	Heavy troops	10		
9 Other 2-hd wpn	13	10	8	9 Staff sling	360	4	1	Medium troops	15		
10 Halberd	14	11	8	10 Javelin	50	3	1	Light troops	20		
11 Spear/javelin	15	13	10								
12 Pike/long spear	16	15	12								

In close order.

% and falchion.

@ in open order.

NOTES:

- Human REGULAR base size is 20 x 25mm. Human IRREGULAR base size is 25 x 25mm.
- Marines, Sákbe road guards, temple guards and peasants are irregular troops.
- Magic-users are rolled for as per Section 2.510.

Morale Factors:

OAL	20**	21st HI	8##	18th MI	18*	7th AR	6#	12th LI	8#
1st HI	16**	22nd HI	8##	19th MI	11	12th AR	4##	27th LI	6
2nd HI	11	23rd HI	11	20th MI	8##	19th AR	11		
4th HI	13	25th HI	6#	23rd MI	8##	23rd AR	8	8th AT	6*
5th HI	7	27th HI	6#	25th MI	6##	41st AR	6#	12th AT	6**
6th HI	13	34th HI	8##	27th MI	8#			14th AT	6
7th HI	16*			33rd MI	11	5th CB	4##		
8th HI	16	4th MI	13	35th MI	8	9th CB	11	2nd SP	6
9th HI	9#	6th MI	6##	36th MI	11	13th CB	6	5th SP	6
10th HI	12#	7th MI	11	37th MI	13	14th CB	8		
11th HI	8##	8th MI	8#	39th MI	6#			1st MS	8
12th HI	11	9th MI	13	40th MI	6#	2nd SL	6#	3rd MS	8
14th HI	16*	10th MI	11	41st MI	6#	3rd SL	13*		
15th HI	8#	11th MI	16*	42nd MI	13	9th SL	11#	SK	2##
16th HI	8	12th MI	11						
17th HI	13	13th MI	8##						
		15th MI	6##						



Statistics Sheet 3.008

Race/Nation: Human/Yán Koryáni
 Morale number: listed
 Base size: see Note 1

Movement Data:

Troop type	Forced march	Roads	Open	Woods,rough	Lt slope	Hvy slope	Swamp,misc.	Charge
Light Irregular	480	240	240	200	200	200	80	+ 30
Light Regular	600	300	300	240	240	200	100	+ 80
Medium Irregular	400	200	200	180	180	100	60	+ 40
Medium Regular	480	240	200	180	180	120	60	+ 70
Heavy	400	200	180	140	150	100	50	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger	1	1	1	1 Short bow	400	2	2	With shield	16	15	10
2 Short sword	3	2	1	2 Comp. bow	480	3	2	With buckler	14		
3 Mace/hammer	4	4	2	3 Long bow	500	5	3	W/o buckler	13	10	4
4 Sword-axe%	5	4	3	4 Lt. X-bow	380	6	1				
5 Sword	5	5	4	5 Med. X-bow	440	8	1				
6 Flail	6	5	4	6 Hvy. X-bow							
7 2-hand sword#	9	7	6	7 Bolas	100	2	1	Fatigue Data:			
8 2-hand sword@	12	10	9	8 Sling	200	3	2	Heavy troops	10		
9 Other 2-hd wpn	13	10	8	9 Staff sling	360	4	1	Medium troops	15		
10 Halberd	14	11	8	10 Javelin	50	3	1	Light troops	20		
11 Spear/javelin	15	13	10								
12 Pike/long spear	16	15	12								

In close order.

% and falchion.

@ in open order.

NOTES:

- Human REGULAR base size is 20 x 25mm. Human IRREGULAR base size is 25 x 25mm.
- Marines, Sákbe road guards, temple guards and peasants are Irregular troops.
- Magic-users are rolled for as per Section 2.510.

Morale Factors:

Mighty of Yán Kór I	14**	Rulla	06
Mighty of Yán Kór II	13	Ngaky	06
Mighty of Yán Kór III	12*	Defense Against Evil	12
Valiant of Ke'er	09	Mariners of Hekkuma	07#
Red & Green Banner of Dhéru	09	Clan of the Red Forest	09
City of Vanu	07*	Clan of the Silver Worm	06#
Clan of Na'Chu'úl	07	Dálche Hetrudákte	08
Exalted of Hlíkku	19**	Lorún	06#
Tléku Miriya I	10	Hekékka Mná	10#
Tléku Miriya II	07#	Clan of the Second Moon	08
Turquoise Eye	15*	Clan of the Black Bough	06##
Vrídú	18**	Deadly of Lorún	06
Fishers of the Flame	18*	Dark of the Moons	08#
Mákhis	12	Legion of Foreign Persons	08#



Morale number: listed
Base size: see Note 1

Movement Data:

