

Dark Emperor

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS GAME OF FANTASTIC WARFARE



The Avalon Hill Game Company

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DARK EMPEROR

1) INTRODUCTION

In the third age of magic Padrech dar Choim, the Great Necromancer, was banished to the Realm of the Dead by the High Emperor Padrom III after a long and bloody war. There, on the cold and silent Fields of Decay, he brooded as centuries passed. Slowly, with the passage of time, he gathered his forces for his next assault on civilization. While marshalling his power he found allies to his cause in Tol Morn, Lord of Vampires, and Mezal, Avatar of the goddess Szanbu (Mistress of Fear and Terror). Now, his time has come again. The human kingdoms are weak and divided. His vampire legions are strong and anxious to sate their thirst. It is again time to teach humanity the fear of death.

Go ye and conquer.

2) THE POWERS OF LOSLON

The following sections detail the major and minor nations, characters and magical items in this game. This section is provided as background information, to help you to understand and enjoy the magical world of Loslon.

ZOLAHAURESLO

In the Imperial tongue Zolahaureslor means "Old High Empire". During the third age of magic this empire ruled the entire game map, and some lands beyond. The power of the old empire was broken in defeating Padrech dar Choim in the Necromantic War that ended the third age of magic. Though Padrom III drove the Necromancer from the world of living, the price that had to be paid exhausted the empire. The result was a series of revolts and barbarian incursions that reduced the size of the empire to its core province. The other provinces fell to other groups, barbarian and rebel, and evolved into the other nations portrayed on this map.

Zolahaureslor remains the single strongest power. Its court life is a labyrinthine web of deadly intrigue. Currently, the empire is content to maintain the balance of power among the other kingdoms, giving little thought to the possibility of expansion at their expense.

AHAUTSIERON

When the empire fell the east was conquered by the Marind Warriors, a group of nomadic tribesmen. Those in the south became the ruling elite of this nation, gradually intermarrying with the native population. During the height of the empire, and to this day, this area has been heavily-mined. It is renowned for the quality of its metals. Its economy is dependent on mining and metal-working.

FERLARIE

Despite its distance from Zolahaureslor, Ferlarie was heavily influenced by imperial culture and was a pillar of the empire. When the south was overrun by the Stavek barbarians, and it became clear that the empire could not aid them, Ferlarie declared its independence and built a sizable fleet to protect its far-flung dominions. Ferlarie speaks a corrupted form of the imperial tongue and maintains the largest fleet in the area.

KELARON OIRET

The Kelaron peninsula, like Ahautsieron, was overrun by the Marind Warriors. Due to the low initial population of the area, its people are of essentially pure Marind descent. Their language is descended from the Marind tongue. In this land the tribal customs of the Marind evolved into republicanism. The governing body of the land is the Diet, divided into the Ahaubot (*High House*), the Moyenbot (*Middle House*) and Oibot (*Low House*). The Ahaubot is elected by the nobility, the Moyenbot is elected by burghers and the Oibot is elected by free peasants. For its size Kelaron is one of the world's most productive nations, though it maintains a small military. (*Oiret, in the tongue of Kelaron, means "low rule" which means "republic".*)

THE MARECHS

The two Marech kingdoms, Lammarech (*Eastern Marech*) and Loymarech (*Western Marech*), were conquered by the Mari, a civilized group driven south by a series of crop blights during the empire's decline. Hundreds of years ago the Mari High King divided the realm between his two sons. They have remained divided ever since. Lammarech is noted for its formidable cavalry and excellent horses. They continue a Mari tradition of excellence in these areas.

STARKEEP

Starkeep is located on the central ring of a great impact basin. It was one of the holy sites of the Old Empire and was given to the Star Believers (*a cult of sky worshippers associated with the Serenity rune*) nearly a millenia ago by the empire. Since that time the Believers have avoided invasion and resisted plague, famine and blight to remain independent. Starkeep is of great religious importance to the lands around it. Because of this it has never had to face a major invasion, but they maintain a small armed force just in case.

THE SCYTHE

The Isle of Sanwestin has long been a rookery for rocs. When the empire retreated from the west, the imperial commander of the area was experimenting with training the rocs to fight and carry riders. The Scythe was mercifully left alone by barbarians for a century. During this time the domestication of the roc continued. When the Pletroi finally reached the Scythe, its inhabitants drove them off with an army of roc riders. The Scythe has retained its independence ever since.

STAVROR

The Stavek barbarians, in the deserts and mountains south of the empire, were long a thorn in the imperial side. They tended to mount a sizable invasion of the empire every century or so, which required substantial defensive efforts by the empire. Even imperial incursions into the south could not destroy the irrepressible Stavek. When the empire collapsed the Stavek flocked north in great numbers and overran the empire's southern provinces. Since that time Stavrora has become one of the most powerful, and prosperous, nations in Loslon. The throne of Stavrora is often usurped by the military, creating continual distrust between the King and his generals. As a result, the military, though large, is under-trained, ill-equipped and poorly-funded.

TAL PLETOR

Tal Pletor was settled by the Pletroi, a group, like the Mari, which was forced south by crop blights. They developed a feudal system similar to the Marech kingdoms. The House of Pletrech, the royal house of Tal Pletor for the last six hundred years, was overthrown twelve years ago by Stommarren (*who served the king that he betrayed as a mercenary general*). Stommarren usurped the throne, married the ex-king's wife and killed the remainder of the royal family. Since the coup he has formed the King's Guard who, unlike the regular army, are fanatically loyal to his person. These units are trained to suppress the local population and have little traditional military training, hence their lower combat strengths.

LORD MONTROY

The lands between the cities of Montoy and the Gates were conquered ten years ago by Stavrora. Lord Montoy was their ruler. When his army was broken at the Gates, he retreated to the interior with the survivors and began a guerilla war. Eventually, it became clear to him that his position was hopeless. He gathered what was left of his rebel force and took up life as a mercenary, wandering from war to war hoping to win enough gold to hire a force to retake his kingdom.

SAAR

Saar is an intelligent Great Eagle from the mountains of Ahautsieron. Unlike most of his race, his primary interest in humans is as food. To his delight, he has discovered that humans will pay him to fight other humans; the result being a battlefield covered with fresh corpses for the delectation of Saar and his followers (*an elite eagle corp called the Saarlumen*).

FERNAN CONNIVER

Fernan was born in Kelaron Oiret. He was banished from this land when it was discovered that he bribed his way into the Ahaubot. He has become a mercenary leader of considerable ability since his disgrace. He is considered to be an unsavory character. While employed by Lammarech he attempted to copy Stommarren and topple his employer. He failed. He is only employed by those with a desperate need for his services.

THE HOUNDS

The hounds are a race of canine sapients who live in the far north. Mor Farloi, a human, was abandoned in their land as a child. They adopted him and raised him to the pack. As a man, Mor has raised a unit of hound fighters and become a mercenary. His profits are sent back to his native land, the realm of the hounds. Mor is a lonely man who cares more for the hounds than for any human.

COS DOL COS

Cos dol Cos is a member of the Cult of Unity, a religious cult who believe that magic has brought man nothing but misery. They seek to eliminate magic from Loslon and return to the ancient ways, practiced before the First Age of Magic. Cos dol Cos isn't a true mercenary, he fights when and where he feels his cause is served.

His Sons of the Morning are so named because they believe that the elimination of magic will bring a golden dawn to mankind.

SILWER FLAGRIEL

Silwer is the founder of the Cult of Burning Inspiration. This cult is associated with the Fire Rune. It believes that evil must be burned out wherever it is found. It is an intolerant cult who perceive evil rampant in their world. Most kingdoms are a little tired with Silwer's habit of burning cities to the ground to purge the evil within them. He is considered to be a renegade. He is very bitter about this rejection of "the true way". He is likely to ally with Padrech dar Choim to destroy most of the world's evil ways. A true fanatic, he is confident that when the other evils have been purged he can easily destroy the Great Necromancer with the fire of the true way.

THE SWORD FAMIR

Famir was forged by Felrik Terriel during the Third Age of Magic. It was created to destroy Ssotth, the King of the Seamonsters. It is an extremely powerful weapon, one of the few capable of permanently destroying a Lord of Death such as Tol Morn or Padrech dar Choim.

HE-SUPS-ON-PRANA

This sword was forged by a metal mage, enslaved by Padrech dar Choim, before he was driven from the land of the living. When it strikes an enemy, the sword drains his soul and destroys him.

THE SILK NEGATOR

This item was woven by the Cult of Unity. It is a cloth with the ability to negate any magic.

