

Divine Right

25TH Anniversary Edition

The Advanced Game

Introduction

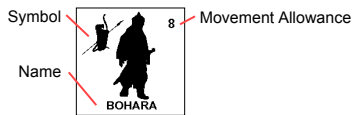
The Advanced Game adds characters, magic devices, and options to move beyond even the rich variety already provided by the Intermediate Game. When approaching the Advanced Game it is important to remember that not all rules need to be used. The use of all the rules at once should be attempted by only intense, heavy-duty gamers.

Instead, these options are presented to allow game players at different sessions to agree which special options they will use, or, not use. The Advanced Game is not an especially complex game, but it may become complex if inexperienced players opt to use more special options than they are ready for.

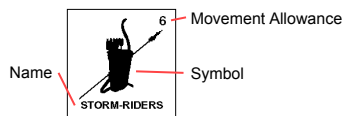
Some of the rules provided in the Advanced Game represent play-balance features. Others expand upon topics that are treated more simply in the Basic and Intermediate Game. Some sections present new scenarios that look back into Minarian History, or into future possibilities that may or may not come to pass.

Advanced Units

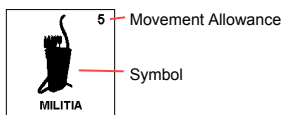
Storm-Rider Great Captain



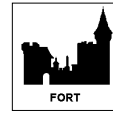
Storm-Rider Regular Unit



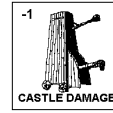
Storm-Rider Militia Unit



Fort Marker



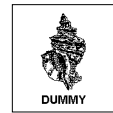
Castle Damage Marker



Forced March Marker



Magic Device Dummy Marker



Special Condition Marker



Diplomacy

Some new special units and options may affect Diplomacy.

Envoys

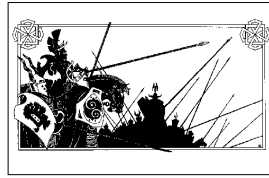
Not every state has identical diplomatic advantages/disadvantages. A history of mutual advantage, friendly exchanges, old wrongs, and rankling antagonisms might exist. Also, from time to time-master negotiators come to the fore, crafting agreements which represent revolutions in diplomacy. Therefore the Envoy is introduced.

The Envoy is not a special mercenary, but a senior diplomat belonging to the player monarch's kingdom. He has a Personality card similar to a monarch in that it outlines his talents and limitations. Many Envoys have the ability to add bonuses to Diplomacy cards (for their personally-enacted diplomacy only), as well as other special talents. The Envoy possesses the movement rate and terrain bonuses of his monarch. If killed, the Envoy is permanently eliminated. The Envoy must take the hero fate die rolls as required by heroes. Envoys may assassinate, may challenge ambassadors and other Envoys to duels, and may be challenged in turn. An Envoy may not commit Theft. He may not use or carry magic devices. Whatever action would kill an ambassador will also kill an Envoy. If captured by an enemy player, the Envoy may be imprisoned or killed like a hero.

Either the Envoy or the player's ambassador may work diplomacy; not both in the same friendly Diplomacy Phase. The Envoy always receives free passage/sanctuary from neutral kingdoms without the need to roll. Because of diplomatic immunity, should the Envoy be in an enemy kingdom he may not be searched for by mercenaries or the regulars belonging the kingdom, which he occupies. No combat unit may search for him if he occupies a royal castle other than his own.

If the Envoy option is used, each player takes one Envoy counter and places it in his player monarch's royal deployment space, and then randomly draws 1 Envoy Personality card. Place the card face up for all to see.

Envoy Cards



Special Mercenaries

Due to the complexity of using certain special mercenaries, the following units are recommended for the use of players only after they have attained Intermediate Game experience. Add to the Diplomacy card deck the cards for Mortnoir, Trouble, Tana, the Pirate Fleet, and the Order of the Hippogriff and set the units listed on them aside until needed. Also set aside until called for the Vampire, Werewolf, Beast, and Wayfarer units. Add all the other Advanced Game special mercenaries to the special mercenary randomizer: Take note that the availability of some generic types may be restricted.

The Marshal (and the Order of the Hippogriff)

Deployment: Hyyx

Type of Unit: Human leader

Special Abilities: Flight; variable abilities.

The Marshal of Hippogriffs is the battle-leader of the Hippogriff troop. He enters play with the troop and remains as long as the troop itself remains in play. If he leads land units, his movement allowance becomes 7 and he must pay terrain costs (because he is moving along the ground). The Marshal temporarily loses his leadership ability if the Hippogriffs do not begin movement with him. The entire move, from beginning to end, must be in conjunction with the Hippogriff troop. The Hippogriffs must not continue on once the Marshal ceases movement after leading non-Hippogriff units.

The Marshal does not represent a single individual, but a number of capable leaders amid the ranks of the Hippogriff troop. These take turns leading the troop. The abilities of the Marshal of the Hippogriffs are, therefore, variable. When the Marshal enters play, roll one die on this table 3 times, for up to 3 different traits. (Do not reroll duplicated results):

Roll	Results
1	Military Genius. Has a combat bonus of +1.
2	Vigilant. Retreats on 3-6 (instead of 4-6).
3	Favorite of the Gods. He may reroll his Hero's Fate Roll, if desirable, but must accept the reroll result.
4	Inspiring. Increases his land-unit leader-movement rate to 8; add +1 to any forced march roll.
5	Siege Engineer. Adds +1 to the siege-resolution die.
6	Pious. May attempt to break Curses.

The Marshal may use his abilities (those derived from the table) only if stacked with the Order of the Hippogriff. If the Marshal is killed, he is replaced upon the Hippogriff troop at the beginning of the next turn, but new skills are rolled. Roll twice for a second Marshal. If the second Marshal is also killed, he may again be replaced, but the player may roll only once for the abilities of any third and any subsequent Marshal. Unlike other special mercenary leaders, honor prevents the Marshal from changing sides. He is always eliminated if captured, but may of course be replaced. However, if the Hippogriff Troop is eliminated, the Marshal is removed from play permanently.

The Order of the Hippogriff: This combat unit is a chivalrous order of knights mounted on trained hippogriffs. It must land after each flight, thus, unless it is moving, the unit is considered to be on the ground. Since the hippogriff mounts are nonhuman, the unit may retreat before combat on a roll of 3-6, to the ground or into the air of an adjacent space, or into the air in the same space. If the unit retreats into the air, it remains airborne until the end of its next Movement Phase.

The Rebel

Deployment: Any enemy space

Type of Unit: Generic leader unit

Special Abilities: Leads a baronial revolt.

The Rebel comes into play during revolts (see **Baronial Revolt**). Stacked with

the Rebel, the Militia units suffer no combat penalty. The Rebel has the movement and terrain bonuses of the kingdom's monarch. He may be assigned a random tactical rating, if that option is being used (see **Tactical Combat**). If the Rebel is located outside his own kingdom for two consecutive game turns, he is removed from play.

Tana the She-Devil

Deployment: Any friendly port or with any enemy mercenary fleet

Type of Unit: Human leader

Special Abilities: +1 to the fleet combat (not land combat or siege) die; may turn mercenary fleets into pirates.

Tana Andelys is the well-trained daughter of a fierce freebooter. Tana is initially placed either in a friendly port, or with an enemy mercenary fleet. Posing as a sailor for hire, Tana needs no hero fate roll if initially placed with an enemy mercenary fleet. If she enters such a space later, she takes a normal hero fate roll, but is not required to repeat it in the enemy Combat Phase if still stacked with an enemy mercenary fleet. If all mercenary fleets are moved from her space, Tana may redeploy in the space of any one of them at the end of enemy movement.

Tana tries to convince mercenary crews to turn pirate. She may take a hero fate roll at the start of each friendly Movement Phase. If she survives it, a die is rolled: Odd, she is forced to flee (treat as a Wound). Even, she takes control of all common mercenary fleets in her space. She must immediately move such fleets out of the stack up to their full movement allowance. The mutinying mercenary fleet(s) becomes Pirates (see **The Pirate Fleet**).

A mercenary fleet acting as a pirate fleet may not be taken away by another player when he recruits mercenaries via random events. If Tana creates a pirate on the sea of Zett, it may not take pirate loot, as the trade on that small sea is relatively meager. It may enter no port except Bartertown, and only so long as Bartertown is not controlled by an enemy player.

The Bilge Rat is on to Tana's tricks and she immediately returns to the randomizer (captured and paroled) if he enters a friendly stack of fleets in which she is located.

While not fomenting mutiny, Tana may act as a normal special mercenary fleet leader. She may not lead land units; however, she may lead land units and fleets in the storming of a port (see **Storming Castles**). She may not be controlled by the player who controls her archenemy Bilge Rat. If both heroes ever come into possession of a single player, Tana is given to the first player to the right, along with one of the first player's common mercenary fleets, if he has one, to be redeployed on the same sea as the new owner sees fit.

Like Juulute and Bilge Rat, Tana may add +1 to the Rogue recruitment roll.

Trouble (and the Peasants)

Deployment: Bartertown

Type of Unit: Human leader

Special Abilities: Leads land combat units; may foment Peasant revolts.

Trouble, the mysterious warrior-woman, enters play with a gang of sell-swords (an ordinary land mercenary unit) at Bartertown. If Bartertown is enemy-occupied, she and her sell-swords may enter in a land space adjacent to it. If Trouble moves into an enemy-controlled kingdom, she may rally the Peasants to rebel. Trouble may protect any one (and only one) common mercenary unit under her leadership from being recruited away by another player.

In the course of fomenting a revolt, 2 Peasants are added to Trouble's stack at the end of the friendly movement/Combat Phase in each game turn. As long as Trouble remains in that kingdom, 2 new Peasant units will join her each turn, up to a maximum of 4. Only Trouble may lead the Peasants. Units (including Peasants) led by Trouble retreat on a roll of at least 4-6. If all Peasants are eliminated from the map, Trouble loses the ability to raise more Peasants for the rest of the game. See **Peasants**.

The hero Nonnus is so beloved by the human country people in kingdoms north of Shucassam and Rombune that if a Peasant Revolt is on in any such human kingdom and a friendly Nonnus occupies a non-castle space of the kingdom, Trouble may recruit up to 3 Peasant units per turn (instead of 2). If Nonnus is an enemy to Trouble, but friendly to the kingdom, his presence will reduce Trouble's Peasant recruitment to 1 per turn.



If the kingdom with the Peasant revolt deactivates, the Peasants deactivate with it. If the kingdom activates later, the Peasants are returned to the player who currently controls Trouble, to be deployed in any space of the kingdom. If Trouble has been eliminated in the meantime, the Peasants do not return. If the kingdom becomes active for the player who controls Trouble, no Peasants may be raised in it. Once Trouble has started a revolt in one kingdom, she may not later start a new revolt in a different kingdom.

Due to her (apparent) frailty and youth, Trouble has difficulty being taken seriously as a commander by non-Peasant units. Unless the stack already contains a friendly, effective leader with a +1 combat add (or who is A or B-rated) who can vouch for her quality, the player must roll on one die (one six-sided die) a result exceeding the number of non-Peasant combat units in the stack which Trouble would lead. The die may be modified by adding to it the number of non-Peasant combat units that she already leads. If the roll is unsuccessful, Trouble (and any number of her original stack that the player desires) is displaced from the space.

Trouble is not a magical unit, but magic has marked her strongly. She has regenerative abilities; if she is killed, roll one die. Even, treat it as a Wound; odd, she really is dead. If she dies of a severe wound (a die result of 6 followed by a life-and-death roll of 6 again), this death is not treated as a Wound. Trouble cannot be Cursed (see **Curses**), except - oddly enough - by the Love Curse.

The Peasants (4 units): These are untrained rural rebels reacting to social or economic discontent. In addition to the rules given above under Trouble, the Peasants are undisciplined and cause a combat modifier of -1 if they form half or more of an engaged force, unless led by Trouble. Peasants have forest, swamp, and mountain terrain bonuses inside the kingdom of their origin. They are able to pass these bonuses on to Trouble as long as she is stacked with one of them. Peasants may not siege if Peasant units form half or more of the besieging force, whether or not Trouble is with them. If Trouble is not leading the Peasants, they retreat on a roll of 5 or 6.

Peasants may only be replaced in a space containing their leader Trouble and only in their kingdom of origin. They may only move within their own kingdom and the wasteland. If a Peasant unit remains in the wasteland for 2 consecutive turns, it is eliminated (i.e. becomes dispersed vagabonds).

Special Mercenary Characters

SIR MORTNOIR

Deployment: With any enemy leader

Type of Unit: Human character

Special Abilities: Takes over leadership from enemy leaders.

Mortnoir is a timid hero-impersonator. Due to his lack of nerve, Mortnoir may not be assigned magic devices, nor may he act as a thief. He may become the lover of a Love-cursed female hero, however.

In the friendly Movement Phase, Mortnoir may enter an enemy castle or stack (including stacks of fleets) without a hero fate roll, as enemy units assume he is coming to join them. Mortnoir's fame makes him welcome everywhere and he always receives Free Passage from inactive kingdoms. He may be searched for in the enemy Movement Phase, but not by the player whose units he is stacked with at the beginning of that phase. If units move into Mortnoir's space to search for him, Mortnoir is killed or captured on a 1 or 6 respectively. However, on a 2-5, Mortnoir may join the enemy stack.

Though Mortnoir enjoys considerable immunity from enemy action, the player whose units he is stacked with may use the Vampire or Werewolf against him in the normal manner.

The owning player may make Mortnoir active or inactive at the end of any friendly Combat Phase. If active, all leaders that begin their Combat Phase stacked with Mortnoir lose their own leadership capabilities and use Mortnoir's combat modifier of -1 (or become E-rated, if the Tactical Combat option is used). Mortnoir subtracts 1 from both the retreat and the siege die rolls of his stack. (But remember, a siege is always successful on natural 6.) If active and besieged, he adds 1 to the siege die.

If Mortnoir's stack has no leader, all combat units in the stack lose 2 movement points and suffer a -1 Combat Roll modification should they engage in combat that turn. Any leader that begins the friendly Movement Phase away from Mortnoir's stack is restored to his normal functioning. Mortnoir has the same effect upon friendly leaders and stacks as he does upon those belonging to the

enemy.

If Mortnoir's stack contains one or more leaders with a +1 combat adjustment (or an A-rating), the leader may realize that the army is being advised by a fool. Consequently if the player activates Mortnoir in the presence of the +1 leader, Mortnoir must survive a hero fate roll before he can have any effect upon the leaders of his stack. If successful, Mortnoir has the same effect upon the +1 leader as he does upon any other leader. However, in each new game turn in which Mortnoir chooses to activate in the presence of the +1 leader, he requires a new hero fate roll.

If Mortnoir survives a hero fate roll for any reason other than the above, or due to an enemy search (such as being on the losing side of a military disaster in the enemy Combat Phase), he is frightened and runs away (treat as a Wound).

If Mortnoir is in an enemy stack that moves, Mortnoir's owner may redeploy Mortnoir with any hero or combat unit of the original stack at the end of enemy movement, at no cost or hazard to Mortnoir.

BREIS THE UNICORN

Deployment: Any empty scenic space

Type of Unit: Magical non-human character

Special Abilities: Treats all land spaces as clear terrain; may find magic devices; hard to kill or capture.

The lesser unicorns of Minaria are shy and rarely seen. But Breis is a bold unicorn prince and the most magical of all his kind.

Breis can find (but not use or transport) lost or buried treasure and magic devices and smell any Curse that may be upon them. Alas, the wild creature must be tamed before he will serve the ambitions of Minaria's wily monarchs.

Upon entering the game, Breis may move but, until tamed, he may not voluntarily stack with combat units nor enter an unplundered castle space. To tame Breis, a female hero or monarch must occupy Breis's space at the end of the friendly Movement Phase. The player who controls Breis must beware, however, because even an enemy character may attempt to tame Breis (if he has no mistress) and take control of him.

Only a virtuous lady may successfully tame Breis. Witches and Dancing Girls are notorious for their lack of virtue. They tame Breis on a roll of 6 on one die. Fox, Daya, and Eloia tend to virtue and may tame Breis on a roll of 4-6. All others tame Breis on a roll of 5 or 6. Failing to tame Breis proves that the lady is not virtuous and she immediately takes a Wound from the angry unicorn; as always, a wounded Witch or Dancing Girl is eliminated. A lady may not try to tame Breis again unless she has spent at least one game turn in the Temple of Kings (queens, female ex-monarch Wayfarers, and Daya only). Doing so even gains the character a +1 bonus for their next attempt to tame Breis. Alternately, any female hero may end a game turn stacked with a friendly Nonnus to gain a +1 bonus toward taming Breis.

Due to a peculiar charm upon the unicorn kind, Breis is very difficult to kill or capture. If he receives a kill or capture result on his hero fate roll, reroll it and accept the second result. However, a capture always returns Breis to the randomizer, unless the capturing stack contains a female hero. This character immediately becomes Breis's new mistress.

If tame, Breis's mistress may ride him up to his full movement allowance. Besides transporting his mistress, Breis may carry one magical device. Having magical movement, Breis treats all land spaces as if they were clear terrain.

When Breis and his mistress end movement in a space containing a magic device, Breis can sense any Curse upon it before it can do any harm. Make a test roll for the device and eliminate it immediately if it carries a Curse (see **Cursed Devices**). If there is no Curse, the device is automatically found by Breis's mistress.

Breis's mistress does not roll a hero fate die herself unless Breis' first result is a kill or capture. In this event, she must roll a separate die for her own fate. If Breis's mistress is separated from the unicorn at the end of any game turn, she ceases to be his mistress and the player must go through the taming process as before.

Generic Characters

THE MAGIC USER (3 WARLOCKS/ 3 WITCHES)

Deployment: Any friendly Castle

Type of Unit: Magical generic character

Special Abilities: May Curse.

Except for gender, Witches and Warlocks are considered the same. Cunning and amoral, Magic Users will commit Theft and may seek for and be assigned the use of magic devices. If eliminated, a Magic User is returned to the randomizer. No player may have more than 1 Magic User at a time. If a second Magic User is drawn by the same player, it must be passed to the first player on the right who does not already have a Magic User.

The Magic User possesses the ability to place a Curse. Each Magic User knows 2 Curses. For example, Witch "A" has the denotation "C: 1, 9." This means that she may Curse with either Curse 1 or 9, the Vampire or Love Curse (as read from the Curse Table). If a Magic User successfully places a Curse from his personal magic (as opposed to merely using a magical device to place it), he is immediately eliminated (i.e. is considered to have completed the paid-for job and escaped). In effect, this means that a particular Magic User will not have the chance to use his second Curse before elimination.

If there are less than 6 players, 1 or more Magic User units will be set aside. Any set-aside Magic User may be brought into the game by being recruited. A hero or combat unit may go to the Witches' Kitchen, a friendly Invisible School, a friendly Wandering People marker, or to a friendly Tower of Zards to seek a Magic User "for hire." (Magic Users recruited at Zards may safely stack with the Black Hand's creatures.) A die is rolled; a 5 or 6 allows a player to deploy a friendly Magic User. If a magical hero is the recruiting unit, add +1 to the recruiting roll. If the hiring attempt fails, it may be repeated in subsequent turns.

THE DANCING GIRL

Deployment: Any Castle, friendly or enemy

Type of Unit: Generic human character

Special Abilities: Spying and beguiling talents.

Professional Dancing Girls are the top draws of the Minarian entertainment industry. Dancing Girls are welcomed without suspicion into the fastnesses of the rich and powerful. A few of them use this advantage to dabble in intrigue.

A Dancing Girl can spy with impunity, as she cannot be searched for in an enemy Movement or Combat Phase. A Dancing Girl can prepare the way for a thief or other intruder into the stacks and castles of the enemy, contacting go-betweens on his behalf, providing hiding places, and acquiring information. If a friendly Dancing Girl occupies an enemy stack or castle, she may:

- 1) Take 1 hero fate roll in place of another hero in her space.
- 2) Allow a thief to find a magic device or Treasure unit in her space on a roll of 3-6.
- 3) Become the lover of a male hero suffering the Love Curse.
- 4) Distract and beguile a male leader. The player who controls the Dancing Girl may declare that she is beguiling 1 male enemy hero in her space. If she survives a hero fate roll, the leader targeted by the player loses his leader movement bonus for the rest of that game turn. The leader may, however, leave the Dancing Girl's space in that turn.

If a Dancing Girl is newly acquired from the randomizer, she may be used as a Diplomacy card. The Dancing Girl may be held off the map, to be later used in place of a Diplomatic Marriage card (during a normal Diplomacy Phase). If used this way, the Dancing Girl unit modifies the Diplomacy die by +1 and is afterwards returned to the randomizer.

If a player has a pressing need for a Dancing Girl and there are less than 6 Dancing Girls in the randomizer, a hero or combat unit may recruit 1 of the out-of-play units in either Freeport, Bartertown, Trading Post, or the space of the Wandering People (if friendly). A recruitment roll (at the end of the Movement Phase) of 5 or 6 will deploy a Dancing Girl in the space. If Juulute, Bilge Rat, Al-Debar, or the Wandering People Troop is the recruiter, add 1 to the die result. If the roll fails, it may be repeated in subsequent turns. These specially recruited Dancing Girl counters, if eliminated, are returned to the out-of-play stock for possible future use.

