

**ALL YE SONS OF GLORY
BEHOLD**

**LORD AND MASTER
TRIUMPHANT**

**DAVID LANGDON NELSON
OPTIMUS MAXIMUS**

(c) copyright 1993 David Langdon Nelson, all rights reserved you bastards.

GENERAL INSTRUCTIONS

Each turn I will mail 4 items to you:

- 1) A map which will be shaded with solid colors to indicate full possession of the provinces, and with slanted lines to indicate alliance. Locations of troops, characters will be noted.
- 2) A status sheet which will contain the turn sequence, due date, treasury amounts and locations, garrisons of cities and forts, locations of boneyards and contents of major troop stacks.
- 3) A character status sheet containing character names, levels and locations.
- 4) A newsletter containing previous turn's results.

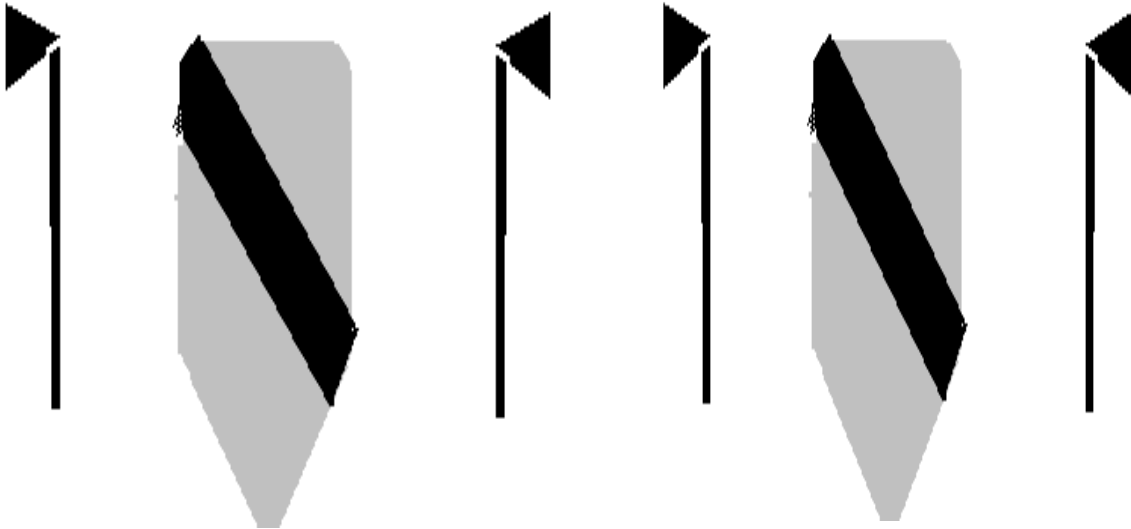
You will be responsible for phoning your orders in to me before a set deadline. If I receive no orders then all of your characters who are able to will collect taxes. If you fail to turn in orders two turns in a row you may be ejected.

TURN SEQUENCE: Each turn a turn sequence will be published. All the actions of the first player in the sequence will have all his character's actions executed before the next player's actions begin. Within each player's turn each character's action will be completed before the next character's action begins. Turn Sequence is determined as follows: a d20 is rolled for each player to which the level of the leader is added; the player with the highest total will go first the second highest total go second etc.

TRIBUTE: At the end of each turn each player will receive tribute from all of his non-allied provinces. The amount received is found on the Province Type Chart. Tribute requires no character action to collect unlike Taxes which are additional revenues gathered by character action.

Referee

David Langdon Nelson
525 S. Aiken Ave #1
Pittsburgh, PA 15232



CHARACTERS

The primary instruments of a player's action in the game are his characters. Each character has a class or type and an experience level. The class determines which actions the character may perform and the level determines his relative strength in carrying out certain actions. Each of the various races has separate character classes, although Heroes Necromancers and Champions appear in different races with identical abilities.

Character Tables

TABLE I: MEN

Code	Class	Lead	Raise	Train	Other
W	Warrior	M, O, J,	M	M, O, J	Dv, Co
P	Priest	M, E, D	M	none	He, Ex, Cb,Pp
T	Thief	M, O, G	none	none	St, As, Am
M	Magician	M, O	none	none	De, Dv, Te, Rf
N	Necromancer	M, O, T, Dead	dead	none	Vh, Rf, Dv, Rld
H	Hero	M, D, E, G, J	M,D,E,G,J	none	Sh, Re
C	Evil Champion	M, O, T, J	M, O, T, J	none	Sh, Dv, As

TABLE II: Dwarves

Code	Class	Lead	Raise	Train	Other
D	Dwarf Warrior	D, G	D	D,G	Mo, Co
A	Archon	D,G,	D	none	He, Ex, Pp, Mo
H	Hero	M,D,E,G,J	M,D,E,G,J	none	Sh, Re

TABLE III: Elves

Code	Class	Lead	Raise	Train	Other
E	Elf Warrior	E, G	E	E, G	Am
S	Elf Sorcerer	E,G	none	none	Rf, He, In
H	Hero	M,D,E,G,J	M,D,E,G,J	none	Sh, Re

TABLE IV: Orcs

Code	Class	Lead	Raise	Train	Other
O	Orc Warrior	O,T,J	O	O,T	Dv,Co
B	Orc Brigand	O	none	none	Dv, St, Am
N	Necromancer	M, O, T, Dead	dead	none	Vh, Rf, Dv, Rld
C	Evil Champion	M, O, T, J	M, O, T, J	none	Sh, Dv, As

TABLE V: Trolls and Jotuns

Code	Class	Lead	Raise	Train	Other
L	Troll	T,O	T	T	Dv
J	Jotun	J, T	J	J	Dv

TABLE VI: Gnomes

Code	Class	Lead	Raise	Train	Other
G	Gnome	G	G	G	In, Am
X	Trickster	G	none	none	In, Am,St, Te,De

Understanding the Character Tables

CODE: This is the one-letter code for the Character Class in question and is used to identify the class of a particular character.

CLASS: The full name of the class in question.

LEAD/RAISE/TRAIN: the particular race or races of troop units that a class may Raise, Train or Lead (see ACTIONS) The races are abbreviated as so: M= Men, E= Elves, D= Dwarves, G= Gnomes, O= Orcs, J= Jotuns, T= Trolls, Dead= Dead (living Dead raised by Necromancers).

OTHER: the other actions which a character may perform:

Abbreviations: Am= Set Ambush, As= Assassinate, St= Steal, Co=Colonize, Dv=Devastate, Sh= shield, Re= Rescue Prisoners, He= Heal, Rf= Rain of Fire, Te=Teleport, De= Summon Demon, In= Invisible Move, Mo= Mountain Move, Rld= Raise Living Dead, Ex= Exorcise, Pp= Priest Power, Cb= Consecrate boneyard, Vh= Vampire Heal.

All Characters: may perform the following actions: Collect Taxes, Diplomacy, Call Divine Intervention, Move, Recruit Character, Move Treasury, Grant Independence

Experience Levels

Characters begin at first level except for one character per player who starts the game at second level, and for non-player province leaders who start at second level and magnate leaders who start at third. Any character who wins a battle (except by overrun) gains one level. Any character who successfully summons a demon, commits an assassination, steals, exorcises a demon or rescues prisoners also gains a level. A character can gain multiple levels in a single turn, e.g. a mage summons a demon and the is the leader of a troop stack which is attacked twice in the same turn but drives back both sets of attackers will gain 3 levels.

