

DRAGON PASS™

AVALON HILL'S TRADEMARK NAME FOR ITS GLORANTHAN ADVENTURE GAME.

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The reign of Argrath Dragontooth was a time of constant war between the people of Sartar and the Lunar Empire. Commercial jealousy, religious rivalry, political distrust, and ancient hatreds erupted into a fury involving 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 HARREKSAGA 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 slang combine to reveal a shrewd and cynical view of the world. A mountain, now lost in the wastes, contains the 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.

DRAGON PASS is a piece of fantasy dealing with the most mundane aspect of magic: the art of killing your fellow man. War and death are the foundations of much fantasy, both modern and traditional. I cite the wars of THE ILIAD, BEOWULF, or the BHAGAVAD GITA, and more recently CONAN THE BARBARIAN, THE WORM OUROBOROS, STORMBRINGER, or THE 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. The fantastic is easily half of the universe, whether you count galaxies and nucleotides or court a demon in a pentacle.

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

A gathering of Heroes, as in these battles of Dragon Pass, brings back forgotten places and events. 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; enjoy.

DRAGON PASS

INTRODUCTION

Dragon Pass is the centerpiece of a series of games set in the fantasy world Glorantha during the Hero Wars. In each of these games, the players assume the roles of the supreme military commanders for their respective forces. Political and logistical aspects of the Hero Wars have not been much portrayed, since these details normally would have been handled by royal bureaucrats and company scribes.

Dragon Pass is intended to appeal to a wide spectrum of players. The game system has been kept simple so that fantasy fans who have never played a wargame before can easily learn to play *Dragon Pass*. However, an effort has been made to ensure that the search for optimal tactics will be an interesting task for veteran players.

[1.] COMPONENTS

A complete game of *Dragon Pass* consists of the following items:

- 1 mapboard
- 2 die-cut counter sheets
- 1 rulebook
- 1 six-sided die
- 1 player aid card

WARNING

Do not discard the blank counters provided on the counter sheets. Every counter provided is needed for play of this game

[2.] SEQUENCE OF PLAY

Each game-turn consists of the following sequence of segments:

1. THE DIPLOMACY SEGMENT

Each player secretly allocates the diplomacy points he receives this turn.

2. THE RANDOM EVENTS SEGMENT

Roll the die twice and find the corresponding event in the Random Events Table (on the accompanying pull-outs). The event then takes place according to the instructions for the event rolled.

3. THE PLAYER-TURN SEGMENT

Each player takes his player-turn. The sequence in which the players take their player-turns depends upon the scenario being played.

4. THE BOOKKEEPING SEGMENT

If the game-turn being completed is the last turn of the game, play is halted, and the players assess their performance according to the victory conditions of the scenario being played (i.e., they check to see who won). Otherwise, advance the game-turn marker on the turn track. If the red moon marker is used in that particular scenario, it is advanced.

During a player-turn, the player who is taking his turn is the *active player*, and the other players are the *inactive players*. The units which the active player was assigned by the scenario instructions or which he gained control of through alliances are the *active units*. The other players' units are the *inactive units*. Units not belonging to any player are *neutral units*. A stack of active units is an *active stack*, and a stack of inactive units is an *inactive stack*.

Each player-turn consists of the following sequence of phases:

1. The Random Movement Phase

The active player moves each unit on the board that is subject to random movement.

2. The Alliance Phase

The active player attempts to gain new allies.

3. The Movement Phase

The active player moves some, none or all of the active units. His reinforcements and replacements, if any, arrive in this phase.

4. The Exotics Phase

The active player can apply some of the exotic abilities of his units. Dragonfights are resolved in this phase.

5. The Combat Phase

The combat phase consists of the following sequence of sub-phases:

- a. The active player commits some, none or all of his magician's spirits and/or agents to attack.
- b. The active player decides which battles are to be fought and which units are to take part in each of them. Each battle is resolved individually according to the following sequence of steps:
 - 1) Declaration
 - 2) Chaotic Magic
 - 3) Physical Magic
 - 4) Spirit Magic
 - 5) Missile Fire
 - 6) Melee
 - 7) Advance After Combat
- c. The active player commits his magicians' spirits to provide magical support.

6. The Rally Phase

All of the active units that are disrupted and that did not suffer a disruption result in the current player-turn become undistrupted. Dragonewts that were eliminated in the current player-turn reappear in their home cities. Heroes and superheroes who were eliminated in the current player-turn now attempt heroic escapes.

Not every segment and phase is needed to play every scenario. The scenario descriptions indicate which parts of the sequence of play are needed in each scenario.

[3.] THE BOARD

The board is a stylized map of Dragon Pass, divided into hexagons ("hexes") for convenience of movement. The pass is a wide area of varying terrain, and it is fair to say that it actually is a polygonal shape whose corners are, respectively, the hexes of the Green Dragon, the Brown Dragon, the Black Dragon, and Hydra's Hill. The mapboard terrain affects movement and combat in different ways, a summary of which follows. Hex color for the most part shows national boundaries or spheres of influence. The holding boxes for magicians' spirits and agents are on the west edge of the map. There are three areas, one each for Lunar, independent, and Sartar spirits and agents.

TERRAIN TYPE TERRAIN EFFECTS



OPEN GROUND HEX

Movement: Costs 1 MP to enter.

Combat: No effect.



FOREST HEX

Movement: Costs 2 MPs to enter.

Combat: Doubles the CFs of units when selecting casualties of a physical magic attack. Increases the CFs of units to half again their printed values when selecting casualties of a melee. Reduces the die roll used to resolve missile fire by 2.



MARSH HEX

Movement: Costs 2 MPs to enter.

Combat: Doubles the CFs of units when selecting casualties of a physical magic attack. Increases the CFs of units to half again their printed values when selecting casualties of a melee. Reduces the die roll used to resolve missile fire by 1.



HILL HEX

Movement: Costs 1 MP to enter.

Combat: Increases the CFs of units to half again their printed values when selecting casualties of a melee. Reduces the die roll used to resolve missile fire by 1.



HILL/FOREST HEX

Movement: Costs 2 MPs to enter.

Combat: Doubles the CFs of units when selecting casualties of a physical magic attack or a melee. It reduces the die roll used to resolve missile fire by 2.



MOUNTAIN HEX

Movement: Costs 3 MPs to enter.

Combat: Doubles the CFs of units when selecting casualties of a melee. Reduces the die roll used to resolve missile fire by 2.



FORTRESS HEX

Movement: Costs 1 MP to enter.

Combat: Doubles the CFs of units inside when selecting casualties of a physical magic attack or a melee. Reduces die roll resolving missile fire by 4. Fortresses are fortifications (see 7.4.6)



STOCKADE HEX

Movement: Costs 1 MP to enter.

Combat: Increases the CFs of units inside to half again their printed values when selecting casualties of a physical magic attack or melee. Reduces the die roll resolving missile fire by 2. Stockades are fortifications (see 7.4.6).



RIDGE HEXSIDE

Movement: Costs 1 MP to cross in the upslope direction (moving from the lower to the higher side).

Combat: Halves the missile factor total of units firing in the upslope direction. Halves the CFs of attacking units fighting in a melee for the purpose of determining the defending units' CF loss if any of the defending units are upslope of them. Ridge hexsides have no effect when selecting casualties.



DRAGONEWT CITY, RUIN, ALTAR, TEMPLE, or TOWN HEX

Movement: Costs 1 MP to enter.

Combat: Increases the CFs of units inside to half again their printed values when selecting casualties of a physical magic attack or a melee. Reduces the die roll used to resolve missile fire by 2.



MARSH/RUIN HEX

Movement: Costs 2 MPs to enter.

Combat: Doubles the CFs of units in the hex when selecting casualties of a physical magic attack. Doubles the CFs of units inside the ruin and increases the CFs of units outside the ruin to half again their printed values when selecting casualties of a melee. Reduces the die roll used to resolve missile fire by 2.



HILL/RUIN HEX

Movement: Costs 1 MP to enter.

Combat: Increases the CFs of units inside the ruin to half again their printed values when selecting casualties of a physical magic attack. Doubles the CFs of units inside the ruin and increases the CFs of units outside the ruin to half again their printed values when selecting casualties of a melee. Reduces the die roll used to resolve missile fire by 2. melee.



LAKES

Movement: Entry prohibited.

Combat: No effect.



PRIMARY ROAD

Movement: Costs ½ MP to enter a hex when moving along the road; otherwise, no effect.

Combat: No effect.



SECONDARY ROAD

Movement: Costs 1 MP to enter a hex when moving along the road; otherwise, no effect. For each two hexes entered along a secondary road at the normal cost, the next hex entered along a primary or secondary road can be entered at no cost.

Combat: No effect.



DRAGONEWT ROAD SYMBOL

Movement: No effect.

Combat: No effect.



DRAGONEWT JUNCTION SYMBOL

Movement: No effect.

Combat: No effect.



RIVER

Movement: Costs 1 MP to leave a hex that contains a river except through hexsides crossed by the river.

Combat: Halves the CFs of units in the hex that are fighting in a melee.





FORD

Movement: No effect.

Combat: No effect.

Any point of a river crossed by a primary or a secondary road is a ford.



HEADWATERS

Movement: No effect.

Combat: No effect.



DRAGONREST, DINOSAUR or GIANT SYMBOLS

Movement: No effect.

Combat: No effect.

[3.1] STRUCTURES

Altars, dragonewt cities, fortresses, ruins, stockades, temples and towns are all forms of structures. Units inside structures receive special benefits during combat.

Every unit in a hex that contains a structure is considered to be inside that structure except in the following cases:

1. Any neutral units in the hex are outside the structure.
2. During the melee, attacking units that fight in the melee are outside any structure.
3. Any dragons, giants or herds in the hex are outside the structure. Also, every unit stacked above a dragon, giant or herd is outside the structure.
4. At most three major units (units whose CFs are neither blank nor parenthesized) can be inside the structure. If there are four or more major units in the hex, the fourth such unit from the bottom of their stack and all of the units stacked above it are outside the structure.

[3.2] MAP REFERENCES

In general, ordinary terrain dominates in a hex. A tiny portion of a hill or forest spilling over into a hex with terrain of a different type has no effect. Rivers and roads are directional and selective in effect. The structures on the map will have a variety of effects.

Each vertical row of hexes is numbered by a row number, such as 01, and consecutive hex numbers. The uppermost hex in the row furthest to the left therefore begins 01 (the row number) and has its own number as well (01 also), for a full number of 0101. The bottom hexagon in the first hex row is 0134; the bottom hexagon in the last row (the hex row against the right margin of the map) is 4534. The hex numbering system has been applied as gently as possible, so that many hexes do not bear numbers at all. Every row, however, has at least one hex which is identified by a number, for orientation in play-by-mail games, etc.

[3.2.1] Sartar

In the rules, 'old Sartar' is the dark orange area at the south-east corner of the map; 'Sartar' includes all of the dark orange area as well as the lighter orange hexes adjacent to the area, to the west and north. The added area includes such fortresses as Duck Point, Alda-Chur, and Alone.

[3.2.2] Lunar Territory

Lunar territory, often referred to as 'the Glowline' or 'within the Glowline,' consists of the conquered area known as Tarsh, the crimson region in the northwest corner of the map. The lighter portion of the Glowline is not initially held by Lunar forces in some of the scenarios.

[3.2.3] Independents' Territories

Black Horse Country, Cragspider's Mountain, Wintertop Mountain, Beast Valley, and the Grazelands are shown as colored regions on the map. The brown areas of the map mark neutral ground. Androgeus, dragons, dinosaurs, and giants do not possess national territories. The minor independents' starting hexes are scattered among the various nations and the neutral ground, and are marked by a special symbol such as the Ivory Plinth, and the Dwarf Mine. The special rules for the minor independents (see [16.]) indicate their starting hexes. Units may freely enter and leave minor independents' starting hexes.

[3.2.4] Temples

There are nine temples shown, with their hex numbers following: Reaching Moon (1108), Travelling Stone (1902), Shaker's Temple (1918), Wild Temple (1927), Stone Cross (1934), Sun Dome Temple (2630), Ivory Plinth (2802), Wasp's Nest (3531), and Old Wind Temple (3832).

[3.2.5] Towns

There are only five towns on the map, Queen's Post (0823), North Post (0918), Rich Post (1229), Cliffhome (1904), and Too Far (2308). Apple Lane (3124) is considered clear terrain, and is not a town.

[3.2.6] Stockades

In *Dragon Pass*, a stockade is a cluster of buildings surrounded by a circular wooden palisade. Too Far (2308) is a town, not a stockade, in all the scenarios.

[3.2.7] Altars

The only altars on the map are Jaldon's Rest (4520) and Pimper's Block (4529).

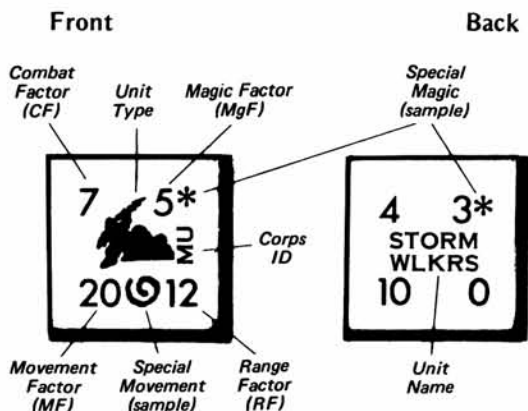
[4.] THE PIECES

Any counter with numbers and/or symbols in some of its corners is a *unit*. Most of the units represent military units that took part in the Hero Wars. The numbers and/or symbols in the corners of a unit are its *factors*. The units' factors quantify their relative abilities.

A few of the counters have a name or identifying mark written on them, but have no factors in their corners. Such counters are called *markers*. Markers are used for bookkeeping.

[4.1] UNIT FACTORS

SAMPLE UNIT:



The combat factor (CF) indicates the unit's strength in physical combat. The magic factor (MgF) indicates the unit's strength in spirit combat. The movement factor (MF) indicates how far the unit can be moved. The range factor (RF) indicates the maximum distance (in hexes) a magician can project its spirit or agent.

Further, some units are members of larger bodies of troops, frequently brought on as reinforcements; the Corps ID help show which units are members of the same Corps or grouping (such as the Barbarian Horde). Some units can fly, or have their strength varied by the game-turn, and the special ability guides will help you remember this. All the special symbols are explained in 4.5, below. Finally, members of similar origin, strength, and function are frequently decorated with the same unit type illustration; these drawings are also ways of explaining at a glance what units do.

All units are backprinted. The front and the back of a unit can be told apart easily: the front of a counter usually has an illustration, while its back usually has its title only, or nothing at all. Also, the back of a unit is its disrupted side, so that its values will all be approximately halved.

[4.2] MAGICIANS, SPIRITS AND AGENTS

Any unit with an unparenthesized RF of 1 or greater that is not printed as a counter on a white background is a *magician*. Most magicians control a bound spirit. However, some magicians, called *physical magicians*, control a physical agent instead of a spirit. Physical magicians have underlined RFs. A magician and its associated spirit or agent have the same identification code, with the addition that the spirit has an appended S to its name on its back. Also, in some cases magicians are differentiated by a number, such as *Minor Class 2*. In that case, for instance, that magic unit's spirit ID actually reads *MNR CL S 2* on its back.

Any unit printed on a white counter is either a spirit or a physical agent. If a unit printed on a white counter has a blank MgF, it is a physical agent; otherwise, it is a spirit. A spirit whose CF is blank is a *disembodied spirit*. A spirit whose CF is not blank is a *physical spirit*. A spirit whose MF is blank is a magician's spirit.

[4.3] UNIT CODES

For easy reference, every unit has a unit code. A unit's code consists of its CF, followed by its MgF, followed by its MF, followed by its RF, all separated by hyphens (ie., *CF-MgF-MF-RF*). If a unit's RF is blank, its code ends with its MF.

EXAMPLES:



Unit Code: 4-3-5



Unit Code: =-0*-200-0

[4.4] COLOR CODES AND CORPS IDENTIFICATIONS

Unit colors are identified on the counter sheets. Note that many independent units are basically black because of their relation to chaos, not because they are one corps or are allies. The national or natural allegiance colors approximate those on the map. Note: the Barbarian Horde is counted as part of the Sartar Army.

Lunar Empire - red

Sartar - orange

Wintertop - lime green

Grazelanders - yellow

Sun Dome T. - yellow/grey

Dwarf - magenta

Dinosaurs - purple on brown

Dragonewts - purple

Beasts' Valley - light blue

Black Horse Country - grey

Barbarian Horde - dark green

Chaos - white/black

Lunars: LC lunar college of magic, IB imperial bodyguard, HC heartland corps, CC cavalry corps, NF native furthest corps; Sartar: MU magical union, CM city militia, FA free army.

[4.5] SPECIAL SYMBOLS

Many of the units have special symbols following their factors. The meanings of these symbols are listed in this section, according to the factor with which they are associated. Note that the same symbol may be associated with various factors, and that the meaning of the symbol varies according to that association.

[4.5.1] The Combat Factor

Symbol Meaning

A spirit with a blank CF is a disembodied spirit; it has no physical form.

* A unit with one or more asterisks in its CF can use missile fire.

() A unit whose CF is parenthesized is a single person or entity.

! A unit with one or more exclamation points in its CF is a leader.

⚡ The unit's CF depends upon the phase of the Red Moon (see 11.).

— Underline shows the unit needs no support in chaparral.

= The unit's CF is equal to the CF total of the units stacked with it.

h The unit is a herd.

T The unit is a treasure.

[4.5.2] The Magic Factor

Symbol Meaning

A unit with a blank MgF is the physical agent of a physical magician.

⊞ The unit is invulnerable to attacks from the spirit plane.

☾ The unit's MgF depends on the phase of the Red Moon (see 11.).

* The unit has an exotic ability.

— Sideline shows the unit is chaotic.

— Underline shows the unit needs no support in chaparral, and can give support to other units in the chaparral.

N The unit's MgF is determined by a die roll.

x2 The unit's own MgF is zero; however it can double another unit's MgF.

[4.5.3] The Movement Factor

Symbol Meaning

A unit whose MF is blank is a magician's spirit or agent.

— Underline shows that the unit can use heroic movement.

≡ The unit can walk on water.

☼ The unit flies.

⚓ The unit moves over mountains and ridgelines as if they are clear terrain.

* There is an unusual ability or restriction associated with the unit's movement.

+ The unit can add to other units' MFs.

x2 The unit doubles other units' MFs.

[4.5.4] The Range Factor

Symbol Meaning

A unit whose RF is blank cannot use any form of physical or spirit magic.

0 The unit can use defensive spirit magic.

() The unit's RF has a special meaning.

— Underline shows the unit is a physical magician or a physical magician's agent.

x2 The unit can double another unit's RF.

[5.] STACKING

If a player has any units in a hex, all of the player's units in that hex taken together form a *stack*. The units of a stack must be placed one atop another. There is no limit to the number of units that can be part of a stack.

[5.1] RESTRICTION

Normally, all of the units in a hex that are not neutral must belong to or be allied with the same tribe or nation. However, during the combat phase, the active player can place his magicians' spirits and agents atop the inactive stacks they are to attack.

[5.2] ORDER

The order of the units in a stack can be important. During each movement phase, the active player can freely rearrange his units within their stacks. During the combat phase, the players can rearrange their units that are involved in combat. The only other time that a player can rearrange the units in one of his stacks is during the rally phase in which a hero, superhero, or dragonewt reappears in the hex that the stack occupies.

[5.3] THE SCREENING OPTION

The screening option limits the players' rights to examine the contents of each other's stacks. If any of the players state that they do not wish to use the screening option before play begins, it is not used; otherwise, it is assumed to be in effect. If the screening option is not used, any player can examine any unit on the board at any time.

If the screening option is in effect, player cannot normally look at any of the units under the topmost unit in another player's stack. During a battle, every player can examine the units that are attacking or being attacked in the battle. Whenever a unit is eliminated, it is revealed. The exotic abilities of some units may allow a player to examine another player's stacks; the special rules for these units explain how and when.

In actual play, some information about the units in stacks will always be revealed. The colors of the counters can be seen from the side of a stack. Also, a player will sometimes place his counters so that some of their factors are revealed. Players can use information obtained in these ways without penalty.

[6.] MOVEMENT

During each movement phase, the active player can move any or all of his units. A unit's MF indicates how far it can move. A moving unit must pay a movement point (MP) cost each time it moves from one hex to another. The active player can move each of his units as far as he wishes, so long as the number of MPs the unit expends does not exceed its MF (exception: a unit is allowed to exceed its MF if it is moved only one hex). Each hex a unit enters while moving must be adjacent to the hex it just left.

[6.1] MOVEMENT POINT COSTS

When a unit moves from one hex to another, it must pay a movement point cost to enter the latter hex and may have to pay to leave the former hex and/or cross the hexside between them. The costs for entering and leaving hexes, and for crossing hexsides depend on the terrain types involved. These costs are detailed in [3.] THE BOARD.

[6.1.1] Moving Along a River

A unit moving directly from one hex to another is "moving along a river" if a river crosses the hexside between the two hexes. A unit moving from a river hex to a hex in the Upland Marsh is also moving along a river. A unit moving along a river does not pay the MP cost for leaving a river. A unit that leaves a river from a ford or headwaters hex does not pay to leave the river, even if it is raining.

[6.1.2] Moving Along a Road

A unit moving directly from one hex to another is "moving along a primary road" if a primary road crosses the hexside between the two hexes. A unit moving along a primary road pays only 1/2 MP to move into a hex regardless of terrain and weather.

A unit moving directly from one hex to another is "moving along a secondary road" if a secondary road crosses the hexside between the two hexes. For every two (not necessarily adjacent) hexes that a unit enters by moving along secondary roads, it receives a special movement bonus. It pays no movement points to move into the next hex it enters by moving along a primary or secondary road. The hex entered using the bonus does not count toward another bonus; two further hexes must be entered along secondary roads to obtain another bonus. The secondary road bonus cannot be carried over to the next game-turn.

[6.2] FACTORIAL SYMBOLS

Some units have special symbols in their MFs. These symbols indicate there is something unusual about the way the units move.


[6.2.1] Blank MFs

A unit with a blank MF is a magician's spirit or physical agent. A magician's spirit or agent cannot move using normal movement. An active magician's spirit that is on the board at the start of a movement phase must be moved to its holding box.


[6.2.2] Underlined MFs

A unit with an underlined MF uses *heroic movement*. Units using heroic movement never pay more than 1 MP to move from a hex to an adjacent hex. If the normal MP cost to move from a particular hex to another is less than one, units using heroic movement to move from that hex to another pay the lower cost.


[6.2.3] The Water Rune

A unit with a water rune () in its MF can walk on water. It does not pay the usual 1 MP cost to leave a river and pays only 1 MP to enter a marsh hex. It can enter a lake hex at a cost of 1 MP, but it cannot stop in a lake hex. It cannot enter a sea hex.

