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 HARREKSAKA 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 pictograms 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.

—G.S.
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 undisrupted. Dragonfights 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 Sarth spirit and agents.
<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Terrain Effects</th>
</tr>
</thead>
</table>
| **Open Ground Hex**  | Movement: Costs 1 MP to enter. 
Combat: No effect.                                                                                                                                                                                                                       |
| **Forest Hex**       | Movement: Costs 2 MP 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 MP 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 MP to enter. 
Combat: Doubles the CFs of units when selecting casualties of a physical magic attack. Reduces the die roll used to resolve missile fire by 2.                                                                                     |
| **Mountain Hex**     | Movement: Costs 3 MP 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. Fortress: 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 used to resolve missile fire by 2. Stockades: 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. |
[3.1] STRUCTURES

Altars, dragonowt 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 spills 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, begins 01 (the row number) and has its own number as well (01 also), for a full number of 001. The bottom hexagon in the first hex row is 0104; the bottom hexagon in the last row (the hex row against the right margin of the map) is 4834. 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, Akta-Chur, and Alone.

[3.2.2] Lunar Territory

Lunar territory, often referred to as 'the Glowsland' or 'within the Glowsland,' consists of the conquered area known as Tarsk, the crater rim in the northwest corner of the map. The lighter portion of the Glowsland 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 neutral 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 Iron Plinth, and the Dwarf Mine. The special rules for the minor independents (see 16.1) 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 (11910), Wild Temple (2292), Stone Cross (1934), Sun Dome Temple (2630), Ivory Plinth (2602), 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 group (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 MgF 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 (i.e., 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: 2-0* 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
Dragornets — purple
Beasts' Valley — light blue
Black Horse Country — grey
Barbarian Horde — dark green
Cragspider — yellow/black


[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

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>*</td>
<td>A unit with one or more asterisks in its CF can use missile fire.</td>
</tr>
<tr>
<td>( )</td>
<td>A unit whose CF is parenthesized is a single person or entity.</td>
</tr>
<tr>
<td>!</td>
<td>A unit with one or more exclamation points in its CF is a leader.</td>
</tr>
<tr>
<td>＾</td>
<td>The unit's CF depends upon the phase of the Red Moon (see 11).</td>
</tr>
<tr>
<td>—</td>
<td>Underline shows the unit needs no support in chaparral.</td>
</tr>
<tr>
<td>=</td>
<td>The unit's CF is equal to the CF total of the units stacked with it.</td>
</tr>
<tr>
<td>h</td>
<td>The unit is a herd.</td>
</tr>
<tr>
<td>t</td>
<td>The unit is a treasure.</td>
</tr>
</tbody>
</table>

[4.5.2] The Magic Factor

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>A unit with a blank MgF is the physical agent of a physical magician.</td>
</tr>
<tr>
<td>О</td>
<td>The unit is invulnerable to attacks from the spirit plane.</td>
</tr>
<tr>
<td>*</td>
<td>The unit's MgF depends on the phase of the Red Moon (see 11).</td>
</tr>
<tr>
<td>—</td>
<td>The unit has an exotic ability.</td>
</tr>
<tr>
<td>—</td>
<td>Sideline shows the unit is chaotic.</td>
</tr>
<tr>
<td>—</td>
<td>Underline shows the unit needs no support in chaparral and can give support to other units in the chaparral.</td>
</tr>
<tr>
<td>N</td>
<td>The unit's MgF is determined by a die roll.</td>
</tr>
<tr>
<td>x2</td>
<td>The unit's own MgF is zero; however it can double another unit's MgF.</td>
</tr>
</tbody>
</table>