Maximum Number of Characters

Each player can have a maximum number of characters based on the level of hi supreme leader (who is chosen at the beginning of the game or at the death of the previous leader):

Experience Level of Leader	Number of Characters Allowed (leader included)
1	5
2	6
3	7
4	8
5	9
6	10
7 or more	11

Lord and Master Triumphant Troop Tables

Table I: Recruits

Race	Code	Full	Wounded	Cost	Type
MEN	RED	0/1/5	Dead	0	Recruits
DWARF	DRD	0/1/5	Dead	0	Dwarf Recruits
ELF	ERD	0/1/5	Dead	0	Elf Recruits
GNOME	GRD	0/1/5	Dead	0	Gnome Recruits
ORC	ORD	0/1/4	Dead	0	Orc Recruits
TROLL	TRD	4/1/3	4/1/3	0	Troll Recruits
JOTUN	JRD	1/6/5	0/3/4	0	Jotun Recruits

Table II: Infantry

Race	Code	Full	Wounded	Cost	Type
MEN	HFA	10/10/3	8/8/2	10	Elite Heavy Foot
	HFB	9/9/3	5/5/2		Veteran Heavy Foot
	HFC	8/8/3	4/4/2		Regular Heavy Foot
	HFD	6/6/3	Dead		Green Heavy Foot
	MFA	8/8/4	4/4/3	5	Elite Medium Foot
	MFB	7/7/4	3/3/3		Veteran Medium Foot
	MFC	6/6/4	2/2/3		Regular Medium Foot
	MFD	4/4/4	Dead		Green Medium Foot
	LFA	6/6/5	Dead	2	Elite Light Foot
	LFB	5/5/5	Dead		Veteran Light Foot
	LFC	4/4/5	Dead		Regular Light Foot
	LFD	3/2/5	Dead		Green Light Foot
DWARF	DHA	9/11/3	7/9/2	12	Elite Heavy Dwarf Foot
	DHB	8/10/3	4/6/2		Veteran Heavy Dwarf Foot
	DHC	7/9/3	3/5/2		Regular Heavy Dwarf Foot
	DHD	5/7/3	Dead		Green Heavy Dwarf Foot
ELF	EFA	8/8/5	4/4/4	6	Elite Elf Foot
	EFB	7/7/5	3/3/4		Veteran Elf Foot
	EFC	6/6/5	2/2/4		Regular Elf Foot
	EFD	4/4/5	Dead		Green Elf Foot
GNOME	GFA	6/6/5	Dead	3	Elite Gnome Foot
	GFB	5/5/5	Dead		Veteran Gnome Foot
	GFC	4/4/5	Dead		Regular Gnome Foot
	GFD	3/2/5	Dead		Green Gnome Foot
ORC	OHA	9/8/3	4/4/2	9	Elite Heavy Orc Foot
	OHB	8/7/3	3/3/2		Veteran Heavy Orc Foot
	OHC	7/6/3	2/2/2		Regular Orc Heavy Foot
	OHD	6/5/3	Dead		Green Orc Heavy Foot
	OFA	7/7/4	3/3/3	4	Elite Orc Medium Foot
	OFB	6/6/4	2/2/3		Veteran Orc Medium Foot
	OFC	5/5/4	2/1/3		Regular Orc Medium Foot
	OFD	3/3/4	Dead		Green Orc Medium Foot
TROLL	THA	13/7/3	13/7/3	15	Elite Troll Foot
	THB	10/6/3	10/6/3		Veteran Troll Foot
	THC	8/5/3	8/5/3		Regular Troll Foot
	THD	6/4/3	6/4/3		Green Troll Foot

Table III: Special Infantry

Race	Code	Full	Wounded	Cost	Type
MEN	HLA	12/11/4	9/9/3		Elite Legion Infantry
	HLB	10/10/4	7/7/3		Veteran Legion Infantry

	HLC	9/9/4	5/5/3	18	Regular Legion Infantry
	HPA	12/9/3	6/4/2		Elite Phalanx
	HPB	11/8/3	5/3/2		Veteran Phalanx
	HPC	10/7/3	4/2/2	15	Regular Phalanx
	MPA	9/7/4	5/6/3		Elite Pikemen
	MPB	7/5/4	4/3/3		Veteran Pikemen
	MPC	6/4/4	3/2/3	8	Regular Pikemen
	BEA	11/10/5	13/5/4		Elite Berserkers
	BEB	10/9/5	12/4/4		Veteran Berserkers
	BEC	9/8/5	11/3/4		Regular Berserkers
	uBEC	4/4/5	Dead	12	Uninitiated Berserkers
JOTUN	JHA	16/14/3	12/8/3		Elite Jotun Foot
	JHB	13/12/3	10/7/2		Veteran Jotun Foot
	JHC	10/10/3	8/6/3		Regular Jotun Foot
	JHD	8/8/3	6/5/3	50	Green Jotun Foot
DWARF	DEA	8/8/3	4/4/2		Elite Dwarf Engineers
	DEB	7/7/3	3/3/2		Veteran Dwarf Engineers
	DEC	6/6/3	2/2/2	25	Regular Dwarf Engineers
ELF	EPA	9/7/4	5/6/3		Elite Pikeelves
	EPB	7/5/4	4/3/3		Veteran Pikeelves
	EPC	6/4/4	3/2/3	8	Regular Pikeelves

Table IV: Cavalry

<u>Race</u>	<u>Code</u>	<u>Full</u>	<u>Wounded</u>	<u>Cost</u>	<u>Type</u>
MEN	KTA	13/13/6	9/9/4		Elite Knights
	KTB	11/11/6	7/7/4		Veteran Knights
	KTC	10/10/6	5/5/4		Regular Knights
	KTD	8/8/6	Dead	35	Green Knights
	MCA	11/11/7	6/6/5		Elite Medium Cavalry
	MCB	9/9/7	5/5/5		Veteran Medium Cavalry
	MCC	8/8/7	4/4/5		Regular Medium Cavalry
	MCD	6/6/7	Dead	25	Green Medium Cavalry
	LCA	9/7/8	Dead		Elite Light Cavalry
	LCB	7/5/8	Dead		Veteran Light Cavalry
	LCC	6/4/8	Dead		Regular Light Cavalry
	LCD	4/2/8	Dead	12	Green Light Cavalry
ELF	EKA	12/13/7	8/9/5		Elite Elf Knights
	EKB	10/11/7	6/7/5		Veteran Elf Knights
	EKC	9/10/7	4/5/5	40	Regular Elf Knights
ORC	OWA	9/7/6	5/5/5		Elite Wolf riders
	OWB	7/5/6	4/4/5		Veteran Wolf riders
	OWC	6/4/6	2/2/5		Regular Wolf riders
	OWD	4/4/6	Dead	10	Green Wolf riders

Table V: Chariots

<u>Race</u>	<u>Code</u>	<u>Full</u>	<u>Wounded</u>	<u>Cost</u>	<u>Type</u>
MEN	CHA	10/8/6	5/5/4		Elite Chariots
	CHB	9/6/6	4/4/4		Veteran Chariots
	CHC	8/5/6	3/3/4		Regular Chariots
	CHD	5/3/6	Dead	15	Green Chariots
DWARF	DBA	9/8/5	4/5/4		Elite Dwarf Boar Chariots
	DBB	8/6/5	3/4/4		Vet. Dwarf Boar Chariots

	DBC	7/5/5	3/3/4		Regular Dwarf Boar Chariots
	DBD	4/3/5	Dead	14	Green Dwarf Boar Chariots

Table VI: Missile Troops

<u>Race</u>	<u>Code</u>	<u>Full</u>	<u>Wounded</u>	<u>Cost</u>	<u>Type</u>
MEN	HAA	8/8/8	Dead		Elite Horse Archers
	HAB	5/4/8	Dead		Veteran Horse Archers
	HAC	4/3/8	Dead		Regular Horse Archers
	HAD	3/2/8	Dead	10	Green Horse Archers
	MAA	8/5/4	Dead		Elite Archers
	MAB	7/4/4	Dead		Veteran Archers
	MAC	6/3/4	Dead	11	Regular Archers
	MXA	7/5/4	Dead		Elite Crossbowmen
	MXB	6/4/4	Dead		Vateran Crossbowmen
	MXC	5/3/4	Dead		Regular Crossbowmen
	MXD	3/2/4	Dead	8	Green Crossbowmen
	ATA	7/3/2	Dead		Elite Artillery Train
	ATB	6/5/2	Dead		Veteran Artillery Train
	ATC	5/3/2	Dead	15	Regular Artillery Train
ELF	EAA	10/5/5	Dead		Elite Elf Archers
	EAB	8/4/5	Dead		Veteran Elf Archers
	EAC	6/3/5	Dead	15	Regular Elf Archers
DWARF	DXA	7/6/4	Dead		Elite Crossbowdwarves
	DXB	6/5/4	Dead		Veteran Crossbowdwarves
	DXC	5/4/4	Dead		Regular Crossbowdwarves
	DXD	4/3/4	Dead	10	Green Crossbowdwarves
GNOME	GAA	6/3/2	Dead		Elite Gnome Artillery
	GAB	5/3/2	Dead		Veteran Gnome Artillery
	GAC	4/3/2	Dead	10	Regular Gnome Artillery
ORC	OAA	7/4/4	Dead		Elite Orc Archers
	OAB	6/3/4	Dead		Veteran Orc Archers
	OAC	5/2/4	Dead		Regular Orc Archers
	OAD	3/1/4	Dead	9	Green Orc Archers