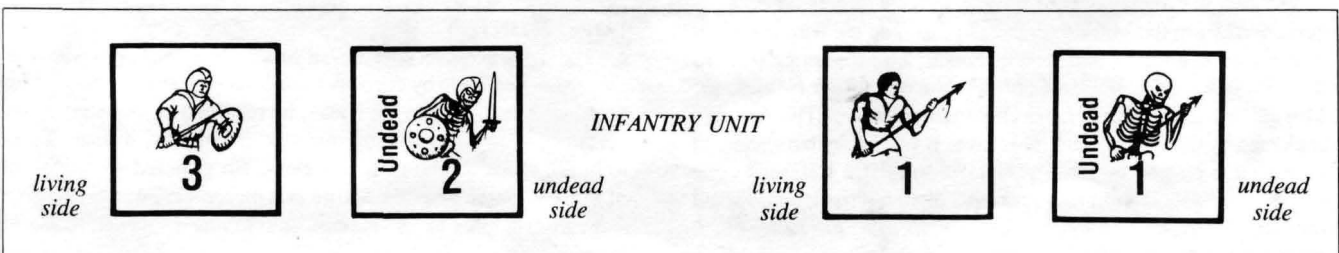
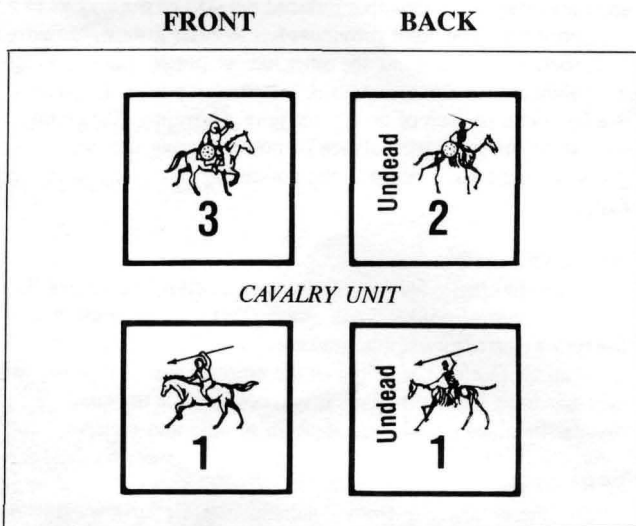
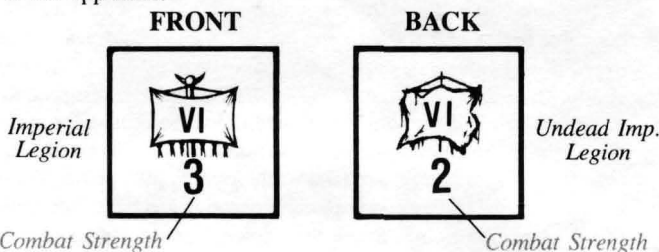
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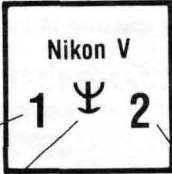
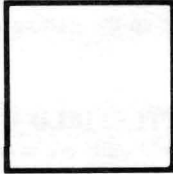




DARK EMPEROR contains a rulebook, one counter sheet and a game map. The rulebook details the history of Loslon, the rules required to play and other important information. The counter sheet holds the units necessary to play. The game map depicts the world of Loslon. Each hex on this map is 100 imperial zotz from side to side. Next to the map, on the gameboard is the Game-Turn Record Track, the Treasury Track, Army Boxes and the Mercenary Holding Box. These boxes are used extensively in play.



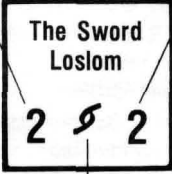
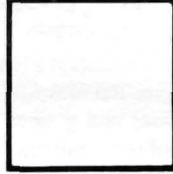
3.1) SAMPLE UNITS



This section shows black and white representations of some of the counters in *Dark Emperor*. In each column, the counter to the left is a representation of that counter's front. The counter to the right shows its back.


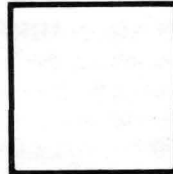

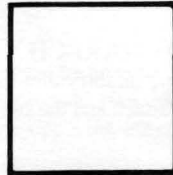

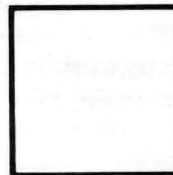


On all counters with a single number, and no dashes, the number is its combat strength. Where three symbols are shown, the number to the left is the Hero Rating, the middle shows the magic rune (if any) and the number to the right is its magic strength. Where a dash appears, the value it represents (by its position on the counter) is not applicable.













	FRONT	BACK
		
<p>LEADER</p> <p>Hero Rating</p> <p>Magic Rune</p>	<p>Magic Strength</p>	
		
	ENTRENCHMENTS	FLAME MARKER
		
	LIVING SWORD	HERO'S SWORD



MAGICAL DEVICE	
	
<p>Hero Rating</p>	<p>Magic Strength</p>
	
<p>Magic Rune</p>	

MONSTER	
	
	<p>Ssstooh</p>

AIR UNITS	
	
GREATER VAMPIRE UNIT	
	
LESSER VAMPIRE UNIT	
	
SAARLUMEN	
	
ROC RIDERS	

NAVAL UNITS	
	
	

BATTLEFIELD	
	
	
	

HOUND	
	

4) SEQUENCE OF PLAY

DARK EMPEROR is played in Game-Turns. Each Game-Turn is divided into two Player-Turns, one for the Necromancer and the other for the Kingdoms. In all Game-Turns, the Necromancer has the first Player-Turn. During his own Player-Turn, each player recruits, moves and attacks with his units. Each of these activities occur in a separate Phase in the Player-Turn. These phases are shown in the Turn Sequence outline. In all cases, the player whose turn it is is referred to as the "phasing player" from this point on.

TURN SEQUENCE OUTLINE

A) NECROMANCER PLAYER-TURN

1) RECRUITMENT PHASE

a) Vampire Recruitment Segment

Bring lesser and greater vampire units into play if the total number of such units in play is less than the current Vampire Army Maximum.

b) Kingdom Taxation Segment

Kingdoms allied to the Necromancer collect taxes.

c) Kingdom Recruitment Segment

Kingdoms allied to the Necromancer recruit units from their recruitment pools.

2) MOVEMENT PHASE

a) Magic Segment

The Necromancer's leaders can cast spells affecting movement.

b) Movement Segment

The Necromancer moves his units and leaders.

c) Attrition Segment

The Necromancer resolves attrition for units that moved.

3) COMBAT PHASE

a) Magic Segment

The Necromancer's leaders may cast spells affecting combat.

b) Combat Resolution Segment

Resolve attacks by the Necromancer's units.

c) Undead Recruitment Segment

Units eliminated in **3b** and "Battlefield units" may be recruited as undead units by Death rune leaders.

d) Stacking Judgment Segment

If any Necromancer stack has more units than the stacking rules permit, he must eliminate the excess units.

4) DIPLOMACY PHASE

a) Magic Segment

The Necromancer's leaders may cast spells affecting diplomacy.

b) Diplomacy Resolution Segment

The Necromancer may attempt to sway neutral mercenaries and kingdoms to his cause.

c) Heroic Combat Segment

Heroic Combat between monsters and leaders is resolved.

2B) KINGDOM PLAYER-TURN

1) RECRUITMENT PHASE

a) Taxation Segment

Activated Kingdoms may collect taxes.

b) Recruitment Segment

The Kingdoms may recruit units from their recruitment pools.

c) Kelaron Oiret Election Segment

(Odd numbered turns only)

The Kingdom's player rolls on the Kelaron Oiret Election Table to determine the new Doge of Kelaron.

2,3 and 4) As specified for the Necromancer Player-Turn except the Kingdom's player performs all actions specified.

5) GAME-TURN RECORD SEGMENT

After the Kingdoms player has completed segments 1-4, he moves the Game-Turn marker one box on the Game-Turn Record Track, showing the end of one game-turn and the beginning of the next. At the end of fourteen turns, the game ends and the players determine the winner.

5) SETTING-UP

Place the game-map on a table or other flat surface. When this is done, set-up the starting units as specified in the sections that follow.

5.1) BATTLEFIELD UNITS

Battlefield units are printed on one side with crossed spears. Each has a four digit number on it. Place each Battlefield unit on the game-map hex that bears that number.

