GAME RULES

On Narth, once called the "continent of man", the origins of the Demons are obscure. Some say a wizard's summoning went out of control. Others suggest that the Demons themselves opened a magical gateway, still extent at the gate of Tor'zem, the Demonlord Capital. A few philosophers even believe that the Demons are a natural race, like humans or dwarves, except the Demons became stronger than others.

In any event, the Demons are now the power on Narth, and each Demonlord rules his own province under the Emperor. Although Demons are a tiny minority, through their great power, magic, and capacity for evil they act as captains, administrators, and governors of many lesser races such as half-men, demi-men, goblins, orcs, and other manish races of darkness.

Nisshar is a typical province in the west of the Demon domains, ruled from a capital city of the same name. But here, humans and semi-human allies resist them, banding together under the influence of Hosar, a sun-god cult. At times, they were so successful that even Nisshar came under siege. Now, the armies of the Demonlord and the Alliance of Hosar are mustering once more, for another bloody campaign. Except now, you take control, as the leader of the Hosar alliance, or as the Demonlord of Nisshar . . .

*   *   *

Demonlord is a game of strategy and conquest. One player is the Demonlord, the other directs the alliance of Hosar. Each player, during his "phase" of the turn, moves characters and troops on the map, casts spells, and engages in battles and/or sieges. The objective of the game is to destroy enemy characters and troops, and to capture his fortresses.

During your phase, you move character and troop units across the hexagonal map grid, trying to gain overpowering strength for a successful battle or siege. Battles are fought by troops outside fortresses, and are resolved off the map using a special system of placement, missile and melee attacks, and morale checks. Sieges occur when troops try to capture an enemy fortress. Sieges may last many phases, many turns, before one side surrenders or runs out of troops. Some characters have magic power, which over a certain magic "range" (in hexes) can be used to aid in movement, battles, or sieges, or for special purposes.

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Each hex on the mapboard represents one league (3 to 4 miles), each turn about a half week of time, and each unit counter either one important character (with a few bodyguards/assistants) or about 500 troops (including officers, etc.).

GAME COMPONENTS

Demonlords includes the following:

One 11½x14" color mapboard, a sheet of 154 die-cut color counters, an order of battle sheet, this instruction booklet, and two dice (singular die).

The Map

The color map shows the province of Nisshar of the Demon realms, and the nearby states of the Hosar alliance, as well as neutrals. A hexagonal grid over the map regulates movement and placement of units. Unit counters are placed within a hex, like playing pieces inside squares. Partial hexes along the map edge are active playing pieces, and can be used as if they were whole.

The Terrain Chart lists all the major terrain types on the map. Each type is separated from another by a black borderline. The light green that predominates to the north and west is open countryside, while the mottled brown and green to the southeast is steppe. The dark green is forest, light red-brown is hills, dark brown is mountains, and the white areas along hex-sides is alps. There is a swamp on both sides of the river near Barthek (0218), and a yellow desert area in the steppes. Rivers are shown in blue, with bridges and roads in brown, fords in white.

The mapboard also includes fortified cities such as Nisshar and Timur, smaller castles (such as Lyung or Midazu), Temples (such as Ninnghiz or a Temple of Hosar), and in the west small villages (such as Horkan or Kimat).

Note that several types of terrain may be in the same hex, but certain types of terrain cover only hexsides, namely rivers and alps.
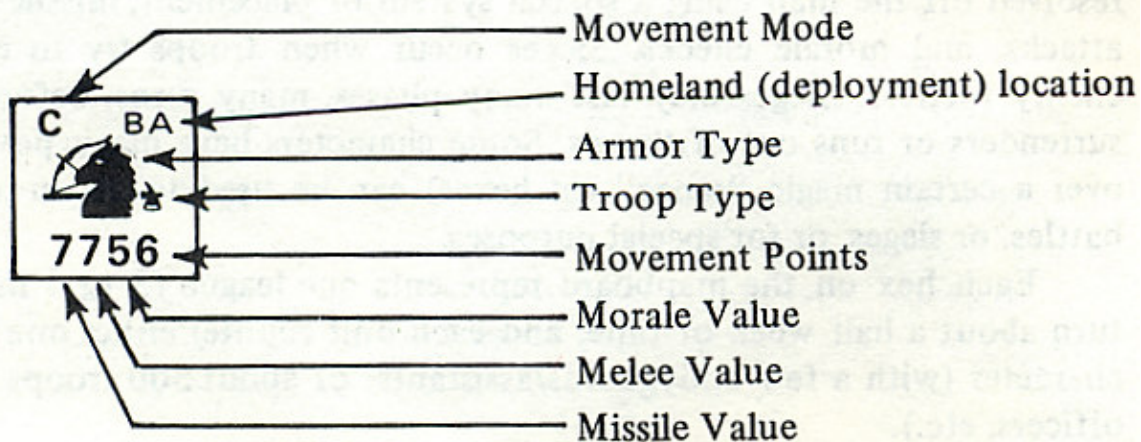
Orders of Battle

These charts show all the troop and character units in the game, and their initial deployment on the mapboard, including notes for variable arrivals, invocations, etc. This handy reference sheet will show at a glance the "starting situation" in the game, and can be used as a double-check for lost unit counters.
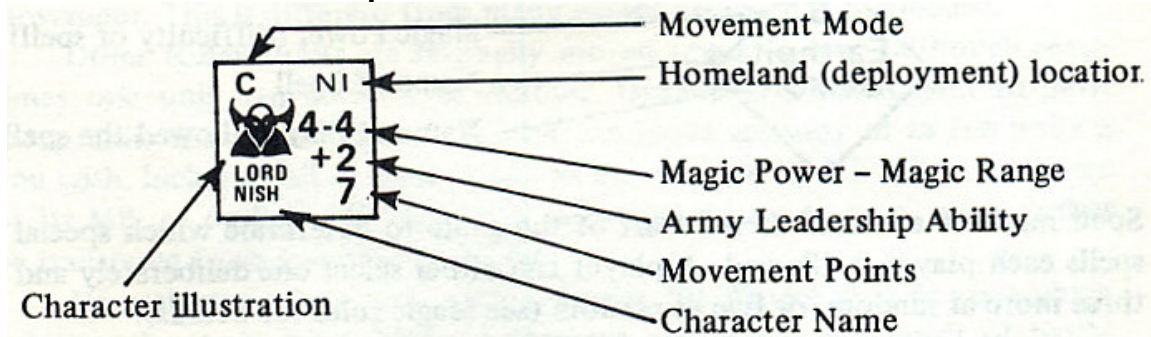
Unit Counters

Each of the die-cut cardboard counters is a "unit". Some are "character" units (with the large numbers running down the right side) and others are "troop" units (with the large numbers across the bottom). Each is color-coded to show its allegiance. In addition, some extra markers for special magic spells and keeping track of point values are included.