[4.5.3] The Movement Factor

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>—</td>
<td>A unit whose MF is blank is a magician's spirit or agent.</td>
</tr>
<tr>
<td>—</td>
<td>Underline shows that the unit can use heroic movement.</td>
</tr>
<tr>
<td>—</td>
<td>The unit can walk on water.</td>
</tr>
<tr>
<td>—</td>
<td>The unit flies.</td>
</tr>
<tr>
<td>—</td>
<td>The unit moves over mountains and ridgelines as if they are clear terrain.</td>
</tr>
<tr>
<td>*</td>
<td>There is an unusual ability or restriction associated with the unit's movement.</td>
</tr>
<tr>
<td>+</td>
<td>The unit can add to other units' MFs.</td>
</tr>
<tr>
<td>x2</td>
<td>The unit doubles other units' MFs.</td>
</tr>
</tbody>
</table>

[4.5.4] The Range Factor

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>A unit whose RF is blank cannot use any form of physical or spirit magic.</td>
</tr>
<tr>
<td>0</td>
<td>The unit can use defensive spirit magic.</td>
</tr>
<tr>
<td>( )</td>
<td>The unit's RF has a special meaning.</td>
</tr>
<tr>
<td>—</td>
<td>Underline shows the unit is a physical magician or a physical magician's agent.</td>
</tr>
<tr>
<td>x2</td>
<td>The unit can double another unit's RF.</td>
</tr>
</tbody>
</table>

[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.
[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.

[6.2.3] The Water Rune

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[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. Dragonwits moving along dragonwot roads are unaffected by rain.

Examples: when it is raining, the cost to leave a river is 2 MP, the cost to enter a forest is 3 MP, and the cost to cross a ridgeline in the upslape direction is 2 MP. 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 run in its MF must pay 1 MP to leave a river and 2 MP to enter a marsh or lake hex when it is raining. A unit with an air run in its MF must pay 2 MP for each hex it enters when it is raining. A unit with a stone run in its MF must pay 2 MP to enter a mountain hex and 1 MP to cross a ridgeline in the upslape 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 hexides. 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 front 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 MP’s expends by a unit that is executing a forced march are not counted against its movement factor. Herds, treasures, and units with zero MF’s 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 there.

[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.

[7.3.8] Effects of Eliminating a Magician

If a magician is eliminated, its spirit or agent cannot be taken from its holding box until and unless 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 selecting the high (or high) 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:
   a. The attacker determines the size of the MgF loss the attacking spirits are able to inflict on the defending units.
   b. The defender determines the size of the MgF loss the defending units are able to inflict on the attacking spirits through defensive spirit magic.
   c. 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.
   d. 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:
   a. Each defending player tells the other players which attacking stack will be fired on by each of his defending missile units.
   b. 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.
   c. The attacker tells the other players which defending stack will be fired on by each attacking missile unit.
   d. 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:
   a. The attacker rearranges the units in each attacking stack.
   b. The attacker announces which attacking units will be held in reserve.
   c. The defending players retreat the defending units of their choice.
   d. The defending players rearrange the units in the defending stacks.
   e. The attacker determines the size of the CF loss inflicted on the defending units.
   f. The attacker selects the defending units’ casualties.
   g. The defender determines the size of the CF loss inflicted on the attacking units.
   h. 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.
[7.7.3] 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 castles, dragonet 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 magic 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.

[7.7] PHYSICAL MAGIC

Physical magicians manipulate physical forces such as meteor 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.
[7.8.4.2] 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 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.

```
| top unit | 3 |
| 2nd unit | 3 |
| 3rd unit | 4 |
| 4th unit | 4 |
| bottom unit | 2 |
```