5.2) MAGIC HEX UNITS

Place these units on the table with the PENTACLE side face up. Mix them thoroughly without looking at the reverse side. When this is done, place one unit in each game-map hex that contains a pentacle symbol. Do not look at them until they are revealed in the course of play.

5.3) KINGDOM UNITS

Find and separate the units of the ten kingdoms. Place them as specified below:

5.31) AHAUTSIERON

Place one infantry unit in each of the five cities and one naval unit in each of the two ports. Place an additional infantry unit and Silfaren in Sier-Lor, the capital (**3519**). Place Narmoren in the Forges (**3325**).

5.32) FERLARIE

Place one infantry and one naval unit in each of the four cities. Place Ferlor in Farnost (**0224**).

5.33) KELARON OIRET

Place one infantry unit in each of the three cities and one naval unit in each of the two ports. Place Zelara do Fornoy, Padron Plety'y and the Torch of Liberty in Keep Kelar, the capital (**3104**). Place Grip Nud in Far Vergar (**3602**).

5.34) LAMMARECH

Place two cavalry units and Lordolam in Zolmarech, the capital (**1610**). Place one cavalry unit in the other city.

5.35) LOYMARECH

Place one infantry unit in each of the three cities. Place a cavalry unit, Paisach and the sword Loslom in Fort Marech, the capital (**2808**).

5.36) THE SCYTHE

Place one Rocrider unit in each of the three cities. Place an additional Rocrider unit, Skydor and the Scythe in Sanwestin, the capital (**0304**).

5.37) STARKEEP

Place one infantry and one naval unit in each of the two cities. Put the Keeper and the Keeper's Sceptre in Star's End, the capital (**3020**).

5.38) STAVROR

Place one infantry unit in each of the seven cities and a naval unit in each of the six ports. Put three infantry units, one cavalry unit, a siege train and the Staff of Waters in the Stav Farren leader box. Place Stav Farren in Stav, the capital (**1820**).

5.39) TAL PLETOR

Place a 2 strength infantry unit, one naval unit and the siege train in the Stommarren leader box. Place Stommarren in the Confluence, the capital (**1109**). Place a King's Guard unit, 1 strength infantry, in each of the other four cities. Place a naval unit in Pletrech (**1204**).

5.3.10) ZOLAHAURES LOR

Place a 1 strength infantry unit in each of the ten cities. Put a naval unit in each of the six ports. Place Nikon V in Sudrin-Lor, the capital (**2414**). Place the Imperial Heavy Horse (3 strength cavalry), a siege train, four Imperial Legions (3 strength infantry), the Staff of Empire, Kebir Whitehand and Farnon in the Nikon V leader box.

5.4) MERCENARIES

Place all of the mercenary units and leaders in the Mercenary Holding Box.

5.5) THE NECROMANCER

The Necromancer starts with Padrech dar Choim, Tol Morn, Mezal, ten Greater Vampire units (3 *strength*) and a siege train. He chooses ONE HEX on the game-map and enters his starting units in that hex, ignoring stacking limitations. None of these units pay attrition for this hex and it does not count against their first turn movement. (*They enter the map through a trans-planar gate, the other end of which is in the Realm of the Dead. Stacking limitations will apply as normal when the Stacking Judgment Segment of the Necromancer's first player-turn arrives.*)

5.6) MISCELLANEOUS UNITS

The Game-Turn marker is placed in the first box of the Game-Turn Record Track. All Lesser Vampire units and the remaining Kingdom units are part of the recruitment pool of the Necromancer or the owning Kingdom, respectively. When all of these units are in the appropriate place, Game-Turn One begins.

6) ACTIVATION AND CONQUEST

6.1) ACTIVATION

At the beginning of the game none of the Kingdoms are at war with the Necromancer. Consequently, the Kingdom player controls no units or leaders. He only gains control of a Kingdom if it is activated. In the course of play the various Kingdoms can come under the control of either player. When a Kingdom comes under the control of either player it is said to be "activated".

6.11) If any unit of either player enters, or moves through, any land hex of an inactive Kingdom the Kingdom is activated, immediately coming under the control of the other player. Movement by a naval or air unit into a coastal hex with land in it will activate a nation. Movement across a sea border, with no land in the hex, does not cause activation. Sea borders (*solid red lines*) are drawn to clarify the ownership of land. They have no effect on play.

6.12) Recruiting a monster in a hex owned by an inactive kingdom (see **18.2**), or using any non-diplomatic spell (see **14**), activates that kingdom under the control of the opposing player.

6.13) Kingdoms can be activated in either player's favor through diplomacy (see **11**).

6.14) Zolahaureslor automatically activates in favor of the Kingdoms player at the start of Game-Turn 10 if it has not already been activated. If any unit, leader or monster controlled by the Necromancer enters any Holy Place hex Starkeep activates in favor of the Kingdom player.

6.15) Leaders and magical devices may move through inactive Kingdoms without activating them.

6.16) At any time the Necromancer can announce that he is betraying one of the Kingdoms under his control. When this occurs the Kingdom immediately comes under the control of the Kingdoms player.

6.2) EFFECTS OF ACTIVATION

Prior to activation a Kingdom can do nothing. It is ignored in play until it is activated.

6.21) On activation a Kingdom comes under the control of one of the players. During his Player-Turn that player can take actions with the Kingdom's units and leaders as delineated in these rules and the Turn Sequence Outline.

6.22) Kingdoms that are betrayed by the Necromancer may have two Player-Turns in the same Game-Turn, one while under the control of the Necromancer and another while controlled by the Kingdoms.

6.3) CONQUEST

A Kingdom is conquered if, at the end of any friendly Player-Turn, all of its cities are occupied by enemy units.

6.31) When a Kingdom is conquered it loses the ability to collect taxes and raise units. Gold in the Kingdom's treasury at the time of conquest is retained by the conquered kingdom and its units and leaders may continue to move, engage in combat, conduct diplomacy, etc.

6.32) A Kingdom that has NOT been conquered controls all hexes and cities within its boundaries except those occupied, or controlled, by enemy units. A conquered Kingdom only controls hexes that are occupied, or controlled by, friendly units.

6.33) When a Kingdom is conquered the conquering player must assign control of it to one of the Kingdoms under his control. If the Necromancer is the conquering player, he may assign control to the Necromancer. The assigned controller is assumed to control all hexes and cities within the conquered kingdom. Once assigned, this control may not be transferred to another kingdom except by reconquest of the area.

6.34) If all cities of a conquered Kingdom are occupied by friendly units at the end of an enemy Player-Turn, the Kingdom is reconquered. It may either be assigned to a friendly kingdom, or the Necromancer, or returned to the control of its original owner. In the latter case, the Kingdom regains the ability to collect taxes and raise units. In the prior case it does not.

7) THE RECRUITMENT PHASE

7.1) TAXATION

During the Taxation Segment activated Kingdoms controlled by the phasing player collect taxes. Each settled hex, river hex and city controlled by a Kingdom produces taxes for it.

7.11) Units exert a zone of control in the hex they are in and all six adjacent hexes. They do not exert a zone of control into hexes they cannot enter, i.e. a naval unit does not exert a zone of control into all-land, non-river hexes but does control coastal and river hexes. Zones of Control have no effect on movement or combat. They only affect taxation. For taxation purposes, a Kingdom controls all hexes within the zone of control of its units AND all hexes in its kingdom not controlled by enemy units. A Kingdom's units never control hexes belonging to allied or inactive kingdoms. (See **6.32**)

7.12) A unit controls the hex it is in for taxation purposes. If both enemy and friendly zones of control extend into any other taxable hex, neither is allowed to tax it.

7.13) Each settled river hex produces two gold units per Taxation Segment. Non-river settled hexes produce one gold unit. Each city produces one gold unit per point of its City Value (*the number printed next to the city on the map*). Cities do not produce revenue unless they are occupied by friendly units.

7.14) The Taxation Value of each Kingdom is printed next to its name on the game-map. If the Kingdom's cities are occupied by friendly units, and no enemy units control any hexes in it, the Kingdom produces this number of gold units in the Taxation Segment. If some hexes are enemy controlled the Taxation Value can be determined by subtracting the value of enemy controlled and mutually controlled (*hexes that both players exert a zone of control into*) hexes from the gross Taxation Value.

7.15) In the Taxation Segment calculate the revenue received by EACH kingdom controlled by the phasing player. Keep a running total of expenses and revenue for each Kingdom on a piece of scrap paper.

7.16) Kingdoms controlled by the Necromancer, i.e. conquered and assigned to the control of the Necromancer, do not produce revenue. Instead, see **7.3**.