Troop Unit Example:

```
        ┌──────────────────── Movement Mode
        │  ┌───────────────── Homeland (deployment) location
  C  BA │  ┌───────────────── Armor Type
  [horse-head symbol]  ┌───── Troop Type
  7756  ┌───────────────────  Movement Points
        │  ┌──────────────── Morale Value
        │  │  ┌───────────── Melee Value
        │  │  │  ┌────────── Missile Value
```

Character Unit Example:

```
        ┌──────────────────── Movement Mode
  C  NI ┌───────────────────  Homeland (deployment) location
  4-4  ┌────────────────────
  +2   ┌──────────────────── Magic Power – Magic Range
  7    ┌──────────────────── Army Leadership Ability
  LORD ┌──────────────────── Movement Points
  NISH └──────────────────── Character Name

Character illustration
```

Unit Colors: Demon units are purple, Hosar units are gold. Great Woods Barbarians are dark green, Lyung units are blue, Altu'han mountaineers are light green, the Ancients are brown, and the Mines of Ula units are pale purple. Magic spell markers are black with appropriately colored lettering.

Movement Mode: "F" includes foot (infantry) units, "C" indicates cavalry (mounted) units, "W" indicates winged (flying) units.

Homeland (deployment) Location: a two-letter abbreviation indicating where the unit starts the game (i.e., where it normally "lives" or is based). This identification is primarily for ease in sorting and set-up.

Troop Type: visual symbols showing the type of troops. Units with shields are normally foot, those with a horse-head symbol cavalry, and special monsters (that act as troops) represented with a unique illustration. Weapons shown depict the dominant weapons of the unit, with most units having a powerful missile ability shown with a bow or crossbow.

Armor Type: the color of the troop type symbol indicates the armor. A solid black symbol means heavy armor. A unit color symbol outlined in black means medium armor. A white symbol means no armor.

Character Illustration: a visual depiction of the character. Armor type is of no importance with characters.

Movement Points (MP): the basic movement rate of the unit. Generally, a unit expends one (1) MP each time it crosses a hexside into a new hex on the map.

Morale Value: a number representing the morale and "staying power" of troops. The higher the value, the better the morale. Morale can never exceed six (6) in value.

Melee Value: a number representing the hand-to-hand fighting ability of the unit in battle. The higher the better. There is no limit to melee value.

Missile Value: a number representing the missile-firing abilities of a unit in battle, the higher the better. There is no limit to missile power.

Army Leadership Ability: for characters only. Any character with a number, even "+0" has army leadership ability. However, some characters marked "no" have no army leadership ability. This ability improves troop movement, and may help melee and morale values in battle, as in sieges.

Magic Range: the strategic spell-casting range of the character, in hexes.

Magic Power: the power (ability) of the character to cast spells. Any character with magic power 1 or more can cast spells, the higher the power, the greater the variety of spells, and the more effective battle and siege magic of that character.

Spell Marker Example:

Spell Marker Example:
Magic Power (difficulty of spell)
Name of Spell
Name of Player allowed the spell
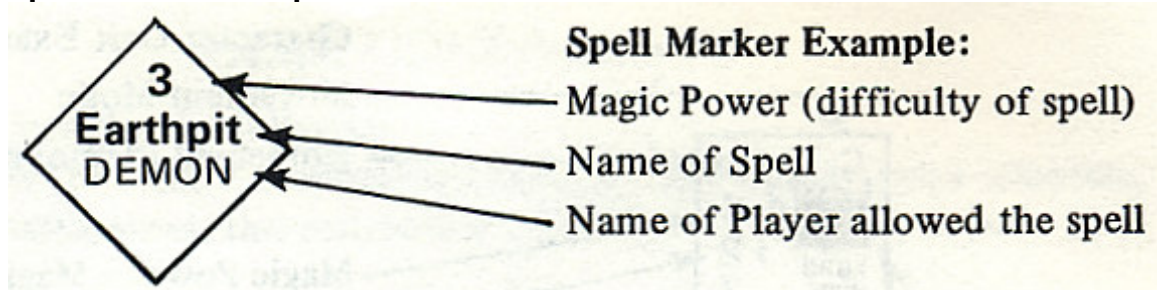
Spell markers are used at the start of the game to determine which special spells each player is allowed. A player can either select one deliberately and three more at random, or five at random (see Magic rules for details).

TURN PROCEDURE

Demonlord is played in turns. Each turn has two phases, first the Hosar player's phase, then the Demon player's phase. During his own phase, a player is called the "phasing player," and his opponent is the "non-phasing" player. Each phase has the following steps in it:

Hosar (first) Phase:

(1) **Unit Movement:** phasing player moves his units on the map, including any new reinforcements.

(2) **Invocation:** the phasing player may attempt to invoke magically new units.

(3) **Battles:** phasing player resolves any battles he caused, including use of battle magic.

(4) **Sieges:** in any siege situations, one round of the siege resolution procedure is used (even if the phasing player is the siege defender).

(5) **Alliances:** neutrals may become allies, and change in status of semi-permanent allies is possible.

Demon (second) Phase:

(1) Unit Movement: as above in first phase.

(2) Invocation: as above in first phase

(3) Battles: as above in first phase

(4) Sieges: as above in first phase

(5) Alliances: as above in first phase

Magic spells can be cast by either player any time during a phase, including at the start (before movement), or at the end (after alliances), or during any step of the phase. However, some spells can be cast only at certain times during a turn, or in certain special situations.

MOVEMENT

General Procedure

Movement Points: each unit has a certain number of movement points (MP), shown on the unit counter. Each time a unit moves to a new hex, it must spend MP to cross the hexside (line) into the new hex. Generally, the cost to cross a hexside is 1 MP. However, this does vary with the movement mode and terrain (see Terrain & Movement, below).

Hexsides: each time a unit moves to a new hex, it pays the appropriate MP cost per *hexSIDE.* Note that the terrain in a hex does not affect movement. Instead, it is the terrain along the *hexSIDE* being crossed that affects movement. This is different from many games using a hex mapboard.

Other Rules: units are normally moved one at a time, although sometimes one unit can move with another. Usually it is convenient to move troop units first, then characters. You can move as many or as few units as you wish, including all or none. You can move a unit its full MP, or only part of its MP, as desired. MP cannot be saved from turn to turn, nor can they be transferred from one unit to another.

Normal movement only occurs during the proper step in your phase. Additional *retreat* from battle movement can occur as a result of battle. This retreat is always in addition to normal movement, and does not restrict or penalize later normal moves.