Troop type	Forced march	Roads	Open	Woods,rough	Lt slope	Hvy slope	Swamp,misc.	Charge
Light Irregular	480	240	240	200	200	200	80	+ 30
Light Regular	600	300	300	240	240	200	100	+ 80
Medium Irregular	400	200	200	180	180	100	60	+ 40
Medium Regular	480	240	200	180	180	120	60	+ 70
Heavy	400	200	160	140	150	100	50	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger	1	1	1	1 Short bow	400	2	2	With shield	16	15	10
2 Short sword	3	2	1	2 Comp. bow	480	3	2	With buckler	14	12	10
3 Mace/hammer	4	4	2	3 Long bow	500	5	3	W/o buckler	13	10	4
4 Sword-axe%	5	4	3	4 Lt. X-bow	360	6	1				
5 Sword	5	5	4	5 Med. X-bow	440	8	1				
6 Flail	6	5	4	6 Hvy. X-bow							
7 2-hand sword#	9	7	6	7 Boias	100	2	1	Fatigue Data:			
8 2-hand sword@	12	10	9	8 Sling	200	3	2	Heavy troops	10		
9 Other 2-hd wpn	13	10	8	9 Staff sling	360	4	1	Medium troops	15		
10 Halberd	14	11	8	10 Javelin	50	3	1	Light troops	20		
11 Spear/javelin	15	13	10								
12 Pike/long spear	16	15	12								

In close order.

% and falchion.

@ in open order.

NOTES:

1. Human REGULAR base size is 20 x 25mm. Human IRREGULAR base size is 25 x 25mm.
2. Marines, Sákbe road guards, temple guards and peasants are Irregular troops.
3. Magic-users are rolled for as per Section 2.510.

Morale Factors:

HI 1/I	16*	MI 1/IV	9*	CB 2/VIII	12*	MS SEA/I	7#
HI 1/II	12	MI 1/V	8	CB 2/IX	10*	MS SEA/II	8#
HI 1/III	12	MI 1/VI	8	CB 2/X	8*	MS SEA/III	7#
HI 2/I	14	MI 1/VII	10	CB 3/VII	8		
HI 2/II	10	MI 2/VI	10	CB 4/VIII	8	MR 4/XIII	8
HI 2/III	10	MI 2/VII	8	CB 4/IX	11		
HI 2/IV	11	MI 3/IV	7#			Special:	
HI 2/V	6##	MI 3/V	6##	AR 1/VIII	10*	Mourners in	
HI 3/I	14*	MI 3/VI	9*	AR 1/IX	7	Sable	20
HI 3/II	10	MI 4/IV	10*	AR 2/XI	7		
HI 3/III	12*	MI 4/V	7	AR 3/VIII	15		
HI 4/I	18	MI 4/VI	11**	AR 4/X	6		
HI 4/II	10*	MI 4/VII	7##				
HI 4/III	11*			AT 1/X	6		
HI I	16			AT 2/XII	6#		
HI II	12						
HI III	11#			SK +/-	2		
HI IV	13						



Morale number: listed
Base size: see Note 1

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light Irregular	480	240	240	200	200	200	80	+ 30
Light Regular	600	300	300	240	240	200	100	+ 80
Medium Irregular	400	200	200	180	180	100	60	+ 40
Medium Regular	480	240	200	180	180	120	60	+ 70
Heavy	400	200	160	140	150	100	50	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger	1	1	1	1 Short bow	400	2	2	With shield	16	15	10
2 Short sword	3	2	1	2 Comp. bow	480	3	2	With buckler	14	12	10
3 Mace/hammer	4	4	2	3 Long bow	500	5	3	W/o buckler	13	10	4
4 Sword-axe%	5	4	3	4 Lt. X-bow	360	6	1				
5 Sword	5	5	4	5 Med. X-bow	440	8	1				
6 Flail	6	5	4	6 Hvy. X-bow							
7 2-hand sword#	9	7	6	7 Bolas	100	2	1	Fatigue Data:			
8 2-hand sword@	12	10	9	8 Sling	200	3	2	Heavy troops	10		
9 Other 2-hd wpn	13	10	8	9 Staff sling	360	4	1	Medium troops	15		
10 Halberd	14	11	8	10 Javelin	50	3	1	Light troops	20		
11 Spear/javelin	15	13	10								
12 Pike/long spear	16	15	12								

In close order.

% and falchion.

@ in open order.

NOTES:

- Human REGULAR base size is 20 x 25mm. Human IRREGULAR base size is 25 x 25mm.
- Marines, Sákbe road guards, temple guards and peasants are irregular troops.
- Magic-users are rolled for as per Section 2.510.

Morale Factors:

A1 HI	20**	D1 HI	13*	G1 MI	8*	J2 MI/CB	13*
A2 MI	16*	D2 MI	8	G2 LI	8*	J3 MI/AR	11*
A3 AT	13*	D3 AT	11**	G3 LI	10	J5 LI	18**
A4 LI/AR	8*	D5 MI	12	H1 MI	11*	J6 LI	14
A5 LI	6#			H2 MI	11/6	K1 HI	20
A6 SP	18**			(home/away)		K2 LI/AR	20
B1 HI	11	E1 HI	11	H4 AT	8		
B2 MI	18*	E2 LI	18@/8	H5 MI	10		
B3 LI/CB	11*	E3 MI/CB	16*	H6 MI	6##		
B4 HI	12	E4 HI	16	I1 HI	8		
B5 LI	4##	F2 HI	8#	I2 MI	11*		
C1 HI	16*	F3 LI	8	I4 LI	4		
C2 LI	11*	F4 LI	8	I5 AT	8		
C3 MI	11*			I6 MI	10		
C4 LI	8						
C5 HI	14						