7.2) RECRUITMENT

During the Recruitment Segment Kingdoms controlled by the phasing player can recruit units. Each Kingdom's starting recruitment pool consists of all of its units that do not begin play on the game-map. Units lost through combat, attrition or in other ways are added to this pool as the game progresses.

IMPORTANT—*Under some circumstances eliminated units are permanently removed from the game. Units that are eliminated in combat, and then raised as undead units by a Death Rune leader, remain in play as undead units under the control of the raising player. If undead units are eliminated, they are removed from play. Units can also be permanently eliminated by a Banish Undead spell (14.21) and certain magical devices (15.1 and 15.2).*

7.21) A Kingdom can recruit any or all of the units in its recruitment pool. The cost to recruit a unit is a set amount of gold, depending on its type (See the Recruitment Table). The phasing player determines which units he wants to recruit, calculates the cost to do so and subtracts that cost from the total of revenue and expenses for the recruiting Kingdom.

7.22) If a Kingdom cannot afford to recruit all of the units it wishes to recruit, allied Kingdoms may, at the phasing player's discretion, give gold to the recruiting Kingdom. To do so costs the transferring Kingdom twice as much gold as the recruiting Kingdom receives, i.e. transferring 10 gold units to Kingdom A costs Kingdom B 20 gold units.

7.23) Recruited units appear in any city in the recruiting Kingdom of the player's choice. They cannot be recruited outside of the home kingdom, even in assigned conquered Kingdoms. Naval units may only be recruited in ports. No unit can be recruited in a city controlled by enemy units unless it is occupied by friendly units. Only as many units as the City Value may be recruited in a city in one Recruitment Phase, i.e. Sudrin-Lor has a City Value of 4. Four units can be recruited here each phase.

7.3) VAMPIRE RECRUITMENT

During this segment the Necromancer may recruit vampire units. Vampires live off of their prey, humans. Consequently, the Necromancer can only recruit new vampire units if he controls a large enough population to support them.

7.31) In the Taxation Segment the Necromancer Player determines the Taxation Value of all hexes controlled by the Necromancer, vampire and undead units. This number is divided by five with all fractions dropped. The result is the maximum number of vampire units that can be in play. The Necromancer player should note this number on a piece of scrap paper.

7.32) If the maximum vampire army size is LOWER than the number of vampire units in play, no vampire units are eliminated and none may be recruited. If the maximum vampire army size is greater than the number of vampire units in play, new vampire units can be recruited to bring the number of vampire units up to the maximum vampire army size.

7.33) Vampire units can only be recruited in city hexes occupied by an existing vampire unit. Each vampire unit in a city hex can recruit ONE new vampire unit, as long as the maximum vampire army size is not exceeded. Vampire units cannot be recruited in a city if there are enemy units in an adjacent hex.

7.34) Vampire units have a recruitment pool, as for Kingdoms. Initially this consists of the Lesser Vampire units. Eliminated vampires are returned to this pool and, when vampire units are recruited, can be raised by the Necromancer.

7.35) Greater Vampire units may be permanently eliminated. They are permanently eliminated if a Banish Undead spell is successfully cast against them or if they are eliminated in combat by a force whose leader bears the Sword Loslom, the Sword Famir or a Living Sword. Lesser Vampire units cannot be permanently eliminated.

7.36) The Necromancer begins play with a siege train. If it is eliminated, it cannot be rebuilt.



8) MOVEMENT AND ATTRITION

During the Movement Phase the phasing player can move any or all of his units. As a stack of units moves, it accrues attrition points. During the Attrition Segment, the phasing player rolls for each stack he moved to determine how many units in that stack are lost to attrition.

8.1) For attrition purposes a STACK is a group of units who begin their movement in the same hex and end it in the same hex. If units who begin their movement together move to different hexes, each group thus created is considered to be a separate stack for attrition purposes. Likewise, if units start in different hexes and end in the same hex, each original group is a separate stack. Attrition is determined once for each moving stack.

8.11) There are five types of units—infantry, cavalry, air, siege train and naval (Refer to the Terrain Chart). When a stack of units enters a hex it accrues attrition points. The number of points accrued depends on the type of unit and the type of terrain it entered. Where a stack contains different types of units, it accrues the maximum number of attrition points possible for each hex it enters, i.e. a stack containing infantry and cavalry accrues two points for a settled hex and four for a mountain hex. The only exception to this rule is Naval Movement (see 8.2).

8.12) After moving each stack determine how many attrition points it accrued. Find this number at the top of the Attrition Table and roll one die, cross-referencing the roll with the number of attrition points. The result is the number of units that are lost in the move. It is possible for an entire stack to be eliminated in this way. In all cases, the phasing player will determine which units to lose.

8.13) Units may enter, and move through, hexes containing enemy units. When a stack moves through such a hex it accrues attrition points equal to the total Combat Strength of the enemy units PLUS the attrition point cost of the terrain. If the stack enters the hex and stops, only the terrain point cost is accrued.

8.14) Land units, infantry, cavalry and siege train, may not move across all-sea hexsides. Naval units may not move across all-land hexsides that are not crossed by a river. Air units may cross any hexside. (Units may not move in contravention to the laws of common sense. For example, a land unit entering hex 0514 from the northwest could not leave that hex to the southeast.)

8.15) Leaders do not suffer attrition. They can cross any hexside, since they are assumed to be able to commandeer small craft to move across water. Effectively, a leader can move from any place on the map to any other place.

8.16) Leaders may not move through hexes containing enemy units unless they are accompanied by friendly units. They can move through hexes that contain inactive units. If, for any reason, a leader is alone in a hex with enemy units his fate is resolved as specified in 9.27. If he survives, the owning player moves him to any other hex that does not contain enemy units.

8.17) If a Leader enters a magic hex containing a face-down magic hex counter he must immediately stop his movement and remain in that hex.

8.2) NAVAL MOVEMENT

Naval units can only enter all-sea, coastal and river hexes. They may only enter land hexes by moving along a river that is in that hex.

8.21) If a naval unit begins a move in a port city containing an infantry, cavalry or siege train unit, it may embark that unit. The land unit then moves with the naval unit and can cross all-sea hex-sides. Each naval unit can carry one land unit, regardless of type. When attrition is determined, it is accrued as if only naval units were in the stack. Land units may only be embarked at the beginning of the Movement Segment.

8.22) Naval units may disembark a land unit at any time in any coastal hex. If the naval unit continues moving, the land units become a separate stack for attrition. If they end movement in the same hex, they remain a single stack for attrition. Disembarked land units may NOT move in the phase that they are disembarked by a naval unit.

8.23) Naval units may end their move in all-sea hexes.

8.24) If a river hex or coastal river hex is occupied by an enemy naval unit, friendly land units may move into the hex but may not move through it unless a friendly naval unit is also present. (*The naval unit controls the river and can prevent the army from crossing it.*) Land units must end their movement when they enter such a hex.

8.3) AIR AND VAMPIRE UNITS

8.31) Air units may cross any hexside. They must end their movement in a land hex.

8.32) Vampire units may enter, but cannot move through, hexes containing rivers (*Vampires cannot cross running water*). It must stop movement on entering such a hex, but could continue moving in any direction on the next turn. Vampire units are not effected by sea hexes in any way. They must end their movement in a land hex.

8.4) LEADER BOXES

Leader Boxes are located on the gameboard. Units that are stacked with a leader can be placed in his box, instead of on the map, to eliminate stacking problems. While this is the case, they are assumed to move with the leader (*whose counter remains on the game-map*), with the leader moving at their speed. The player may return them to the game-map, placing them in the leader's hex, whenever he wishes to do so.

9) COMBAT

If, at the beginning of a Combat Resolution Segment, units of opposing players are in the same hex, combat MUST occur. All combat is resolved on a hex by hex basis. Combat in one hex is resolved before combat in the next hex, etc. The phasing player determines the order in which battles are resolved.

9.1) For combat, the phasing player is the attacker, the other player is the defender.

9.11) All units may engage in combat with all other units regardless of unit type. Fleets can engage land units, land units can engage air units, etc. Land units embarked on naval units DO lend their strength if those naval units are involved in combat even if combat occurs in an all-sea hex.

9.2) COMBAT RESOLUTION

9.21) Compare the total Combat Strength of the Attacker with that of the Defender. Divide the greater number by the lesser. Round the result down if the attacker is stronger, round it up if the defender is stronger. Subtract ONE from the number.

9.22) Roll a die. If the attacker is stronger, add the number determined above to your roll. If the defender is stronger, subtract that number from the roll.