[6.2.4] The Air Rune

A unit with an air rune () in its MF flies. Flying units pay 1 MP for each hex they enter; the usual terrain costs have no effect on flying units. Flying units can move through lake and sea hexes, but even they cannot stop in a lake or sea hex.

[6.2.5] The Stone Rune

A unit with a stone rune () in its MF pays only 1 MP to enter a mountain hex and does not pay the usual cost to cross a ridgeline in the upslope direction.

[6.2.6] Miscellanea

An asterisk ("*"), a plus sign ("+") or a times symbol ("x") in a unit's MF indicates the unit has some unique ability or disability when moving. The plus sign and the times symbol indicate the unit can increase other units' MFs. The special rules for the unit will describe its special characteristics.



[6.3] RESTRICTIONS

A moving unit cannot enter a hex containing an inactive unit.

Units cannot end their movement in lake or sea hexes.

If a disrupted unit can be moved to a hex that is not adjacent to an inactive unit, it must end its movement in such a hex.

[6.4] NEUTRAL UNITS

A moving unit can enter a hex containing neutral units. If a unit ends its movement in a hex containing neutral herds and/or treasures, it captures those units. If a unit ends its movement in a hex containing a dinosaur, the dinosaur becomes an ally of the unit's tribe or nation at the end of the movement phase.

[6.5] ZONES OF CONTROL

Most inactive stacks exert zones of control (ZOCs). If a stack has a ZOC, that ZOC consists of the hexes adjacent to it. ZOCs restrict the movement of active units.

[6.5.1] Effects of ZOCs.

An active unit must stop upon entering a hex in a ZOC. An active unit that begins its movement in a ZOC can leave that ZOC, but it cannot move directly from a hex in a ZOC to a hex in a ZOC.

[6.5.2] Stacks That Do Not Have ZOCs

A stack does not exert a ZOC if its topmost unit has a parenthesized CF. A stack whose topmost unit is a disembodied spirit does not exert a ZOC if the spirit's RF is blank or parenthesized.

[6.5.3] Disembodied Spirits

Disembodied spirits (spirits with blank CFs) ignore the ZOCs of stacks whose topmost unit's RF is blank or parenthesized.

[6.6] WEATHER AND MOVEMENT

There are two types of weather: *rain* and *clear*. The weather is assumed to be clear unless the rules specify it is raining. Clear weather has no effect on movement. Rain increases each of the MP costs listed in [3.] THE BOARD, by one. Only the costs (and benefits) of moving along primary and secondary roads are excepted. Dragonewts moving along dragonewt roads are unaffected by rain.

Examples: when it is raining, the cost to leave a river is 2 MPs, the cost to enter a forest is 3 MPs, and the cost to cross a ridgeline in the upslope direction is 2 MPs. Since there is no cost listed for crossing a ridgeline in the downslope direction, there is no cost for doing so whether or not it is raining. The cost to move one hex along a primary road is still ½ MP.

The effects of rain on units with special symbols in their MFs depend on the symbols. A unit with an underlined MF is not affected by rain. A unit with a water rune in its MF must pay 1 MP to leave a river and 2 MPs to enter a marsh or lake hex when it is raining. A unit with an air rune in its MF must pay 2 MPs for each hex it enters when it is raining. A unit with a stone rune in its MF must pay 2 MPs to enter a mountain hex and 1 MP to cross a ridgeline in the upslope direction when it is raining.

[6.7] ZERO MOVEMENT FACTORS

Units with zero movement factors cannot move by themselves. In order to move, they must be carried by units with MFs of 1 or greater. A unit being carried does not hinder the movement of the unit carrying it in any way. A unit being carried can be dropped off in any of the hexes entered by the unit carrying it.

A zero MF unit cannot be carried by a disembodied spirit. Some zero MF units can only be carried by a few types of units; such restrictions are given in the special rules for the zero MF unit. A unit cannot carry a zero MF unit unless they were stacked together at the start of the movement phase.

[6.8] SPIRIT MOVEMENT

A spirit whose CF is blank is a disembodied spirit. A disembodied spirit pays 1 MP for each hex it enters, but pays no MP cost to leave hexes or cross hexsides. Neither terrain nor weather has any effect on the movement of disembodied spirits, except that they cannot stop in lake or sea hexes, and they must stop when they enter a dead place hex.

[6.9] REINFORCEMENTS AND REPLACEMENTS

Reinforcements and replacements represent fresh troops being added to the fighting forces.

[6.9.1] Entering the Board

Reinforcements usually enter the board from one of the mapboard edges. Replacements either start in their capital cities or enter from the mapboard edge. When a unit enters the board from one of the mapboard edges, it must pay the usual MP cost for the first hex it enters. It can use road movement if a road runs off the map through the map edge it enters.

Reinforcements and replacements cannot enter the board on hexes that contain or are adjacent to inactive units. If all of the hexes on which a reinforcement or replacement is allowed to enter are blocked, its arrival is delayed until at least one of those hexes is cleared. A player can always choose to delay the arrival of any of his reinforcements and replacements.

[6.9.2] Forced March

Reinforcements and replacements can *forced march* on the turn they enter the board. The first three MPs expended by a unit that is executing a forced march are not counted against its movement factor. Herds, treasures, and units with zero MFs cannot forced march.

[7.] COMBAT

The goals of combat are the elimination of enemy units and the capture of enemy-held territory and property.

[7.1] THE ATTACKER

During each combat phase, the active player is the *attacker* regardless of the overall situation.

[7.2] SUB-PHASES OF THE COMBAT PHASE

The combat phase is divided into three sub-phases. In the first sub-phase, the attacker decides if he wants his magicians' spirits and agents to attack and, if so, which stacks he wants them to attack. In the second (and major) sub-phase, he resolves the battles resulting from the attacks he chooses to make. In the final sub-phase, he allocates his magicians' spirits to provide magical support for his units.

[7.3] ASSIGNING MAGIC

In each combat phase, the attacker must decide which of his magicians' spirits and agents will attack before resolving any battles. Each magician's spirit or agent that is to attack must be committed to attack a particular inactive stack.

[7.3.1] When to Commit Spirits and Agents

If a magician's spirit or agent is to make an attack, it must be committed to attack a particular inactive stack during the first sub-phase of the combat phase.

[7.3.2] How to Commit Spirits and Agents

The attacker commits a magician's spirit or agent to attack a particular stack by placing it atop that stack.

[7.3.3] Which Stacks Can Be Attacked.

A magician's spirit or agent can be committed to attack any inactive stack within the magician's RF.

[7.3.4] Uncommitted Spirits and Agents

The attacker's magicians' spirits and agents that are not committed to attack must be left in their holding boxes.

[7.3.5] Effects of Commitment

If a magician's spirit or agent has been committed to attack an inactive stack, that stack must be attacked, and the spirit or agent must take part in the attack.

[7.3.6] Magic and Screening

If the screening option is being used, a magician's location need not be revealed when its spirit or agent is committed.

[7.3.7] Disrupted Spirits and Agents

A magician's spirit can be committed to attack even if it is disrupted. Physical agents never become disrupted.

[7.3.8] Effects of Eliminating a Magician

If a magician is eliminated, its spirit or agent cannot be taken from its holding box unless and until the magician is replaced. If a magician is eliminated before its spirit or agent has carried out an attack it was committed to make, the spirit or agent must still carry out the attack before returning to its holding box.

[7.4] DIVISION OF COMBAT

Combat is resolved as a series of independent battles. The attacker decides which units will fight in each battle. He also determines the order in which the battles are resolved. He does not have to announce that a particular battle will be fought until he begins to resolve it.

[7.4.1] Attacking and Defending

During a battle, the units that are attacking are the *attacking units*, and the units being attacked are the *defending units*. The attacking units form *attacking stacks*, and the defending units form *defending stacks*. The players whose units are being attacked are the *defending players*. The defending player with the greatest number of units in the battle is the *defender*; ties are broken by rolling the die (high die wins). The defender has overall command of the defending units.

[7.4.2] Which Units Can Attack and Which Units Can Be Attacked

Only active units can attack, and only inactive units can be attacked. Neutral units cannot attack or be attacked. In each battle, at least one unit must attack, and at least one unit must be attacked. Units cannot take part in more than one battle in a single combat phase.

Each attack which the attacker chooses to have his units make results in a battle. Each battle is resolved in the second subphase of the combat phase. If two or more units take part in the same attack, they are attacking units in the same battle.

[7.4.3] Which Units Must Attack and Which Units Must Be Attacked

Every active unit that was adjacent to an inactive unit at the start of the combat phase must attack an adjacent inactive unit. Every inactive unit that was adjacent to an active unit must be attacked by at least one of those adjacent active units; magicians' spirits and agents can take part in the attack, but they cannot be the only attacking units. Any stacks that magicians' spirits and/or agents were committed to attack must be attacked by them.

[7.4.4] Stacks and Combat

Each stack is treated as a whole. If any of the units in a stack are to attack, all of the units in that stack must take part in the same attack. If any of the units in a stack are to be attacked, all of the inactive units in that stack must be attacked as part of the same battle.

[7.4.5] Multi-hex Battles

In a battle, the attacking units can occupy more than one hex, and the defending units can also occupy more than one hex. However, in every battle, all of the attacking units—other than magicians' spirits and/or agents—must be adjacent to all of the defending units.

[7.4.6] Fortifications

Major exceptions to rules 7.4.3 and 7.4.4 exist for units inside fortifications. Any fortress or stackade is a fortification. Active units inside a fortification are not required to attack adjacent inactive units. Units inside a fortification do not have to attack even if other units in the same hex attack. However, all of the units in a fortification hex that do attack must take part in the same attack. If all of the active units adjacent to an inactive unit are inside fortifications and are not attacking, that inactive unit need not be attacked. Note that not every unit in a fortification hex can be inside the fortification (see 3.1).

[7.5] RESOLVING A BATTLE

Each battle is resolved separately. Once the players begin to resolve a battle, they must complete it before they can begin to resolve another battle. Each battle is resolved according to the following sequence of steps.

An attacking unit does not have to use chaotic magic, make a physical magic attack, make a spirit magic attack, use missile fire, or fight in a melee unless required to do so by rule [7.8.1] or [8.7.2]. The attacker decides which offensive actions, if any, the attacking units will undertake consistent with all of the rules.

(1) Declaration

The attacker announces which units will take part in the battle. The players can examine the attacking and defending units at any time during the battle.

(2) Chaotic Magic

The attacker decides which attacking units will be eliminated by defending chaotic units and which defending units will be eliminated by attacking chaotic units. Both sides then remove their losses simultaneously.

(3) Physical Magic

Attacks by agents of physical magicians are resolved in this step. Physical magic attacks against each defending stack are resolved separately. For each stack being attacked, the attacker determines the size of the CF loss his physical agents are able to inflict on the stack and then eliminates units from it whose CF total is less than or equal to the CF loss.

(4) Spirit Magic

The spirit magic step consists of the following sequence of sub-steps:

- The attacker determines the size of the MgF loss the attacking spirits are able to inflict on the defending units.
- The defender determines the size of the MgF loss the defending units are able to inflict on the attacking spirits through defensive spirit magic.
- The attacker selects the defending units' casualties. The MgF total of the units picked to be casualties must be less than or equal to the defending units' MgF loss.
- The defender picks the attacking spirits' casualties. The MgF total of the units picked to be casualties must be less than or equal to the attacking unit's MgF loss.

(5) Missile Fire

The missile fire step consists of the following sequence of sub-steps:

- Each defending player tells the other players which attacking stack will be fired on by each of his defending missile units.
- For each attacking stack fired on by any defending missile units, the defender determines the missile fire result, and then the attacker disrupts or eliminates his units as called for by the result.
- The attacker tells the other players which defending stack will be fired on by each attacking missile unit.
- For each defending stack fired on by any attacking missile units, the attacker determines the missile fire result, and then the player whose units were fired on disrupts or eliminates his units as called for by the result.

(6) Melee

The melee step consists of the following sequence of sub-steps:

- The attacker rearranges the units in each attacking stack.
- The attacker announces which attacking units will be held in reserve.
- The defending players retreat the defending units of their choice.
- The defending players rearrange the units in the defending stacks.
- The attacker determines the size of the CF loss inflicted on the defending units.
- The attacker selects the defending units' casualties.
- The defender determines the size of the CF loss inflicted on the attacking units.
- The defender selects the attacking units' casualties.

(7) Advance after Combat

If any hexes that contained defending units at the start of the current battle no longer contain any defending units, the attacker can advance adjacent attacking units into the vacated hexes. Advancing units whose MFs are 5 or greater can be advanced one additional hex. Then, each player is permitted to rearrange the units in each of his stacks that were affected by the battle.

[7.6] CHAOTIC MAGIC

Many creatures of chaotic origins appeared during the Long Night. After the Dawning, most of these creatures faded or were destroyed. The strongest of them yet survive and continue to plague the world. However, their hold on existence is tenuous. They are especially vulnerable to attacks on the spirit plane.

[7.6.1] Chaotic Units

A unit with a negative MgF is a *chaotic unit*. Chaotic units are the only units that can use chaotic magic.

[7.6.2] Effects of Chaotic Magic

Each chaotic unit involved in a battle can eliminate opposing units in the chaotic magic step. The magnitude of a chaotic unit's MgF indicates the number of units it can eliminate. For example, if a chaotic unit with an MgF of -2 is involved in a battle, it can eliminate up to 2 opposing units.

[7.6.3] Applying Chaotic Magic

The attacker decides which attacking units are to be eliminated by defending chaotic units and which defending units are to be eliminated by attacking chaotic units. He must select the attacking units to be eliminated so that as many of them as possible are eliminated. Losses taken because of chaotic magic are removed simultaneously. Therefore, a chaotic unit can eliminate opposing units through chaotic magic while itself being eliminated.

[7.6.4] Restrictions on Chaotic Magic

Chaotic magic cannot eliminate herds, treasures, agents of physical magicians, or units with infinite MgFs. A chaotic unit whose RF is blank cannot eliminate disembodied spirits (spirits whose CFs are blank). A chaotic unit with a zero RF can eliminate disembodied spirits when it is defending, but not when it is attacking. A chaotic unit whose RF is 1 can eliminate disembodied spirits whether attacking or defending.

[7.6.5] Chaotic Magic and Magicians' Spirits

A defending chaotic unit can eliminate magicians' spirits even if they are not adjacent. Of course, the spirits must be among the attacking units in the battle in which the chaotic unit is attacked.



[7.7] PHYSICAL MAGIC

Physical magicians manipulate physical forces such as meteors and bolts of lightning. Physical magicians work their magic through physical agents. Because physical agents are natural forces, they cannot be destroyed.

[7.7.1] Which Units Can Use Physical Magic

A magician whose RF is underlined is a *physical magician*. A *physical agent* is associated with each physical magician. Physical agents are the only units that can make physical magic attacks.

[7.7.2] Resolving Physical Magic Attacks

Physical magic attacks are resolved one stack at a time. For each defending stack being attacked by physical agents, the attacker determines the size of the CF loss inflicted by those agents and then chooses casualties from among the units in the stack.

[7.7.3] Determining the Size of the CF loss

The attacker determines the size of the CF loss inflicted on a stack through physical magic. To do so, he calculates the CF total of the physical agents placed atop the stack and rolls the die. The size of the CF loss is found by cross-indexing the die roll result with the CF total in the Attack Table.

[7.7.4] Applying the CF Loss

The attacker decides which defending units are to be casualties. All of the casualties must be chosen from the stack that was attacked. The casualties' CF total, after applying the relevant terrain modifiers, must be less than or equal to the defending stack's CF loss. If the CFs of all of the units in the stack exceed its CF loss, there are no casualties.

[7.7.4.1] Restrictions

Disembodied spirits (spirits with blank CFs) and treasures cannot be picked to be casualties of a physical magic attack.

[7.7.4.2] Effects of Physical Magic

Units, other than herds, chosen to be casualties are eliminated. Herds chosen to be casualties stampede.

[7.7.5] Terrain and Physical Magic

When casualties are selected, the defending units' CFs may be increased if they occupy good defensive terrain. The CFs of units in forest, marsh or marsh/ruin hexes are doubled. The CFs of units inside fortresses are doubled. The CFs of units inside altars, dragonewt cities, ruins, stockades, temples or towns are each increased to half again their printed values, dropping any fractions.

[7.7.6] Return of Physical Agents

After a physical magic attack has been resolved, all of the physical agents involved in the attack are returned to their holding boxes.

Attacking physical agents which do not make physical magical attacks are returned to their holding boxes at the end of the physical magic step.

[7.8] SPIRIT MAGIC

Most magical combat takes place on the spirit plane. Spirit magic can be used both offensively and defensively. Attacking spirits can make spirit magic attacks. Defending units can use defensive spirit magic (DSM) if any of the attacking units make spirit magic attacks.

[7.8.1] Which Units Can Make Spirit Magic Attacks

Attacking spirits with unparenthesized RFs of 1 or more and MgFs of 1 or more are the only units that can make spirit attacks.

Magicians' spirits that were committed to attack a defending stack must make a spirit magic attack. Attacks by magicians' spirits affect all of the defending units, not just those they were placed atop.

If a magician's spirit is eliminated before the spirit magic step of a battle in which it is committed to attack, it is neither required nor permitted to make that attack.

[7.8.2] Which Units Can Use DSM

Defending units whose MgFs are not negative and whose RFs are neither blank nor parenthesized are the only units that can use DSM. A magician cannot use DSM while its spirit is providing magical support (see 7.13).

[7.8.3] Determining the Results of Spirit Combat

The results of combat on the spirit plane are expressed in terms of the MgF losses suffered by the attacking and defending units.

[7.8.3.1] Determining the Result of a Spirit Magic Attack

The attacker determines the size of the MgF loss inflicted on the defending units by attacking spirits. To do so, he calculates the MgF total of the spirits making spirit magic attacks and rolls the die. The size of the MgF loss inflicted on the defending units is found by cross-indexing the die roll result with the MgF total in the Attack Table.

[7.8.3.2] Determining the Results of DSM

The defender must determine the size of the MgF loss inflicted on the attacking units through DSM. To do so, he must calculate the MgF total of the units using DSM and roll the die. The size of the MgF loss inflicted on the attacking units is found by cross-indexing the die roll result with the MgF total of the units using DSM in the Attack Table.

[7.8.4] Applying the Results of Spirit Combat

Some of the attacking spirits and some of the defending units may become casualties because of their side's MgF loss.

[7.8.4.1] Applying the Result of a Spirit Magic Attack

The attacker decides which defending units will be the casualties of a spirit magic attack. The MgF total of the defending units picked to be casualties must be less than or equal to the defending units' MgF loss.



[7.8.4.2] Applying the Results of DSM

The defender decides which attacking units will be casualties of defensive spirit magic. The MgF total of the attacking units picked to be casualties must be less than or equal to the attacking unit's MgF loss. Only spirits making spirit magic attacks can be picked to be casualties of DSM.

[7.8.4.3] Restrictions

A defending unit with a zero or negative MgF cannot be picked to be a casualty unless the defending units' MgF loss exceeds the MgF total of the defending units whose MgFs are not negative.

Units with infinite MgFs cannot be picked to be casualties of spirit combat. If there is a unit with an infinite MgF on a side, none of that side's units whose MgFs are zero or negative can be picked to be casualties.

[7.8.4.4] Effects of Spirit Combat

Units, other than herds and treasures, that are picked to be casualties are eliminated. Herds picked to be casualties stampede. Treasures picked to be casualties become disrupted.

[7.8.5] Return of Spirits

At the end of the spirit magic step of a battle, all of the magicians' spirits that made spirit magic attacks and survived are returned to their holding boxes.

[7.9] MISSILE FIRE

Missile units represent archers, lancers, slingers and so on. Because of the great reach of missile weapons, missile units can strike their enemies without having to close with them. Missile units are often able to demoralize their foes, leaving them vulnerable to an ensuing melee.

[7.9.1] Missile Units

A unit with one or more asterisks in its CF is a *missile unit*. A missile unit's *missile factor* is equal to the number of asterisks in its CF.

[7.9.2] Missile Combat

Missile units involved in a battle can fire on opposing units. All of the defending units' missile fire is resolved before any of the attacking units' missile fire is resolved.

[7.9.3] Selecting Targets

A missile unit cannot fire on more than one opposing stack in a single battle. Each defending player must announce which attacking stack will be fired on by each of his defending skirmishers before any of the defending units' missile fire is resolved. If any of the defending players care about the order in which they make their announcements, the defender decides what that order will be. The attacker must tell which defending stack will be fired on by each of the attacking missile units before resolving his units' missile fire.

[7.9.4] Resolving Missile Fire

Missile fire is resolved separately for each stack being fired on by missile units. Missile fire against a stack is resolved by determining the result of the fire against it and then applying that result to the units in the stack. The defender determines the results of missile fire against attacking stacks, and the attacker determines the results against defending stacks. The player whose stack is fired on decides how to apply the result obtained against it.

[7.9.5] Determining the Result of Missile Fire

To determine the result of missile fire against a stack, a player must calculate the missile factor total of the units firing on the stack and roll the die. The result is found by cross-indexing the die roll result with the missile factor total in the Missile Fire Table on the Player Aid Card. If the missile factor total is not one of the values listed at the top of the table, use the closest smaller value listed.

[7.9.6] Terrain and Missile Fire

The missile factors of missile units firing through a ridgeline are halved if they are on the downslope side of the ridgeline.

A number of die roll modifiers may be relevant depending on the types of terrain occupied by the target stack. The die roll modifiers are listed above the Missile Fire Table on the Player Aid Card.

[7.9.7] Unit Types and Missile Fire

The die roll used to find the missile fire result against a stack can be affected by the types of units in that stack. The die roll modifiers are listed above the Missile Fire Table. Both terrain and unit modifiers are added to the die roll result before looking up the missile fire results.

[7.9.8] Applying a Missile Fire Result

The player whose stack was fired on decides which units in the stack are affected by the missile fire result. If the result was "2DD," he must decide whether to disrupt two units or eliminate one; if there is only one unit that could be affected by the result, it must be eliminated.

[7.9.8.1] Restrictions

Only major units (units whose CFs are neither blank nor parenthesized) can be affected by missile fire. If there are not enough major units in the stack that was fired on to fully satisfy the skirmish result, all of the major units in the stack are eliminated, but there are no further effects.

[7.9.8.2] Herds and Missile Fire

Herds can not be eliminated by missile fire. If a herd suffers a missile fire result that would cause a normal unit to be eliminated, it stampedes instead.

[7.10] MELEE

A melee consists of warriors bashing at each other with swords, spears, axes, and so on. The outcome of a melee depends on a number of factors including luck, leadership, the strengths of the fighting units, terrain and weather.

