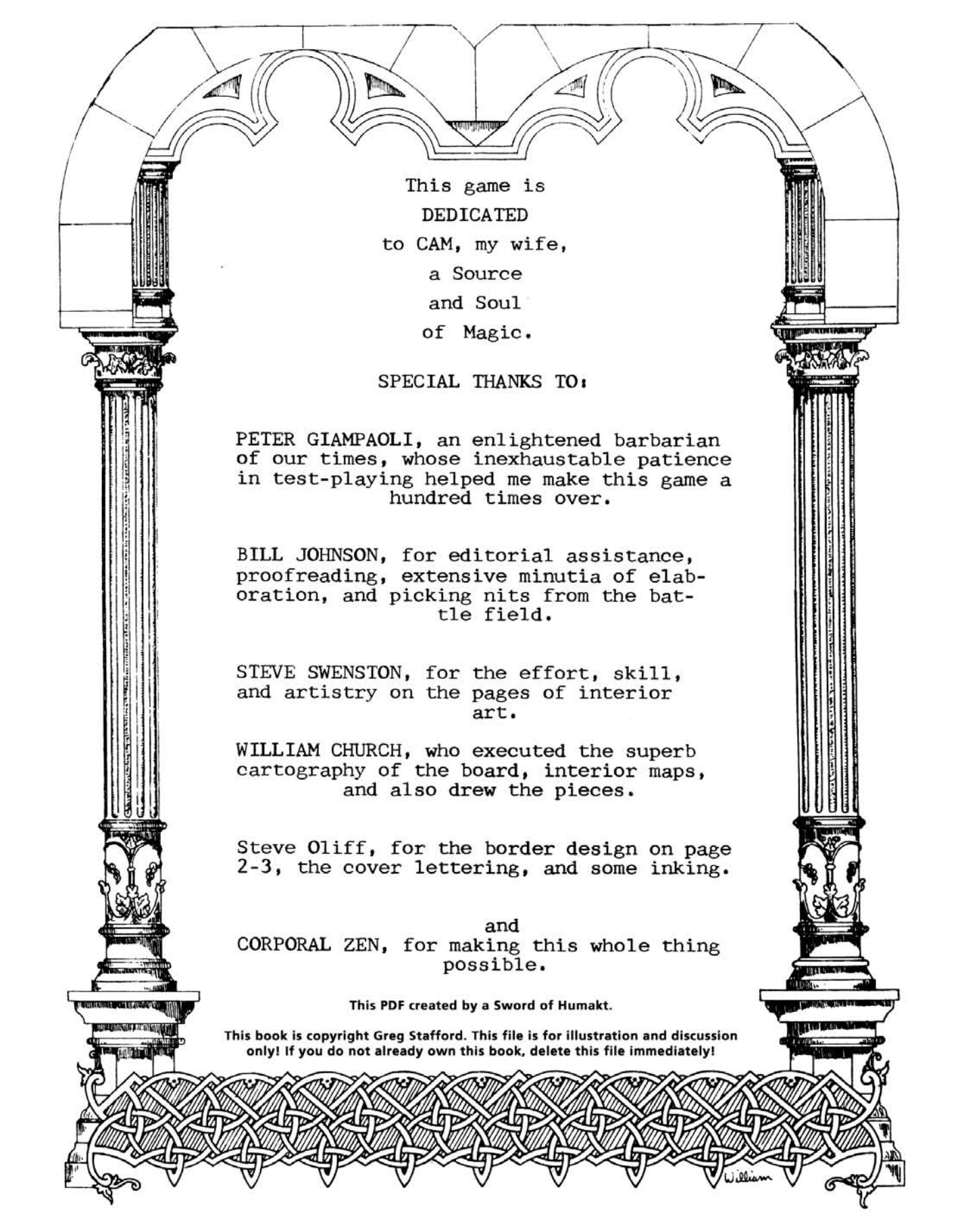


WHITE BEAR and RED MOON.





This game is
DEDICATED
to CAM, my wife,
a Source
and Soul
of Magic.

SPECIAL THANKS TO:

PETER GIAMPAOLI, an enlightened barbarian of our times, whose inexhaustable patience in test-playing helped me make this game a hundred times over.

BILL JOHNSON, for editorial assistance, proofreading, extensive minutia of elaboration, and picking nits from the battle field.

STEVE SWENSTON, for the effort, skill, and artistry on the pages of interior art.

WILLIAM CHURCH, who executed the superb cartography of the board, interior maps, and also drew the pieces.

Steve Oliff, for the border design on page 2-3, the cover lettering, and some inking.

and
CORPORAL ZEN, for making this whole thing possible.

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William

The reign of Argrath Dragontooth was a time of constant war between the land of Sartar and the Lunar Empire. Commercial jealousy, religious rivalry, political distrust, and ancient hatreds all erupted into a fury that involved even the gods.

We are fortunate that several contemporary accounts of those wars survive today. Among them are the Lunar epic poems, especially The Fourth Inspiration of Moonson. Today's Harrek's Saga contains several first-hand accounts of the war by various survivors. Sir Ethilrist composed a massive and pompous History of My Black Horse Troop, where military jargon and soldier's slang combine to reveal a shrewd and cynical view of the world. A mountain, now lost in the Wastes, contains the whole life story of Cragspider etched in foot-deep pictoglyphs across twelve miles of stone. One day I helped a dragon, who whispered hot words of gold and legend to me. I have gathered all of these things, more precious than a wizard's bible, to cast into this booklet for you.

WHITE BEAR AND RED MOON is a piece of fantasy which deals with the most mundane aspect of magic: the art of killing your fellow man. War and Death are the basis of much fantasy, both modern and traditional. I cite the wars of The Illiad, Beowulf, or the Bhagavad Gita; more recently, Conan the Barbarian, The Worm Ouroboros, Stormbringer, or Lord of the Rings. This is an omnipresent aspect of ourselves, and to ignore it in fantasy would be naive and distracting.

Fantasy is not so much a suspension of disbelief as it is an acceptance of our own unconscious. Fantasy is as old as man, beginning back in our animal history when someone had the first abstract thought. In our Western society empirical data and rational thought have become the touchstones of experience. This is worse than cutting off half your body, for the fantastic is easily half of our universe, whether you are counting galaxies and nucleotides or courting a demon in a pentacle.

Dragon Pass and the Red Moon have moved far from us now. The ancient chroniclers have left us their biased accounts of those times. Generations of historical philosophers and allegorical poets have clouded the issue with new truths. The outcome is different in each telling. What really happened? The only way to discover that is to Experience It Yourself.

A gathering of heroes, like these Battles of Dragon Pass, can bring forgotten places and memories back to us. Muster your unconscious; see the glitter of spearpoints, hear the clash and cries of battle, and know the threat and excitement of facing a deadly foe. The importance is in the Doing. Play it NOW, not then; HERE, not there; and ENJOY. . .

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white BEAR and RED MOON

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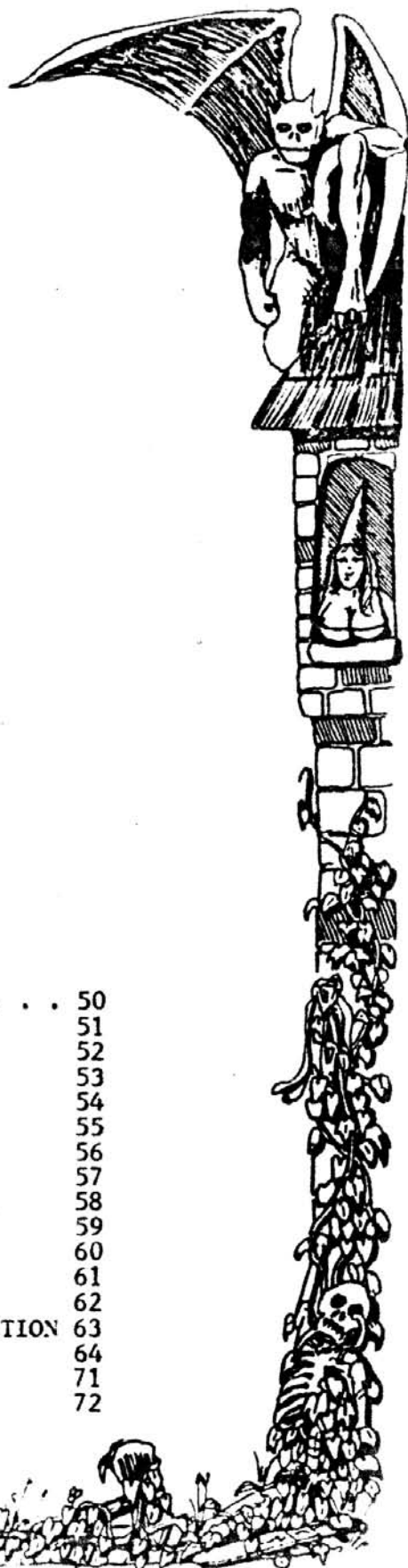
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HOW TO LEARN TO PLAY THIS GAME

This game is part of a dream, and the dream is not just mine. It was born in each of our minds when we were conceived, and lies in various stages of dormancy awaiting its liberation. Each of us holds our personal key to fantasy freedom, and this game may be considered to be the lock for your key. It contains the lives and deaths of thousands of individuals, as well as the immortality of a chosen few. It is a small segment of the land of Faerie, warmed by your own personal magic.

As a Simulation Game, the basic format will be familiar to most players. However, the Fantasy aspect may offer some new and strange aspects with which the usual player may not feel comfortable. To get a basic familiarity with the subject I advise that you first read the Histories, on pages 51-58. This will offer a broad and general background to the world. Later, reading the paragraphs beside any illustration of a playing piece will offer more detailed information about various peoples involved.

COMMON SENSE is necessary to learn this game. This is a simulation game, with the board and pieces representing real places and people. Study the board, referring to page 10 or the loose reference sheet to interpret the map symbols. Get a feel for the land by imagining yourself trudging up the slopes, along roads, and in the shadow of the woods. The things that you could do in those places can be done by the units in the game.

Seven pages of rules make up the Basic Game. These rules reduce your common sense into a numerical system on the map. They define your game perspectives and abilities into arbitrary but comparative symbols. That is, they tell you how far you can walk and how tough you are. These are similar to most other hex-gridded board games. Consult the Scenarios provided (page 64) and play a couple of Basic Games, just to see how things work out.

The next seven pages teach you what Heroes and Magicians can do. This is the Swordplay & Sorcery section which sets this apart from most other simulation games. To make learning easier I suggest that you add the Heroes first, then the Magicians, then the Exotics.

Seventeen pages of Optional Rules follow, with counters provided. These are the Independents. The green-colored pieces are tribes and peoples of the Pass, and can be added to the Basic Game if desired, omitting their S&S aspects where necessary. The grey and black and white pieces should be added slowly, after you are familiar with simpler magics involved, since they are usually Exotic Magicians of various sorts.

If you don't have an immediate partner, learn the game by yourself with a few mock battles. As opponents enter your fantasy you can teach them, in the same logical manner you learned, much faster than it took you to learn the game by book. This is because most magic is much stronger in the oral tradition than when it is written.

PREFACE TO THE SECOND EDITION

This is the second printing of WHITE BEAR AND RED MOON. It contains corrections, additions, and some deletions from the first edition. The principle changes are in the scenarios, which have been revised, and in altering factors for a few units to make troop-types more noticable. The original pieces have been altered by removing the previous Runes and replacing them with illustrations. Other, more minor, corrections have been made in other sections.

In case of disagreement between printings, it should be understood that this edition has final say on any arbitration.

APOLOGIA AND EXPLANATIA

This game is the first of an interlocking triad of fantasies which deal with various aspects of man's magic and his relationships to the gods and the unknown. Each game is designed to work independently as a saga of a certain situation. When linked together they will form a massive epic. You may choose to ignore the Whole. It won't matter, as each is an entity unto itself.

You will, therefore, find several small things in this game which are not explained. Notably obvious are some of the Places of Power, such as Travelling Stone, Hydra's Hill, and others.

I apologize for any perplexity or anxiety caused by the inclusion of these "unknowns," but will not confuse you with incomplete explanations. Simply put, these tie WB&RM in with the others of the triad. Ignorance of these matters will not affect play. In honesty, I feel that these minor points are insignificant at their worst, curious and exotic at their best.

LIST OF PARTS

1 72-page Fact & Rule Book	\$4
1 22" X 27" 4-color map board	\$4
1 4-color set of playing pieces	\$4
1 Set of Loose Sheets	25¢
1 Postcard	

You Must Supply: 1 ordinary six-sided die

BASIC GAME



TIME

1 TURN is made up of 2 MOVES, one for each player, or ruler, and covers the timespan of one day and night.

A MOVE consists of several parts:

1. Early Magic Phase
2. Movement Phase
3. Combat Phase

EARLY MAGIC PHASE is not used in the Basic Game. In the Full Game, the phase is optional at the ruler's discretion. Any type of magic can be used, including exotics, so that you could (for instance) clear the way with magic for a physical attack. Magicians used in this phase may not move, nor be used again, that Turn.

MOVEMENT PHASE is when any or all of the units in your army may be moved, respective of their Movement Factor and terrain.

COMBAT PHASE is when magical and physical combat is decided. Emissary rolls (page 28) are also made in this phase.

ONE WEEK is made up of seven days, each named after the phases of the moon.

stacking

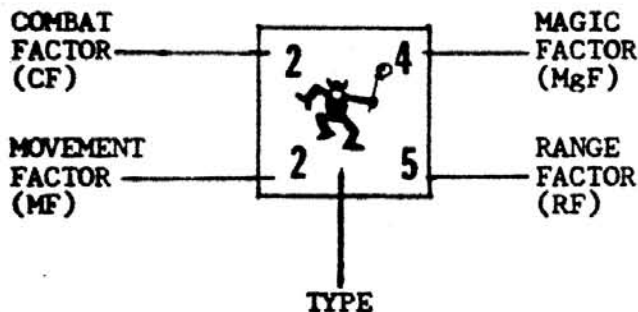
Up to three units may be stacked together on a hex, with the notable exceptions explained in Heroes (pp. 17) and among the Independents (pp. 27+). In all cases, units stacked together act as a single unit, and part of a stack may not be attacked separately except by an Assassin (pp. 46). A stack moves to the MF of its slowest unit. Stacks may be made or broken any time during your Move. You may NOT look under your opponent's top unit in a stack unless you attack it, or it attacks you.

Some units (Giants, Dragons, Horse Herds, Pteranadons, Stone Men) may carry others upon them, and in this case the entire stack moves to the carrying unit's MF. Some of these units are not counted in normal stacking rules.

The tactical divisions within the armies are, as stated, according to the ancient lists, and you are free to mix any friendly or allied units with each other to make a stack.

PIECES

Each Basic Game unit (or counter) represents approximately 500 men, women, or creatures, organized as they were in the ancient battalia, or Order of Battle, of the texts. The numbers in the corners of the unit tokens denote several comparative factors that determine the unit's relative strength, speed, and magical ability.



COMBAT FACTOR is the unit's strength in physical combat. This may be affected by various terrain features, for which see rules on the Board (pp. 10) and Combat (pp. 12) sections.

MAGIC FACTOR is the unit's relative strength in magical combat. This may be affected by some terrain features.

MOVEMENT FACTOR is the maximum distance, in hexes, that the unit may move per Turn on open ground. Difficult terrain affects this (pp. 11).

RANGE FACTOR appears only on magical units, and measures the distance, in hexes, which the unit may project its magical attack. Difficult terrain does not affect this.

TYPES OF UNITS are illustrated in two ways:

PHYSICAL UNITS (we mere mortals) are silhouetted in black upon a color, with the illustration depicting whether the unit is foot, mounted, or other physical type. Except in minor exceptions listed below, duplicate silhouettes are used for units within the same corps to facilitate organization according to scenarios. The Battaliae (pp. 53, 59, 60) denote illustrations with their corps.

SPECIAL UNITS (Heroes, Magicians, others) are silhouetted in color upon a color. These illustrations are extremely varied, usually being individual characters. A chart is provided (p. 71) to assist in recognition.

Both Sartar and the Empire have, within otherwise regular corps, units which are circled and use the Tarsh illustration. These units are Tarsh Nationals, who may choose to desert their employers in favor of their own cause. That is, these units allow a three-player game, as explained in the Scenarios.