9.23) Each leader has a Hero Rating (*the first number printed on his counter*). If the attacker has a leader present, he adds the leader's Hero Rating to the roll. If the defender has a leader, he subtracts his leader's hero rating. Only one leader may use his Hero Rating in a given combat for each side. Extra leaders for either side are ignored in combat.

EXAMPLE—*Player A attacks with a total combat strength of 26; Player B has a strength of 10. 26 divided by 10 is 2.6; since the attacker is stronger, this is rounded down to 2. 1 is subtracted from this number, so it becomes 1. The result is added to the die roll, by rule 9.22.*

As it happens, Player A has a leader with a Hero Rating of 1, and B has a leader with a Rating of 3 in the hex. Player A's Rating is added to the roll, and B's is subtracted, by rule 9.23. Thus, the final modification is: +1 because the attacker has 2-1 in combat strength over the defender; +1 for the attacker's leader; -3 for the defender's leader; to produce a final die-roll modifier of -1. The attacker rolls the die and rolls a 4; this becomes a 3.

NOTE TO EXPERIENCED PLAYERS—*In other words, calculate the combat ratio just as you would for a game with an odds-ratio Combat Results Table, rounding (as always) in favor of the defender. Add one to the die-roll if the ratio is 2-1; add two if it is 3-1; subtract one if it is 1-2; and so on.*

9.24) If combat occurs in a mountain hex subtract two from the die roll.

9.25) Refer to the Combat Results Table. Find the modified die-roll on the left hand side of the table. Read across to the columns labelled Attacker and Defender. Apply the result in the Attacker column to the attacker and in the Defender column to the defender. If the listed result is a dash (—) the player suffers no loss. If it is a number, that number of units, of the affected player's choice, are lost. If he does not have enough units, he loses all of his units and ignores the excess loss.

9.26) Sometimes a combat result contains the letter "R" with a number. In this case the force loses the number of units indicated and must retreat to an adjacent hex or hexes. Retreating units may not retreat into hexes that are impassable for them. They may not enter hexes that are occupied by enemy units. They may not retreat into hexes that enemy units entered the battle hex through unless they have no other option. Finally, they cannot retreat across the borders of inactive Kingdoms. In all cases, units that cannot retreat, obeying these rules, are eliminated.

9.27) If units are forced to retreat, friendly leaders and devices retreat with them. If friendly leaders are left without any friendly units, after combat is resolved, they can be eliminated if the hex contains any enemy units. Roll a die for each leader. If the roll is less than or equal to his Hero Rating, he escapes and can be placed in any hex on the game-map that does not contain enemy units (*taking any devices that he has with him*). If the roll is higher than his Hero Rating, he is permanently removed from play. If devices are left alone in a hex with enemy units they are captured and can be used by the enemy player.

9.3) CITIES AND SIEGE TRAINS

9.31) All units defending in a city have their Combat Strength doubled.

9.32) Defenders of a city are not doubled against attacking units who have a Siege Train.

9.33) Siege train units may never be eliminated in combat. They can be lost to attrition and spells. If all other friendly units with a siege train are lost, or a hex that only contains a siege train is entered by enemy units, the siege train is captured and can be used by the enemy as if it was his own. If a captured siege train is eliminated it is returned to the recruitment pool of its original owner (*unless it is the Necromancer's original siege train*). In all other ways, Siege Trains function as normal units.

10) STACKING

Each hex has a stacking limit, as indicated on the Terrain Effects Chart. The limit for settled and all-sea hexes is four. For mountain hexes it is two. If a hex contains a city, the stacking limit is increased by the City Value of that city.

10.1) Stacking comes into play during the Stacking Judgment Segment of the friendly Combat Phase. At all other times during a turn, units can be overstacked. (*This is important because it is often worthwhile to overstack for an attack.*)

During the Stacking Judgment Segment the phasing player must examine his stacks. If a stack contains more units than the hex allows, the excess units are eliminated. The phasing player chooses which units to lose. Only the phasing player loses units during his Stacking Judgment Segment. The other player is unaffected until his turn comes around.

11) DIPLOMACY

11.1) Leaders may travel through any hex or hexes except those containing enemy units and magic hexes. If a player wants to conduct diplomacy with an inactive kingdom he must move one of his leaders to that Kingdom's capital during his Movement Phase.






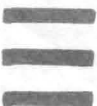




11.2) During the Diplomacy Phase friendly leaders in the capital cities of inactive Kingdoms can conduct diplomacy. Only one diplomacy attempt can be made with a given Kingdom in a given phase, no matter how many friendly leaders are present.

11.3) Refer to the Diplomacy Table. Find the name of the Kingdom in the left hand column of the table. Read over to the column headed by the player making the attempt, i.e. Necromancer or Kingdom. You will find either a positive or a negative number in this column. This number, added to the roll of two dice, is the result of your diplomacy attempt. If the result is 10 or higher, the kingdom activates in favor of the phasing player. If it is less, the Kingdom remains inactive.

NOTE—Diplomacy is conducted with mercenaries and monsters using the basic procedure above.

12) MAGIC

Some leaders use magic. Those who do have a Magic Rune and a Magic Strength on their counters. The ten Magic Runes are:

RUNE	MAGIC OF:	RUNE
	Death	
	Terror	
	Earth	
	Fire	
	Metal	

The Magic Rune of a leader determines the type of magic that he can use, i.e. if his rune is Terror he may only cast the magic of Terror unless an artifact allows him to cast a second type as well.

12.1) WHEN TO CAST MAGIC

There are three magic segments in each Player-Turn. They are in the Movement, Combat and Diplomacy Phases. Each spell in this game is either a movement, combat or diplomacy spell. Spells may only be cast in the appropriate phase, i.e. movement in movement, etc. Combat spells can be cast by both the attacker and the defender. Movement and diplomacy spells may only be cast by the phasing player.

12.11) Counter-spells are a special category. They can be cast in any magic segment of the opposing player's Player-Turn or in the friendly Combat Magic Segment.

12.2) MAGIC STRENGTH

A Leader's Magic Strength is the right-most number on his counter. When a Leader casts a spell, the player rolls a die. If the roll is less than or equal to the Leader's Magic Strength, the spell takes effect. If not, it has no effect.

12.21) Leaders may cast more than one spell in a game-turn. The second time he casts, his Magic Strength is reduced one, the third time it is reduced two, etc. When his strength is reduced to zero, he may not cast any more spells in that game-turn. The Magic Strength of all Leaders returns to its full value at the start of each game-turn. (*Players should keep track of the Leader's current Magic Strength on a sheet of scrap paper.*)

12.3) RUNE SYMBOLS

Certain hexes on the map contain Rune symbols. If a leader with the same Magic Rune begins the game-turn in such a hex his Magic Strength is increased by ONE for that game-turn.

12.31) Each Rune is opposed to one other Rune. In the table in 12, the Runes directly across from each other are opposed. Where opposition exists, Leaders may cast counter-spells for spells of the opposing rune, i.e. a Terror Rune leader can cast counter spells against Serenity spells. To cast a counter spell, a friendly leader with the opposite rune must be in the same hex as an enemy who is casting opposing magic.

12.32) For counter-spells, the enemy player must first roll to see if his spell succeeds. If it does, the friendly player can cast his counter spell. If the counter spell succeeds, the enemy spell is negated. If it fails, the enemy spell has its full effect. Counter spells may not be countered by any other spell.

12.4) If one attempt to cast a spell fails, the caster may immediately attempt to cast it again using his lowered Magic Strength. The same spell may be cast, in succession, in the same segment if so desired.

12.5) In the Combat Magic Segment Banish Undead spells take effect after all other spells. Kill spells take effect before Banish Undead but after all other spells. The effects of the spells are described in sections 13 and 14.

13) ELEMENTAL RUNES

13.1) FIRE

13.11) Wall of Flames

Movement

Any or all of the hexes adjacent to the caster become impassable until the caster's next friendly Movement Magic Segment. Place a flames marker in each hex that you choose to affect. Any enemy units in these hexes are unable to move until the flames are removed.

13.12) Incinerate

Combat

The caster may choose one enemy unit in his hex and eliminate it. He may not choose enemy Leaders.

13.13) Counter Water

13.2) WATER

13.21) Part Sea

Movement

The caster, and any units with him, can move through all-sea hexes as if they were settled hexes. (*Naval units may still move with the stack.*)

13.22) Maelstrom

Combat

Any two naval units in the caster's hex are eliminated by success. He may choose which to remove. If either is carrying land units, they are also eliminated. If only one enemy naval unit is present, only it is eliminated.