Terrain & Movement

Most hexsides have two or more types of terrain. The phasing player decides which type of terrain, along the hexside, his unit will cross. He can ignore the other terrain types on the hexside (for movement purposes). Sometimes only one type of terrain exists on the hexside, forcing the unit to cross that type. The MP cost per hexside varies with the terrain type and movement mode of the unit (F, C or W). Cross reference the terrain type and the movement mode on the Terrain Chart to find the proper MP cost.
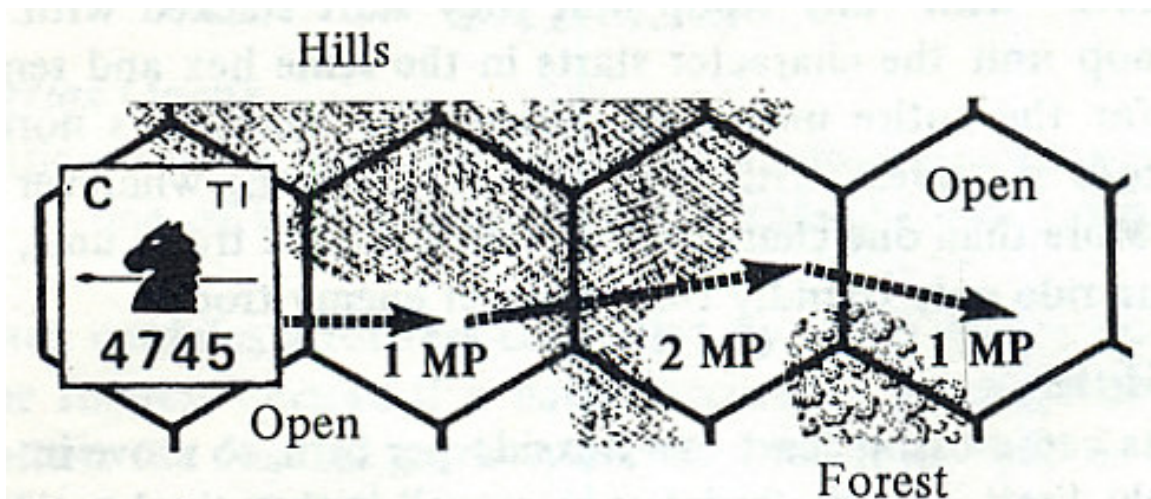
Movement Example: the unit illustrated, with C movement mode, first crosses an open hexside (1 MP), ignoring the hills also on that hexside; next it crosses a completely hill hexside (2 MP); and finally it crosses another open hexside (1 MP), ignoring the forest also on that hexside.

Rivers: this terrain feature along a hexside imposes an additional movement delay. The delay varies, depending on whether a ford is present or not. When crossing a river, the terrain on the opposite bank of the river (along the hexside) is added to the river cost itself. For example, an F mode unit crossing a river into a forest would need four (4) MP, two for the river, and two more for the forest. If there were both forest and open countryside on the opposite riverbank, the unit could cross the river into the open country at a total cost of only three (3) MP.

Alps & Lakes: alp and lake terrain is impassable to foot (F) and cavalry (0 mode units. Of course, the entire hexside must be alp and/or lake to pre-vent movement, since otherwise the phasing player could select another pass-able terrain type. Lake hexsides are 0318-0417, 0318-0418, and 0318-0319; alp hexsides are 1313-1412,1313-1413, 1313-1314, 1214-1314, 1214-1315, and 1419-1519.

Stacking

You may stack any number of units in a hex, friendly and enemy. Regardless of the number of units in a stack, other friendly units can enter the hex. You could even have all your units stacked in the same hex, if you wish. See Enemy Units, below, for details on entering enemy-occupied hexes.

Hidden Units

You cannot examine enemy stacks. You can see only the top unit.

There are two exceptions to this rule. First, individual units become visible as they are placed during the battle procedure, although this applies only to the units involved in that battle. Second, a magic "Visions" spell can be used to examine the contents of an enemy stack (see Magic rules).

Leadership and Characters

Army Leadership: if a troop unit does not *start* its movement phase in the same hex as a character with army leadership ability (of +0 or higher), the MP of the troop unit is halved (round fractions down). A troop unit must start with a leadership-ability character to use its full MP. The troop unit need not remain with the character, it still gets full MP even if it moves away from the leader. Characters with "no" listed for army leadership have no ability, and cannot aid troops units in receiving their full MP.

Character Movement: character units may move alone at full MP, or they may move "with" any troop unit they start stacked with. To move "with" a troop unit the character starts in the same hex and remains with the troops for the entire movement phase. The character's normal MP is ignored, instead it "rides" with the troop unit, moving wherever the troop unit moves. More than one character can ride the same troop unit, if desired. Characters can ride only friendly troops, never enemy troops.

Minimum Move

All units can cross at least one hexside per turn, to move into the next hex. The only limit on this "minimum move" is that the hexside must be passable (cannot be all lake or alp and an F or C unit). This minimum move is allowed even if the normal MP cost exceeds that available to the unit.

Enemy Units

Enemy Troops: one or more enemy troop units in a hex blocks your troop units. When your troops enter the hex, they must stop and finish their move. This will cause a battle or siege.

If your troop unit starts in a hex occupied by enemy troops, you can remain there, or leave, as you desire (exception: see Siege rules).

Characters: note that troop units only block movement of enemy *troop* units. Characters alone can move into or through enemy troops and/or characters (although they risk capture, see below). Characters alone cannot block enemy troops.

If a stack of enemy units occupies a hex and a character is on top, the enemy must reveal one troop unit (placing it on top) if he wishes to block movement. Otherwise, the stack is presumed to just contain characters, like the top unit.

Capturing Characters

Capture Situations: if a character alone enters a hex that has an enemy troop unit, or vice versa, the character may be captured by the troops. A character is protected from capture if there are any friendly troop units in the hex. A character is vulnerable to capture only once per turn in each hex, regardless of how many enemy troop units are present. However, each hex is a new capture situation.

Resolving Captures: in a capture situation, each player rolls a die. If the character rolls higher, he escapes capture in the hex that turn. If the troop unit player rolls higher, he captures the character (putting it in his "prisoners" pile off the map). If rolls are equal the character escaped capture, but cannot move further that step of the phase.

Resolution Modifiers: if a character enters a hex with an *enemy controlled fortress,* the character must subtract two (-2) from his capture situation die roll. If either player has a character with magic power in the hex, the player with the single *strongest magic power* unit adds one (+1) to his die roll. This does not count as using a magic spell, the simple presence of a stronger magic power character gives the bonus.