Statistics Sheet 3.011

Race/Nation: Human/Salarvyáni

Morale number: listed
Base size: see Note 1

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light Irregular	480	240	240	200	200	200	80	+ 30
Light Regular	600	300	300	240	240	200	100	+ 80
Medium Irregular	400	200	200	180	180	100	60	+ 40
Medium Regular	480	240	200	180	180	120	60	+ 70
Heavy	400	200	160	140	150	100	50	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger	1	1	1	1 Short bow	400	2	2	With shield	16	15	10
2 Short sword	3	2	1	2 Comp. bow	480	3	2	With buckler	14	12	10
3 Mace/hammer	4	4	2	3 Long bow	500	5	3	W/o buckler	13	10	4
4 Sword-axe%	5	4	3	4 Lt. X-bow	360	6	1				
5 Sword	5	5	4	5 Med. X-bow	440	8	1				
6 Flail	6	5	4	6 Hvy. X-bow							
7 2-hand sword#	9	7	6	7 Bolas	100	2	1	Fatigue Data:			
8 2-hand sword@	12	10	9	8 Sling	200	3	2	Heavy troops	10		
9 Other 2-hd wpn	13	10	8	9 Staff sling	360	4	1	Medium troops	15		
10 Halberd	14	11	8	10 Javelin	50	3	1	Light troops	20		
11 Spear/javelin	15	13	10								
12 Pike/long spear	16	15	12								

In close order.

% and falchion.

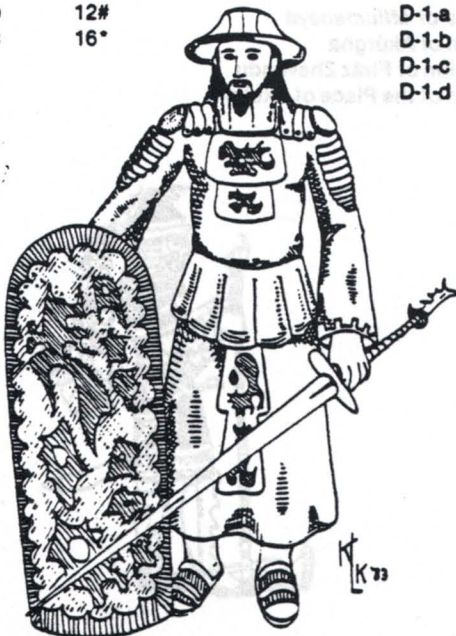
@ in open order.

NOTES:

- Human REGULAR base size is 20 x 25mm. Human IRREGULAR base size is 25 x 25mm.
- Marines, Sákbe road guards, temple guards and peasants are irregular troops.
- Magic-users are rolled for as per Section 2.510.

Morale Factors:

A-1-a	16	B-1-a	14	E-1-a	18
A-1-b	16	B-1-b	14*	E-1-b	18*
A-1-c	15*	B-1-c	13	E-2-a	14
A-1-d	16*	B-1-d	16*	E-2-b	12
A-1-e	11			E-3-a	16**
A-1-f	18*	C-1-a	10#		
A-1-g	4	C-1-b	12	F-1-a	18**
A-1-h	14	C-1-c	16*	F-1-b	12#
A-2-a	13				
A-2-b	12#	D-1-a	14*	G-1-a	12
A-2-c	16*	D-1-b	12*	G-1-b	8##
		D-1-c	16*	G-2-a	8##
		D-1-d	6		



Statistics Sheet 3.012

Race/Nation: Human/Small States

Morale number: listed

Base size: see Note 1

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light Irregular	480	240	240	200	200	200	80	+ 30
Light Regular	600	300	300	240	240	200	100	+ 80
Medium Irregular	400	200	200	180	180	100	60	+ 40
Medium Regular	480	240	200	180	180	120	60	+ 70
Heavy	400	200	160	140	150	100	50	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger	1	1	1	1 Short bow	400	2	2	With shield	16	15	10
2 Short sword	3	2	1	2 Comp. bow	480	3	2	With buckler	14	12	10
3 Mace/hammer	4	4	2	3 Long bow	500	5	3	W/o buckler	13	10	4
4 Sword-axe%	5	4	3	4 Lt. X-bow	360	6	1				
5 Sword	5	5	4	5 Med. X-bow	440	8	1				
6 Flail	6	5	4	6 Hvy. X-bow							
7 2-hand sword#	9	7	6	7 Boias	100	2	1	Fatigue Data:			
8 2-hand sword@	12	10	9	8 Sling	200	3	2	Heavy troops	10		
9 Other 2-hd wpn	13	10	8	9 Staff sling	360	4	1	Medium troops	15		
10 Halberd	14	11	8	10 Javelin	50	3	1	Light troops	20		
11 Spear/javelin	15	13	10								
12 Pike/long spear	16	15	12								

In close order.

% and falchion.

@ in open order.

NOTES:

- Human REGULAR base size is 20 x 25mm. Human IRREGULAR base size is 25 x 25mm.
- Marines, Sákbe road guards, temple guards and peasants are irregular troops.
- Magic-users are rolled for as per Section 2.510.