13.23) Counter Fire

13.3) AIR

13.31) Call Wind

Movement

Attrition costs for naval units moving with the caster are reduced 50%, rounded down, for this game-turn.

13.32) Fly

Movement

All units moving with the caster pay air attrition costs. The spell may not be used to make naval units fly. It will affect siege trains.

13.33) Counter Earth

13.4) EARTH

13.41) Move Earth

Combat

One of three possible effects, of the Caster's choice, occurs:

- 1) Create entrenchments in the caster's hex giving that hex the defensive value of a city with a city value of zero. Place an entrenchment marker in the hex.
- 2) Remove entrenchments. If there is an entrenchment counter in the hex it is removed.
- 3) Create breaches. If the hex contains a city its defenders are not doubled for this game-turn due to the effects of the spell.

13.42) Open Chasm

Combat

An enemy land unit in the Caster's hex, of the caster's choice, is eliminated. It may not be a Leader unit.

13.43) Counter Air

13.5) METAL

13.51) Forge Sword

Movement

Place either a Living Sword or a Hero's Sword in the caster's hex. The caster may choose which to create.

13.52) Counter Wood

13.6) WOOD

13.61) Build Fleet

Movement

Success can create a number of fleets equal to the caster's roll when rolling for spell success (*If the caster rolls a TWO when the spell succeeds, he can create up to TWO fleets.*). Any fleets created appear in the caster's hex. The caster may create fewer fleets if he desires. Place neutral (*white*) fleets to mark those that he creates.

13.62) Counter Metal

14) OTHER RUNES

14.1) DEATH

14.11) Kill

Combat

One enemy leader in the caster's hex is targeted. He is eliminated unless his player makes a successful roll against his Hero Rating or Magic Strength, whichever is higher. If the roll is less than or equal to the higher value, the leader lives. If not, he is dead.

14.12) Raise Undead

Undead Recruitment

This spell is cast in the Undead Recruitment Segment of either Combat Phase. It cannot be cast if the caster was forced to retreat in the immediately preceding Combat Resolution Segment. If the spell succeeds, all units eliminated during the Combat Resolution Segment are flipped to their undead side and returned to play under the control of the casting player. Vampire units and the units of Cos dol Cos are immune to this spell. Eliminated undead units are permanently removed from play and cannot be re-introduced with this spell.

This spell can be used to turn battlefield units into undead units. Battlefield units are those that begin face down on a battlefield hex. Success brings all of the units at the battlefield under the control of the caster as undead units.

14.13) Counter-Life



14.2) LIFE

14.21) Banish Undead

Combat

The caster chooses one of the following effects:

- 1) Eliminate all undead units in the caster's hex.
- 2) Eliminate all Lesser Vampire units in the caster's hex.
- 3) Permanently eliminate one Greater Vampire in the caster's hex.
- 4) Temporarily eliminate Tol Morn (see 16) if he fails to roll less than or equal to his Hero Rating. He must be in the caster's hex to be affected.

14.22) Raise from the Dead

Movement

One dead leader may be returned to play in the caster's hex. For the spell to work, the leader must have died in the current, or previous, game-turn and the caster must be in the hex in which he was killed. No leader can be raised more than once.

14.23) Counter Death

14.3) TERROR

14.31) Fear

Combat

Any enemy unit of the caster's choice must retreat from the hex. If it cannot, it is eliminated.

14.32) Intimidation

Diplomacy

Add one to the roll when the caster conducts diplomacy. If the spell is cast more than once in the same segment, the effect is additive.

14.33) Counter Serenity

14.4) SERENITY

14.41) Peace

Combat

One enemy unit of the caster's choice must retreat before combat. Greater Vampire units are not affected by this spell. They cannot be forced to retreat.

14.42) Sweet Reason

Diplomacy

Add two to the Diplomacy die roll. As with Intimidation, multiple success in the same segment has an additive effect.

14.43) Counter Terror

15) MAGICAL DEVICES

Magical Devices include items that begin as Magic Hex counters (*the Sword Famir, He-Sups-On-Prana, the Dawn Lantern and the Silk Negator*), those that begin in the possession of various leaders (*the Torch of Liberty, the Sword Loslom, the Keeper's Sceptre, the Scythe, the Staff of Waters and the Staff of Empire*) and those created by a Metal Rune leader (*Living Swords and Hero's Swords*).

15.1) GENERAL RULES

15.11) Many devices have Hero Ratings, Magic Runes and/or Magic Strengths. A device with a Hero Rating adds its rating to the Hero Rating of any leader who carries it. If a leader carries a Magic Rune device, and he has the same Magic Rune himself, his Magic Strength is increased by the Magic Strength of the device, i.e. if a 4 strength Death Leader with a Hero Rating of 2 carries He-Sups-On-Prana (1 strength Death item) his effective Magic Strength when he uses it is FIVE and his Hero Rating is THREE. If he has a different rune, or no rune, he may cast the device's magic at its magic strength. No leader may ever use a device of an opposing rune, i.e. if a Leader with a Death Rune finds a device with a Life Rune, he cannot use it.

NOTE—Where the ability to cast more than one type of magic is gained from items, Magic Strength is reduced independently when the powers are used, i.e. a leader has an item with a 2 strength Air rune and is a 3 strength Metal rune leader. If he casts flight, the Air power is reduced to 1 and his Metal power is unaffected, remaining at 3.

15.12) A leader can carry any number of devices. They stay with him wherever he travels. If he is killed, they are captured by his slayers. During movement he may transfer any of his devices to any friendly or neutral leader. A device transferred to a neutral leader cannot be retrieved until his kingdom is activated.

15.13) A given leader may only use two devices in a given game-turn. Using a device is defined as:

- 1) Increasing the Hero Rating and/or
- 2) Increasing Magic Strength or casting spells and/or
- 3) Using any of the device's special abilities.

Of the two devices used, only one can be a sword. Swords are Hero's Swords, Living Swords, the Sword Famir, the Sword Loslom and He-Sups-On-Prana.

15.14) Devices can be left with a stack of friendly units though only leaders can use them. Such a device can be picked up by a leader during movement. If a stack guarding a device is eliminated, the device is captured.

15.15) The Magic Strength of a device is increased by one if it begins the owning player's movement phase in a Rune hex of its Rune. If a device carrying Mage with the same rune is in such a hex, his strength is effectively increased by two.

15.16) Certain devices have special powers in addition to, or instead of, their ability to increase the hero rating of a leader or lend him magical strength. These items are described in the sections that follow.

15.2) LIVING SWORDS, LOSLOM and FAMIR

If a leader uses these blades in combat any Greater Vampire unit killed by his side is permanently eliminated. They do not return to the Necromancer's recruitment pool.

15.21) If Tol Morn and/or Padrech dar Choim are killed, and an enemy leader wielded the Sword Loslom or the Sword Famir in the battle, they are permanently killed (See 16).

15.22) The Sword Famir has additional powers (see 17).

15.3) HE-SUPS-ON-PRANA

If a Death Rune Leader uses this blade any living units killed by units under his control are permanently eliminated unless they are raised as undead. This does not apply to vampire and undead units.

15.4) THE DAWN LANTERN

If a leader using this item is present the combat strengths of all vampire units in the battle are reduced by one each.

15.5) THE SILK NEGATOR

When a leader carries this item the owning player must state, at the beginning of each magic segment, whether he is using it. If he does, no magic of any kind can be used by any leader in that hex. If it is used in the combat magic segment the Raise Undead spell cannot be used in the subsequent Undead Recruitment Segment. This item influences cast spells. It does NOT affect magical devices.

15.6) THE TORCH OF LIBERTY

Every odd game-turn the Kelaron player rolls on the Kelaron Oiret Election Table to determine who the new Doge is. After this, the Torch of Liberty teleports to that leader's hex. If the reigning Doge is killed, a new Doge is elected and the Torch teleports to him. If all Kelaron leaders are slain, the Torch teleports off the map and is permanently removed from play.

15.7) THE STAFF OF EMPIRE

If the staff-wielder is present in a hex that contains undead Imperial Legion units, he can take command of those legions. The owning player of the wielder can use the undead legionnaires as his own as long as the staff-wielder stays with them. The Staff has full effect on the four battlefield units labelled as Imperial Legions III, V, X and XII.

16) THE NECROMANCER AND TOL MORN

These leaders, unlike all others, are not dead when they die. If either is killed, he returns to play two game-turns after his death during the Necromancer's Recruitment Phase. These leaders are permanently killed if they fall in a battle where the Sword Loslom or the Sword Famir are used.