Table VII: Skirmishers

<u>Race</u>	<u>Code</u>	<u>Full</u>	<u>Wounded</u>	<u>Cost</u>	<u>Type</u>
MEN	SAA	5/3/5	Dead		Elite Skirmish Archers
	SAB	4/2/5	Dead		Veteran Skirmish Archers
	SAC	3/1/5	Dead		Regular Skirmish Archers
	SAD	2/1/5	Dead	3	Green Skirmish Archers
	SSA	5/3/5	Dead		Elite Skirmish Slingers
	SSB	4/2/5	Dead		Veteran Skirmish Slingers
	SSC	3/1/5	Dead		Regular Skirmish Slingers
	SSD	2/1/5	Dead	2	Green Skirmish Slingers
	SJA	5/3/5	Dead		Elite Skirmish Javelins
	SJB	4/2/5	Dead		Veteran Skirmish Javelins
	SJC	3/1/5	Dead		Regular Skirmish Javelins
	SJD	2/1/5	Dead	1	Green Skirmish Javelins
GNOME	GSA	8/4/5	Dead		Elite Gnome Slingers
	GSB	6/3/5	Dead		Veteran Gnome Slingers
	GSC	4/2/5	Dead		Regular Gnome Slingers
	GSD	3/2/5	Dead	5	Green Gnome Slingers
ORC	ODA	4/3/5	Dead		Elite Orc Dart-thrower
	ODB	3/2/5	Dead		Veteran Orc Dart-thrower

ODC	2/1/5	Dead			Regular Orc Dart-thrower
ODD	1/1/5	Dead	1		Green Orc Dart-thrower

Table VIII: Super-Heavy Beast Riders

<u>Race</u>	<u>Code</u>	<u>Full</u>	<u>Wounded</u>	<u>Cost</u>	<u>Type</u>
MEN	ELA	16/12/5	13/8/4		Elite War Elephants
	ELB	13/10/5	9/6/4		Veteran War Elephants
	ELC	10/7/5	7/5/4	50	Regular War Elephants
TROLL	TTA	15/14/5	15/14/5		Elite Troll Triceratops Riders
	TTB	12/12/5	12/12/5		Vet. Troll Triceratops Riders
	TTC	10/10/5	10/10/5	60	Regular Troll Triceratops
Rid.					
ORC	OOA	14/10/5	11/6/4		Elite Orc Rhino Riders
	OOB	12/9/5	9/5/4		Veteran Orc Rhino Riders
	OOC	9/7/5	6/4/4	45	Regular Orc Rhino Riders

Table IX: The Dead

<u>Race</u>	<u>Code</u>	<u>Full</u>	<u>Wounded</u>	<u>Cost</u>	<u>Type</u>
DEAD	HUD	12/10/3	8/8/3	0	Host of the Unforgiven Dead
	ZOD	9/9/3	7/7/3	0	Zombies
	SKD	6/6/6	3/3/6	0	Skeletons
	GHD	4/4/6	4/4/6	0	Ghouls
	LDD	10/10/4	10/10/4	0	Legion of the Damned

Understanding the Troop Tables

RACE: this is the species of human and near human from which the troop unit is raised. A player must create any troop units from Recruits (table I) of the correct race, e.g. DE (Dwarf Engineer) units can only be created from DRD (dwarf recruits).

CODE: The three letter code is interpreted as follows: the first two letters indicate the type of troop e.g. HL= Heavy Legion Infantry; the last letter indicates the training level of the unit as follows:

- A: Elite Unit: trained three times
- B: Veteran Unit: trained twice
- C: Regular Unit: trained once
- D: Green Unit: never trained

Unit types with no D (Green) statistics must be trained at the same time as they are equipped.

FULL: This is the unit strength before it has suffered any wounds. The first number is the attack strength, the second is the defense strength and the third is the movement allowance.

WOUNDED: this is the unit's strength after it has received one hit in combat. Numbers arranged as per Full. If Dead is listed, then the unit is destroyed after only one hit. All units are destroyed if they receive an additional combat hit once wounded.

COST: the amount that must be paid to equip one recruit unit into a type D of the unit listed. No additional money need be spent to train a D to C or B to A etc. If the cost appears next to the C level, (and thus there is no D level) training and equipping must occur at the same time.

TYPE: brief description of unit type.

Special Infantry: these units differ from other infantry in various details of combat bonuses and attack priority which will be detailed in the Battle Chapter. *Berserkers* must be initiated by a priest as well as trained before use. They gain the power to avoid the effects of Rain of Fire and immunity to retreat or capture as a result.

THE MAP

The Map consists of 108 squares each representing a province 100 miles by 120 miles and containing numerous villages and small unwall towns. Each troop unit on the board represents 1000 infantry or 500 cavalry. Each province is marked by a number and letter code. The number is the sequential number used to denote province location. The letter is a code letter for the terrain type which is used to determine the contents and resources of the province. Additionally, some provinces will initially be marked with the symbol "■" and a name, this means there is a walled city present in the province. As time goes by players may build forts on the map and these will be indicated by the symbol "□" and either the fort's name or a code number, depending upon available space. Troops will be indicated by their Code letters or by a one Letter, one Number Code indicating a major troop stack, the contents of which appear on the turn status sheet. Characters will be marked by a two-letter code.

PROVINCE TYPE CHARTS

CODE	C	TYPE	Cropland
TAX LEVEL	7	TRIBUTE	2
LEADER	W2	TREASURY	50
STANDING FORCE	MCCx1, MFDx5		
RECRUITS	REDx5 or ORDx4 or	DRDx3 or GRDx3 or	ERDx3
DIPLOMACY BASE	10		
+2 DIPLOMAT	W	-2 DIPLOMAT	T or L
+1 BRIBE	5	+2 BRIBE	10

CODE	F	TYPE	Forest
TAX LEVEL	4	TRIBUTE	1
LEADER	E2	TREASURY	35
STANDING FORCE	EKBx1, EACx4		
RECRUITS	ERDx4 or REDx3 or	GRDx3	
DIPLOMACY BASE	7		
+2 DIPLOMAT	E	-2 DIPLOMAT	O, L
+1 BRIBE	8	+2 BRIBE	16

CODE	G	TYPE	Grassland
TAX LEVEL	2	TRIBUTE	1
LEADER	T2	TREASURY	25
STANDING FORCE	HACx3, LCCx3		
RECRUITS	REDx3		
DIPLOMACY BASE	12		
+2 DIPLOMAT	T,M	-2 DIPLOMAT	P,E
+1 BRIBE	3	+2 BRIBE	6

CODE	O	TYPE	Orc Mountains
TAX LEVEL	2	TRIBUTE	1
LEADER	O2	TREASURY	30
STANDING FORCE	OFCx3, OFDx4		
RECRUITS	ORDx6 or JRDx3 or REDx3 or GRDx2		
DIPLOMACY BASE	11		
+2 DIPLOMAT	O,C	-2 DIPLOMAT	E,D
+1 BRIBE	3	+2 BRIBE	6

CODE	D	TYPE	Dwarf Mountains
TAX LEVEL	9	TRIBUTE	3
LEADER	D2	TREASURY	75
STANDING FORCE	DHBx2, DHCx4		
RECRUITS	DRDx4 or JRDx3 or GRDx3 or REDx2		
DIPLOMACY BASE	7		
+2 DIPLOMAT	D	-2 DIPLOMAT	O,E
+1 BRIBE	10	+2 BRIBE	20

CODE	S	TYPE	Swamp
TAX LEVEL	1	TRIBUTE	0
LEADER	L2	TREASURY	10
STANDING FORCE	THCx5		
RECRUITS	TRDx4 or REDx2		
DIPLOMACY BASE	5		
+2 DIPLOMAT	L, C	-2 DIPLOMAT	E,D,P,H
+1 BRIBE	4	+2 BRIBE	8