Example: Suppose the units shown above are stacked left (top) to right in the indicated order. The 3-3-4 and the 4-3-5 can fight in a melee. The 4h-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 4-3-2-2 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 superheros 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 retreated 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 defending units determine 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 the 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 ridge/mountain are halved if any of the defending units are upslope of them. The CFs of units in river hexes are halved. Ford and headwater 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 MF 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 fortes are doubled; (2) the CFs of units in mountain hexes or hill/hill/mountains are doubled; (3) the CFs of units in hill, forest or marsh hexes are increased by half again their printed values; (4) the CFs of units inside altars, dragonwraith cities, ruins, stockades, temples or towns are increased by 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 of ruins. The CFs of the units inside the ruins are doubled, and the CFs of units outside the ruins are increased by 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, if 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, Bodicharma, 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: Beowulf, Aelwirn, Grendar, Gynde the Guilty, Ironhoof, Jaldon Toothmaker, Prince Argrath, Sir Ethelrist, The Dwarf, The Feathered Horse Queen, The Inhuman King, The Red Emperor, The Twins. The superheroes are: Androgous, Harrek the Berserk, Jar-ul 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 MELEE
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 in 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, 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 Beast-pot Aelwin is Jar-rei’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 BERSEKER 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 transgresses 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 aCasualty, 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 independence to the independent to whom he/she/it was sent. If a superhero's best friend is sent to emissary an independent who automatically kills emissaries (such as Delect), the alliance will be broken, 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. Chronicles 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 years 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 kiss seduced men, women, and monsters 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 plowmen 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 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 discarded 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 Razorees

Jar-eel the Razorees was an official saint-hero of the Lunar Empire. She led the warrior discipline known as the Moonsong cult, from which the Bloodsplinters were drawn, and she carried that famous blade as her sign of office. Her very 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 Aelwin

Beat-pot Aelwin was born in the Redlands, a desert-feted of revolt against the Lunar Empire. Aelwin 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 trump of his enforced trade. But Aelwin's plunder of the holy Frantic Ground and his rape of the dowager Priest-Mother brought Jar-eel into combat, and the revolt was soon repressed. Once more enslaved, Aelwin tried to kill himself rather than allow another spurt for the Empire. Jar-eel saved him, however, and took it upon herself to teach right action to the boy. He reverted after long, private hours of persuasive argument. Now a man and high priest of the Moonsong 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 "½" and "⅓") indicate cyclical factors and 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 "½" 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 "⅓" 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 cycllical factors of units inside the glowline are at full strength, regardless of the phase of the moon. A factor consisting of the symbol "½" has a value of 7. A factor consisting of the symbol "⅓" has a value of 3.
[12.] SARTAR EXOTICS

[12.1] PRINCE AGRARTH

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

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

Atragh can control a giant. Atragh can enter a hex that contains a giant, but cannot move through such a hex without stopping. While Atragh is stacked with a giant, that giant is treated as a Sartar unit. Atragh and the giant can be moved together as a Sartar stack. However, a giant under Atragh's control cannot be stacked with any of the Sartar player's other units. If a giant is under Atragh's control, neither unit can be retreated. If Atragh voluntarily moves away from a giant he controls, the giant immediately reverts to normal. Atragh 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, Atragh has no giant.

[12.2] THE DRAGONooth RUNNERS

The Dragonooth Runners were a gift to Atragh from an ancient dragon. Normally, they have the form of dragons' teeth, and Atragh 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 Dragonooth Runners are available in the scenario played, they can begin the game off the board in reserve. The Sartar player can have the Dragonooth 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 Atragh. They cannot appear in a hex that contains units of any other player. They can be moved on any turn in which they appear. Once placed on the board, they cannot return to tooth form. If eliminated, they cannot be replaced. If Atragh 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, is eliminated. Treasures become disrupted. Units adjacent to the hex hit by the storm become disrupted if they belong to any other 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 Glowsline (see 11.3) are negated. The Glowsline (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 superheros 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 superheros 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 that once roamed the land as a tribe of primitive cultivists. 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 "glowsport" which acted as a mobile mini-Glowsline.

Any hex within two hexes of the Crimson Bat is a Glowsport hex. If the Screwing Option is being used, the Glowsport 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 Crimson Bat 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 " ½" has the value ¾.