Multi-Character Situations: if a player has two or more characters alone in a hex, in a capture situation he can "split up" and let each resolve its own capture separately, or he can group some or all together into a party and use one capture situation (and one die roll) for the entire party.

BATTLES

When Battles Occur

A battle occurs if opposing players have one or more troop units in the same hex. If one or both players have just characters in a hex, there is no battle.

If a hex contains a fortress controlled by either player, the player con-trolling the fortress decides if a battle occurs, or if a siege occurs instead. This represents the fortress garrison deciding to either fight in the open, or retire behind their walls. The opposing player (who doesn't control the fortress) must then either fight a battle or siege, whichever is forced upon him.

If there is more than one battle that phase, the phasing player decides the order in which battles are resolved.

Battle Procedure

Area: first, opposing players deploy for battle in any convenient area near the mapboard. No tactical display or map is used; any clear, flat surface will serve.

Round: after deployment, players fight "Battle Rounds" using the procedure below. Battle rounds continue until one player loses all his troops, or one player uses the withdrawal procedure to end the battle. Regardless of the number of rounds, the entire battle takes place during the battle step in the phase. Battles never extend into the next phase or turn. This is because each battle round represents about one hour of time, more or less, while each phase represents a half week or more.

> **Battle Round procedure is:**
> (a)   Each player *may commit reserves* to the battleline;
> (b)   *Battle magic* is simultaneously resolved by both players, battleline troops can redeploy if the enemy facing them was destroyed;
> (c)   *Missile Fire is* simultaneously resolved, battleline troops can redeploy if the enemy facing them was destroyed;
> (d)   *Melee Combat* is simultaneously resolved;
> (e)   Either player may *withdraw* surviving units, using withdrawal rules.

If neither player withdraws after the round, and both have surviving troop units, a new battle round begins. The battle continues until one player is wiped out or withdraws.

Terrain Selection

The hex in which a battle occurs may have one or more types of terrain. If the hex contains just one terrain type, then that is the terrain for the battle. If the hex contains two or more terrain types, the non-phasing player selects which terrain is used for the battle. Note that the phasing player could move into the hex by one type of terrain, but then be forced to fight on another type of terrain.

Initial Deployment for Battle

Battleline: all units, of a player in the battle hex must participate in the battle. To deploy for battle, players form opposing lines by alternately placing troop units down in the battle area, in matching pairs. First the phasing player places a troop unit down and the non-phasing player selects one of his to face (match) it. Then the non-phasing player places one of his troop units down and the phasing player selects one to match. This continues until one player runs out of troop units, or the number of opposing pairs equals the "Battle Size" for the terrain (see Terrain Chart for battle size in each terrain type). All the matching pairs represent the front lines, or battleline.

Reserves: all remaining troop units of both players are now placed behind the battleline in "reserve." If the number of opposing pairs is less than the battle size, the player with additional troop units in reserve may commit additional units, up to the battle size limit (see below for details).

Characters: finally, each player now places his characters. Each character must be placed with a troop unit. More than one can be placed with a troop unit. Characters are placed one by one, first the phasing player places one, then the non-phasing player, until all are placed. Neither player can skip a placement step until he runs out of characters in the battle.

Missile & Melee Attacks

In the missile fire step, all troop units with a missile fire value shoot simultaneously. In the melee step, all surviving units strike with their melee value. Procedures for missile and melee attacks are very similar, but missile attacks always occur first, then melee.

Attack Restrictions: each troop unit can attack once with missiles (if it has a missile value) and once in melee per battle round. If two or more troop units face a single enemy troop unit, each unit attacks once. The outnumbered unit selects which enemy it attacks with missiles, but the outnumbering player selects which it must attack in melee. Only enemy troop units directly opposite in the battleline may be attacked by missiles or melee, units in other matching pairs cannot be attacked.

Simultaneity: all missile attacks are simultaneous, results are not applied until all troop units finish their missile attacks. Then, after this, melee attacks are made and are also resolved simultaneously.

Attack Procedure: to attack with a troop unit, roll both dice. If the total is *equal to* or *less than* the attacker's value (for missiles or melee, as appropriate) the enemy is *hit.* If the result is *greater than* the attacker's value the enemy is not hit (a miss).

Attack Value Modifiers: battle terrain may change the missile and/or melee value of a unit in that battle. In addition, the enemy being attacked may also affect the value:

Missile Value Modifiers:

+1 . . . . target has no armor (white troop type illustration)

-1 . . . . target has heavy armor (black troop type illustration)

Melee Value Modifiers:

+? . . . . attacker with character of army leadership (+? = leadership value)

+1 . . . . attacker has superior armor* to enemy

   * heavy armor is superior to medium, medium armor is superior to none

Effect of Hits: hits are successful attacks. If a troop unit is hit by a missile or melee attack, it must check morale. If a unit suffers two or more hits simultaneously, it must check morale for each and apply the single worst result (destroyed is worst, then rout, then no effect).

Morale Checks

A troop unit hit by missile or melee attack must check morale as part of the resolution procedure. If the result is *less than* the morale value, the unit survives the hit. If the result is *equal to* the morale value, the unit routs. If the result is *greater than* the morale value, the unit is destroyed.

Morale Value Modifiers: a character with army leadership +1 or higher will improve the troop unit's morale by that amount (see Characters in Battle). Magic may also affect morale. Battle magic hits always cause a temporary minus one (—1) to the unit's morale when making the morale check for that hit (only).

Survive Result: if a unit survives a morale check, it can continue battle or withdraw, the hit had no effect.

Rout Result: the unit is removed from the battle and put into a pile of "routed" units near the battle area. At the end of the battle, one of two things can happen to routed troop units:

     (a) if the player *won* the battle (had surviving troop units that didn't withdraw), all his routed units are returned to his stack in that hex intact, free to function normally starting the next step of the phase.

     (b) if the player *lost* the battle (withdrew from battle, or lost all his troop units in battle), all his routed units are captured by the enemy, and placed in the "prisoners" pile off the mapboard.

Destroyed Result: the unit is permanently removed from the game.

Reserves & Redeployment

Redeployment Situations: after battle magic and missile fire, some troop units in the battleline may rout or be destroyed. If a troop unit no longer has any

enemy troop units facing it in the battleline, it is free to redeploy against another enemy in the battleline. In addition, at the start of each new round *only,* new troop units from *reserve* can be redeployed into the battleline, as well as those who are free due to defeating their opponent(s) in melee combat.

Basic Rules: all redeployed troop units (including reserves) must face enemy redeploy units where possible. They are matched up like initial deployment, with the phasing player placing his unit first for a match, then the non-phasing player. If no enemy redeploy units are available, then your excess redeploy units can join friendly units in the battleline, to create two-on-one battle situations. If you have additional redeploy units, you can create more two-on-one situations, or three-on-one or more, as you desire.