CODE	W	TYPE	Wasteland
TAX LEVEL	1	TRIBUTE	0
LEADER	O1	TREASURY	15
STANDING FORCE	OFDx5		
RECRUITS	ORDx3 or REDx2 or GRDx1, or TRDx2		
DIPLOMACY BASE	13		
+2 DIPLOMAT	O,L	-2 DIPLOMAT	E,W
+1 BRIBE	2	+2 BRIBE	4

CITIES

CITY TABLE

City	Tax	Tribute	Treasury	Leader	Garrison
GROG (12o)	10	2	100	O2	OHBx2 OADx4
VETRIUM (24c)	15	3	150	P2	HFBx2 MXDx4
FRIENDLY-TON (30f)	12	3	130	S2	EFBx2 EACx4
BLORG (42s)	8	2	95	L2	THBx3 THDx5
ARDEA (59c)	59c	3	175	W2	ATBx2 MFBx5
STUMPIUM (70d)	20	5	250	D2	DHBx3 DXCx5
DOLOS (87c)	15	3	150	P2	HPBx3 SSDx4
NEWTON (100c)	15	3	150	W2	HFBx2 MXDx4

ALL CITIES share the following characteristics:

- Characters may recruit 2 recruit units of the race that makes up the garrison.
- Diplomacy base is 4, +1 bribe is equal to tax level, +2 bribe is 2x tax level.
- A character of the same race as the Leader is a +2 diplomat, all others are -2

HANDLING NEUTRAL PROVINCES

CONQUERING A PROVINCE Characters and troops in neutral provinces and cities do not act unless acted upon. An individual player character may pass through them and even recruit characters in them without let or hindrance. However, once any troop unit enters a province battle immediately occurs. At this point the attacking force must fight the "STANDING FORCE" listed in the province or city chart. If the standing force is defeated the province becomes a conquered province, immediately hands its TREASURY over to the player and allows the player to TAX, RAISE TROOPS and collect TRIBUTE in the province until it is taken from him by another player. Conquered provinces have no treasury, leader or standing force of their own for the rest of the game unless independence is granted. If the Standing Force is not defeated then at the end of the game turn it will replenish all of its losses and return to neutral status.

DIPLOMACY The Other way of gaining control of a province is by Diplomacy. Once a character has moved into a province, the next turn he may attempt diplomacy by rolling 1 d20 to get a number equal to or less than the Diplomacy base listed in the province or city chart. This base number can be increased by paying a bribe at the listed level or by having a certain type of diplomat as listed on the chart, e.g. Ralph the Warrior attempts diplomacy in province 65c, a cropland province has a diplomacy base of 10 and since a warrior gains +2 in croplands Ralph's chance of success is increased to 12 in 20. If he spent 5 gold he could increase his chance to 13 and if he spent 10 gold his chance would be 14 out of 20. Once a province has been won by diplomacy the Leader will join the player's list of characters (if his maximum has not been reached) and the standing force comes into the player's control as well even if the character and troops are not among the types normally available to the player. The provincial treasury will remain in place and may not be used by the Player or by the provincial leader. Furthermore, the player may not collect taxes or receive tribute from the province. A player may subsequently annex any of his allies if he has a character and troop unit in the province to do so, this results in the acquisition of the treasury and conversion of the

province into conquered status. Each time he does this, however, he will suffer a permanent -3 penalty (cumulative) to all future diplomat rolls and there is a 50% chance that any unoccupied allies will revert to neutrality.

CONTROL: Provinces belong to the player whose troops were the last to pass through them. If an army passes through a province which is an ally to another player, he seizes the treasury and converts it into his own conquered province. Conquered provinces will be shaded on the map in a solid color, the same as the player's starting provinces. Allied provinces will be marked by slanted lines in the player's color.

MAGNATES: There is a 1 in 12 chance, however, that when a province is *attacked* that there will be a MAGNATE or activated Leader present. If a magnate is present then the number of troops in the standing force will be doubled and they will all be trained to one experience grade higher than the normal force. The Magnate himself will be one level higher than a normal leader and will have an assistant who is a first level character, rolled for randomly on the recruitment table (see RECRUIT CHARACTER). The magnate will not revert to neutrality once attacked however. He will take his turn with orders written for him by the referee. He may only have one subordinate character at a time and may not engage in diplomacy. During the turn he is attacked he does have the opportunity to make an action, and will continue to do so at last in turn priority until he is killed and all his provinces revert to neutrality. He may raise any of the troop types in his standing force, recruits of his race, and up to 3 other types, at the discretion of the referee.

SIEGES: While magnates will take any appropriate action to fend off a player siege of course, regular neutral leaders have only two options: wait and endure the siege or sally forth with all units. If the sally is successful and all enemies in the outside province are eliminated then the city returns to neutrality. A siege violates the general rule that neutral replenish all their troops at the end of each turn, instead the troops will suffer continuing attrition under a sally takes place or the city falls. Note if the player fails to declare a siege during any turn, the siege is lifted and the garrison replenishes and he must start over.

MAP MOVEMENT

- Troops must be moved by Characters (see Actions)
- Diagonal movement is prohibited
- Croplands, Wastelands and Grasslands cost 1 movement point apiece
- Swamps and Forests cost 2 movement points apiece
- Orc Mountains and Dwarf Mountains cost 3 movement points apiece
- Cities and Forts are considered separate provinces from the surrounding provinces for all purposes except movement, i.e. it costs no movement points and no move action to move between a city or fort and the surrounding province.
- Moving troops who enter a province containing enemy or neutral troops cause a battle.
- Moving troops who enter an otherwise empty province containing an enemy fort with a garrison must immediately stop movement.

BATTLE

When troop units from two players or a player and a neutral or magnate are present in the same province, then a battle results. The player who moved into the province is the attacker; the other is the defender. The army that has the fewer number of units arranges his army randomly in a line. The other player then arranges a line where he randomly matches one of his units to each defender. Additional units are matched randomly in a second, third and however many are necessary lines. In each round of battle the units of the smaller army may only attack the enemy unit in the first line of the enemy army. The units in the larger army's rear ranks may attack the enemy unit at the head of the column where they are located but are safe from attack. Once all units have attacked (or missed their chance if the unit they are arranged against was destroyed by another unit) retreat conditions (see below) are checked. If additional fighting is needed then the battle lines are completely rearranged.

Once the columns are arranged the units attack in order of priority as follows:

- 1) Artillery (AT,GA), Jotun Infantry*(JH)
- 2) Archers (MA, EA, OA)
- 3) Skirmish Archers (SA) , Horse Archers (HA) , Crossbows (MX, DX)
- 4) Skirmish Slingers (SS,GS)
- 5) Skirmish Javelins (SJ), Dart-throwers (OD) , Heavy Legions*(HL)
- 6) Chariots (all table V), Super-Heavy Beast Riders (all table VIII)
- 7) Phalanx and Pike troops (HP, MP. EP)
- 8) Cavalry (all table IV)
- 9) Infantry (all table II), Most Special Infantry (HL*, JH*, BE, DE), Host of Unf Dead (HUD)
- 10) Recruits (all table I), Most of the Dead (SKD, ZOD, GHD, LDD)

* Heavy Legion infantry and Jotun infantry are marked because on the first turn of battle Legions attack with javelins at priority 5 and Jotuns hurl boulders at priority 1, but then both revert to standard infantry priority for the rest of the battle. Jotun recruits (JRD) do not have this ability.

In an encounter ties in priority are resolved in favor of the unit in the army with the higher level friendly character present. If character levels are tied then the encounter is held to be simultaneous.

THE HIT ROLL: Once priority is determined the unit with priority attempts to hit the unit arranged against it. To hit he must roll less than or equal to a roll on a d20 equal to 10 plus his attack strength minus the defense strength of his opponent. If he hits then the enemy immediately takes on its "wounded strength level" if he is already wounded or the wounded column on the troop table reads "DEAD" then the unit is eliminated.

Retreat and Victory: A battle is over when all units are destroyed on one side. If, however, a defender finds himself outnumbered in offensive rating 2 to one or more at the end of any round of combat, he will retreat. If the attacker has not won after the fourth round of battle then he will retreat. Each retreating unit or character must roll 1d6 on the retreat chart (all Gnome characters automatically escape):

d6 roll	Result
1	Unit or character Eliminated
2	Unit or character captured by enemy
3-6	Unit or character escapes.