Optional: When Al-Debar Deserthawk enters play, deploy a Dancing Girl with him to represent his harem.

THE WAYFARER (4 UNITS: 2 MALE/ 2 FEMALE)

Deployment: Variable

Type of Unit: Generic character

Special Abilities: Variable movement and terrain bonuses.

The Wayfarer is a generic character representing a hero transformed into a stranger, or a monarch who has lost his throne. See **Transformation and Civil Conflict**. If four Wayfarers are not enough to meet the need, more counters may be created.

THE BEAST

Deployment: Space where hero is cursed

Type of Unit: Nonhuman hero

Special Abilities: May perform no action except movement.

This is a generic character representing a hero transformed into a beast. See **Beast Curse**.

THE VAMPIRE (AND THE GRAVE OF THE VAMPIRE)

Deployment: Space where hero is cursed, or royal castle

Type of Unit: Magical character

Special Abilities: May commit assassinations.

For the deployment and use of the Vampire, see **Gothic Curses**.

The Grave of the Vampire: For the use of the Grave, see **Gothic Curses**.

THE WEREWOLF

Deployment: Space where hero is cursed

Type of Unit: Magical character

Special Abilities: May impose Hero Fate Roll.

For the deployment and use of the Werewolf, see **Gothic Curses**.

Other Rules for Generic Characters

If two persons play, place 1 Warlock and 1 Witch into the randomizer. If 3 play, place 2 Magic Users of one gender, and 1 of the other into the randomizer. If 4 play, place 2 Warlocks and 2 Witches, etc.

Special Mercenaries

The Ghouls

Deployment: The Tomb of Olde

Type of Unit: Non-human army combat unit

Special Abilities: May enter the underground.

The Ghouls live in the latticework of passages beneath the Tomb. The underground passages are connected to the surface by tunnel-shafts. The Ghoul changes elevation by expending one movement point.

The Ghoul unit deploys on the surface. It retreats on a roll of 3+. If in the Tomb space its retreat may be to the underground. The unit in the underground should be inverted to show its underground status. A Ghoul unit in the underground may not be attacked, except by Greystaff.

Friendly characters may "ride" the Ghoul unit to the underground. A character in the underground may not be searched for. Characters may leave the underground by expending one movement point to return to the surface, whereupon they may continue movement, if desired.

The Pirate Fleet

Deployment: Sea space, west map edge

Type of Unit: Fleet combat unit

Special Abilities: Robs enemy commerce.

The Pirate Fleet enters on the western map edge or, alternatively, in any space where there is an enemy hero in a Small Boat.

The Pirate Fleet may not stack with non-mercenary fleets, unless led by Bilge Rat or Tana. If stacked, the Pirate Fleet retreats on a roll of 3-6, otherwise, alone, it retreats on a 2-6.

Alternative to engaging, the Pirate Fleet may prey on commerce in any all-sea space. While acting a pirate, a Pirate Fleet may not be stacked with any non-Pirate fleet. At the end of the Movement Phase, one die is rolled. On a roll of 6, it has stolen a treasure. If the sea space is 3 spaces or less away from an unplundered enemy port, add +1 to the roll. A pirate fleet may hold up to 2 treasures (use Treasure markers). Treasure may be buried during the Movement Phase in any coastal or navigable river space. Buried pirate treasure is "lost" treasure to every unit except the Pirate Fleet. But Tana, Al-Debar, and Bilge Rat



may add +1 to the roll when seeking buried pirate treasure.

Either Bilge Rat or Tana may attempt to take over the Pirate Fleet via fleet combat. Subtract 1 from a non stacked Pirate's retreat roll, if attacked by a fleet led by Bilge Rat or Tana. If either hero declares combat against the Pirate, a die is rolled after the retreat option is waived, or fails. On an even roll, the Pirate Fleet joins the hero's faction. On an odd roll, the Pirates will fight. Bilge Rat may not attempt to take over a Pirate Fleet led by Tana, and vice versa.

If a stack containing the Pirate Fleet loses a combat against a stack led by either Bilge Rat or Tana (unless one of them is already leading it and survives the combat), the winner may opt to spare one enemy fleet and instead displace the Pirate Fleet, now friendly, into his own stack. A mercenary fleet that mutinies at the instigation of Tana becomes another pirate fleet, and operates under these same rules, except that it keeps its movement allowance of 8 and retreats upon a 4-6.

The Selkies

Deployment: The Isle of Fright

Type of Unit: Swimming combat unit

Special Abilities: May fight on both land and sea.

The Selkies are an amphibious non-human race. In an all-sea space they are governed by the rules for swimming combat units. Air-breathers, Selkies may not remain submerged at the end of their turn. In the friendly turn, a Selkie occupying a coastal space may be alternately considered either swimming or a land unit. Selkies may not cross all-land space sides, but may attack across such space sides. To indicate that a Selkie is acting as a land unit, turn it upside down. The Selkie unit acting as a land unit may retreat into an all-sea space. Selkies retreat on a die result of 3 through 6. The retreating player may declare that the Selkie unit is retreating underwater and it remains underwater until its next Movement Phase (thereby rendering it safe from attacks by fleet units). If enemies, Urmoff and the Selkies may always attack one another if in adjacent spaces.

Selkies may not transport heroes or combat units. Selkies may swim along rivers, including those not navigable by fleets. They may attack land units through river space sides. Selkies at sea are not affected by the Storms random event. Selkies may not be attacked on the Isle of Fright. If a friendly hero is cast-away on the Isle, the Selkies can provide him with a Small Boat.

Only the Selkie unit may search for enemy heroes on the Isle of Fright. If a hero is captured by the Selkies, he is at once imprisoned in a friendly, unplundered, unbesieged port. If no such port exists, the hero is immediately released by the Selkies and placed into a Small Boat. In such a case, the hero may move freely in the next friendly Movement Phase. If he remains on the Isle he may be searched for again in the Selkie's next turn.

Special Mercenary Randomizer

One or more of the following optional methods may be employed to increase the number of draws from the special mercenary randomizer.

- 1) At the beginning of the game, let each player take a free pick from the randomizer.
- 2) In the Diplomacy Phase, the player may forego use of the ambassador and instead take a pick from the randomizer.
- 3) Each time a non-allied kingdom enters play for the first time, take a pick from the randomizer. This represents a unit in the pay of the non-allied kingdom. The mercenary is not actually deployed (and technically not available) until the beginning of the next friendly Movement Phase. The mercenary is placed in its normal starting space.
- 4) Place 1 random special mercenary face down upon each of the twenty turn boxes. If 2 play, 1 receives the mercenary on the even-numbered turns, and the other on the odd-numbered turns. If 3 play, each takes a special mercenary every third turn, etc.

Variable Game Length

For shorter (or longer) games, a time limit of other than 20 game turns can be agreed to by the players as the game begins. If a longer game is decided upon,

players may do so. They may also wish to consider the Year-Around Campaigning option.

Secret Turn Order

After drawing the randomizer chits for player order determination, players hold their chits in secret, revealing what chit they have drawn only when it is their player order.

Additional Victory Points

Additional victory point awards (and losses) may accrue to a player according to the following schedule. Rather than the whole list of options herein given, players may agree to mix and match instead.

For Castles

- 3 for each allied kingdom non-royal castle plundered (while an active ally).
- 5 for each player kingdom castle or allied royal castle plundered.
- 10 for the player-monarch's royal castle plundered.

Other Optional Victory Points

- +10 for each gift from the Temple of Kings possessed at the end of the game. We recommend the use of Temple of Danger option if this awards adapted.
- +1 for each enemy combat unit destroyed by combat or by the player's use of magic.
- +5 victory points for the kill or capture of monarchs with Personality cards #1, 11, 14, 15, 16, 18 or 22.

Subtract 5 victory points for the kill or capture of monarchs with Personality cards #2, 4, 6, 10, 17, 20, or 21.

Kill / Capture of special mercenaries

- +15 for Schardenzar
- +10 for Juulute, Kang, or Bilge Rat
- +10 for the Black Knight (each time)
- +5 for the Marshal, Trouble, Ogsbogg, Hamahara, or Ghost Riders.
- +5 for each enemy Great Captain destroyed
- +2 for any other special mercenary, except the Scum and the Peasants

Monarch points

Some monarchs represent small, poor, non-strategic, or unimportant kingdoms whose conquest does not yield a victor the maximum prestige. Modify the victory points for slaying or capturing an enemy monarch as per the following chart:

- 5 for Immer
- 10 for Pon, Ghem, and Hothior
- 20 for the Trolls

Killing or Capturing Monarchs (Tactical Combat)

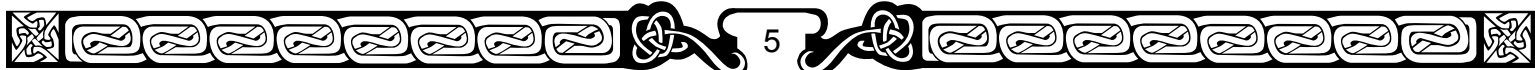
If the Tactical Combat rules are used, modify the awards for killing or capturing an enemy monarch as follows:

- +10 for an A-rated monarch.
- +5 for a B-rated monarch.
- 5 for a D-rated monarch.
- 10 for an E-rated monarch.

Zones of Control

If an army gets large enough, it can inhibit movement into adjacent spaces (by means of cavalry screens, patrolling detachments, forcing enemies to be cautious, etc.).

A zone of control is exerted into each adjacent space passable to the land army, which exerts the zone of control. Flying combat units count triple when calculating the stack's strength.





A stack has a zone of control if:

- 1) It contains 10 or more combat units
- 2) It has an effective leader (a leader capable of leading at least one unit)

A moving stack entering an enemy zone of control must pay 1 additional movement point above other terrain costs. There is no additional cost for leaving a zone of control.

Zones of control do not extend across navigable river space sides. Neither do they extend into mountains, unless the stack exerting the zone of control contains at least one effective leader, a combat unit with a mountain terrain bonus or the mountain is located in the home kingdom of at least one effective leader or combat unit belonging to the stack.

Royal Treasure Option

The Rogue unit is given an additional ability regarding Theft, which is possessed by no other hero. Let the Rogue be able to seek a Treasure counter in any enemy royal castle, as if it were a device hidden within the castle. No Treasure counter need be deployed in the royal castle space until a Rogue finds treasure. If he successfully removes the Treasure from an enemy castle, the enemy player must eliminate one friendly mercenary unit (if any) at the end of the current Combat Phase (for lack of gold to pay it).

Kingdom Options

Heir of a Player Monarch

If table rules allow a slain player monarch to continue play as a new monarch, this option offers that he may return as "his own son" or daughter, if preferred. If a player monarch dies, his kingdom goes into Confusion for 1-6 turns. The player must immediately make diplomacy rolls for each of his allies (just as if they were neutral) to see whether he retains them; diplomacy cards may be used if any are available. For each mercenary and special mercenary, roll one die: odds mean that the unit remains loyal and can move and fight as usual; evens means it is lost (return special mercenaries aside, or return them to the randomizer, as appropriate).

During Confusion, ambassadors and Envoys can still move, enter mercenaries, Duel other ambassadors, Assassinate monarchs, and recruit Barbarians and Ogres; however, other monarchies cannot be activated or deactivated.

The kingdom does not go into Confusion (See **Death of a Non-Player Monarch**, Basic Rules) if a kingdom castle is under siege and the besieging opponent does not abandon the siege and move out of all kingdom deployment spaces. If allowed to go into Confusion, all the player kingdom's regulars are placed directly into their deployment spaces. If enemy units in the kingdom do not exit at their first opportunity, the player may opt to end Confusion as of the next friendly random events phase.

Green Recruits

It takes fit and well-trained men to bear up to the rigors of medieval campaigning, and to effectively use their weapons. However, players may wish to allow the use of emergency conscription.

At any time, a player may take emergency conscripts as replacements for eliminated units. Each kingdom has a number of potential "green" replacements equal to the number of unplundered castles in the kingdom available in the random events phase. Therefore, each kingdom may receive a minimum of 3 green replacements or 5, if the kingdom is Shucassam. That is, Elfland can have 3 conscripts; Muetar can have 5 (in respect of its 5 castles). Only 1 conscript may be deployed per friendly random events phase.

The use of raw conscripts call for seasoned veterans to be spread about as training and "stiffening" units. For this reason, if a kingdom begins conscription, all kingdom units suffer in fighting quality. If an army from a kingdom with conscripts are greater than half the friendly forces engaged in a combat, the friendly Combat Roll is modified by -1. This disadvantage continues until the kingdom has won a victorious battle while suffering the negative modification, or until the kingdom deactivates. Notes should be kept as a reminder as to which kingdoms have green conscripts. Green recruits may be recruited only once per kingdom.

Militia

A rallied Militia is similar to Green Recruits, but it may be called once per kingdom per game if enemy combat units are present in the kingdom.

Unlike Green Recruits, all the kingdom's militia units rally at once. The number of Militia units equals the number of unplundered kingdom castles, but each kingdom may rally at least 3 Militia units. (Special Option: Because Shucassam is a rich and powerful kingdom it may rally 5 Militia units). If a kingdom castle is under siege, the militia units are deployed at the beginning of the friendly combat in any available deployment space divided between such spaces as evenly as possible. (Militia may be placed inside a besieged castle.)

Five Militia units are provided in the counter mix, but more may be made if needed. Poorly-trained, they always suffer a -1 die modifier in combat if they make up 50% or more of the friendly force, or, alternately, are considered Tactically-rated D. They are removed from play if the kingdom becomes free of invading enemy combat units; they are not replaced, but survivors may be rallied later to meet a new invasion. A kingdom which has raised Green Recruits reduces its Militia pool, since it would really amount to using the same men in a different role.

EXAMPLE: A kingdom rallies 4 Militia; one is eliminated in battle, but afterwards the enemy exits the kingdom. The kingdom now has a potential of 3 Militia units. But the kingdom raises 2 Green Recruits in a later turn. After raising the Green Recruits, the kingdom may raise only 1 Militia unit in event of a new invasion, since 2 of the 3 units have already been used.

Climate and Health

Year-Around Campaigning

The 20-turn game represents one 8-month campaigning season. Historically, it was hard to persuade feudal levies to stay in arms over the winter. However, some rare wars in Minaria (such as Boewenn's War.) were actually fought over more than a single campaigning season.

An additional 10 turns of the year (21 to 30), may be introduced, to represent the 4 months of the Minarian winter.

The Snow Area

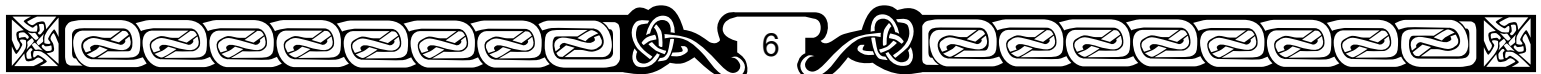
The area of normal snowfall extends west to east through Stump Hole, and includes all spaces to the north. Assume that the first hard blast of winter comes in turn 21 and endures until turn 30 (the last turns being mud turns, but the difference is not important). At the onset of winter, these conditions take place in the Snow Area:

- 1) The winter freeze kills the best forage. Therefore all combat units beginning movement in the Snow Area lose 1 movement point. Leader movement bonuses are also reduced by 1 point. Heroes' personal movement is not affected. The Trolls, Ogres, the Eaters of Wisdom, and the Black Hand are exempt from this rule.
- 2) Because the nocturnal Trolls have long winter nights to march, increase their movement allowance to 6 for a regular, and 8 for the Troll monarch during the winter turns.
- 3) Northern Barbarians already in play are eliminated from the map at the start of turn 21.
- 4) If attempting Forced March in a poor-forage area, subtract 1 from the roll. If the forage is bad, the Forced March roll may have a modifier as much as -2.

Special Weather Events

During the winter, whenever any player rolls a 3 for random events, a Snow Storm will result. If the first player rolls a 7, a much more violent Blizzard will result. Immediately after a Storm or Blizzard, and continuing through turn 30, the following effects occur in the Snow Area:

- 1) All spaces of the Snow Area become snow terrain. The forage rule is suspended, but snow in a space costs a hero or combat unit an extra movement point to enter. For example, a castle space would cost 2 to enter. A snowy forest would cost 3, unless a unit has forest terrain bonuses, in which case it would cost 2 movement points. A unit may not Forced March either into or out of a Snow space.
- 2) Rivers, lakes, and swamps ice-over. Swamps cost just 1 movement





point (plus the cost of other terrain in the space). Lakes remain too dangerous to cross, but Small Boat and Lake Fleet traffic ends.

- 3) Urmoff may not enter frozen river or lake spaces. If already in such a space, he is immobilized until spring (turn 31).
- 4) Schardenzar may not treat frozen river spaces as roads.
- 5) A player who has rolled a Storms random event may not move his combat units located in the Snow Area. Units from outside the Snow Area may not enter it.
- 6) No combat unit belonging to any player may move in the Snow Area during a Blizzard game turn.
- 7) No non-magical hero or combat unit may enter a snowy mountain space, unless it is printed with a mountain terrain bonus. Only magical and +1 leaders (or A or B-rated leaders) may move non-mountain or non-magical units into mountain spaces.
- 8) If a Blizzard strikes, remove 1 (non-magical, non-special mercenary) combat unit from each stack in the Snow Area, unless it is located in a scenic space, or a friendly castle space. If the space is a mountain space, remove 2 units.
- 9) If a non-magical hero is not in a castle space, a scenic space, or stacked with a combat unit that itself survives the Blizzard, he must take a hero fate roll. A 1 results in the death of a non-player by freezing; a 6 will "snow in" any hero, making movement for the rest of the game turn impossible. If any hero in a space is snowed in, all non-magical heroes with him are snowed in also. Each death result slays only a single hero.
- 10) Flying units are under the same restrictions as land units regarding Storms and Blizzards in the Snow Area.
- 11) Ogres (including Ogsbogg), Hamahara, the Shadowwolves, and the Trolls and their monarch are so hearty that they are exempt from the restrictions of a Blizzard turn. They still must pay snow terrain costs, however.

Snow Area Diplomacy

From turn 21 through 30, all ambassadors attempting deactivation of any kingdom with a royal castle in the Snow Area gain a bonus of +1, in addition to any Diplomacy card played. Inactive kingdoms will not activate until after turn 30, unless a castle of theirs is attacked. The Black Hand, impervious to cold and inured to inconvenience, is alone free of this restriction.

Northern Barbarians may not be recruited from turn 21 through turn 30. Subtract 1 from the Diplomacy Roll while recruiting Eastern Barbarians, and none may be recruited in spaces of the Snow Area. Subtract 2 from the Diplomacy Roll of the Ogres during winter turns.

Southern Minarians in Winter

Units from non-player kingdoms whose royal castles are south of the Snow Area will not enter Snow Area spaces following the first Blizzard until after turn 30.

Although snow is not a serious problem south of the Snow Area, following the first snowfall in the north, all units beginning movement in spaces north of a line drawn east to west through the Keep have reduced forage during the winter due to frost kill. The effect of poor forage is the same as given under Section 1: in The Snow Area section.

Winter Replacements

In addition to the replacements that come via the Random Events Table, the fall harvest reinvigorates the populations of Minaria and frees men for other duty. Therefore, on turn 21, each kingdom receives replacements equal to the number of castles in their kingdom. However, the castle-poor Elves receive 3, and the Goblins receive 5. The Trolls and Black Hand receive no special replacements because they have no settled agriculture.

Even unallied kingdoms receive these replacements to their force pools.

Other Winter Rules

Winter storms at sea are frequent and severe. If a Storms Random Event occurs for any one player from turns 21 to 30, all players with fleet units at sea must remove 1. If a Blizzard strikes, all players must remove 2 fleets at sea.

Beginning with the first snowfall in the north, ambassadors trying to activate those kingdoms with royal castles between the Snow Area and the Keep have a Diplomacy Roll modifier of -1 during the winter turns.

After the first Snow Storm or Blizzard, the power of the Ozerg Mountaineers is

increased. They may invoke an Avalanche on a roll of 3-6, and the area of Avalanche effectiveness is extended south to the space row including the space of the Face. This advantage continues until the end of turn 30.

Spring

After turn 30, all special winter rules cease. Go back to turn 1, to represent the second year of the conflict. There need be no particular limit to the length of a war under these rules, and it may be played until only one player monarch survives. Players may set other or additional limits.

Lake Fleets

It is logical that the larger inland bodies of water will have non-military fleets upon them. We shall assume that this is true for the Sea of Zett, the Well of Lered, Lake Carth and Star Lake. A lake fleet is controlled by the player who controls the castle (port or non-port, plundered or unplundered) abutting upon the lake. Once per friendly Movement Phase, the fleets of each different lake allow any number of heroes and 2 combat units starting in the castle space may move to any lake shore space of the adjacent body of water at the cost of two movement points per space of lake movement. A unit may not end its turn on an all-lake space.

One combat unit or any number of heroes, per turn, per lake, may begin the turn on a lakeshore space and be transported to any other lakeshore space of the same lake, or to a friendly castle upon the lake. Ogsbogg, the Black Hand's Creatures, Llomar, Barbarians, Ogres, the Ghost Riders, the Lepers, Vampires, Werewolves, and the Shadowwolves may not use the Lake Fleets.