COLORS, with the exception of units used in the three-player game,
are:

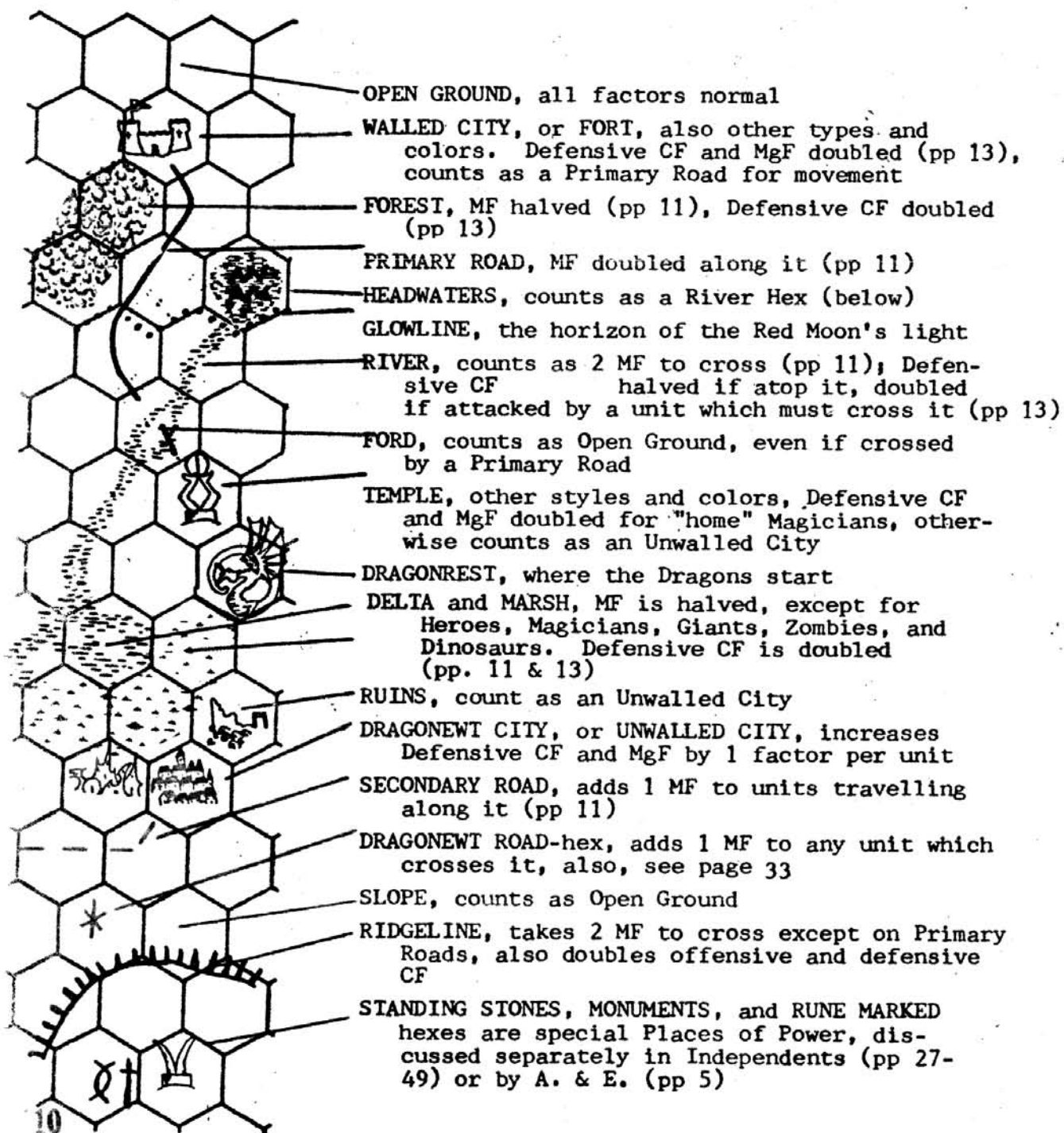
Brown is Sartar
Red is the Lunar Empire
Green are tribes of Independents
Grey are special Independents
Black are Independent Forces of Darkness

SPECIAL FACTORAL SYMBOLS

- () in the CF, parenthesis indicates that the unit does not count in stacking
in the RF it indicates that the unit has an irregular use of its Range
- in the CF, underlining denotes that the unit is capable of striking a Wound
in the MgF, see A&E, page 5
in the MF, means that the unit is capable of flying
- * in the CF, MgF, or MF, the asterisk indicates that the unit has a special ability or weakness in that factor
in the RF, indicates that the unit may reflect magic, but not project it
- ⌋ in the MgF, the cyclical sign indicates a fluctuating strength, as indicated by the timetable on page 20
- ∞ in the MgF, the infinity symbol shows that the unit is invulnerable to ALL magic
in the MF, shows that the piece moves off-board in one move (and continues, in fact, to the edge of the world)
- = in the CF, the equality sign shows that the odds are always 1:1
- ↑ in the MgF or RF, the increase sign indicates a special ability, available only to the Alchemical Transformer (page 30)
- + in the MF, the addition sign shows that the unit may increase the entire stack's MF by some number
- around the TYPE, the circle indicates that the unit is a Tarsh national in the employ of another country.

BOARD

The Board is a stylized map of Dragon Pass, divided into hexagonal sections (hexes) for convenience in movement and measuring. Certain features affect play as follows:



MOVEMENT

SPECIAL EFFECTS OF TERRAIN

First, see Common Sense, page 4

"DRIFTING" simply means that a unit may move onto a difficult terrain hex without the proper MF because it is at the end of its march. Thus a unit which had 1 MF left to its Move could enter a forest by Drifting, even though normal forest movement would take two MF (see below). This applies to all difficult terrain except Ridges (below).

RIVERS: It takes one MF to enter the hex and another to leave it. You may drift onto the hex, and straddle it for your opponent's Move, but your CF is $X\frac{1}{2}$ normal while on the hex. Drifting onto a river hex does not affect your MF next Move.

FORESTS, MARSHES, and THE DELTA: It costs 2 MF to move through these hexes, although you may drift onto them.

SLOPES: These do not affect MF at all, but only mark the downhill direction of the ridge.

RIDGELINES: It costs 2 MF to climb across the ridgeline from a slope hex, but movement is not affected when moving downslope from the ridge. You may never drift atop a ridge.

PRIMARY ROADS: Most unit's MF is doubled while it moves along a Primary Road. These also cancel out difficult terrain, such as ridges. Crossing a road, but not moving along it, does not increase a unit's MF. All city and town hexes are Primary Roads in all directions.

SECONDARY ROADS: These are the unkept, broken routes that cross the Grazelands and the Beast's Valley. If a unit spends two or more of its normal MF on these roads, it gains an additional 1 MF to its movement that Move.

DRAGONEWT ROADS: These are of nonhuman origin, and their magical nature affects all units which touch the path. Any unit's MF is increased by 1 hex if they cross the road-marked hex. See page 33 for effects of these roads on the Dragonewts.

FORCED MARCH is a special power which may be invoked by either side once per game at their discretion. When this order is given, any units in your army which move that Movement Phase may go twice their normal MF.

COMBAT

These rules are for Physical Combat only. For Magical Combat, see page 19-21.

Each unit or stack is surrounded by their Zone of Control, which extends from them for one hex in every direction. Physical combat occurs whenever two opposing units are in each other's Zone of Control. Units MUST stop and fight when they enter an enemy ZoC.

Combat takes place in the Combat Phase of the Move. For each battle both rulers add their respective CF and the two sums are compared to figure the odds. Always round off odds in favor of the Attacker. For instance, 3 Attacking against 2 Defending is 2:1 odds; 3 Attacking against 5 Defending is 1:1; 25 Attacking against 13 is 2:1, but 13 Attacking 25 is 1:1.

The Attacker is always the person who just completed his Movement Phase. The attacker determines the division of the battles (see below) and rolls his own die, once for each segment of the battle. The Combat Results Table is consulted for each roll and its results are applied. This is repeated until all combat is resolved.

COMBAT RESULTS TABLE #1

CRT

DIE ROLL	ODDS (Attacker : Defender)						
	1:2	1:1	2:1	3:1	4:1	5:1	6:1
1	A Elim	A Elim	A Elim	A Elim	A bk 1	A bk 1	or greater
2	A Elim	A Elim	A bk 1	A bk 1	A bk 1	Trade	means auto-
3	Trade	A bk 1	Trade	Trade	Trade	D bk 1	matic D Elim
4	Trade	Trade	Trade	D bk 1	D bk 1	D Elim	
5	D bk 1	D bk 1	D bk 1	D Elim	D Elim	D Elim	
6	D Elim	D Elim	D Elim	D Elim	D Elim	D Elim	

CRT EXPLAINED

A ELIM: All Attacking units are eliminated from the board and placed in the "dead pile." We assume that some survivors flee, get captured, or have deserted before combat, but these are not considered in the Basic Game.

TRADE: The stack with the lower CF is eliminated, while the other stack must equal or better the loss. Defensive terrain features which increase a CF are figured in the points lost.

A or D bk 1: Attacker's or Defender's stack(s) must be moved back one hex by the enemy ruler. Units are eliminated if this retreat is prevented by difficult terrain or further enemy Zones of Control, but survivors must be allowed to retreat if possible.

D ELIM: All Defending units are eliminated.

DIFFICULT TERRAIN

A unit's CF is affected by terrain (see Board, page 10).

Any stack which is driven "bk 1" as a result of the CRT is eliminated if it moves onto a forest, marsh, or river hex, or over the top of a ridge.

RIVERS: If a unit or stack must stop atop a river hex to attack, the Defender's CF is doubled. This does not include FORDS, which are counted as Open Ground.

FORESTS AND MARSHES: Units within have their defensive CF doubled.

RIDGES: Units on the top of a ridge have their defensive CF doubled if attacked from the slope hexes below. Also, a stack's CF is doubled if it Attacks from the top of a ridge against a stack on the slope hex.

COMBINED DIFFICULTIES increase the Defensive CF by 3 times normal (such as a unit in a forest and atop a ridge.)

A COMBINED ATTACK FROM DIFFICULT TERRAIN AND OPEN GROUND cancels all and any increase to the Defensive CF normally given by the rivers and ridgelines.

WALLED CITIES and FORIS double the CF (and MgF) of all units within them. Fortified units are never driven bk 1 out of their walls but survive anyway. They may never be starved out.

They do not have to attack a stack outside their walls, but if units do attack from a Fort it is necessary for them to leave the walls, and hence have no advantages to their CF. Street-to-street fighting, or attacking a unit which is in the city from another city-hex still doubles the CF of the defenders.

Attacking units may pass by an occupied city without having to attack, but if they halt outside the walls they **MUST** attack. If enemy units are passing by, the ruler of a fortified city may choose to **SALLY**.

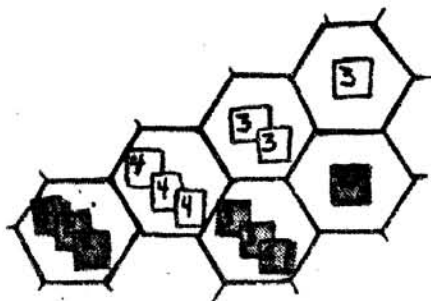
A **SALLY** may be made from a stack within a walled city that is being passed by an enemy unit. This surprise attack does, in effect, stop the normal passage of game-time, and insert a mini-battle into your foe's Movement Phase. In this unique and special Move, as all others, the Attacker is the ruler who just moved, or sallied forth. At least one unit **MUST** be left behind to occupy the city. Since the attackers leave the city gates, their CF is normal. If the sallying stack survives, it must immediately withdraw back within the walls. After combat is decided, the proper Movement Phase continues.

MOVEMENT AFTER COMBAT is possible if the Attacker eliminates or drives back his foe from a difficult terrain hex or from across a river. In these cases, any Attacking units may be stacked on the vacated hex, following normal Stacking rules (page 7). If the Attackers now lie within an enemy Zone of Control, no further combat takes place this Move. Next Move, the other ruler must decide to fight or flee.

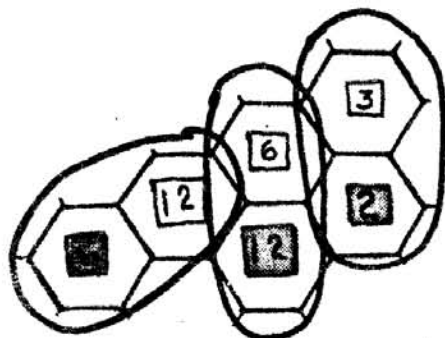
DIVIDING UP COMBAT

The attacker has an advantage in deciding upon the precise direction of his stack's attacks, in case it should lie in more than one enemy stack's Zone of Control. However, no stack within the Attacker's Zone of Control may go unattacked in the Combat Phase. In multi-stack battles this allows the Attacker to sacrifice some units for better chances of success elsewhere. Skill at this will come of experience, and is easiest explained by these examples:

Defending units are shaded



SITUATION: 21 total Attacking
20 total Defending



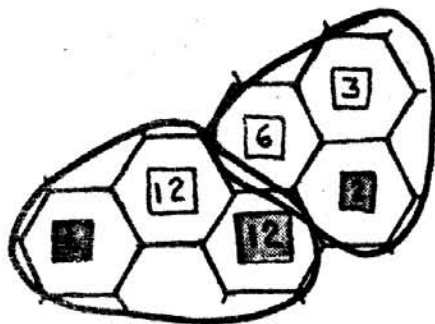
OPTION #1: Combat is divided into three sections, with three rolls of the die.

Odds: (left to right)

$$12A:6D = 2:1$$

$$6A:12D = 1:2$$

$$3A:2D = 1\frac{1}{2}:1 = 2:1$$



OPTION #2: Battle is divided into two sections, with two rolls of the die.

Odds: (left to right)

$$12A:18D = 1:1\frac{1}{2} = 1:1$$

$$9A:2D = 4\frac{1}{2}:1 = 5:1$$



SWORDEAN & SORCERY

sartar heroes



PRINCE ARGRAETH, like many natives of the ruined kingdom of Sartar, left his backward land while quite young. Unlike most others, he returned from a career of adventures which gained him his Hero status. He also brought back his blood-brother band of barbarians, who became the core of the Free Army. He rallied the peoples of the valley under the banner of Old Sartar, and changed their tactics from murdering tax collectors to raiding the Lunar cities. Later Argrath was joined by his far-flung friends, who gladly stood by his saddle in troubled times.



HARREK THE BESERK, the White Bear of the title, is mentioned in almost every legend, history, and saga that remains from his time. Chroniclers across the world wrote of the misfortune this man visited upon their lands. Harrek gained fame as a professional gladiator, a wolf-pirate, a nomad kahn, a mercenary for the gods, and as an iron-fisted tyrant of his own realm, who never forgot his common origins and never let a poor man starve. He deserted that realm, and never returned, to come to the aid of his friend Argrath, and to fight the empire he always hated.



GUNDA THE GUILTY was the daughter of a valkyrie, who had been conquered and raped by a cruel philosopher. Her youth was spent in flight and exile, and she quickly learned her mother's skills. Gunda was but twelve winters old when she claimed, by combat, her first pack of wolf-pirates. She is most famous for her stay with the notorious Queen of the Kiss, whose infamous buss seduced man, woman, and monster into her sworn fealty. Of all those trapped, only Gunda could break the spell, her oath, and the queen's back, but at the cost of never again knowing love. Shortly afterwards she met Harrek, and from that meeting their friendship has grown.



JALDON TOOTHMAKER, also called Raider Kahn, is an immortal hero, of a sort. He was slain in battle many centuries ago, but has since appeared often sitting astride the lanky steed he calls Home, to escort and help the plainmen against whomever they fight in Dragon Pass. When victory is assured, and ale is about to flow in the hills, Jaldon disappears until the next time. Even if he was killed in the fighting again, which happened often, he returned for the next invasion.

HEROES

Although every person has their measure of heroism, or perhaps because of it, the Hero status is not easy for a person to acquire. These individuals are set apart from the normal people, on a higher level of proficiency. This explains the abilities accorded to them.