Retreating Defenders will prefer a friendly City in the province, then a fort, then an adjacent friendly province. Attackers must always retreat whence they came. Attacking units that have teleported in but are forced to retreat are all captured. If Defending units have no place to retreat, then the battle will continue, but if neither side is eliminated after 2 more rounds then the defenders are all captured. Berserker Units never retreat and are eliminated if a capture result is otherwise indicated. Presence of Berserker Units in the defending army when the rest of a defending army has retreated will not cause an Attacker retreat after the fourth round of combat; likewise lack of defender retreat location will not cause an Attacker retreat. The Character leading the winning force has a 1 in 12 chance of being killed.

OVERRUN: an overrun occurs when an attacking army's attack strength is 8 times the defense strength of the defending army. The Defending army is eliminated and the attacker may keep moving. Troops inside Forts or Cities cannot be overrun. The attacking leader does not gain an experience level for an overrun.

Unit and Terrain Modifiers to Combat

- 1) All Cavalry (Troop Table IV) have the following modifications
 - A) First turn of battle *charge* for +4 to attack rating
 - B) In cropland and grassland +4 attack vs. Skirmishers
 - C) +2 attack against MA, EA, OA, DX, MX
- 2) Archers (OA,MA,EA) and Crossbows (MX, DX):
 - A) -1 attack against all Infantry and Special Infantry (tables II and III) except MP, EP
 - B) +2 attack against MP, EP
- 3) All Skirmishers (Troop Table VII) have the following modifications
 - A) +2 attack and defense in Mountains and Forests
 - B) -1 attack against all Infantry and Special Infantry (tables II and III) except MP, EP
 - C) +2 attack against MP, EP
- 4) All Chariots (troop table V) have the following modifications
 - A) first turn of battle *charge* for +3 attack
 - B) -1 attack in Mountains and Forest
- 5) All Super-Heavy Beast Riders (Troop Table VIII) *charge* in the first turn of battle for +4, but this is doubled to +8 if charging Infantry or Special Infantry (Troop Tables II and III)
- 6) Pike and Phalanx Troops (MP, EP, HP) are double attack strength against *charging* opponents.
- 7) All Dwarf troops are +1 attack against Orcs.
- 8) Artillery Units (GA, AT) are:
 - A) +2 attack against HF, DH, HL, HP, MP, EP, JH, TH, and OH units.
 - B) -3 attack vs. All Skirmishers, HA and Cavalry units.
- 9) Horse Archer Units (HA) have these modifications:
 - A) Green and Regular Horse Archers are -1 attack against all Infantry and Special Infantry
 - B) Veteran and Elite Horse Archers are +2 attack against all Infantry and Special Infantry

Forts and Cities

To attack a city or fort the attacking player must order an assault. Assaults are carried out as normal battles subject to the following modifications:

- 1) All Defending units have their Defense rating Doubled.
- 2) All Crossbow Units (DX, MX) in the defending army have their Attack ratings Doubled
- 3) All Artillery (AT,GA) units on EITHER side have their Attack ratings Doubled.
- 4) No cavalry or chariot unit may participate on the Attacking side.
- 5) Defending KT, EK, units are treated as HF. MC is treated as MF. LC is treated as LF. CH is treated as MF. DB is treated as DH. OW is treated as OF. HA units on either side treat as SA units.

6) Super-Heavy Beast Rider Units (Troop Table VIII) may participate on either side in an assault but do not gain their charge bonus and do not count as charging troops.

CAPACITY: Cities may contain a maximum of 36 units; Forts a maximum of 12.

SIEGE: If outright assault is considered unwise then the attacker can lay siege in order to starve the defenders into submission. Each turn in which an attacking army remains in position in the province around a city or fort and at least one character leads at least one unit in active maintenance of the siege, each unit or character inside the fort or city must roll for attrition on a d6 with a 1 result meaning that the unit is wounded (characters are eliminated, as are previously wounded troops or troops with Dead in their Wounded column).

TREACHERY: A thief may attempt to sneak into the city or fort and open the gate. His chance of success is equal to his chance to Steal (q.v.) in the same location. The attacking player must commit his forces to the attack the same turn the treachery attempt is made. If the treachery attempt is successful then the attacking army attacks the defenders without the usual defense bonuses list under forts and cities above. If the attempt failed then the attackers will fight one round of normal assault and then stop fighting with no further effect.

SALLY FORTH: Characters within a city or fort may lead troops out against besiegers at any time during the player's turn. He must then engage in a standard outside battle against all enemies in the surrounding province.

GNOMES MOVE INVISIBLY: When attacking a city (not a fort) invisibly moving Gnome troops under a Gnome leader may attack the city garrison ignoring the Double defense modification (see Actions). Gnome Artillery may not be moved invisibly.

DWARF ENGINEERS: If the number of attacking troops is in excess of the number of defending units when attacking a city or fort, any DWARF ENGINEER units (DE) in the attacking force will not attack, instead, each one will allow one other unit attack the defenders ignoring the Defense doubling.

TELEPORTING TROOPS: Troops may not teleport into a city or fort that has a garrison. Troops may teleport into an empty city or fort regardless of who is in the surrounding province.

COMBAT SET-UP EXAMPLE

HFC	HAC	<ul style="list-style-type: none"> • HAC attacks first, must attack SJD • SSA attacks second must attack HFC • SJD attacks third, must attack HAC, unless already killed by HAC • If SJD hits and kills HAC, MFD may not attack. • If SSA hits HFC then it will attack and be attacked at the wounded level. • If the Gray Army is led by a character of a higher level than the White Army, then the HFC will attack next and must attack the MFC. • If the White Army has the higher level Character, then the MFC will attack the HFC and the MFD will attack the HAC next. If the HAC is dead the MFD MAY NOT attack the HFC. • If both army commanders are of equal level then the HFC, MFC, MFD all attack simultaneously. • Remember to randomly re-arrange the battle lines after each round of combat and to check for retreat conditions.
MFC	SJD	
SSA	MFD	

ACTIONS

Each character can perform one and only one action per turn except when noted in the action description . Each of the possible actions is detailed below.

THE ESCAPE ROLL: When an individual character enters a province with enemy or magnate troops he must make an ESCAPE ROLL or be captured. The roll is 15 or less minus 1 per each enemy troop unit or character present. Thieves, Mages, Heroes, Champions, Sorcerers and Brigands may add their level to their chance of escaping. Gnomes and Tricksters automatically escape.

A. General Actions

MOVE: (ALL) A character can spend up to 8 movement points a turn. Cropland, Grassland and Wasteland provinces cost 1 movement point each to enter. Forest and Swamp provinces cost 2 move point. Orc and Dwarf Mountains cost 3 move points each. Movement may be fully integrated with Lead Troops (see Troop Actions). Move can be combined with the following Actions: Steal, Assassinate, Rescue Prisoners. Moving cannot be combined with any other actions, e.g. Hugo the Thief may move into Newton and steal from the treasury, but may not both move into Newton and Conduct Diplomacy in the same turn.

RECRUIT CHARACTER: (All) any character may attempt to recruit a character in the province where he starts his turn. He rolls 1 d20 on the table indicated by the terrain type in his province. The codes in the top row refer to the Province codes used on the map. The Codes in the table refer to the Character codes given in the character chapter.

Character Recruitment Table

d20 roll	C	W	F	D	O	G	S	City*
1-7	W	B	E	D	O	T	L	w/d/o/e
8-10	P	O	S	A	B	W	N	m/s
11-13	M	L	G	G	C	M	O	p/a
14-16	T	G	X	J	J	H	B	N
17	H	J	H	H	N	C	C	H/C
18	C	N	H	X	L	N	X	G
19	N	C	G	A	G	S	T	T/B
20	G	X	H	H	X	O	H	J

* in cities when alternative choices are given select the class that is appropriate to the race who inhabits the city.

COLLECT TAXES: (All) any character may collect taxes in his province. He immediately puts a number of gold units in the treasury equal to the Tax level of the province (see province charts). This action may only be performed in starting or conquered provinces.

DIPLOMACY: (All) Once a character has moved into a province, the next turn he may attempt diplomacy by rolling 1 d20 to get a number equal to or less than the Diplomacy base listed in the province or city chart. This base number can be increased by paying a bribe at the listed level or by having a certain type of diplomat as listed on the province chart. See The Map chapter for details.