Morale Factors:

Legions of Saá Allaqi		Legions of Pijéna	
Legion of Glorious Krú I, II	15*	Legions of The Priests of She Who Is Not Seen	10
Legion of the City of Trú	7	The Inimitable Forces of Ancient Kái	7
Legion of Siu Káing	12		
Legion of Kársian	8*	Legions of Ghatón	
Legion of The Priests of Light	12	The Fangs of Drake'él	10
Legion of Kéng Hrutuá	6##	Band of Slashers	10
Legion of Edlán Chárssa of Prajáu	9		
Legion of the Red Horde of Kilalámmu	6	Forces of Chayákku	
Legion of Chichármu of Qún	7	Legion of the Snows of Mayársha	4#
Legion of the Golden Vision of Glory	9		
Legion of Swooping Down Upon Foes	4#	Forces of Milumanayá	
		Legion of Akúrgha	6#
		Battalion of Firáz Zhavóndu	7#
		Legion of the Place of Skulls	6#



Statistics Sheet 3.013

Race/Nation: Human/Ghatón and Tsoléi Isles

Morale number: listed

Base size: see Note 1

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light	600	300	300	240	240	200	100	+ 80
Medium	480	240	200	180	180	120	60	+ 70
Sérudla	400	300	300	250	250	175	75	+ 100

Combat Data:

Weapon length	Srl	med	lt	Missile weapon	range	attack	ROF	Defense factor	Srl	med	lt
1 Dagger		1	1	1 Short bow	400	2	2	With shield	25	15	10
2 Short sword		2	1	2 Comp. bow	480	3	2	With buckler		12	10
3 Mace/hammer		4	2	3 Long bow	500	6	3	W/o buckler	20	10	4
4 Sword-axe%		4	3	4 Sérudla acid	200	25	1				
5 Sword		5	4								
6 Flail		5	4								
7 Other 2-hd wpn		10	8								
8 Halberd		11	8								
9											
10 Spear/Javelin	13	10									
11											
11a Sérudla sword											

Fatigue Data:

Heavy (Sérudla)	30
Medium troops	15
Light troops	20

% and falchion.

NOTES:

1. Human base size is 25 x 25mm (these are irregulars). Sérudla base size is 50 x 100mm.

2. There must be Ghatóni troops in contact with each Sérudla at all times; if this is not done, the Sérudla rolls on the Failed Morale table.

3. The Tsoléi and Ghatóni use no magic.

Morale Factors:

Tsoléi Isles

A. Llyúra Isle

- 1. Miyél 12
- 2. Vnú 10
- 3. Egg-Eaters 16*
- 4. One-Who-Rends 16#
- 5. Year-King 12*