Heroes are easily identifiable by their CF, which always has underlining and parenthesis, or (). There are 15 Heroes:

3 Superheroes:	JAR-EEL	HARREK	ANDROGEUS (p 47)
2 Best Friends:	AELWRIN	GUNDA	
10 Others:	RED EMPEROR	ARGRATH	DWARF (29)
	CRIMSON BAT	JALDON	IRONHOOF (30)
	CRAGSPIDER(39)	ETHILRIST(44)	FEATHERED QUEEN(31)
			INHUMAN KING (34)

These rules apply to them:

1. **STACKING** rules do not apply to them, since each unit represents only one individual (with the strength of a regiment!). Their mere presence excites other men to a keener battle pitch, so each Hero raises a stack's CF and MgF by 1 factor per Hero, per unit in the stack.
2. **DIFFICULT TERRAIN**, except for walled cities, are as open ground to them, but this does not extend to their stacks. They do benefit from roads. This means that factors will have to be adjusted if the Hero is with other units attacking an enemy on Difficult Terrain. For example: if attacking a unit in the woods, the defender's CF is doubled. The Hero's CF would also be doubled, to compensate for his ability, while other attackers retain their normal CF. An exception to this is Superhero Rule #8 below.
3. **HEROES IN COMBAT** are virtually above other units. If a Hero is stacked with friendly units and fighting against only regular enemy units, an Elim for the Hero's stack does not eliminate that Hero but only normal units. A regular attack against a lone Hero may kill him. Where Hero fights Hero, the whole stacks are affected by CRT results, since it is a battle of equals.

BEST FRIENDS

Each Superhero has a Best Friend, and the next three rules apply only when the Superhero and Best Friend are stacked together.

4. When a Superhero and Best Friend are stacked together, both double their CF.
5. A Superhero is subject to magic only when stacked with their Best Friend. In this case, a Superhero's MgF is 10, although a D Elim is the only successful attack, which eliminates all normal physical units and immobilizes the Heroes for one complete Turn.

6. If the Best Friend is killed, one of the enemy units from that battle must be chosen by its ruler to be the SCAPEGOAT. If there are no survivors, there is no Scapegoat. A substitution or marker unit is provided. While in this state, normal physical units' factors are doubled. The vengeful Superhero must pursue the Scapegoat, without attacking any other unit (though it may defend itself), until one of them is dead. Other units may assist in blocking the revenge or pursuing the guilty quarry. The Scapegoat may never move off-board. This is the Superhero's tragic flaw: uncompromising vengeance to the point of distraction.

SUPERHEROES

Just as the Heroes stand above the mass of humanity, so do the Superheroes stand above other heroes. History and legend preserve their names over the ages: Beowulf, Herakles, Gesar, Blood-clot Avenger, Conan the Barbarian, Bodidharma, and others.

These are beings who have perfected themselves beyond the levels of humanity, and move among the lower gods. Yet they are still human, and subjected to the same feelings and motives as we.

All Hero Rules, unless superseded by a rule below, are applicable to Superheroes.

7. Except when stacked with their Best Friend (#5 above), Superheroes are invulnerable to all magic, including exotics, and extend this protection to their stacks.
8. Superheroes extend their ability to cross Difficult Terrain to their entire stacks, even in combat. This includes Walled Cities.
9. Superheroes may be eliminated only after suffering the FIVE WOUNDS OF DEATH. If a Superhero is engaged in battle against a unit which may strike a Wound (listed below), one Wound is struck each time the CRT roll determines an Elim against him. Five Wounds are necessary to kill the Superhero. These are cumulative, but each wound does not diminish the Superhero's strength until the last one, which beheads and slays him.
Any physical unit may contribute their CF against a Superhero to alter the odds, but the only units which may strike a Wound are units which have an underlining in their CF. This includes all Heroes, certain exotic magicians in hand-to-hand combat with the Superhero, and several elite units in each army.
In these physical combats even a Hero is killed by one roll of the die, as the Superhero is at a level above them.
10. SUPERHERO VERSUS SUPERHERO COMBAT may not be broken off until at least one wound is struck.



MAGIC

Only those units which have a Range Factor on their counter are magicians, and may thus use their MgF to attack or reflect magic. In all magical battles the Attackers must match their MgF against the Defender's MgF, figure the odds, roll a die, and consult the CRT, as in a physical battle. Magicians which are stacked together always act as a single unit, and may not divide their magical attacks between targets..

There are three types of magicians in this game: Steady-state, Exotic, and Cyclical.

STEADY-STATE MAGICIANS always have a constant MgF. These include all Sartar and most Independent magicians, plus the Red Emperor.

EXOTIC MAGICIANS are units with a special and unique ability. They are discussed separately in their own sections, and are noted by having a * in their MgF.

CYCLICAL MAGICIANS are noted by the † in their MgF which indicates their waxing and waning strength. These units draw their power from the Red Moon, and their strength is determined by the phase of the Moon.

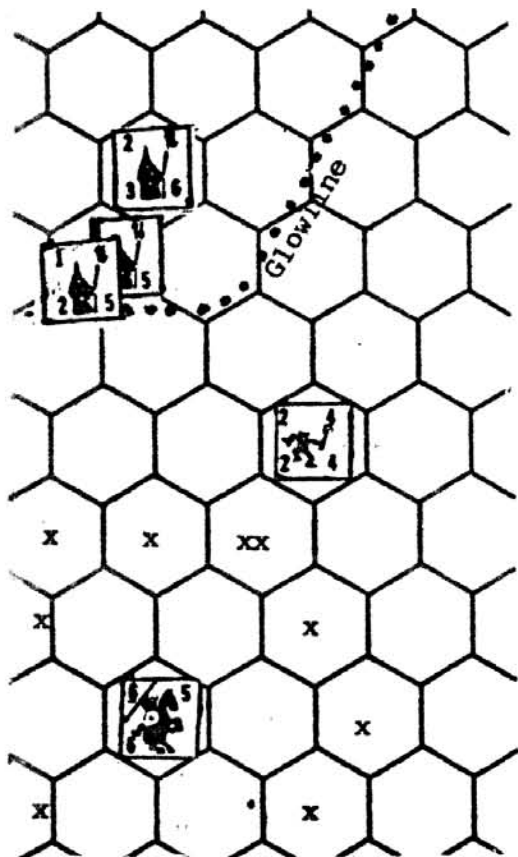


The Goddess of the Red Moon, as explained in the History (pp 52), is neither dead nor alive, nor both. She remains stationary in the sky, rotating upon her axis, and filling this world's link with the mystical Lunar currents. The Empire's magicians are trained to tap those currents, from whence they gain their varying MgF. Her position marks both the day and the MgF according to this table:

timetable

DAY/PHASE	M&F/↑↓
Black	1
Crescent-come	3
Empty Half	7
Full	12
Full Half	9
Crescent-go	5
Dying	2

THE GLOWLINE marks an area, almost completely enclosing the land of Tarsh, which is the furthest extension of the actual light of the Red Moon. While within the Glowline, all cyclical Magicians are at Full Strength (MgF=12), as long as the target is also within the area. This may be modified by the Crimson Bat (pp 24). This power of Full Strength is broken, however, if the Temple of the Reaching Moon is occupied by enemy troops.



EXAMPLE OF MAGICAL COMBAT:

Day is C-Go.

2 stacks (3 units) of Lunar Magicians have the option of attacking.

If they all attack the Sartar Cav., then the odds are 3:1, and uses rule #2. However, if the Sartar commander chooses, he can cover the cavalry with his magic, turning the odds to 2:1 with rule #5.

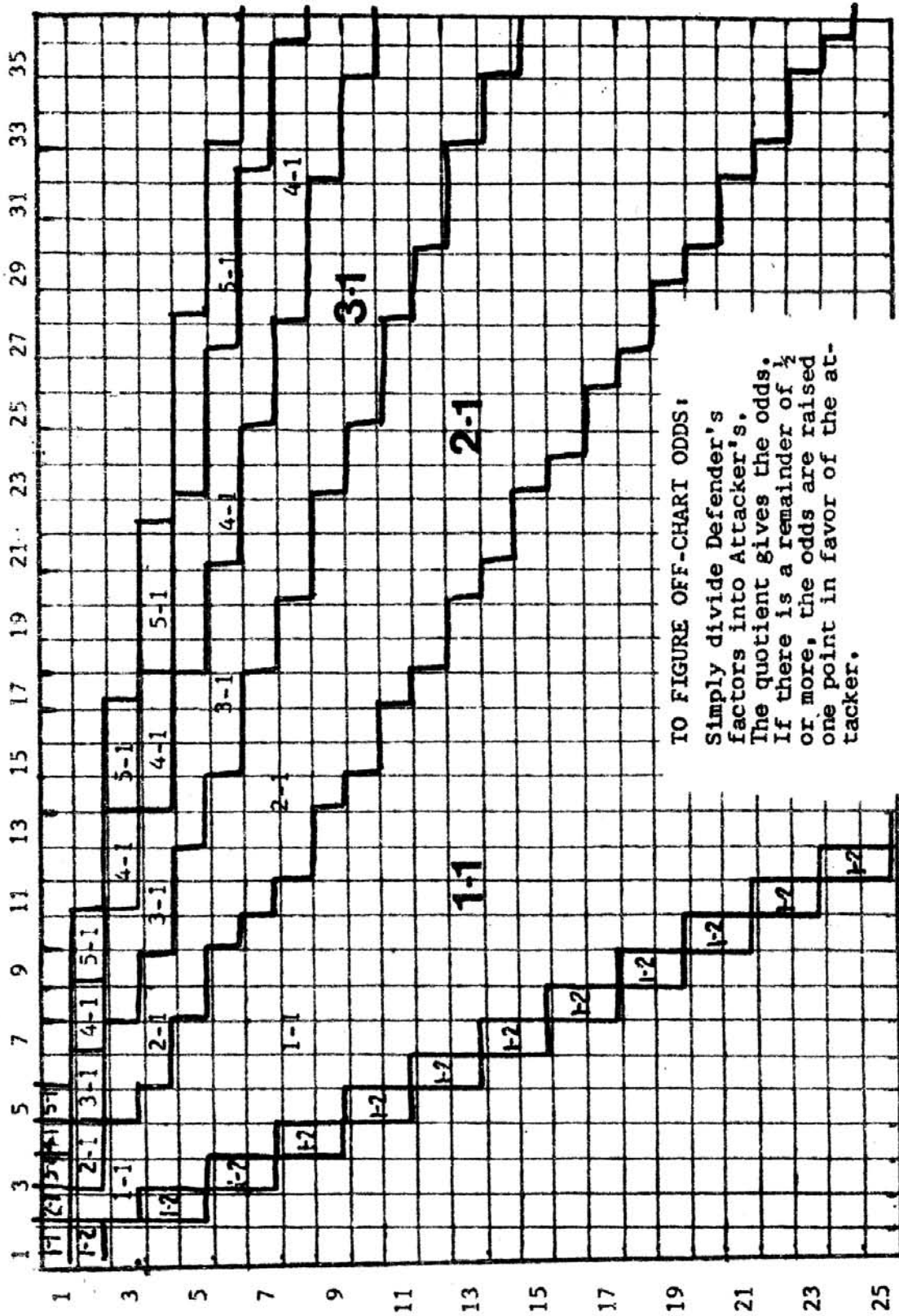
If one stack attacked the cav., and the other attacked the magician, rule #5 above could not be used by Sartar.

If the Bat were present, and placed on any hex with an x, the Lunar MgF would = 36. If the Bat were at hex xx it would perform its chaotic augmentation, and also physically attack the Sartar Magician.

To help understand the concepts and limitations of the magic, imagine that each magical unit has a certain amount of occult power (as determined by their MgF) which may be used once per Move in one of the following manners:

1. **TO ATTACK ANOTHER MAGICAL UNIT:** Figure the odds, roll the die, and consult the CRT. All possibilities are applicable. That is, defending magicians may reflect a spell back upon the attackers and destroy them or drive them back.
2. **TO ATTACK A NON-MAGICAL UNIT:** Figure MgF odds, roll die, and consult CRT. On any A-anything results, attacking magicians are not affected. On a TRADE, Defender loses $\frac{1}{2}$ MgF. Other CRT results as usual.
3. **COMBINED MAGICAL AND PHYSICAL ATTACK:** Add the Defender's MgF and CF, then half the sum. Compare the sum of the Attacker's MgF (from attacking Magicians) and CF (from attacking physical units). Figure odds, roll die, and consult CRT, keeping in mind rules #1 & 2 above.
4. **TO INCREASE RANGE:** Two stacked magicians may combine their RF, but must half their MgF to do so. For three units (or four, if a magical Hero is used), combine the Ranges and divide the MgF by three (or four).
5. **TO DEFEND NORMAL UNITS FROM MAGICAL ATTACK:** A magical unit may add its MgF to friendly units which are under magical attack, as long as the friends are within Range. This turns the attack into a Rule 1 (above) type, with the attacking magicians open to the dread results of a bad roll on the CRT. Units used in defense this way may not move or attack on their next Move.
6. **TO CROSS WATER or ACT AS A FORD:** All magical units may walk across water with no loss to their MF, though they may not attack with their MgF on that Move. By straddling a river, the unit may act as a stationary bridge, allowing up to two units at a time to cross over them with no loss to their MF. This does not hold true for a river in FLOOD (pp 26).

ATTACKER'S FACTORS



TO FIGURE OFF-CHART ODDS:

Simply divide Defender's factors into Attacker's. The quotient gives the odds. If there is a remainder of $\frac{1}{2}$ or more, the odds are raised one point in favor of the attacker.

DEFENDER'S FACTORS

ODDS TABLE

Lunar heroes



JAR-EEL THE RAZORESS was official saint-hero of the Lunar Empire. She was head of the warrior discipline known as the Moonsword Cult, from which the Bloodspillars were drawn, and she carried that famous blade as a sign of her office. Her wry humor and spurious wit are revealed in her poetry, much of which survives today. During her lifetime a dour Lunar monk grudgingly admitted that she was "Happy and friendly, clever and beautiful, holy and deadly." These traits have survived with her, in hundreds of folktales still told today.



BEAT-POT AELWRIN was born in the Redlands, a desert noted for revolting against the empire. As a boy,

Aelwrin was captured during one such rebellion and made into a kitchen slave in the Imperial Train. Far from defeated, he organized and led the slaves in a successful revolt, where he earned his name by using only the tools of his enforced trade. Aelwrin's plunder of the holy Frantic Ground and the rape of the dowager Priest-Mother brought Jar-eel into combat, followed swiftly by the defeat of the rebels. Captured again, Aelwrin tried to kill himself rather than peel another potato for the empire. Jar-eel saved him, and took it upon herself to teach the boy right.

He recanted after long, private hours of persuasive argument. Now a man, he is High Priest of the Moonsword Cult, and nearly inseparable from the cult Saint.



Lunar exotics



THE RED EMPEROR was the latest of a long line of wizard-kings, answerable only to their mother, the goddess of the Red Moon. They were immortal, in no 'natural' death could take them, though they could be slain by physical or magical combat. Because they were a fanatical and warlike dynasty, many Moonsons descended to earth to rule. Each appeared identical and maintained the Imperial policies of his predecessor, so that it seemed one man ruled for centuries. The Red Emperor is both a Hero and a Magician, and may use those rules on pp. 17 and 19.



THE CRIMSON BAT was a child of the Red Moon and a hell-wrought demon of Chaos, and hence it controlled an extraordinary Exotic ability. The unit functions as a "wandering glowspot" so that all Lunar magicians within its RF have a full MgF of 12. It may not use other magic rules, but does reflect a magical Attack.

It is a hero, it does not count in stacking and it may strike a Wound against a Superhero in hand-to-hand combat. Being a flying creature, it is not hampered by Difficult Terrain, nor does it benefit from roads.

But for all this strength, the creature has the price of Chaos to be paid. The Lunar ruler must sacrifice one unit per turn on every Black and Dying day. This may be either a friendly unit, moved beside the Bat and devoured; or it could be an enemy unit taken in normal physical combat. If the Bat is not fed on one or both days, it needs 2 units for satisfaction on the first day after a missed meal; on the second day, 4; on the third, 8; and on the fourth day it must be sacrificed 16 Lunar units. Up until that time the Red Emperor may send the Bat against Sartar to help ease its hunger, and perhaps even satiate it. If both days are missed, the trouble is compounded, and detailed on the loose Timetable.



THE CRATER MAKERS were a special school of the Lunar Priestess hierarchy, trained to call upon their goddess to cast down stones from the sky. This gives this unit the advantage that its magical attack may not be reflected back upon it. It may use this power every other day, and use all regular magical rules for a cyclical magician on the 'off days.'



THE FULL MOON CORPS were demi-god warriors who could descend to earth from the Red Moon during its Full Phase. They appear next to any Lunar magical unit, and remain on-board until they are killed, whereupon they may return next Full Moon. They have no other magical ability, but may reflect a magical attack back.