[7.10.1] Which Units Can Fight in a Melee

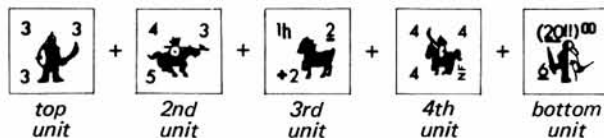
Any of the attacking and defending units, other than herds and disembodied spirits, can fight in a melee. Herds (units whose CFs contain the letter "h") cannot fight in a melee, but they can be captured as a result of a melee. Disembodied spirits cannot fight in a melee and suffer no adverse effects if caught up in a melee.

[7.10.2] Rearranging Units Within Stacks

During a melee, the attacker can change the order of the units in each attacking stack, and each defending player can change the order of the units in his defending stacks. Units cannot be moved from one stack to another. If any of the defending players care about the order in which they rearrange their stacks, the defender decides what that order will be.

[7.10.3] Major Units

Units whose CFs are neither blank nor parenthesized are *major units*. At most three of the major units in each stack can fight in a melee. If there are more than three major units in a stack, the fourth major unit from the top of the stack and any other units stacked beneath it are not allowed to fight in a melee.



Example: Suppose the units shown above are stacked left (top) to right in the indicated order. The 3-3-3 and the 4-3-5 can fight in a melee. The 1h-2 + 2 cannot fight because it is a herd (see 7.10.1). The 4-4-4 cannot fight because it is the fourth major unit from the top of the stack. The (20!!)-00-6 cannot fight because it is beneath the fourth major unit from the top of the stack.

[7.10.4] Holding Units in Reserve

During a melee, attacking units usually charge the defending units' position. Thus, attacking units normally receive no benefit from occupying good defensive terrain. However, attacking units can be held in reserve, in which case, they receive the usual terrain benefits.

The attacker can hold some or all of the attacking units in reserve. Units in reserve do not add their strengths to the attacking units' CF total when determining the defending units' CF loss (see [7.10.6.1]). Units in reserve can be selected as casualties, but they receive the usual benefits for occupying good defensive terrain (see [7.10.7.4]). Any attacking units stacked beneath units held in reserve must also be held in reserve.

[7.10.5] Retreats

The defending players can retreat some of their units that are involved in a battle. Retreating units are moved one hex by their owners. Stacks can be split when retreats are carried out. Once a unit has been retreated, it is no longer involved in a battle, and therefore, it is no longer considered to be a defending unit. Thus, a retreated unit is not affected by the results of a melee. If any of the defending players care about the order in which they retreat their units, the defender decides what that order will be.

[7.10.5.1] Contact

A unit cannot be retreated unless it is adjacent to at least one attacking unit.

[7.10.5.2] Covering Retreats

A player cannot retreat all of the units in a stack. At least one unit must be left behind from each stack that is retreated. A herd or treasure cannot be used to cover a retreat unless a unit that is not a herd or a treasure is left stacked with it.

The total force left behind must be strong enough to block the attacking units. Disembodied spirits covering a retreat can block any group of attacking units whose MgF total is less than or equal to the spirits' MgF total. The CF total of the physical units covering a retreat must be at least one-sixth the CF total of the attacking units that are fighting in the melee and are not being blocked by disembodied spirits.

One exception to this rule is that units that are faster than all of the attacking units fighting in the melee, and zero MF units carried by those faster units, can always retreat regardless of whether an adequate covering force is left behind.

[7.10.5.3] Terrain Restrictions

Units cannot be retreated into lake or sea hexes. Units cannot be retreated off the board. Herds cannot be retreated into dead place hexes.

[7.10.5.4] Enemy Units

A player cannot retreat his units into hexes that contain or are adjacent to another player's units.

One exception to the rule above is that units can be retreated into hexes containing or adjacent to active magicians' spirits and/or agents, provided no other enemy units prevent such a retreat. If units are retreated into a hex that is to be attacked, they are treated as normal defending units during the battle resulting from the attack (an exception to rule 7.4.2).

[7.10.5.5] Heroes and Superheroes

Heroes cannot be retreated. Superheroes and units stacked with superheroes cannot be retreated.

[7.10.5.6] Zero MF Units

A unit with a zero MF cannot be retreated unless it is carried by another retreating unit. A unit can carry a zero MF unit if it could carry that unit during normal movement. The zero MF unit and the unit carrying it must begin and end their retreats stacked together.

[7.10.6] Determining the Results of a Melee

The results of a melee are expressed in terms of the CF losses suffered by the attacking and defending units.

[7.10.6.1] Determining the Defending Units' CF Loss

The attacker determines the size of the CF loss inflicted on the defending units. To do so, he calculates the CF total of the attacking units fighting in the melee and rolls a die. The size of the CF loss is found by cross-indexing the die roll result with the CF total in the Attack Table.

[7.10.6.2] Determining the Attacking Units' CF Loss

After the defending units have taken casualties as called for by their CF loss, the defender determines the size of the CF loss inflicted on the attacking units. To do so, he calculates the CF total of the surviving defending units that are able to fight in the melee and rolls the die. The size of the CF loss is found by cross-indexing the die roll result with CF total in the Attack Table.

[7.10.6.3] Defensive Doubling

The CFs of the defending units fighting in the melee are doubled. This doubling takes place before any other CF modifiers are applied.

[7.10.6.4] Terrain Modifiers

The CFs of attacking units on the downslope side of a ridgeline are halved if any of the defending units are upslope of them. The CFs of units in river hexes are halved. Ford and headwaters hexes are not river hexes.

The terrain modifiers are cumulative. Any fractions are retained till the CF total of the fighting units has been computed.

[7.10.6.5] Leadership

A unit with one or more exclamation points in its CF is a *leader*. It's *leadership factor* equals the number of exclamation points in its CF.

A leader's leadership factor can be added to the CFs of each unit stacked with it, subject to some restrictions. A leader's leadership factor cannot be applied unless it is fighting in the melee. A leader's leadership factor does not affect its own CF or the CFs of other leaders. A leader's leadership factor cannot increase the CF of a unit with a blank or zero CF. Only one leader's leadership factor can be added to a unit's CF.

Leadership modifiers are applied after all other CF modifiers.

[7.10.6.6] Weather

There are two types of weather: rain and clear. The weather is assumed to be clear except when the rules specify it is raining. Clear weather has no effect on a melee. Rain reduces the effectiveness of attacking units. The attacker must reduce the die roll used to determine the defending units' CF loss by 1 when it is raining.

[7.10.7] Taking Casualties

After a side's CF loss has been determined, casualties are taken from among that side's units. The attacking units' casualties are selected by the defender, and the defending units' casualties are selected by the attacker. The CF total of the units picked to be casualties must be less than or equal to the side's CF loss. If the CFs of every unit on a side exceed that side's CF loss, no casualties are suffered by that side.

[7.10.7.1] Disembodied Spirits

Disembodied spirits (spirits whose CFs are blank) cannot be picked to be casualties of a melee.

[7.10.7.2] Stacks and Casualties

Casualties taken from a stack must be chosen from the top down. A unit cannot be picked to be a casualty unless all of the units stacked above it have been bypassed or picked to be casualties.

Only a few types of units can be bypassed. Disembodied spirits can be bypassed. Herds and units with zero MFs can be bypassed, but they can also be selected to be casualties. No other types of units can be bypassed. A unit that is bypassed suffers no adverse effects; its CF is not added into the CF total of the units picked to be casualties.

[7.10.7.3] CF Modifiers

The modifiers that apply to units fighting in a melee (see 7.10.6.3, 7.10.6.4 and 7.10.6.5) do not apply when selecting casualties. The only modifiers that apply when selecting casualties are the bonuses for occupying good defensive terrain (see 7.10.7.4).

[7.10.7.4] Defensive Terrain

When casualties are being chosen, units in good defensive terrain may benefit from that terrain. The CFs of units occupying good defensive terrain may be increased, which may in turn reduce the number of casualties suffered. The terrain bonuses do not apply to attacking units that fought in the melee.

The terrain modifiers are as follows: (1) the CFs of units inside fortresses are doubled; (2) the CFs of units in mountain hexes or hill/forest hexes are doubled; (3) the CFs of units in hill, forest or marsh hexes are increased to half again their printed values; (4) the CFs of units inside altars, dragonewt cities, ruins, stockades, temples or towns are increased to half again their printed values; (5) the CFs of units in hill/ruin hexes or marsh/ruin hexes depend on whether those units are inside or outside the ruins: the CFs of the units inside the ruins are doubled, and the CFs of units outside the ruins are increased to half again their printed values.

Any fractions are dropped.

[7.10.7.5] Effects of Being a Casualty

If a unit is a casualty of a melee, it is eliminated unless it is a herd or a treasure. Herds and treasures that become casualties are captured.

When a defending herd or treasure is captured, the attacker moves the captured unit to one of the hexes occupied by attacking units that fought in the melee. When an attacking herd or treasure is captured, the defender moves the captured unit to one of the hexes occupied by defending units that fought in the melee.

[7.11] ADVANCE AFTER MELEE

At the end of a battle, the attacker can advance his units into (and possibly through) hexes vacated by the defending units.

[7.11.1] Vacated Hexes

A hex is considered to have been vacated if it contained at least one defending unit at the start of the battle but no longer contains any defending units. If none of the hexes that contained defending units have been vacated, no units can be advanced.

[7.11.2] Extended Advance

Units with MFs of 5 or greater can be advanced two hexes. The first hex of the advance must be a hex that was vacated by the defending units. If the first hex of a unit's advance is adjacent to any inactive units, the unit must stop in that hex regardless of its MF. The second hex of a unit's advance can be any hex adjacent to the first, other than a forest, marsh, sea, lake, mountain, or dead place hex.

Units making an extended advance cannot enter a hex that contains active units that will attack later in the same combat phase.

[7.11.3] Restrictions

Only attacking units that are not disrupted can advance.

A unit with a zero MF cannot advance unless it is carried by a unit that could carry it during normal movement. The zero MF unit and the unit carrying it must begin their advances in the same hex. They must also end their advances in the same hex unless the carrying unit drops off the zero MF unit in the first hex of its advance and then is advanced a second hex. A zero MF unit can be carried two hexes.

Units cannot end their advances in lake or sea hexes. Herds cannot be advanced into or through dead place hexes.

[7.11.4] Neutral Units

Attacking units can be advanced into hexes containing neutral units. If an attacking unit ends its advance in a hex containing neutral herds and/or treasures, it captures those units. If an attacking unit ends its advance in a hex containing neutral dinosaurs, it allies those dinosaurs.

[7.12] REORGANIZING STACKS

At the end of each battle, each player can rearrange the units within each of his stacks that were affected by the battle. A stack was "affected by the battle" if it was an attacking or defending stack, or if any units were deleted from it or added to it during the battle. Units cannot be moved from one stack to another.

[7.13] MAGICAL SUPPORT

At the end of the combat phase, the attacker can allocate his magicians' spirits to provide magical support for his units.

[7.13.1] Allocating Magical Support

The attacker must place each magician's spirit atop the stack it is supporting. Any spirits that are not allocated are left in their holding boxes. A magician's spirit cannot be allocated to support a stack outside the magician's RF. Physical magicians' agents never provide support.

[7.13.2] Support and Combat

Supporting spirits that are involved in a battle are treated as normal disembodied spirits, except that they cannot be retreated. A supporting spirit remains in the hex in which it was placed even if all of the units it was supporting have retreated or have been eliminated.

[7.13.3] Support and Movement

Supporting spirits exert ZOCs as if they are normal disembodied spirits.

All of the spirits that a player has allocated to provide magical support are returned to their holding boxes at the start of the player's next movement phase.

[7.14] ELIMINATION

Elimination is the most common effect of combat. When a unit is eliminated, it is removed from the board. An eliminated unit has no further effect on play unless it is taken as a replacement. Herds and treasures cannot be eliminated by combat; in most cases, they are captured instead.

[7.15] DISRUPTION

When a unit becomes disrupted, it is turned back side up. A disrupted unit's factors are reduced to the values printed on its back. Disrupted units are subject to movement restrictions (see 6.3). If a disrupted unit, other than a herd or treasure, suffers another disruption result, it is eliminated. A disrupted treasure is unaffected by further disruption results. A disrupted herd that is disrupted again stampedes.

A disrupted unit becomes undisrupted in the rally phase of its owner's next player-turn. (*Exception:* disrupted units remain disrupted if they are adjacent to enemy units.) When a unit becomes undisrupted, it is turned front side up. A unit cannot become undisrupted in the same player-turn that it suffers a disruption result. Magicians' spirits can become undisrupted if they are on the board or in their holding boxes.

[7.16] CAPTURE

Only herds and treasures can be captured. A player captures neutral herds and treasures by having at least one of his units stacked with them at the end of a phase. If, at the end of any phase, captured units are left in a hex that does not contain any player's units that were not captured, they become neutral. If a unit is recaptured by its original owner, it is no longer considered a captured unit. Units that were initially neutral have no original owner.

[7.17] STAMPEDES

When a herd stampedes, its owner rolls the die and moves it its full normal movement allowance in the direction indicated by the map-board compass. A stampeding herd can move into and through hexes containing other units. If a stampeding herd moves off the map or into prohibited terrain (lake, sea or dead place hexes), it is eliminated. Once a herd stampedes, it is no longer involved in a battle. It is considered neutral; even if it ends its stampede stacked with a player's units, it remains neutral until the end of the phase. If a stampeding herd is not already disrupted, it becomes disrupted at the end of its stampede.

[8.] HEROES AND SUPERHEROES

Although every person possesses a measure of heroism, or perhaps because of it, the status of hero is not easy to achieve. Heroic individuals are set apart from normal folk; they have reached a higher plane of proficiency. Their great skills grant them special abilities.

Just as heroes tower above the mass of humanity, so superheroes tower above other heroes. History and legend preserve their names: Beowulf, Herakles, Caesar, Conan, Bodidharma, and others. These individuals have perfected themselves beyond their human limits, and walk among the lesser gods. Yet they remain human and are subject to the same motives and feelings as ordinary mortals.

[8.1] NAMES OF THE HEROES AND SUPERHEROES

There are 12 heroes and 3 superheroes in this game. The heroes are: *Beat-pot Aelwrin, Cragspider, Gunda the Guilty, Ironhoof, Jaldon Toothmaker, Prince Argrath, Sir Ethilrist, The Dwarf, The Feathered Horse Queen, The Inhuman King, The Red Emperor, The Twins.* The superheroes are: *Androgeus, Harrek the Berserk, Jar-ael the Razoress.*

[8.2] HEROES AND MELEE

While a hero's skills enable him to perform superhuman deeds at any time, it is in combat that a hero's full potential is realized. The strength of a single hero is roughly equivalent to that of an entire regiment of ordinary warriors.

The CF of a hero fighting in a melee is not halved for being in a river or for fighting units across a ridgeline.

[8.3] SUPERHEROES AND MELEES

As powerful as heroes are, their combat skills pale beside those of superheroes. A single superhero is the equal of a small army.

The CF of a superhero fighting in a melee is not halved for being on a river or for fighting units across a ridgeline. If there is a superhero among the attacking units and there are no superheroes among the



defending units, the defending units do not receive the normal CF bonuses for occupying good defensive terrain (see 7.10.7.4). If there is a superhero among the defending units and there are no superheroes among the attacking units, the attacking units do not receive the normal CF bonuses for occupying good defensive terrain. Units inside fortresses and stockades continue to benefit from the defensive bonuses for those types of terrain, but all other bonuses for occupying good defensive terrain are negated.

[8.4] SUPERHEROES AND MAGIC

Superheroes are invulnerable to most forms of magic. They cannot be picked to be casualties of chaotic magic or spirit magic. They do not suffer the adverse effects of exotic magic. However, even superheroes are vulnerable to physical magic.

A superhero can extend his/her invulnerability to magic to up to three units stacked with him/her. The player who controls the superhero decides which units are protected. However, if a superhero is stacked with his/her best friend, the best friend must be one of the units that is protected. The protected units cannot be picked to be casualties of chaotic magic or spirit magic, and do not suffer the adverse effects of exotic magic.

Each superhero can protect up to three units. Thus, two superheroes stacked together can protect up to six units.

[8.5] HEROIC ESCAPES

Whenever a player's hero or superhero is eliminated, he must note the hex it occupied when it was eliminated. In the rally phase of the same player-turn, he must roll the die to see if his hero or superhero made a heroic escape. A hero escapes on a roll of 4,5,6. A superhero escapes on a roll of 3,4,5,6. If the hero or superhero escapes, the player returns it to the board. He must place it in a hex that both contains one of his stacks and that is as close as possible to the hex it occupied when it was eliminated. If the player no longer has any stacks on the board, the hero or superhero does not return.

[8.6] SUPERHEROES AND THEIR BEST FRIENDS

Gunda the Guilty is Harrek's best friend, and Beat-pot Aelwrin is Jar-eel's best friend. Androgeus does not have a best friend unless one is assigned by the special rules for the scenario being played.

A superhero and his/her best friend are unusually compatible. Thus, if a superhero and best friend are stacked together and both fight in a melee, their leadership factors are combined. For example, if Harrek is stacked with Gunda, their joint leadership factor is 3.

[8.7] THE BERSERKER OPTION

The Berserker Option adds a bit of mythological spice to the game at the cost of some complex rules. Players may or may not regard the option to be worth the added complexity. If before the start of play any player states he does not wish to use the option, it is not used.

If a superhero's best friend is eliminated, the superhero will go into a berserker rage until his/her best friend's death is avenged, with the effects and consequences listed below.

[8.7.1] Scapegoats

One of the units responsible for eliminating the superhero's best friend must be designated the *scapegoat*. If the best friend was eliminated as a result of an exotic attack, the exotic unit responsible for the attack is designated the scapegoat. If the best friend was slain in battle, then if he/she was a defending unit, the attacker decides which of the attacking units was responsible for his/her demise, and if he/she was an attacking unit, the defender decides which of the defending units was responsible. If the unit responsible for killing the best friend was a magician's spirit or agent, that magician is the scapegoat; otherwise, the responsible unit is the scapegoat. Herds and treasures cannot be scapegoats.

The scapegoat is selected at the end of the exotic attack or battle. If none of the units that could be the scapegoat survive, there is no scapegoat, and the superhero does not go into a berserker rage. The unit picked to be a scapegoat remains a scapegoat until it or the superhero is eliminated.

When a unit is picked to be a scapegoat, the scapegoat marker for the superhero whose best friend was slain is placed atop the stack containing the scapegoat. The scapegoat marker must move with the scapegoat; it must be atop any stack of which the scapegoat is a part.



[8.7.2] Berserker Rage

If a superhero's best friend is eliminated, the superhero goes into a berserker rage. While in a berserker rage, a superhero transcends mortal limits and becomes like a physical spirit. The superhero is turned back side up to indicate its status. The berserker rage lasts until the scapegoat is killed.

During his movement phases, a player who controls a superhero who is in a berserker rage must move that superhero as close (in hexes) as possible to the scapegoat. In his combat phases, the player must have the superhero attack the stack containing the scapegoat if possible. The superhero must attack both through spirit magic and by melee. *Exception:* if any of the defending units have an infinite MgF, the superhero need not make a spirit magic attack. If it is at all possible to pick the scapegoat as a casualty, it must be picked. The scapegoat cannot retreat when it is attacked by the superhero.

[8.7.3] Heroic Escapes

If a superhero's best friend is eliminated but makes a heroic escape, the superhero's berserker rage passes, and the unit chosen to be the scapegoat ceases to be the scapegoat. A hero designated to be a scapegoat does not get to attempt a heroic escape if it is eliminated in a battle involving the avenging superhero. If the scapegoat is a hero or a superhero and is eliminated but manages a heroic escape, it remains the scapegoat and the superhero remains a berserker. If a superhero is eliminated while in a berserker rage but manages a heroic escape, it remains a berserker.

[8.7.4] Emissaries

If a superhero's best friend is slain while acting as an emissary, there is no scapegoat and the superhero does not go into a berserker rage. However, the player who controlled his/her best friend cannot send another emissary to the independent who slew him/her. If a superhero's best friend is sent to emissary an independent who automatically kills emissaries (such as Delecti), the alliance will be granted, but the superhero will refuse to fight for the player who controlled his/her best friend (i.e., the superhero is eliminated).

[9.] SARTAR HEROES

[9.1] HARREK THE BERSERK



Harrek the Berserk, the White Bear of legend, is mentioned in nearly every history and tale from his times. Chroniclers across the world wrote of the misfortunes this man visited upon their lands. Harrek gained fame as a professional gladiator, a wolf-pirate, a nomad khan, a mercenary for the gods, and an iron-fisted tyrant of his own realm, who never forgot his common origins and never

let a poor man starve. He deserted his realm, never to return, to come to the aid of his friend Argrath and to fight the empire that he always hated.

[9.2] GUNDA THE GUILTY



Gunda the Guilty was the daughter of a valkyrie who was 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 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 alike into sworn fealty. Of those so trapped, only Gunda broke the spell, her oath, and the Queen's back—but at the cost of never knowing love. Shortly thereafter she met Harrek, and from that meeting their friendship has grown.

[9.3] JALDON TOOTHMAKER



Jaldon Toothmaker, also called Raider Khan, is an immortal hero of a sort. He was slain in battle many centuries ago, but since has often appeared sitting astride the lanky steed he calls Home, to escort and help the plainsmen against whomever they fought in Dragon Pass. When victory was assured and the ale about to flow in the hills, Jaldon disappeared until the next war. Even if he

had been killed in the fighting, which happened often, he returned for the next invasion.

[10.] LUNAR HEROES

[10.1] THE RED EMPEROR



The Red Emperor was one in a long line of wizard-kings, responsible only to their mother, the goddess of the Red Moon. The emperors were immortal in that no natural death could claim them, though they could be slain in combat. Because the dynasty was fanatical and warlike, many Moon-sons descended to rule. They appeared identical, and each maintained the policies of his predecessors, so that it seemed that one man ruled for centuries.

[10.2] JAR-EEL THE RAZORESS



Jar-eel the Razoress was an official saint-hero of the Lunar Empire. She led the warrior discipline known as the Moonsword cult, from which the Bloodspillers were drawn, and she carried that famous blade as her sign of office. Her wry humor and pensive wit are revealed in her poetry, much of which has survived. During her lifetime, a dour Lunar monk admitted grudgingly that she was "friendly and happy, clever and beautiful, holy and deadly." These traits survived with her in hundreds of folktales still told today.

[10.3] BEAT-POT AELWRIN



Beat-pot Aelwrin was born in the Redlands, a desert hotbed of revolt against the Lunar Empire. Aelwrin as a boy was captured during one such rebellion and made a kitchen slave in the Imperial Train. Undaunted, he organized and led a successful slave revolt, earning his name by using only the tools of his enforced trade. But Aelwrin's plunder of the holy Frantic Ground and his rape of the dowager Priest-Mother brought Jareel into combat, and the revolt was soon repressed. Once more enslaved, Aelwrin tried to kill himself rather than peel another spud for the Empire. Jar-eel saved him, however, and took it upon herself to teach right action to the boy. He recanted after long, private hours of persuasive argument. Now a man and high priest of the Moonsword cult, he is inseparable from the cult saint, Jar-eel.