Lake fleets have no effect upon sieges, other than to allow besieged or relieving units to enter or exit the castle in the absence of enemy fleet or flying combat units. Heroes may also use lake fleets to enter or exit a friendly besieged castle and avoid the Hero Fate Roll.

If an enemy power has more friendly fleet or swimming combat units on the lake than the person in control of the castle, the Lake Fleet cannot operate. The Sea of Zett has 3 castles; the possession of the lake fleet is decided by current naval superiority, if rival players control Pon and Shucassam.

Weather and Sailing

Instead of assuming the printed movement allowance of a fleet unit, players may allow the creation of a weather factor. The moving player rolls up weather for each different stack of friendly fleet units. Subtract 4 from the printed movement allowance and add the result of one die. If the Bag of Wind is used, its stack's Weather roll is always +6.

If the modified movement allowance is less than 8, Bilge Rat may add +2 to his stack, and Tana may add +1.

The Deadly Desert

Players may allow that the Withering Desert is a scorched, waterless wasteland. Any stack that does not end its movement outside the Withering Desert is reduced by one combat unit. The Withering Desert is defined as all clear spaces south of the Sea of Zett, south of Jipols, but excluding spaces of Shucassam, Rombune, and also those adjacent to Stone Man Pass and Trading Post. The eastern limits of the Withering Desert are all clear spaces directly south of the eastern arm of the Zett (excluding spaces divided in half by a line drawn north to south).

Units, which end movement in the area scenic spaces, are not attrited. However, if the moving player does not control Hyyx, combat units ending movement in Hyyx are also attrited, as the Knights have the wells carefully controlled.

Trollish units are not attrited by the Withering Desert, but other combat units traveling in their company are attrited normally.

Raging Epidemics

The Intermediate Game tends to understate the seriousness of epidemics in a medieval army. Therefore players may choose to add the following option.

If Random Events call for Epidemic, it may result in more than a 1 game turn





problem. The Epidemic must fall upon the largest stack possessed by the player. If the stack is inside a castle, add the intrinsic defense strength to the total number of combat units in the stack. If 2 stacks have the same calculated strength, the Epidemic strikes the stack which is inside the castle space - otherwise impose the Epidemic randomly. Do not count nonhuman special mercenary units when calculating the size of a stack.

Immediately upon the appearance of a new Epidemic, place an Epidemic marker upon the stack and lose 1 combat unit from the stack. An afflicted stack has its total movement allowance halved (whether led by a leader or not) for the rest of the game turn and it may not attack in the Combat Phase. If the stack defends, its Combat Roll is reduced by 1. An afflicted stack may not Force March, nor may it establish a siege situation. If combat units from an afflicted stack divide for any reason, each new stack is equally afflicted. All friendly combat units (other than those types ruled out below) that enter or pass through an afflicted stack must be marked for Epidemic at the end of the Movement Phase.

In the random events phase of each subsequent turn - but before the regular Random events roll is made - make a different one die roll upon this table for each friendly stack suffering epidemic:

If a stack suffering epidemic is deactivated, the epidemic upon the deactivated units is removed. That is, when they next reenter play they shall be normal units.

Roll one die for the following table.

The Epidemic Effects Table

Roll	Results
1-3	Epidemic ends
4	Hero stricken; treat as Wound.
5	Lose 1 combat unit.
6	Lose 2 combat units.

The presence of the Wand of Healing or the character Nonnus will prevent the loss of combat units from the raging epidemic, but all the other Epidemic Effects will remain in place until the epidemic is lifted normally.

If a stack is inside a castle (or Fort), increase the Epidemic Effects roll by +1. If the stack has more than 12 combat units, increase the roll by +1. If the stack has less than 6 units, decrease the roll by 1. Always add the friendly intrinsic defense strength to the strength of the stack in a castle space when calculating its size. If Nonnus arrives to help the suffering, decrease the roll by 1. All these modifications are cumulative. If the Epidemic ends, remove the marker from the stack.

If Random events call for a second Epidemic, but the player's largest stack is already suffering Epidemic, the player's second largest stack becomes afflicted. (I.e, the same stack cannot have two epidemics at the same time).

If a siege situation existed before the arrival of the Epidemic among the besiegers, the siege may be continued - but no siege resolution roll may be made by the besieger until his besieging units cease to be afflicted by Epidemic.

Raging Epidemics are not restricted to regulars and common mercenaries; if the player's largest stack contains Barbarians or human special mercenary combat units, it must be selected for Epidemic and the Barbarians and special mercenary human combat units may be taken to satisfy losses. Unfortunately, Barbarians have little resistance to civilized diseases; two Barbarians must be eliminated to satisfy a 1-unit loss requirement. For example, a stack has 3 Muetaran and 2 Barbarian units; the player has a choice of removing 1 Muetaran combat unit, or both Barbarians.

If the Wand of Healing begins a game turn in a friendly stack afflicted by Epidemic, the Epidemic ends. Nonhuman special mercenary units, as well as magical heroes and combat units, may not be chosen for Wound or elimination. Nonhuman regulars and monarchs may be afflicted.

The special abilities of hero units in an Epidemic stack are not affected. Such units may leave the stack and enter other friendly stacks without spreading the Epidemic. If a stack holds more than one hero and one hero is cited for Epidemic, the Epidemic will strike a hero randomly.

Do not take Ogres and nonhuman special mercenary combat units (for example, Hamahara) as Epidemic casualties. Consider the Hippogriff Troop, Wandering People Troop, and the Ercii to be human units.

If all Epidemic-afflicted units under siege are eliminated, the Epidemic marker remains upon the castle to indicate that the strength of the defending populace is still being sapped by disease. The castle's intrinsic defense strength is reduced by Epidemic after all units in the castle have been eliminated. Reduce the intrinsic defense strength by 1 each succeeding siege phase (use a Castle Damage marker to denote this). The intrinsic defense strength cannot be reduced to less than 1 by the continuing effects of an Epidemic.

If the siege is interrupted for the remainder of the game turn, the Epidemic marker is removed from the empty castle. One degree of Castle Damage is removed from the castle space in each succeeding friendly random events phase. For example, a castle with 2 damage points caused by siege-during-epidemic is reduced to 1 damage point in the next random events phase friendly to the controller of the castle. In the following friendly random events phase, the intrinsic defense strength is returned to normal.

The victory point value of a castle whose intrinsic defense strength is reduced by Epidemic is not itself reduced.

Attacking Epidemic-Afflicted Enemy Units

If non-magical combat units fight a combat against Epidemic-afflicted enemy units, one die is rolled after the combat. A result of 1 will spread Epidemic to the attacking stack (roll for them in the random events phase of the next friendly player turn). If friendly combat units plunder an enemy castle containing Epidemic-afflicted units, the friendly units contract Epidemic on a roll of 1 or 2.

The Black Plague

The Black Plague is the Black Hand's mighty siege weapon. If the Black Hand is in a space where a siege is being conducted, it may attempt to invoke a Plague among the enemy units (either attackers or defenders). In the siege phase, before the siege attack is made, a test die is rolled; on the result of 4-6, a Black Plague begins; on a 2-3, no plague begins; on a 1, the closest stack with non-magical units in it that is friendly to the Black Hand contracts the Plague. If invoked, place the special Black Plague marker upon the afflicted units.

Use the Raging Epidemic rules for determining the effects of a Black Plague. In the event of a successful siege attack against a plagued defender, the Black Plague will end without spreading to the attacker. Like a Raging Epidemic, Black Plague can reduce the intrinsic defense strength of a castle; unlike the Raging Epidemic, it can be evoked directly against a non-garrisoned castle.

If the siege is aborted, the Black Plague instantly vanishes (since it is magical) and the intrinsic defense strength of the castle returns to normal. Also, the elimination or deactivation of the Black Hand will end the Black Plague. For whatever reason, the Black Hand player may voluntarily abort the Black Plague in his own random events phase. The Black Hand need not remain in the space of the Black Plague as it progresses, but there may be only one Black Plague on the map at a time.

If the Black Plague strikes the besieger, treat it as an ordinary Epidemic, except that the stack may not receive a valid Epidemic Ends result until after it has abandoned the siege. The Black Hand hero unit itself will not suffer any adverse results from a Black Plague.

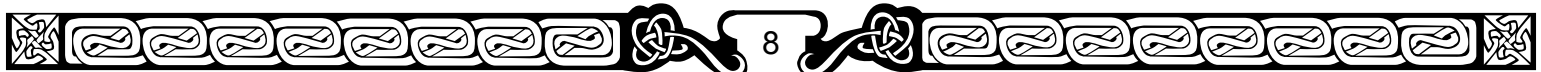
If a non-player hero suffers from Black Plague, he is not Wounded; instead, he becomes sick, unable to move without the aid of a combat unit; neither may he use his special abilities. Roll one die; if the result is 1-5, the condition of the hero continues for that many game turns; on a result of 6, he will die. The same hero needs to roll no more than once, no matter how much longer the plague continues upon his castle or stack.

The Wand of Healing and character Nonnus will prevent the Black Plague from being invoked, whether or not he or it is in the enemy or the friendly stack.

Unlike ordinary Epidemics, Black Plague will not spread to the friendly units, which plunder the enemy castle. The Amulet of Dispel protects its entire space (attackers and defenders) from the Black Plague and its effects.

Strange Places

Minaria has no lack of strange places which possess their own special characteristics.





Meteoritic Iron

The meteoritic iron from Rombune has long been used in talismans to protect individuals from evil spells. Such charms are not foolproof, alas, as the mystic strength of meteoritic iron varies greatly with unknown factors. The huge meteor buried in the Crater is overwhelmingly powerful, nonetheless, and has a wide-ranging magic-dampening effect.

The range of this effect is variable. At any time, once per game turn, the range of the effect must be checked at any player's request. Roll one die; the special effect of the Crater operates within that space range (counting the Crater as the first space). Consider that within this range:

- 1) No magical device will operate (including those of the Eaters of Wisdom). The Sorcerers' Ship will instantly disappear.
- 2) No Curse may be placed or removed.
- 3) No boon of Greystaff may strike within range of the Crater.
- 4) The Black Hand's teleportation, the Souls of the Damned, the Wings of Darkness, and the Black Plague may not be invoked. The Walking Dead, the Undead, the Ghost Fleet, and the Colossus will instantly be eliminated.
- 5) Schardenzar loses his combat add. If the Black Knight dies, he is permanently eliminated. Nonnus cannot heal.
- 6) Ghost Riders are eliminated. The Wandering People Troop cannot play music.

The Crater does not remove Curses already placed, nor affect characters with an intrinsically magical aspect. Therefore Vampires, Werewolves, and Trouble may operate normally in and around the Crater. It is immaterial whether it is the magical source or the target of the magic is within range of the Crater; under either condition the magic does not function.

The Temple of Danger

If the test of the gods results in a judgment of "black-hearted," the gods will punish the monarch by causing him to fall into an enchanted sleep. To escape the spell, a friendly monarch (or Princess Daya) must carry the monarch from the space. A monarch may ignore or slay the sleeping monarch, but his will make him automatically "black-hearted," as per the Test of the Gods Table. If he already has a Gift of the Temple, he will lose it immediately.

A monarch who enters the Temple to slay or to carry away a sleeping monarch has only until the end of the next Movement Phase to do so; otherwise he must roll the test of the gods die. If the sleeping monarch is not carried from the Temple space after 6 turns, the monarch's kingdom goes into confusion and the sleeping monarch is replaced with a Wayfarer unit and may move once more. When the kingdom emerges from confusion it has a new king. See **The Return of the King**.

The Terror of Greystaff

The act of sacrifice need not be viewed as casually as it is in the Intermediate Game. Instead, let a player who commits an atrocity at the Altar of Greystaff risk a price.

The player may repeat boons of Greystaff as he pleases (and may ask for the same boon repeatedly, if desired). Also, if an action of Greystaff causes the loss of a unit from a hero's stack, the non-player hero in it must undergo a Hero Fate Roll. Also, there is no limit to the number of units or of their type which may be sacrificed at the Altar of Greystaff, but sacrifice will drive away friends and supporters.

Barbarians units may be sacrificed, but sacrifice ends the ability of the sacrificing player to recruit any more Barbarians (of the type that he has sacrificed) for the rest of the game, and all Barbarians of that type currently in play immediately desert.

If a common mercenary is sacrificed, the player may not acquire any new mercenaries for the rest of the game. If the player sacrifices a second mercenary (already on the map), all remaining friendly common mercenaries are eliminated.

If a human special mercenary combat unit (other than the Scum) is sacrificed, the player may not acquire additional special mercenary units of any kind. If a second non-Scum human special mercenary combat unit is sacrificed, all friendly human special mercenaries (including heroes) immediately return to the randomizer (or their unit is lost and their card discarded).

No Scum unit sacrificed to Greystaff may be replaced. If nonhuman special mercenaries are sacrificed, all other friendly non-human special mercenary units are lost.

If a regular is sacrificed, the player must roll one die. If the die result is equal or less than the number of regulars from that kingdom already sacrificed during the entire game (including the very first sacrifice), the monarch of the owning kingdom is assassinated by his own guardsmen and his kingdom goes into confusion.

If it is the player monarch who is struck down, the player is eliminated. The same count against the kingdom's Greystaff- sacrifices is maintained despite changes in the kingdom's monarch or its controlling player.

The Haunted Spaces

Assume that the stories of supernatural terror around the Mounds, the Tomb of Olde, and Ghost Wood are true. If a hero unit enters any of these spaces and attempts to seek a magic device, roll one die.

THE MOUNDS AND GHOST WOOD

At the end of movement, a player who has a hero in one of these spaces may roll a die to seek treasure in the space.

Roll	Result
1	Hero dies
2,3	Treasure unit is deployed with the hero
4,5	The player may take a pick from the magic randomizer
6	Hero becomes the plaything of the haunts

Glad to have survived, a single hero will not seek treasure in the same space again after having once found a Treasure unit or a Magic Device.

In the Mounds, to become a plaything of the haunts means he is carried off (treat as a Wound). When he returns to play, determine the space in which the spirits have dropped him as per the The Destination Table.

In Ghost Wood, a 6 means the forest spirits have sport with the victim. The Ghost Wood option is possible only if the Curses Option is used.

Roll a single die.

Roll	Results
1	Temporary Madness - treat as a Wound
2	Beast Curse - water
3	Beast Curse - land
4	Beast Curse - flyer
5	Werewolf Curse
6	Transformation Curse (see Transformation).

THE TOMB OF OLDE

The Tomb might be made an even more important source of treasure and magic, but it is protected by necromancy. If the Curses rules are not used, the Curse is similar to the Curse of the Wandering People, Basic Game, i.e. the cursed hero must roll a Hero Fate Roll a second time, accepting the second result, if the first roll is not a 1 or a 6. If CURSES option is used, roll on The Curse Table.

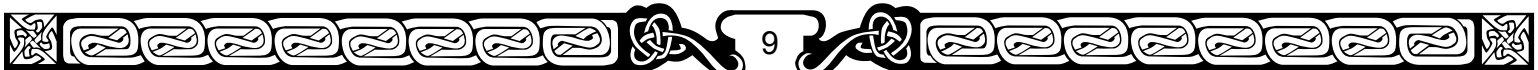
If a hero enters the Tomb space to seek treasure, roll a die:

Roll	Results
1, 2	Curse
3, 4	Nothing
5	One Treasure unit
6	Choice of 1 Treasure or pick from the Magic Randomizer.

Only heroes may search the Tomb, but combat units may accompany them. Only one hero may be rolled per player turn and each individual hero may win only one Treasure unit or Magic Device per game. If the Ghouls are controlled by the rolling player (even if the combat unit is not present), the hero receives a +1 to the roll. If the Ghouls are in the game and hostile, he receives a -1 modifier.

THE EERIE OASIS

The Oasis is the best source of water in the parched desert called the Withering Desert. But it is also the haunt of powerful spirits known as the Jinn. These mis-





chievous spirits enjoy tempting travelers to match wits with them. If the stranger proves clever, his wish is granted. If he is foolish, he will receive nothing, or perhaps even be cursed. At the end of movement, every non-cursed friendly hero in the Oasis space may seek a wish. A non-cursed hero may ask a new wish each friendly player turn. If the Curse option is used, roll on The Curse Table. If it is not used, the Curse is a double-roll on all the hero's Hero Fate Die Rolls.

To find the reaction of the jinn, roll a die:

Roll	Results
1	A random Curse on the hero.
2, 3	Foolish wish; the hero receives nothing useful.
4,5	Wish granted; roll on the Oasis Wish Table below.
6	Cunning wish; choose a wish from the table below.

EERIE OASIS WISH TABLE

Roll	Results
1	Wealth; deploy a Treasure unit with the hero.
2	Friendship; deploy a hero from the randomizer with the hero.
3	Magic; deploy a unit picked from the Magic Randomizer with the hero.
4	Escape; teleport the hero to any space of the map.
5	Power; deploy a common mercenary unit with the hero.
6	Love; deploy a Dancing Girl with the wishing hero, or a Rogue with the wishing heroine.

If the friend, i.e. mercenary, is one not capable of occupying the Oasis (e.g. it is a water-traveling unit), place the mercenary in its normal starting space.

Isle of Fright

A great deal of flotsam is cast up on the Isle, as this option acknowledges.

A castaway on the Isle may seek for the treasure and magic devices presumably cast ashore from shipwrecks. Also, if the Selkies unit is in play, friendly heroes may be brought to the Isle (by flight, swimming, Small Boats, fleet transport, etc.) to beach comb.

Roll one die. If a 5 or 6 is rolled, a Treasure unit is found. If the Selkies are friendly, add +1 to the seeking roll, even if their unit is not present. If a modified 7 is rolled, the player may take either a Treasure unit or a pick from the Magic Randomizer.

If the hero with a Treasure unit or a magic device is captured, his prize is also captured. If rescued, the prize remains in control of the rescuing player.

Each hero may find only one Treasure or Magic Device.

The Obelisk

If a friendly non-generic hero or Great Captain stops in the Obelisk space, the player may request a prophecy for him. The player whose turn it is rolls on the Random Events Table immediately. If the random event is a desirable one, the player may use it in his next random events phase (record the result on note paper). If the player doesn't like the result, he must openly reject the prophecy. (His factions are assumed to be offering sacrifices to the gods to avert the bad auspices). In the prophecy is rejected, the player may roll for a new random event in his next random events phase.

No individual hero may receive more than one prophecy during a game.

Omens

Rather than use the simplified Random Events result of the Basic and Intermediate Game (which are always bad), we shall reason that not all omens read are unfavorable. When Omens come up on a normal random events roll, roll one die. Even, consult Good Omens; odd, consult Bad Omens. Afterwards, roll a second die and check the appropriate section of the Omens Table.

Even die result: Good Omens:

Roll	Results
1	A good day for battle: +1 to combat (not siege) rolls.
2	A good day to sail: +2 to fleet movement allowances.
3	A good day for diplomacy: +1 to Diplomacy Roll, or use 2 Diplomacy cards at once. (A natural roll of 1 is always failed diplomacy).
4	A good day to march: +1 to land-movement allowances. +1 to the Forced-March Roll.
5	Meet a stranger: Draw a special mercenary unit.
6	Your destiny is in your hands: Roll 2 more random events and choose the one most favorable.

Odd die result: Bad Omens:

Roll	Results
1	A bad day for battle: -1 to combat (not siege) rolls.
2	A bad day to sail: -2 to fleet movement allowances.
3	A bad day for Diplomacy: -1 to Diplomacy Roll.
4	A bad day to march: -1 to land-movement allowances. No forced marches.
5	Doleful parting: Lose a special mercenary unit of any type.
6	Surrounded by enemies: Each opponent receives a +1 Diplomacy Roll add this turn.

If a player has a Good Day for Diplomacy, he may add +1 to his Barbarian recruitment roll. However, a natural 1 will still slay an ambassador.

Curses

Curses may come from tampering with a magic device, or from being confronted by a curse-wielding hero. Only non-player heroes can be cursed - unless the curse is the Curse of the Wandering People, or it comes from handling a cursed magic device.

Cursed Monarch Personality Card

Players should not confuse the Curse mentioned on Personality Card #13 with the Advanced Game Curse rules. If this card appears, do not assign a Curse from the Curse Table to the monarch. His rules are given on his Personality card.

Who May Curse?

The Black Hand, the Eaters of Wisdom, Schardenzar, and the Magic Users may Curse. Heroes with certain magic devices may Curse.

The Intermediate Game Curse of the Wandering People may be replaced with a random roll on The Curse Table.

Who May be Cursed?

Normally only a non-player hero may be Cursed. Due to their peculiar natures, Naara, Breis, Schardenzar, the Eaters of Wisdom, and the Black Hand may not be Cursed. Due to secrets in her origin, Trouble may not be cursed except by the Love Curse. Mortnoir may not be cursed by the player whose combat units he begins his Combat Phase stacked with. Monarchs in the Temple of Kings may not be cursed; player monarchs may be cursed only by a random curse.