SARTAR exotics



THE DRAGONIEETH RUNNERS were a gift to Argrath from an Ancestral Dragon, and were normally kept in a pouch at the Prince's side. Whenever

desired, the units appear next to the prince, and after they are slain they may re-appear if Sartar is allied to a living Dragon. They do not count in stacking, and may reflect a bad magical attack upon the sender.



THE CHILDREN OF THE WIND were a stray tribe of winged people, begat long ago in some blasphemous union of human and immortal

flesh. This is not without its compensations, of course. They are steady-state magicians, able to fly over Difficult Terrain, and also control the Sylphs. They normally reside in Wind Temple.



THE SYLPHS are elemental beings, who may not use normal magical functions except for reflecting magic, but who have an Ex-

otic ability. When this unit is placed upon an enemy stack, that stack is immobilized for as long as the Sylphs remain atop them. Other enemy magical units may attack the Sylphs, magically or physically, but if the spirits are slain, so is the prisoner stack underneath. Any enemy unit which enters the Sylph's Zone of Control must stop to fight it. Naturally, these beings fly over all terrain.

If the Wind Children are slain, the Sylphs are also removed from the board.





THE STORMWALKERS were a mixed band of men and spirits who lived at the Wind Temple. The men could disincorporate and fly through the air, while the spirits had learned to create a physical form at will. Hence their magical and physical strengths. They are normal steady-state magicians, able to fly over any terrain

and enemy troops, and may Wound a Superhero in physical combat. They also have the ability to create one of two types of storm, once per game, anytime after the first Move.

TYPE 1 STORM is a local blockbuster, where the masters keep tight control of their powers and can direct them against only enemy units. Any enemy units, except Superheroes, which are on the central hex of the storm are destroyed. All enemy units within a three-hex range of the center are immobilized and all other factors halved for one turn, except for heroes and Superheroes. Only the storm's center need lie within the Stormwalker's RF. All rivers within the storm's 3-hex range go to FLOOD (explained below).

TYPE 2 STORM is three days long and covers the entire board. During this time off-road movement is halved for all units, except magicians and heroes. On the third day, all rivers FLOOD.

During the time that this cloud covers the board, the special constant MgF of 12 for Lunar magicians within the Glowline (page 19) is cancelled out, and all cyclical magic must follow its regular strength according to the Timetable.

FLOOD strikes all down-river hexes (going from Headwaters off-board, and destroys all units which are on the river or one hex away from it, with these exceptions:

1. Superheroes, who also save their entire stack.
 2. Magicians and heroes, who do not save their stacks and who are washed down-river for 3 hexes, landing on the bank of their choice.
 3. Walled cities are protected from a Flood by their walls.
- Also, rivers do not overflow where ridges prevent it, but do overflow the Marsh, where all normal units, except zombies, drown. The Flood lasts for one complete Turn.



INDEPENDENTS

emissary

There are many beings, both tribes and individuals, who do not ordinarily owe allegiance to either Sartar or the Lunar Empire. The green pieces are tribes or peoples, while the grey and black units are usually individuals of Exotic powers who are quite useful in a war.

Alliances may be made only through a successful EMISSARY ROLL. The exceptions are the Tusk Riders, Assassins, Dinosaurs, and Delecti.

Any unit may be used as an Emissary, except dragons, giants, dinosaurs, the Hound, or Delecti and his zombies.

Each ruler may make one Emissary roll per Independent approached, in the Combat Phase of the Move. The Emissary unit moves atop the desired ally, and the die is rolled with these results:

EVEN ROLL: Request denied, emissary is destroyed. If it is a Superhero Emissary asking someone who can strike a Wound, one is struck.

ODD ROLL: Alliance granted. With the exception of giants, an Alliance will not change for the game.

Each ruler may send out two Advanced Emissaries before the game begins. The units are kept off-board, and their destinations written down, until the rulers' first Combat Phases when they follow normal Emissary rules. If both rulers ask the same Independent, the emissaries must first follow normal combat rules to find out which survivor, if any, will make their request.

OPTIONAL RULES

Independents may also be used to give a "handicap" to new players, to offset their disadvantage. Certain among them (Tarsh, Ironhoof) may be added to an invader's Battalia to help give the edge in numbers to allow aggressiveness.

An alternative to the normal Emissary rules is to make the Independents strict and jealous neutrals, ready to fight against whichever side dares to invade their territory first. Thus, if a Sartar unit deliberately or accidentally entered the Grazelands, the Pony Breeders would automatically join the Lunar Army.

Whatever options are used, a defense of allied territory is a must. If you have made friends with an Independent, you are responsible for defending his capital from enemy occupation. If your foe succeeds in entering you ally's capital and maintains residence for one complete and uncontested Turn, he may roll for normal Emissary on that Turn. Alliances can thusly be changed in mid-game.

the DWARF



THE DWARF was one of an ancient race, who lived in the Mineshaft of Dwarf Run. He was a pleasant fellow, and noted for his whimsical distribution of gifts to those Emissaries who tried to befriend him. Hence, this unit must first be allied by normal Emissary rules. If Alliance is granted, the die is rolled

again to determine which of his gifts you receive, according to this table:

DWARF LUCK

- | | |
|----------------|-------------------------------|
| 1. Nothing | 4. The Cannon Cult |
| 2. A Stone Man | 5. The Alchemical Transformer |
| 3. A Stone Man | 6. The Dwarf, and a Stone Man |

Each Emissary may receive only one gift each, and only the first gift indicated, if it is still available. No unit may Emissary the Dwarf more than one time. If the Dwarf is allied, then whatever gifts he has left behind are lost for the rest of the game. The Dwarf does not count in stacking, and has the exotic ability to double all factors of his inventions when he is stacked with them. Enemy-controlled gifts may not harm him, or his stack.



THE STONE MEN are huge, proud statues carved from living stone and further animated by the Dwarf's arcane wisdom. Unlike the clumsy giants, these 2 behemoth beings do not count in stacking, but may still carry men with it. Thus they are allowed to carry a full stack of three regular units over any

difficult terrain without any loss to its MF.





THE CANNON CULT was a logical creation for the Dwarf, who normally lived in a tube beneath the earth and who worked daily with chemicals and heat. These brass guns were maintained by pale humans, gaunt from their slavery underground, who worshipped them and prayed to them, and treated them properly so they would fire with rapid and deadly accuracy.

The Cannon Cult may not use Magic Rules # 4, 5, and 6 (page 21), but has the advantage on Rules # 1, 2, and 3 in that a bad result on the CRT does not reflect their magical attack back upon them.



THE ALCHEMICAL TRANSFORMER was a marvelous piece of philosopher's dreams, arcane apparatus, and dwarf cunning. Its parts were loaded upon sturdy wagons and drawn by blind cave oxen, tended by a cult of devoted human worshippers. Though it was a piece of magical equipment, the slaves who tended it were not magicians, and thus the unit may not use normal Magic Rules but can only act passively as a tool for other magicians. It may not even defend itself from enemy attack if it is not protected by a friendly unit.

The Transformer unit does count in stacking, and doubles the MgF for any units stacked with it. If it is stacked with a magician, it doubles either their MgF or their RF. If the Transformer and Dwarf are stacked together, they double a magician's MgF and RF.

IRONHOOF



IRONHOOF was the leader of the creatures who lived in Beast's Valley. His home was in the Wild Temple, where Emissaries must approach him. Ironhoof was said to be the nephew of the Horse God, and this gives him a special exotic ability. He alone on the board may, once per game, stop all enemy cavalry or other horse units on their hexes for one complete Turn. This excludes all non-equine riders, including the Tusk Riders, the Dragonwets, heroes, dragon-mounted units, and the Dwarf-gifts. Foot men may continue, but cavalry are stopped dead and refuse to abandon their ensorcelled mounts. Ironhoof is also a Hero (See Hero Rules, page 17).



BEAST-MEN and MEN-BEASTS were the followers of Ironhoof and the guardians of their sacred valley. The fighters among them included centaurs, minotaurs, satyrs, manticores, and others. Though normally content to peacefully carouse about their valley, they steadfastly followed their leader into battle.



GRAZELAND BREEDERS



THE PONY BREEDERS were a proud and aloof tribe that originally hailed from the Plains of Prax. They were driven from their homes during the incessant warfare that marked the plains tribes, and were harried westwards towards what was then called The Doomed Place. Instead of the hauntings and horrors they

expected to find, the valley was serene and nearly deserted. They settled there, to tend their herds and children in peace. The gradual settlement of the hills by other peoples was largely undisputed, since the Breeders preferred the lower Grazelands, and were glad to have others to act as a buffer between them and their old foes of Prax.

Traditionally, the Pony Breeders were a hardy race, scorning houses or tents except for the very young or old. They spent even the coldest winters among their steeds, living in a strange symbiosis with the animals. Legend insists that many of the centaurs who lived in the valley were the children of these two species, conceived in guiltless blasphemy during their odd religious rites.



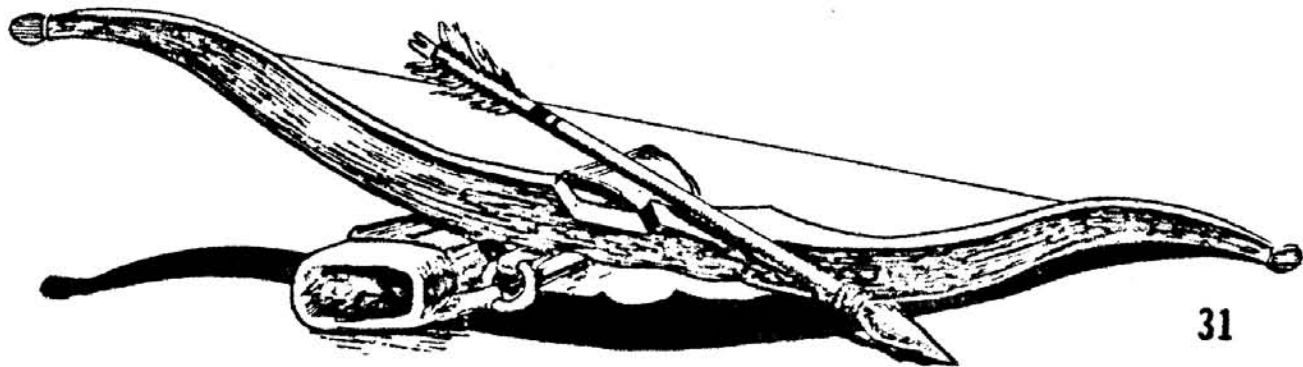
THE FEATHERED HORSE QUEEN was the latest of a foreign dynasty which took over the Grazers around the time of Sartar. This was achieved by the first of the Queens, whose magic proved stronger than the old chiefs' during a doom-ridden trial of thaumaturgy.

The tribe swore allegiance without further question, and almost overnight changed from savages into clever middlemen across a rich trade route. They acted as escorts and guides through their territory, collected tolls and storage fees, and ruthlessly ambushed any caravan haughty enough to ignore them. Towns grew up around the warehouses, lodgings, and temples built for foreigners. The road between towns was deliberately kept broken, and there were no paths leading to this road. Customers were also forced to rent the Breeders' herds at a high price.

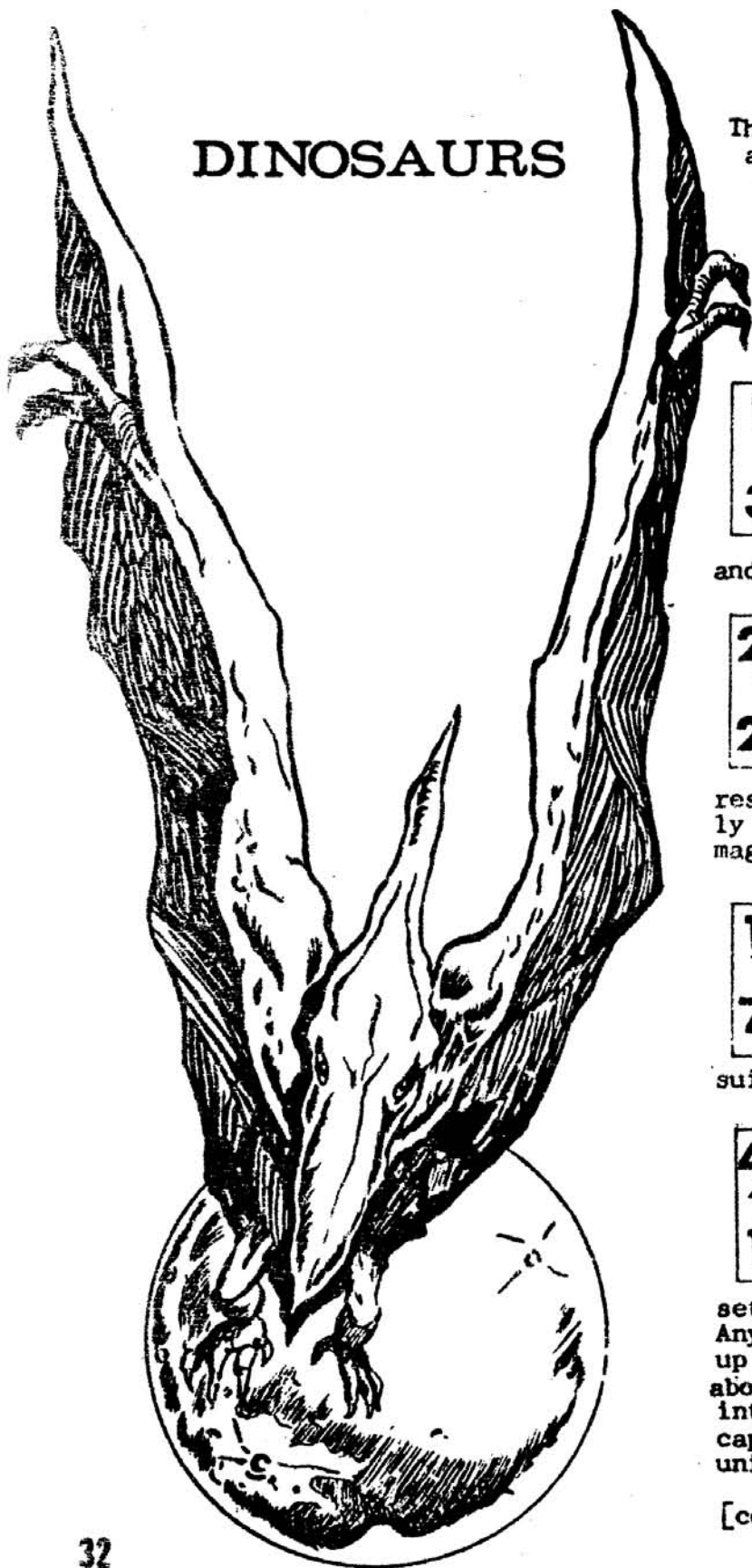
The current Feathered Horse Queen is a Heroine, and so may use the rules on page 17. She normally receives Emissary visits at the town of Rich Post, and a successful alliance also gains her whole tribe and the horse herds.



THE HORSE HERDS were squat and sturdy steeds, particularly well suited and trained for the terrain. Each herd unit is capable of carrying two units for an additional 2 hexes beyond their normal MF.



DINOSAURS



These huge reptilian creatures are not exactly the dinosaurs known to our pre-history, but are similar enough to warrant the same general name. Their differences lie in their origins.



THE "TRACHODONS" are born of damaged Dragon eggs, and so never mature. Though magical, they remain mutated, stunted, and even cold-blooded.



THE "BRONTOSAURI" are the corrupt results of Dragonewts trying to magically mature themselves into Dragons. The resultant monster is so totally physical and mindless that magic can barely touch it.



THE "TRICERATOPS" are the result of deliberate breeding and mutation of Dragonewts and Trachodons to form a beast well-suited to physical defense.



THE "PTERANODON" are actually the transformed bodies of the other 3 types who have realized their condition and set out to purify themselves. Any Dinosaur may one day curl up and weave a magical egg about itself, later hatching into a flying Pteranodon capable of carrying another unit with it.

[concluded on the next page]

Dragonewts

In ancient times, before History began and when the gods still walked the earth, the first of the mystical dragon eggs hatched in the place now called Dragon Pass. These young creatures, pictured on the next page, were called the Young Dragons. These dragonets spent their time contouring and shaping the land, digging river beds and alligning the ridges with spells and hexes. Although they were still immature, these beings could procreate, but their eggs hatched while still in the embryonic stage of growth. This was the origin of the mortal race known as Dragonewts.