Progressive Redeployment: once a unit is redeployed, it remains in its new battleline location until the enemy is defeated, or enemy redeploy units appear. In the latter case, if an enemy unit becomes "free" to redeploy, you must match against it with one of your redeploy units, even if already in the battleline fighting somewhere else, or use a reserve unit (if you are able to redeploy any units from reserve at this point in the battle round). This pre-vents two-on-two or larger situations from happening anywhere in the battle-line, since any two-on-two situations must be broken up into one-on-one components by the redeployment procedure described here.

Battleline limit: the battle size is the maximum number of troop units can have in the battleline, including all redeployment and reserve units currently deployed into the battle.

Note: the ability to redeploy units is a powerful advantage, since you can concentrate on vulnerable enemies, or get an advantage over single strong enemy units. A typical objective in battle is to force the enemy to use up all his reserves, and then inflict more casualties so you can redeploy and get favorable two-on-one or three-on-one or better situations in the battleline.

Characters in Battle

All characters in battle must be stacked with a troop unit. One or more can be stacked with a single troop unit, and remains with it for that entire round of battle. The characters play only a "supporting" role in battle, they cannot function as independent troop units.

Redeployment: at the start of each battle round, characters can be re-deployed to new troop units. This is done like initial deployment, with the phasing player redeploying a character, then the non-phasing player, etc. Character redeployment is allowed even if their troop unit is unable to redeploy. Characters do not count toward the battle size limit. In addition, a character may be forced to redeploy instantly if the unit he accompanies is routed or destroyed (see below).

Leadership in Battle: a character with army leadership ability adds that to the melee and morale value of the troop unit with which he is stacked. If two or more leadership ability characters are with a unit, the single largest bonus is added and the others ignored. No unit can have a morale value greater than six (6), regardless of leadership bonuses.

Rout & Destruction: if a character is stacked with a troop unit that routs, or is destroyed, he may suffer adverse effects. Immediately roll one die and apply the following result: 1,2 - character killed; 3 - character routs; 4,5,6 - character unharmed, must immediately redeploy.

Withdrawal

After any round, either player may decide to withdraw. Withdrawal is optional, never required. If the withdrawal option is taken, all units of the player must withdraw, not just some.

Procedure: to withdraw, all troop units of the player in the battle must check morale immediately. All rout results become prisoners, all previously routed units (during the battle) are also prisoners. Characters need not check morale in a withdrawal, they automatically survive and withdraw with the surviving troops. Characters cannot improve the morale of withdrawing troop units, not even the unit with which they were stacked!

Retreats: if the non-phasing player withdraws from battle, his surviving units retreat to an adjacent hex on the map. If the phasing player withdraws, all his survivors make a complete retreat *move*, using their full MP allowance. This complete move can be made as a stack, at the rate of the slowest troop unit. Alternately, some units can continue onward with any extra MP they have left. The withdrawing player determines his own retreat moves.

Retreat Movement Restrictions: retreating units cannot cross impassable terrain, and cannot enter hexes occupied by enemy troop units. Retreating units cannot enter the same hex twice during a retreat. Each unit in the retreat must move at least as many hexes as the slowest unit retreating along that route.

Retreating units must move toward the nearest unbesieged friendly fortress, and must take the fastest route (for the slowest unit, that is).

Fortresses & Retreats: if any retreating unit enters a hex with an un-besieged friendly fortress (city or castle), the retreat can stop there, regard-less of MP remaining in the retreat. If the player withdraws from battle in the same hex as a friendly fortress, he can retreat into that fortress instead of making a normal retreat move, regardless of whether the fortress was besieged or not (note that this allows a unit to "fight its way into" a besieged fortress, by engaging in at least one round of battle, and then retreating into the besieged fortress in the same hex).

Ending Battles

A battle ends whenever one player loses all his troop units, or one player withdraws.

Withdrawal: if a player withdraws, use the withdrawal procedure above. The other player remains in the hex with his survivors, all routed units are returned to him at the end of the battle step.

Destruction: if a player loses all his troop units, all his routed units are captured by the enemy (become prisoners). Any surviving characters remain in the hex, but must check for possible capture (see Movement, Capturing Characters). Any routed units become prisoners of the winner.

Mutual Destruction: if both players destroy each other's last troop unit simultaneously, all routed units are presumed scattered and lost (destroyed) for both sides, and only the surviving characters (if any) of each side are left in the battle hex. These characters are not vulnerable to immediate capture because no troop units are left in the hex. The characters are free to move on their own next phase.

BATTLE EXAMPLE (see illustration on next page)

Lord Erush with a stack of five troop units moves into hex 1004 and causes a battle with Duke D'Ansor with eight troop units already in that hex. The Duke elects to fight in the hills, rather than the open countryside, meaning the battle size is seven (7), and there are no terrain effects on the units.

Lord Erush begins deployment with his heavy Erush cavalry (0855) and the Duke responds with his heavy D'Ansor knights (also 0855). Then the Duke deploys his heavy men-at-arms (5743) and Erush replies with his swordsmen (4643). This continues until all troops are deployed in five matching pairs.

Finally, Lord Erush deploys himself with his patrol cavalry, while the Duke joins his knights. Note that the two Hosar sergeants (0745) and Timur spearmen (0644) are not yet deployed; they are in reserve.

At the start of the first round, the Hosar player adds the D'Ansor sergeants (0745) to the knights (0855), and the Timur sergeants (0745) to the crossbowmen (7643) from reserve. He cannot deploy the spearmen (0644) into the battleline also, since no more than seven (7) troop units are allowed in the battle line at one time (due to the battle size in the hills).

In battle magic, Lord Erush attacks the Gunthoz men (5745) opposite and rolls a "4". He needs a "1" to hit, and so misses.

Now units exchange missile fire. The Hosar D'Ansor knights (0855) have no missile value, and so cannot shoot, nor can the sergeants with them. The D'Ansor men-at-arms have a 5 missile value, but roll a "6", meaning a miss. The crossbowmen beside them have a 7 missile value, but since the target has heavy armor (Erush foot guards 0753), the value is reduced to 6. The Hosar player rolls a 3, which means a hit on the foot guards. Missile fire continues for all remaining Hosar and Demon units, and the D'Ansor men-at-arms are hit by the Erush swordsmen opposite (the swordsmen were very lucky!). Now morale checks are made, and the Erush foot guards roll a "4", which lets them survive the hit, but the D'Ansor men-at-arms also roll a "4", which means they rout.