A player monarch may receive a Curse if he performs an act that causes him to roll a random curse for himself, or gets a Curse from a cursed device. Another player may not direct a Curse against a player monarch, but he may take advantage of a Curse that inadvertently befalls him. EXAMPLE: A player monarch gets the Love Curse from visiting the Eerie Oasis and making a wish. Another player may move a female character into his space to make him fall in love with an agent of his own.

How to Curse

Unless otherwise stated, when a hero has suffered a random curse, a Curse is determined on the Curse Table.

If a hero is placing a Curse, the cursing hero must occupy the same space as the victim to be cursed. Often a hero must enter an enemy space to make a Curse attempt possible. If so, the usual hero fate rolls for the would-be curser are in effect (though some devices and hero abilities may, at times, affect these rolls). If the result is 4-6, the individual to be targeted is found unawares and the



Curse is placed. On a 1-3 the Curse is not placed that turn.

An imprisoned monarch may be cursed automatically. A lone hero may be cursed. In the latter case, the cursing unit successfully curses on a roll of 5 or 6 (instead of 4-6). It is somewhat harder to find one person in open country.

Placing a Curse with a magical device (below) is similar to the method described in this section.

Mighty Magicians

Due to their exceptional abilities, Schardenzar, the Eaters of Wisdom, and the Black Hand may attempt to Curse even in another player's movement sub-phase - should an enemy player move a hero into their space for any reason. However, the magicians must modify their Curse roll by -1 when searched-for or searching. Additionally, the magicians defending inside a Castle may, in their own turn, attempt to Curse an enemy hero among the besiegers. However, the magicians must reduce their Curse roll by -2 for their lack of maneuverability.

Nonnus may be cursed, but he will not curse nor protect friends who Curse. Such erring companions must make all normal Hero Fate Die Rolls before attempting to place a Curse.

Removal of Curses

Some heroes and magic devices have the ability to attempt to remove Curses from victims. Additionally, a Cursed hero who is moved to a space containing a friendly Wandering People counter, to the Witches' Kitchen, a friendly Invisible School, or the Temple of Kings (monarchs, ex-monarch Wayfarers, or Daya only) may have a Curse-removal attempt. Roll on the Gift table for the request to remove the Curse and begin Curse-removal attempts only after the period of meditation is over. A Curse-removal roll is successful at the end of any friendly movement sub-phase in which a 5 or 6 is rolled on one die. Add +1 if the space is the Invisible School or the Temple of Kings. There is no limit to the number of times a monarch may roll for Curse-removal at the Temple of Kings, but a re-roll on the Gift Table is required for each attempt. After Curse-removal, a hero in the Temple of Kings may still roll to seek a Magic Gift from the Temple, if he hasn't received one before.

Instead of working diplomacy, an ambassador may try to lift a Curse by entering the victim's space, playing a White Magic Diplomacy card, and rolling a die equal or less than the card's modifier. Ambassadors may not place Curses.

If a hero or location fails to remove a Curse, the cursed hero may try again in a different space or with a different hero. Alas, some Curses, like the Wandering Curse, have travel restrictions that hinder the seeking of aid. Others, like the Gothic Curses, place the victim into the control of Enemy Players who will probably choose to keep the Curse on him, as far as they are able to.

The Amulet of Dispel in the Basic Game offers a cursed hero a new attempt to remove the Curse each friendly Movement Phase. The same is true of the Wand of Healing, regarding The Curse of Paralysis or The Curse of the Unclean.

Curse Limits

For play balance, a player must attempt every Curse on the Curse Table (whether successful or not) before he may attempt a particular Curse twice - unless the type of Curse is inherent in the magic device that is used to inflict it.

If two Curses seem incompatible (e.g. Curse of Paralysis and the Curse of the Wanderer), keep the first Curse and hold the other in abeyance, until the first Curse is removed. The matter is one of some complexity, so group consensus should be polled as per THE ELASTIC CLAUSE). The Curse of the Vampire overrides all other Curses, and The Curse of the Werewolf overrides all Curses except The Curse of the Vampire. (See **Gothic Curses**.)

Random Curses

Certain curses are placed by non-players. If the Curse needs the intervention or control of another player, this second player is the first player to the right of the player who controls the cursed hero. (EXAMPLE: the Wandering People Curse and create a Werewolf; the first player to the right of the player controlling the cursed monarch is appointed to control the actions of the Werewolf). If the Curse is truly random, place all 10 numbered randomizer chits into a cup and draw 1 or - if one is available - roll a 10-sided die.

A random Love Curse, on the contrary, gives the ability to Curse to the first

enemy player whose hero of the right gender enters into the space with the bewitched hero. (See **How to Curse**.)

The Curse Table

There are 10 common curses used to bedevil heroes. They are:

1. CURSE OF THE VAMPIRE: The victim becomes a Vampire. See **Vampire Curse**.
2. CURSE OF THE WEREWOLF: The victim becomes a Werewolf. See **Werewolf Curse**.
3. CURSE OF DOOM: The victim must make an additional hero fate roll whenever the rules call for one, unless he is killed or captured by the first roll. (Heroes who for any reason are permitted a special hero fate reroll may make that roll last, after the terms of this Curse are fulfilled).
4. CURSE OF PARALYSIS: The victim becomes inert, unable to move unless carried by a combat unit. He may not practice any hero abilities, either special or ordinary.
5. CURSE OF THE WANDERER: The hero is placed under a geas, a traveling curse. See **Wandering Curse**.
6. CURSE OF THE UNCLEAN: Struck with a slow-killing contagious disease, the hero is not allowed into a friendly castle, or into a stack of friendly combat units (other than the Lepers). Heroes may stack with him, but he cannot lead and neither will they lead him. Interestingly, the Leper Colony has healers. A friendly hero is permitted to enter the Leper Colony for a Curse-removal attempt.
7. CURSE OF TRANSFORMATION: The hero has been changed into another person. See **Transformation**.
8. CURSE OF THE BEAST: The hero has been changed into an animal. Roll one die: 1-2 water beast, 3-4 land beast, 5-6 flying beast. See **Beast Curse**.
9. CURSE OF LOVE: The hero will fall in love with the caster of the spell (if of the opposite gender). If the Curse comes randomly, or the caster is not of different gender, the hero loves the next enemy hero of the proper gender to enter the space and make a roll of 4-6. See **Love Curse**.
10. CURSE OF PERSONALITY CHANGE: The spell changes the Personality card of the monarch. When this Curse is successfully cast, the player who has cast the spell may randomly draw 2 new Personality cards and read them. The monarch's original Personality card is then set aside and the spell-casting player assigns to the monarch his choice of one of the 2 cards that he has drawn. If the Curse is removed later, the monarch's original Personality card is restored to him.

Curses of Metamorphosis

A Curse may turn a hero into a beast or a different-looking person.

TRANSFORMATION

If the hero becomes another person (for example, a king becomes a hunch-backed dwarf), his friends and followers may not recognize him (despite his protests) and so refuse to treat him as the person he really is. In such a case, the cursed hero may seek to be recognized, or to affect a cure for his Curse.

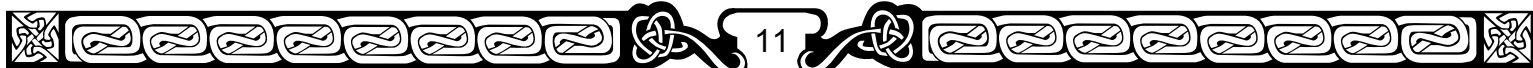
Upon receiving the Curse, the hero's counter is replaced with a Wayfarer unit of the same gender. The hero loses any special abilities while transformed and, effectively, becomes the equivalent of a Rogue. To regain his identity, he needs to seek Recognition.

Option: If players prefer, the gender of the transformed hero may be left to a random draw of whatever Wayfarer counters are yet available.

Transformation is always into a human; thus a non-human hero, such as Breis, will be transformed into a human.

To seek Recognition, a cursed special mercenary hero may go to a friendly royal castle; once there, the player rolls one die to seek the hero's recognition. If the result is even, the victim of the Curse proves his identity. This proof restores his right to lead and/or to practice his special skills. On an odd result, he fails to be recognized and has no special abilities. He may seek recognition only once. A hero who fails to be recognized may still seek a cure for his Curse. **OPTION:** Non-human heroes changed into humans do not regain their special abilities even if recognized, since oftentimes the loss of their shape negates their possession of special abilities.

If a transformed monarch does not seek recognition, his units suffer as per a Wounded Monarch. If he seeks recognition and fails, the cursed monarch is





assumed to be dead and his kingdom goes into Confusion.

A leader hero who is recognized may again lead, but has no positive combat bonus if he is due one (followers are dubious about following a cursed leader). If a transformed monarch is captured, he may be imprisoned. If a non-monarch hero transformed hero is captured, his original counter is returned to the randomizer and the Wayfarer unit discarded. Should the hero return later, the Curse is assumed to have been removed in the course of his wanderings.

If the Transformation Curse is removed at a later time, while the hero is still on the map, all restrictions on the hero are removed. If the hero is a monarch, see **The Return of the King**.

THE BEAST CURSE

If turned into a beast, a monarch or special mercenary can do naught but move or stay in place. When a hero acquires this Curse, his unit should be set aside and replaced on the map with the Beast unit. The Beast unit moves with the original hero's printed movement allowance in water or land spaces. If a flyer, the original land movement allowance is doubled and he may treat all spaces as clear. A hero-as-beast does not need a hero fate roll for entering enemy stacks or castles, or for taking part in a losing battle, but the player must roll dice at the end of each turn to see if a hunter or predator has slain the Beast. A roll of 2 on a single die roll slays the hero.

It is possible that the hero may become a swimming beast in a space far from water. In such a case, he may travel over land (presumably via small creeks), by the shortest direct route to the nearest water (river, sea, swamp, or lake space) treating all spaces he enters as clear. His course may not take him over a mountain space. He gains the ability to swim from water space to water space at the cost of 1 movement point per space.

If a monarch becomes a Beast, his kingdom will go into confusion in 1-6 full game turns after the Curse falls (as its monarch is missing and assumed dead). If the Curse is removed, see **Return of the King**.

Love Curse

One may be cursed to love one of the opposite sex, in abrogation of his other loyalties. Control of a cursed special mercenary hero passes to the player who controls the beloved one. Lover and beloved must always move together; any hero fate roll that one takes, the other takes also.

If the cursed one is a monarch, the kingdom deactivates at the end of the turn and the beloved is placed in the empty royal castle. As long as the beloved remains in the castle, no enemy ambassador may work diplomacy there. The kingdom will activate for the beloved's alliance automatically when the friendly ambassador visits (no roll necessary). If the cursed one is a player monarch, the player is eliminated, the kingdom deactivates, and then matters proceed as given above, with the former-player kingdom changing sides. (Give the new non-player monarch a Personality card).

The cursed monarch who joins the alliance of his beloved will not deactivate as long as his beloved lives. If the Curse is broken, the kingdom will deactivate at the end of the next Diplomacy Phase.

If the cursed hero and the beloved should be separated by death or distance prior to Curse-breaking and the absent beloved does not return before one full game turn passes, a heart-broken monarch deactivates and goes into forced peace (see **Forced Peace** in the Basic Game). Thereafter, the monarch may be treated normally. A special mercenary hero freed of the Love Curse will return to his original alliance.

Nonnus, Trouble, Vampires, Werewolves, Bodyguards, and Engineers may not become the beloved of other heroes who are cursed. For purposes of this Curse, Great Captains and all generic heroes except Dancing Girls and Witches are considered to be males.

Gothic Curses

There may be only 3 Vampires and Werewolves on the map at one time. When a new Vampire or Werewolf is created in excess of the limit, 1 of the others is randomly eliminated. This elimination is considered to be a death at the hands of some anonymous monster-hunter.

VAMPIRE CURSE

If a hero becomes a Vampire, place a Grave of the Vampire chit on the map. A

non-monarch is buried in the space where the Curse strikes him. A monarch is buried in his royal castle. (There is no Hero Fate Roll requirement for the Vampire entering or leaving the castle space where its Grave is located, nor any hero fate roll for stacking with combat units in the castle space). All other Curses afflicting a hero are inoperative while he is a Vampire.

A hero who becomes a Vampire loses any abilities he had when alive. The Vampire has a movement allowance of 5 and flies, but must not go more than 5 spaces (exclusive) from its Grave. It may not fly out to sea. It may cross into, but not to the far side of, a river space. If the Grave would otherwise be placed in a river space, it is displaced by the player controlling the new Vampire into an adjacent non-river space.

All normal hero fate rolls, except combat-related ones, must be made for the common Vampire. If the Amulet of Dispel enters the Vampire's space or the space of its Grave, it is eliminated. If a Vampire receives a killed result and the stack it occupies has no magical device, hero, or combat unit, one die is rolled: odd, it is truly dead; even, the stake missed its heart, but the creature was driven off (return the unit to the Grave). In most circumstances, if a Vampire receives a captured result, it must attempt to fight its way free or die. Roll one die; odd, the creature is slain trying to escape; even, it escapes and is redeployed back at its Grave. However, if the capturing stack possesses a magical device, hero, or combat unit, the Vampire is automatically slain upon capture.

The Vampire is an assassin. The player who controls the Vampire is the player who placed the Curse. The enemy player who rolls the highest dice controls a random-cursed hero.

If the Vampire is a monarch, a false report of his death puts the kingdom into confusion (no victory points awarded). The victim is no longer a monarch, but remains in play as a monster. If the player monarch becomes a Vampire by a random Curse, he is eliminated.

After taking his required Hero Fate Die Rolls (if any), the Vampire may, in its own turn after movement but before combat, make an Assassination attack (in the manner of an ambassador) upon any 1 hero in its space. Ties affect neither unit. If the Vampire's attack ties or fails, it is redeployed back at its Grave.

The Grave may be sought for in the manner of a lost magical device. Only a hero may seek for the Grave. If any hero (except Mortnoir, who has not the nerve to seek magic) finds the Grave, the player rolls to see if the time is night or day. Even, it is day and the Vampire is instantly destroyed; eliminate it and its Grave. Odd, it is night and the Vampire returns to the Grave space and tries to Assassinate the hero. If the hero is accompanied by other heroes (including a Rogue or Magic User, but not other generic characters), the player may choose one or more of these additional heroes to aid in the Vampire-hunter's self-defense. Add the number of helpers to the hero's Assassination defense roll (but add 2 for each magical hero). If the hero's modified roll is higher, the Vampire is destroyed; if the Vampire wins, the hero and any companion(s) who helped him are destroyed. If it is a tie, the hero, his helpers, and the Vampire are destroyed (and victory points are awarded to the Vampire's controller).

A Vampire is not allowed on a fleet, Small Boat, or Lake Fleet. It may not commit Theft nor use magic devices.

If the Curse is removed from a Vampire, the original hero it represents returns to play. If the Curse is removed from a monarch, see **Return of the King**.

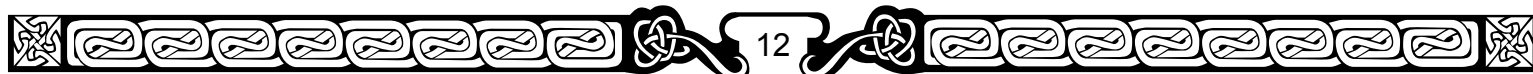
WEREWOLF CURSE

If a hero is Werewolf-cursed, put him aside and bring into play a Werewolf counter. All the hero's usual abilities and any other Curses upon him (except the Vampire Curse) are negated.

The Werewolf is an assassin. The player who controls the Werewolf is the player who placed the Curse. A random-cursed hero is controlled by the enemy player who rolls the highest dice.

If the Werewolf is a monarch, a false report of his death puts the kingdom into confusion (no victory points awarded). The victim is no longer a monarch, but remains in play as a monster. If the player monarch becomes a Werewolf by a random Curse, he is eliminated.

A Werewolf may attack any hero who is not inside an unlooted Castle or Fort garrisoned by at least 1 combat unit. In approaching the intended victim, the



Werewolf must take all the normal hero fate rolls. Once the Werewolf is safe, a 1 on one die slays the victim; a 6 wounds him. A hero wounded by the Werewolf is placed 1-6 spaces ahead on the Turn Record Track. If placed only 1 space ahead, it means he has healed with preternatural swiftness - ergo, he has contracted the Curse of the Werewolf from being bitten. Deploy a second Werewolf, under the control of the player whose attack placed the Curse.

If a Werewolf receives a killed result, one die is rolled: odd, the Werewolf is truly dead; even, the silver weapon misses a vital spot and the creature is driven off (treat as a Wound; afterwards, it returns to any wasteland space of the controlling player's choice). If a Werewolf receives a captured result, it must attempt to fight its way free or die. Roll one die; odd, the creature is slain trying to escape; even, it escapes Wounded, as above. If the capturing stack possesses a magical device, hero, or combat unit, the Werewolf is automatically slain upon kill or capture on the Hero Fate Roll.

If the Curse is removed from a Werewolf, the original hero it represents returns to play in its original alliance. If the Curse is removed from a monarch, see **Return of the King**.

A Werewolf is not allowed on a fleet, Small Boat, or Lake Fleet. It may not commit Theft nor use magic devices.

Gothic Monsters at Start

For players who want to have Vampire and Werewolf action from the start, we offer this option:

At start, before player kingdoms are selected, separate out a Vampire, a Werewolf, a Bodyguard, a Dancing Girl, a Magic User, and a Rogue unit. Each player draws a numbered chit. The player who picks #1 receives the Vampires (and a Grave); the player who picks #2 receives the Werewolf. A player with the next highest chit receives his choice of a Bodyguard, Dancing Girl, Magic User, or Rogue, until the last player has taken his generic unit.

The players with the Vampire and Werewolf may place their units in any non-castle space. Only then are player kingdoms randomly selected. Players who have other types of generic characters place them inside their royal castles.

If a Vampire or Werewolf enters play at start by this option, the Curse may not be removed from the unit.

OTHER GOTHIC CURSE RULES

Vampires and Werewolves do not cause The Diplomatic Penalty to fall upon their controlling players. Neither Vampires nor Werewolves die due to being alone in a Blizzard. These hated creatures have no friends; if a Vampire or Werewolf occupies or enters the same space as a friendly hero, the monster attacks him. A friendly combat unit must search for the monster. If a Vampire enters a castle that does not contain its own Grave, it must take a Hero Fate Roll.

Wandering Curse

The Cursed hero becomes obsessed with travel. He has no abilities, except to move or to remain in place. He may use only magic devices which increase or facilitate movement, and only for the purpose of increasing his own movement.

When cursed, one die is rolled for the hero and the Destination Table is consulted.

THE DESTINATION TABLE

Roll	Result
1	The Sacred Stones
2	The Mounds
3	Witches' Kitchen
4	Lookout Point
5	The Eerie Oasis
6	Wyrms' Lair

Each turn, the cursed hero must travel at least 1 space closer to the scenic space rolled, or else go mad (i.e. be eliminated). If held prisoner by an enemy, however, he does not go mad. The cursed hero may seek Curse removal within the limitations of his Curse. When he reaches the proper scenic space, one die is rolled. If a scenic space that the hero has already visited comes up, the Curse is lifted. Otherwise he must seek to reach the newly-designated space.

Other Rules About Monarchs

The Temple of Kings

Cursed monarchs may not ask for a Gift of the Temple of Kings unless their Curses are first removed.

A Monarch on the Isle of Fright

If a monarch is lost on the Isle of Fright and not rescued in 1-6 game turns, his kingdom will go into confusion for one die game turns. When the kingdom emerges with a new monarch, use one of the options above. The lost monarch becomes a Wayfarer (see **Return of the King**).

The Return of the King

If a monarch is lost at sea, sleeping in the Temple of Kings, temporarily turned into a Wayfarer, or into a Beast, a Werewolf, or a Vampire, the kingdom considers him dead in a random 1-6 turns. The monarch must return before the end of the last turn of the term (and be recognized if a Wayfarer, and cured of his Curse if a Beast, Werewolf, or Vampire) in order to remain a monarch. If the kingdom is already in confusion the monarch becomes a Wayfarer permanently, even if the Curse is later removed (the current rulers will always denounce him as an imposter). Also, see **Civil War**.

Magic Devices

Some Minarian magic devices invoke Curses or possess other important capabilities. For this reason they are assigned to the Advanced Game. Dancing Girls, Engineers, and Bodyguards may not seek magic devices.

Bauble of Metamorphosis

This device allows the user to make a voluntary transformation into a walking, flying, or swimming creature. At the beginning of his movement the player announces what sort of animal the user will become. Its effect is the same as the Curse of the Beast, but the user may voluntarily regain his natural shape at the beginning of any friendly turn.

Hand of Corfu

This device imposes or removes the Werewolf Curse. Cursed by the Wandering People as a werewolf, the sorcerer Corfu concentrated the power of the curse into his left hand, and then cut it off. The hand still creates or cures a Werewolf, depending upon its current shape. A human hand removes the Curse (and then turns into a werewolf's paw); the werewolf's paw places the Curse (and then turns into a human hand). Roll at die when the hand is found, to determine its shape (even, human; odd, paw).

Iozzi's Wands

This device imposes The Curse of the Beast. The Luwamnas sorceress Iozzi brought her evil wands to Minaria where they still spread grief and confusion. A hero with the Wands may transform a victim into a land animal, flyer, or swimmer, as preferred.