The Dragonewts continued the work of their parents, even after the dragons matured and flew off to other duties. They arranged the magical standing stones and places of power. They took the best of those for their own, marked off the Dragon's Eye as their heartland, and built their bizarre cities.

Despite past differences, related on page 46, the Dragonewts are quite able to live peacefully with their human neighbors. The races usually shun each other, but when spears clash on shields and blood runs on sacred ground, the Dragonewts are eager to settle the matter.

They are thoroughly inhuman, and their very nature is alien to us. Although there are different types of Dragonewts, there are no recognizable genders or any apparent way for them to procreate. Nor is there really any need for this, thanks to their unusual method of regeneration.

Each Dragonewt unit is marked with a small number which denotes its city of origin. Whenever any Dragonewt unit is killed in battle it immediately reappears back in their original city, mature and able to fight and move as soon as possible. This extraordinary power may be cancelled only if the home city is occupied by an enemy unit. Even if the town is later recaptured, the natives will not return to the board after they are killed.

THE DRAGONEWT ROADS give a small special ability to humans (page 11), but it is feeble in comparison to what Dragonewts do on their own road. Each Dragonewt town, and every junction where their roads cross, plus the Shaker's Temple, may count as 1 MF for any Dragonewt unit, allowing it to "skip" across the board. For instance, a unit starting at Town VIII may move to these MF: 1. junction, 2. Town VI, 3. Town V, 4. Shaker's Temple, 5. off-road.

Dragonewts may start or stop this "skipping" only at a town or the Temple, and never at a junction or a point along the road unless they are intercepted. Any enemy unit astride the road must be attacked, and the Dragonewt may not remount the road in its center if it survives the attack.

DINOSAURS, concluded from previous page

When used, the Dinosaurs should be scattered at random about the board and begin on those hexes. There need be no Emissary roll to befriend the monsters.

Dinosaurs may all move through the Marsh as if it were Open Ground.



THE INHUMAN KING was the leader of the Dragonewts, and normally lived in the Dragon's Eye city hex #1, where it could be approached by Emissaries. Though titled king, this creature was actually of unknown gender, and is constantly called "it" in ancient manuscripts. Its body was said to be human, except larger and covered with large, shining bluish scales. It also had a long, prehensile tail and an oddly dog-like face. It was a powerful magician, and a Hero.



THE "PRIESTS" were also powerful magicians, whose spells ripped the air with shards of unearthly power. They appeared almost human in shape, except for a reptilian skin, often mottled with chameleon hues, a snake-like neck and head. One unit begins in each city-hex of the Dragon's Eye.



THE "SOLDIERS" were humanoid in appearance, with big turtle-like heads and deep indigo hides covered with fine, but tough, scales. They rode upon great belligerent demi-birds, which were well trained in the Dragonewt ways of warfare. Two of these units begin in each of the outer towns, while there is one for each city-hex in the Dragon's Eye.



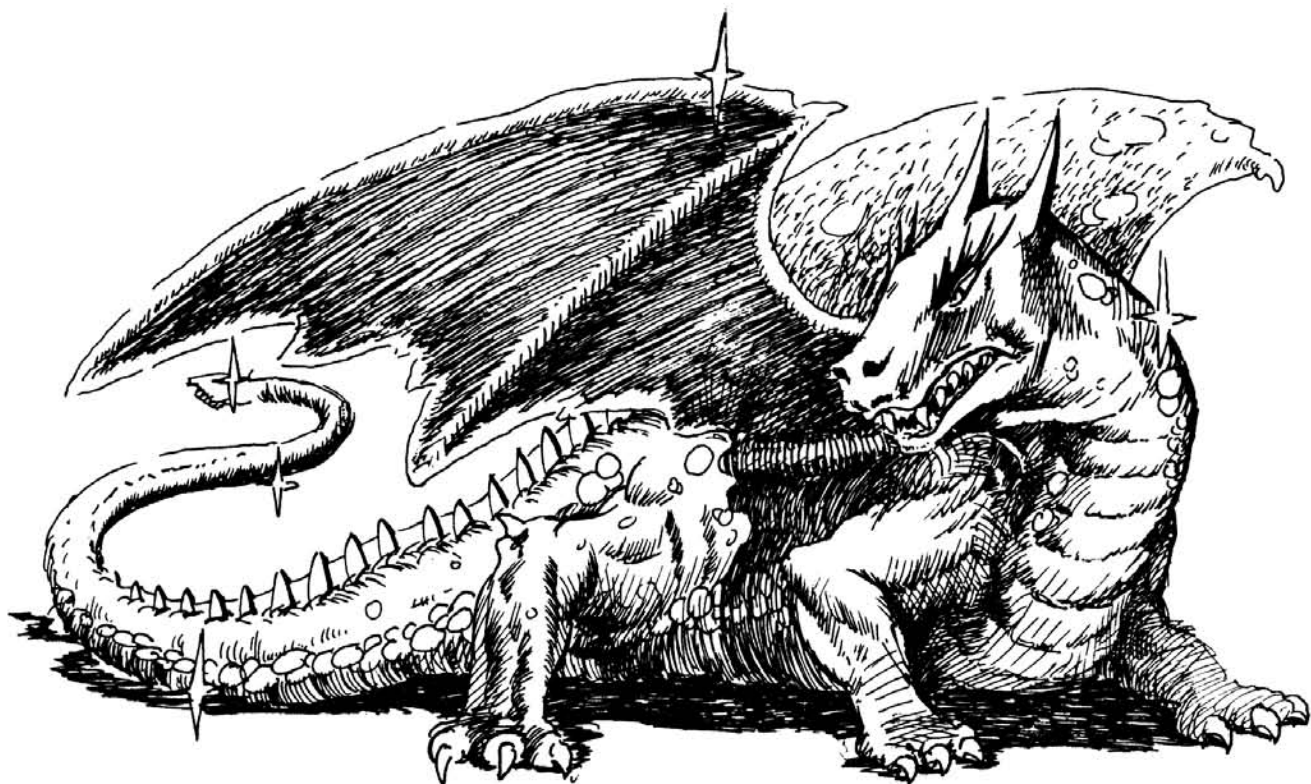
DRAGONS



THE DRAGONS are the original inhabitants of Dragon Pass. Most of them have matured and flown away to other duties, though some remain to take turns watching over their prehistoric nest. They are great beasts, full of wisdom and power, and are reluctant to enter into any human fray. But when great magics stir the air they are excited, and properly humble humans may approach them to be allies. One Dragon, differently marked, has permanently befriended Cragspider.

They claim descent from mythical Ancestral Dragons, cosmic creatures whose wings were the elements and whose thoughts are history. No human has ever seen one of those creatures. Yet the mystical eggs were laid, and no one has a better idea nor would care to argue with the Dragons about it.

They begin the game on the hexes marked Dragonrest, where they may be approached by Emissaries. Once allied, Dragons have these powers:





SWENSTON
Oct 75



1. Dragons may be stacked with only one other unit, and may carry that master unit through the air for a combined MF of 16 hexes. Since they fly, they are not subject to Difficult Terrain nor benefit from roads.
2. Control of a Dragon may be passed from unit to unit.
3. If a magical unit controls a Dragon, its RF is increased by 10 hexes.
4. Dragons are impervious to all magic, including exotics, and a magical attack upon them automatically destroys the attacking magician.
5. Friendly units within a Dragon's Zone of Control are also protected from all magic, and a Dragon may be moved in your enemy's Combat Phase to protect your stacks from magical attack. If this is done, the Dragons may not move next Turn, and the attacking magicians are not destroyed, but cannot attack either.
6. The DRAGONFIGHT column of the CRT is used in any attack by these monsters. The Master unit is left behind and the Dragon may use its whole MF to reach the enemy. The unit is placed upon a hex, even atop an enemy stack, and Dragonfights all of the units within its Zone of Control, no matter what their CF or MgF. If the attack is successful and the Dragon survives, it returns to its master unit that same Combat Phase.
7. Dragons may cancel out an enemy Dragonfight. This is done before combat is resolved, and in such a case both beasts are returned to their homes without any struggle. (As stated, Dragons are wiser than humans.) They may be reapproached by humans afterwards for Emmissary.
8. Dragons may strike a Wound, using the normal Dragonfight column, but in this particular case the other lesser physical units with the Superhero are not subject to the effects of the attack. If desired, the Dragons may engage the humans, but not the Superhero.

DRAGONFIGHT

- | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1 or 2: A ELIM; Dragon killed with no loss to Defenders</p> <p>3 or 4: TRADE; Dragon and all the units in its Zone of Control are eliminated</p> <p>5 or 6: D ELIM; All defending units are eliminated, while the Dragon survives and returns to its master unit.</p> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

CRAGSPIDER



CRAGSPIDER THE FIREWITCH was a lady of definite non-human origin. Even the dragons were not sure of her ancestry, for she lived in her mountain long before they were hatched. She was also a Heroine and a Sorceress, and so can use the rules on pages 17 and 19. Also, she alone controls the Pillar of

Fire. The Pillar covers a three-hex area, shaped like this: All hexes must be within her RF, and the Pillar destroys all units on those hexes except Dragons and Superheroes and their stacks. This exotic function may be used once per game.



TROLLS were counted among her followers, and three gangs of them could enter the pass to fight for her. Even if Cragspider is killed, the Trolls remain on-board, thirsting for vengeance. A DRAGON, marked darker than its sibs, is also a permanent ally of Cragspider's, bound by favors she did for it before Time ever began.

TUSK RIDERS



THE TUSK RIDERS are the remnants of the first human civilization of Dragon Pass, who were corrupted by breeding with trolls and eventually destroyed by the Dragonewts. Some managed to escape into the mountains, where they lived among their troll friends, consorting in evil and corrupt practices. Their steeds were great battle-pigs, some as big as a buffalo, adapted to crossing forests and hills without trouble. Thus these units have an * in their MF to indicate that they suffer no movement loss when they move through a forest hex or over a ridgeline. Their disadvantage is that they cannot run along a road properly, and so they do not increase their MF on a road. These beasts are not susceptible to Ironhoof's power.

These Tusk Riders are not allied by ordinary Emissary, but by a blood sacrifice. Any magical unit may sacrifice any other unit at the Ivory Plinth, and during the Combat Phase the die is rolled once to determine how many units of the Riders will appear. The number on the die denotes the number of units, except for a 6 which means that no units appear, and the Magician is also killed.

Giants



THE GIANTS were a hell-spawned race which often reached a height of fifty feet. They normally shunned contact with humans, but the smell of carnage and carrion would lure them from their mountain lairs in search of easy feasting. People called them the Devourers.

A Giant appears every time 20 more human units are killed. It approaches from the Rune-marked hex in the Vale of Flowers (see Map) and moves at a Forced March pace towards the nearest human unit. (Cragspider is not human). Each ruler alternately moves the giant its full MF during their Move. When the giant reaches its target stack, the human rolls for a normal Emissary. If the roll is unsuccessful the unit (or stack) is eaten and the giant continues on until it is allied.

Once allied, the giant is a part of your army. It may strike a Wound against a Superhero. It may not be used as an Emissary. Giants never fight other giants. It may also carry a stack.

The giant may carry up to two human units in its pockets for its normal MF of 7. If a giant is stacked with men and changes sides through Emissary (as explained below), the men are eaten. Otherwise, all their factors are combined as in usual Stacking Rules.

Unfortunately for its friends, and giant is utterly untrustworthy. Whenever it encounters the enemy, the Defender takes the die and rolls for Emissary. If the roll is successful, the giant does not attack, but immediately changes sides. If the Emissary roll is unsuccessful, the usual battle follows. This occurs EVERY TIME the giant meets a foe, except for the Zombies(p. 43).

Zombies are viewed as roaming delicacies by the Giants. Whenever a Giant comes into physical contact with any Zombies a die roll is used to determine how many Zombies are devoured. The number on the die determines the number of zombie units eaten, taken in direct line from the Giant's position. If the zombie line is broken, the half away from Delecti are Elim. as in normal rules.

If, for any of the reasons above including normal physical combat, the Giant devours six or more units in a single Turn, it will lie down and sleep for a complete day in utter satiation. During this time its CF = 8, and any attack which requires a D Bk. 1 for the Giant will eliminate it instead.

The tarsh exiles



THE TARSH EXILES left their homes after the Lunar Empire conquered their territory, having decided it was better to live as wild robbers close to their goddess than to support the hated empire. Wintertop became their last refuge, for it was sacred ground, respected by even their enemies. They are a hard and ruthless people, scorning both plow and herd in favor of raiding. There are three mounted units and three foot, plus two steady-state magicians, all of whom become allies by befriending the Shaker's Cult, who rules the exiles from Wintertop.





THE EARTH-SHAKER CULT worshipped a native Tarsh deity who was the daughter of the Broad Earth and an incarnation of the Great Mother in her destructive aspect. It was a crude, but fulfilling, religion, and well suited to the harsh ways of the exiles. The High Priestess was so ponderous that she had to be pulled about on an oak cart drawn by six oxen, and she was attended by forty-seven male and female cannibal virgins.

This unit is a normal steady-state magician, the ruler of the Tarsh Exiles who must be approached by an Emissary, and may strike a Wound against a Superhero in hand-to-hand combat. They alone also control the Exotic ability to make either one of two types of earthquake, once per game, anytime after the first Turn, or anytime after they are allied.

AN EARTHQUAKE consists of a fracture line, one hex wide, and a peripheral zone, which is one hex in every direction from the fracture. Their length depends on which type is used.

TYPE 1 QUAKE is a single continued fracture line eight hexes long, in any directions desired by the ruler of the cult, although all hexes of the fracture must be within the unit's RF.

TYPE 2 QUAKE is two separate fractures, each five hexes long, and must occur on the same day or on successive days, within Range of the unit.

Earthquakes have these effects:

1. Enemy units within a peripheral zone have all factors halved for their next Turn, except for Magicians and Heroes, who are not affected at all.
2. Enemy units on a fracture line are immobilized and all other factors are halved for the next Turn, including magicians but excluding heroes.
3. Enemy units surrounded by a closed fracture line are destroyed, including Magicians and Heroes, but excluding Superheroes and their stacks.
4. Rivers on a fracture line become Fords for the next Turn.
5. Forts on a fracture line have their defensive ability (of doubling defender's CF) destroyed for three complete Turns.

Delecti



DELECTI THE NECROMANCER lived in the Ruins amid the Upland Marsh. Unlike other Independents, he does not use normal Emissary rules to gain his alliance. Instead, the emissary unit is turned face-down and becomes the first unit in the zombie army.

Delecti controls his army through continued contact, either directly or with other zombies acting as the links. If this chain is broken, those parts no longer in contact with him are destroyed. This remarkable chain of contact also affects the physical and magical battling of the zombies.

In Physical Combat, each zombie unit has a CF of 2, no matter what its factor was while it lived. In any battle the sum of all zombie units is used to figure the odds, even if they are not directly within the enemy's Zone of Control. Yet, if the zombies are eliminated, only those that are in contact with the enemy are destroyed, plus whatever others might be cut off from contact with Delecti.

In Magical Defence, Delecti's MgF is used to protect the entire army. A successful attack on the army destroys only that stack attacked, plus those cut off. All units in the army are capable of reflecting magic back on the attacker if the CRT so determines.

Delecti is not capable of a magical attack, nor may he increase the Range or power of other magicians, nor may he strike a Wound.

All units killed by the zombies are added to the army as more zombies. If the army attacks in conjunction with normal living units, whatever friendly or hostile units are slain are also added to the army.

Killing Delecti also destroys his entire army, but when he is hidden under his army the enemy may not look for him except by attacking.

The zombies move at the same MF as Delecti (2 hexes over open ground), but they may not cross rivers except at fords and the Marsh.



SIR ETHILRIST



SIR ETHILRIST was famous as a fighting man even in his teens. He welded together the world's finest fighting unit, later called the Black Horse Troop. Their duty to war took them across the world, and Sir Ethilrist filled his home, modestly called Muse Roost, with the plunder of empires. His veterans retired to the lands surrounding his home (an illegal grant from a previous Red Emperor) and offered him a ready reserve for emergencies. Within hours, thousands of crack troops could muster to his call. Alliance with Ethilrist gains all of his Black Horse Troop units, too.

But for all his military fame, Ethilrist is most famous for his harrying of the Underworld, where he gained his Hero status and returned with the plunder of hell: the Hound and Cloak of Darkness. Alliance with him also gains these. Ethilrist can not use any regular Magic rules, and except for these two exotic abilities, he is a normal Hero.

If Ethilrist is killed without using his gifts, they are lost for the rest of the game. The Black Horse Troops would also melt into the night, and are removed from the board.