17) KELARON OIRET ELECTIONS

During the Kelaron Oiret Election Segment of his Recruitment Phase (*odd game-turns only*) the Kingdoms player must roll on the Election Table to determine which Kelaron Oiret leader is the new Doge. (*If one of the three is dead, roll 1D6. On an odd roll one is elected, on an even the other is. If only one of the leaders is alive he is automatically the Doge.*) The only effect of the election is to move the Torch of Liberty to the new Doge. It may not be used by anyone except the Doge and may not be transferred.

18) MAGIC HEX MARKERS

Seven magic hexes, printed with pentacles, are on the game-map. At the beginning of the game, place a magic hex marker in each of these hexes, with its pentacle side showing. Neither player may look at the reverse side until he enters the hex.

18.1) GENERAL RULES

18.11) During the friendly Movement Segment the phasing player can move any of his leaders to a magic hex with an unrevealed magic hex marker. Any leader moved to such a hex must stop movement and remain there.

18.12) At the end of the Diplomacy Resolution Segment the magic hex marker in any hex that contains a leader is revealed. If it is a magical device, the leader picks it up and can use it. (*If the device is the Sword Famir see 18.3*)

If it is Ssstoht, the Dragon Sirax or the Slug, the leader must either conduct diplomacy with the monster or engage it in heroic combat, at his option.

18.13) The Diplomacy Table lists modifiers for each monster. Determine the modifier that applies for the leader's player, roll two dice and apply the modifier. If the modified roll is greater than or equal to 10 the monster comes under the phasing player's control. If not, the leader must engage the monster in Heroic Combat.

18.14) If the Diplomacy attempt succeeds see 18.2. If it fails see 18.15.

18.15) HEROIC COMBAT

Refer to the Heroic Combat Table. Find the name of the monster at the top of the table and the modified hero rating of the attacking leader on the left hand side. Cross-reference and roll one die. If the roll is less than or equal to the number the leader kills the monster. It is removed from play and the leader's hero rating is permanently increased by ONE. If the roll is greater than the listed number the monster eats the leader. The leader is removed from play and the monster remains in the hex. In this case, either player can move a leader into the hex on later player-turns and try diplomacy. Whenever diplomacy fails, the leader must engage in Heroic Combat.

18.151) If more than one friendly leader occupies a monster's hex, and diplomacy fails, the player must choose ONE to engage in heroic combat. If this leader dies, the next leader must also engage in heroic combat. This continues until the monster is killed or all friendly leaders in the hex are dead.

18.2) MONSTERS

18.21) Monsters do not suffer from attrition and may move as leaders do. If a monster enters an inactive Kingdom, the Kingdom is activated as if an enemy unit had entered it. If a leader gains control of a monster in an inactive Kingdom, the Kingdom is activated under the control of the opposing player.

18.22) The first number printed on a monster's counter is its Combat Strength. Monsters do not have hero ratings. They are treated as units in combat. If a monster is eliminated in combat it is removed from play. Monsters cannot be affected by spells of any kind. The controller of a monster may only eliminate it if all other friendly units in the hex have been eliminated.

18.23) The Dragon Sirax has a Fire Rune and Magical Strength. It can cast Fire spells as if it were a Fire Rune Leader.

18.24) Sssth can only enter all-sea, coastal and river hexes. It can never cross an all-land hexside. It moves as a naval unit, without attrition, in areas where it can move.

18.3) THE SWORD FAMIR

When this sword is revealed the leader who finds it must pick it up. He cannot transfer it to any other leader or unit. It may only be transferred if the discovering leader is killed.

18.31) In the friendly Movement Segment the owning player must roll a die for the leader with Famir. If the roll is less than or equal to his unmodified hero rating, he may move normally. If it is greater, he is moved to Sssth's hex, if he has been revealed, or to a magic hex containing an unrevealed counter.

18.32) If Sssth is an ally of the enemy, the leader must engage it in Heroic Combat during the friendly Diplomacy Resolution Segment. While waiting to do so he may not use magic, add anything to normal combat and be affected by any combat result, except to follow Sssth if Sssth is forced to retreat. If the leader kills Sssth, and the hex is occupied by enemy units, he rolls immediately to determine if he is killed by those units.

18.33) If Sssth is the owning player's ally the leader with Famir must still attack, as above. If Sssth kills him it becomes neutral. Both sides may attempt to ally with it in future Diplomacy Resolution Segments.

18.34) If Sssth is neither player's ally the leader with Famir must engage it in Heroic Combat in the next Diplomacy Resolution Segment.

18.35) If Sssth has yet to be revealed, the leader moves to an unrevealed Magic Hex counter. If it is Sssth, he attacks. If it is anything else, act as specified in **18.1**.

18.36) At the start of each friendly Movement Segment the owning player must roll, as specified in **18.37)** If the leader is killed in his quest for Sssth the Sword Famir stays in the hex where he died. If that hex is occupied by any leader, friend or foe, he

must pick up the sword and continue the quest. If more than one leader is present, the last sword owner determines who picks it up. If only units are present, it stays in the hex until a leader enters it.

NOTE—If Sssth lives, leaders must pick up the sword. If he is dead, picking it up is optional.

19) MERCENARIES

There are six groups of mercenaries, Lord Montoy, Cos dol Cos, Saar, Fernan Conniver, the Hounds and Silwer Flagriel. Each group consists of a leader with one or more combat units (except for Silwer Flagriel who has no units).

19.1) DIPLOMACY WITH MERCENARIES

Mercenary leaders and units begin in the Mercenary Holding Box. During the Movement Segment of his player-turn the phasing player may move any of his leaders to this box (take the leader off the map and place him in the box). He may be returned to the game-map in the player's next Movement Segment.

19.11) In the phasing player's Diplomacy Phase each friendly leader in the Mercenary Holding Box can conduct diplomacy with one mercenary leader. Diplomacy is conducted as specified for neutral kingdoms, using the determined roll modifier, two dice, etc. If the net result is 10 or higher, the mercenaries come under the control of the phasing player.

19.12) When a mercenary group comes under a player's control he immediately places its leader and units in any city hex under his control. (If he has no city hex, place the mercenaries in, or adjacent to, a hex containing the phasing player's units.)

19.13) When a player recruits a mercenary group he must assign control of them to one of his kingdoms or the Necromancer. Hexes controlled by the mercenary units are considered to be controlled by their assigned controller.

19.2) RAISING MERCENARIES

Eliminated mercenary units are placed in the controlling player's recruitment pool. The cost to recruit them must be paid by one of the controlling player's kingdoms. They may only be recruited if their leader is still alive and is occupying a city hex during the recruitment phase. They are placed with that leader when they are recruited. In all other cases, obey the normal rules for recruitment. Units belonging to a dead leader may not be recruited unless he is raised from the dead.

19.3) COS DOL COS

Cos dol Cos and the Sons of the Morning are immune to all forms of magic. No magic of any kind can affect them.



20) VICTORY CONDITIONS

20.1) If the Necromancer is permanently killed the Kingdoms player wins a decisive victory.

20.2) If Zolahaureslor is conquered by the Necromancer, the Necromancer player wins a decisive victory.

20.3) If neither condition above occurs, players determine the winner after fourteen game-turns have been completed. To do so, calculate the total production value of hexes controlled by the Necromancer (*By the Necromancer alone excluding areas controlled by his allies*). When this done, consult the table below to determine who won:

TOTAL PRODUCTION	VICTORY LEVEL
0—50	Decisive Kingdoms Victory
51—80	Substantive Kingdoms Victory
81—115	Marginal Kingdoms Victory
116—135	Draw
136—160	Marginal Necromancer Victory
161—190	Substantive Necromancer Victory
191 + up	Decisive Necromancer Victory

DESIGNER'S NOTES

The most embarrassing question a creative person can be asked is "Where do you get your ideas?" The question is fundamentally unanswerable. My favorite response is "From the Muses." Alas, since game design did not exist in ancient Greece, it has no Muse.

In the case of *DARK EMPEROR*, many of the basic concepts were inspired by the game *JIHAD* (tm), written by Steve Newberg and published by Simulations Canada. From this start, I created my own game, set in a fantasy environment haunted by a dread and evil necromancer who can raise slain legions to pursue his own ends.