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 super hero is devoured, it cannot attempt a heroic escape. Alternatively, the Bat can sink its fangs into a unit, devouring an enemy unit during combat. If a hero or super hero 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 satiate its hunger on a single day, those units that are devoured count toward satisfying it, but the number of units needed to fully satiate 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 superheros that are eliminated can attempt heroic escapes. If the Screwing 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 superheros 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 Gliorana 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 of 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 superheros can attempt heroic escapes).
[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 his father. Everyone else claimed that Androgeus was such a liar that he would lie to himself. His physique upholds his bizarre claim, for he is sometimes a man and sometimes a woman, but never quite in content with either. As a result of his history, the whole world distrusts him, and Androgeus in turn trusts almost no one and easily causes 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 he 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 Bell, 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 her best to achieve her ends. Her travels covered three continents, and she even walked the upper slope of the Skie before it crumbled into sand and pearls. During that time, he methered 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, and debt, and a mystic link between Time and Godtime. As a result, she has become the eternal serv-ant 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 be 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 definite-ly 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 alliesing 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 Wyrm’s 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 rotted 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 super hero 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.

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 the first. 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 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 Trachodon was born of damaged dragon eggs. They were stunted, mutated, and even cold-blooded. They were able to use some magic.

The Brontosaurus were the result of dragon eggs 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 dragon eggs and trachodons to form a beast well-suited for combat.

The Pterodactyls were the metamorphosed bodies of the other types of dinosaurs who realized their condition and set out to purify themselves. A dinodactyl 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] DRAGONETS

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 dragonets.

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

The dragonets were thoroughly inhuman; their very nature was alien to humankind. Although there were different types of dragonets, 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 dragonets, and it resided in a palace in dragonet city 1. Though titled “king,” it was actually of unknown gender and is constantly called “he” 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 unearthy 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 dragonet way of war.

[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 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 were History. No human has ever seen an ancestral dragon. Yet the mythical 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 superheros 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, but it can become 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 phase. 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 superheros 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 superheros, the active player must decide between eliminating one of the superheros and eliminating all of the units in the stack other than the superheros.
[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 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 2 1/2. A dragon's CF is only relevant when it is defending; dragons do not attack except by means of dragonflights.

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 reliably 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 superheros can attempt heroic escapes. Once the dwarf has been slain, 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 dispossessed of the Pass.

The Exiles became a hard and ruthless people, rejecting plow and herd for the ways 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 God of 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, superheros, treasurers 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, superheros, treasurers 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, finally to settle in 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 evil chief's in a doom-ridden duel of thaukmurgy. 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 naughtly enough to ignore their services. Towns grew up around warehouses, lodgings and temples that the foreign merchants needed. Roads connecting the towns were kept in disrepair to force travelers to linger in the Grazelands.

The Horse Herds can increase the MFs of certain other units. They can harass any infantry or cavalry units of the Grazeland Pony Breeders, Sir Ethrilist's Black Horse Troop, the Exiles, the Lunar Empire, or Sartar. They cannot harass magic units, personalities, flying units, heroes, 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 harass. Each horse herd can affect up to two units; the horse herd's MF will be greater than that of the slower of the two.

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.

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, manticore, 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 his player turn segment of the game-turn in which he will use it. No cavalry units can move, retreat, or advance after combat during the duration of his 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 Ethrilist's Black Horse Troops are cavalry units. No other units in Dragon Pass are cavalry units.

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 pigsty 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.

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.

The Puppeteers and Magic

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

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 any of their movement phases can be removed from the board and then relocated 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 traded 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 ETHILRIST 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 Mus 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.


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

When a player allies Sir Ethilrist, they take 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.


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.


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 superhero, the superhero is also eliminated, but can attempt a heroic escape.

If Sir Ethelrist 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.