B. Ku'ül Isle

- 1. Gári 13*
- 2. Khu'u 4##

C. Diakéline Isle

- 1. Dlu'nír 11
- 2. Herós 16

D. Mní Isle

- 1. High Glory 11#
- 2. Tutlámish 5#

Ríss Isle

- 1. Haka 9#
- 2. Mrýn 12

F. Brakél Isle

- 1. Prince Síga 10*
- 2. Tumá 9

G. Khrýsha Isle

- 1. Krýsh City 8
- 2. Helé Vái 11
- 3. Ebon Egg 16*

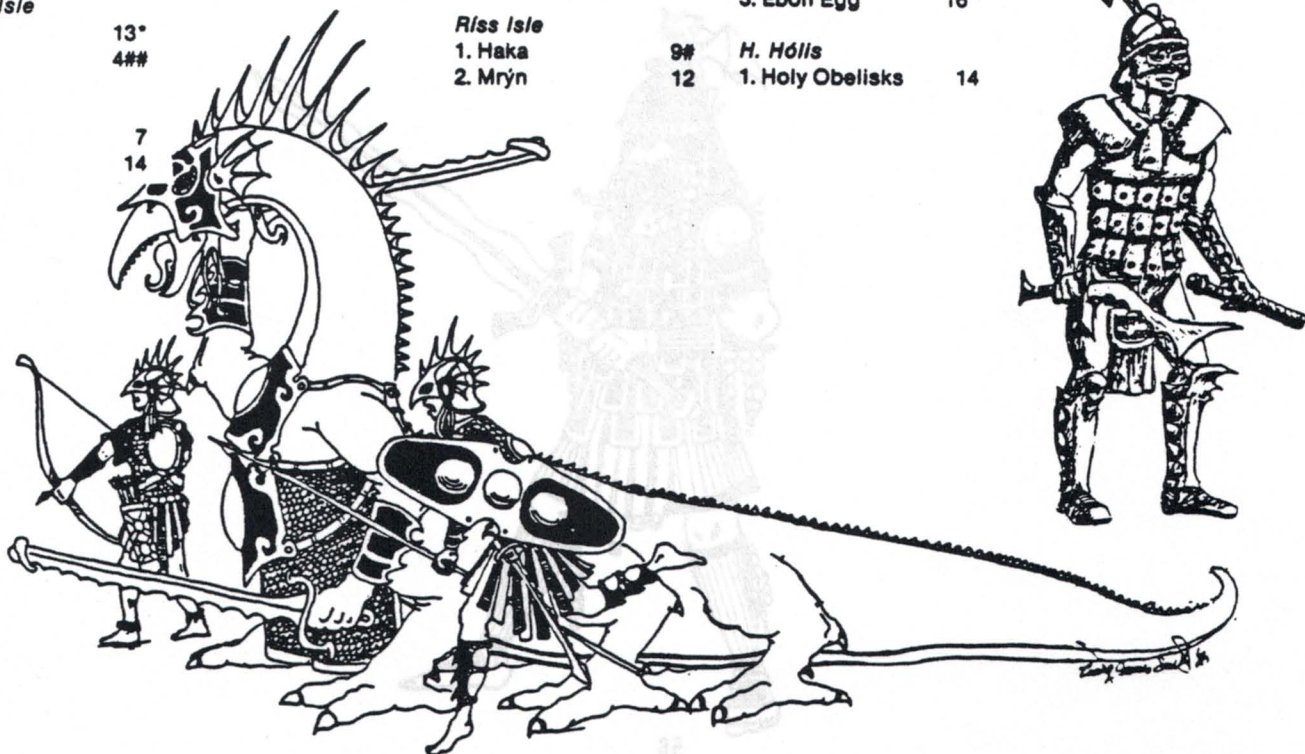
H. Hólls

- 1. Holy Obelisks 14

Ghatón:

Humans

Sérudla



Statistics Sheet 3.014

Race/Nation: Human/N'lúss
 Morale number: 10
 Base size: 25 x 25mm

Movement Data:

Troop type	Forced march	Roads	Open	Woods,rough	Lt slope	Hvy slope	Swamp,misc.	Charge
Light Irregular	480	240	240	200	200	200	80	+ 30
Medium Irregular	400	200	200	180	180	100	60	+ 75

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger		1	1	1 Bolas	100	2	1	With shield		15	10
2 Mace		5	2					With buckler		12	6
3 Flail		5	4					W/o either		12	6
4											
5											
6											
7											
8 2-hand sword#		9						Fatigue Data:			
9 2-hand sword@		12						Heavy troops	-		
10								Medium troops	15		
11 Spear/javelin		13	11					Light troops	20		

In close order.

@ in open order.

1. The N'lúss use no magic.
2. Please note that N'lúss that are a part of regular units of The Five Empires or other regular military units are based on 20mm x 25mm bases, as for other types of regular units. Treat all regular N'lúss units as either REGULAR medium or heavy troop units for movement and combat; morale numbers are also given for each regular unit. Regular N'lúss units also are given a TWO column shift to the RIGHT when charging; enemy units charged have a ONE column shift to the LEFT when charged by regular N'lúss.



Statistics Sheet 3.015

Race/Nation: Human/Tané

Morale number: listed

Base size: see Note 4

Movement Data:

Troop type	Forced march	Roads	Open	Woods,rough	Lt slope	Hvy slope	Swamp,misc.	Charge
Light Irregular	480	240	240	200	200	200	80	+ 30
Medium Irregular	400	200	200	180	180	100	60	+ 40
Bazháq (mounted troops)	450	350	350	300	300	150	100	+ 100
Sró	400	275	250	175	200	100	50	+ 75
Armoured Sró	350	225	200	125	150	50	25	+ 50

Combat Data:

Weapon length	Sró	med	lt	Missile weapon	range	attack	ROF	Defense factor	Sró	med	lt
1 Dagger		1	1	1 Short bow	400	2	2	W shield (arm Sró)	35	15	10
2 Mace/hammer		4	2	Javelin	50	3	1	W buckler	25	12	6
3 Sword-axe%		4	3	3 Hvy Long bow	550	8	2	W/o either		10	4
4								Mounted Bazháq		15	
5											
6											
7											
8											
9 Spear/javelin		11	9								
10 Sró sword	25										
11 Spear in charge		14	11								
12 Sró spear	30										

Fatigue Data:

Mounted Bazháq	50
Medium troops	15
Light troops	20
Sró	100

% and falchion.

NOTES:

1. The Tané use no magic.
2. Medium troops ride the Bazháq (type III move) as cavalry. Mounted charge can be made only once. All subsequent charges are made at Medium Troop charge bonus..
3. The Sró may be armoured or unarmoured. Medium Infantry, usually 2-3, fight from a "howdah" on its back.
4. Foot troops are 25 x 25mm at base; Bazháq mounted are 50 x 50mm; Sró are 75 x 150mm (may be lengthened as needed).

Morale Factors:

Sró	6
Light troops	4
Medium troops	8



Statistics Sheet 3.016

Race/Nation: Páchi Léi

Morale number: 14

Base size: 50 x 50mm

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light	480	240	240	240	200	180	120	+ 50
Medium	400	200	160	180	160	160	100	+ 40

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Mace		7	5	1 Javelin	70	4	2	With shield		12	10
2								With buckler		11	8
3								W/o either		10	6
4											
5											
6 Sword		11	7								
7											
8											
9 Spear/javelin		14	11								
10 Halberd		15	13								

Fatigue Data:

Heavy troops	-
Medium troops	20
Light troops	20

NOTES:

1. Fight Mu'ugalavyáni as fanatics.
2. The Páchi Léi use no magic.



Statistics Sheet 3.017

Race/Nation: Hláka
Morale number: See Note 3
Base size: 40 x 40mm

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
On foot	200	200	200	0	0	0	0	0
Flying	600 over all types							

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger			1	1 Dropped item	alt	2	1	With shield			.
2				2 Javelin	alt	5	1	With buckler			2
3 Sword-axe%			3					W/o either			1
4											
5											
6											
7											
8											
9 Spear/javelin			5								
10											

Fatigue Data:

Heavy troops -
 Medium troops -
 Light troops 35

% and falchion.