[11.] CYCLICAL FACTORS

The Goddess of the Red Moon is neither dead nor alive, but cycles from life to death to life again. She remains stationary in the sky, rotating on her axis, filling Glorantha with a mystic flux. Units with cyclical factors (the symbols "♠" and "♠♠" indicate cyclical factors) are able to tap those currents and gather strength from them. The strengths of such units depend upon the phase of the Red Moon.

[11.1] PHASES OF THE MOON

At the start of any scenario in which units with cyclical factors take part, the Red Moon marker is placed on the Time Table printed on the mapboard. The scenario instructions determine the initial placement of the marker. At the end of each game-turn, advance the moon marker. Move it one space to the right unless it is in the *Dying* phase, in which case it is moved to the *Black* phase. Determine the Red Moon phase by the position of the moon marker.

[11.2] CYCLICAL VALUES

The value of a cyclical factor is determined by the phase of the Red Moon. The value of a factor consisting of the symbol "♠" is given by the number printed on the Time Table for the current phase of the moon. The value of a factor consisting of the symbols "♠♠" is one-half the number printed on the Time Table for the current phase of the moon, retaining fractions.

[11.3] THE GLOWLINE

The Lunar Empire always built new Temples of the Reaching Moon to spread the Red Moon's power. The temple shown on the map was the southernmost such temple during the Hero Wars. The Glowline (indicated by the Empire's client-state Tarsh) marks the area under the magical influence of the Temple shown on the mapboard.

The cyclical factors of units inside the glowline are at full strength, regardless of the phase of the moon. A factor consisting of the symbol "♠" has a value of 7. A factor consisting of the symbol "♠♠" has a value of 3½.

If an enemy unit occupies the Temple of the Reaching Moon, the Glowline ceases to exist for the duration of the game.

[12.] SARTAR EXOTICS

[12.1] PRINCE ARGRAH



Prince Argrath was descended from Sartar through his mother's line. While still a boy, he was forced to flee his home on Starfire Ridge to avoid capture by the Lunar Empire. He found refuge in Prax where he began to gather an army for the day of his return. Through a number of HeroQuests, he proved himself the true heir to the throne of Sartar. In the process, he became a dragon-friend and a

giant-master. This game chronicles his return to Sartar and his efforts to restore the kingship.

The Glowline (see 11.3) and the Glowspot (see 13.1) have no effect within one hex of Prince Argrath. If the Screening Option is being used, the Glowline and the Glowspot are not negated unless the Sartar player reveals Argrath's location. Argrath's location can be revealed at any time during the game.

The Sartar player can have the Dragontooth Runners arrive on the board within one hex of Argrath (see 12.2).

Argrath can control a giant. Argrath can enter a hex that contains a giant, but cannot move through such a hex without stopping. While Argrath is stacked with a giant, that giant is treated as a Sartar unit. Argrath and the giant can be moved together as a Sartar stack. However, a giant under Argrath's control *cannot* be stacked with any of the Sartar player's other units. If a giant is under Argrath's control, neither unit can be retreated. If Argrath voluntarily moves away from a giant he controls, the giant immediately reverts to normal. Argrath cannot control more than one giant at one time. If two giants are stacked together, he cannot enter the hex that they occupy. If there are no giants on the board, Argrath has no giant.

[12.2] THE DRAGTOOTH RUNNERS



The Dragontooth Runners were a gift to Argrath from an ancient dragon. Normally, they have the form of dragons' teeth, and Argrath keeps them in a pouch at his side. When the prince sows the teeth, warriors spring forth ready to aid him in battle.

If the Dragontooth Runners are available in the scenario played, they can begin the game off the board in reserve. The Sartar player can have the Dragontooth Runners appear on the board at any time during the game. They do not have to appear together; and they can even appear in different turns. They must be placed within one hex of Prince Argrath. They cannot appear in a hex that contains units of any player other than the Sartar player. They cannot be moved on the turn in which they appear. Once placed on the board, they cannot return to tooth form. If eliminated, they cannot be replaced. If Argrath is eliminated before they appear, they cannot be used in the game being played.

[12.3] THE STORMWALKERS



The Stormwalkers were a mixed band of men and spirits who lived at the Wind Temple. The men could fly, and the spirits had learned to create a physical form at will, which explains their physical and magical strengths. They also have the ability to create a storm once per game.

The Sartar player can have the Stormwalkers create a storm in the exotic magic phase of a Sartar player-turn. The Stormwalkers' spirit is eliminated when they create a storm; if their spirit has already been eliminated, then they cannot create a storm. There are two kinds of storm: a type 1 storm and a type 2 storm.

A type 1 storm is a local blockbuster. The storm is directed against any one hex within the Stormwalkers' RF. Every unit in the hex, other than treasures, are eliminated. Treasures become disrupted. Units adjacent to the hex hit by the storm become disrupted if they belong to any player other than the Sartar player. All river hexes within three hexes of the storm hex and all hexes downstream of them go to flood. Downstream is always from a headwaters hex to a mapboard edge. The flood lasts until the exotic magic phase of the next Sartar player-turn.

The effects of a type 2 storm last three days and cover the entire board. The weather is rain from the time that the Stormwalkers create the storm until the Sartar exotic magic phase of the second following game-turn, at which time all of the rivers on the board go to flood. The flood lasts until the Sartar exotic magic phase of the third following game-turn, the effects of the Glowline (see 11.3) are negated. The Glowspot (see 13.2) functions normally.

A flood disrupts the units, other than those excepted below, which occupy the flooded hexes. Treasures and disembodied spirits are not affected by flood. Dragons and superheroes save themselves and up to three units stacked with them from the effects of the flood. Fords do not negate the effects of a flood. Units that enter a flooded hex when moving or retreating suffer disruption if applicable. Flying units can move through a flooded hex without becoming disrupted; however, they do suffer disruption if they stop in a flooded hex.

Dragons and superheroes are immune to the effects of a type 1 storm. They can each save up to three of the units stacked with them.

[12.4] THE WASPS



The Wasps were a race of giant insects tamed long ago by a tribe of primitive cultists. During a Sartar exotic magic phase, the Sartar player can have the Wasps disrupt the inactive units within one hex of them. Disembodied spirits and treasures are not affected by the Wasps. The Wasps are eliminated when used in this way.

[13.] LUNAR EXOTICS

[13.1] THE CRIMSON BAT



The Crimson Bat was a child of the Red Moon and a daemon of Chaos. The Bat inherited an extraordinary exotic ability. He produced a "glow-spot" which acted as a movable mini-Glowline.

Any hex within two hexes of the Crimson Bat is a Glowspot hex. If the Screening Option is being used, the Glowspot does not exist unless the Lunar player has revealed the Bat's location. The Bat's location can be revealed at any time during the game. If a unit within the Glowspot has a cyclical factor, that factor is at full strength. A factor consisting of the symbol "♠" has the value 7, and a factor consisting of the symbols "♠♠" has the value of 3½.

For all the Bat's strengths, the price of chaos must be paid. It must devour a unit on each Black and each Dying day. The Bat can devour any Lunar unit within one hex of it during the Lunar exotic magic phase. The unit that is devoured is eliminated. If a Lunar hero or superhero is devoured, it cannot attempt a heroic escape. Alternatively, the Bat can sate its hunger by devouring an enemy unit during combat. If a hero or superhero is devoured in combat but makes a heroic escape, it does not count as a devoured unit.

If the Bat does not feed on a Black or Dying day, it must devour additional Lunar units on a later day. The number of units it must devour are listed in the Bat Hunger Table. If not fed all the units needed to sate its hunger in a single day, those units that are devoured count toward satisfying it, but the number of units needed to fully sate it still grows normally. For example, if the Bat did not feed on a Black day, and then devoured one unit on the next Crescent-come day, it would need to eat 3 units on the next Empty Half day in order to be sated.

If the Bat is not fed by the end of the Lunar exotic magic phase of the following Full Half day, it is eliminated. If the Bat is eliminated before its hunger is sated, one of the opposing players eliminates Lunar units to satisfy the hunger of the Bat's spirit. The opposing players roll the die, and the player with the highest die roll removes the Lunar units of his choice. If there are enough Lunar units to satisfy the Bat's hunger, the full number of units needed to do so must be eliminated. Lunar heroes and superheroes that are eliminated can attempt heroic escapes. If the Screening Option is being used, the opposing player can eliminate Lunar units that are not at the top of their stacks, but cannot examine them before they are eliminated.

[13.2] THE CRATER MAKERS

The Crater Makers were a special school of the Lunar Priestess hierarchy. Their training allowed them to call upon their goddess to hurl stones from the sky.

In the Lunar exotic magic phase of any one game-turn, other than a Black or Dying day, the Crater Makers can call down a Meteor Storm. The Lunar player can have the Meteor Storm hit any

one hex within the Crater Makers' RF. Every unit in the hex, other than herds, treasures and disembodied spirits, are eliminated. Herds in the hex stampede. Treasures and disembodied spirits are unaffected. Dragons and superheroes save themselves and up to three units stacked with them. The Crater Makers' physical agent cannot make an attack in a turn in which the Meteor Storm is used.

The Crater Makers agent is not eliminated when the Meteor Storm is used.



[13.3] THE FULL MOON CORPS

The Full Moon Corps consists of demi-god warriors who descended to Glorantha from the Red Moon. When slain, they returned to their mother, who healed them and sent them back to the Lunar armies.



During the Lunar exotic magic phase of a Full Moon day, the Lunar player can place units of the Full Moon Corps on the board. They must appear in hexes that contain Lunar magicians. A unit of the Full Moon Corps cannot be placed on the board if it is already on the board. If they are part of the Lunar player's initial forces, they can either start the game on the board, or be held off-board, ready to appear in a Full Moon turn. If eliminated, they can return on a following Lunar Full Moon player-turn. The Full Moon Corps cannot be taken as replacements in the scenarios that provide for replacements.

[14.] ALLIANCES

There are many people, tribes, and beings who do not ordinarily owe allegiance to either Sartar or to the Lunar Empire. These independents represent the deciding military force in any conflict between Sartar and the Empire. Therefore both sides actively seek alliances with the independents.

A player obtains alliances by means of diplomacy or by using emissaries. Some units cannot be allied through either of these means. Alliance of such units is explained in the rules for them.

The alliance rules are used only in two-player games between Sartar and the Lunar Empire, and only when neutral independents are present.

[14.1] DIPLOMACY

Both Sartar and the Lunar Empire maintain embassies with the major independents in the Pass. *Diplomacy points* (DPs) abstractly represent the functionings of their various embassies.

[14.1.1] The Major Independents

The major independents are listed in the Major Independents Table, in the player pull-outs. Also listed are the DP advantages needed to gain alliances with them, their territories and their capitals.

[14.1.2] Allocating Diplomacy Points

At the start of each game-turn, the Lunar and Sartar players receive a number of DPs. The number of DPs received is stated in the special rules for the scenario being played. The players must secretly allocate their DPs to the major independents of their choice.

Every DP a player receives must be allocated in the diplomacy segment of the game-turn in which he receives it; he cannot accumulate unassigned DPs. The DPs allocated to the major independents accumulate from turn to turn.

To curtail any temptations which may arise from this diplomacy system, on every turn the players should write the numbers of DPs they have assigned to each major independent on small slips of paper and slide them under the board. At the end of the game, each player can check the other's DP allocations.

[14.1.3] Seeking Alliances

During his alliance phase, the active player can try to ally any of the major independents which are still neutral. For each major independent he wishes to ally, he calls out the independent's name and the number of DPs he has assigned to that independent. The inactive player then checks the number of DPs he had assigned to the same independent and discovers if the active player has a great enough DP advantage to secure an alliance. If so, he tells the active player that the alliance has been granted; otherwise, he announces that the alliance has been denied. He does not have to tell the active player how many DPs he has allocated to the independent. If the inactive player has allocated more DPs to the independent than the active player, the inactive player receives a 5 DP bonus assigned to that independent.

[14.1.4] Results of an alliance

If some of the inactive player's units occupy a major independent's capital at the time that the independent is allied, any herds and treasures among them are captured by the independent. The rest are eliminated (heroes and superheroes can attempt heroic escapes).



When a player gains an alliance with a major independent, he sets up the independent's units within their territory. The units cannot be stacked with inactive units. A major independent's units cannot be moved outside their territory in the first movement phase after they are allied.

Exceptions: Androgeus is set up and moved according to the special rules for him/her; the Dragonwets can move outside their cities on the turn they are allied.

[14.1.5] Neutral territories

During any movement phase, the active player can move his units into the major independent's territories. For each active unit that enters and leaves a neutral independent's territory in a single movement phase, the inactive player receives 1 DP assigned to that independent. For each active unit ending its movement in a neutral independent's territory, the inactive player receives 1 DP assigned to that independent. There are no DP penalties for active units that begin their movement in an independent's territory but move out of that territory.

[14.1.6] Control of capitals

If any Lunar or Lunar-allied units occupy Boldhome at the start of a game-turn, the Sartar player does not receive any DPs that turn. If any Sartar units or Sartar-allied units occupy Furthest at the start of a game-turn, the Lunar player does not receive any DPs in that turn.

For each one of a player's allied capitals that are occupied by enemy units at the start of a game-turn, that player's DP allocation for the turn is reduced by 1. A player's DP allocation is never reduced below zero.

Only major independents have capitals.

[14.2] EMISSARY

Neither Sartar nor the Lunar Empire maintain embassies with the minor independents of the Pass. Instead, they send emissaries to the minor independents when they wish the independents' aid. The life of an emissary is often short, as defenestration is considered one of the more polite ways of declining alliance.

[14.2.1] Which units can be emissaries

Any Lunar or Sartar unit can be an emissary. Allied units cannot be used as emissaries.

[14.2.2] Using emissaries

During an alliance phase, the active player can use his emissaries to attempt to gain new alliances. An emissary must be in the hex in which a minor independent normally resides in order to try to secure an alliance with that independent. To determine the outcome of an attempt to gain such an alliance, the active player rolls the die and looks up the result in the Emissary Table. If the alliance is granted, the minor independent's units are set up in the hex in which they normally reside. The independent's units can be moved normally in the following movement phase.



[15.] THE RANDOM EVENTS OPTION

The Random Events Option adds a great deal of flavor to *Dragon Pass* but also increases the game's luck factor. If any of the players object to using the Random Events Option before the start of play, it is not used; otherwise, it is assumed to be in effect.

Note: *The Random Events Option can only be used in two player games between Sartar and the Lunar Empire.*

If the Random Events Option is being used, then during the random events segment of each game-turn, one of the players must roll the die twice. The first die roll is used as the first digit of a two digit number, and the second die roll is used as the second digit. The random event for the current game-turn is found by looking up the two digit number in the Random Events Table. The instructions for the event are then carried out.

[16.] THE INDEPENDENTS

[16.1] ANDROGEUS



Androgeus 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 claimed that Androgeus was such a liar that she would lie to himself. Her physique upholds his bizarre claim, for she is sometimes a man and sometimes a woman, but never quite is content with either. As a result of his history, the

whole world distrusts her, and Androgeus in turn trusts almost no one and easily cause trouble wherever he goes.

The Earth-shaker's cult claims Androgeus 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 Glorantha to drive out the wild night demons. The sky worshippers say that she was made by the braggart dwarves 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 she cut his way up through the earth to reach our world. There are others who also claim to know the truth; each seeming to blame Androgeus on the rest. After origin, however, they do agree on several points.

All agree that Androgeus came to Glorantha during the Great Night. During that time, she did his best to achieve her ends. His travels covered three continents, and she even walked the upper slope of the Spike before it crumbled into sand and pearls. During that time, he mothered five children and fathered four, and managed to save thousands of humans from death.

Her children were called the Unclean Races, the Walkers of Chaos, the Eaters of Life, and the Unnatural Ones. The agonies which they wrought on mankind since the Dawning are hideous and innumerable. Androgeus' career of heroism resulted in his baneful attachment to this world by a web of grievances, vengeance, debt, and a mystic link between Time and Godtime. 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 can enter the game as part of one side's initial forces or through alliance. If Androgeus is allied, she is treated as a reinforcement (and can forced march). If allied by Sartar, he can be brought on the south edge of the board anywhere within Sartar. If allied by the Lunar Empire, she can be brought on through any mapboard edge within the Imperial borders.

Androgeus is treated as an ordinary superhero except that he does not have a Best Friend unless the special rules for the scenario being played assign her one.

[16.2] CRAGSPIDER

Cragspider the Firewitch was a lady of definitely nonhuman origins. Even the dragons were not sure of her ancestry, for she lived in her mountain long before they were hatched.



Cragspider has the status of a hero. She is also a powerful magician. However, her greatest strength is her control of the Pillar of Fire. Once per game, she can use the Pillar. The Pillar covers a three hex area as shown on the next page. All of the hexes



within Cragspider's RF. The Pillar destroys all of the units in those hexes including herds and treasures. Dragons and superheroes save themselves and up to three units stacked with them. Cragspider's spirit is eliminated when she uses the Pillar of Fire. If her spirit is eliminated before she has used the Pillar of Fire, she cannot use it.

Cragspider has two major allies: the Dark trolls and the Black Dragon. Any side that allies Cragspider also allies her allies.

[16.2.1] The Dark Trolls



Cragspider had a great following among trolls and trollkin. Five gangs of them entered Dragon Pass in order to fight for her. In return, she shielded them from the humans who had made life miserable for trollkind elsewhere.

Three Troll and two Trollkin units are available to the player allying Cragspider. If Cragspider is killed, the units stay in play, thirsting for vengeance.

[16.2.2] The Black Dragon



A dragon, darker than its siblings, is also an ally of Cragspider, bound by favors she did it before the beginning of Time. However, if Cragspider is slain, the Black Dragon will not fight on. Whenever Cragspider is eliminated, the Black Dragon is also eliminated.

The Black Dragon must be placed in the Dragonrest near Cliffhome when Cragspider is allied. If the Dragonrest is occupied by enemy units when the dragon appears, all of those units are eliminated.

[16.3] DELECTI



Delecti the Necromancer lived in one of the chief cities of the Empire of the Wyrms' Friends. Delecti's practice of his arts led to a curse falling upon the city; it declined to ruin, and the surrounding countryside became a terror-filled swamp. By his arts, Delecti achieved a gruesome form of immortality: he was able to transfer his spirit into a freshly slain corpse and live through it until the

rotting flesh could no longer sustain him; at that time he would seek out another corpse.

Delecti's greatest military asset was his ability to create and maintain armies of zombies.

[16.3.1] Allying Delecti

Delecti normally resides in the ruins amid the Upland Marsh. The normal alliance rules do not apply to Delecti. Instead, the first emissary sent to Delecti automatically gains an alliance with him. The emissary is automatically eliminated and replaced with zombie unit numbered "1." A hero or superhero used as an emissary cannot attempt a heroic escape.

[16.3.2] Zombies

Delecti can create and maintain an army of zombies.

[16.3.2.1] The Chain of Zombies



The zombies that are on the board must form a chain. Consecutively numbered zombies must be adjacent. For example, if there are three zombies on the board, the unit numbered "1" must be adjacent to the unit numbered "2," and the unit numbered "2" must be adjacent to the unit numbered "3," but the unit numbered "1" need not be adjacent to the unit numbered "3." Consecutively numbered zombies cannot be stacked together.

The zombie numbered "1" must always be the first zombie in the chain. If the zombie numbered "1" is eliminated and other zombies remain on the board, the remaining zombie with the lowest number is replaced with the zombie numbered "1," the remaining zombie with the next lowest number is replaced with the zombie numbered "2," and so on.

The zombie with the greatest number of all the zombies on the board is the last zombie in the chain.

[16.3.2.2] Creating Zombies

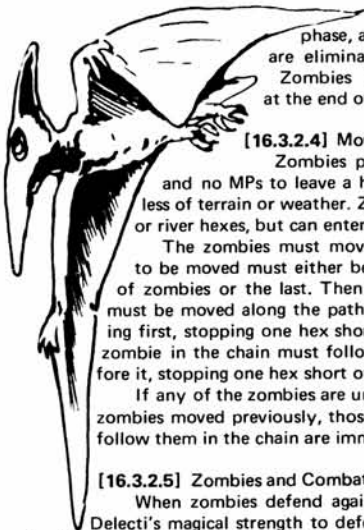
The first zombie is created when Delecti is allied (see 16.3.1). All other zombies are created as a result of combat.

Zombies are created when units are slain in combat. For each major unit, other than a dragon, a giant, or a zombie, that is eliminated while adjacent to Delecti or a zombie, one new zombie is created. The new zombie must be numbered one higher than the last zombie in the chain, and must be placed adjacent to the last zombie in the chain. If there are no zombies already on the board, the new zombie must be numbered "1" and must be stacked with Delecti. New zombies cannot be placed in lake, sea, or river hexes. Zombies cannot be placed in hexes adjacent to enemy units unless they are stacked with units of the side allied with Delecti. If there are no hexes in which a new zombie can be placed, no new zombies can be created.

The number of zombies that can be on the board at any one time is limited by the counter mix.

[16.3.2.3] Maintaining Zombies

Delecti controls his army by contact, either direct or through other zombies. If Delecti is not stacked with at least one of his zombies, he is not in contact with any of them. Delecti is in contact with zombies with which he is stacked and with every zombie with which he is connected by a path of hexes that all contain at least one zombie.



If Delecti is eliminated in a phase, all of the zombies on the board are eliminated at the end of the phase. Zombies not in contact with Delecti at the end of any phase are eliminated.

[16.3.2.4] Moving Zombies

Zombies pay one MP to enter any hex and no MPs to leave a hex or cross a hexside, regardless of terrain or weather. Zombies cannot enter lake, sea, or river hexes, but can enter ford or headwaters hexes.

The zombies must move as a chain. The first zombie to be moved must either be the first zombie in the chain of zombies or the last. Then the next zombie in the chain must be moved along the path travelled by the zombie moving first, stopping one hex short of the first. Each succeeding zombie in the chain must follow the zombie moving just before it, stopping one hex short of that zombie.

If any of the zombies are unable to follow the path of the zombies moved previously, those zombies and all zombies that follow them in the chain are immediately eliminated.

[16.3.2.5] Zombies and Combat

When zombies defend against spirit magic, they rely on Delecti's magical strength to defend them. If the MgF loss suffered by the side controlling Delecti equals or exceeds Delecti's MgF, all the zombies involved in the battle can be eliminated. However, if the zombies are eliminated, Delecti's MgF is counted toward fulfilling the MgF loss of the side that controlled the zombies even if Delecti is not involved in the battle.