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 emmissary rules (see 16.2). The Spirit of Movement has a MF of 2 when it is by itself. When a stack of units spends an entire movement phase 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 all its units. In one of its movement phases after allying the spirit, he can remove the spirit from play. The MFs of its 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 [17.10.7.4]. For example, a Sun Temple 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 dragonets. 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 superheros 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 half-spawned race, who often reached a height of 50 feet. They normally shunned human contact, but the smell of carrion 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 exort 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 skilful and cruel magic-users 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 superheros cannot be 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 Great 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 BOOKKEEPING 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 Boldhome, 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 BOOKKEEPING 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 fortece. The Sartar player wins if he controls Boldhome and at least 3 other Sartar fortece. 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 sultans 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.

[18.4] 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, Aelwin, 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) 5-35-4s 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] 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 Combat Phase
The Rally Phase
THE LUNAR PLAYER’S TURN
The Movement Phase
The Combat Phase
The Rally Phase

THE BOOKKEEPING SEGMENT

[18.5.4] 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.

[18.5.5] 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.
HEARTS AND MINDS

Agrath's initial victories gave hope that Lunar domination soon would end, but this hope was tempered when the Lunars again sacked Boldsome. Agrath 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, Agrath launched a raid in force against the Empire.

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.

Game Length
This scenario lasts 7 game-turns.

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

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;

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

Historical Outcome
Agrath 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.

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.

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

Aelwin
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.
[18.7] 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 battalion. He may deploy his units anywhere within the Glownine.

The Sartar player receives the entire Sartar battalion. 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 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 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.


[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:

Androgous
The Dwarf and all his gifts
The Exiles
The Graelzanders
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 Graelzanders and Wintertop.

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

The Sartar player deploys last. He receives the entire Sartar battalion. 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 Androgous' 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 magic against Sartar. They seized Boldhome, but over-extended themselves and so lost Wintertop to a late thrust by the Lunar armies.
**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.

**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 battalion. He can deploy his units anywhere within the Glowsline.

The Sartar player receives the entire Sartar battalion. 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.

**Game Length**

This scenario lasts 28 game-turns.

**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.

**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 independent units 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 mapboard.

**Replacements**

The Sartar and Lunar players receive replacements as per 18.75. 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 to receive 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 Glowsline.

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

**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.

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**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 dwell 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 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 wory 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 Dragonwright 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 Dragonezts and Dragonwrights. By the Laws of the New Order, the Dragons had volunteered to restrain themselves and take less control of the world’s events. The Dragonezts 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 grumpily fought for existence.

The Empire of the Wyrm’s Friends, as they were later called, eventually covered most of the continent. Two major cultures held out. In the east 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 Wyrm’s Friends lasted for centuries, establishing trade and relations 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 Enailaspel, 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, wrenching 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 Dragonwrights rose and crushed the heart of the once-mighty empire. Corrupt remnants, like Deflect, and the Tusk Riders, survive, but the empire vanished.
THE LUNAR EMPIRE

The New Kingdoms throve for a while, with common cause in a common enemy. The humans temporarily united against the two inhuman races which had freed them. The Dragonwight and entire Dragon race intervened in a fight now called the Dragonfall 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 Agrath’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 states, ruled by Lunar puppet-kings, maintain cultural integrity by regularly paying tribute and soldiers to the empire.

A Portion of Glorantha

The Lunar Empire

approx. scale: 1” equals 300 miles

The Lunar Empire consists of these sultanates and provinces: Silver Shadow, First Blessed, Kostaddi, Syriia, Doblian, Ororon, Karasal, West Lands, Thrice Blessed, Oraya, Vanch, Imther, Holay, Tarsh, Sartar, Aggar, and Prax.
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 Freemen, as well as volunteers from elsewhere, like the Pavis Royal Guard and Golgozz, 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 were metal breastplates and greaves. Steady fighting evolved some units which were trained as regular and well-equipped.

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 lure 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 long saber, 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 begun 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 Dragongill 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 ever now dominated by the Lunar Empire, the Kauns 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 Moonzon, called Hon-en the Artes, crushed them. The peoples who occupied the highlands lived as wilderness robers, 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 dust and the thief 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 robers 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 rivaled any empire for sheer splendor had it survived.