MOVE TREASURY: (All) any character can use his turn to move the national , he must be in the site of the new treasury and declare the move as his action. Treasuries under siege in forts or cities may not be moved.

GRANT INDEPENDENCE: (All) a character may grant independence to a conquered province by depositing 7 recruit characters of the appropriate race in the province and announcing independence. The next turn he must leave the province and all other characters and units remaining are eliminated. The province has the normal leader and standing force at the beginning of that turn, but does not gain a treasury until the beginning of the second turn after the declaration of independence.

CALL DIVINE INTERVENTION: (All) the player will chose a god at the beginning of the game and depending upon which god is chosen one of the following Divine Interventions are available to the player. A player may Call Divine Intervention only once during the game. Any one of his characters may do the Calling but it is a character's turn action. Only one player may call for intervention in any single turn, if multiple attempts are made the player who goes first in turn sequence will have his intervention occur. Interventions always take place the turn after they are called for.

THE BLESSING OF KING JOVE: (JUPITER) The turn after the blessing is called for , the player will automatically move to first in the turn sequence, have all his tribute and taxes doubled, gain double any number of recruits during raise troops actions and be immune to Bolts of Jove, Rain of Fire, and Demons. Finally any bolts of Jove he casts during the turn it is effect will have double effect.

BATTLE CALL TRIUMPHANT: (MARS) The turn after the call is given 5 troops of the player's choice are permanently raised to training level A. All of his other troops will act as if they were Class A during that turn. His leaders will act as if they were two levels higher for all troop-related purposes and when attacking he is allowed to fight for 5 turns before retreating.

THE CURSE OF ODIN: (ODIN) The player chooses a victim for the curse who will go last in initiative, lose all his tribute, may not tax or raise troops and suffer a 2 point penalty on all his rolls for one turn. Furthermore, any Rain of Fire or Bolts of Jove cast at him will have double effect and all Demons and Escape rolls used against him that turn will be at +3.

SUMMON THE FEASTER: (THE UNHOLY FEASTER) The player picks a province as a target for the Feaster to appear, and he will appear there at first Turn Sequence and will move randomly one province each turn until he randomly leaves the edge of the Map. There can only be one Feaster on the Map at a time since there is only one Unholy Feaster. Each province he enters must roll one on the Feaster Table:

d6 Result	EFFECT
1	All characters and units Eaten
2	All units eaten, players make escape roll (-4)
3	Half of Units replaced by Hostile HUD units
4	Characters replaced by Magnate Necromancers, units by GHD
5	Units and Characters OK, Province becomes Wasteland
6	No effect

B. TROOP ACTIONS

RAISE TROOPS: (W, P, H, C, E, G ,O, D, L ,A, J) a character can use his action to raise a number of Recruit units (troop table I) in a province. The races and numbers available are listed in the Province Charts. The Character must be able to raise the race in question (see Character tables) and the player must have selected that type of Recruit as one of his initial troop picks. Only one set of recruits may be raised in any one province during one turn. The same units may not move or be trained the same turn that they are raised.

EQUIP TROOPS: this is not actually a character action and no character need be present to accomplish this task; all that is required is that the player spend the appropriate amount of money (listed in the troop tables) and he can convert a Recruit unit into a D level troop unit of any sort of the same race and which appears among his troop picks. Note a special advantage of Equipping units in an *allied* province is that a player may equip recruits as troop types present in the normal standing force of the province even if not on his troop pick list. Troops with no class D troops listed must be trained the same turn as they are equipped. Troops may be trained, moved or raised the same turn that they are equipped.

TRAIN TROOPS: (W, O, D, E, G, L, J) A character uses this action to train 2 units per experience level to one training grade higher than their current level. All troops trained by one character in one turn must be the same unit type and training level as each other, e.g. Bluto (Orc lvl 1) can train OFDx2 into OFCx2 but cannot train OFDx1, OHDx1 into OFCx1, OHCx1 or cannot train OFCx1, OFDx1 into OFCx1, OFBx1. The same unit may not be trained by more than one character per turn and may not be raised or moved the same turn that he is trained.

LEAD TROOPS: (All) This is the action by which troops may be moved. Troops must be led by a character to move at all. A character may move up to 5 units per experience level at any one time (characters may lead 6 units per level if the units in the stack are ALL Orcs). He may pick up and drop of units from his stack as their movement points run out or a desired spot is reached etc. The movement point allowances for each troop type are listed in the troop tables and the terrain movement point costs are listed under the Move action above. A character may split his turn between moving alone and moving with troops providing that he does not exceed his 8 point allowance. The same unit may not be moved by more than one character per turn. The same unit may not be moved and raised or trained in the same turn. Characters are limited to leading the races listed under their class on the character table. The following actions are subsets of leading troops and all the above restrictions apply:

A. Build Fort: (All) A character may lead 5 units to build a Fort. This also requires the expenditure of 25 gold from the treasury. If the province is attacked at anytime during the turn the fort is not completed and the money is not spent. Dwarf Engineer units only need 20 gold to complete the fort and only 4 DE units need to participate in construction, provided a Dwarf Warrior or Archon is leading. Build Fort may not be combined with Movement of character or troops involved.

B. Lay Siege: (All) The details of sieges are given in the Battle section, but a character needs to lead at least one unit to maintain a continuing siege. Make note of garrison replenishment rules listed under the Map chapter. This may be combined with troop movement.

C. Assault: (All) while battle automatically occurs against enemy or neutral units encountered in the open, an assault against a city or fort must be ordered (see Battle). This may be combined with troop movement.

D. Plunder: (All) if it is anticipated that a city will fall to siege or assault an order can be given to sack or plunder the city. This will yield a sum of money equal to 10 times the tax value of the city in addition to any treasury that may be present. The city will, however be permanently destroyed. This may only be ordered in the turn the city falls or the turn immediately following the capture. This may be combined with troop movement.

E. Set Ambush (T, E, G, B, X,): a character may dispose his troops in ambush and give himself combat advantages. During the first turn of battle all ambushers will strike before any attackers can strike, regardless of attack priority. Furthermore all missile troops and skirmishers are +3 to attack and defense for the whole battle. However the ambush modifiers apply only if the attack comes after the character has taken his action: i.e. it works only if the attacker's place in that turn's turn sequence is later than the ambushing player's place. Set Ambush cannot be combined with character or troop movement. Elf characters may set ambush only in Forest provinces.

F. Mountain Move: (D, A) Dwarves leading Dwarven troops only pay 1 movement point to enter any Mountain province (D, O).

G. Invisible Move: (G,X, S) Gnomes and Tricksters leading any sort of Gnome troops except Gnome Artillery (GA) may move invisibly. This allows them to pass through provinces containing enemy or neutral troops without engaging in battle. They also need not stop for a garrisoned fort. Additionally they can attack the garrison of a City (not a Fort) without the Defenders gaining their double defense strength adjustment. Elf Sorcerers can also accomplish the same results when leading Elven troops except Elf Knights (EK).

H. Devastate: (W, M, N, C, O, B, L, J) a character can lead a force of at least 7 units to devastate a type C or F province. If human troops do the devastating then the province is turned into a Grassland. If non-human troops do the devastating then the province is turned into a Wasteland. Either way the devastating player gets money equal to twice the normal tax revenue of the original province type on the turn he devastates it. This cannot be combined with troop or character movement.

C. Magic

RAIN OF FIRE: (M, N, S) The magic using character can bring down pillars of magical fire onto a target province not more than 3 spaces away. If a province is targeted any cities or forts will not be effected and if a city or fort is targeted the surrounding province is unaffected. Each unit or character in the target square has a 1 in 6 chance of being destroyed. Hero characters and Berserker Units are personally unaffected by the Rain of Fire.

SUMMON DEMON: (M, X) A magician or trickster may summon a demon by rolling 1d20 on the following table and adding his experience level:

Die Result	Effect
1-7	Mage Dragged Screaming to Hell
8-14	No effect
15-18	Level 1 Demon Appears
19-20	Level 2 Demon Appears
21-22	Level 3 Demon Appears
23	Level 4 Demon Appears
24	Level 5 Demon Appears
25	Level 6 Demon Appears
26	Level 7 Demon Appears
27	Level 8 Demon Appears
28	Level 9 Demon Appears
29+	Level 10 Demon Appears

The Demon will stay as many turns as the caster had when he summoned the demon and each turn can perform one service (including the turn of summoning). The Demon will appear anywhere on the map and instantly perform the service each turn. Possible Services Include: Steal, Assassinate, or Rescue Prisoners as a character of the same level as the Demon level, with no need for an escape roll; Lead troops as a character half his demon level. Rain of Fire; or Devastate (he can transform any empty Forest or Cropland Province into a Wasteland).