NOTES:

1. The Hláka use no magic.
2. Over poor terrain, the Hláka will prefer to fly rather than walk.
3. Hláka morale will be a 4##, at best. If part of a regular legion, morale will be 5#.



Statistics Sheet 3.018

Race/Nation: Hlyss
Morale number: 12
Base size: 50 x 50

Movement Data:

Troop type	Forced march	Roads	Open	Woods,rough	Lt slope	Hvy slope	Swamp,misc.	Charge
Light	350	240	240	200	200	180	120	+ 50
Heavy	250	180	180	125	125	100	75	+ 60

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1				1 Lt X-bow	180	7	2	With shield	18		13
2				2 Acid	100	15	1	With buckler	14		10
3				3				W/o either	11		8
4				4							
5 Sword	12		10	5							
6 Flail	12		10								
7											
8											
9											
10 Halberd	14		12								
11 Spear	15		13								

Fatigue Data:
 Heavy troops 20
 Medium troops -
 Light troops 30

NOTES:

1. Magic-users are rolled for as per Section 2.510.
2. Hlyss Brood-mothers have a 50 x 200mm base, and cannot move or fight. Hlyss warriors and workers fighting in direct defense of their own Brood-mother fight as fanatics, with a three column shift to the right on the CRT. Units in combat with them *do not* use any column shifts to the left, as noted under the section on fanatics in the Melee rules.



Statistics Sheet 3.019

Race/Nation: Chyrstáll
 Morale number: 12
 Base size: 75 x 74, 100 x 200mm

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
All	225	100	100	100	100	50	50	+ 50

Combat Data:

Weapon length	hvy	med	lt	Missile weapon range	attack	ROF	Defense factor	hvy	med	lt
1				1			With shield			
2				2			With buckler			
3 Claws	15		10	3			W/o either	40		25
4 Beak	18		14	4						
5 Sword	18		14	5						
							Fatigue Data:			
							Heavy troops	30		
							Light troops	25		

NOTES:

1. Aren't you glad these things are found only in the far western deserts of Mu'ugalavyá?
2. Heavy refers to large Chyrstalli, and Light to the smaller ones.
3. The Chyrstállli use no magic.



Statistics Sheet 3.020

Race/Nation: Pygmy Folk

Morale number: 11

Base size: 25 x 25

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light	225	120	120	120	120	120	100	+ 30
Medium	200	100	100	100	100	80	80	+ 20

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger		1	1	1 Bolas	100	2	1	With shield		9	6
2 Mace		5	2	2 Blowguns	100	2	3	With buckler		7	5
3				3 Short bow	240	4	2	W/o either		5	4
4											
5											
6											
7											
8 Spear		6	6								

Fatigue Data:

Medium troops 15
Light troops 20

NOTES:

1. Magic-users are rolled for as per Section 2.510.



Statistics Sheet 3.021

Race/Nation: Swamp Folk

Morale number: 12

Base size: 25 x 25

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light	-	180	180	160	180	140	180	+ 20

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1				1 Lt X-bow	300	3	2	With shield			9
2				2				With buckler			7
3 Mace			5	3				W/o either			5
4											
5								Fatigue Data:			
6 Sword			8					Light troops	20		
7											
8											
9											
10 Spear			8								

1. Swamp Folk use no magic.



Statistics Sheet 3.022

Race/Nation: Tinaliya
Morale number: 13
Base size: 25 x 25

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light	260	180	180	180	180	160	140	+ 20
Medium	220	160	160	150	160	120	100	+ 10

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1				1 Lt X-bow	100	3	2	With shield		10	6
2				2				With buckler		8	5
3				3				W/o either		7	4
4 Sword		5	4	4							
5											
6											
7 Halberd		7	6								
8											
9 Spear		9	8								

Fatigue Data:
 Medium troops 15
 Light troops 20

NOTES:

1. Tinaliya magic-users are all rolled for as in Section 2.521, 2nd figure.



Statistics Sheet 3.023

Race/Nation: Hlutrú
Morale number: 8
Base size: 25 x 25

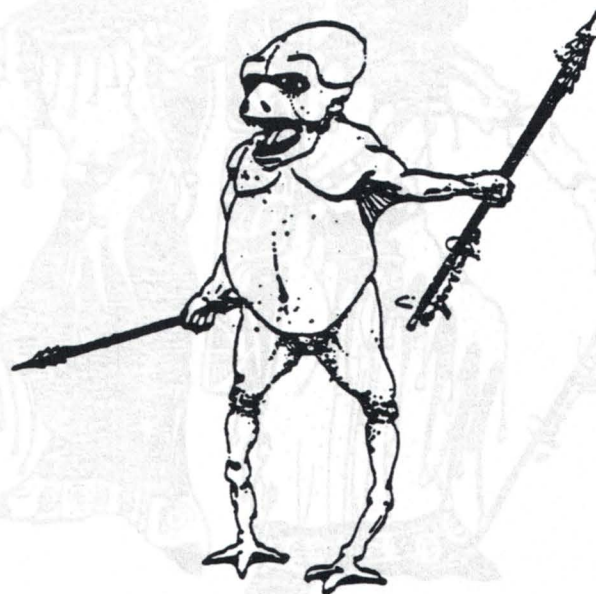
Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light		240	200	150	150	100	200	+ 10