A vacancy in the throne of the Pharoah 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 Baldome. 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 Skyples are the Wind Children's physical agent.
3. The asterisk in the Red Emperor's MF 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, manifest in temporary bodies capable of housing their awesome energies. The Twin Stars are not a part of the Lunar battalia 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.

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**THE LUNAR EMPIRE**

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**IMPERIAL BODYGUARD**

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**HEARTLAND CORPS**

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<td>Univer, Wingtemple</td>
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**NATIVE FURTHESE CORPS**

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**COLLEGE OF MAGIC**

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32
## THE KINGDOM OF SARTAR

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## SARTAR MAGICAL UNION

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THE GENERAL

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The Avalon Hill Game Company
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# Dragon Pass

## Player Aid Card

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### Missle Fire Table

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### Missile Fire Terrain Modifiers

- **-4** Target stack in a Fortress hex.
- **-2** Target stack in a Forest, Mountain, Altar, Dragoneath 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

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<th>Major Independent</th>
<th>Advantages Needed to Ally</th>
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<td>Cragspider + her Allies</td>
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<td>Cragspider's Mountain</td>
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<td>Beast's Valley</td>
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</tr>
<tr>
<td>Grazelands Pony</td>
<td>15</td>
<td>The Grazelands</td>
<td>Rich Post</td>
</tr>
<tr>
<td>Breeders</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Androgeus</td>
<td>10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

All costs listed in Diplomacy Points.

### Emissary Table

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1+2</td>
<td>Alliance denied. The Emissary and any units stacked with him are eliminated.</td>
</tr>
<tr>
<td>3</td>
<td>Alliance denied. The Emissary is not eliminated.</td>
</tr>
<tr>
<td>4-6</td>
<td>Alliance granted. Set up the independent units within their territory or as specified by the rules.</td>
</tr>
</tbody>
</table>
Random Events Table

Die Roll  | Event
---|---
11 | The initiative shifts. Reverse the order in which Player-turns are being taken.
12 | The Dragonews offer to ally. Both players secretly write down the number of Diplomacy Points they are willing to give to ally with the Dragonews. (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 Dragonews do NOT count towards the debt owed.
13 | Androgynous allies to the side that has offered her the most Dipomacy points so far. Both sides announce how many points they have assigned. 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 lasts 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 criterion, 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 treasured, 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 the Emperor 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 Sacred 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 affected.
51 | Sartar sends gifts to the Feathered Horse Queen. The Sartar player 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 Ethlrist. 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 Dragonews. The Sartar Player receives 10 Diplomacy Points assigned to the Dragonews.
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 horseteives are caught in the Grazelands. The Lunar Player receives 10 Diplomacy Points assigned to the Grazelanders.
63 | Lunar spies succeed in Wintertop. The Sartar player receives 15 Diplomacy Points assigned to Cragspider.
64 | Lunar spies succeed in Wintertop. The Lunar player receives 15 Diplomacy Points assigned to the Exiles.
66 | Lunar Player offers slaves to the Dragonews. The Sartar Player receives 10 Diplomacy Points assigned to the Dragonews.

Assassin Tables

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Assassin Captured. Lose 4 Diplomacy Points next turn.</td>
</tr>
<tr>
<td>2</td>
<td>Assassin Killed. Lose 2 Diplomacy Points next turn.</td>
</tr>
<tr>
<td>3-6</td>
<td>Assassin succeeds. The Controlling Player may examine the units in the hex selected. He may attempt to have the assassin kill one of those units.</td>
</tr>
</tbody>
</table>

Getaway Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-3</td>
<td>The attempt fails. No effect.</td>
</tr>
<tr>
<td>4-6</td>
<td>The attempt succeeds, the unit is eliminated and the controlling player gains 3 Diplomacy Points in his next turn.</td>
</tr>
</tbody>
</table>

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)