After forming the basic concept, the next step was to create a believable fantasy world. One of the things that I wanted to do was to provide a possible and imaginative world geography. Many fantasy worlds are built with unimaginative, and sometimes impossible, geographies. This may seem a minor point but, as a geologist, it is a sore point with me. I hit upon the idea of placing the game in a world of impact-crater geography where the plate tectonics that has produced the geography of our own world does not operate. Impact craters occur more or less randomly, since an impacting body can strike from any direction. In addition, all but the smallest impact craters are essentially circular even when the impact body strikes at a large angle from the vertical. I proceeded, therefore, to produce a set of tables to generate random locations and sizes for impact craters and generated an impact crater geography on a hex grid map with a compass. The result is the world of Loslon.

With the world complete, it became necessary to create a history and cultures to fill it. This involved staring into space, making notes and drawing and re-drawing the map. Much of the result is included in the history although, for the sake of brevity, much has been omitted.

The last step was to develop the elements of a believable language, in order to produce consistent names. Another peeve I have with much fantasy and science fiction is inconsistent naming. Writers seem to delight in inventing outlandish names with no thought to the fact that a culture produces those names and certain rules must apply to them. (In English, for example, masculine names rarely end in "a" because much of our tongue derives from Latin and "a" is a feminine ending in that tongue.)

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To illustrate how the language works, here are a few root words in Ahaureslorm (the High Imperial Tongue). All of the modern languages of Loslon, except Stavror and Kelaron Oiret, derive from this tongue.

WORD	ROOT MEANING	WORD	ROOT MEANING
ahau	high	res	state
lor	king	reslor	kingdom or capital
oi	low	oiret*	low-state, republic
-on	masculine ending	-om	masculine ending
zol	old	lam	west
loy	east	sier	mountain
mar	port	mal	port
Ahautsieron	High-mountain land	nam	south
tel	fort**		

*Kelaron corruption of oires.

**especially naval fort or military port.

All of this was done before a single game was played. Thereafter came the unglamorous work of development, the kind of work that is not noticed unless it hasn't been done. Repeated playtesting, rewrites of the rules, elimination of needless or unworkable rules, introduction of new rules, inserts to cover the interactions of systems that arose during play (but were not previously considered), the introduction of graphic systems to ease play, it all comes under the aegis of development. What most people who do not design games fail to realize is that it is this work that constitutes the greater part of the time devoted to the production of a game. Game design, though it is the more creative and exciting part of the process, is a breeze in comparison.

Not, I suppose, that *DARK EMPEROR* may have a few rough edges, a few problems that might have been solved with more development. Part of professionalism also consists in knowing when to leave well enough alone. A designer can, if he so desires, polish his work forever but, since the justification for his effort is to get the game in the hands of the public, this is pointless. Design and development are subject to the law of diminishing returns. After the game is played the first few times, the entire rulebook will have to be rewritten. The twentieth playtesting may result in a minor change in the wording of one rule. A designer must know when to leave well enough alone.

Well, enough . . .

APPENDIX I

COUNTER COLOR KEY

NATION/FORCE	FRONT		NATION/FORCE	FRONT	
	SQUARE	CIRCLE		SQUARE	CIRCLE
Necromancer	Grey	None	Ahautsieron	Blue	Yellow
Battlefield	Grey	White	Lammarech	Brown	Orange
Tal Pletor	Grey	Yellow	Loymarach	Brown	Yellow
Magic Hex	Black	None	Cos dol Cos	None	Yellow
Zolahaureslor	Purple	None	Lord Montoy	None	Red
Stavror	Green	Orange	Fernan Conniver	None	Green
The Scythe	Green	White	Silwer Flagriel	None	Orange
Starkeep	Red	Green	Saar	None	Blue
Kelaron Oiret	Red	Yellow	Hound/Master	None	Purple
Ferlarie	Blue	White			

APPENDIX II

LEADER INDEX

LEADER	NATION/FORCE	LEADER	NATION/FORCE
Padrech dar Choim	Necromancer	The Keeper	Starkeep
Tol Morn	Necromancer	Padron Plet'y	Kelaron Oiret
Mezal	Necromancer	Grip Nud	Kelaron Oiret
Stommarren	Tal Pletor	Zelara do Fornoy	Kelaron Oiret
Stav	Stavror	Ferlor	Ferlarie
Skydor	The Scythe	Silfaren	Ahautsieron
Nikon V	Zolahaureslor	Narmoren	Ahautsieron
Kebir Whitehand	Zolahaureslor	Cos dol Cos	Mercenary
Farnon	Zolahaureslor	Lord Montoy	Mercenary
Paisach	Loymarech	Fernan Conniver	Mercenary
Lordolam	Lammarech	Silwer Flagriel	Mercenary
Saar	Mercenary	Hound Master	Mercenary

TERRAIN EFFECTS CHART

TERRAIN	ATTRITION COST					PRODUCTION VALUE	STACKING LIMIT	COMBAT EFFECT
	Inf	Cav	Air	Seige	Nav			
Settled	2	1	1	2	*	1	4	None
Mountain	3	4	2	4	*	0	2	(A)
All-Sea	*	*	1	*	2	0	4	None
Coastal	use land value				1	0		use land value
River (B)	use land value				2	1 (C)		use land value
City	use land terrain value					CV	CV (D)	Doubled
Battlefield (E)	use land terrain value for all factors							
Holy Place (F)	use land terrain value for all factors							
Magic Hex (G)	use land terrain value for all factors							
Rune Hex (H)	use land terrain value for all factors							

*The unit may not move in this type of terrain.

(A)—A -2 combat modifier applies against the attacker.

(B)—If enemy naval units are present, friendly units may enter but may not pass through unless they are accompanied by friendly naval units.

(C)—This production is in addition to any other production value for the hex, i.e. settled river has a production value of 2.

(D)—CV=City Value, a number printed on the game-map for each city.

(E)—Undead units can be raised in these hexes.

(F)—Impassable to Death-rune and Terror-rune leaders, vampires and undead units.

(G)—Leaders must immediately stop movement if an unrevealed magic hex marker is still in the hex.

(H)—The Magic Strength of a leader with the same rune type, who begins a game-turn in a Rune hex, is increased by one for one game-turn.

ATTRITION TABLE ATTRITION POINT TOTAL

ROLL	1-6	7-12	13-18	19-24	25-30	31-36	37+up
1	0	0	0	1	1	2	All
2	0	0	1	1	2	2	All
3	0	1	1	2	2	3	All
4	1	1	2	2	3	3	All
5	1	2	2	3	3	4	All
6	1	2	3	3	4	4	All

COMBAT RESULTS TABLE

ROLL	ATTACKER	DEFENDER
-4 or less	6R	—
-3	5R	—
-2	4R	—
-1	3R	—
0	3R	—
1	2R	—
2	2R	—
3	2R	2
4	1R	1
5	1	1R
6	2	2R
7	—	2R
8	—	2R
9	—	3R
10	—	3R
11	—	4R
12	—	4R
13	—	5R
14	—	5R
15+up	—	6R

COMBAT MODIFIERS

+1 per attacking Hero's Hero Rating.

-1 per defending Hero's Hero Rating.

+1 per level of attacker's combat ratio advantage, i.e. 3-1 is a +2 roll advantage.

-1 per level of defender's combat ratio advantage, i.e. 1-4 is -3 on the attacker's roll.

-2 if fighting in mountain hex.

DIPLOMACY TABLE

(Roll of 10 or higher yields an alliance)

TARGET	NECROMANCER	KINGDOMS
Ahautsieron	-2	+2
Ferlarie	-3	+3
Kelaron Oiret	-3	+4
Lammarech	-2	+2
Loymarech	-2	+2
The Scythe	-2	+2
Starkeep	-4	+8
Stavror	-1	+1
Tal Pletor	+1	-1
Zolahaureslor	-4	+2
The Dragon Sirax	-2	+3
Slug	+4	-3
Sssthod	+3	-2
Cos dol Cos	-4	+4
Fernan Conniver	+1	-1
The Hounds	0	0
Lord Montoy	-2	+3
Saar	0	0
Silwer Flagriel	+4	-3

KELARON OIRET ELECTION TABLE

ROLL	NEW DOGE	ELECTED PARTY
1+2	Padron Plety'y	Grand Republicans
3+4	Grip Nud	Low Republicans
5+6	Zelara do Fornoy	Freeman's Party

HEROIC COMBAT TABLE

HERO RATING	MONSTER		
	SLUG	SIRAX	SSSTOTH
1	1	1	2
2	1	2	2
3	2	3	3
4	2	3	3
5	3	4	4
6+up	3	4	4

RECRUITMENT TABLE

UNIT TYPE	COST
Infantry	10
Cavalry	15
Naval	15
Siege Train	20
Rocridger	10



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