When selecting casualties of a melee or a physical magic attack, each zombie has a CF of 2. When any zombies fight in a melee, the CF total of all of the zombies on the board is added to the CF total of the side that controls the zombies. The CF's of zombies fighting in a melee are not affected by terrain. Defending zombies cannot charge or retreat.

If a zombie suffers disruption, it is eliminated.

[16.4] DINOSAURS

The dinosaurs were corrupted members of the dragon race. There were many forms of dinosaurs, but only the four chief varieties are represented in this game.

The Trachodons were born of damaged dragon eggs. They were stunted, mutated, and even cold-blooded. They were able to use some magic.

The Brontosauri were the result of dragonewts trying to magically mature themselves into dragons. The resulting monsters were so mindless that magic barely could touch them.

The Triceratops resulted from deliberate breeding and mutation of dragonewts and trachodons to form a beast well-suited for combat.

The Pteranodons were the metamorphosed bodies of the other types of dinosaurs who realized their condition and set out to purify themselves. Any dinosaur could curl up and weave a magic egg about itself, later hatching into a flying pteranodon.



If dinosaurs are to be used in the scenario being played, they are set up before any of the other units. One dinosaur is placed on each hex containing a dinosaur symbol. The type of dinosaur placed on each hex is chosen at random.

Dinosaurs are not subject to the alliance rules. Dinosaurs ally any unit that ends a phase stacked with it. But dinosaurs also have extremely poor memories, and so a dinosaur that is left alone at any time except during the movement phase reverts to neutrality.

[16.5] DRAGONWEPTS

In the Godtime before History began, the first of the mystical dragon eggs hatched in the place now known as Dragon Pass. The new creatures were called the Young Dragons. They spent their days contouring and shaping the land, digging rivers and aligning the ridges with spells and other magics. Although still immature, they could procreate, but their eggs hatched while still in the embryonic stage of growth. Such were the origins of the race known as the dragonewts.

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

Despite past differences, the dragonewts lived peacefully with their human neighbors. The races usually shunned each other, but when spears clashed and blood ran on sacred ground, the dragonewts were eager to settle the matter.



The dragonewts were thoroughly inhuman; their very nature was alien to humankind. Although there were different types of dragonewts, there were no recognizable genders or any apparent way for them to reproduce. Nor was there any need for them to do so, thanks to their unusual powers of regeneration.



The Inhuman King was the leader of the dragonewts, and it resided in a palace in dragonewt city 1. Though titled "king," it was actually of unknown gender and is constantly called "it" in ancient manuscripts. Its body was said to be human in form, but larger and covered with wide, shining, purplish scales. It also had a long prehensile tail, wings, and a dog-like face. It was a hero, and a powerful magician.



The Priests also were strong magicians, whose spells ripped the air with shards of unearthly power. They appear almost human in shape, except for a reptilian skin, often mottled with chameleon hues, and with a snake-like neck and head.



The soldiers were humanoid, with turtle-like heads covered with fine but tough scales. Their cavalry rode upon great belligerent demi-birds that were well-trained in the dragonewt way of war.

[16.5.1] Allying the Dragonewts

The dragonewts are a major power and so are allied according to the diplomacy rules (see 14.1). When the dragonewts are allied, any inactive units in the dragonewts' cities are lost. Any herds and treasures among the inactive units are captured, and the rest of the inactive units are eliminated.

Each dragonewt counter carries a small number denoting its city of origin. When the dragonewts are allied, place each dragonewt in its home city. Dragonewts can move outside their cities in the turn they are allied.

[16.5.2] Resurrection

If a dragonewt is eliminated during a player-turn, it reappears in its home city during the rally phase of that player-turn. This extraordinary power is cancelled if the dragonewt's home city has been occupied by enemy units at any time since the dragonewts appeared on the board.

The Inhuman King is able to reappear in any of the three cities in the Dragon's Eye. If the Inhuman King is eliminated, it must attempt an heroic escape before any other dragonewts that are to be resurrected reappear. If it fails its heroic escape, it reappears in the Dragon's Eye if any of the cities in the Eye have not been occupied by enemy units. If it cannot be resurrected, no dragonewts can be resurrected for the rest of the game.

[16.5.3] The Dragonewt Roads

The Dragonewt roads, which only dragonewts can use, are remarkable magical thoroughfares. A dragonewt must be in or move to a dragonewt city or the Shaker's Temple in order to begin moving on any dragonewt road. The dragonewt can then move in a straight line along the road until it reaches a dragonewt city, the Shaker's Temple, a dragonewt junction, an enemy ZOC, or a hex adjacent to an enemy unit that is on a road, at a cost of 1 MP. When a dragonewt reaches a dragonewt junction, it can either continue moving along the same line at no MP cost, or it can expend 1 MP and begin moving along the crossing road, but it cannot stop unless an enemy unit interferes with its movement.

An enemy unit exerting a ZOC on a dragonewt road creates an interference that prevents dragonewts from using that portion of road. A dragonewt must stop upon entering a hex in an enemy ZOC. If an enemy stack that does not exert a ZOC is in a hex through which the dragonewt road passes, a dragonewt moving along that road must cease moving along the dragonewt road upon entering a hex adjacent to the stack, but it can continue normal movement from that hex.

Dragonewts can move through the Exiles' territory using a dragonewt road movement with no DP penalty (this is an exception to rule 14.1.5).

[16.6] DRAGONS



The dragons were the original inhabitants of Dragon Pass. Most of them had matured and flown away by the time of the Hero Wars, but some remained to watch over their prehistoric nest. They were great beasts, full of wisdom and power, and were reluctant to enter into any human fray. But when the great magics stirred the air, they became excited, and properly humble humans could seek their aid. One dragon, darker than its siblings, permanently befriended Cragspider.

The dragons claimed descent from mythical ancestral dragons, cosmic creatures whose wings were the elements and whose thoughts are History. No human has ever seen an ancestral dragon. Yet the mystical eggs were laid, and no one has a better explanation, nor would any one care to argue with a dragon about it.

[16.6.1] Dragonrests

When a dragon is allied, it appears at its dragonrest. The black dragon's dragonrest is near Cliffhome, the brown dragon's is in Sartar, the green dragon's is in the Rockwood Mountains, and the red dragon's is near the Lunar Empire.

Any enemy unit in a dragon's dragonrest at the time the dragon is allied is automatically eliminated. Even herds and treasures are destroyed. However, heroes and superheroes eliminated in this manner can attempt heroic escapes.

[16.6.2] Allying Dragons

The brown, green, and red dragons can be allied by emissaries. A player's emissary must be at the dragon's dragonrest in order to attempt the emissary. A dragon can move and attack in the player-turn it is allied.

The black dragon cannot be allied by emissary. It automatically allies with whichever side allies Cragspider. The black dragon can move when it is allied, but it cannot leave Cragspider's territory.

[16.6.3] Dragonfights

An attack by a dragon is called a *dragonfight*. Dragonfights take place during the exotic magic phases. If an active dragon is adjacent to any inactive units at the start of an exotic magic phase, it must dragonfight during the phase unless every unit adjacent to it is eliminated by other means before the end of the phase.

Normally, every enemy unit adjacent to a dragon and the dragon itself are eliminated when a dragonfight takes place. Even herds and treasures are eliminated. However, if there is a dragon among the enemy units, both the dragons are eliminated, but none of the other units are affected. Heroes and superheroes eliminated in dragonfights can attempt heroic escapes. A superhero may be able to save other units stacked with it. If one of the stacks within one hex of a dragonfight contains one or more superheroes, the active player must decide between eliminating one of the superheroes and eliminating all of the units in the stack other than the superheroes.

[16.6.4] Dragons and Physical Combat

A dragon's CF is equal to the total of the printed CFs of the units stacked with it. A dragon that is not stacked with a unit that has a numeric CF has a CF of zero. If two or more dragons are stacked together, their CFs are equal to the CF total of the other units in the stack divided by the number of dragons. For example, if two dragons are stacked with a unit that has a CF of 5, each dragon's CF is 2½. A dragon's CF is only relevant when it is defending; dragons do not attack except by means of dragonfights.

A dragon's CF is not affected by terrain, either adversely or beneficially. Dragon's CFs are not subject to leadership modifiers. The CF of a disrupted dragon is halved.

[16.6.5] Dragons and Magic

Dragons are immune to all forms of magic, including exotic magic. Any spirits that use chaotic magic or spirit magic in a battle in which the opposing units include a dragon are eliminated without having any effect on any of the units. If a stack of units includes a dragon, that stack suffers no losses due to chaotic magic, physical magic, or spirit magic.

Dragons can save up to three units stacked with them from any effects of exotic magic. The player who controls the dragon decides which units are to be saved.

[16.6.6] Negating the Glowline and the Glowspot

A player who controls a dragon can have that dragon neutralize a portion of the Glowline and/or the Glowspot. If the Screening Option is being used, the player must reveal its location if he wants it to neutralize the glow effects. The effects of the Glowline and the Glowspot are cancelled within one hex of the dragon from the time the player announces it is neutralizing the glow effects until the dragon's location is concealed or the player announces it is no longer neutralizing the glow effects.

[16.7] THE DWARF AND HIS GIFTS



The Dwarf was a member of an ancient race once living in Dwarf Run. He was a pleasant fellow, noted for his whimsical distribution of gifts to those who visited him.

The Stone Men were proud statues carved from living stone and further animated by the Dwarf's arcane wisdom.



The Cannon cult was a logical creation for the Dwarf, who lived in a tube-like tunnel beneath the earth and who worked daily with chemicals and heat. The brass guns were maintained by pale humans, gaunt from their slavery underground, who worshipped them, prayed to them, and cared for them properly so that they would fire rapidly and with deadly accuracy.



The Alchemical Transformer was a marvelous piece of equipment, built from philosopher's dreams, arcane apparatus, and dwarf ingenuity. Its parts were loaded on sturdy wagons, which were drawn by blind cave oxen, and it was tended by devoted human worshippers.



[16.7.1] Dwarf Luck

The Dwarf normally resides at the Mine in Dwarf Run. During the alliance phase, a single active emissary at the Mine can visit the Dwarf. The die is rolled to determine if the Dwarf slays the emissary or gives him a gift. The Dwarf Luck Table (in the player pull-outs) indicates a gift has been given by naming the type of gift. If all of the gifts of the indicated type already have been given away, the emissary receives nothing. If the emissary is slain, only the single unit that visited the Dwarf is eliminated; heroes and superheroes can attempt heroic escapes. Once the dwarf has been allied, any gifts he has not given away are lost.

[16.7.2] The Alchemical Transformer

The alchemical transformer can double either the MgF or the RF of any one unit stacked with it. If a spirit magician's MgF is doubled, the MgF of its spirit is also doubled. If a physical magician's MgF is doubled, the CF of its physical agent is also doubled. If a chaotic unit's MgF is doubled, it can devour twice as many units as normal. The RF of a chaotic unit cannot be doubled.



[16.8] THE EXILES

The nation of the Exiles was founded by survivors of the old kingdom of Tarsh, destroyed by the Lunar Empire. The new nation was established on Wintertop, where the good defensive terrain and the powers of their goddess, the Earth-shaker, gave them time to rebuild. Since its founding, the nation of the Exiles has been a refuge for the disinherited of the Pass.

The Exiles became a hard and ruthless people, rejecting plow and herd for the way of the sword. They often served as mercenaries, but were known to turn to raiding and looting in hard times. They were a fiercely independent people, who steadfastly fought attempts by both Sartar and the Lunar Empire to expand their holdings in the Pass.

The Earth-shaker's 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 she had to be pulled about in an oak cart drawn by six oxen. She was attended by forty-seven male and female cannibal virgins.



The Earth-shaker's Cult can unleash one earthquake per game. The quake can be used in the exotic magic phase of any player-turn of the player who controls the Exiles. When the cult uses the earthquake, its spirit is eliminated. If the cult's spirit is eliminated before it can use its earthquake, it cannot produce a quake.

There are two types of earthquakes. A type 1 quake consists of a single fracture line 8 hexes in length. A type 2 quake consists of two fracture lines, each five hexes long; no hex of one fracture line can be adjacent to a hex of the other. The fracture lines must lie within the RF of the Earth-shaker's Cult.

A fracture line does not have to be straight. The ends of a closed fracture line do not have to overlap. Therefore, a type 1 quake can create a closed fracture line which surrounds two hexes. A type 2 quake cannot create a closed fracture line.

Earthquakes have the following effects:

1. Most types of units on a fracture line become disrupted. Herds on a fracture line stampede. Dragons, superheroes, treasures and disembodied spirits are not affected by a quake. A dragon or a superhero can save up to three of the units stacked with it from the effects of a quake.
2. Most types of units surrounded by a closed fracture line are eliminated. Dragons, superheroes, treasures and disembodied spirits are left unaffected. A dragon or superhero can save up to three of the units stacked with it.
3. Fortresses on a fracture line are badly damaged. A fortress that is struck by a quake has no effect for the rest of the game; the hex it occupies is treated as clear terrain.

A fortress destroyed by a quake still counts as a fortress when assessing victory conditions.

[16.9] THE GRAZELAND PONY BREEDERS

The Pony Breeders were a proud and aloof tribe that originally hailed from Prax. They were driven from their homes during the incessant warfare that marked the plains tribes. They were harried westward, toward what then was called the Doomed Place. Instead of the hauntings and the horrors they expected to find, the valley was serene and nearly deserted. They settled there, to tend their herds and children in peace. Since they preferred the Grazelands, they did not dispute the gradual resettlement of the hills by other peoples; they were glad to have others act as a buffer between them and their foes in Prax.





The Feathered Horse Queen was one member of a foreign dynasty who became rulers of the pony breeders during the reign of Sartar. Their rule was established by the first of the Queens, whose magic proved stronger than their old chief's in a doom-ridden duel of thaumaturgy. The tribe swore allegiance without further question, and overnight changed from barbarians to shrewd middlemen who

straddled a rich trade route. In that guise they escorted, guided, collected storage fees and tolls, and ambushed caravans haughty enough to ignore their services. Towns grew up around warehouses, lodgings and temples that the foreigners needed. Roads connecting the towns were kept in disrepair to force travellers to linger in the Grazelands.

The Horse Herds can increase the MFs of certain other units. They can hasten any infantry or cavalry units of the Grazeland Pony Breeders, Sir Ethilrist's Black Horse Troop, the Exiles, the Lunar Empire, or Sartar. They cannot hasten magicians, personalities, flying units, herds, disembodied spirits, or units with zero MFs. A unit must spend

its entire movement phase stacked with a horse herd to receive any benefit from it. The horse herds' MFs are increased to equal the MFs of the units they hasten. Each horse herd can affect up to two units; the horse herds' MF will be 2 greater than that of the slower of the two.



[16.10] HUNGRY JACK



Hungry Jack was spawned in the Great Night, when Chaos entered the Laws and tried to reintegrate them into the void of its own non-being. This invasion resulted in the creation of some unspeakable, horrible, or just plain silly creatures. After the Dawning, most of these monsters faded into non-existence, but a few of the hardier ones survived in abandoned lands. One such being was the monster

called Hungry Jack, who was slain by Sir Ethilrist. Despite this great deed, the creature was not eradicated, for its seeds took root in convergences and developed into lesser versions of the original.

[16.10.1] Allying Hungry Jack

Hungry Jack is controlled by whichever player brings it onto the board. Hungry Jack normally resides far to the west of Dragon Pass, but can be brought into play by a dragon. The dragon must fly off the west mapboard edge, and must remain off the map for two full game-turns. The dragon can return carrying Hungry Jack in the second game-turn after it left. They can appear in any hex on the west mapboard edge, but can move no further in the movement phase in which they arrive. Hungry Jack cannot move by itself, and can be carried only by dragons.

[16.10.2] Attracting Units

Hungry Jack has the exotic ability to draw other units to itself. At the start of any enemy movement phase (before any units have been moved), the player who controls Hungry Jack can announce that one of the active units is to be drawn to it. The other players must give the player who controls Hungry Jack a reasonable opportunity to make such an announcement. If the Screening Option is being used, a unit within a stack can be drawn to the Jack, but the player controlling the Jack cannot look at the unit before it is moved. Dragons, superheroes, and units stacked with a dragon or superhero are immune to the Jack's summons. During the movement phase, the captive player must move the unit that was summoned toward Hungry Jack; each hex the unit enters must be closer to the Jack than the hex it just left. The unit must continue moving until stopped by the movement rules (for instance, by running out of MPs or by entering a ZOC).

The Jack can be aided by up to two magicians. The magicians must be stacked with Hungry Jack to help him, and they cannot provide magical support or make a magical attack of any form in the game-turn they aid the Jack. Each reinforcing unit can cause an additional unit to be drawn toward the Jack. Thus, Hungry Jack can draw up to three units toward itself in each game-turn.

Enemy units that are drawn adjacent to Hungry Jack are eliminated if the player controlling the Jack rolls a 1-3 on the die. If a 4-6 is rolled then the units may move away immediately. Heroes drawn adjacent to Hungry Jack may roll for a heroic escape and, if successful, they escape and Hungry Jack is eliminated. Only dragons are not affected by Hungry Jack. Superheroes cannot be drawn to Hungry Jack, but if they willingly move adjacent to the Jack they can be affected and can attempt a heroic escape if necessary.

[16.11] HYDRA



Hydra was a creature born of Chaos during the Great Night. Hydra thrived in that dark hour, and its skills and wiles enabled it to retain a place of power beyond the Dawning.

Hydra normally resides atop Hydra's Hill where it can be approached by emissaries. Once an alliance has been established, the die is rolled to determine its MgF. Hydra cannot be moved until it is fed a number of units equal to the magnitude of its MgF. Any allied units within one hex of Hydra can be fed to it at any time during the game. Units fed to Hydra are eliminated. Heroes and superheroes fed to Hydra cannot attempt heroic escapes.

[16.12] IRONHOOF AND THE HALF-BEASTS



Ironhoof was the leader of the creatures who lived in Beasts' Valley. His home was the Wild Temple, Ironhoof was said to be the nephew of the Horse God, who granted him his exotic ability.

The Half-Beasts were the followers of Ironhoof and the guardians of their sacred valley. Fighters among them included centaurs, minotaurs, satyrs, manticores, and others. Normally contented to peacefully gambol about their valley, they would steadfastly follow their leader into battle.

Once per game, Ironhoof can freeze all cavalry units into place. The player who controls Ironhoof must announce he is using this ability at the start of the player-turn segment of the game-turn in which he will use it. No cavalry units can move, retreat, or advance after combat for the duration of that game-turn. Cavalry units that are to arrive as reinforcements or replacements must be delayed until the next game-turn.

All mounted Lunar and Sartar units, other than heroes, superheroes, and the Pavis Royal Guard, are cavalry units. All units of the Pony Breeders, other than the Feathered Horse Queen, are cavalry units. The Exiles' cavalry and the Moon Haters are cavalry units. Sir Ethilrist's Black Horse Troops are cavalry units. No other units in Dragon Pass are cavalry units.

[16.13] THE PUPPETEERS



The Puppeteer Troupe was, in peaceful times, a wandering minstrel show with actors, jugglers and acrobats. They were much sought after by kings and emperors, but spent far more time among 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 Troupe unfolded its inner strength and showed its real power.

[16.13.1] Allying the Puppeteers

The Puppeteers do not have a fixed place of residence. At the start of any game in which the Puppeteers are available, the five Illusionary Armies are placed in the following locations: one in the ruin in the Grazelands (hex 1325), one in the Bush Range (hex 2315), one in the ruin near the Dragon's Eye (hex 3216), one in Too Far (hex 2308), and one in the clearing hex amid the Stinking Forest (hex 3202). The Puppeteers and four blank counters are placed in a cup. (Warning: use a clean and dry cup. Your opponent gains a significant psychological advantage if you drop the counters into a cup full of coffee.)

The Puppeteers are subject to the normal emissary rules (see 14.2), but they must be found before they can be emissaried. If, during his alliance phase, a player has an emissary in a hex that contains an Illusionary Army, he can check to see if the Puppeteers are in the hex by drawing one counter from the cup containing the Puppeteers. If he draws a blank counter, the Puppeteers are not in the hex; the Illusionary Army is removed from the board, and the blank counter is put away (not back in the cup). If he draws the Puppeteers, they are in the hex; all of the Illusionary Armies are removed from the board. The emissary that found the Puppeteers can immediately try to ally them. If the emissary fails, all further attempts to ally the Puppeteers must be made from the same hex. If and when the Puppeteers are allied, they appear in the hex in which they were found.

[16.13.2] The Puppeteers and Magic

Although the Puppeteers control some powerful exotic magic, they are not magicians in the usual sense. They cannot use offensive or defensive spirit magic.

[16.13.3] The Illusionary Armies

The Puppeteers can create Illusionary Armies capable of deceiving and defeating all but the most powerful units in Dragon Pass. The Illusionary Armies are controlled by the player who controls the Puppeteers.

[16.13.3.1] Creating Illusionary Armies

The player who controls the Puppeteers can have them create Illusionary Armies in his exotic magic phases. Any Illusionary Armies that have not been eliminated and that are not already on the board can be placed in any hexes within the Puppeteers' RF that do not contain enemy units.

[16.13.3.2] Illusionary Armies and Movement

The Illusionary Armies cannot move normally. However, Illusionary Armies within the Puppeteers' RF at the start of one of their owner's movement phases can be removed from the board and then recreated later in a different hex.



The Puppeteers can trade places with any of the Illusionary Armies on the board. They can then be moved normally. The Illusionary Armies with

which they traded places cannot be removed from the board in the same movement phase.

[16.13.3.3] Disruption and Elimination

Illusionary Armies that suffer disruption for any reason are removed from the board but can be recreated. Illusionary Armies that are eliminated are removed from the board and cannot be replaced.

[16.13.3.4] Illusionary Armies and Combat

Defending Illusionary Armies cannot retreat.

Whenever the Puppeteers take part in a battle, they can trade places with an Illusionary Army to avoid the effects of combat. The switch can be made at any time during the battle. The Illusionary Army with which they trade places cannot be involved in the same battle. Once the switch has been made, the Illusionary Army acts as if it had been involved in the battle from the start. If the Illusionary Army was to take part in a later battle in the same phase, the Puppeteers take its place in that battle.

[16.13.3.5] Dragons and Superheroes

If an Illusionary Army is adjacent to an enemy dragon or superhero at any time, the Illusionary Army is destroyed.

If the Screening Option is used, the location of the dragon or superhero must be revealed in order for it to eliminate an Illusionary Army. Also, the location of the Illusionary Army must be revealed by the fact that it is at the top of its stack, by its involvement in a battle, or by some form of exotic magic.