The Erush swordsmen (4643) who faced the routing men-at-arms would be free to redeploy after missiles, since they no longer face an enemy. However, they must face Hosar redeploy units first, and there are two already present in the battleline (the 0745 sergeants). As the phasing player, the Demon player must go first in redeployment, and must of course put up the swordsmen, the only available redeploy unit. The Hosar player decides to match them with the Timur sergeants currently with the crossbowmen.

In the melee part of the round, the Erush patrol (5656) is hit and roll a "6" in morale. Even with Lord Erush present (+1 army leadership increases the patrol morale to 6) this means a rout. Lord Erush must roll for his fate, and gets a "2" - he is killed in the rout.

15
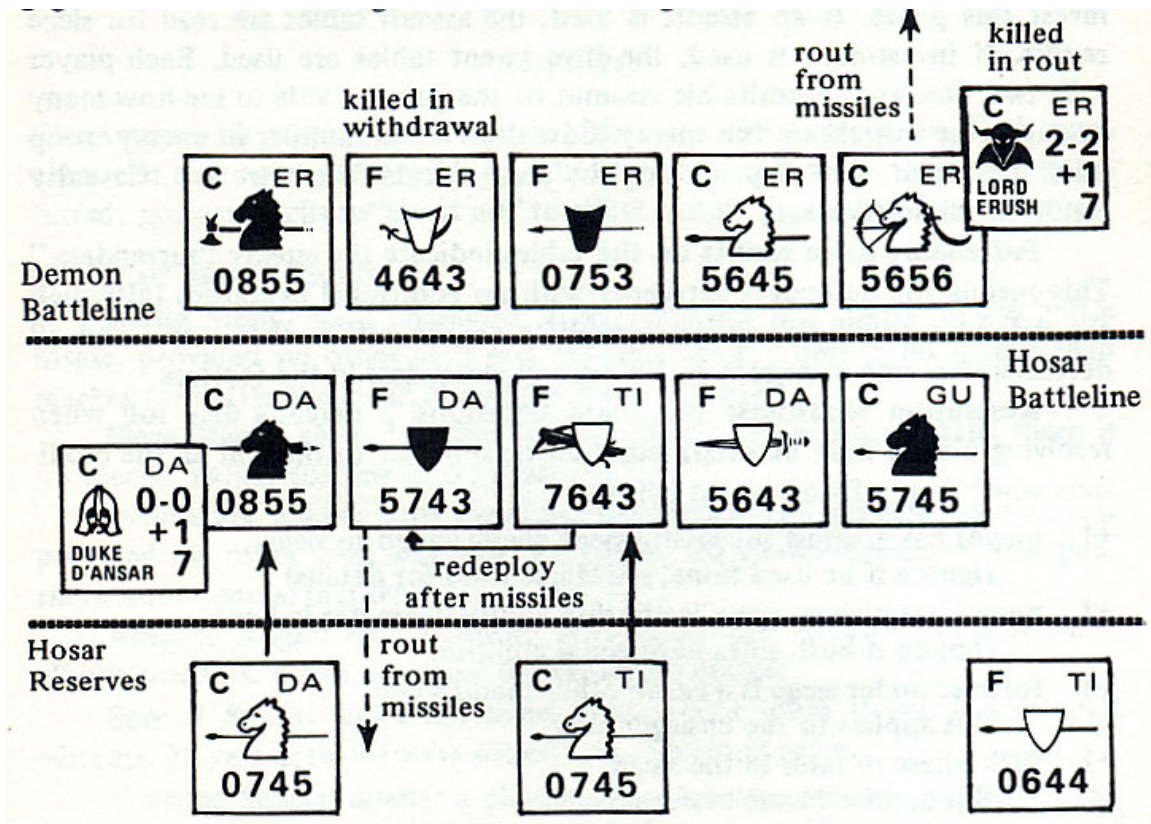
The Demon player now decides enough is enough, and elects to withdraw. He checks morale for all surviving units. The patrol unit (5656) that just routed doesn't check, it will be captured automatically. The other Demon units all pass their morale except the Swordsmen (4643) who roll a "3" and are destroyed. The surviving Demon units execute a full MP retreat (because the Demon is the phasing player). The Hosar player gets back his routed sergeants since he won the battle, and has captured the Erush patrol unit (5656). The Hosar player ends the phase still in the battle hex, but on his part of the turn, he could now move normally, and perhaps try to engage some of the surviving Demons in battle again.

SIGES

When Sieges Occur

If both players finish the battle step of a phase with troops in the same hex, and one of the players controls a fortress in the hex, a siege situation exists. In fact, the only way troop units of opposing players can be in the same hex after battle is because one player's troops are within a fortress in that hex.

A Fortress is any city or castle on the map. Villages and temples are *not* fortresses. The last player to have troop units alone in the hex controls the fortress there. Once a player has control, he keeps it until his opponent gains control (by being the only one to have troops in the hex). At the start of the game each fortress is controlled by the player who initially occupies it with troops or characters.

Besieger & Defender: the player who controls a fortress is the "defender" in the siege. The player who has troops in the hex, but does not control the fortress, is termed the "besieger" in that siege. These roles remain constant in that hex, as long as the siege continues, regardless of the phase.

Sieges & Defender Movement

Defenders in a fortress cannot leave the hex as long as they are besieged. This continues as long as the besieger has at least one troop unit in the fortress hex. Defending characters are also "locked" in the hex by the siege, they cannot leave. However, the fortress defenders can (in their own phase) decide to fight a battle in the hex, instead of continuing the siege.

Resolving Sieges

During the siege part of each phase, the siege resolution procedure is used. Note that siege resolution occurs both in the besieger's and the defender's phase (in the siege step of each).

To Resolve a siege, the besieger selects whether he will assault or invest this phase. If an assault is used, the assault tables are read for siege results. If investment is used, the investment tables are used. Each player rolls two dice and consults his column of the proper table to see how many casualties he

inflicts on the enemy. Casualties are in number of enemy troop units destroyed. The player losing the units selects which are lost. Casualty results are simultaneous.

Surrender: some results on the tables indicate the enemy "surrenders." This means the defenders surrender with no additional casualties (although the defender could still inflict casualties on the attack that step), and all defenders become prisoners, including any characters in the fortress.

Resolution Modifiers: in certain situations, a player's dice roll when resolving a siege may be modified. Add or subtract to the roll all the modifiers which apply from the list below:

+1 . . . . player has greatest successful siege magic added to siege
       (ignore if he used none, see Magic rules for details)
+1 . . . . player has highest army leadership ability character in hex
       (ignore if both sides have equal abilities)
+1 . . . . fortress under siege is a *castle* other than Lyung
       (this applies to the besieger only)
+1 . . . . fifth phase or later in the siege
       (this applies to the besieger only)
 -1 . . . . first phase of the siege
       (this applies to the besieger only)
 -1 . . . . fortress under siege is Lyung castle
       (this applies only to besieger without air superiority - see Special
       Rules, Alliances, for details)

Reinforcing Fortress Defenders

When a fortress is under siege, and the defender moves new units into the hex in his phase, he must fight a battle. The fortress defenders can join this battle, or not, as the defender wishes. Since characters cannot fight a battle alone, any character the defender moves into the hex must be accompanied by at least one troop unit.