THE CLOAK OF DARKNESS counter is kept off-board until it is used. It gives Ethilrist no extra strength while in storage, and may be used once, anytime after alliance is made. When used, the Cloak of Darkness unit is placed upon the hex with Ethilrist. It sends out an enveloping cloak of not-light which encloses all hexes within a range of 10 from the unit. Though Ethilrist may move, the Cloak remains immobile to mark the center of the spell for two complete Turns.

During those two Turns, the Cloak may not be attacked or moved. With the exceptions listed below, all units are immobilized for two Turns, and their CF and MgF are halved. At the end of that time the darkness congeals to become a unit of goblins, which is used afterwards as any normal unit.

Exceptions to the above: Ethilrist and all Black Horse units; all Magicians and Heroes; Superheroes and their stacks; Tusk Riders; Delecti and his zombies; Dragons; Giants; and Trolls.







THE HOUND was actually a demonic being. On earth and free, it has the incredible MF of ∞ , though Ethilrist usually rides it so that their combined MF is 10. The Hound is not transferrable, and the moment Ethilrist dismounts it is sent on a Doom Run. Afterwards Ethilrist's MF is his normal 7.

On a DOOM RUN, the Hound is set free in a single straight hex-line from Ethilrist off the edge of the board. It destroys all units that it passes over whether enemy, friendly, or Independent, including Magicians and Heroes.

Only Superheroes may stop the Hound. Upon meeting a Superhero the Hound fights and dies, but always strikes a Wound against its murderer.

THE ASSASSINS



THE ASSASSINS were a band of skillful and cruel magicians who could move invisibly across the land using a technique similar to teleportation. They may be bought, one per side, at any time by sacrificing 12 friendly CF. The Assassin need not be used right away, and when it is used the unit is placed next to any enemy unit during the Combat Phase.

The Assassins have the unique ability to single out a single unit from a stack, and may never attack more than one unit. The odds are always 1:1, and the Assassin may kill any units except Superheroes and Dragons. After the attack, even if the Assassins have survived, they are removed from the board.

ANDROGEUS



ANDROGEUS OF JESALMA was a complex and intriguing figure. In lectures, Androgeus claimed that the masculine Sky was his mother and the feminine Earth was her father. Everyone else, though, claimed that Androgeus was such a liar that she would lie to himself. Her physique uphold his bizarre origin, for she is sometimes a woman and sometimes a man, but never quite content with either. The whole world distrusts her, as a result of his history, and in turn Androgeus trusts almost no one and easily causes trouble wherever she goes.

The Shaker Cult claims to know that she was born in the sky during the Great Night, when the world was turned upside down. Androgeus, they say, was a star-captain who came to earth to drive out the wild night-demons. The sky-worshippers, though, say Androgeus was made by the braggart dwarves from old scrap, and cast upon the earth when they threw their garbage at a passing angel. The moon-worshippers claim he was the wife and son of the Belling Hell, and that he cut his way up through the earth to reach our world. There are others who claim to know the truth too, each of them seeming to blame Androgeus on the rest. After origin, though, they do agree on several important points.

She did come to earth, whatever his origin, during the Great Night. During that time she did his best to turn the world from Darkness, using methods of war and love to achieve his ends. Her travels covered three continents, and she even walked the upper sloped of The Spike before it crumbled to sand and pearls. During that pre-time she mothered five children and fathered four, incidentally managing to save thousands of humans from death.

Her children are variously called the Unclean Races, the Walkers from Chaos, the Eaters of Life, or the Unnatural Ones. The agonies which they have wrought upon mankind since the first Dawn are hideous and innumerable. Androgeus' career of heroism resulted in his baneful attachment to this earth by a web of grievances, vengeance, debts, and a mystical link between Godtime and our Time. As a result, she has become the eternal servant of suffering people. In this light his immortal curse of damnation and return to this world is reinterpreted as a blessing in the service of mortals.

Androgeus may be used in the two-player game as a separate Independent. She should start on the dragonewt road-marked hex in the clearing east of Ivory Plinth amid the Stinking Forest. In the three-player game he is the Superhero for the rebellious Neutrals, and should be assigned a Best Friend from among the Heroes on her side.

As a Superhero, Androgeus may use all of the rules on page 17&18.

PUPPETEERS



THE PUPPETEER TROUPE, in peaceful times, was a wandering minstrel show with actors, jugglers, and acrobats. They were much sought after by kings and emperors, but spent more time among the farmers and slaves. Dainty princesses are known to have walked across a pig-sty and sat atop a lousy haystack to enjoy a show. In more stressful times the unit unfolded its inner strength and showed its real power. In battle the unit is a steady state magician, although it may not attack with those powers while any of its exotic Illusionary Armies are afield.



THE ILLUSIONARY ARMIES have special powers, as befits their magical origin. Outside of the Puppeteer's RF the units may not move, but otherwise function as a normal physical unit. While within the Troupe's RF the Illusionary Armies may instantly disappear and reappear, either that Movement Phase or any afterwards, and either within or without an enemy's Zone of Control. If it is within a foe's Zone, it must attack.

The CF of an Illusionary Army is always one-half of the total of the stacks it is attacking, or 1:2 odds. In defense, they are always one-half of their enemy also, and so the odds are always 2:1 against them, whatever the number of foes. Two Illusionary Armies stacked together have 1:1 odds at all times, while three of them are still 1:1. These units do count in stacking. When killed in combat, these pieces are removed from the board and may not be replaced.

If an enemy Superhero or Dragon enters an Illusionary Army's Zone of Control, the Illusion is destroyed without a battle.

The Illusionary Armies may also be used to move the Puppeteer Troupe unit. This is accomplished when the Troupe projects an Illusion which does not engage in offensive or defensive combat for that Turn. Next Turn, the Troupe may trade places with its army and still move for its full MF.

The Troupe may also use this place-trading to escape an otherwise destructive battle, either physical or magical. In this, there must be an Illusionary Army which did not fight last Move already within Range of the Troupe. The Troupe and the Illusion may trade places, resulting in the destruction of the Illusion instead of the Troupe.

If the Puppeteer Troupe unit is eliminated, all Illusionary Armies anyplace on or off the board are also eliminated.

TO START, one Illusion is placed in each of the Ruins (except the Upland Marsh) and also on the capitals of each player.

To make a successful alliance with the Puppeteers, an Emissary must make two successful rolls. The first roll is to determine whether or not it is the Troup itself or an Illusion present. If it is an odd number, determining the Troup is present, then the second roll is made that Move. Another odd roll will gain an Alliance.

Once allied, all outlying Illusions are withdrawn from the board regardless of their distance from the Troup. Afterwards, all normal Puppeteer rules are used.

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SWENSON
2/14/50

PREHISTORY

In the Beginning, before Time was born, was the Moment. It was the Holy Time, after Chaos was conquered and before Death was born. It was the Golden Age, when the world and all that dwelt in it existed in innocent peace and blissful ignorance. It was the God's Age, when those beings created the worlds and determined the ways that the cosmos would exist.

One of those gods was called the Soul Arranger. He was counted among the stone grey deities, also called the Lawgivers. It was he who arranged the future populations of most men and gods, as he walked his lonely way across the bleak plains of the sterile world, spreading his seed and his word.

He sowed in the east, in the south, and the west, and then stopped to view his work. It was not perfect, and so it pleased him greatly. Then he turned to the north, where he had not worked, and began to contemplate what he would do to the last of his unplowed vistas. He reached into the ivory pouch at his side and cast some seeds to make himself a seat to rest in while he meditated. This god's chair was later called the Rockwood Mountains. The Soul Arranger nestled among them until he was comfortable, and the rumpled and depressed place where he sat is now called Dragon Pass, after the first creatures who lived there.

The Dragons grew and matured, and left behind the Dragonewt civilisation (page 33). Even then, before the Trickster slew the sun and the Long Night began, humans had moved into the pass.

The Long Night was a time of horror for the cosmos, when all had outgrown their powers and had begun disputing over the petty regions where their influences overlapped. Devils of Entropy re-entered the world and tried to swallow the universe back into the void of Chaos. Yet the Six Dawngivers managed to free the sun, then bore ungodly Time which conquered both Chaos and the gods, hence bringing about the New World Order.

THE EMPIRE OF THE WYRM'S FRIENDS

The humans of Dragon Pass survived the Long Night in much better condition than most of their relatives, thanks to the strength of the Dragons and Dragonewts. By the Laws of the New Order the Dragons had volunteered to restrain themselves and take less of the world's events into their control. The Dragonewts seemed to care nothing for the rest of the world, as long as their valley was left in peace. This left the humans as the heirs to a vast amount of Dragon Power and Knowledge. In the years after the Dawning they thrived, and even sent out missionaries to the savage world where most people grimly fought for existence.

The Empire of the Wyrms' Friends, as they were later called, eventually covered most of the continent. Two major cultures held out. The first of these, the Holy Country, had been re-civilised by the earliest missionaries, but later rebelled under their own Living God, the Pharaoh, whose power matched that of the Dragons.

The second of these foes was the Duchy of the Blue Moon, far to the north. This region had never been planned by the Soul Arranger,

who had been seduced away from his work by a masterful witch nymph later called Cragspider. The void left in the region was filled during the Great Night by a race of nether creatures who were the children of the Blue Moon, an unborn deity decaying in its mother's bowels. After the Dawning they were governed by shrouded priests who preached of an unseen god, thus spreading the Lunar doctrine as a secret path to wisdom. Although militarily passive, the Blue Moon managed to hold large portions of territory from the empire.

The Empire of the Wyrms' Friends lasted for centuries, establishing trade with two other continents and covering the land with a contented peace. Generations of misunderstanding and historical prejudice have heaped that time with rubble and abuse, but the Dragon I talked to said that is wasn't so. The fault of the Empire did not lie in the misuse of its power, but in a misunderstanding of it.

The end of the Empire began when Eriayalaia, called the Veil of the Moon, met in the Dragon's Eye with the Inhuman King to discuss philosophy and communicate understanding between two alien races. They spoke that night of treasonous things and inhuman things, about death and genocide, euthanasia and gods' wills.

The fringes of the Empire collapsed first, wrenched with disension and worship of new and foreign gods. Barbaric civilisations arose and began eating away at the borders. Six hundred and sixty-six years after the famed conversation, the Dragonewts rose and crushed the heart of the once-mighty empire. Corrupt remnants survive, like Delecti and the Tusk Riders, but the Empire vanished.

THE LUNAR EMPIRE

The New Kingdoms thrived for a while, finding common cause in a common enemy. The humans were temporarily united against the two inhuman races which had freed them, and the Dragonewts would have been annihilated except that the Holy Country and the entire Dragon race intervened in a fight now called the Dragonkill War.

The Duchy of the Blue Moon was aided by cold races from beyond the Icelands, but the mass of hatred and manpower would have crushed them had not the Red Moon been restored at that time. This sister of the Blue Moon was another victim of the Long Night, who had been robbed of immortality and death at the same time, making her unique among the gods in existing equally in both worlds. The terrible shock had torn her asunder, scattering her through the worlds. After a magnificent quest she was reformed again, as is told in the prayer, "The Eight Steps of Birth/Death."

She intervened on her sister's behalf, and saved the miserable remnant's of the Blue Moon with odd hordes of exotic warriors. After some time on the earth's surface she left the world of men, taking a place in the sky over her empire. There she lives and dies, slowly turning between the worlds. Minor terrestrial matters were left to her unimportant sons, the so-called Red Moon Dynasty, who eventually conquered almost all of the area viewed by their mother.

LUNAR BATTALIA

RED EMPEROR (4)-10-6-10
JAR-EEL the Razoress (20)-∞-6
Beat-pot AELWRIN (4)-10-6
(Scapegoat)

LUNAR COLLEGE OF MAGIC - Field Extension

Crater Makers 6-↑↓*-4-12
Crimson Bat (4)-6*-9-(2)
2 Full Moon Corps 5-10-6-*
2 Major Classes 2-↑↓-3-6
4 Minor Classes 1-↑↓-2-5
Blue Moon School 3-↑↓-4-5
Spell Archers(T) 2-4-5-5
Comet Seers (T) 2-↑↓-5-5



IMPERIAL BODYGUARD

Bloodspillers 6-5-6
Hell Sisters 5-4-6
Mother's Guard 4-4-6
Household Foot 5-5-3
Grimsoldiers } 4-4-3
Feathered-axe }



CAVALRY CORPS

Antelope Lancers }
Bell Temple } 5-5-4
Char-un }
Whipstock, Arrowstone, }
Goldwave, Uplands, Queen's, } 4-3-5
Starkin, Moonarrow }
Unriver }
Wingtemple } 2-2-6
Winedance } 2-1-6
Riverfork }



HEARTLAND CORPS

Standfast 5-5-5
Red Dragoon, Blue Dragoon 4-3-5
Hadrian's, Graineaters 4-4-4
Yalamese, Lost Sky, Jintori 3-3-4
Granite, Marble, Jasper, } 4-4-2
and Beryl Phalanx }
Steel Sword Legion 5-7-3
University Guards }
Nest Thieves } 3-3-3
Iceland Starclubs }
Thunder Delta Slinger's } 2-1-4
(4 units) }



NATIVE FURTHEST CORPS (T)

Fur. Veteran's Cavalry 4-4-4
2nd Fur. Horse }
3rd Fur. Horse } 3-3-4
Fur. Garrison } 3-3-2
(2 units) }
Talfort, Dunstop, } 3-3-3
Goldedge, Bagnot }



THE LUNAR ARMY

A glance at the Lunar Battalia is a good reflection of the entire empire. Everything was strictly organized, linked together by the theocratic government and the omnipresent Lunar Presence.

The army was organized into regular regiments, similarly outfitted and trained. Its regular units are easy to stack and move, while a handful of fast and powerful units offers a powerful advance striking force. Careful timing gives the empire an almost overwhelming magical force.

The basic Lunar soldier was better outfitted than his Sartar opponent. Regular Lunar issue was a chestplate, greaves, helmet, and shield for defense, plus a throwing spear, long heavy sabre, and short double-edged dagger. They were trained to fight in a phalanx, ranging in depth from ten to sixty men or women, and to respond to the calls of silver signal horns in battle. There were also light infantry and cavalry, plus some half-strength heavy units.

The emperor was able to maintain a large standing army, capable of swift movement across the empire in large Moon Boats. There was also a considerable reserve of inactive veterans, who were usually only too glad to fight again in service to their goddess.

But outside the Glowline the army invariably lost confidence, and the outstanding organization they usually had began to disintegrate even among officers. They moved slower than they might have, and tended to be overly cautious in foreign territory.

THE GREATER MAP

This is a reconstruction of an ancient map drawn by Fod-ariam, a Lunar Adept and Teacher, at about the time of Argrath's uprising. He states in other documents that he had seen Jar-eel the Razoress, who inspired him to lapse into pages of poor poetry in her praise.