[16.14] SIR EHTILRIST AND HIS BLACK HORSE TROOP

Sir Ethilrist was a famous fighting man before he was twenty. He formed the world's finest fighting unit, later called the Black Horse Troop. Their devotion 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 so offered



him a ready reserve in emergencies. Within hours, thousands of crack troops could respond to his call.

For all his military fame, Sir Ethilrist is most famous for his invasion of the Underworld, in which he gained his Hero status and returned with the plunder of Hell. Among the treasures he captured were the Hound and the Cloak of Darkness.

While in the Underworld, Sir Ethilrist met his childhood companion and former scout Keener Than. Keener Than was instrumental in Sir Ethilrist's success in the Underworld, and they rode back to life together. Immediately after, Keener Than turned against Sir Ethilrist.

[16.14.1] Allying Sir Ethilrist

Sir Ethilrist is allied according to the diplomacy rules (see 14.1).

When a player allies Sir Ethilrist, he takes control of the Black Horse units, the Hound, and the Cloak of Darkness. He can set up Ethilrist anywhere within Black Horse Country. The Hound must be stacked with Ethilrist. The Cloak of Darkness is kept off-board until it is used.

When a player allies Ethilrist, his opponent takes control of Keener Than. He can place Keener Than with any of his stacks.



[16.14.2] The Cloak of Darkness

The Cloak of Darkness is kept off-board until the player who controls Ethilrist is ready to use it. He can use the Cloak in any of his exotic magic phases after allying Ethilrist. He must place the Cloak in the hex occupied by Ethilrist; if he has been eliminated, the Cloak cannot be used. For

two complete game-turns after the Cloak has been placed on the board, it sends out an enveloping cloud of not-light that encompasses all hexes within 10 hexes of it.



During those two turns, the Cloak may not be moved. The presence of the actual counter representing the cloak is ignored for purposes of movement and combat while in cloud form. Units must stop upon entering a hex within the cloud; Sir Ethilrist, the Hound, the Black Horse units, spirits (whether physical or disembodied), dragons, superheroes, and units stacked with dragons and/or superheroes are exempt from this restriction. Illusionary Armies within the cloud are removed from the board, but they can be recreated.

After the two game-turns are completed (this will happen in the exotic magic phase of the player who controls Sir Ethilrist), the Cloak is replaced by a unit of goblins. If there are no players' units in the hex in which the goblins appear, the player who controls Ethilrist controls the goblins. If a player has units in the hex, the goblins ally with that player and are under his control.

[16.14.3] The Hound

The Hound was actually a demonic being that was tamed by Sir Ethilrist.

The Hound must be ridden by Sir Ethilrist. While riding the Hound, Sir Ethilrist has a MF of 10 but cannot use heroic movement.



The player who controls Sir Ethilrist can unleash the Hound on a Doom Run in any of his exotic magic phases after allying Sir Ethilrist. The Hound moves in a straight line from the hex it occupies to the edge of the board; the player chooses the row of hexes the Hound will travel. The Hound eliminates every unit in its path. Once the Hound reaches

the mapboard edge, it is eliminated. A dragon or a superhero can stop the hound and save the units stacked with it. When the Hound enters a hex that contains a dragon or superhero, the Hound is eliminated; if it was stopped by a dragon, the superhero is also eliminated, but can attempt a heroic escape.

If Sir Ethirist is eliminated in battle or through exotic magic and the Hound survives, the Hound immediately makes a Doom Run. The direction is determined by rolling the die and checking the mapboard compass.

[16.14.4] Keener Than



Keener Than can control the Hound. If the Hound passes within three hexes of Keener Than while on a Doom Run, it immediately stops the Doom Run and moves to the hex Keener Than occupies. The player who controls Keener Than thus gains control of the Hound. In the exotic magic phase of his next player-turn, he must have Keener Than release the Hound on a Doom Run. While he has control of the Hound, Keener Than must ride the Hound.

[16.15] THE SPIRIT OF MOVEMENT



When the world was still being made, the god Larnste (called the Soul Arranger or the God of Change) stopped for a time in Dragon Pass. At the place where he rested his travelling bag, there afterwards grew something miraculous: a living stone with its own spirit. The spirit is sometimes called the Son of Larnste, or simply the Spirit of Movement, for Larnste is also the god of changes and movements. Ever since that time it has been possible to contact this extraordinary spirit at its magical rock.

The Spirit of Movement normally resides at the Travelling Stone, and is allied according to the emissary rules (see 14.2). The Spirit of Movement has a MF of 2 when it is by itself. When a stack of units spends an entire movement phase stacked with the spirit, the MFs of the units in the stack are doubled, and the spirit's MF is equal to the largest of those doubled MFs. The spirit also doubles the MFs of units stacked with it when retreats are resolved.

The player who controls the Spirit of Movement can use its power to double the MFs of all of his units. In one of his movement phases after allying the spirit, he can remove the spirit from play. The MFs of his units are doubled for the duration of that movement phase.

[16.16] THE SUN DOME TEMPLARS



The Sun Dome Templars were Sun cultists who were granted lands in the Pass by Sartar. They provided mercenaries to both sides in the Hero Wars, though they usually favored Sartar. Their warriors were of two types: pikemen with 15-20 foot spears, and archers. Their discipline was extraordinary, and they were particularly strong at defensive battle.

The Sun Dome Templars normally reside at the Sun Dome Temple where they can be approached by emissaries. The Sun Dome Templars double their CFs when they are defending in a melee. This doubling applies both when determining the attacking side's losses and when the defending side's casualties are chosen.

Defending Sun Dome Templars do not receive the terrain benefits described in [7.10.7.4]. For example, a Sun Some Templar inside a stockade which is picked to be a casualty counts for 10 CFs toward satisfying the defenders' CF loss.

[16.17] THE TUSK RIDERS



The Tusk Riders were the remnants of the first civilization of Dragon Pass. They were corrupted by breeding with trolls; eventually they were destroyed by the dragonewts. Some managed to flee into the mountains where they lived among their troll friends, consorting in practices both evil and corrupt. Their steeds were great battle-pigs, as large as buffalo, well-suited to crossing forests and hills without trouble.

The Tusk Riders normally reside at the Ivory Plinth. They are not allied by ordinary emissaries, but by blood sacrifices. Any magician can sacrifice another unit, other than disembodied spirits and treasures, at

the Plinth. Heroes and superheroes sacrificed to the Tusk Riders cannot attempt heroic escapes. Both the magicians and the unit being sacrificed must be at the Plinth in an alliance phase of the player who controls them. After the sacrifice, the sacrificed unit is eliminated, and the die is rolled. On a roll of 2-5, the alliance is granted and the Tusk Riders appear in the hex. On a roll of 1, the alliance is rejected and the magician is also eliminated. If the magician was a hero, he can attempt to make a heroic escape.

The Tusk Riders pay only 1 MP to enter hill, forest, hill/ruin, and hill/forest hexes during clear weather. During a rain turn they pay 2 MPs to enter those hexes. Tusk Riders do not receive the benefits of road movement but do receive the benefits of ford hexes.

[17.] SPECIAL UNITS

[17.1] GIANTS



The giants were a hell-spawned race, who often reached a height of 50 feet. They normally shunned human contact, but the smell of carnage and carrion would lure them from their mountain lairs in hopes of easy feasting. People called them the Devourers.

Giants appear when called for by the Random Events Table (see 15.).

In each random movement phase, the active player can move every giant on the board. The giants move like normal units. While the giants are moving, every player's units are considered inactive units and exert ZOCs. Any giants that end their movement adjacent to players' units will attack all of those units according to the normal rules of combat.

During a player's movement phase, he must treat giants as inactive units with ZOCs. In a combat phase, the active player must also treat giants as inactive units.

[17.2] ASSASSINS



The Assassins were a band of skillful and cruel magicians who could move invisibly across the land using a technique similar to teleportation. Assassins were not aligned with any particular side in the Hero Wars, but Sartar, the Lunar Empire and the Exiles are known to have maintained Houses of assassins. The use of assassins was unpopular among the independents, but a successful assassination could swing a wavering ally into line.

The assassins can be used to perform a scouting function. A player who controls an assassin can drop it onto an enemy stack in his exotic magic phase. He then rolls the die to see if the assassin is successful by checking the rolled result on the Scouting Table. If the assassin is successful, the player can examine the units in the hex. If the assassin is not successful, it is eliminated and the player suffers a DP penalty in the next turn.

If a player's assassin has successfully scouted a stack of enemy units, the player can have the assassin attempt to assassinate one of the units in the stack. If the player wants his assassin to attempt an assassination, he must announce which unit is to be killed. Dragons and superheroes are not targets of an assassination attempt. Also, treasures cannot be assassinated. To see if his assassin is successful, the player rolls the die and checks the result on the Assassination Table. If the unit being attacked by the assassin is a hero, the die roll result is reduced by one. If the attempt is successful, the unit is eliminated; heroes can attempt heroic escapes. After checking the success of the assassination, the player checks to see if his assassin gets away. He rolls the die and checks the result on the Getaway Table.

If the assassin successfully scouts a hex and does not attempt an assassination or does attempt an assassination and gets away, he is removed from the board and can be reused in later turns.

[18.] SCENARIOS

Dragon Pass is actually a collection of games that use common rules and components. These games are called "scenarios". Each scenario is based on a battle of the Hero Wars. All scenarios are presented in chronological order. They are also presented in the order of their complexity. The earlier scenarios can be played using only a small portion of the rules.

The scenario victory conditions often depend on the number of fortresses controlled by the players at the end of play. A player controls a fortress if:

1. one of his units occupies the fortress,
2. the fortress is unoccupied and one of his units was the last to occupy it,
3. or he controlled the fortress at the start of the game and no enemy unit occupied it during play.

If a magician is among the units to be used in a game, that magician's spirit or physical agent should be placed in its holding box before the start of play.

Independents are not used in a scenario unless they are listed in the Deployment or Special Rules sections of the scenario instructions.

Even when the scenarios state that units can be deployed "anywhere" within a region, some restrictions must be observed. Units cannot be deployed in lake hexes. Also, units cannot be deployed in the home hexes of independents who take part in the particular scenario. For example, the Lunar player could not deploy any of his units in the hex containing the Travelling Stone if the Spirit of Movement is among the independents used in the scenario.

[18.1] STEMMING THE TIDE

After the sack of Boldhome, the Lunar armies destroyed many Sartar temples. These acts resulted in a catastrophe for the Empire. The foundations of the old Wind Temple were laid over an ancient dragonrest. When the temple was razed, the dragon was unearthed, awakened, and enraged. In the fighting that followed, more than half the Empire's military might was destroyed. Hundreds of cycles of the Lunar goddess would pass before the Lunar armies were restored.



Before Argrath's return, the Empire made several attempts to finally crush the remnants of the old Kingdom, while Sartar's surviving forces tried to take advantage of the Empire's weakness and recapture lost territories. This scenario is based on an early battle in which both sides had prepared for battle, but in which the Empire struck first.

[18.1.1] Deployment

The Lunar player deploys first. He receives the following units.

*The entire Native Furthest Corps,
The Cavalry Corps minus the two 2*-2-6s and the two 2*-1-6s.*

These units can be placed anywhere outside old Sartar.

The Sartar player deploys second. He receives the following units:

*The Sartar City Militia, minus all Duck units
(3) 4-5-5s of the Sartar Free Army,
(4) 4-3-5s of the Barbarian Horde.*

These units must be placed within old Sartar.

[18.1.2] Game Length

This scenario lasts 5 game-turns.

[18.1.3] Sequence of Play

The sequence of play for this scenario is as follows:

THE PLAYER TURN SEGMENT
THE LUNAR PLAYER'S TURN
The Movement Phase
The Combat Phase
THE SARTAR PLAYER'S TURN
The Movement Phase
The Combat Phase
THE BOOKEEPING SEGMENT

[18.1.4] Victory Conditions

The Lunar player wins if he controls at least 4 Sartar fortresses at the end of play. The Sartar player wins if he controls at least 5 Sartar fortresses at the end of play. If neither player wins, the game is a draw.

At the start of play, the Lunar player controls the three Sartar fortresses outside old Sartar, and the Sartar player controls the 4 Sartar fortresses within old Sartar.

[18.1.5] Historical Outcome

Sartar recaptured Alone, but the Empire took Jonstown. Both sides armies were depleted. The overall result was a draw.

[18.2] HIGH TIDE

Before Argrath's return, the Lunar army incorporated Sable clan warriors in a last try to take Boldhome. The Empire commanders hoped these new troops would give their attack a decisive tactical edge.

[18.2.1] Deployment

The Lunar player deploys first. He receives the following units:

*The entire Native Furthest Corps,
The entire Cavalry Corps.*

These units can be placed anywhere outside old Sartar.

The Sartar player deploys second. He receives the following units:

*The entire Sartar City Militia,
(3) 4-5-5s of the Sartar Free Army,
(4) 4-3-5s of the Barbarian Horde.*

These units must be placed within old Sartar.

[18.2.2] Game Length

This scenario lasts 6 game-turns.

[18.2.3] Sequence of Play

The sequence of play for this scenario is as follows:

THE PLAYER-TURN SEGMENT
THE LUNAR PLAYER'S TURN
The Movement Phase
The Combat Phase
The Rally Phase
THE SARTAR PLAYER'S TURN
The Movement Phase
The Combat Phase
The Rally Phase
THE BOOKEEPING SEGMENT

[18.2.4] Victory Conditions

The Lunar player wins if he controls Boldhome at the end of the game, or if he controls at least 5 Sartar fortresses. The Sartar player wins if he controls Boldhome and at least 3 other Sartar fortresses. If neither player wins, the game is a draw.

[18.2.5] Historical Outcome

The Lunar armies initially made good progress through Starfire Ridge, but the Lunar commanders did not yet appreciate the differences between regular Lunar cavalry and their new troops from Prax. They mishandled their forces, and the Lunar offensive was halted before any major Sartar strongholds were taken.

[18.3] ARGRATH'S RETURN

Prince Argrath gathered together his Free Army. At first it seemed that the Empire could rebuild its armies before Argrath made good his return, but a series of wars against the Redland sultanates again weakened the Lunar strength. Argrath also bled Lunar forces by encouraging raiders from Prax to pillage Lunar territories.

At the time of this scenario, the main strength of the Lunar Army was battling renegade magicians in the Redlands. The Red Emperor had left occupation forces in the Pass deemed sufficient to thwart any threat from Sartar or Prax, and at that time Argrath chose to return to Dragon Pass, with his friends Harrek and Gunda.

[18.3.1] Deployment

The Sartar player sets up first. He receives the following units:

*Prince Argrath,
Harrek,
Gunda,
The Dragontooth Runners,
The entire Sartar City Militia,
The Sartar Free Army, minus the Wolfrunners (♠-3-3).*

These units must be placed within old Sartar.

The Lunar player deploys second. He receives the following units:

*The entire Heartland Corps,
The entire Cavalry Corps,
The entire Native Furthest Corps.*

These units can be placed anywhere outside old Sartar.

[18.3.2] Game Length

This scenario lasts 5 game-turns.

[18.3.3] Sequence of Play

The sequence of play for this scenario is as follows:

THE PLAYER-TURN SEGMENT
THE SARTAR PLAYER'S TURN
The Movement Phase
The Combat Phase
The Rally Phase
THE LUNAR PLAYER'S TURN
The Movement Phase
The Combat Phase
The Rally Phase
THE BOOKKEEPING SEGMENT

[18.3.4] Victory Conditions

The Lunar player wins if Prince Argrath is eliminated (and fails to make a heroic escape), or if at least one Sartar fortress is occupied by Lunar units by the end of the game. The Sartar player wins if the Lunar player does not satisfy the victory conditions.

[18.3.5] Historical Outcome

The Sartar heroes spearheaded a rapid advance against Alda-chur. In the wake of the advance, minor forces of the Free Army managed to take Alone. The City Militia ground its way into Duckpoint, led by a major contingent of ducks and horse archers. At the end of the battle, all Sartar lands had been freed.

[18.4] COUNTERSTROKE

After the liberation of Sartar, Argrath sent his armies against the Lunar territories in the Pass. Learning of the calamity on the Empire's southern flank, the Red Emperor dispatched Jar-eel, Aelwrin, the Imperial Bodyguard, and replacements to the Pass. The ensuing battles exhausted both sides and gave Harrek and Jar-eel grievous wounds.

Seeing the early humiliation of the Lunar occupiers, the independents of Dragon Pass hoped that Sartar would release them from the Lunar yoke. The Red Emperor felt compelled to raid Sartar to try to check Argrath's growing influence. Because both sides were in disarray, the raid turned into a duel of magicians.

[18.4.1] Deployment

The Lunar player deploys first. He receives the following units:

*The Red Emperor,
The entire Lunar College of Magic.*

These units must be deployed within the Glowline.

The Sartar player deploys second. He receives the following units:

*Prince Argrath,
The Dragontooth Runners,
The Sartar Magical Union minus the Stormwalkers and the Children of the Wind,
(3) 5-3-5-4s of the Barbarian Horde.*

These units must be deployed within Sartar.

[18.4.2] Game Length

This scenario lasts 7 game-turns.

[18.4.3] Sequence of Play

The sequence of play for this scenario is as follows:

THE PLAYER-TURN SEGMENT
THE LUNAR PLAYER'S TURN
The Movement Phase
The Exotic Magic Phase
The Combat Phase
The Rally Phase
THE SARTAR PLAYER'S TURN
The Movement Phase
The Combat Phase
The Rally Phase
THE BOOKKEEPING SEGMENT

[18.4.4] Special Rules

The Lunar player must select the phase of the moon before any units are deployed.

[18.4.5] Victory Conditions

The Lunar player wins if a Lunar unit occupies Boldhome at the end of the game. Otherwise, the Sartar player wins.

[18.4.6] Historical Outcome

The Lunar armies managed to achieve total surprise. Although the Sartar Magical Union proved to be stronger than expected, the Crater Makers destroyed some of the strongest Sartar magicians on the first day of the raid. The remaining Sartar units were no match for the Lunar magicians. Boldhome was captured with ease. Argrath was forced to abandon his capital to evade capture.

[18.5] HEARTS AND MINDS

Argrath's initial victories gave hope that Lunar domination soon would end, but this hope was tempered when the Lunars again sacked Boldhome. Argrath saw that in order to hold the independents, the Sartar forces would have to win a major confrontation with the Empire. Seizing on a slight by the Red Emperor as a pretext, Argrath launched a raid in force against the Empire.

[18.5.1] Deployment

The Lunar player deploys first. He receives the entire Lunar battalia. The units must be placed in hexes west of row 26xx, and north of row xx19, inclusive. No Lunar unit can be placed inside an independent's territory.

The Sartar player deploys second. He receives the entire Sartar battalia. The units must be placed within Sartar.

[18.5.2] Game Length

This scenario lasts 7 game-turns.

[18.5.3] Sequence of Play

The sequence of play for this scenario is as follows:

THE PLAYER-TURN SEGMENT

THE SARTAR PLAYER'S TURN

*The Movement Phase
The Exotic Magic Phase
The Combat Phase
The Rally Phase*

THE LUNAR PLAYER'S TURN

*The Movement Phase
The Exotic Magic Phase
The Combat Phase
The Rally Phase*

THE BOOKKEEPING SEGMENT

[18.5.4] Special Rules

The Sartar player must select the phase of the moon before any units are deployed. Units cannot retreat or move into or through an independent's territory. The assassins can be used without the usual DP penalties;

[18.5.5] Victory Conditions

The player who controls the greater number of enemy fortresses at the end of play is the winner. If the two sides capture an equal number of enemy fortresses, the game is a draw. At the start of play, the Lunar player controls all of the Lunar fortresses and the Sartar player controls all of the Sartar fortresses.

[18.5.6] Historical Outcome

Argrath initially moved his units into positions east of the River and awaited a Lunar attack. The Lunar armies struck, but were generally held at the river line. A counter-attack drove the Lunar armies behind the Glowline. Finally, Harrek and Gunda led an attack against Bagnot and wrested control of that city away from the Lunar forces.

[18.6] DOUSING THE FLAMES

The success of the Sartar raid against the Empire emboldened the other peoples of the Pass. Their general uprising challenged Lunar rule in the entire region. The rebellion enjoyed success at first as the Empire held its strength in reserve, fearing another attack by Sartar. When it became clear that Sartar would not intervene, the Red Emperor committed his forces without stint.

[18.6.1] Deployment

The Lunar player deploys first. He receives the following units.

*Jar-eel
Aelwrin
The entire Lunar College of Magic
The entire Heartland Corps
The entire Native Furthest Corps*

These units must be placed within the dark portion of the Glowline. No units can be placed within Bagnot or Dunstop.

The independents player deploys second. He receives the following units:

*Androgeus
The Exiles (minus the assassin)
The Grazeland Pony Breeders
The Half-beasts*

These units deploy anywhere outside of both Sartar and the dark portion of the Glowline. There must be at least one independent unit inside Bagnot and one inside Dunstop.

[18.6.2] Game Length

This scenario lasts 10 game-turns.

[18.6.3] Sequence of Play

The sequence of play for this scenario is as follows:

THE PLAYER-TURN SEGMENT

THE LUNAR PLAYER'S TURN

*The Movement Phase
The Exotic Magic Phase
The Combat Phase
The Rally Phase*

THE INDEPENDENTS PLAYER'S TURN

*The Movement Phase
The Exotic Magic Phase
The Combat Phase
The Rally Phase*

THE BOOKKEEPING SEGMENT

[18.6.4] Special Rules

The Lunar player must select the phase of the moon before any units are deployed.

Units cannot retreat or move into or through Sartar.

The Twins are Androgeus' Best Friend.

[18.6.5] Victory Conditions

To win, the Lunar player must control Bagnot, Dunstop, Rich Post, Wintertop and the Wild Temple at play's end. The independents player wins by avoiding a Lunar victory. Determine control of Rich Post and the Wild Temple by the same rules governing control of a fortress.

[18.6.6] Historical Outcome

Although the Independents controlled some potent exotic magic, the weight of Lunar Magic proved invincible. All of the rebels were soundly defeated. The brutal treatment of the independents' peoples by the Lunar armies ended any chance of quiescence by the independents.



[18.7] THE FULL GAME

During the reign of Prince Argrath, wars between Sartar and the Lunar Empire were commonplace, ordinarily preceded by a period of tension while they built up forces. When one side or the other depleted its treasury in maintaining its enlarged army, it would attack in order to seize enough booty to pay off its soldiers, or to have an excuse in order to avoid payment!

[18.7.1] Deployment

The die is rolled before the start of play to decide which player will go first. If the die roll is odd, the Lunar player is the first player; otherwise, the Sartar player is the first player. The first player must select the phase of the moon before any units are deployed. The first player deploys first.

The Lunar player receives the entire Lunar battalia. He may deploy his units anywhere within the Glowline.