Note: as a result, if the defender wishes to reinforce his fortress, he must fight at least one round of battle, and could then withdraw (into the fortress - it's the nearest). This is the way new troops can "fight through" the besiegers to reinforce the defenders.

Ending a Siege

A siege ends whenever one player no longer has troop units in the hex. If the defender runs out of troop units, he loses control of the fortress and any surviving characters are captured. If the besieger loses his last troop unit, or leaves the hex, the defender retains control of the fortress.

The besieger can end the siege by simply moving his troops out of the hex during his move. He could move some troops out and leave some behind to continue the siege, if desired.

The defender can attempt to end the siege by causing a battle, hoping to destroy or force withdrawal of the besieger's troops. Alternately, in the battle he could withdraw after the first round, toward some other fortress, and in the retreat abandon the hex to the besiegers. This is similar to fighting one's way out of the fortress and past the besiegers.

MAGIC

Characters with magic power 1 or higher can cast magic spells. Each character can cast one spell per phase. The ability to cast spells cannot be transferred, nor can spells be "saved up" to allow casting more than one per phase.

Types of Magic Spells
Battle Magic: each character with magic has the ability to use battle magic, provided no other spell was cast the phase. There is no special spell marker for battle magic, all characters know this spell.

Siege Magic: each character has the ability to use siege magic, there is no special marker for this spell either.

Invocation Magic: each character with magic can attempt invocations, provided no other spell was cast that phase. All characters know this spell there is no special marker.

Alliance Magic: each character with magic can attempt to use it when allying neutrals. Again, all know it, there is no marker.

Special Spells: there are seven Demon and seven Hosar special spell markers. Players draw markers secretly, as explained below:

Drawing Special Spells: a player draws special spells at the start of the game. A player can either deliberately select one spell (of his choice) and then randomly draw three more, or he can randomly draw five spells Random draws are made by mixing markers face down, in a opaque cup and then selecting the proper number.

Magic Spell Casting Procedure
Each magic spell is used only at certain times in a phase. To cast a player simply says which character is casting what spell to where If two or more spells can be cast at the same time, they occur simultaneously, regard-less of which order players speak up. Each character is limited to one cast per phase, regardless of whether it is successful or unsuccessful.

Magic Power: all special spells have a minimum magic power requirement. A character cannot cast a special spell unless he has at least the mini-mum power required. The power required is shown on the special spell marker. Magic power also makes battle magic and invocations more effective and can be an aid in getting superiority for siege magic.

Magic Range: magic spells can be cast into any hex, up to the maximum magic range from the character (exception: Battle Magic and Invocations can only be cast into their own hex - zero range). Range counts the hex of the target, but not the caster's hex.

Success & Failure: there is a chance that spells will fail. After the spell is announced, a single die roll is used to resolve success or failure:
> **Battle Magic** spells are always successful, but individual magic missiles then used might hit or miss.
> **Invocations** are successful if the die roll is *equal to* or *less than* the magic power of the character casting the spell.
> **Siege Magic** is successful if the die roll is 1-5, it fails on a 6.
> **Special Spells** of power 2 or 3 are successful if the die roll is 1-5; they fail on a roll of 6.
> **Special Spells** of power 4 or 5 are successful if the die roll is 1-4, fails on a 5-6.

Battle Magic
Spell Use: a character uses Battle Magic during the battle step of the phase. A character must be in the same hex as the battle to use his magic spell range is always zero, regardless of the character's normal magic range

Battle Magic Procedure: in each battle round, the character with battle magic is allowed one "magic missile" that is fired at an opposing enemy troop unit, like a normal missile. However, to resolve this missile shot roll one die (not two). If the result is *equal to* or *less than* the magic power of the character, the missile hits. A troop unit hit by a magic missile must check morale, and subtracts one (-1) from its normal morale value for this check.

A character using battle magic fires one missile each round, for as many rounds as the battle continues.

Siege Magic
Spell Use: a character uses siege magic only in the siege step of the phase. Characters have normal range with this spell, and must roll 1-5 to be successful (fail on a 6).

Effect: all the magic power of all characters successfully casting siege magic into a hex is totaled for each side. The player with the higher total adds one (+1) to his siege resolution dice roll that turn. Players can announce siege

magic in any order, but cannot retract announcements. This can lead to a "one-up-manship" as more and more characters announce siege magic into a hex, trying to be the side with the higher total. After all commitments are made, spell success and failure is checked for each character.

Special Spells - Available to Either Player

Vision (requires 2+ power): this spell is cast before or after movement in a phase. Success allows the caster to examine all enemy units in the target hex, unless an enemy cloak spell protects them (see below).

Cloak (requires 2+ power): this spell is cast immediately to counter a successful Visions spell. A successful cloak spell counteracts all Visions spells into a single hex of the caster's choice for the rest of the phase, thus keeping the contents of that hex secret.

Forcemarch (requires 3+ power for Hosar, 4+ power for Demons): this spell is cast before movement in any phase. Success gives an friendly units in the target hex an extra two (+2) MP for the movement step of that phase. This does not carry over into the following battle step, and thus does not apply to retreats.

Earthpit (requires 3+ power for Demon, 4+ power for Hosar): this spell is cast before movement, or before retreats from battle in a phase. Success halves (½) the MP of all units in the target hex for the remainder of the phase, and prevents any new units from enter that hex during the rest of the phase. Non-phasing units retreating from battle can still retreat one hex but not into an Earthpit hex.

Note: if Earthpit is cast into a hex containing any castle, city, village, or temple, the caster must add two (+2) to his die roll for success, which overall will increase the probability of failure.

Spellgate (requires 4+ power): can be cast at any time during a phase. Success allows the caster to move one friendly unit from any hex in range to any hex in range. Transfer is magical, hexes between are ignored. If the caster has magic power 5, he can transfer two units with this spell. However, both units must start and end in the same hex. Spellgates may be in addition to normal movement, which could be made before or after the Spellgate. The character may Spellgate himself if desired, to any hex within his range.

Special Spells -- Available to Demon Player Only

Darkness (requires 2+ power): cast at the start of the battle step in the phase. Success means all Hosar troops in the target hex must subtract one (-1) from their morale value during the battle. If a Darkness spell is also in effect in the hex. light and darkness cancel each other out, and additional or darkness has no effect in the hex for the rest of the phase.