TELEPORT: (M, X) the character can teleport himself to any province or city of fort on the map. This takes up the character's entire turn. At second level the character can also teleport any other characters who he wishes with him from his start province to the destination and may begin to teleport Troops as well. He may teleport 1 troop unit at second level and an additional one every other level after that (2 at 4th, 3 at 6th etc.). Teleporting troops may not teleport into a city or fort that has a garrison. Troops teleporting into a province that has enemy troops in it attack normally.

RAISE LIVING DEAD: (N) A Necromancer may raise up units of Living Dead Troops in any BONEYARD province (i.e. one in which a battle has occurred and as of yet had no consecration or previous Raise Living Dead cast upon it). He rolls on the following table adding his experience level:

D20 Result	Effect
1-4	Necromancer Smited dead by Omnipotent Jove
5-9	No effect
10-12	3-6 Ghouls
13-14	3-6 Skeletons
15-16	3-6 Zombies
17-18	3-6 Legions of the Damned
19-20	3-6 Hosts of the Unforgiven Dead
21-22	4-10 Skeletons
23-24	4-10 Zombies
25-26	4-10 Legions of the Damned
27+	4-10 Hosts of the Unforgiven Dead

VAMPIRE HEAL: (N) A Necromancer can heal from wounded to full 2 troop units per experience level. However, he must destroy 1 unit in the province for each unit healed. Necromancers will typically destroy recruit, prisoner or other wounded units to heal expensive or well trained wounded units. The healing takes the Necromancer's entire turn, but any troops involved may be moved by another character during the same turn before or after the healing. All troops involved must be in the same province as the Necromancer at time of healing.

D. Religious Actions

HEAL: (P,A,S): a character can Heal 2 units per level from Wounded to Full level. This takes the character's entire turn but troops healed may be moved by other characters in the same turn. Healed troops must be in the same province as healer at the time of healing.

EXORCISM : (P) Priests can make a prayer for Divine assistance against Demonic forces. He rolls on the following table adding his experience level to the roll:

D20 Result	Effect
1-6	All Demons converge and attempt to assassinate Priest
7-14	All Demon Summoning and Service rolls -2 rest of turn
15-16	All Level 1 Demons removed
17-18	All level 2 or lesser Demons removed
19-20	All level 3 or lesser Demons removed
21	All level 4 or lesser Demons removed
22	All level 5 or lesser Demons removed
23	All level 6 or lesser Demons removed
24	All level 7 or lesser Demons removed
25	All level 8 or lesser Demons removed
26+	All Demons Removed.

CONSECRATE BONEYARD: (P, A) A priest can use his turn to remove a province from the list of Boneyards, thus disallowing a Necromancer to Raise Living Dead there. The priest must be in the province to be consecrated. If another battle takes place after the consecration the province must be re-consecrated.

PRIEST POWER: (P, A) depending upon the god chosen during set up, a player's priests and archons will have one of the following powers:

JUPITER: The Bolts of Jove: The pries may call down lightning bolts from the heavens on any province within three spaces. These bolts have a 1 in 6 chance of destroying any character or troop unit present and a 2 in 6 chance of destroying any Living Dead unit present. Berserkers are not immune.

MARS: Priests of Mars may Train Troops as a warrior of the same race.

ODIN: Initiate Berserkers: This action is necessary to transform uBEC units into BEC units. A player must choose Odin as his god in order to include Berserker units among his troop picks. A priest may initiate any number of uBEC units in his province during a single turn. Only upon initiation do Berserkers gain immunity from Rain of Fire and refusal to retreat.

Runes of Fear: priests of Odin may also cast the runes of fear on any province within three provinces. If troops in the target space are attacked during that turn then they will automatically retreat after one turn of battle. Berserkers and any troops led by a Hero or Champion are immune.

THE UNHOLY FEASTER: Priests of the Feaster get the ability to lead and Raise Troll and Orc units and to Devastate provinces.

E. Miscellaneous Actions

COLONIZE: (W, O, D) A warrior may transform a Wasteland, Grassland or Forest province into a cropland province. An Orc may transform a Dwarf Mountain into an Orc Mountain by Colonization. A Dwarf may transform an Orc Mountain into a Dwarf mountain by Colonization. The province to be transformed must be connected by a string of provinces to at least 3 other friendly provinces, the province must contain 5 recruit units of the character's race. If the turn passes without enemy attack then the Recruits are eliminated and the province transformed.

STEAL: (T, B, X) A character may attempt to steal part of a city, province or nation's treasury. He must enter the province where the treasury is located and make an escape roll if enemy troops are present (but not if neutral ones are). Then he must make a roll equal to 12 or less on a d20 minus 1 for every 2 troop units present and minus 1 for every two levels of characters present, he suffers an additional -2 if the treasury is in a city or fort. If successful he immediately gains 10-80% of the treasury. If he fails a neutral province will execute him, a city will imprison him until liberated and a enemy player will capture him to dispose of him as he will. Unlike most actions a character can move and steal in the same turn. A demon never needs to make an escape roll before stealing and if he fails he simply returns to his master, demons suffer an additional -4 to steal if a priest or archon is present.

ASSASSINATE: (T, C) A thief or champion who has moved into the same province as an enemy or neutral character can attempt to assassinate him. He must make appropriate escape rolls and then roll 10 or less on a d20 plus his level minus the level of his intended victim. If he succeeds, the target is dead and the

killer must make an escape roll. If he fails he must make an escape roll or be captured. Demons need not make an escape roll but if they fail in an attempt to kill a character when a priest is present in the province, then they are destroyed. Unlike most actions a character can move and assassinate in the same turn.

SHIELD: (H, C) Heroes and Champions are able to call on divine or infernal help to defend themselves and their province. If shield is used then the province where the caller is located will be immune from Rain of Fire and Bolts of Jove for the rest of the turn. Demons attempting to enter the province will be returned to their masters. Living Dead Troops who attempt to enter will be destroyed. Invisible troops will be laid open and must attack upon entering. Teleporting mages and troops will be returned to their points of origin if attempting to enter the province. This action has no effect on actions that happen before the players turn in the Turn Sequence.

RESCUE PRISONERS: (H) Heroes may move to an enemy province to try to release captive troops and/or characters held there. He must make an escape roll and then roll 12 or less on a d20 minus 1 for every 2 enemy troop units and 2 levels of enemy characters present plus his experience level. If successful the Hero and the former prisoners appear in the closest friendly province. If he fails the hero is captured also. Unlike most actions this can be combined with movement

1f	2c	3w	4x	5x	6x	7f	8o	9c
10x	11c	12o■ Grog	13c	14c	15c	16g	17g	18w
19x	20c	21f	22c	23d	24w	24c■ Vetrium	26c	27x
28x	29c	30f■ Friendlyton	31f	32c	33w	34g	35c	36x
37w	38s	39o	40c	41g	42s■ Blorg	43f	44c	45x
46c	47s	48o	49f	50o	51g	52d	53o	54f
55f	56f	57w	58f	59c■ Ardea	60w	61o	62d	63s
64x	65c	66s	67d	68c	69f	70d■ Stumpium	71w	72w
73x	74c	75d	76d	77o	78o	79c	80c	81x
82x	83c	84d	85s	86f	87c■ Dolos	88c	89c	90x

91w	92g	93c	94c	95c	97c	97w	98c	99x
100c■ Newton	101c	102f	103x	104x	105x	106w	107d	108f

SET-UP INSTRUCTIONS

BASIC SET-UP:

- Choose the province terrain types for each of the 3 provinces with which you start.
- Locate your treasury in one of the three provinces. You begin with 75 gold.
- Choose 5 character classes which you will be allowed to recruit during the game. Necromancers and Priests are incompatible. Dwarves and Elves are Incompatible with Orcs and Trolls.
- Choose three characters (one second level, 2 first level) of any combination of classes from the list of character classes chosen above. Name them, choose one as your leader and locate them anywhere among your provinces.
- Choose 9 troop types for use during the game. Make sure that you choose the Recruit type for each race you choose. Make sure you have a character who can Raise each one of the races that you choose. Elves and Dwarves are incompatible with Orcs and Trolls. Necromancers must take "The Dead" as one of their troop picks but they get all 5 types with one pick
- Choose up to Five troop units whose total cost does not exceed 50 gold and who are trained to level C and place them somewhere among your provinces.
- Choose 5 recruit units and place them somewhere among your provinces.
- Choose a god from among: (see Divine Intervention and Priest Power Actions for practical details)
 - Jupiter, King of the Heavens
 - Mars, God of War
 - Odin the All-Father
 - The Unholy Feaster, the crawling Chaos
- Name and give a brief description of your nation and its goals.
- Issue first turn orders for all three of your characters.
- Your treasury will remain at its initial location until Moved by character action or until sacked by an enemy at which time it will be reestablished in whatever province currently has the largest number of friendly troops and will stay in that province until moved or sacked.