The Sartar player receives the entire Sartar battalia. However, he can pick up to 10 units to form the South Soldier Reserve. The Sartar units not picked for the Reserve may be deployed anywhere within Sartar. The Reserve enters the board as a group of reinforcements on game-turn 1. They can enter the board in any hex on the south edge east of the Stone Cross (inclusive).

[18.7.2] Game Length

The scenario lasts 14 game turns.

[18.7.3] Sequence of Play

The full sequence of play (see section 2) is used for this scenario. The first player takes his player-turn first in each player-turn segment.

[18.7.4] Special Rules

All of the independents are available in this scenario.

On the first game-turn, the Lunar and Sartar players each receive 50 diplomacy points during the diplomacy segment of the first game-turn. On each subsequent game-turn, they each receive 25 diplomacy points.

[18.7.5] Replacements

Both Sartar and the Lunar Empire can replace some of their losses. For every two infantry units eliminated, one can be replaced. For every three cavalry units eliminated, one can be replaced. Personalities, magicians, spirits, and independent units cannot be replaced.

Both players must maintain *dead piles* for their infantry and cavalry units. Whenever a Lunar infantry or cavalry unit is eliminated, it is placed in the Lunar dead pile. Whenever a Sartar infantry or cavalry unit is eliminated, it is placed in the Sartar dead pile. A player has the option to take replacement units from his dead pile whenever he has at least two infantry units or three cavalry units in his dead pile. For each infantry unit replaced, one other infantry unit, whose CF at least equals the CF of the unit being replaced, must be removed from the dead pile and placed back in the game box. For each cavalry unit replaced, two other cavalry units, whose individual CFs each at least equal the CF of the replacement unit, likewise must be removed. Whether infantry or cavalry, such units are thus eliminated both from the dead pile and from play.

Sartar replacements appear in Boldhome. The Lunar replacements appear in Furthest.

[18.7.6] Victory Conditions

The Sartar player initially controls all of the Sartar fortresses, and the Lunar player initially controls all of the Lunar fortresses. At the end of play, the player who controls the greater number of his opponent's fortresses wins. In the case of a tie, the player who was *not* chosen to be the first player at the start of the game is the winner.

[18.8] THE RISING OF TARSH (a 3-player scenario)

The conquest and division of Tarsh was not so ancient that it was not recalled by Tarshites living during Argrath's reign. The people of old Tarsh had been scattered, taking refuge as possible among the independents in the Pass. The nation of the Exiles was the largest remnant of old Tarsh, together with their friends among the independents, tried to seize control of Dragon Pass.

[18.8.1] Deployment

The Tarsh player deploys first. He receives the following units:

Androgeus
The Dwarf and all his gifts
The Exiles
The Grazelands
Ironhoof and the Half-beasts
The Dragonewts

The dragonewts must be placed in their home cities. The remaining units can be placed anywhere within Beast's Valley, the Grazelands and Wintertop.

The Lunar player deploys second. He receives the entire Lunar order of battle. He can deploy his units anywhere within the Glowline.

The Sartar player deploys last. He receives the entire Sartar battalia. He can deploy his units anywhere within Sartar.

[18.8.2] Game Length

This scenario lasts 14 game-turns.

[18.8.3] Sequence of Play

The sequence of play for this scenario is as follows:

THE PLAYER-TURN SEGMENT

THE TARSH PLAYER-TURN

The Movement Phase
The Exotic Magic Phase
The Combat Phase
The Rally Phase

THE LUNAR PLAYER-TURN

The Movement Phase
The Exotic Magic Phase
The Combat Phase
The Rally Phase

THE SARTAR PLAYER-TURN

The Movement Phase
The Exotic Magic Phase
The Combat Phase
The Rally Phase

THE BOOKKEEPING SEGMENT

[18.8.4] Special Rules

The Tarsh player selects the phase of the moon before any units are deployed.

The Twins are Androgeus' best friend.

The Assassins can be used without the usual DP penalties.

[18.8.5] Victory Condition

The Tarsh capital is Wintertop, the Lunar capital is Furthest, and the Sartar capital is Boldhome. If a player controls his own capital and at least one other capital at the end of the game, he is the winner. If none of the players win, the game is a draw.

[18.8.6] Historical Outcome

The war began with a Tarsh attack on the Lunars from the south, and a Sartar attack on the Lunars from the east. But after a few days, Sartar turned on the Independents and captured the Dragon's Eye. The Tarsh withdrew from Lunar territory and sent their armies and magics against Sartar. They seized Boldhome, but over-extended themselves and so lost Wintertop to a late thrust by the Lunar armies.

[18.9] THE MARATHON GAME

The battles fought in Dragon Pass were usually quick, small-scale raids. Sometimes, however, the fighting was long-lasting. This scenario is representative of one of the longer struggles in the Pass.

[18.9.1] Deployment

The players roll the die to decide which of them deploys first. If the roll is odd, the Lunar player deploys first. If the roll is even, the Sartar player deploys first.

The Lunar player receives the entire Lunar battalia. He can deploy his units anywhere within the Glowline.

The Sartar player receives the entire Sartar battalia. He can select up to 10 Sartar units to form the South Soldier reserves. These units initially are kept off-board. The rest of the units must be deployed within Sartar.

[18.9.2] Game Length

This scenario lasts 28 game-turns.

[18.9.3] Sequence of Play

The full sequence of play (see section 2) is used for this scenario. After both players have deployed their units, they again roll the die. If the die roll is odd, the Lunar player takes his player-turn first in the player-turn segment of each game-turn; if the die roll is even, the Sartar player takes his player-turn first.

[18.9.4] Special Rules

The player who deploys first must select the initial phase of the moon before any units are deployed.

The player who moves first can move his units only half their normal movement allowance in the first game-turn.

All of the independents are used in this scenario. Both players receive 40 diplomacy points (DPs) on the first game-turn, 20 DPs on each of game-turns 2-7, 15 DPs on each of turns 8-14, and 10 DPs on each of turns 15-28.

The South Soldier reserves enter the board as reinforcements on game-turn 1. They can enter on any hex on the south edge of the map-board.

[18.9.5] Replacements

The Sartar and Lunar players receive replacements as per 18.7.5. In addition, they can purchase replacements with diplomacy points. During the diplomacy segment of each game-turn, the players have the option of assigning some or all of their diplomacy points they receive to their replacement funds rather than using them to bid for independents. The players can then use the points allocated to their replacement funds to purchase replacements during their player-turns. An infantry unit's replacement cost (in DPs) is equal to its CF. A cavalry unit's replacement cost is double its CF. Only Sartar and Lunar cavalry and infantry units can be replaced.

Sartar replacements purchased with diplomacy points enter the map on the south mapboard edge east of the Stone Cross (inclusive). Lunar replacements purchased with diplomacy points enter the map on any mapboard edge hex within the darker portion of the Glowline.

Replacements purchased with diplomacy points can come from the dead piles or the stack of units removed from play.

[18.9.6] Victory Conditions

A player wins by controlling both Boldhome and Furthest at the end of the game. If neither player wins, the game is drawn.

[19.0] MISCELLANEA

IN THE BEGINNING

In the Beginning, before Time was born, was the Moment. It was the Holy Time, after Chaos was conquered and before the birth of Death. It was the Golden Age, when the world and all that dwelt in it existed in innocent peace and blissful ignorance. It was the Gods' 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. He 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 word.

He sowed in the east, in the south, and in 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 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 to live there.

The Dragons grew and matured, and left behind the Dragonewt civilization. Even then, before the Trickster slew the sun and the Long Night began, humans had moved into Dragon Pass.

The Long Night was a time of horror for the cosmos, when all had outgrown their powers and had begun disputing the petty regions where their influence 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, bringing about a 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 control of the world's events. The Dragonewts seemed to care nothing for the rest of the world as long as their valley was left in peace. The humans became heir to a vast amount of Dragon power and knowledge. In the years after the Dawning, they thrived and 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-civilized by the earliest missionaries, but later rebelled under their own Living God, the Pharoah, 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 it wasn't so. The fault of the empire was not in the misuse of its power but in misunderstanding it.

The end of the empire began when Eriyalaia, 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 dissension and worship of new and foreign gods. Barbaric civilizations rose and ate 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, like Delecti and the Tusk Riders, survive, but the empire vanished.

THE LUNAR EMPIRE

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

Though cold races from beyond the Icelands aided the Duchy of the Blue Moon, the mass of hatred and manpower would have crushed them had not the Red Moon been restored then. This sister of the Blue Moon was another victim of the Long Night. She 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 "Eight Steps of Birth/Death."

She intervened on her sister's behalf and saved the miserable remnants of the Blue Moon with 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. She left minor terrestrial matters to her unimportant sons, the so-called Red Moon Dynasty, who eventually conquered almost all of the area viewed by their mother.

Areas of the Lunar Empire

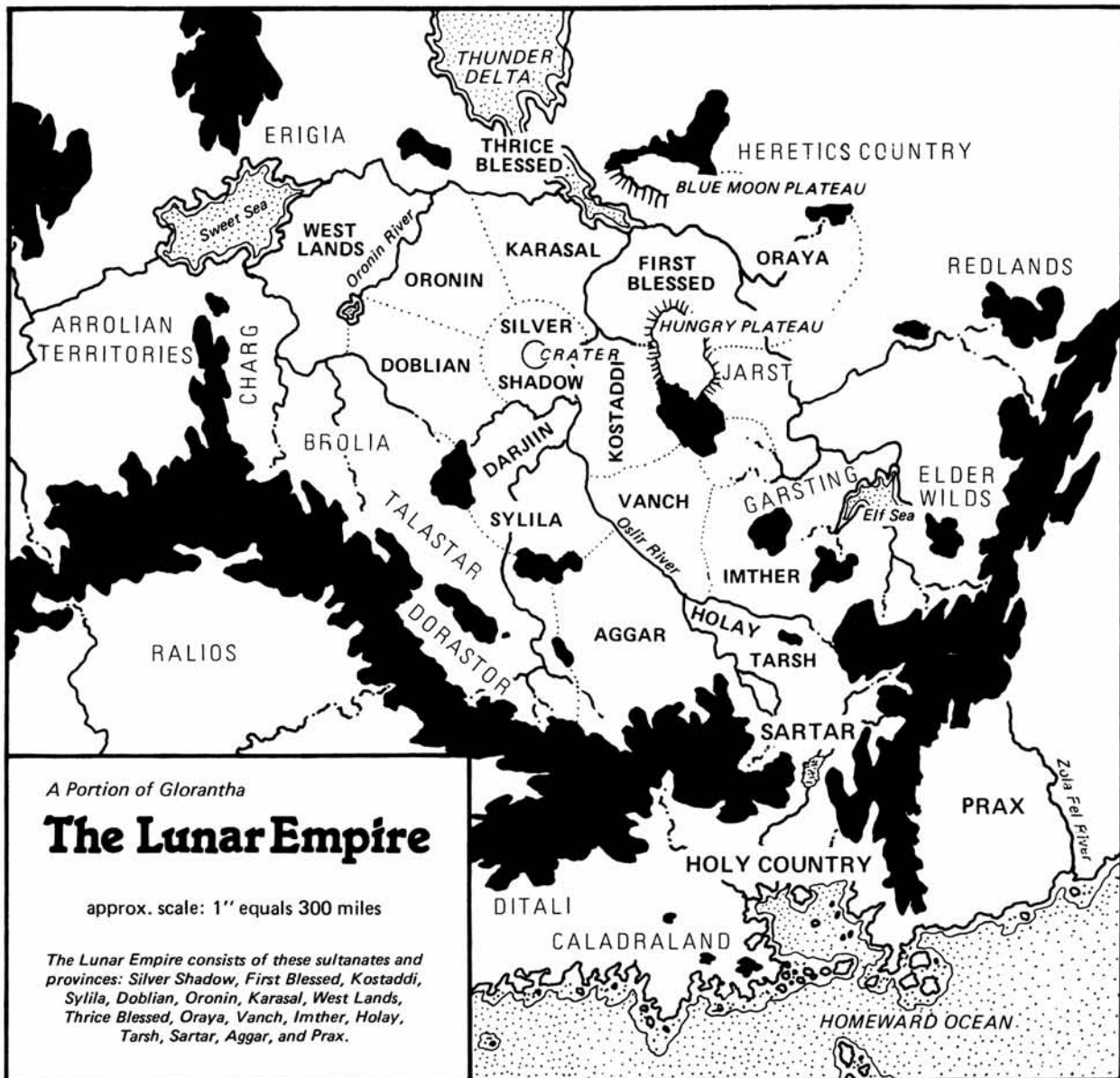
An ancient map drawn by Fod-ariam, a Lunar adept and teacher, shows the empire and surroundings at about the time of Argrath's uprising. Fod states in other documents that he had seen Jar-eel the Razoress, inspiring him to lapse into pages of poor poetry in her praise.

The Crater, at the center of the empire, was left 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 the holy confines of the crater is restricted to those of thick Lunar blood. No stranger has ever seen the crater and survived.

The Heartland Sultanates are ruled by families descended directly from the Red Emperor or from his close kin. The Wild Sultanates seeth with legitimate intrigue and feuds as the extra children of the Heartland noble houses struggle for temporary chieftancies and demigodhood.

The Western Tribes are unrelated to the imperial house, but maintain a special position within the empire as citizen foreigners. Centuries of trade and intermarriage have turned the once-barbarous peoples into civilized 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 cultural integrity by regularly paying 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. Fod-ariam optimistically included both Sartar and the Redlands within the empire, but Fod's knowledge of what lay beyond the empire was rough and approximate, an example of the essential centrism of the Lunar Empire.

CREATION OF THE SARTAR ARMY

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 preventing foreigners from holding position, 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 low, since the border army had been beaten in battle recently by raiders from Prax. No puppet ruler sat in Wintertop. Thieving regiments of tax collectors roamed at will, terrorizing the people and disrupting their attempts to organize. In a brilliant raid, Argrath succeeded in rallying enough support to drive out the enemy, then turned to invade Lunar territory. He raised the banner of Old Sartar and re-established the trade routes between Prax and the Holy Country. The clans were organized into economic cooperative ventures centered on the forts. Their troops, when summoned, formed 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 Freemens, or volunteers from elsewhere, like the Pavis Royal Guard and Goldgotti, a merchant prince. Large clans, such as Two-ridge 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. Constant warfare also gained much booty from the better-equipped Lunar Army so that many among them wore metal breastplates and greaves. Steady fighting evolved some units which were trained as regulars and well-outfitted.

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 holy men, a mystic or two, and various masters of talismanic devices. Yet Argrath melded them together by creating new secret societies; it is a compliment to his skills that he put together such diverse and often hostile individuals to make compact and effective fighting units. This high understanding of magical principles should have been far beyond Argrath's skill and experience.

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

The Barbarian Horde was made up by 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 duty and opportunity.

The Sartar Army was a motley conglomeration of many causes, defying neat and easy organization. This is typical of the ever-present frontier spirit which supplied the strengths and weaknesses of the entire army.

THE LUNAR ARMY

The Lunar order of battle reflects the entire empire, all strictly organized and linked by the theocratic government and the omnipresent Red Moon.

Regular regiments, similarly outfitted and trained, made up the army. A handful of fast and powerful units offered a strong advance fighting force, and careful timing gave the empire almost overwhelming magical force.

The Lunar soldier was better outfitted than his Sartar opponent. Regular troops were issued a chestplate, greaves, helmet, and shield for defense, plus a throwing spear, long heave 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. The Lunars moved slower than they might have, and tended to be overly cautious in foreign territory.

DRAGON PASS

After the genocide of the Dragonkill War, people were understandably reluctant to move back into the pass. The tribes nearest 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 even now dominated by the Lunar Empire, the Kahns of Prax, and the disorganized Holy Country.

Dragon Pass is the only lowland pass joining these three regions. They otherwise are separated by mountains and magical barriers. The highland passes are haunted by trolls and giants with treacherous narrow trails along bottomless crevices howling with demon winds even in summer. 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. For a time they cleverly concealed their success in settling there, and rebuilt the tribe before 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 allies with the Breeders, the kingdom dominated the pass until the Third Inspiration of Moonson, called Hon-ee the Artess, crushed them. The peoples who occupied the highlands lived as wilderness robbers, plundering the ever-increasing caravans passing 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 chieftains, 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 exaggeration since others did his fighting for him. But the transition was an easy one and he soon organized the robbers into a principality. After marrying the Feathered Horse Queen, he was named King and the pass rapidly grew in power and prestige.

Under Sartar's rule, the people turned from pillage to trade. Sartar and the Queen 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 and soon would 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 recognition for their deeds. Any survivors were hunted across the world by agents and assassins.

There then followed periods of Lunar dominance and pre-Sartar anarchy which only the arrival of Argrath halted. The scenarios reproduce the resulting wars. The outcome of these latter glorious battles, and of the history of Dragon Pass, falls to the skill of rulers who dare engage in such legendary wars.



BATTALIA CLARIFICATIONS

1. The Barbarian Horde is part of the Sartar battalia.
2. The Slyphs are the Wind Children's physical agent.
3. The asterisk in the Red Emperor's MgF is a misprint and should be ignored.
4. The Twin Stars are ancient Lunar heroes who were instrumental in defending Glamour (the Lunar capital) and the Crater from powerful enemies early in the empire's history. As a reward for their services they were granted immortality and the opportunity to return to life,

The following is a full battalia for Dragon Pass. Each listing gives the number of units of that type that are available to the player, the name of the unit, and the unit code.

For easy reference, every unit has a unit code. A unit's code consists of its CF, followed by its MgF, followed by its MF, followed by its RF.

Whenever an "X" appears, it means that that location in the unit code is blank.

THE LUNAR EMPIRE

1 . . . Red Emperor	(4)1-10-6-10
Counter back	(2)1-5-6-10
1 . . . Red Emperor's Spirit	X-10-X-10
Counter back	X-5-X-10
1 . . . Jar-eel the Razoress	(20!!)1-∞-6-X
Counter back	(20)20-12-1
1 . . . Beatpot Alewrin	(4)1-10-6-X
Counter back	(2)5-6-X
1 . . . Twin Stars	X- ↓ -7-1
Counter back	X-½- ↓ -4-0
1 . . . Assassin	X-*-*X
1 . . . Scapegoat Marker	Scape-goat
1 . . . Red Moon Marker	●

COLLEGE OF MAGIC

1 . . . Crimson Bat	(4)1*-9∞-0
Counter back	(2)0-5∞-X
2 . . . Full Moon Corps	↓-10*-6-0
Counter back	½ ↓ -5*-3-X
1 . . . Crater Makers	6- ↓ -4 ≈ -12
Counter back	3-½ ↓ -2-0
1 . . . Crater Makers Agent	↓ -X-X-12
2 . . . Major Classes 1&2	2- ↓ -5-6
Counter back	1-½ ↓ -3-0
2 . . . Major Classes' Spirits	X- ↓ -X-6
Counter back	X-½ ↓ -X-6
4 . . . Minor Classes 1-4	1- ↓ -3 ≈ -5
Counter back	1-½ ↓ -2-0
4 . . . Minor Classes' Spirits	X-½ ↓ -X-5
Counter back	X-½ ↓ -X-5
1 . . . Blue Moon School	3-6-4 ≈ -5
Counter back	2-3-2-0
1 . . . Blue Moon School's Spirit	X-6-X-5
Counter back	X-3-X-5
1 . . . Comet Seers	2-5-5-5
Counter back	1-3-3-0
1 . . . Comet Seers' Spirit	X-5-X-5
Counter back	X-3-X-5
1 . . . Spell Archers	2-4-5-5
Counter back	1-2-3-0
1 . . . Spell Archers' Spirit	X-4-X-5
Counter back	X-2-X-5

manifest in temporary bodies capable of housing their awesome energies. The Twin Stars are not a part of the Lunar battles at the beginning of the game. They only appear if the Random Events option is being used and then only if Random Event 42 occurs. While on the board they are treated as a Lunar unit. If Random Event 42 is rolled while the Twin Stars are already on the board nothing happens. If Random Event 42 is rolled after the Twin Stars have been eliminated they can reappear provided that the Temple of the Reaching Moon is not occupied by enemy units.