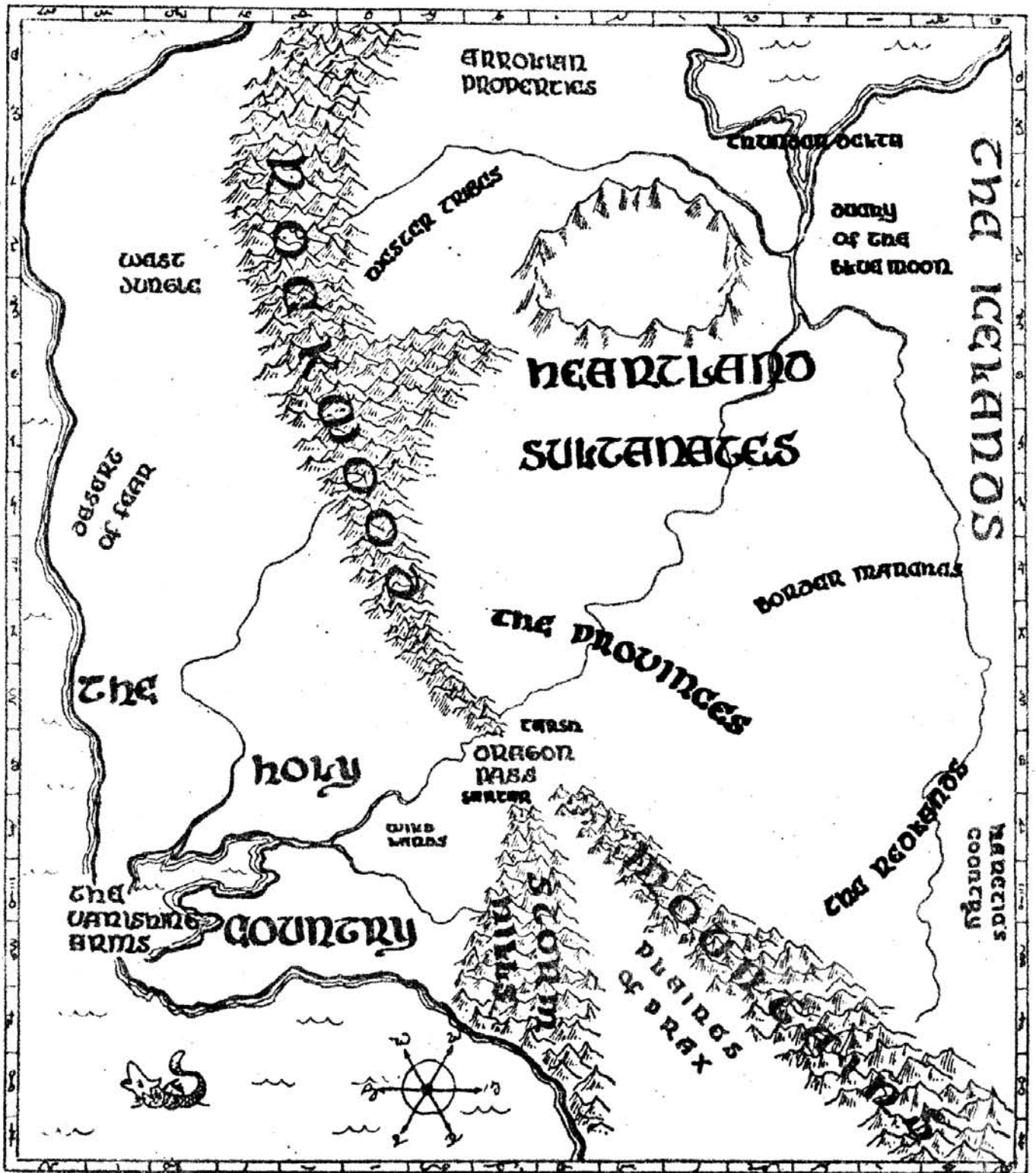
The Crater, at the center of the empire, was created when the Red Moon finally left earth, and took a great chunk of it with her to be her body in the sky. Entrance to its holy confines is restricted to those of thick Lunar blood, and no stranger has ever entered it alive.

The Heartland Sultanates are ruled by families descended directly from the Red Emperor or his close kin. The Wild Sultanates are a seething mass of legitimate intrigue and feuding, where the extra children of the noble houses fight their way to temporary chieftancies and demigodhead.

The Western Tribes are not related to the Imperial House, but maintain a special position within the empire as citizen foreigners. Centures of trade and intermarriage have turned the once barbarous peoples into civilised members of the empire.

Tarsh is only one of the provinces, the others being Aggar, Holay, Vanch, and Imther. These places, ruled by Lunar puppet-kings, maintain their cultural integrity and regularly pay tribute and soldiers to the empire.

It is interesting to note that the Arrolians, who worshipped the Red Moon and seasonally sent gifts to her, were not included in the empire. Also interesting is Fod-ariam's optimism in including both Sartar and the Redlands within the empire. Lastly, his knowledge of the regions outside his own empire is rough and approximate, indicating the essential centricism of the Lunar Empire.



THE GREATER LUNAR EMPIRE

DRAGON PASS

After the genocide of the Dragonkill War, people were understandably reluctant to move back into the pass. The tribes closest to it were fanatical in their fear of the valley, and formed an impassable barrier around it. This effectively sealed the continent into three sections which even now are dominated by the Lunar Empire, the Kahns of Prax, and the disorganized Holy Country.

Dragon Pass is the only lowland pass that joins these three regions, which are otherwise separated by mountains and magical barriers. The highland passes are haunted by trolls and giants, with treacherous narrow trails along bottomless crevices that howl with demon winds even in summer. Yet men remembered the comparative ease of Dragon Pass, and it was inevitable that the valley would be resettled.

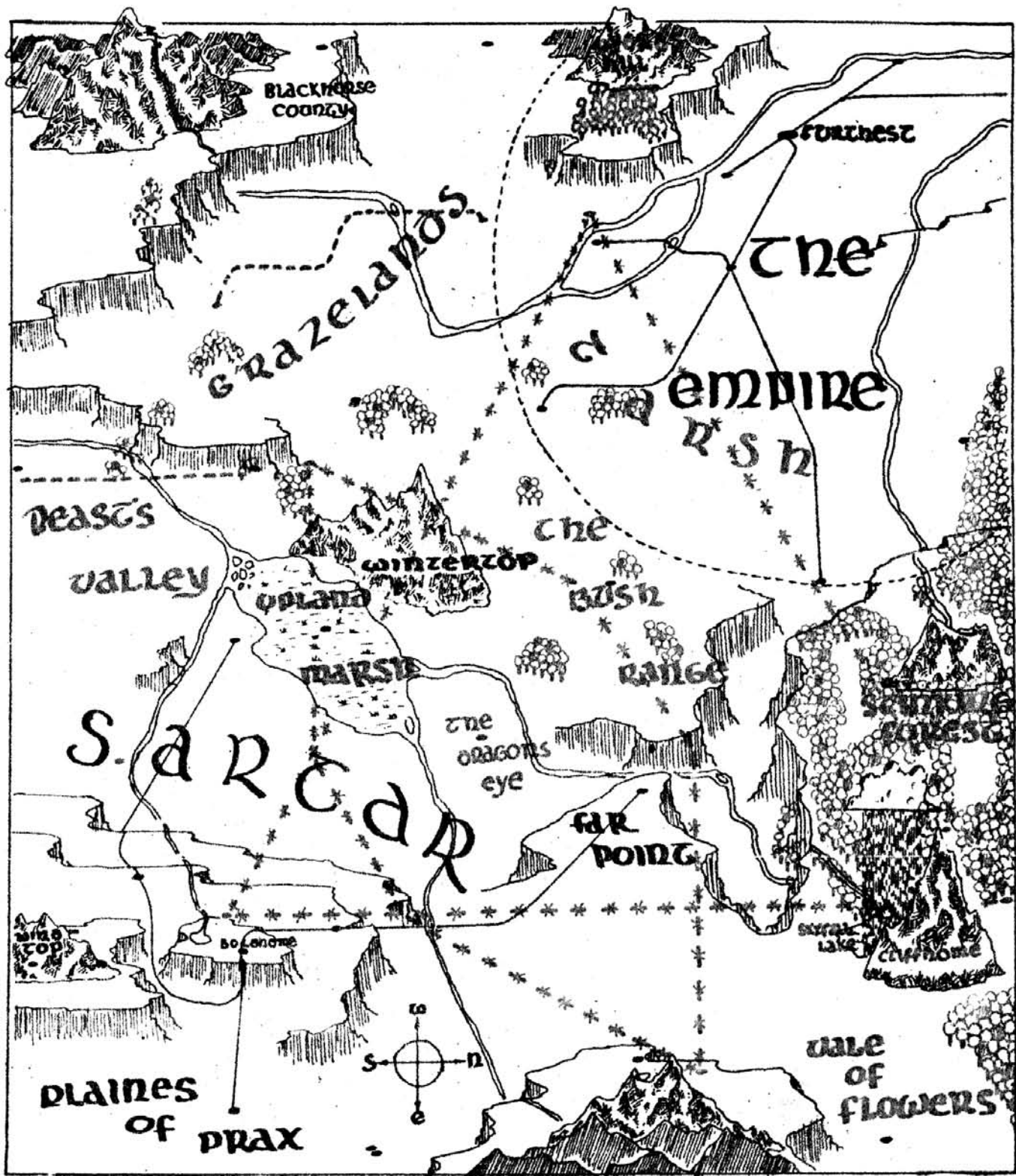
The Pony Breeders were first, driven by desperation to re-enter the haunted lands. Their success in settling there was cleverly concealed for a time, and the tribe was able to rebuild itself before any other outsiders decided to move in. After several generations of Breeder occupation, refugees from all around began moving in to settle the higher ridges. Some fugitives from the Lunar advance discovered the presence of the Shaker, established a temple, and soon carved out the troublesome Kingdom of Tarsh. Usually allied with the Breeders, the kingdom was the dominant force of the pass until the Third Inspiration of Moonson, called Hon-eel the Artess, crushed them. The peoples who occupied the highlands lived as wilderness robbers, plundering the ever-increasing caravans that passed through. Especially after the conquest of Tarsh much of the pass was utterly lawless until the arrival of Sartar.

Sartar, it is said, was born "from the dew of dusk and the thew of an angel." His magic turned smart men into chieftans, good men into loyal followers, and enemies into pack beasts. It is said that he took over the valley without a fight, though that is an exagertation since others did his fighting for him. But overall, the transition was an easy one and he soon organized the robbers into a unified principality. After marrying the Feathered Horse Queen he was named King, and the pass began a rapid growth to power and prestige.

Under Sartar's rule the people turned from pillage to mercantile advantage. Sartar and the Queen both set up tax posts, guides, and treasuries. Sartar also built roads and forts to protect the traders from possible nomad raids. He fostered literacy, experimentation, and luxuriousness upon his subjects. His short-lived dynasty grew from that base, and would soon have rivalled any empire for sheer splendor, had it survived.

A vacancy in the throne of the Pharaoh, to the south, drew off many of Sartar's best swordsmen and seekers, and the Lunar Empire seized the opportunity to invade the kingdom and sack Boldhome. The royal house resisted vigorously, and received posthumous Hero status as a result. Any survivors were hunted across the world by agents and assassins.

There then began a period ranging between Lunar dominance and pre-Sartar anarchy, which was halted only by the arrival of Argrath. The wars that followed are reproduced in the scenarios. The outcome of these glorious battles, and of the History of Dragon Pass, is left to the skill of rulers who dare engage in such legendary wars.



DRAGON PASS

Argrath began assembling his army soon after he was driven from his home on Starfire Ridge when he took refuge among the nomads of Prax. Most tribes there had strict laws and customs restricting any foreigner from holding a position of authority or power, but there were several secret societies whose membership crossed all social or political boundaries. Incredibly, Argrath worked his way to supremacy among three of them. These units, the Twin Spears, Sword-brothers, and Bullocks, formed the kernel of his army. After he received the gift of the Dragon's Teeth, Argrath returned to Dragon Pass.

At that time Lunar influence was at a low, having been recently beaten in battle by raiders from Prax. No puppet ruler sat in Winter-top. Instead, thieving regiments of tax-collectors roamed at will, terrorizing the people and disrupting their attempts to organize. With a brilliant raid Argrath succeeded in rallying enough support to drive the enemy out, then turned to invade Lunar territory. He raised the banner of Old Sartar and re-established trade lines between Prax and the Holy Country. The clans were organized into economic co-operative ventures, centered upon the forts. Their troops, when called, form the "militia" of the Sartar Army.

The rest of the Free Army collected gradually. It was made up of exiles and fugitives from the Lunar Empire, like the Thieves Arm and the Freedmen, or volunteers from elsewhere, like the Pavis Royal Guard and Gold-gotti, a merchant prince. Large clans, like Tworidge Farm, or special organizations native to Sartar, like the Free Philosophers, were excluded from the militia and worked with the Free Army.

Though Sartar had little in the way of arms manufacture, they traded wisely for good weapons. Their constant warfare also gained considerable booty from the better-equipped Lunar Army, so that many among them wore metal breast-plates and greaves. Also, the constant fighting had brought about the evolution of some units which were regularly outfitted and trained.

The Sartar Magical Union was an extraordinary innovation of Argrath's. While the Lunar Schools were trained together and had comparable magical power, the mounted battalions that Argrath organized were a dizzying array of bush priests, good witches, twisted warlocks, wandering monks, crazed holymen, a mystic or two, and various masters of talismanic devices. Yet Argrath melded them together by creating new secret societies, and it is a compliment to his skills that he could put together such diverse and often hostile individuals into such effective and compact fighting units. It indicates a high understanding of magical principles which should have been far beyond Argrath's own skill or experience.

The more powerful of the magicians were relatives of the Storm god, who had been head of the local pantheon since Sartar first came.

The Barbarian Horde was made up of clans who owed Argrath a favor or two, or who were lured by the hope of Lunar plunder. Either reason easily excited them to battle, and when war gathered in Dragon Pass they mustered at the fringes awaiting opportunity or duty.

All form a motly conglomeration, with many varying factors that seem to defy a neat and easy organization. This is typical of the ever-present frontier spirit, and in it lies the basic strengths and weaknesses of the entire army.

SARTAR BATTALIA

PRINCE ARGRATH (4)-10*-6
HARREK the Beserk (20)-∞-6
GUNDA the Guilty (4)-10-6
(Scapegoat)

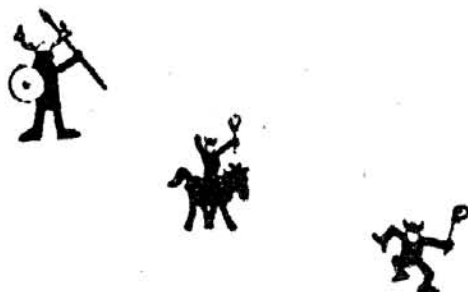
SARTAR CITY MILITIA

8 Cavalry units (1 T) 4-3-5
8 Foot units (1T) 3-3-2



SARTAR MAGICAL UNION

Stormwalker's Cult 7-5*-20-20
Wind Children 3-5*-10-7
Sylphs 3-5*-20-*
2 Dragontooth Runners (3)-5-6-*
Egglord Warlocks 5-6-5-6
Snake-pipe Dancers(T) 5-5-5-5
Eaglebrown Warlocks 4-4-5-5
Sir Narib's Company 4-5-5-5
Warm Sisters (T) 2-5-3-5
Free Philosophers 2-4-2-5
Tosti Runefriend 2-4-2-4
Earth Twins (T) 1-5-2-5



SARTAR FREE ARMY

Twin Spears }
Bullocks } 6-5-6
Swordbrother }
Pavis Royal Gd., Antlercast, } 4-5-5
Baron Sanuel, Headhunters }
Thieridge Farm, Goatkin, } 3-3-4
Thieve's Arm }
2 Scouts (T) 2-2-6
Gold-Gotti 4-4-3
Wolfrunners 4-3-3
Freedmen }
Guildsmen } 3-3-3
Candle Dancers }
3 Bush Children (T) 2-2-4



BARBARIAN HORDE

JALDON TOOTHMAKER (4)-10-6
Flash Jak }
Krise } 5-3-5-4
And-J }
3 Pol-Joni Tribe 5-4-5
2 each of the }
Amber, Potor, } 4-3-5
and Asil Clans }



(T)- indicates unit may join Tarsh Army

INDEPENDENT BATTALIA

ANDROGEUS the Unknowable (20)-∞-6
(Scapegoat)

TARSH EXILES

Earthshaker Cult 2-4*-2-10
Moon Haters 3-6-5-5
Baron's Friends 3-6-3-5
3 Cavalry 3-3-5
3 Infantry 3-3-3



GRAZELAND PONY BREEDERS

FEATHERED HORSE QUEEN (4)-10-6
2 Holy Clans 3-7-5
2 Fighting Clans 6-4-5
2 Scout Clans 2-4-7
4 Horse Herds 1-2-+2



DRAGONEWTS

INHUMAN KING (8)-8-8-8
3 "Magicians" 6-5-8-8
8 "Cavalry" 5-5-5
5 "Light Cav." 3-3-5



DINOSAURS

3 Brontosauri 2-10-2
3 Pteranodon 4-2-10*
3 Triceratops 10-2-4
3 Trachodons 1-4-3-10



SIR ETHILRIST of Muse Roost (4)-10*-7

The Hound 10-10-∞*
The Cloak 6-2*-15-(10)
5 Black Horse Troop 5-5-7
2 Black Horse Auxil. 3-3-4



IRONHOOF, Lord of Half-beasts (4)-10*-7

5 Beast-men 3-3-6
4 Men-beasts 5-5-5



CRAGSPIDER the Firewitch (4)-7*-5-7

3 Troll Gangs 6-6-6
(a dragon)



THE DWARF and his gifts (2)-7*-4

2 Stone Men (8)-2-3*
Cannon Cult 8-7-3-(3)
Alchemical Transformer 2-↑-3-↑



PUPPETEER TROUP 2-4*-4-8

5 Illusionary Armies X½-2-*



4 DRAGONS =-∞-20*

FORCES OF DARKNESS

5 Tusk Riders 5-4-5*
3 Giants 15-10-7*
2 Assassins --1-*
Delecti the Necromancer (5)-10*-2-*



TERRITORIES

THE LUNAR EMPIRE includes all of the area within the Glowline, plus the fort of Slavewall which is just outside, and then extends off-board to the north-west (upper right).