CUSTOMIZED SET-UP

Players may adapt the Set-Up rules listed above by choosing any number of the Advantages listed below. However, for each advantage chosen on disadvantage must be chosen from the next list.

Advantages

- Choose 6 character Classes instead of 5
- Choose 11 troop types instead of 9
- Begin with 150 gold instead of 75
- Begin with 2 second level characters and one first.
- *Mobile Treasury:* treasury always accompanies nation's Leader character.
- *Leader Choice Recruitment:* player's leader character can choose what sort of character is recruited when he personally recruits a character.
- *Good Reputation:* gain +3 to all diplomacy rolls.
- *City-State:* begin with only 1 province, but that province contains a city with tax rate of 15.
- *Good Administration:* tribute and taxes are increased by 25% all game.

Disadvantages

- Choose 4 character classes instead of 5
- Choose 7 troop types instead of 9
- Begin with no troops trained to level C, only 5 recruits and 20 gold
- Begin with 3 first level characters
- *Holy Treasury*: if treasury sacked player can get no more money/income until site regained.
- *Kill the Sod-busters*: anytime a stack of 7 or more units enters a cropland province roll leader's level or less on a d10 to avoid having them stop and spend the next turn devastating the province.
- *Double Hierarchy*: apart from the Leader, all characters must be assigned either to a Military or Non-Military function. Military characters may only Raise, Train and Lead troops (and all subsets of lead troops), but still are limited to actions allowed to their class. Non-military characters may do any action allowed to their class except Raise, Lead and Train troops. A character may switch function only by spending his turn in the presence of the Leader, petitioning for the change. It is best to give characters in each function titles to differentiate them (e.g. Warlords and Wisemen, Generals and Senators etc.)
- *Perfidious Reputation*: -3 on all diplomacy rolls and no bonus for diplomat type.
- *Warriors of the Wasteland*: only 15 gold in initial treasury, all provinces either G or W type to start.
- *Corruption*: all tribute, taxes and loot taken is reduced by 5-30% all game.

Don't be jerks and try to take mutually contradictory Advantages and Disadvantages.

SET-UP EXAMPLES

I. THE HUNS

Provinces: 27g, 36g, 45g

Treasury: with Leader in 36g, 15 gold

Character types: W, T, P, M, H

Characters: Attila W2 (leader), Bedu W1, Shadrack P2, all in 36g

Troop Types: RED, LC, MC, MA, HA, SA, LF, MF, HF

Troops: HACx5 in 36g, REDx5 in 36g

God: Mars

Description: Kill farmers, make the world safe for honest nomads everywhere.

Advantages: Begin with 2 second-level characters, *Mobile Treasury*

Disadvantages: *Kill the Sod-busters*, *Warriors of the Wasteland*.

First Turn Orders: Attila train HACx4--HABx4, Bedu Train HACx1--HABx1, Shadrack train REDx4--LFCx4 (8 gold to equip). (Only Priests of Mars may train).

II. THE GLORIOUS STATE OF SKULLTOWN

Provinces: 27o, Skulltown

Treasury: 150 gold, Skulltown

Character Types: O, B, L, N, C, J

Characters: Bluto O2 (leader), Hubert J1, both in 27o, Sam N1 in Skulltown

Troop Types: ORD, TRD, JRD, TH, JH, TT, OF, OH, OA, OW, OD

Troops: OHCx3, ORDx3, JRDx2 in 27o, OHCx2 in Skulltown

God: The Unholy Feaster

Description: Argh, Flog, me ole' beauties.

Advantages: City-State, 6 Character Classes, 11 troop types, 150 treasury

Disadvantages: Corruption, Perfidious Reputation, Holy Treasury, Kill the Sod-busters.

First Turn Orders: Bluto: Train and Equip ORDx3 into OHCx3 (27gold). Hubert train and Equip JRDx2 into JHCx2 (100 gold). Sam: recruit character.

THE LORE OF THE LORD AND MASTER TRIUMPHANT

*And the Mad Prophet Spake
Lo! there will be turmoil in the lands of Hargaar
the petty kings will look out and gaze upon the turmoil and
grasp for victory, grasp for glory,
grasp to become the Lord and Master, Triumphant.
The Musty Chronicle of the Newton Kings*

The players take the parts of the active petty rulers of small states in Hargaar. The aim is to overcome the neutral leaders and defeat the other players to become secure master of the lands.

The Races

MEN: tall, powerful folk. Masters of agriculture and the military sciences. No other race is so skilled and diverse in military technology and tactics.

DWARVES: stumpy, grouchy, sturdy fighters and miners. better at defence than attack. Most skilled in Engineering, skilled in mining and thus wealthy.

ELVES: reclusive, arrogant, forest living people. Skilled in woodcraft, less aggressive, but skillful in battle at need.

GNOMES: sneaky little bastards, skillful in mechanics. No large communities but widespread in small groups.

ORCS: stupid, violent killing slobs. No particularly skillful at tactics but able to produce huge hordes.

TROLLS: big, scaly, cannibalistic bastards. Tough to kill but only comfortable in limited battle-roles.

JOTUNS: aka Frost or Fire Giants. Huge rock throwing people. Rare, living only in mountains.

VICTORY CONDITIONS

1) Military Victory: The first player who controls 40 provinces while no other player controls 30 provinces is the winner. Cities count as provinces. A two player-alliance that controls 55 provinces wins. A three player alliance that controls 65 provinces wins.

2) Diplomatic Victory: The first player who has 20 allied provinces and a truce or alliance with one other player is the winner.

3) Trade Victory: a player who controls a chain of provinces that connects 5 cities is the winner. He need not control the cities themselves.

INTER-PLAYER RULES

ALLIANCE: two or three players may make a permanent alliance. The allies take a joint turn, and do not conquer each other's provinces while moving through them. A character from one player may lead troops belonging to another.

TRUCE: two or more players can declare a truce of a duration of any stated number of turns. During the truce, which cannot be broken early, troops from one side do not attack troops of the other when encountered. Provinces do not change hands when entered by troops of the other player. Characters need not make escape rolls when passing through the other side's troop stacks.

MERCENARIES: one player may sell some of his troops units to another player for any amount desired. The units will disappear in the turn of the sale and be unavailable for use that turn, they will appear ready for use in the province where the buying player's leader is in the next turn.

ELIMINATION: a player is eliminated when all his characters are killed. All remaining provinces become neutral.

GOLDEN SKULL AWARD: is awarded to the first player who conquers a province by force. If multiple player achieve this during the same turn, the award will be held in abeyance until it is awarded to the first player who conquers a province from another player by force of arms.

BLACK SKULL AWARD: is awarded to the first player who eliminates another player completely.

NOTES AND CORRECTIONS TO
LORD AND MASTER TRIUMPHANT

- 1) The Tax rate of ARDEA is not 59c, but rather 17 gold.
- 2) I've thought over the Magnate rules and decided to replace the troop formula with the following chart:

d6 Results	Effect
1	normal number of troops, all trained 1 level higher
2	double number of troops, usual training levels
3	50% more troops, trained 1 level higher
4	normal number of troops, all trained to level A
5	50% more troops, all trained to level A
6	double number of troops, all trained one level higher

All other rules regarding Magnates will remain as written.

- 3) As a general rule I will round off all 50% fractions to the nearer EVEN number.