Love Potion

This device imposes the Love Curse. A hero carrying the Love Potion may attempt to administer it to an enemy hero. See **Love Curse**.

Waters of Jurba

This device allows a hero to attempt to Curse an enemy hero with water from a magic fountain. The miraculous waters produce a gender-change, considered to be a Curse of Transformation. (See **Transformation**). Until the Curse is removed, the hero is considered to have a new gender for all purposes, including the Love Curse and the taming of Breis. Select the appropriate Wayfarer unit.

Runesword

The ancient Scarlet Witch King forged this device. It is the most feared of all the random magic devices known to Minaria.

THE POWER OF THE RUNESWORD

The sword is nothing less than a major demon bound into the shape of a two-handed black broadsword. Its appetite for living souls is insatiable.

If a hero wields the Runesword in combat, the opposing army gets no roll of its own. That is, the stack simply takes 1-6 units in losses. The catch is that the



Runesword will not fight unless a friendly hero is sacrificed to it. At the start of the combat sub-phase, eliminate a friendly hero in the same space as the Runesword, then roll the attack die. The sword-wielder may not be eliminated.

If the Combat Roll result is 6, the sword passes into a feeding frenzy. Roll again and eliminate that number of friendly combat units from the sword's space and/or the space(es) adjacent to it. If there are not enough friendly combat units, eliminate also all the friendly heroes in these spaces, including the sword-wielder and player monarch (if present).

RUNESWORD VS SWORD OF WIZARDRY

Historically, the Sword of Wizardry was forged to defeat the Scarlet Witch King's Runesword. No player may control both the Runesword and the Sword of Wizardry at the same time. The Sword of Wizardry will return to the Temple of Kings if this circumstance should occur. If the swords are wielded in opposing stacks, the swords may duel at the option of either player. Each rolls one die; high die wins the duel. Ties are a standoff. If the swords duel, regardless of outcome, the proposed attack is aborted.

The holder of the losing sword is slain. The Sword of Wizardry, if defeated, returns to the Temple; the Runesword, if defeated, goes to the Randomizer.

Dummy Devices

Dummy devices look like magic devices but have no power. If found they may be discarded. Optionally, they may carry Curses.

Cursed Devices

Any device drawn from the Magic Randomizer must be tested for a Curse when it is first assigned to a hero. A die is rolled; on a result of 1, the device is cursed. Return the cursed device to the Magic Randomizer determine a random curse for the hero - unless the object is the Runesword, which kills him immediately; the Bauble of Metamorphosis or Iozzai's Wands, which give him the Curse of the Beast; the Waters of Jurba, which gives a Transformation (of gender); the Love Potion, which gives a Love Curse, or the Hand of Corfu, which gives the Werewolf Curse.

If a hero finds no Curse on the device, no subsequent user need roll a Curse test for that same object (unless it has been returned to the randomizer and withdrawn subsequently). Some heroes, by their special nature, cannot be cursed (see **Who May be Cursed**); nonetheless if the device tests positively for a Curse, the device is still returned to the randomizer.

More Sources of Magic Devices

- 1) At the beginning of the game, randomly place 6 lost magic devices and 2 "dummy" counters face down on the following spaces: The Tomb of Olde, the Eerie Oasis, Ghost Wood, Willowik, the Mounds, Mystic Lake, the Letho Ruins, and the Isle of Fright. If a friendly hero is in the locating stack, the device is assigned to him. Otherwise a combat unit may move the device, until it can be assigned to a hero able to use it. For more detail, see **Lost Treasure and Magic Devices**, Intermediate Game. If the Ercii are friendly and their unit seeks a device hidden in Willowik, the finding is automatic and there is no possibility that the device is cursed. (See **Cursed Devices**).
- 2) Players may opt to roll for a magical device each time a kingdom joins an alliance for the first time. A roll of 5 or 6 allows a pick from the randomizer, and the device is assigned to the monarch of the new allied kingdom. This latter type of family heirloom carries no Curse.
- 3) Finally, there are occasionally magic devices for sale at Trading Post and the Witches' Kitchen. Once per game, each hero may visit these spaces and roll one die. On a result of 5 or 6, take a pick from the Magic Randomizer and assign it to the hero. Devices from the Witches' Kitchen have been carefully de-cursed. Objects from the Trading Post are bought with (possible) Curses still attached. Keep a list of which heroes have sought to purchase devices and at which space. Even if such heroes should change sides, they cannot seek to buy a second device at the same scenic space.

Monsters

If a space is sought for magic, a result of 5 or 6 will discover any lost magic device in the space, as before. However, if the result is 1, the device remains

lost for the time being, but the seeking unit will discover an evil denizen of the space (perhaps some Minarian treasure hunter under a curse, perhaps a guard left by the wizard who hid it). Randomly deploy either a Werewolf, or a Vampire and its Grave (one die; even: Werewolf, odd: Vampire). The controller of the monster is the player seated to the right of the seeking player. The monster must immediately make any required hero fate roll required for being in the space of an enemy combat unit.

Civil Conflict

For those who want to see more Usurpations occur, we offer these rules:

Coup

If, in the Diplomacy Phase, the player is currently holding the Usurper card in his hand, he may display the card and place his ambassador in any royal castle and roll one die. If the roll exceeds the defender's stability number, the coup succeeds.

A kingdom's stability number is equal to the number of its unplundered castles, plus the number of defender-friendly combat units within 3 spaces (inclusive) of the royal castle. However, the stability number of the castle-poor kingdoms (Elves and Goblins) is 2, plus 1 for an unplundered royal castle, plus the number of friendly combat units within 3 spaces of the royal castle). Because of the peculiarities of the Eaters of Wisdom, the Black Hand, and the Trollish kingdom, these groups are immune to a Usurper's coup attempt.

If the monarch has Personality #6, 10, or 14, add +2 to the roll. If he has Personality #2, 4, 13, or 17, add +1. If he has Personality #1, 20, or 22, subtract 2. If he has Personality #3 or 15, subtract 1.

If a coup succeeds, place the Usurper in the royal castle and divide the regulars of the kingdom as per the standard rules. The old monarch counter is placed on the turn track, 1-6 turns ahead. If the coup fails, the player must set the Usurper unit aside and discard his Diplomacy card. Likewise, if the Usurper takes power in a kingdom, his Diplomacy card, again, is immediately discarded. It is therefore possible that 2 or more Usurpers may be in play at one time. If so, use a Wayfarer counter to represent any additional Usurper(s).

True Heir

Whether the Usurper takes the throne by the Intermediate Game method, or the Advanced coup method, he faces the danger of the True Heir. The player who controlled the kingdom before the victory of the Usurper controls the True Heir. The True Heir is the son or daughter of the deposed monarch. When the monarch piece on the track returns to play (in the player's random events phase), it represents the True Heir. The heir is not given a Personality Card.

The True Heir is placed in any unoccupied space of the usurped kingdom. The space may be a friendly castle of the kingdom; any non-royal castle that does not contain a Usurper-friendly kingdom regular becomes a True Heir-friendly castle at (and only at) the moment when the True Heir appears. The player receives, as True Heir forces, all the regulars and eliminated replacements not included in the Usurper's force pool (NOTE: the units in the replacement pool are divided, but remain eliminated until replaced normally). The True Heir's units are placed in any space of the kingdom that is not occupied by enemy combat units, or into 1 or more friendly castles, regardless of the unit's normal deployment space. The True Heir and his units may move immediately. Once in play, the Usurper's and True Heir's combat units may be replaced only in their usual placement spaces.

Immediately upon his appearance, the True Heir may force a popular acclamation to avoid bloodshed. Roll one die: 1 means the Usurper becomes Rightful Monarch; 6 means the True Heir becomes Rightful Monarch. A 2-5 means the people are violently divided and will fight.

In addition, if the True Heir is stacked with friendly besiegers later in the game, a special die may be rolled before siege is resolved; on a 5 or 6 the Usurper-friendly garrison (including intervening allies) is eliminated and the castle becomes friendly. Only 1 defection roll may be made for each castle of the kingdom in civil conflict, and this roll may not be made for the Usurper's royal castle.

Kingdom fleets are deployed in a friendly port (or on a coastal space if a combatant has no friendly port in the divided kingdom). Both the Usurper and the



True Heir may replace regulars via the Random Events Table, without regard to the units' official placement spaces; simply place replacements into any friendly kingdom castle(s) or deployment space (e.g. Gorpin Woodsmen space). Other friendly units, mercenaries and foreign regulars, may intervene in the struggle.

Should the Usurper lose all his friendly regulars, he is eliminated. If the True Heir loses all of his regular combat units, he is replaced with a Wayfarer counter.

Diplomacy in Civil Conflict

Neither a Usurper nor a True Heir may receive a Personality card. Neither may be deactivated by diplomacy until one of them becomes True King.

Civil War

Once Civil War has begun, the Usurper, the True Heir, and their regulars are restricted to their kingdom and the wasteland. Regulars outside the kingdom when the war begins may return by any route open to them. Until they reach their home kingdom, they may defend but not engage in any attack upon enemy units. Civil-warring regulars may attack across borders. Fleets may move and transport friendly combat units, but such fleets may only attack stacks containing fleets of the civil-warring enemy faction, or fleets from kingdoms with land regulars inside the divided kingdom.

Victory points are scored for the plunder of enemy castles during a Civil War, but not for killing the True Heir or Usurper.

The True Heir may theoretically visit the Temple of Kings. However, his regulars will be eliminated if he is absent from his own kingdom's territory for two complete, consecutive turns.

The Rightful Monarch

Civil War ends when either the True Heir or the Usurper is killed, or if one of them remains outside the kingdom for 2 consecutive game turns, or if one of them loses all his kingdom regulars. At that time, all surviving regulars and all castles swear allegiance to the survivor, the Rightful Monarch.

When the Rightful Monarch is made, the Usurper card is discarded. The Rightful Monarch comes into his own as a normal Minarian monarch. Control of the united kingdom passes to the player who controlled the victor. Deploy the monarch counter and deal the Rightful Monarch a Personality card. A Rightful Monarch who receives the Cursed Monarch card #13 immediately deactivates.

Coup by a Wayfarer Monarch

If a Monarch Wayfarer has tried to be recognized and has failed, or has been relegated to permanent Wayfarer status, he may be used in the same manner as the Usurper. However, the unrecognized monarch must first gather a core of believing followers, which is dangerous; he may be killed as a troublemaker, or be eliminated by security forces. The player announces his Wayfarer's Coup attempt and rolls one die. Even, the Wayfarer has some followers and the player rolls one die against the kingdom's stability number. Odd, the Wayfarer is slain (no points awarded).

Barbarians

For those players who enjoy more and better Barbarians, the following optional rules are offered.

Al-Debar the Scourge

One unnamed Southern Barbarian unit will join Al-Debar in the Wasteland each turn, as long as Al-Debar is within 3 spaces of the south edge of the map and east of Trading Post.

AL-DEBAR FINDS TROUBLE

The characters and Al-Debar and Trouble share a history, which precludes their cooperation and leads to conflict should they meet. (Al-Debar once defeated Trouble in a duel and now considers her his escaped harem girl).

If the phasing player moves Trouble into a stack containing Al-Debar and friendly to him (whether the stack is friendly to the moving player or not) Trouble must fight a duel with Al-Debar. To conduct the duel, roll a die for each hero. The hero with the highest die result is the winner and the losing hero is Wounded (the Wound's severity being the die result of the winning hero.)

If Al-Debar is alone, Trouble must successfully seek him (as she would a Treasure unit) before the duel is possible. If Al-Debar is not found, they ignore one another's presence.

If Al-Debar wins and Trouble survives her Wound, Al-Debar Abducts Trouble and takes her to the Barbarian Frontier. See **Abduction**. If Trouble wins and Al-Debar returns to play after his wounding, their feud is ended and they may regard each other normally.

If Al-Debar is moved into a space containing Trouble and a stack friendly to Trouble (whether or not the stack is also friendly to the moving player), Al-Debar must act as a thief while Trouble acts as a Treasure unit. Al-Debar takes the appropriate Hero Fate Roll. If he successfully seeks Trouble and exits the space (again, in the roll of a thief), Trouble is Abducted. If he fails to steal Trouble, she discovers him and they fight a duel, as above.

If Al-Debar is moved into a space containing a lone Trouble, he must attempt to seek her, treating her like a Treasure unit. If he finds her, Trouble is Abducted. If he fails, Trouble confronts him armed and the two must immediately fight a duel, as above.

ABDUCTION

When Al-Debar abducts Trouble both are removed from play. Al-Debar returns to play on a south-map space east of Trading Post in 1-6 turns. Trouble does not return for the duration of the game.

Juulute the Barbarian

One unnamed Northern Barbarian unit will join Juulute in the wasteland each turn, as long as Juulute is within 3 spaces of the north edge of the map.

Kang the Destroyer

One unnamed Eastern Horseman unit will join Kang in the wasteland each turn, as long as Kang is within 3 spaces of the east edge of the map.

Barbarian Treachery

To symbolize the unreliability of these stormy warriors, let any leader stacked alone with Barbarians take a hero's fate roll whenever the player concerned rolls a 3 or 11 on the Random Events Table. A kill result means that the hero has been slain in a quarrel. A captured result means that the treacherous Barbarians have sold a hero for ransom. Give a captive monarch to the first player to the right, who may place him captive in the friendly castle nearest the site of capture. If the captive is not a monarch, the first player to the right makes a Recruitment/Parole roll for the hero and places him in the nearest friendly stack if he switches sides (and takes the hero's card, if any). Any Barbarian stack that kills or ransoms a friendly hero is removed from the map.

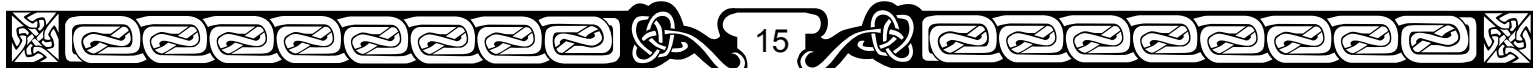
The presence of Al-Debar, Kang, or Juulute in the appropriate stack of Barbarians, or Nonnus in any Barbarian stack, will protect a hero (and themselves) from Barbarian treachery.

Lords of Barbaria

Assume that the Northern Barbarians, Southern Barbarians, and/or the Eastern Horsemen are growing restive, over-populated, and in need of new lands for settlement. It is time for a great war under strong leaders. Juulute may go to the Sacred Stones, Al-Debar may go to any clear space on the south map edge, and Kang may go to any clear space on the east map edge for a council of all the tribes.

At the end of each subsequent friendly Movement Phase, a player may roll one die for the Barbarian leader. A 5 or 6 makes Juulute High Chief of the Northern Barbarians, Al-Debar Great Sheikh of the Southern Barbarians, or Kang Great Khan of the Eastern Horsemen. A 1 means that the leader has been assassinated by his own stormy kind. A 2-4 means no decision.

As High Chief, Great Sheikh, or Khan, no other player except he who controls the Barbarian leader may recruit the affected type of Barbarians. Once all friendly-named and unnamed units are under the player's control, he may use out-of-play Barbarians of any tribal name.



Military Options

Tactical Combat

It is possible to simulate tactical leadership in a situation where all leaders do not have equal ability. Each leader a player acquires is assigned a Tactical Expertise for land combat. If the Tactical Combat option is used, do not use the usual combat bonus (such as Juulute's +1).

Roll	Rating
1	Class E, Incompetent
2	Class D, Unskilled
3, 4	Class C, Mediocre
5	Class B, Skilled
6	Class A, Expert

Most monarchs must be rolled for. Modify the roll by +1 for Personalities #1 and #19. Subtract 1 from the roll for Personalities 2, 4, and 14. Subtract 2 from the roll for Personality 6. The monarchs with Personality #17 and 21 receive no rating because they do not possess even minimum leadership capability and their troops, even if stacked with them, are therefore considered leaderless.

Certain Leaders are fixed by the game. Any leader with a +1 land Combat Roll modifier (including Personality card 16, and he who has the Helm of Wisdom or the Head of Orlog) should be considered Class A. Sir Mortnoir is rated Class E, as is Personality 10. When a new special mercenary leader (other than one who has a natural +1 combat rating) enters the game, roll for his tactical rating which hold good for the duration of the game.

Any stack without a leader (other than one made up of all Barbarians and/or special mercenaries) is rated Class E. If neither the attacker nor the defender has a leader, treat the defender as Class D and the attacker as Class E. If no leader is present in a castle subject to Storming (see **Storming Castles**), consider the castle to be C-rated.

Leaderless stacks consisting solely of mainly Barbarians, Ogres, and special mercenary combat units are considered Class C.

If Ogsbogg is acting as the leader of Ogre units, he also receives a random tactical rating.

If a leader has a +1 rating (i.e. Class A) due to the use of a magic device, he reverts to his original tactical expertise should he lose the device. If circumstances take away a leader's natural +1 rating without removing his leadership ability entirely, roll a random tactical expertise rating for him. If a monarch dies, roll for the tactical expertise of his successor.

When a combat is declared, both players find their stacks' best effective leader and roll on the chart below, the attacker's decision is the code to the left of the slash; the defender's decision is to the right:

Roll	TACTICAL DECISION SELECTION CHART				
	E	D	C	B	A
1	LC/DF	LC/DF	UA/DD	UA/DD	PA/RG
2	LC/DF	UA/DD	UA/DD	PA/RG	GA/CA
3	UA/DD	UA/DD	PA/RG	GA/CA	FA/CC
4	UA/DD	PA/RG	GA/CA	FA/CC	EN/AM
5	PA/RG	GA/CA	FA/CC	EN/AM	EN/AM
6	GA/CA	FA/CC	EN/AM	EN/AM	EN/AM

Definitions:

LC: Lose Control	DF: Disorganized Flight
UA: Uncoordinated Assaults	DD: Desperate Defense
PA: Probing Assaults	RG: Rear Guard action
GA: General Assault	CA: Counterattack
FA: Flanking attack	CC: Coordinated counterattack
EN: Envelopment	AM: Ambush

Once the tactical responses of the leaders are known, cross reference them below. Read the attacker's choice from the top, the defender's from the side:

TACTICAL MODIFIER CHART						
	LC	UA	PA	GA	FA	EN
DF	NC	+1	+2	+2	+3	+4
DD	-1	0	+1	+1	+2	+3
RG	NC	-1	0	+1	+1	+2
CA	-2	-1	-1	0	+1	+2
CC	-3	-2	-2	-1	0	+1
AM	-4	-3	-2	-2	-1	0

The result is the modification of the roll of the attacker (the defender's die is not modified). NC means that the armies never come into meaningful contact: No Combat.

Skirmishing

One tactic that has often helped a small or weak force wear out and eventually defeat strategically a larger or more powerful force is the strategy of skirmishing. The weak power avoids a head-on clash that it can't win, but picks away at the enemy, disrupts his communications and attacks his foragers, reconnaissance groups, and detachments. In that way the larger force, especially if it is operating in hostile territory or in rough terrain, controls nothing except the ground it stands upon.

A force of combat units may attack an enemy stack by Skirmish if both stacks are inside a kingdom friendly to the skirmishing attacker, or if the defender is in a wasteland space and the skirmishing attacker is led by a leader with a positive combat bonus.

To Skirmish, the attacker comes adjacent to the defender (as in normal combat) and rolls a die (the defender does not roll), as per this table:

Roll Results

- 1 The attacker loses a combat unit (and see below).
- 2 The attacker loses a combat unit.
- 3-5 The defender loses a combat unit.
- 6 The defender loses a combat unit (and see below).

If a natural 1 or 6 is rolled by the skirmishing attacker, one (and only one) leader who is present in either of the engaged spaces is placed in danger. The owning player selects the endangered hero. That leader must then undergo a Hero Fate Roll. If the skirmish roll is 1 that leader is the attacker's; if the roll is 6 the endangered leader is the defender's.

Skirmishing attacks are generally opportunistic and local, and oftentimes no important leader is available on the scene. For that reason not all available characters in a stack which loses a combat unit are required to take a hero's fate roll. Also, the combatants do not automatically benefit from any leader's positive combat modifier; unless one or both combatant players specifically state that he is committing one of his leaders who has a bonus to the engagement. If an attacker commits a leader with a bonus, that bonus is added to the roll; if a defender commits a leader with a bonus, the bonus is subtracted from the roll. But if a leader's bonus is used, that particular leader must be the one selected should a Hero Fate Roll is called for.

If Sir Mortnoir is present in either stack, his -1 modifier is always used. But Mortnoir may be selected for the Hero Fate Roll only if there is no friendly leader in the affected stack.

A besieged stack may Skirmish with a besieging stack, but in that case the besieged attacker loses a combat unit if a 1, 2, or 3 is rolled (since besiegers are usually entrenched and the defender's options for maneuver are reduced).

If an attacker chooses to make a Skirmish attack, he cannot also make a regular attack against the same enemy stack in the same friendly combat sub-phase, and vice versa.

Forced March

Sometimes we wish that our army had just 1 or 2 more movement points. A Forced March option allows for this.