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1								With shield			9
2								With buckler			
3								W/o either			6
4 Sword			4								
5											
6											
7								Fatigue Data:			
8								Light troops	20		
9											
10 Javelin			7								

1. The Hlutrú use no magic.



Statistics Sheet 3.024

Race/Nation: Shunned Ones

Morale number: 12

Base size: 25 x 25

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light Irregular	450	220	200	200	200	150	125	+ 50
Medium Irregular	400	200	180	180	180	120	100	+ 50

Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Dagger		8	6					With shield		14	12
2								With buckler		12	10
3								W/o either		10	8
4											
5 Sword		10	8								
6											
7											
8											
9											
10 Halberd		13	11								
11 Spear		11	9								

Fatigue Data:

Heavy troops	-
Medium troops	18
Light troops	24

1. Shunned Ones roll for Magic-users as per Section 2.510; treat all figures as "first figure" in Section 2.512.



Statistics Sheet 3.025

Race/Nation: Undead
Morale number: N/A
Base size: see Note 1

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Shédra	480	240	240	200	200	200	80	+ 30
Mrúr	400	200	160	140	150	100	50	+ 60
Vorodlá (foot)	.	200	200
Vorodlá (flying)	500 over all terrain							

Combat Data:

Weapon length	med	lt	Missile weapon	range	attack	ROF	Defense factor	med	lt	
1 Mace	3	3	2				W shield	15	12	8
2 Axe	4	4	3				W buckler	14	11	5
3 Sword	4	4	3				W/o either	13	10	4
4 Halberd	12	11	10							
5 Spear	13	11	9							
6 Pike	14									

Fatigue Data:
 All troops N/A

NOTES:

1. Base size for Shédra and Mrúr is 25 x 25mm; for Vorodlá is 40 x 40mm.
2. See Section 2.560 for special rules.

NOTE: Use of Undead in open warfare is considered everywhere to be a violation of the Concordat.



Statistics Sheet 3.026

Race/Nation: Qól
Morale number: 10
Base size: 25 x 25

Movement Data:

Troop type	Forced march	Roads	Open	Woods, rough	Lt slope	Hvy slope	Swamp, misc.	Charge
Light	500	250	250	200	200	150	100	+ 50
Medium	450	225	225	175	175	125	75	+ 50
Heavy	400	200	200	150	150	100	50	+ 40

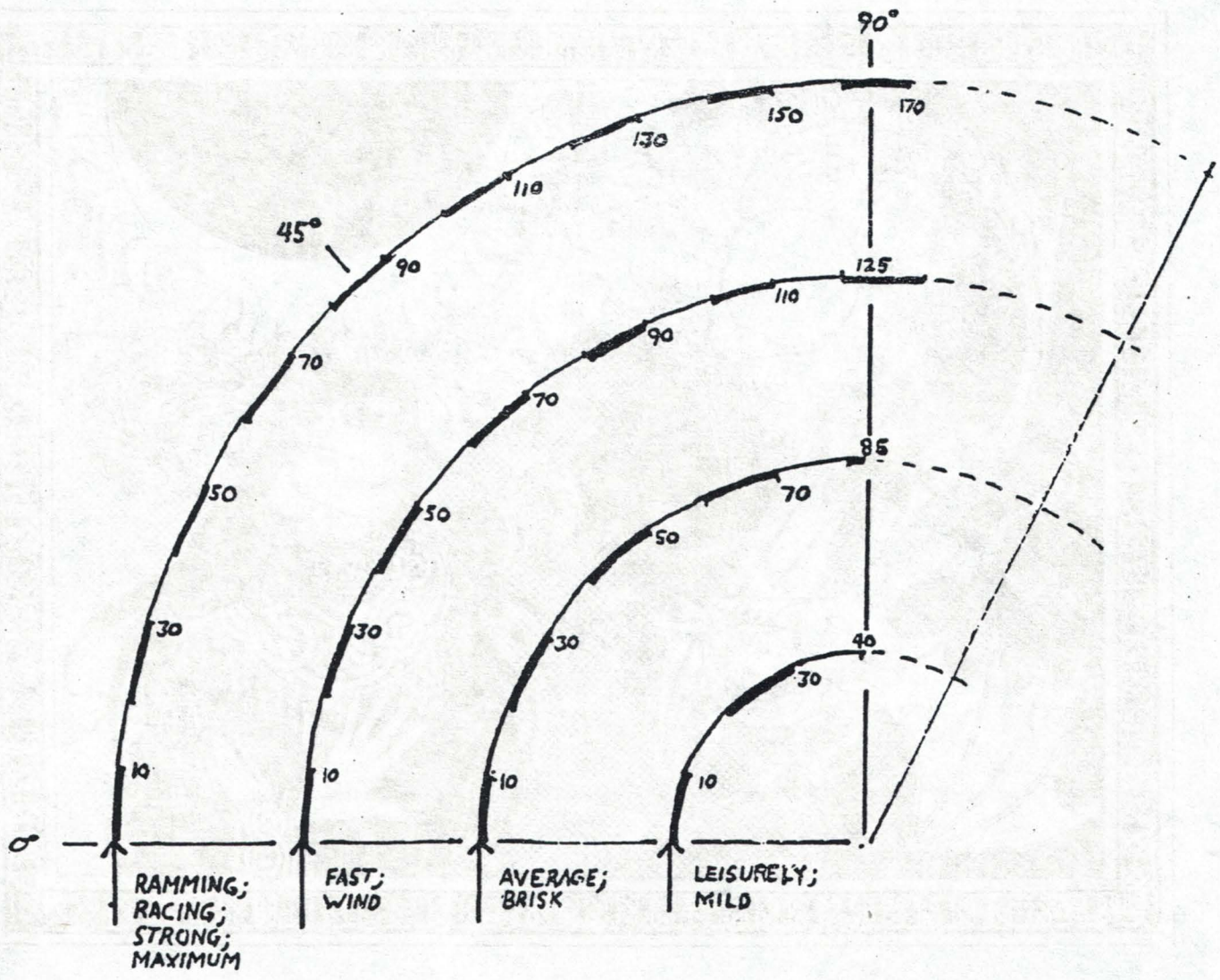
Combat Data:

Weapon length	hvy	med	lt	Missile weapon	range	attack	ROF	Defense factor	hvy	med	lt
1 Mace	4	4	2	1 Lt X-bow	360	6	1	With shield	15	14	9
2 Axe	5	4	3	2 Med X-bow	440	8	1	With buckler	13	11	5
3								W/o either	12	9	3
4											
5 Sword	5	5	4								
6											
7											
8											
9 Halberd	14	11	8								
10 Spear	15	13	10								
11											
12 Pike	16	15	12								

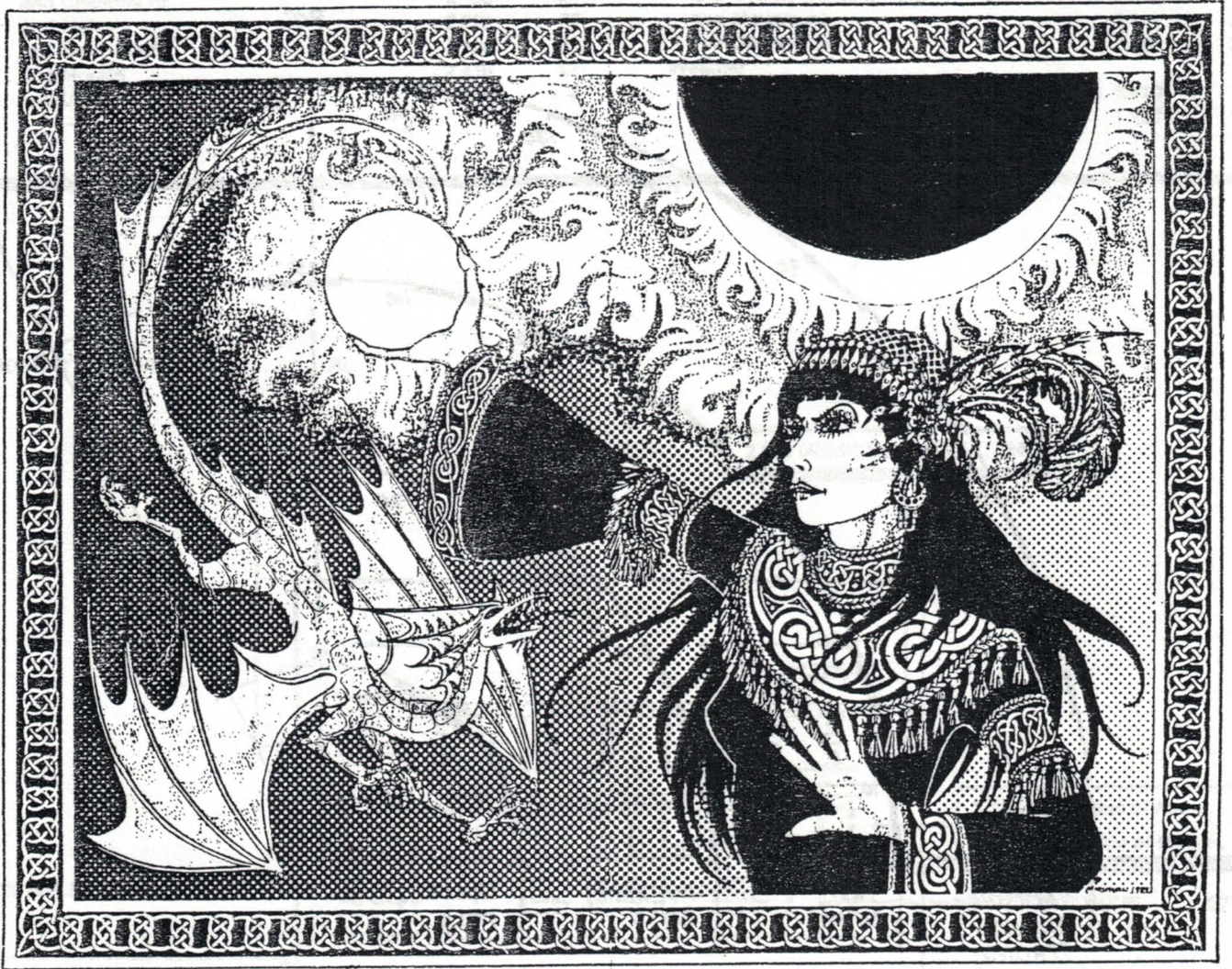
Fatigue Data:
 Heavy troops 20
 Medium troops 30
 Light troops 40

1. See Section 2.560 for special rules.





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