IMPERIAL BODYGUARD

1 . . . Bloodspillers	6*-5-6-0
Counter back	3-3-3-X
1 . . . Hell Sisters	5-4-6-X
Counter back	3-2-3-X
1 . . . Mother's Guard	4-4-6-X
Counter back	2-2-3-X
1 . . . Household Foot	5-5-3-0
Counter back	3-3-2-X
2 . . . Grim Soldiers, Feathered-ax	4-4-3-X
Counter backs	2-2-2-X

HEARTLAND CORPS

1 . . . Standfast	5-5-5-X
Counter back	3-3-3-X
2 . . . Hadrian's Dragoons, Red Dragoons	5-4-5-X
Counter backs	3-2-3-X
3 . . . Yalamese, Jintori, Lost Sky	3-3-4-X
Counter backs	2-2-2-X
1 . . . Steel Sword Legion	5-7-3-0
Counter back	3-4-2-X
3 . . . Granite Phalanx, Marble Phalanx, Jasper Phalanx	5-4-3-X
Counter back	3-2-2-X
4 . . . Thunder Delta Slingers	2*-1-4-X
Counter backs	1-1-2-X

CAVALRY CORPS

3 . . . Antelope Lancers, Bell Temple, Char-un	5-5-4-X
Counter backs	3-3-2-X
6 . . . Whipstock, Arrowstone, Queens, Starkin, Moonarrow, Uplands	4-3-5-X
Counter backs	2-2-3-X
2 . . . Unriver, Wingtemple	2*-2-6-X
Counter backs	1-1-3-X
2 . . . Winedance, Riverfork	1*-1-3-X
Counter backs	1-1-3-X

NATIVE FURTHESE CORPS

1 . . . Veterans' Cavalry	4-4-4-X
Counter back	2-2-2-X
2 . . . 2nd Furthest Cavalry, 3rd Furthest Cavalry	3-3-4-X
Counter backs	2-2-2-X
7 . . . 1st Furthest Foot, 2nd Furthest Foot, Talfort, Dunstop, Goldedge, Bagnot, Slave Wall	3-3-3-X
Counter backs	2-2-2-X

THE KINGDOM OF SARTAR

1 . . .	Prince Argrath	(4!)-10*-6-0
	Counter back	(2)5*-6-X
1 . . .	Harrek the Berserk	(20!)-∞-6-X
	Counter back	(20)-20-12-1
1 . . .	Gunda the Guilty	(4!)10-6-X
	Counter back	(2)-5-6-X
2 . . .	Dragontooth Runners	(3)-5*-6-0
	Counter backs	(2)-3-3-X
1 . . .	Assassin	X*-*-X
1 . . .	Scapegoat Marker	Scape-goat

SARTAR MAGICAL UNION

1 . . .	Stormwalkers	7-5*-20⑥-12
	Counter back	4-3*-10-0
1 . . .	Stormwalker's Spirit	X-5*-X-12
	Counter back	X-3*-X-12
1 . . .	Wind Children	3-5-10⑥-12
	Counter back	2-3-5⑥-0
1 . . .	Sylphs	5-X-X-12
1 . . .	Wasps	(2)-4*-10⑥-X
	Counter back	(1)-2*-5⑥-X
1 . . .	Egglord Warlocks	5-6-5-6
	Counter back	3-3-3-0
1 . . .	Egglord Warlocks Spirit	X-6-X-6
	Counter back	X-3-X-6
1 . . .	Snakepipe Dancers	5-5-5-5
	Counter back	3-3-3-0
1 . . .	Snakepipe Dancers' Spirit	X-5-X-5
	Counter back	X-3-X-5
1 . . .	Sir Narib's Company	4-5-5-5
	Counter back	2-3-3-0
1 . . .	Sir Narib's Co. Spirit	X-5-X-5
	Counter back	X-3-X-5
1 . . .	Eaglebrown Warlocks	4-4-5-5
	Counter back	2-2-3-0
1 . . .	Eaglebrown Warlocks Spirit	X-4-X-5
	Counter back	X-2-X-5
1 . . .	Warm Sisters	2-5-3≈-5
	Counter back	1-3-2-0
1 . . .	Warm Sisters' Spirit	X-5-X-5
	Counter back	X-3-X-5
1 . . .	Free Philosophers	2-4-3≈-5
	Counter back	1-2-2-0
1 . . .	Free Philosophers' Spirit	X-4-X-5
	Counter back	X-2-X-5
1 . . .	Tosti Rune-friend	2-4-3≈-4
	Counter back	1-2-2-0
1 . . .	Earth Twins	1-5-3≈-5
	Counter back	1-3-2-0
1 . . .	Earth Twins' Spirit	X-3-X-5
	Counter back	X-3-X-5

SARTAR FREE ARMY

3 . . .	Twin Spears, Swordbrothers, bullocks	6-5-5-0
	Counter backs	3-3-3-X
1 . . .	Pavis Royal guard	4** -4-5-X
	Counter back	2-2-3-X
3 . . .	Baron Sanuel, Headhunters, Antlercase	2-3-3-X
	Counter backs	2-3-3-X
3 . . .	Colymar, Tworidge Farm, Thieves' Arm	3-3-4-X
	Counter backs	2-2-2-X
1 . . .	Wolf-runners	↓-3-3-X
	Counter back	½ ↓ -2-2-X
3 . . .	Freemen, Guildsmen, Candle-dancers	3-3-3-X
	Counter backs	2-2-2-X
4 . . .	Bush Children	2*-2-6-X
	Counter backs	1-1-3-X

SARTAR CITY MILITIA

6 . . .	Mounted Militia	4-3-5-X
	Counter backs	2-2-3-X
6 . . .	Foot Militia	3-3-3-X
	Counter backs	2-2-2-X
3 . . .	Ducks, Ducks And, More Ducks	1*-1-4≈-X
	Counter backs	1-1-2≈-X

BARBARIAN HORDE

1 . . .	Jaldon Toothmaker	(4!)-10-6-X
	Counter back	(2)-5-6-X
3 . . .	Flash Jak, And-jay, Krise	5-3-5-4
	Counter backs	3-2-3-0
3 . . .	Tribal Magicians' Spirits	X-3-X-4
	Counter backs	X-2-X-4
3 . . .	Pol-joni Clans	5-5-4-X
	Counter backs	3-3-2-X
4 . . .	2 Amber Clans, Potor Clan, Ansil Clan	4-3-5-X
	Counter backs	2-2-3-X

CRAGSPIDER AND HER ALLIES

1 . . .	Cragspider	(4!)-7*-5-7
	Counter back	(2)-4-5-0
1 . . .	Cragspider's Spirit	X-7-X-7
	Counter back	X-4-X-7
1 . . .	Cragspider's Dragon	=∞*-206-0
	Counter back	=∞*-106-X
3 . . .	Dark Trolls	6-6-6-X
	Counter backs	3-3-3-X
2 . . .	Trollkin	3-2-3-X
	Counter backs	2-1-2-X

DINOSAURS

3 . . .	Brontosauri	2h-10-3-X
	Counter backs	1h-10-3-X
3 . . .	Pteranodons	4-2-10⑥-X
	Counter backs	2-1-5⑥-X
3 . . .	Trachodons	1-4-3-10
	Counter backs	1-2-2-0
3 . . .	Trachodons' Spirits	X-4-X-10
	Counter backs	X-2-X-10
3 . . .	Triceratops	10-2-4-X
	Counter backs	5-1-2-X

DRAGONEWTS

1 . . .	Inhuman King	(8!)-8-8-8
	Counter back	(4)4-8-0
1 . . .	Inhuman King's Spirit	X-8-X-8
	Counter back	X-4-X-8
3 . . .	Priests	6-5-8≈-8
	Counter backs	3-3-4-0
3 . . .	Priests' Spirits	X-5-X-8
	Counter backs	X-3-X-8
5 . . .	Beaked Dragonewts	5-5-5-X
	Counter backs	3-3-3-X
3 . . .	Mounted Crested Dragonewts	2** -4-4-X
	Counter backs	1*2-3-X
5 . . .	Crested Dragonewts	2*-2-4-X
	Counter backs	1-1-2-X

THE DWARF AND HIS GIFTS

1	Dwarf	(3!)-7-4-X
	Counter back	(2)-4-4-X
2	Stone Men	(8)-2-3△-X
	Counter back	(4)-4-4-X
1	Cannon Cult	8-7-3-3
	Counter back	4-4-2-X
1	Cannon Cult Physical Agent	7-X-X-3
1	Alchemical Transformer	2-x2-3-x2
	Counter back	1-0-2-X

SIR ETHILRIST

1	Sir Ethilrist	(4!)-10*-7-X
	Counter back	(2)-5*-7-X
1	Hell Hound	10-10*-10*-X
	Counter back	5-5*-5*-X
1	Cloak of Darkness	X*-0-(10)
1	Goblins	6-2-15-X
	Counter back	3-1-8-X
7	Black Horse Troops	5-5-7-X
	Counter backs	3-3-4-X
2	Black Horse Auxiliaries	3-3-4-X
	Counter backs	2-2-2-X
1	Keener Than	(1)-4-10-0
	Counter back	(1)-2-5-X

THE EXILES

1	Twins	(2!)-5-5-X
	Counter back	(1)-3-5-X
1	Assassin	X*-*-X
1	Earth Shaker's Cult	2-4*-3△-10
	Counter back	1-2-2-0
1	Cult Spirit	X-4-X-10
	Counter back	X-2-X-10
1	Moon Haters	3-6-5-5
	Counter back	2-3-3-0
1	Moon Haters' Spirit	X-6-X-5
	Counter back	X-3-X-5
1	Baron's Friends	3-6-3△-5
	Counter back	2-3-2-0
1	Baron's Friends' Spirit	X-6-X-5
	Counter back	X-3-X-5
1	Old School	2-5-3△-5
	Counter back	1-3-2-0
1	Old School's Spirit	X-5-X-5
	Counter back	X-3-X-5
1	Cavalry	4-4-5-X
	Counter back	2-2-3-X
2	Light Cavalry	3-3-5-X
	Counter backs	2-2-3-X
3	Infantry	3-3-3-X
	Counter backs	2-2-2-X
2	Archers	2*-2-4-X
	Counter backs	1-1-2-X

GRAZELAND PONY BREEDERS

1	Feathered Horse Queen	(4!)-10-7-X
	Counter back	(2)-5-7-X
1	Golden Bow Warriors	1*-*-7-7-0
	Counter backs	1*-4-4-X
2	Clans	6-4-5-X
	Counter backs	3-2-3-X
2	Clans	3-7-2-X
	Counter backs	2-4-3-X
4	Clans	2*-4-7-X
	Counter backs	1-2-4-X
4	Horse Herds	1h-2-+2-x
	Counter backs	1h-2-2-X

IRONHOOF AND THE HALF-BEASTS

1	Ironhoof	(4!)-10*-7-X
	Counter back	(2)-5*-7-X
2	Satyrs	1*-3-5-X
	Counter backs	1*-2-3-X
3	Minotaurs	5-5-5-X
	Counter backs	3-3-3-X
1	Manticore	6-3-5-X
	Counter back	3-2-3-X
4	Centaur	3*-3-6-X
	Counter backs	2-2-3-X

MISCELLANEA

3	Red, Green, and Brown Dragons	=-∞*-20⊗-0
	Counter backs	=-∞*-10⊗-X
1	Androgeus	(20!)-∞-6-X
	Counter backs	(20)-20-12-1
1	Scapegoat Marker	Scape-goat
1	Puppeteer Troop	2-4*-4-(8)
	Counter back	1-2*-1-(8)
5	Illusionary Armies	5-2*-*-X
4	Blanks	
1	Hydra	5-N-4≈-X
	Counter back	3-0-2-X
3	Sun Dome Templars	5-5*-3-X
	Counter backs	3-3-2-X
1	Hungry Jack	2-0*-0-X
	Counter back	1-0-0-X
3	Giants	15-10-7-X
	Counter backs	8-5-4-X
1	Spirit of Movement	X-5-x2-1
	Counter back	X-3-0-0
5	Tusk Riders	5-4-5*-X
	Counter backs	3-2-3-X
1	Delecti	(5)-10*-3-0
	Counter back	(3)-5*-2-X
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Each player-turn consists of the following sequence of phases. The numbers after the name of the phase indicate the number of the scenario in which the phase is used.

1. The Random Movement Phase (7,9)

The active player moves each unit on the board that is subject to random movement.

2. The Alliance Phase (7,9)

The active player attempts to gain new allies.

3. The Movement Phase (1,2,3,4,5,6,7,8,9)

The active player moves some, none or all of the active units. His reinforcements and replacements, if any, arrive in this phase.

4. The Exotics Phase (4,5,6,7,8,9)

The active player can apply some of the exotic abilities of his units. Dragonfights are resolved in this phase.

5. The Combat Phase (1,2,3,4,5,6,7,8,9)

The combat phase consists of the following sequence of sub-phases:

- A. The active player commits some, none or all of his magician's spirits and/or agents.
- B. The active player decides which battles are to be fought and which units are to take part in each of them. Each battle is resolved individually according to the following sequence of steps:
 - 1) Declaration
 - 2) Chaotic Magic
 - 3) Physical Magic
 - 4) Spirit Magic
 - 5) Missile Fire
 - 6) Melee
 - 7) Advance After Combat
- C. The active player commits some, none or all of his magician's spirits to provide magical support for his units.

6. The Rally Phase (2,3,4,5,6,7,8,9)

All of the active units that are disrupted and that did not suffer a disruption result in the current player-turn become undisrupted. Dragonwets that were eliminated in the current player-turn now reappear in their home cities. Heroes and superheroes who were eliminated in the current player-turn now attempt heroic escapes.

GAME—TURN SEQUENCE

Each game-turn consists of the following sequence of segments. The first two segments are used only in scenarios 7 and 9; the second two segments are used in all scenarios.

1. THE DIPLOMACY SEGMENT

Each player secretly allocates the diplomacy points he receives this turn.

2. THE RANDOM EVENTS SEGMENT

Roll the die twice and find the corresponding event on the Random Events Table (on the accompanying pull-outs). The event then takes place according to the instructions for the event rolled.

3. THE PLAYER-TURN SEGMENT

Each player takes his player-turn. The sequence in which the players take their player-turns depends upon the scenario being played.

4. THE BOOKKEEPING SEGMENT

If the game-turn being completed is the last turn of the scenario, play is halted, and the players assess their performances according to the victory conditions of the scenario being played (i.e., they check to see who won). Otherwise, advance the game-turn marker on the turn track. If the red moon marker is used, it also is advanced.

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DRAGON PASS

PLAYER AID CARD

ATTACK TABLE

MgF or CF TOTAL

ROLL	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	1	1	1	1	1	1	2
2	-	-	-	1	1	1	1	2	2	2	2	3
3	-	-	1	1	1	2	2	2	3	3	3	4
4	-	1	1	2	2	3	3	4	4	5	5	6
5	-	1	2	3	3	4	5	6	6	7	8	9
6	1	2	3	4	5	6	7	8	9	10	11	12

MgF or CF TOTAL

ROLL	13	14	15	16	17	18	19	20	21	22	23	24
1	2	2	2	2	2	3	3	3	3	3	3	4
2	3	3	3	4	4	4	4	5	5	5	5	6
3	4	4	5	5	5	6	6	6	7	7	7	8
4	6	7	7	8	8	9	9	10	10	11	11	12
5	9	10	11	12	12	13	14	15	15	16	17	18
6	13	14	15	16	17	18	19	20	21	22	23	24

MgF or CF TOTAL

ROLL	25	26	27	28	29	30	31	32	33	34	35	36
1	4	4	4	4	4	5	5	5	5	5	5	6
2	6	6	6	7	7	7	7	8	8	8	8	9
3	8	8	9	9	9	10	10	10	11	11	11	12
4	12	13	13	14	14	15	15	16	16	17	17	18
5	18	19	20	21	21	22	23	24	24	25	26	27
6	25	26	27	28	29	30	31	32	33	34	35	36

BAT HUNGER TABLE

Number of Units needed to
sate Bat's Hunger if:

Phase of the Moon	1 Day	
	Missed	Both days Missed
Crescent-come	2	3
Empty Half	4	6
Full	8	12
Full Half	16	24

DWARF LUCK TABLE

Die Roll	Gift
1	Emissary slain.
2+3	Stone Man unit gained.
4	Cannon Cult unit gained.
5	Alchemical Transformer unit gained.
6	The Dwarf allies.

If the MgF or CF total has a fraction, drop the fraction. If the die roll result is less than 1, treat it as 1. If it is greater than 6, treat it as 6. If the MgF or CF total is not one of the listed values multiply the total by the appropriate factor below, depending on your die roll.

ROLL	FACTOR	ROLL	FACTOR
1	1/6	4	1/2
2	1/4	5	3/4
3	1/3	6	1

Drop all fractions.

MISSILE FIRE TABLE

Missile Factor Total

Die Roll	0	1	2	3+4	5+6	7-9	10+
0	-	-	-	-	-	-	-
1	-	-	-	-	-	-	1DD
2	-	-	-	-	-	1DD	1DD
3	-	-	-	-	1DD	1DD	2DD
4	-	-	-	1DD	1DD	2DD	1DE
5	-	-	1DD	1DD	2DD	1DE	2DE
6	-	1DD	1DD	2DD	1DE	2DE	3DE
7	-	1DD	2DD	1DE	2DE	3DE	3DE

A result less than zero is treated as zero, a result greater than seven is treated as seven.

TABLE EXPLANATION

- = No Effect
1DD = 1 Defender Disrupted
2DD = 2 Defenders disrupted OR 1 Defender eliminated
1DE = 1 Defender eliminated 2DE = 2 Defenders eliminated
3DE = 3 Defenders eliminated

MISSILE FIRE TERRAIN MODIFIERS

- 4 Target stack in a Fortress hex.
- 2 Target stack in a Forest, Mountain, Altar, Dragonewt City, Ruin, Stockade, Temple or Town hex.
- 1 Target stack in Hill or Marsh hex.

Terrain modifiers are not cumulative. Use the modifier most beneficial to the Defending stack.

MISSILE FIRE UNIT MODIFIERS

- 3 Target stack contains a Dragon.
- 1 Target stack's major units are all Ducks, Bison clans, Herds or Ancestors.
- +1 Target stack has any Giant, Llama clan, Herd or Ancestor units.

Unit Modifiers are cumulative, total them to arrive at a single modifier.

MAJOR INDEPENDENTS TABLE

MAJOR INDEPENDENT	ADVANTAGE NEEDED TO ALLY	TERRITORY	CAPITAL
Dragonewts	45	Dragonewt cities 1-8	Dragonewt City 1
Ethilrist + Black Horse Troop	25	Black Horse Country	Muse Roost
Cragspider + her Allies	25	Cragspider's Mountain	Cliffhome
Exiles	20	Wintertop Mountain	Wintertop
Ironhoof + Half-Beasts	15	Beast's Valley	Wild Temple
Grazeland Pony Breeders	15	The Grazelands	Rich Post
Androgeus	10	-	-

All costs listed in Diplomacy Points.

EMISSARY TABLE

Roll	Result
1+2	Alliance denied. The Emissary and any units stacked with him are eliminated.
3	Alliance denied. The Emissary is not eliminated.
4-6	Alliance granted. Set up the independent units within their territory or as specified by the rules.

RANDOM EVENTS TABLE

DIE ROLL	EVENT
11	The initiative shifts. Reverse the order in which Player-turns are being taken.
12	The Dragonewts offer to ally. Both players secretly write down the number of Diplomacy Points they are willing to give to ally with the Dragonewts. (Neither may offer more than he is scheduled to receive before the end of the game.) The player that offers the most gains the alliance. If both offer the same amount, neither is allied. The player that gains the alliance must give every Diplomacy Point received until the bid made is paid in full. Points previously assigned to the Dragonewts do NOT count towards the debt owed.
13	Androgeus allies to the side that has offered her the most Diplomacy points so far. Both sides announce how many points they have assigned him. If it is a tie, no alliance is gained. She will enter the board as specified in 17.1.
14 to 16	Rain. The rain falls for the rest of the Game-turn.
21 to 26	A Giant is placed in hex 4505.
31	One of the temples of the Reaching Moon that connects with the Temple in Dragon Pass fails. The glowline will not exist for the remainder of the game-turn.
32	Revolt in the Redlands. The Lunar player must remove three units. The units removed must have a clear path to the North or West edge of the map. If no three units meet this condition, NONE are taken.
33	Unrest in the provinces, the Lunar player must remove two units. The units must have a clear route to the North or East edge of the map. If no two units meet this criteria, none are withdrawn.
34	The South Soldiers arrive. The Sartar player can replace any TWO Infantry or Cavalry units that he has lost thusfar. Replacements enter on the South map edge east of Stone Cross, inclusive.
35	Plague. For each Lunar fortress roll one die. If a 1 is rolled, the fortress is hit by Plague. Roll for each unit except treasures, Dragons, Superheroes and Disembodied spirits: 1+2 = Unit Eliminated, 3+4 = Unit disrupted, 5+6 = No effect.
36	Imperial attention diverted. Remove the Red Emperor and roll one die. The number rolled is the number of turns he will be away. When this duration ends, he re-enters as a replacement in any map edge hex within the Glowline. If he is not present in the scenario, he will appear for the number of turns rolled.
41	The members of the Barbarian Horde decide that they deserve a larger share of the booty. The Sartar player may not move any Barbarian Horde units during his Movement Phase. If attacked, they are considered to be DISRUPTED.
42	The Twin Stars appear. Place their unit on the Temple of the Reaching Moon if it is not occupied by enemy units. If they are already in play, they are removed immediately. If they have been eliminated previously, they are placed at the Temple at full strength. The Twin Stars are always treated as a Lunar unit when in play.
43	Problems in Prax. The Sartar player must withdraw two units from the board. Units withdrawn must have a clear path to the East map edge. If no units have such a path none are removed.
44	Provincial reserves arrive. The Lunar player can replace two infantry or cavalry units that have been lost. Units arrive on any North Map edge within the Lunar Empire.
45 + 46	As for 35 except Sartar fortresses are effected.
51	Sartar sends gifts to the Feathered Horse Queen. Sartar receives 5 Diplomacy Points assigned to the Grazeland Pony Breeders.
52	Sartar sends stores to Beast's Valley. The Sartar player gains 10 Diplomacy Points assigned to Ironhoof.
53	Lunar officials snub Sir Ethilrist. The Sartar Player receives 10 Diplomacy Points assigned to his forces.
54	Lunar spies are caught in Wintertop. The Sartar player receives 10 Diplomacy Points assigned to the Exiles.
55	Sartar offers slaves to the Dragonewt. The Sartar Player receives 10 Diplomacy Points assigned to the Dragonewts.
56	Sartar offers Cragspider a blank Truestone. The Sartar Player receives 15 Diplomacy Points assigned to Cragspider.
61	Race war flares between the Ducks and the Half-Beasts. The Lunar player receives 5 Diplomacy Points assigned to Ironhoof.
62	Sartar horsethieves are caught in the Grazelands. The Lunar Player receives 10 Diplomacy Points assigned to the Grazelanders.
63	Lunars offer Cragspider spell lore. The Lunar Player receives 10 Diplomacy Points assigned to Cragspider.
64	Lunars send Sir Ethilrist steel weapons. The Lunar Player receives 15 Diplomacy Points assigned to his forces.
65	Lunar spies succeed in Wintertop. The Lunar player receives 15 Diplomacy Points assigned to the Exiles.
66	Lunars offer slaves to the Dragonewts. The Lunar Player receives 10 Diplomacy Points assigned to the Dragonewts.

ASSASSIN TABLES

Scouting Table

Die Roll	Result
1	Assassin Captured. Lose 4 Diplomacy Points next turn.
2	Assassin Killed. Lose 2 Diplomacy Points next turn.
3-6	Assassin succeeds. The Controlling Player may examine the units in the hex scouted. He may attempt to have the assassin kill one of those units.

Assassination Table

Die Roll	Result
0-3	The attempt fails. No effect.
4-6	The attempt succeeds, the unit is eliminated and the controlling player gains 3 Diplomacy Points in his next turn.

Getaway Table

Die Roll	Result
0-1	Assassin captured. Lose 5 Diplomacy Points next turn.
2-3	Assassin killed. Lose 3 Diplomacy Points next turn.
4-6	Assassin gets away, No effect.

GAME TURN SEQUENCE

Each game-turn consists of the following Segments and Phases. Segments 1 and 2 are only used in scenarios 7 and 9. Segments 3 and 4 are used, at least partially, in all scenarios.

- 1) THE DIPLOMACY SEGMENT
- 2) THE RANDOM EVENTS SEGMENT
- 3) THE PLAYER-TURN SEGMENT
 - A) The Random Movement Phase
 - B) The Alliance Phase
 - C) The Movement Phase
 - D) The Exotic Magic Phase
 - E) The Combat Phase
 - F) The Rally Phase
- 4) THE BOOK-KEEPING SEGMENT

PLAYER-TURN SEQUENCE

Each Player-turn consists of the following sequence of phases. The numbers listed in parenthesis are the numbers of the scenario in which the phase is used.

- 1) THE RANDOM MOVEMENT PHASE (20.7, 20.9)
- 2) THE ALLIANCE PHASE (20.7, 20.9)
- 3) THE MOVEMENT PHASE (All Scenarios)
- 4) THE EXOTICS PHASE (20.4 to 20.9, inclusive)
- 5) THE COMBAT PHASE (All Scenarios)
- 6) THE RALLY PHASE (20.2 to 20.9, inclusive)



The Avalon Hill Game Company

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