Fleets, magical combat units, and flying units may not Forced March. Any number of a player's land combat units may Forced March, except Ogres and



Barbarians, which will not Forced March unless led by Ogsbogg, Kang, or Juulute. Units to be Forced Marched from a single stack must accept the results of a single roll. Complete the Forced March of any stack before moving another stack. (E.g. An Elf unit has 6 movement points. It needs 7 to enter a river space. A Forced March roll seeking 1 movement point is made successfully. The Elf may enter the river space. The player may now move a different stack.) A stack that has suffered a Random Event of Epidemic may not Forced March.

To gain Forced March movement points, roll on the table below. The numbers on the left side is the modified roll result. The top row of numbers represents the number of movement points desired; the result is the number of points actually gained. Sometimes a stack receives fewer Forced March movement points than the player desires.

FORCED MARCH ATTEMPT TABLE

Die	+1	+2	+3	+4
1	0	1	2*	3*
2	1*	2*	2-A	3-B
3	1-A	2-B	3-C	4-C
4	1-A	2-A	3-B	4-C
5	1	2-A	3-B	4-B
6	1	2	3-A	4-B
7+	1	2	3	4-A

(*) means the moving stack loses 1 combat unit.

(A) means the tired marchers will suffer a -1 Combat Roll modifier (or have their leader reduced 1 skill level for Tactical Combat) in any attack they participate in this friendly Combat Phase.

(B) means the worn-out marchers will lose 1 unit and may not take part in any attack this game turn.

(C) means exhausted and disorganized marchers. They will lose 1 unit and may not attack this game turn. They suffer a -1 combat modifier on all defensive combat for the rest of the game turn (or, instead, reduce the stack's Tactical Combat rating by 2 rating levels). The worn-out stack must subtract 2 from its retreat roll for the rest of the game turn.

Add +1 to the die if:

- 1) The whole march is through friendly kingdom spaces.
- 2) If the marchers are Trolls or Dwarves, who are particularly hearty folk.
- 3) If a hero with a +1 combat add (or one who is an A or B-rated leader) leads the stack.
- 4) If the stack contains only 1 kingdom's regulars (possibly with special and/or common mercenaries) which are led by their own monarch or Great Captain.

Subtract 1 if:

- 1) Any space of the march is through a space of an enemy kingdom.
- 2) Any space of the march is through wasteland or rough-terrain kingdoms, including Shucassam, Pon, Zorn, Neuth, Mivior, or Ghem.

EXAMPLE: 3 Elf regulars led by their monarch try marching through an enemy Mivior. Counting -1 for the "rough kingdom" penalty and -1 for the enemy kingdom penalty, we get -2. The Elves are a homogenous stack led by their monarch, for a positive modifier of +1. The net modification of the Forced March roll is -1.

If adversely affected marchers join other troops, the whole stack is considered tired, worn out, or exhausted. Markers are provided to indicate the after-march condition of the troops. More may be made, if necessary.

It would be illogical to permit a leader who is leading troops to move faster than he may when traveling alone. Therefore, heroes moving alone (other than Werewolves and Vampires) may Forced March. But a result of (*) means the marching hero gets sick, has an accident, or becomes lost. Treat as a Wound.

Besieged and Besieging Fleets

If one or more besieged fleets within a port wish to exit a castle, they may do so if they fight a combat with any besieging fleets in the siege phase. Conduct this combat as if it were a Combat Phase attack. Fleets that attack in the siege phase may not attack in the Combat Phase.

Likewise, relieving fleets may enter the castle if they fight a combat against any besieging fleets.

If the Marines option is used, both besieger and besieged may use them for making or repelling attacks involving besieging fleets.

Storming Castles

Castles may be "stormed" in the Combat Phase, rather than besieged in the siege phase. Conditions to Storm exist if the attacker is able to establish, or already maintains, a siege situation, but does not make a siege assault. If the forces entering the castle space have not already been engaged in siege attack or combat that game turn, they may launch a storming attack against the castle. It is possible to establish a siege and then Storm the castle in the same Combat Phase.

Total the intrinsic defense strength of a castle and any combat units inside it. Total the attacking land combat units (fleets do not Storm). Modify the combat dice this way, if leaders are present: A- and B-rated leaders receive a +1 Combat Roll modifier; D-rated leaders receive a -1, and E-rated leaders receive a -2. Units with siege bonuses also modify the die by +1 during a Storm assault. Resolve the combat normally (however, no retreat before combat is possible). In Storming combat, all heroes within the castle must participate and cannot be sheltered from Hero Fate Die Rolls when losses occur.

If the defender takes losses equal to or larger than his combined defense strength, 1 assaulting unit and all defenders are eliminated and the castle is plundered. Normal victory points are awarded. If the defender loses the Combat Roll, but the result is less than the total combined defense strength, the attacker and defender each lose 1 combat strength point.

If, in this situation, the castle holds no combat units, a point is taken from its intrinsic defense strength (denote this with a Castle Damage marker; no victory points are awarded until the castle is plundered). A castle that survives a Storm with a reduced intrinsic defense yields full victory points to a plunderer later on. A castle recovers its full intrinsic defense strength if it goes unstormed and unbesieged until the friendly Combat Phase of the NEXT game turn.

If the attacker loses the Storming roll, he loses double the modified dice difference. In case of ties, the defender loses 1 combat unit and the attacker loses combat units equal to the tie number. Should a hero suffer a capture roll in the course of a successful Storm, the capture is ignored.

Optional: Fleets may join in a Storm if the special mercenary leaders Tana or Bilge Rat are leading the storming units.

If the castle contains the Silver Sentinel, the defender adds +2 to his roll.

Combat units, which are not allowed to siege, (e.g. the Ogres) may take part in Storming. But stacking prohibitions must be observed during the storm. If Barbarians engage in a successful Storm, they are eliminated, vanishing with their booty.

Forts

A stack of non-magical combat units led by a leader may create a "Fort." A Fort is denoted by a Fort marker, 9 of which are provided in the counter mix. There is no special limit to the number of Forts that may exist at one time.

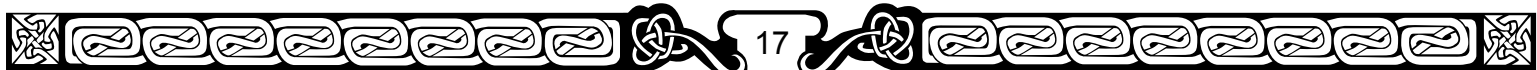
Forts are treated as normal castles in all respects, except that they have no intrinsic defense strength. The defense strength of a Fort derives from the number of friendly combat units within the it. Forts may be besieged or stormed normally. If taken by siege or storm, the Fort marker is removed. There are no victory points for destroying a Fort. Neither does destroying a Fort yield Treasure or create the conditions for Buried Treasure.

In the Advanced Game, the Face, Freeport, Hyyx, and Bartertown may be considered Forts by consent of all the players. If plundered, such scenic spaces may again become forts under the rules of Building a Fort, thereby removing the Plundered marker.

Unless otherwise stated, units which may not enter castles also may not enter Forts.

BUILDING A FORT

If a stack, which consists of at least 3 regulars, which are commanded by an effective leader or accompanied by an Engineer, ends their movement in a space which does not contain an unplundered castle, the controlling player may opt to construct a Fort. A die is rolled; on the result of 5 or 6, a Fort is success-





fully constructed and a Fort marker is deployed. Add 1 if the space contains a forest or a plundered castle. Add 1 if the space contains both an effective leader and an Engineer. Subtract 1 for each 3-movement points (phase up) that the regulars have moved that turn. If the fort-building roll fails, it may be re-rolled in a later turn if the units remain in place.

OTHER FORT RULES

A Fort is controlled by the player with a combat unit inside it; any player may take control of an empty Fort which he occupies. At the end of Combat Phase a Fort marker may be removed if a friendly combat unit occupies it. A successful siege roll or storm assault will destroy the fort. A Fort offers no protection to a lone hero.

Barbarians may man Forts only if non-Barbarian units outnumber them. Barbarians who successfully siege or storm a Fort are not eliminated (since there is little loot inside a Fort).

A Fort may not be built in the space of an unplundered castle. If a Fort marker is removed from the map, it may be reused later. An occupied Fort may serve as a "friendly castle" for the deployment of common and special mercenaries. It may also serve as the prison of a captive, but the capturing player is not forced to use a Fort for a prison if he has a real castle elsewhere. Even if built upon a coastal space, a Fort marker may not serve as a port. The Wandering People marker may not be initially placed inside a Fort, but a Fort may be subsequently built in their space.

Non-Humans at War

The peculiarities of several races are taken into account.

ELVES

The Elves move like lethal shadows through the northern forests (forests that have a pine tree symbol). To represent this skill, players may allow that 1 is added to the Combat Roll of any player who attacks an enemy stack in a northern forest space with a force that is at least 50% Elven combat units. The same adjustment applies to the defender's roll if a stack that is at least 50% Elven combat units is attacked in a northern forest space by enemy units.

DWARVES

The mountaineering skill of the Dwarves surpasses that of any other race in Minaria. To represent this skill, players may allow that 1 is added to the Combat Roll of any player who attacks an enemy stack in a mountain or pass space with a force that is at least 50% Dwarven combat units. The same adjustment applies to the defender's roll if a stack that is at least 50% Dwarven combat units is attacked in a mountain or pass space by enemy units.

Also, the wealth of the deep-mining Dwarves is very great, allowing them to produce a Treasure unit every 3rd turn, beginning with their first random events phase after activation. This unit appears in any of the three Dwarven Castles, but each Castle must receive a Treasure before any Castle receives a second Treasure. It may be used in place the turn after its appearance, or be moved elsewhere, like any other Treasure unit.

THE PROBLEM WITH GOBLINS

The Goblins of Zorn are a problem when operating with armies of other races. Goblins and non-Goblins each try to out-insult or out-dare the other during a campaign - with the result that Goblins and others coordinate very poorly. To represent this, let no leader (either a monarch nor a special mercenary) be permitted to lead both Goblins and other regulars at the same time. All units may stack on the march, but different leaders should be assigned to Goblins and non-Goblin regulars. Further, to represent the lack of coordination in mixed attacks with Zornite and non-Zornite regulars, let any Goblin combat units not stacked with a leader of their own cause a Combat Roll penalty of -1.

The Goblin-wise Ozerg Mountaineers stacked with Goblins may act as liaisons with their tempestuous neighbors and negate the problems with Goblins.

THE PROBLEM WITH TROLLS

Trolls are better natured than the Goblins, but their nocturnal habits tend to make them problematical, too. They march only at night, and summer nights are short. Therefore, let the Trolls require a separate leader, and even with leadership the Trollish regulars' base movement may not be increased by more than +2 by leadership. (However, Trolls move more swiftly in winter. See **Year-Around Campaigning**).

GHOULS AND SELKIES

As the newest non-humans to achieve notice in Minaria, most other races fear them as unnatural and ghastly. If this is accepted, any stack containing the Ghoul and/or the Selkie unit receives a +1 modification on the Combat Roll if more than half of the engaging force is composed of common mercenary or kingdom regulars.

Other Military Options

Familiar Ground

A leader fighting on familiar ground has an advantage. He can choose the best places for defense, loyal locals can pass along intelligence, or he can use terrain to advantage. This option applies to the land combat (not siege) roll only.

- 1) If a monarch or Great Captain is attacking or defending a stack located in his home kingdom, modify his Combat Roll by +1.
- 2) If any leader is attacking a stack, or defending a stack, in a type of terrain for which he has Terrain Bonus, add +1 to his Combat Roll.

The options offered in this section are not cumulative; no more than +1 may be added to the Combat Roll for Terrain Bonuses.

Home Ground Retreat

If combat units are defending within the borders of their own kingdom, such units may modify the retreat roll by +1. For example, if 2 Zornite, 1 Hothioran, and 3 Immerite units were defending in Immer, the Zorn units would be able to retreat normally, on a roll of 3-6. The Hothioran unit may retreat on a die result of 4-6. The Immerite units normally retreat on a roll of 4-6 also, but in this case one adds +1 to the Immerite retreat roll, due to the fact that they are defending in their home kingdom.

Regardless of home ground retreat advantages, any units for which the player rolls a natural 1 on its retreat roll may not retreat.

Baronial Revolt

If no neutral kingdoms are available when a random event roll of Help from Afar occurs, or if the player whose turn it is prefers to have a baronial revolt instead of another ally, he may place a Baronial Revolt marker in any enemy kingdom space. If an enemy non-royal castle is unoccupied, the marker may be placed in it and the castle becomes friendly to forces of revolt.

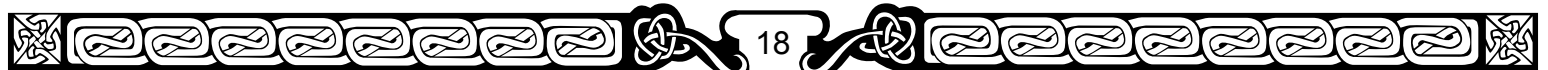
At any time thereafter, even the same player turn, the player may place a stack of Militia into the revolt space equal to the number of unplundered castles in the kingdom or 3, whichever is greater. Until the Militia is deployed, the Baronial Revolt marker may not be attacked by any other player and the simmering unrest it represents is treated as non-addressable (except by diplomacy; see below, this section). The space may be occupied by an enemy player, but should the revolt be activated by the declaration of the controlling player in his own turn, all units enemy to the revolting units are displaced. At that point the Revolt marker has no further purpose and may be set aside.

If the player activates a Baronial Revolt marker, he may place the Rebel Special Mercenary leader with any stack of revolting Militia. The Rebel represents some great lord in revolt against his sovereign. This hero unit may lead Militia, mercenary, and special mercenary combat units. The Rebel also functions as a recruiting space and common mercenaries who come from the Random Event dice roll may be placed directly into his space, unless he is under siege.

Revolted Baronial militia may only enter their own kingdom's spaces and the wasteland. If the Rebel is located outside his own kingdom for two entire consecutive game turns, he is removed from play, along with any Militia units which are party to his revolt. If all revolting Militia units are eliminated, the Revolt ends and the Rebel leader is also removed.

If a player has an inactivated Baronial Revolt marker in a friendly kingdom, he may try to quell unrest by diplomacy. This type of diplomacy does not require the use of the ambassador, which may do something else at the same time. Instead, the anti-revolt player rolls one die in the Diplomacy Phase; a 5 or 6 eliminates the revolt marker.

For purposes of maintaining an orderly game, we recommend that only one Baronial Revolt be allowed on the map at one time.





It is allowed to start a baronial revolt in a kingdom already in the grip of the Usurper.

If a player must besiege his own castle to combat revolted baronial troops, he may decline to plunder the town should the siege be successful.

Marines

Trained marines can be a great asset in maritime combat. Players may assume that navies have tactics that accommodate marines. Marines are any regular combat units with a port for a deployment space. In combat, a marine, if transported by a fleet of his own nation, is equivalent to a fleet in combat value.

EXAMPLE: A Shucassamite unit from the port of Zefnar, transported by a Shucassamite fleet in a combat against 1 Mivioran fleet, fights at odds of 2 to 1. However, if the Shucassamite unit had been from Kuzdol it could not qualify as a marine, and the odds would be 1 to 1 - the Kuzdol unit being ignored.

Ignoble Mercenaries

Rather than naively assume that mercenary units represent the most steadfast of the steadfast, let us see common mercenary units as pragmatic professionals rather than glory hounds. Common mercenary units may not attack unless led by a friendly leader, or stacked with a regular or special mercenary combat unit.

Furthermore, if a player declares an attack upon leaderless, unsupported mercenaries at odds of 3 to 1 or greater, the leaderless, unsupported Mercenary stack (unless in an unplundered castle space) will automatically offer to defect and join the attacker. If the offer is accepted, the defectors are immediately moved into the attacker's stack(s). If the attacker rejects the offer for some reason, the attack may proceed normally. The heroine Tana offers other options for mercenary fleet treachery.

Should all the combat units that are stacked with a common mercenary deactivate, the mercenary is eliminated. Further, all common mercenaries, leaderless or not stacked with non-deactivating regulars, are eliminated if they are located in a friendly kingdom when it deactivates.

Mixed-Unit Combat

Fleets may make attacks into a coastal space against adjacent land combat units. Conversely, fleet units may not be attacked by land units without the consent of the defending player.

EXAMPLE 1: 5 Hothioran army units declare an attack against 2 Rombuni fleets on a coastal space. The Rombuni player declines combat and no combat is fought.

EXAMPLE 2. The same situation exists, except that 1 Rombuni army unit is stacked with the 2 fleets. The daring Rombuni player chooses to add his 2 fleets to the 1 army unit, turning an easy 5 to 1 Hothioran assault against the land unit into a risky 1 to 1 attack against the combined stack. If 1 fleet in a stack is committed to combat, all must be.

Air Power

Air power comes into play if one or more flying combat units are hovering (that is, the friendly flying units occupy the same space, but did not land in their last Movement Phase) above a friendly surface stack (land combat units or fleets). If the surface stack is under attack by enemy surface units, the defender can attempt to have the flying units join in the defense or, alternately, intervene to screen the land units' retreat. This is done by rolling for retreat before combat for the flying units; if they succeed, they land and join the defending units. The player then may accept combat, or instead he may attempt to retreat the surface units of the stack. The landed flying units cannot join in that retreat, but the attackers cannot advance into the space. If the flying unit is of a type which can be attacked by the units on hand, the attack may be made (and the advance after combat conducted, if the flying unit is eliminated.) Obviously the player will wish to commit his rare and valuable flying units only if he is faced with a combat which he absolutely must avoid.

Leadership Limitations

The leader is rare who can effectively lead armies that get too large and unwieldy. Therefore, as a matter of play balance, let no hero be able to lead more than 9 combat units. This number may be modified by the ability of the leader. A leader with a +1 bonus may lead 13 combat units at a time; a monarch

may lead 11. If the Tactical Combat option is used, the limits are as follows: A: 13; B: 11; C: 9; D: 7; E: 5. Increase this limit by +2 if the leader is a monarch.

This rule should militate against the demoralizing occurrence of, say, Juulute Wolfheart combining a large stack of Barbarians with the entire Goblin army in order to go plundering castles with the greatest of ease.

Special Conditions

Instead of having every kingdom begin the game in a normal situation, this option shall allow for Special Conditions to be prevailing at that time.

Special Conditions affect non-player kingdoms. Any number of Special Conditions may be determined, but a number from 1 to 3 should be sufficient. Before assigning kingdoms to players, roll two dice on the table below, to determine where the first Special Condition is to fall:

The Kingdom Table

Roll	Results
2	Ghem
3	Zorn
4	Rombune
5	Pon
6	Shucassam
7	Muetar
8	Hothior
9	Immer
10	Mivior
11	Neuth
12	Ghem

Once a kingdom is selected for a Special Condition, roll two dice on the following table:

THE SPECIAL CONDITIONS TABLE

Roll	Results
2	Usurpation
3	Diplomatic Clout
4	Mercenary Revolt
5	Famine
6	Prosperity
7	Patriotic Fervor
8	Preparedness
9	Bankruptcy
10	Expertise
11	Pestilence
12	Invasion

FOR EXAMPLE, a roll on the Kingdom Table yields a result of 5, indicating Pon. A second roll, this time on The Special Conditions Table yields a 6. This means that Pon begins the game enjoying Prosperity.


Repeat the procedure if additional Special Conditions are desired. If more than 1 Special Condition is rolled, it is possible that the same kingdom will receive more than 1 Special Condition. In such a case, ignore the second Special Condition, as some conditions are contradictory. Markers are provided to denote any Special Condition existing within a kingdom. Deploy the appropriate marker as a reminder, and remove it once the Special Condition is no longer valid.

After determining which kingdoms have Special Conditions, randomly assign player kingdoms to all the players from the remaining stock of monarch cards (that is, from kingdoms that have no Special Condition ongoing).

Usurpation

As the game opens, this unfortunate kingdom is found to be ruled by a Usurper. Deploy the Usurper unit, and half the kingdom's regulars, as per the Usurper rules as in the Intermediate Game. The players draw chits; the highest chit wins control of the Usurper and his kingdom. The kingdom begins the first game turn activated.

If the Civil War rules are used, the player who drew the second-highest chit controls the True Heir. Place the True Heir (the kingdom's monarch unit) 1-6 spaces ahead on the turn record track. When the True Heir enters the game, consult Civil Conflict, above.



Do not take the Usurper Diplomacy card from the deck. It is possible that another Usurper may enter play in the normal manner. Should another Usurper unit be needed, substitute a Great Captain or, if none are available, a Wayfarer unit.

Diplomatic Clout

The kingdom has very good relations with Minaria's monarchs. The player who allies with the kingdom through ordinary means may (voluntarily) add +1 to each future activation/deactivation roll, plus the adds from any card he plays. If a kingdom is actually activated or deactivated using the kingdom's special add, the add is lost permanently. However, any kingdom activated by use of the special add gives a diplomatic bonus of +1 to the activating player in regard to future activating/deactivating rolls and also a penalty of -1 to any other player, until the death of its monarch.

Mercenary Revolt

The kingdom is suffering from a military insurgency. The players draw chits; the holder of the highest-numbered chit may deploy 6 common mercenary land combat units in any non-castle space of the kingdom; the holder of the second-highest chit controls the kingdom itself. The kingdom is considered active at the beginning of the first game turn; it remains under the same player's control until it is deactivated. The kingdom may not deactivate as long as any of the original revolted mercenary combat units remain within its territory. As long as any of the original revolting mercenaries remains, none of the common mercenaries in the kingdom may be recruited away by another player.