THE PRINCIPALITY OF SARTAR occupies the south-east (bottom left) portion of the board, with its borders running along the edge of Beast's Valley, the Stream, the Marsh, and the Creek until it reaches the ford with a road, where it turns north to and including all of Far Point. Finally, by drawing a straight line from Alone to the cliff-edge of Snake-pipe Hollow you can determine the last boundry. Sartar is also off-board to the south.

THE GRAZELANDS are claimed by the Pony Breeders, and is the south-west (upper left) portion of the board bordered by Beast's Valley, Wintertop, the Dragonewt Road, and the Glowline, excluding Black Horse County and the Dragonrests. Grazelander territory also extends off-board into the mountains to the west.

BEAST'S VALLEY is jealously guarded by Ironhoof and his minions.

WINTERTOP, including its slopes, is ruled by the Tarsh Exiles.

THE DRAGON'S EYE and the Dragonewt Cities are claimed by that in-human race.

THE MARSH is claimed by Delecti, and none care to dispute him.

CLIFFHOME is the home of Cragspider, who knows better than to claim any other territory which she is not occupying at the time. However, many of the creatures of the mountains north of her home pay her respectful and fearful homage.

BLACK HORSE COUNTY, ruled by Ethilrist, includes those areas around Muse Roost atop the ridge and between the forests.

DISPUTED TERRITORIES include the Bush Range, Dwarf Run, and Snake-pipe Hollow.

ABANDONED LANDS include the Stinking Forest and Vale of Flowers.

OLD TARSH, used in the three-player option (page 69), consists of Wintertop, the Bush Range, and the forts of Bagnet and Dunstop. In using this territory, Far Point is Abandoned.

REINFORCEMENTS

There are several reinforcement schedules that can be applied to the game, depending upon the scenario or your individual choice.

1. OFF-BOARD RESERVES are available to both Sartar and the Empire.

The "South Soldiers" are the Sartar peoples who live farther south, near the Highland Fountain, where the sky-bulls water. They arrive on the fourth day of play at Stone Cross. These are taken from the dead pile and number five cavalry, four infantry, and two magicians.

Lunar Reserves would seem to be much larger, since their country is several times the size of Sartar. Yet they are committed to several fronts which are all likely to be active at the same time. The usual available force is the Provincial Reserve. This arrives on the fifth day of play and consists of three cavalry, six infantry, and two cyclical magicians.

2. THE BARBARIAN HORDE often begins off-board, accumulating gradually.

It starts with Jaldon Toothmaker on the hex marked **W**, then builds at the rate of one magician and one cavalry for the first three Turns, then two cavalry for each Turn afterwards, taking from the dead pile if necessary and available. These are kept off-board until summoned, whereupon all buildup is halted and the horde enters the pass from Jaldon's Hex.

3. THE CAVALRY RESERVE is made up of old men, boys, and shirkers riding their plowhorses, old swaybacks, and hidden chargers.

They muster at the forts and cities on the seventh day of play, and whoever occupies that place gains their friendship. Naturally, friendly places need not be occupied. Thus you gain one cavalry unit from the dead pile for each fort or city (not city hex) which you control on the seventh Turn. This includes the Grazeland towns, Wintertop, and Muse Roost, as well as the Sartar and Lunar settlements.

4. STRAGGLERS can reform into new units. There are usually escapees

from a battle, and they may remuster later into newly organized units. These are taken from the dead pile at the rate of one new unit for each six of a Type (Cavalry, Infantry, or Magician) which have been Eliminated. This entails keeping a written record of the dead, a dull and gruesome task at best, but one which can recover some high-power units.

5. SIMPLICITY warrants the addition of this: Each player receives a certain and pre-specified number of units every three Turns.

Some specific suggestions for this are: A.) two infantry and one cavalry or magician; B.) two infantry and one cavalry every third Turn, plus a magician every sixth; C.) one unit per Turn, alternating infantry, cavalry, infantry, magician... Please keep in mind that your choice of reinforcement schedule will affect the length of play.



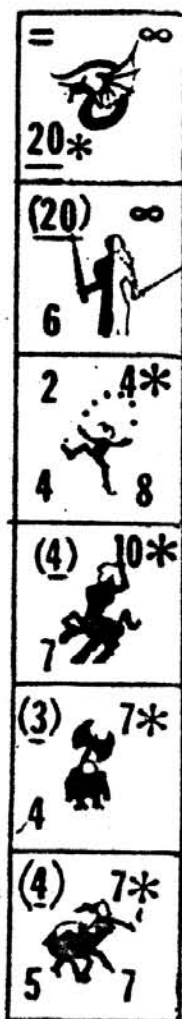
RED EMPEROR
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JAR-EEL
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AELWRIN
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CRIMSON BAT
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CRATER MAKERS
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DRAGON
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ETHILRIST
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FEATHERED HORSE QUEEN
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INHUMAN KING
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scenarios

The following scenarios are presented in an order from simplest to most complex. They are arranged this way to facilitate learning the various aspects of the game individually before plunging into a full game. Historical notes are contained in brackets.

ARRIVING UNITS always begin at Boldhome or Furthest, unless noted specifically to be otherwise.

1 [Before the return of Argrath, the Lunar army kept several regiments of cavalry in the region, acting as tax collectors and suppressing any potential trouble which arose. When word of the Prince's approach reached Sartar the militia gathered and forced the Lunar cavalry outside of the region outlined below. With the arrival of Argrath, actual hostilities began.]

This scenario involves only physical units, and magical or Hero units should not be used, except at your own option after mastering physical battle. If you are unused to hex-games at all, I suggest eliminating the stacking rules for the first few games, to make it even easier.

DEPLOYMENT:

SARTAR: Militia is placed anywhere on the southeast (bottom left) corner of the board, behind Starfire Ridge and the Creek. Barbarian Horde is placed anyplace along the edge of the Plains of Prax.

LUNAR: Cavalry Corps may be anywhere on the board outside of the area mentioned above, but if placed east of Wintertop it must be divided into two approximately equal groups on both sides of the Upland Marsh. Furthest Native Corps may begin anywhere within the Glowline, as may the Imperial Bodyguard.

Sartar moves first. There is no need to choose a day, since the Lunar cycle is irrelevant for this scenario.

SARTAR OBJECTIVE: Liberate all of the Sartar forts for at least two consecutive and concurrent Turns; to capture the Lunar city of Furthest and hold it, undisputed, for two Turns; or annihilate the Lunar army.

LUNAR OBJECTIVE: Capture Boldhome and hold it for two complete Turns, or annihilate the enemy army.

2 THE COMING OF THE HEROES

DEPLOYMENT:

SARTAR: Militia, led by Argrath, may be placed anywhere within their home territory. The Free Army, led by Harrek and Gunda, start on the hilltop around Boldhome. The Barbarian Horde begins with Jaldon at the rune-marked hex in the Plains of Prax.

LUNAR: Native Furthest Corps, Cavalry Corps, and the Bat, begin anyplace within the Glowline. Imperial Bodyguard, with the Red Emperor, begin at Goldedge. Heartland Corps, with Jar-eel and Aelwrin, begin at Furthest.

Throw a die to determine who moves first. There is no need to choose a day, since there are no magical rules this scenario.

OBJECTIVE: For either side to win, they must destroy all opposing Heroes and Superheroes. This would include Independents, if they are used.

OPTIONAL RULES: Suggested Independents for this scenario are the Grazelanders, the Dwarf & Gifts, and the Tarsh Exiles.

3 CULT WAR

[Just as storms of wind and water sometimes wash over the land, so do magical currents swell and overflow their banks, inciting periods of religious intolerance and fanaticism across the world. In such times mere mortals wisely take shelter in temporary atheism, leaving the priests to carry out their own particular crusades.]

In this scenario all non-magical units are kept off-board, although magicians may engage in physical combat if they wish.

DEPLOYMENT: All magical units for both sides begin on-board, anyplace within their home territory.

Roll a die to decide who moves first. Roll a second time to determine which player decides upon the day to begin play.

OBJECTIVE: For either side to win, they must occupy the enemy Temple for two complete and undisputed Turns.

OPTIONAL RULES: Magical Independents may be used. These include Ethilrist and his Cloak and Hound, the Dwarf and his Gifts, Dragons, the Earthshaker, Inhuman King and his Magicians, Puppeteers, and Cragspider.

Under these particular circumstances Independent magicians may be approached by Emissaries who cast a non-lethal "attack" spell rather than approaching them physically. In this case an even number on the roll does not destroy the Emissary magician. If an Independent is allied, but their Temple is occupied by the enemy for one complete Turn, they will immediately change sides.

4 AN INVASION OF THE EMPIRE

[Various records collaborate that Argrath invaded the Lunar Empire a minimum of twelve times, although the number may actually be as high as thirty-three, if other records are to be believed. Either number is an indicator of Argrath's obsessive aggressiveness and determined tenacity, both characteristics being matched only by his ability to raise a large and excellent army. Even Sir Ethilrist, whose military experience was unparalleled, was surprised by Argrath's ability to muster and organize his armies.]

DEPLOYMENT:

SARTAR: Entire Army begins within Sartar territory. The Barbarian Horde may be kept off-board, as in Reinforcements rule #2 (page 62), and continue its buildup after the game has begun.

LUNAR: Furthest Corps, Heartland Corps, Imperial Bodyguard, and all Heroes, begin within the Glowline. Other troops arrive according to this schedule:

Turn 2- College of Magic.

Turn 4- Cavalry Corps

Sartar chooses the day to begin, but the Lunar Army moves first.

SARTAR OBJECTIVE: To capture Furthest, and hold it, undisputed, for three days; to contain the Lunar Army within its walls for four days; or occupy the Temple of the Reaching Moon for five days.

LUNAR OBJECTIVE: Capture Boldhome and hold it for three days; or capture and hold Windtemple for five days.

OPTIONAL RULES:

1. Suggested Independents: Tusk Riders, Ironhoof, Dragons, and Assassins.

2. Reinforcements: use #1,2, and 4.

5 AN INVASION OF SARTAR

[In The Fourth Inspiration of Moonson the Empire claims to have invaded their ancient foe "thrice seven and twelve times." This, however, is an ancient and magical formula which was used to designate any long campaign. Experts usually agree that the actual number could not have been more than twenty invasions during the reign of Argrath.]

DEPLOYMENT:

LUNAR: Entire Army begins within the Glowline. They may venture into Disputed Territory, but this automatically gives Ironhoof and his minions into alliance with Sartar.

SARTAR: Militia, all Heroes, and the Magical Union begin within Sartar Territory. If Ironhoof is allied because the Lunar Army has begun in Disputed Territory these those units may also be placed anywhere within Sartar Territory. Reinforcements are:

Turn 2- Free Army

As Desired- Barbarian Horde)Rule #2, page 62)

The Lunar Army moves first, and also chooses the day to begin.

LUNAR OBJECTIVE: To occupy four of the seven Sartar forts for three complete, consecutive Turns; occupy Boldhome for three days; or annihilate the enemy army.

SARTAR OBJECTIVE: To keep the Lunar Army out of Sartar territory for seven full Turns, or to occupy the Temple of the Reaching Moon for two complete Turns. In the latter case, if the Lunar Army can maintain at least three units within the borders of Sartar for two complete Turns, then the conditions for that victory cannot be met by the Sartar commander using this method.

OPTIONAL RULES:

1. Suggested Independents• Ethilrist, Cragspider, Dragons, and Dragonewts.
2. Reinforcement Rules # 2, 3, 4.



In this scenario, both sides begin weak and gradually build up their forces.

DEPLOYMENT:

SARTAR: Militia begins with one cavalry and one foot unit in each of the forts, except Boldhome which receives two of each. Argrath is also in Boldhome. Barbarian Horde begins off-board, using rule #2, page 62.

LUNAR: Furthest Corps begins with one cavalry and one foot in each fort, and the remainder in Furthest.

REINFORCEMENTS:	LUNAR	SARTAR
Turn 1	Cavalry Corps	Harrek, Gunda, "Tarsh units of the Free Army
Turn 2	Magical College, Imperial Bdygd., Heroes	Exotic Magicians, rest of Free Army
Turn 3	Heartland Corps	rest of Magical Union

Both players should roll a die, and the person with the higher number may either choose the day or move first.

LUNAR OBJECTIVE: To occupy four of the seven Sartar forts for three complete, consecutive Turns; occupy Boldhome for three days; or annihilate the enemy army.

SARTAR OBJECTIVE: To capture Furthest and hold it, undisputed, for three days; to contain the Lunar army within Furthest for four days; or occupy the Temple of the Reaching Moon for five days.

OPTIONAL RULES:

1. Suggested Independents: Dragons, Dragonewts, Puppeteers, and Dinosaurs.
2. Reinforcements: #5 and 6.

7 THE RISING OF OLD TARSH [THREE-PLAYER OPTION]

[The conquest and division of Tarsh was not so ancient that was forgotten by people still alive during Argrath's reign. It is recorded that the natives of Tarsh rose up against their oppressors several times, aided by ancient friends in the valley. In the scenario presented here is is Androgeus who provides the necessary incentive for rebellion.]

TARSH FORCES

Tarsh Exiles, plus the circled units usually employed by both the Lunar and Sartar armies, are hereafter called the Tarsh Army. They were allied to the Grazelanders and the Dragonewts, and led by Androgeus, who must choose a Best Friend from either the Feathered Horse Queen or the Inhuman King.

TARSH TERRITORY: Although the original territory was much larger, the following is the land which the rebels actually collected in: Wintertop, the Bush Range, and the Lunar forts of Bagnot and Dunstop. In this scenario the Far Point is considered Abandoned Land.

A CAPITAL must be chosen for the rebels, and the ruler has the option of taking one of either Rich Post, Wintertop, or the Dragon's Eye. This is the only one of the capitals which must be defended, and occupation of the others by the foe does not break the rebel alliance.

DEPLOYMENT:

TARSH: Tarsh Army begins anywhere within its own territory. Grazelanders may begin within their own territory or within Tarsh properties. Dragonewts begin either all within their homes, or anyplace within Tarsh territory. Androgeus is in any friendly land.

LUNAR: Entire Army begins on-board in what is left of Lunar Territory.

SARTAR: The Entire Army begins on-board anyplace in what is left of Sartar territory, though the Barbarian Horde may be kept off-board as in Reinforcements Rule #2, page 62.

Tarsh opens, and also chooses the day to begin.

OBJECTIVE for all armies is to occupy both enemy capitals. Occupation of an enemy capital for three uncontested Turns counts as a defeat, and the victor then may take over the remainder of the conquered force as his own.

OPTIONAL RULES:

1. Suggested Independents- Cragspider, Tusk Riders, Dwarf, and Dragons.
2. Reinforcements- #1,2,3,4, plus a Grazelanders replacement of 6 cavalry on Turn number Four, or after, at Queen's Post.
3. Negotiations may be quite valuable, and alliances between players are left up to personal discretion and political honesty.

8

COMPLETE GAME

This scenario uses any and all units available. Independents are all placed on-board at the start of the game. The choice of Objectives, Optional Rules, and Reinforcements are left up to the players, who are assumedly familiar enough with the game to judge an approximate balance for this.

NOTES

I am sure that you have realized that the scenario suggestions are simply that: suggestions. There are intentionally a large variety of colorful units available, and by simply switching them according to your desires you can provide a large variety of different settings for a game.

MULTIPLE PLAYER games are also possible. The three-player adaption may be used in any scenario, and judicious use of the other Independents can be used to create room for four or five players. In some cases you may wish to use an umpire in these games.

ADAPTIONS from other games or standard simulation rules, such as Simultaneous or Hidden Movement, may be used in this game. Your personal experience with these, as well as any suggestions you may have, would be greatly appreciated. For details on this, see the advertisement on the last page.

BEFORE YOU PLAY, More Tips on Learning

There is necessarily much extraneous matter in this book. This is because the sagas of Dragon Pass are not just a game. The game works the same way a minstrel's lute works, forming a background for a tale of bravery or infamy. The game is the instrument for the unfolding history of Dragon Pass, Fantasy, and yourself.

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