The revolting mercenaries need a leader. Roll one die to determine which leader begins the game stacked with the rebels: 1: Juulute Wolfheart; 2: Black Knight; 3: Schardenzar; 4: Bilge Rate; 5: Trouble; 6: a Great Captain.

The player with a Major Mercenary for a leader takes the leader's card from the Diplomacy deck. If the mercenary leader is the Black Knight deploy the Stubstaff Guards in the Keep. They may not leave the Keep while the revolt is in progress. Trouble may raise a Peasant revolt within the kingdom. If Bilge Rat is the rebel leader, place the Reaver in any friendly port, but it may not leave the port while the revolt is in progress. If the player has no friendly port, he does not receive the Reaver.

If a Great Captain leads the mercenaries, he has the same movement and terrain bonuses as the kingdom's monarch. Nonetheless, he is considered an rebel outcast who may lead special and common mercenaries only.

Take note which common mercenary units are considered to be the original rebels. These units are eliminated if they spend 2 complete game turns outside territory of the afflicted kingdom. Their leader may enter only the kingdom or the wasteland as long as any of these units remain in play. If all the original rebel mercenary units are removed, either voluntarily or involuntarily, their leader is either returned to the randomizer or he is set aside and his card is discarded.

Famine

Units that begin their turn in a kingdom suffering from famine may not forced march and receive -1 on the Combat Roll should they make up half or more of the friendly units engaged in a combat attack. Also, the intrinsic defense strength of each Castle in a famine-stricken kingdom is reduced by 1. Accordingly, the victory point award for plundering such a castle is also reduced.

Prosperity

The kingdom's booming economy has firmed up its military resources. Increase all castle intrinsic defense strengths by +1; however, victory point awards for plundering these wealthy castles are proportionally increased as well.

If an eliminated regular of the kingdom is replaced, or a common mercenary is recruited in one of the kingdom's castles, 2 (instead of 1) may actually be deployed. However, no more than 2 new combat units per turn may be deployed in the kingdom.

Note: Ignore this Special Event if the monarch has Personality card 21.

Patriotic Fervor

If combat units of the kingdom equal or exceed half of the engaged units, the friendly Combat Roll is increased by +1. Ignore the Special Condition if the monarch has Personality card #6, 10, 13, 16, or 21.

Preparedness

This kingdom expected war and prepared for it. Upon the kingdom's first activation, place a common mercenary unit in each non-royal castle. Place 2 common mercenary units in the royal castle. Ignore the condition if the monarch has Personality card #10, 13, or 21.

Bankruptcy

This kingdom cannot afford to replace or expand its army. Its regular replacements are permanently lost if eliminated; friendly special and common mercenaries may not enter play in any space of its territory.

Expertise

This kingdom has cultivated many friends among the accomplished persons of Minaria. At start, deploy 1 random special mercenary, face down, in the royal castle. Afterwards, whenever any enemy player draws a special mercenary from the randomizer, the player controlling this kingdom may draw an additional special mercenary for himself, until the kingdom has had 6 free picks, counting the one received at start. If it is at all possible to enter the specially drawn unit within the borders of the kingdom, it must be entered there.

Pestilence

A virulent disease is sweeping this kingdom; use the Raging Epidemic rules of the Advanced Game.

The players draw chits. The kingdom activates as an ally of the one who draws the highest-numbered chit. Place an Epidemic marker on 2 of the unplundered castles of the kingdom (or 1, if it has only 1 unplundered castle). The selected castles should be those with the largest number of combat units within them. If 2 or more stacks have the same strength, choose the afflicted stack randomly. Place an Epidemic marker, but do not roll for the stack until the next friendly random events phase.

The Pestilence will rage across the kingdom for at least 4 game turns. In each Random events phase, beginning with the fifth game turn, the controlling player rolls one die to see if the Pestilence ends; a result of 6 ends the Pestilence. Thereafter, the kingdom is played normally.

Until the Pestilence ends, should any stack of combat units (other than one consisting solely of special mercenaries) begin its turn in the afflicted kingdom, it may contract an Epidemic. Roll one die for each such stack; if the stack has less than 6 combat units, a result of 1 will result in an Epidemic; if the stack has 6 or more units, or if it is in a castle space, a roll of 5 or 6 will bring on an epidemic. If a castle of the kingdom is under siege and defended by combat units, add +1 to the defender's Pestilence roll.

Any Epidemic-marked stack located within the Pestilence-afflicted kingdom at the start of the friendly random events phase adds +1 to the Epidemic Effects roll.


If the kingdom deactivates before the Epidemic condition is lifted, it still suffers from Epidemic when reactivated. (Follow the procedure above). Combat units that enter the kingdom while it is deactivated still must make a Pestilence roll test.

Invasion

A Barbarian invasion has struck this kingdom. The players draw chits; the player who draws the highest-numbered chit controls the Barbarians; the player with the second-highest number controls the kingdom, which is active from the beginning of the first game turn.

The player with the Barbarians may place 5 Barbarian units in any non-castle space of the kingdom within 4 spaces of the closest Barbarian-entry edge space. These Barbarians may enter only the kingdom or the wasteland, and may not go more than a distance of 4 spaces (inclusive) from the kingdom's border.

This is a special invasion; if reduced below 5 at the beginning of any random events phase, one invader stack may be reinforced with 1 new Barbarian unit. However, controlling these special Barbarians-invaders prevents a player from recruiting more of that same Barbarian type (by means of diplomacy) until the invaders are all eliminated. If all the invading units are eliminated, the Special Condition ceases.



The kingdom under invasion may not deactivate as long as any of the invading Barbarians remain on the map.

The type of Barbarian which may invade a kingdom is as follows:

Mivior or Neuth: Ogres
Immer or Zorn: Northern Barbarians
Pon or Ghem (Aws Alzack and Aws Roseng): Eastern Horsemen
Shucassam: Southern Barbarians

If the selected kingdom is Muetar, Rombune, Hothior, or the Trolls, treat the Special Condition as none.

Special Scenarios

Rather than let wars develop randomly, players may look back to one of the most famous wars in Minaria, and ahead to possible future conflicts.

Boewenn's War

One of the cruelest wars fought in recent Minarian history was Boewenn's War. Boewenn, High Prince of Neuth, expanded the Elven army, sought out powerful magic devices, and attempted to destroy his enemies far and wide.

General Rules

Do not use the Eastern Horsemen or the Ogres in this scenario. Historically, the Eastern Horsemen had not arrived in Minaria as yet and it was a period of Ogre quiescence.

The River Deep is not navigable and the Boom does not exist. Pon and Shucassam have no fleets in the Sea of Zett, and the Zett ports are not ports.

While there were other map differences in Boewenn's time, they are minor and should not meaningfully affect the course of play.

Boewenn

One player takes Boewenn, High Prince of Neuth, for his player monarch. Use 6 Eastern Horsemen pieces to represent Boewenn's expanded Elven army and allow the borrowed units to have forest terrain bonuses. Give the Boewenn player 3 Great Captains and Ogsbogg the Ogre. The extra units serving Neuth may be set up anywhere within Neuth. Allow the Boewenn player 4 picks from the Magic Randomizer (there are no Curses upon these units) and place them in Ider Bolis. Boewenn always gets first move on the first game turn. After that, the turn order is random.

Boewenn can make no allies of Immer, the Goblins, the Eaters of Wisdom, Mivior, Ghem, or Hothior. No ally of Boewenn may stack with or join in an attack in conjunction with Elven units. These alliances are not considered to be true ones (since the fanatic Boewenn would never admit to needing outside help), but mere co-belligerencies. With like restrictions, Boewenn can raise Northern or Southern Barbarians.

BOEWENN'S OPPONENTS

First choose a principal opponent for Boewenn; a player randomly draws one of the following kingdoms: Mivior, Hothior, Ghem, the Eaters of Wisdom, Immer, or the Goblins. Afterwards, shuffle all remaining cards together and the remaining players draw their player monarchs randomly.

Minarian Heroes

Any special mercenary combat units may be used in the scenario, except Lloamar. On the other hand, most of the Minarian heroes whom players know have not been born at the time of Boewenn's War. Use only the Black Knight, Schardenzar, and the Marshal. Boewenn's combat units will coordinate normally with nonhuman special mercenaries, but human, Wandering People, and Ercii special mercenary may not stack with Elven combat units or leaders. If stacked separately, such units may not attack in conjunction with Elven regulars.

The Trolls

Historically, the Trolls were involved in disputes with the Hothiorans and were cobelligerents with the Elves during Boewenn's War. Consider that the Trolls, if non-players, have an Oath of Friendship to Boewenn.

Victory

The player with the most victory points wins. If the Elven forces by themselves acquire more victory points than any other player (points scored by Boewenn's human allies are not counted in this special total), Boewenn wins the highest grade of victory.

Historically, the Elves attacked far and wide, captured Addat, Tadafat, and the Invisible School, laying waste to Immer with special vengeance, but were eventually defeated. Ider Bolis was sacked and Boewenn died in its defense.

The Great Khagan

Some time ago, Eastern Horsemen, driven toward Minaria by events in the East, began raiding beyond the Barrier Mountains. More recently, men whose raiments were both brilliant and barbarous appeared in most of the courts of Minaria, claiming to be ambassadors from Hatu Khagan, lord of the East. They demanded heavy tribute and tokens of submission.

Naturally, the khagan's ambassadors were dismissed; some with amused curtsey, some with insult. One party was put to death by a savage-hearted Minarian monarch. No one thought long on these peculiar visits, but it soon began to appear that the Eastern Horsemen were falling under the domination of this mysterious potentate as he extended his range toward Minaria. Some of easterners' raids and trading missions in Minaria turned out to be spying expeditions.

Today, word is carried by the eastern-most Dwarven miners that great columns of horsemen are moving through the mountain passes. The invaders call themselves The Carriers of the Lance of Ketan, alluding to the lightning weapon of their storm-god. Minarians will soon come to call the invaders the Storm-Riders - and worse epithets.

The Invaders

Hatu Khagan personally leads his army of veteran regular units. The Storm-Riders' 5 leaders, 2 Engineers (from unused units, if possible), and 40 regular combat units are set up - in up to 5 spaces, on the eastern edge of the map. The Storm-Rider player may not have less than 2 Great Captains. If he should have less than 2 due to losses, 1 Storm-Rider Great Captain is revived in the space of the Khagan at the beginning of the next friendly random events phase.

Hatu Khagan has a +1 die modification in combat (or, alternately, consider him an A-rated monarch). Moreover, the Khagan's battle-tested regulars have a +1 combat modifier (representing their unsurpassable quality) whenever they make up half or more of the combat units engaged in land combat. Treat the Storm-Rider Great Captains as C-rated, or, if the Tactical Combat option is used, roll randomly for their individual tactical expertise, re-rolling D and E ratings (Hatu Khagan does not suffer fools among his major subordinates).

Only the Storm-Rider player may recruit Eastern Horsemen (however, see **Revolt of Kang**). The invader's ambassador gets a +1 bonus for each attempt to recruit Eastern Horsemen (and does not die if a natural 1 is rolled) as long as the Great Khagan himself is located within 10 spaces of any space where such units are to be recruited. The invader can recruit both unnamed units and named units of different tribes, but units of different tribal names may not stack together. Eastern horsemen do not leave the map after a successful siege in this scenario; they know better than to desert the vengeful Hatu Khagan.

The Storm-Rider player does not draw Diplomacy cards until after he has plundered at least one royal castle. Except for special submission rolls, the recruitment of Barbarians, and the entry of major special mercenaries, the Storm-Rider's ambassador is not capable of other diplomatic functions in this scenario.

After the Storm-Riders have plundered at least 1 royal castle, the Storm-Rider player may begin to receive special mercenaries (both by Diplomacy card and randomizer), common mercenaries, and Northern and Southern Barbarians. Until the Storm-Riders have gained control of the Castle Altarr space (e.g., by plunder or vassalage), they may not recruit Northern Barbarians west of Zorn. The Storm-Rider player must return to the randomizer any ordinary Great Captain, which is drawn. Further, the arrogant Storm-Rider regulars will not be led by any special mercenary leader which may join the Storm-Rider cause. Militia units created by the invaders in Minaria will accept special mercenary leaders, however.

Mortnoir cannot be activated against stacks containing Storm-Rider regulars, stacks commanded by a Storm-Rider Great Captains, or by Hatu Khagan.



Before beginning play, determine randomly which Minarian monarch murdered Hatu Khagan's emissaries. If the invader plunders all the castles of this monarch, or executes the monarch, or slays him in battle (Storm-Rider regulars need to be involved in the battle to count toward this victory) the Khagan's victory is upgraded - a tactical victory becomes a strategic victory, a strategic victory becomes a crushing victory - the kind that Hatu Khagan has been most familiar with up to now. Killing merely the successor of the guilty monarch does not satisfy the victory requirement.

The Magic Spaces

The Storm-Riders are new to Minaria and its possibilities. They may not use Greystaff or the Temple of Kings until turn 8, which presumes that they have had time to learn the value of these locations.

Magic Devices

Storm Rider regulars may not seek magic devices. Other units, including Storm-Rider militia, may do so, however. Storm Rider leaders may seek, find, and use such devices.

The Revolt of Kang

If Kang joins a Minarian player's faction, the Storm-Rider ambassador loses his +1 modifier for recruiting Eastern Horsemen. The Eastern Horseman tribe with the fewest units on the map at that point become the tribe beholding to Kang and those tribal units serving the Storm-Riders are removed from the map. Thereafter, the Storm-Rider and Kang players will compete for the unnamed Eastern Horsemen units in the normal manner. After Kang's rebellion, only the invader and the player who controls Kang may recruit Eastern Horsemen.

The future of Minaria is dark if Kang joins the cause of the Storm-Riders. If Kang serves the Storm-Riders, the Minarian player who kills or captures Kang receives 20 victory points.

Vassals and Militia

The Storm-Riders may always attack a non-aligned kingdom. If Hatu Khagan's forces have plundered at least 2 royal castles, he may send his ambassador to a non-aligned monarch demanding submission. An even roll is successful and the kingdom becomes an active Storm-Rider vassal. An odd roll means failure and the attempt may not be repeated against that same kingdom until after the Storm-Riders have created a new vassal elsewhere.

If any action of the Storm-Rider player causes a Minarian kingdom to fall into confusion or forced peace, the kingdom may potentially become an active Storm-Rider vassal.

To create a vassal out of a kingdom which he has sent into confusion or forced peace, the Storm-Rider player moves at least 1 Storm-Rider regular and leader into the kingdom. A die is immediately rolled; if he rolls a 5 or 6 the kingdom becomes a Storm-Rider vassal; otherwise, the kingdom comes out of confusion and is ready to receive ambassadors. Once the kingdom has become a vassal, all castles of the vassal kingdom are considered friendly to and controlled by the Storm-Rider.

When the kingdom becomes a vassal, the Storm-Rider player takes a number of Storm-Rider militia units. (NOTE: special counters are provided; Storm-Rider militia have nothing to do with the Minarian militia. Storm-Rider militias are created in numbers equal to the number of non-eliminated kingdom land units, or half (phase up) of the kingdoms land combat unit force pool, whichever is greater. These units are deployed at the Storm-Rider player's discretion between the kingdom's deployment spaces. The Minarian monarch unit is set aside and Minarian monarchs may not work diplomacy with the kingdom thereafter and the kingdom will not go into forced peace. Only twenty militia units may be in play upon the map at one time.

Storm-Rider regulars are not replaced due to their great distance from home. Storm-Rider Militia units may be replaced by the random events dice roll.

Fleet units belonging to a kingdom are not halved. They are redeployed in their homeports under the Storm-Riders' control and may carry Storm-Rider regulars and militia. Eliminated fleets may be replaced via the Random Events Table. (Historically, the Storm-Riders wasted no time in turning captured fleets to account strategically; as they were used to doing so from experience in their wars in the Far East).

Other Rules

The Storm-Riders begin with no friendly castles. Until they have at least 1 unplundered friendly castle, all captives they take are immediately put to death. If the execution of a monarch throws a kingdom into Confusion, it provides the Storm-Rider player with an opportunity to create a new vassal.

Hatu Khagan and his captains have no roll adds in fleet combat (or are considered C-rated if normally rated A or B). Neither Storm-Rider militia nor regulars may be considered Marines.

The Storm-Rider Player ignores Random Event 12.

The Storm-Rider may not benefit from the non-player personalities of #3 and #15.

Victory

The Storm-Rider player earns victory points normally. The other players earn 20 victory points for each Storm-Rider Great Captain killed or captured. They also earn 3 victory points for each Storm-Rider regular combat unit eliminated by combat. No points are awarded for eliminated militia. Attrition, Greystaff, and Random Event losses to the Storm-Riders do not earn victory points. The death or capture of Hatu Khagan earns a Minarian player 140 victory points and ends both the invasion and the game.

To win a tactical victory (equivalent to a draw), the Storm-Rider player must earn more victory points than any other player. To win a strategic victory, the player must earn more victory points than all the other players combined. A crushing victory is awarded to the Storm-Rider if he rolls on two dice a number less than the number of kingdoms that he has forced or persuaded to submit by the end of turn 20. Subtract 2 (each) from the dice if Rombune or Mivior become vassal kingdoms.

The Minarian players jointly win if the Khagan player fails to achieve a tactical victory. The kingdom player with the most victory points wins a moral victory if the Storm-Rider player does not achieve at least a strategic victory.

In the future history of Minaria under study, the Storm-Riders' campaign was highly successful and many states were subjugated during the first year. The remaining Minarian kingdoms submitted within a short while. A minor bastard son of the Khagan was given a satrapy that included the entire map of known Minaria. The Great Khagan himself turned back toward the East, but remained interested in expansion along all his empire's periphery. Before his death he dispatched his best generals south to bring Girion, too, under the imperial sway. That, and later expeditions into the southern subcontinent, enjoyed mixed results, but great battles were fought, especially with the hordes of the Scarlet Empire. After Hatu Khagan's death the Storm-Rider conquests in Girion were eventually given up as the invader's strength was directed east to deal with distant revolts. The empire of the Storm-Riders endured in Minaria until - well, that's another story.

Storm-Rider Civil War

This scenario requires at least three players. It assumes that all Minaria is subject to the Storm-Rider Empire (other than the Minarian player monarchs, who are considered to be free in revolt). Nonetheless, with no moral support from its subjects, which the Storm-Riders exploit and abuse atrociously, the empire falls into premature ferment. As the scenario begins, the nearer provinces of the Empire (just off the eastern side of the map) have risen against central authority, while the satrap of Minaria remains loyal to the current khagan who rules in the Far East. The satrap controls all the kingdoms and principalities of Minaria. However, the Eastern Invader armies, dispatched west by some off-the-map rebel satrap, now sweep into Minaria.

One player takes the role of the Imperial Satrap in Minaria; a second portrays the Eastern Invader. Remaining players are Minarian rebel monarchs.

Imperial Satrap

The Storm-Rider player randomly chooses 1 kingdom to serve as the imperial satrap's seat of authority (The early Storm-Riders having massacred or driven out all the original inhabitants in order to convert their farms and orchards into grazing land for herd animals). Remove from play the monarch and all land combat units belonging to this hapless kingdom; keep its fleets, if any, for use by the Storm-Riders. Deploy the Storm-Rider monarch (the satrap) unit in the royal castle. Re-choose if the Troll kingdom is randomly picked.



After the Minarian players have chosen their kingdoms, the Storm-Rider player may place 4 Storm-Rider Great Captains, 40 regulars, and 20 militia units into the castles of his seat of authority, and of his Minarian vassal kingdoms. He must place at least 1 regular or militia unit in the royal castle of each vassal.

The imperial units were customarily not stationed in any one place very long and so remain strangers in the land, thus they get no home-ground advantages inside the headquarters kingdom. The reigning Storm-Rider satrap is no Hatu Khagan, and thus he has a no combat modifier, while the leisured bullies of the occupation army have lost the +1 combat add that their grandfathers possessed (as given in the previous scenario). If the Tactical Combat option is used, Storm-Rider leaders may have the usual randomly assigned tactical ratings, but D and E-ratings are permitted.

Militia units have no real nationality, but are moved about the empire indiscriminately. Storm-Rider replacements may be taken in militia units or in active vassal regulars, but not Storm-Rider regulars. The scenario assumes that the Storm-Riders are cut off from replacement by the off-map rebellion.

Due to the ruthless conscription practices of the Storm-Riders, the number of replacements allowed by the Random Events Table is doubled if taken solely in militia.

The Storm-Rider player may not have less than 2 Great Captains. If he should come to have less than 2 due to losses, 1 Storm-Rider Great Captain is revived in the space of the satrap at the beginning of the next friendly random events phase.

The pride of the Storm-Riders remains overweening and special mercenary heroes may not lead Storm-Rider regulars. They may lead Storm-Rider militia, however. Because both the occupiers and Eastern Invader disdain locals, Sir Mortnoir may not be activated against either Storm-Rider or Eastern Invader stacks that contain non-militia combat units, the Satrap, or the Storm-Rider Great Captains.

Eastern Invader

At outset the Eastern Invader player takes Kang to represent this player monarch (Kang does not appear in this scenario), along with 2 ordinary Great Captains. The Eastern Invader player deploys all named Eastern Horsemen tribes in up to three different clear wasteland spaces on the eastern map edge and distributes his leaders among them as he sees fit. Should an Eastern Invader Great Captain be eliminated, the unit is recycled, being redeployed at the start of the next turn in the space where the Eastern Invader monarch is located as a replacement leader.

The Eastern Invader player may take for his own use any ambassador unit that is available, but before Turn 7 he may use his ambassador only to recruit named and unnamed Eastern Horsemen. (In fact, only the Eastern Invader may recruit Eastern Horsemen in this scenario). He recruits in a special way: In his Diplomacy Phase he places his ambassador in an eastern map edge space and rolls one die for 1-6 reinforcements. The Eastern Invader's tribes may stack freely and attack in concert. He may roll each turn to draw in new Eastern Horsemen, up to the limit of the counter mix. He may not receive neither common nor special mercenaries in Turns 1-6.

Beginning with turn 7, the player's diplomacy has acclimated itself to Minaria and he may begin to recruit common and special mercenaries (by both Diplomacy card and randomizer) as well as other Barbarian types (but not Ogres). Until the Eastern Invader controls Castle Altarr, he may not recruit Northern Barbarians west of Zorn.

Only friendly vassal monarchs and special mercenaries may find lost magic devices for the Eastern Invader before turn 10. Likewise, the Eastern Invader may not make use of Greystaff until turn 7.

The Eastern Invader ignores Random Events #12; instead he gets a free roll for more Eastern Invader units with no possibility of his ambassador's loss. He also ignores #7 and #10 until turn 7.

If the Eastern Invader monarch (Kang) is killed or captured, the Eastern Invader units are removed from play; the player's vassals, if any, deactivate. Roll one die for each Eastern Invader vassal kingdom; even, it becomes a Storm-Rider vassal; odd, a free kingdom (that is, it has no anti-rebel modifiers). After the sum of two dice rolls game turns, the Eastern Horsemen units become available as

ordinary Barbarian units, which any player may recruit.

If the Storm-Rider satrap is killed or captured, the remaining Storm-Rider units and (some) vassals accept the Eastern Invader monarch as their lawful sovereign. Deactivate all active Storm-Rider vassals, and then roll one die for each of them. An even number causes the kingdom to become an Eastern Invader vassal; an odd number indicates that it becomes an inactive rebel kingdom (that is, it has no anti-rebel Diplomacy Roll modifiers).

The Minarians

The remaining players represent revolting Minarian player monarchs, enemy to both the Storm-Riders and the Eastern Invader. In the course of the game, some former vassals will doubtlessly become non-player rebel kingdoms.

At first the Minarian players' diplomacy is hampered. A Storm-Rider vassal kingdom has an anti-rebel Diplomacy Roll modifier of -2.

Ideally, there should be at least 3 rebel players. If there is less, make up the shortfall by denoting 1 or 2 random kingdoms (players' consensus) as "non-player rebels." A non-player rebel will not activate for the Storm-Rider, and will join the alliance of the first Minarian ambassador that visits its royal castle, without need of a roll. If there is only a single Minarian player and all non-player rebels have been eliminated, a new non-player rebel is randomly created, in descending order, from 1) a free kingdom; 2) a Storm-Rider vassal; 3) a kingdom in forced peace/confusion (which event will end the condition).

CREATING VASSALS

Several kingdoms begin the game as subservient vassals beholdng to the Storm-Riders. The Storm-Rider may create new vassals from free kingdoms and vassals controlled by the Eastern Invader. The Eastern Invader may likewise create new vassals out of both free kingdoms and Storm-Rider vassals. The standard kingdom counter mix is used to represent Eastern Invader vassals. The Eastern Invader does not create militia.

Should any action of the Storm-Rider or Eastern Invader player cause a kingdom to fall into confusion or forced peace, the kingdom may potentially become an inactive vassal.

To create a vassal out of a kingdom which he has sent into confusion or forced peace, the Storm-Rider or Eastern Invader player moves at least 1 regular and leader into the kingdom. A die is immediately rolled; if the result is a 5 or 6 the kingdom becomes a vassal; otherwise, the kingdom comes out of confusion as a free kingdom and is ready to receive ambassadors. The player may modify his roll by +1 for each additional Storm-Rider regular or friendly Eastern Horseman unit, which intrudes into the kingdom before the roll, up to the maximum of +3 for 4 or more combat units.

Once the kingdom has become a vassal, all castles of the vassal kingdom are considered friendly to the liege lord. The liege (Storm-Rider or Eastern Invader) must have at least one Storm-Rider regular or Eastern Horseman unit within the kingdom at the end of each friendly turn, or else lose 3 victory points per turn which for each vassal kingdom which lacks a garrison. He may not have less than 0 victory points.

When the kingdom becomes a vassal, it remains deactivated until the liege lord works diplomacy with it, or one of its castles is attacked by an enemy.

VIOLATING A VASSAL

The normal violation rules do not apply to a vassal. Instead, should an invader lay siege to a castle, the kingdom's units (all surviving kingdom units) deploy. If no siege is ongoing, but enemy combat units are currently violating the territory of an inactive vassal, or a vassal in confusion, the confusion (if any) ends, and the controlling liege lord player may activate the vassal, without the usual victory point penalty (see below). Should the kingdom fall into confusion for any reason, it must be re-subjugated by either the Storm-Rider or Eastern Invader player, or else will eventually come out of confusion as an inactive free kingdom.

If both Storm-Rider regulars and Eastern Horsemen units jointly occupy a kingdom in forced peace or confusion, neither may turn it into a vassal.

A free kingdom player violating an ex-vassal kingdom in confusion has his next Movement Phase to exit his offending units before causing the kingdom to revert to its original liege lord's control as an inactive vassal.

DIPLOMACY WITH VASSALS

All inactive vassal kingdoms initially have an anti-Minarian Diplomacy Roll modifier of -2. Vassals activated by the action of a Minarian player deactivate on a Diplomacy Roll of 8. Once the Minarian works a successful activation/deactivation upon a vassal kingdom, this modifier is removed and the kingdom is no longer considered to be a vassal. It is possible for a freed vassal to be subjugated again later by the Storm-Rider or the Eastern Invader.

To activate a vassal kingdom, the liege lord player's ambassador has only to visit its royal castle. No actual roll is needed. Usually, the controlling player must forfeit 10 victory points (which may be spent in deficit) for the right of activation.

The Eastern Invader may not activate any of his own vassals until turn 7. An Eastern Invader vassal may be activated earlier by enemy siege, however.

If a Minarian Kingdom is activated by the Storm-Rider's or by the Eastern Invader's expenditure of 10 victory points, the kingdom loses its anti-Minarian modifier (in resentment of having to march to war for the tyrant) and will deactivate on a Diplomacy Roll of 7 or more. The Minarian roll is modified by -1, however, if a liege lord has a garrison of Storm-Rider or Eastern Horseman units within the kingdom equal to the number of castles in the kingdom, or 3 units, whichever is greater.

DEPOSING A VASSAL MONARCH

If the Storm-Rider or Eastern Invader finds the personality of one of its own vassal monarchs undesirable, the monarch may be deposed for a local rival. The liege lord's ambassador visits the monarch, declares him deposed, thereby deactivating the kingdom. A new vassal monarch is immediately crowned, and given a new random personality card (shuffle the old one into the deck before drawing). The liege lord's ambassador may reactivate the kingdom in a later turn for an expenditure of only 5 victory points.

If Personality #13 is a vassal, the monarch may not be activated by the Storm-Rider or the Eastern Invader. (The vassal may be deposed, however).

Other Rules

LIEGE LORD FLEETS

Fleets controlled by the Storm-Riders or Eastern Invader may be replaced.

MARINES

Neither the Storm-Rider militia nor regulars are considered Marines, if the Marines Option is used. Vassal units also lose their Marine status, due to their poor morale.

VASSAL PERSONALITIES

The Storm-Rider and Eastern Invader cannot benefit from the qualities of a non-player with Personalities #3 or #15. The Minarian Rebel players may, however.

STORM-RIDER RANDOM EVENTS

The Storm-Rider and Eastern Invader players treat Random Events #12 as a chance to make 1 vassal activate without any victory point penalty or the loss of the kingdom's anti-Minarian diplomatic penalty. In such case, the vassal activates at once.

DEATH OF A VASSAL MONARCH

A vassal monarch's death causes the kingdom to go into confusion. The Storm-Rider or Eastern Invader player must follow the rules for creating a vassal in order to keep the kingdom in subjugation.

VICTORY

The winner of the scenario is the player with the most victory points.

Realistically, the heroes of this scenario, unless very long-lived (like Schardenzar and the Black Knight), are not necessarily the same individuals whose names their counters bear. Consider them people of similar ilk, or even the descendants of bygone heroes. The hero represented by Juulute's counter, for instance, may be his grandson.

The Minarian Revolt

For decades after the conquest, Minaria remains a collection of vassals under an appointed satrap. As the bloodline of Hatu Khagan grow decadent and weak, chaos spreads in the Far East. Wild horsemen swirl over eastern Minaria as central authority declines. The Storm-Riders of Minaria are again cut off from outside help. This seems to be the opportunity for the oppressed Minarians to

rise up against their hated oppressors.

THE STORM-RIDERS

The Storm-Rider player randomly chooses 1 kingdom to serve as the satrap's seat of authority. Remove from play the monarch and all land combat units belonging to this kingdom; keep the fleets for use by the Storm-Rider.

After the Minarian players have chosen their kingdoms, the Storm-Rider player may place 4 Storm-Rider Great Captains and 40 regulars into the castles of his seat of authority and his Minarian vassal kingdoms. He must place at least 1 regular or militia unit in the royal castle of each vassal.

At set up the Storm-Rider receives a number of militia units equal to one die for each Minarian player in the game, to be deployed in friendly castles, including vassal castles. Each time a new kingdom joins a Minarian alliance; the Storm-Rider receives another 1-6 militia units at the beginning of his next friendly random events phase, to represent emergency recruitment. This may continue until the reserve pool of militia is exhausted.

Militia units have no real nationality. Assume they are made up of half-blood descendants of the invaders, as well as forced conscripts and rootless bravos willing to take any bully's purse. Eliminated militia units may only be replaced by means of the Random Events Table. Storm-Rider replacements may be taken in militia units or in active vassal regulars.

The scenario assumes that the Storm-Riders are cut off from regular Storm-Rider replacements by the off-map chaos, hence they are not replaceable. The imperial units have no local terrain bonuses. If the Tactical Combat Option is used, Storm-Rider leaders may have randomly-assigned tactical ratings. The overweening pride of the Storm-Riders has dwindled with time, allowing special mercenary heroes to lead Storm-Rider regulars.

The Storm-Rider player may not have less than 2 Great Captains. If he should have less than 2 due to losses, 1 Storm-Rider Great Captain is revived in the space of the satrap at the beginning of the next friendly random events phase.

The Storm-Rider player may work diplomacy on rebel non-players as they appear, but suffers a Diplomacy Roll penalty of -1 to represent the general dislike for the Storm-Riders. As the Storm-Riders' regime weakens, old local animosities arise in Minaria and rebel non-player kingdoms may formally ally with the Storm-Riders. This is considered a normal alliance, not a state of vassalage.

THE ANTI-STORM-RIDER REBELS

The remaining players represent rebelling Minarian player monarchs. In the course of the game, some former vassals will doubtlessly become non-player rebels' kingdoms.

The Minarian players' diplomacy with vassals is hampered due to the Storm-Riders' terror and bribery. A Storm-Rider vassal kingdom, wither active or inactive, has an anti-rebel modifier of -1 on the Diplomacy die.

If the vassal is activated or deactivated by a Minarian ambassador, the anti-Minarian penalty is removed. If a Minarian Kingdom is activated by the Storm-Rider's expenditure of 10 victory points, the kingdom loses its anti-Minarian modifier (in resentment of having to march to war for the tyrant).

Ideally, there should be at least 3 rebel players. If there are less, make up the shortfall by denoting 1 or 2 random kingdoms as "non-player rebels." A non-player rebel will not activate for the Storm-Rider, and will join the alliance of the first Minarian ambassador that visits its royal castle, without need of a roll. If there is only a single Minarian player and all non-player rebels have been eliminated, a new non-player rebel is randomly created, in descending order, from 1) a free kingdom; 2) a Storm-Rider vassal; 3) a kingdom in forced peace/confusion.

THE VASSAL KINGDOMS

The Storm-Rider may create a vassal kingdom by subduing a free Minarian kingdom. For the method, see **Creating Vassals**.

To activate a vassal kingdom, the Storm-Rider player's ambassador has only to visit the royal castle. No actual roll is needed.

If the Storm-Rider player finds a vassal personality undesirable, the monarch may be deposed. See **Deposing a Vassal Monarch**,

Depending on the actions of the Storm-Rider player, it is possible for a kingdom to go from vassal to free, to vassal again.

THE STORM-RIDER FLEETS

Neither the Storm-Rider militia nor regulars are considered Marines, if the MARINES option is used. Vassal units also lose their Marine status, due to the poor morale of such units.

VASSAL PERSONALITIES

The Storm-Riders cannot benefit from the loyalty of a non-player with Personalities #3 or #15. The Minarian Rebel players may, however.

STORM-RIDER RANDOM EVENTS

The Storm-Rider player treats Random Events #12 as a chance to make 1 vassal activate without any victory point penalty and without loss of the kingdom's anti-Minarian Diplomacy Roll modifier. The vassal activates at once. The death of a vassal monarch causes the kingdom to go into confusion, but it remains a vassal, providing the Storm-Rider follows the vassal-occupation rule (see **Creating a Vassal**).

STORM-RIDERS AND SPECIAL MERCENARIES

As long as the Storm-Rider player controls the satrap's royal castle and has 4 vassals, active or inactive, the Storm-Riders player gets a free draw from the Special Mercenary Randomizer at the beginning of every friendly even-numbered turn. The Storm-Rider leaders and units are vulnerable to the blandishments of Mortnoir.

VICTORY

Players earn 2 victory points for destroying in combat each Eastern Invader unit. The kill or capture of the Eastern Invader monarch is worth 70 victory points, and each Great Captain is worth 5. The winner of the scenario is the player with the greatest number of victory points.

Realistically, the heroes of this scenario, unless very long-lived (like Schardenzar and the Black Knight), are not the same individuals whose names their counters bear. Consider them to be people of similar ilk, or even the descendants of bygone heroes. The hero represented by Juulute's counter, for instance, may be his great-grandson.

More Tales of Minaria

Many groups and individuals possess the strength or the talent to make a significant contribution to the prosecution of war in Minaria. Those unique to the Advanced Game are listed below with their special deployment space, if any.

Breis

Unicorns are widespread but very rare. Some believe that they are the mounts of the Goligo Favre, the noble fairy race of Minaria, who ride the beasts invisibly. Possibly a unicorn occasionally escapes from its fairy master, or is cast out as a troublesome or inferior animal, and so may appear in the world of mortals. Unicorns have a much higher grade of intelligence than ordinary beasts and possess a charm that allows them to sense hunters far off. For this reason they are rarely sighted, except by virtuous mortal maidens, to whom they are mystically attracted. Even so, a unicorn will seldom approach close enough even to a lady to pet. Breis, a bold prince among unicorns, is an exception. Further, he is able to scent hidden gold and benevolent magic, as well as evil glamours. It is difficult and dangerous to attempt to tame Breis, but if a lady is successful he and his mistress may happily seek the world over for lost treasure and fabulous magic.

Ghouls (the Tomb of Olde)

Some say the Lloroi created the Ghouls to protect the tombs of their ancestors, but convincing stories about Ghouls are found in no manuscript from Lloroi times. Stories from Girion suggest that Ghouls were once creatures of Fairie, poisoned by the Scarlet Witch King when he returned from exile, and condemned to a repulsive material existence. A tribe of these are said to have come north under a visionary leader and settled in the catacombs under Tomb of Olde, safe from hostile eyes for all men feared the legend-haunted tombs. As their population grew they became known to Minaria, and even formed a warrior troop dreaded for its ferocity. The Ghoul way of life is simple; they eat carrion, but their main diet is fungus, many varieties of which they grow in tunnel-farms.

Marshal and the Hippogriff Troop (Hyxx)

Though the old Lloroi empire has long since vanished, the heirs of its elite guard, the Order of the Hippogriff, will still fly off to war for a virtuous cause and its knightly commanders are among the best in the world. When not occupied in war, the knights engage in breeding better mounts, setting an example of chivalry, and sweeping the broad lands of Minaria for marauding monsters, bandits, sorcerers, and robber barons who violate the rules of knighthood.

Pirate Fleet

Beyond the Isle of Fright lay the Westward Islands. Piracy and industries supporting piracy, such as shipbuilding, slave trading, and discount merchandising makes the islands a hub of economic activity. The pirates' able navigators have learned the devious routes through the reefs of the Isles of Fright, which has allowed them to evade many a better-armed pursuer around its waters. Many mercenary sailors get their start as pirates, and a cunning recruiter can often-times lure these ex-pirates back into the trade.

Selkies (Isle of Fright)

Although known from the southern subcontinent of Girion, Selkies did not range so far north until recently. Their swimming skill makes it easy for them to navigate the reefs and currents around the Isle of Fright and a migrating tribe of them has settled there. Selkies are creatures of the sea, but can also exist on land. Some say that they are shape-shifters and can make themselves look like ordinary seals, or take human form to seduce humans. Others say that the Selkies cannot change shape but merely cast a glamor over humans, making them appear as normal seals or humans. Although frightening, those who have met the Selkies say that they are not bloodthirsty and will even help mariners in distress. Their small army is admired for its amphibian versatility and for the terror it evokes in the enemy.

Sir Mortnoir

There once was a brave knight who, growing old, hired a callow young scribe to record his memoirs. But a storm wrecked their ship and only the scribe survived. He was found ashore clinging to Sir Mortnoir's sodden banner. Everyone supposed that the great hero had come through yet another dangerous scrape and was, as always, the sole-survivor. By the time the scribe was able to speak, even the king was showering him with gifts, hospitality and praise. Before he youth found it convenient to disabuse his admirers, he fell in love with a local maid whom he believed could never be had by a humble, ill-bred, timid, tongue-tied, and landless clerk. Thus forced to carry on the impersonation, the youth has since encountered many brigands, evil barons, and monsters - and no matter how craven and graceless he conducts himself, few onlookers ever manage to see through their fog of hero-worship, and few of his foes manage to penetrate their pall of fear.

Storm-Raiders

Events in the Far East have moved very rapidly in late years. Rumors carried by the Eastern Horsemen speak of great cities and wealthy kingdoms despoiled by barbarians following a phenomenal leader called Hatu Khagan. The rumored cruelty and wanton destruction perpetrated by these barbarians, called "the Storm-Riders," spread dread in their approach. Herdsmen and hunters, the Storm-Riders have no regard for either peasants or city-dwellers and will destroy them on the slightest provocation. Already emissaries of these eastern conquerors have made calls on some of the Minarian monarchs demanding submission and tribute. Few of the great of the land have taken the upstart's bombast seriously. But some sage heads yet pause to wonder what the future may hold as they watch the eastern horizon.

Tana the She-Devil

Pirates are much more tolerant of women in their ranks than other warriors of Minaria. Tana Andelys is the well-trained daughter of the savage pirate who captured young Bilge Rat and murdered his father. When Bilge Rat reached maturity and slew his enemy in a captains' duel, Tana swore eternal vengeance. Several times she has struck at her enemy by fair means and foul, even breaking the pirate codes to do so. A woman of seductive persuasion, Tana has an uncanny knack for stirring up discontent among sailors and inspiring them to take the free and easy course of piracy. On the other hand, no pirate woman has a better reputation as an admiral-for-hire. Mercenary work has lately earned Tana more gold than she ever garnered as a sea-robber.

Trouble (Bartertown)

Trouble appeared a decade ago as if from nowhere - a beautiful woman determined to live by the sword. Some say Trouble is under a curse and quests over



Minaria seeking its cure, but the amazon lets out little concerning her history - refusing to give out even her proper name. Doubtless she is no ordinary warrior-maid. Witnesses swear that Trouble has not aged a day from her first appearance and that she has displayed feats of strength well beyond that of any normal woman of her size. She is said to recover swiftly from severe wounds and (despite her reputation as a cursed one) resists powerful curses with ease. Her maidenly appearance counts against her, alas, and Minarian warriors often refuse her leadership. Nonetheless, those who know Trouble understand her worth. Of late, the heroine has shown less interest in mercenary soldiering and more in resisting oppression. Her reputation among downtrodden peasants makes her a threat to the established order.

The Elastic Clause

If played with many Advanced options, Divine Right can become a complex game. Though play testing has made every effort to reconcile the different options, it is possible that some conflicts of logic or vagaries may have been overlooked. In that case, the best recourse is to poll one's circle of players and form a consensus as to how an apparent conflict or vagary can best be reconciled. The publisher welcomes player contributions to its errata, which will be posted to the game's internet website (www.rightstuf.com/divine/).