Necromon (requires 5 power): cast at the end of a phase. Success allows the Demon player to "revive" or "bring back from the dead" any one unit (character or troops) that was destroyed. Only units destroyed in this phase or the previous one can be brought back. Spell range is measured to the hex where the unit was lost, and the revived unit will appear in the hex where it was lost. A unit may be raised from the dead any number of times, but a new Necromon spell is required each time.

Special Spells -- Available to Hosar Player Only

Light (requires 2+ power): cast at the start of the battle step in the phase. Success means all Demon troop units in the hex must subtract one (-1) from their morale value during the battle. If a "Darkness" spell is also in effect in the hex, light and darkness cancel each other, and additional light or darkness has no effect in the hex for the rest of the phase.

Rains (requires 4+ power): this spell is cast at the start of a phase. The target hex must have a portion of a lake, mountain, or alps in it, or must have at least two hexes of river along it. Success means that all river hexsides, and lake and swamp hexes within range are flooded. Flooded terrain be-comes impassable to all units. All fords are also impassable, and bridges are considered fords instead. All mountain and hill hexsides cost 1 MP extra to cross. All desert, steppe, and open country hexes within two or more hex-sides of the river or lake become swamp, and terrain originally swamp is now impassable.

This spell lasts for two complete phases: the phase it was cast in, and the following phase. This spell can only be attempted once per phase. The caster may voluntarily reduce his magic radius to reduce the effect of the spell.

If the caster of a Rains spell has magic power 5, the spell can be limited to any hex or single group of hexes within range of the caster. In other words, the caster can control the Rains effect to just some of the hexes in his range, rather than automatically affecting all hexes.

Important Special Effect: due to the heavy cloud cover, all W movement code units must pay *double* the normal cost to cross any hexside to a hex affected by the Rains spell.

Invocation

Procedure: a character with magic power can attempt to invoke certain special demigods and spirits by finishing a move at the appropriate temple and attempting a magic invocation. The invocation is a magic spell, and is cast at the end of a player's own movement step in the phase, never during an enemy phase. Invocation is prohibited if any enemy troop units are on the temple hex. To determine success, roll a die. If the result is *equal to* or *less than* the magic power of the character casting the invocation, it is successful and the invoked unit*(s)* appear in that temple hex. If the invocation fails, nothing happens, but

another character in the hex could then attempt to invocation. No matter how many successes occur, a unit can only be invoked once. However, if an invoked unit is destroyed, it can be invoked again and return to play when the invocation is successful.

Demon Invocations: the Demon player can invoke the pit fiend Yorgash at the Temple of Yorgash (hex 2006). He can invoke the Shaman at the Temple of the Shaman (hex 2119).

In addition, the Demon player can invoke the Conjurations of the Ninnghiz Temple (hex 1414), which includes all units with a TNC deployment code. A successful invocation at Ninnghiz allows the Demon player to randomly select *five* of these six units and place them at the temple. The random selection is done by mixing the units face down or in a mug. The Demon player may not examine the units until after he has selected his five.

Hosar Invocations: The Hosar player can invoke the Light Spirit (IN deployment code character) at any Hosar Temple starting the second turn invocation of the Light Spirit is prohibited on the first turn.

When Hosar reinforcements arrive (if ever), the Hosar player can invoke the West Wizard (INR deployment code character) at any Hosar Temple. Any invocation of this character counts as reinforcements arriving for victory point purposes.

Other Invocations: if a player allies a neutral to his cause, either permanently or semi-permanently, he can attempt to invoke special demigods and spirits available to that neutral. These include:

Ancients: when a player allies the ancients, he can invoke the Old One character at the Temple of the Ancients (hex 1702).

Great Woods Warriors: when a player allies with the great woods warriors, he can attempt to invoke the Beast God or Forest Spirit at the Forest Temple (hex 1113). The Woods Chief character attempting this invocation doubles his magic power (to 4), but uses normal magic power for all other magic in the game. If the invocation is successful, roll the die again: 1,2,3 and the Beast God appears; 4,5,6 and the Forest Spirit appears. A second invocation of the other demigod/spirit is prohibited, but the original can be invoked again if killed.

Alliances with Neutrals

There are five minor neutral states, listed below. Each starts in its own specific homeland hex, and each separately allies to one of the players. Thus one player could "control" some neutrals as allies, the other control others Until it allies, all units of a neutral must remain in its homeland hex and is hostile to all other players and neutrals.

Automatic Alliance: when a neutral is attacked by battle or siege, it instantly forms a permanent alliance with the other player. If in a fortress hex, the new controlling player can decide whether to offer battle, or retire into the fortress and force a siege.

Alliance Attempts: each player is allowed one alliance attempt per turn at the end of his phase. The alliance attempt is allowed only if the player has a unit adjacent to the neutral's homeland hex, or can cast an alliance attempt magic spell into the neutral's homeland hex. No more than one alliance attempt spell is allowed per neutral per turn.

1 . . . .   neutral becomes permanent ally of player
2, 3 . . . .   neutral becomes semi-permanent ally of player
4 . . . .   no effect, may try again some later turn
5 . . .   neutral is myth, remove units from game, fortress (if any) is village instead
6 . . . .   neutral offended, becomes semi-permanent ally of enemy player

This die roll also represents the success or failure of the magic alliance spell. A separate magic spell success roll is not used.

Effect of Alliance: units of a neutral allied to a player (permanently or semi-permanently) are used just like the player's own units. In effect, the characters and troops of the neutral "join" the player's forces. The player will also gain control of any fortress the neutral occupies.

Semi-Permanent Alliance: this remains in effect until either (A) units of the ally are defeated in battle (they are with a stack that withdraws from battle or loses all its troop units), or (B) the homeland deployment hex is controlled by the enemy. In either case, the player who controls the allies must check for the state of his alliance at the end of that phase, roll one die:

1 . . . . alliance cemented by adversity, becomes permanent
2, 3, 4 . . . . . no effect, alliance remains as is;
               which means if (A) or (B) occurs again, a new check must be made
5 . . . . neutral reconsiders, becomes neutral to all again
6 . . . . neutral changes sides, becomes semi-permanent ally of opposing
               player

If the neutral becomes neutral again, or changes sides, all of its units are removed from the map, and at the end of the next phase are placed in their homeland deployment hex. The only exception is units already in the homeland deployment hex, which are not removed, and instead remain in place. Any demigods/spirits invoked are removed, and must be invoke anew. If a player has units in the neutral's homeland hex, they do *not* control any fortress in the hex (the neutral remains in control).

NEUTRALS & PRISONERS

Neutral States
There are five different neutrals in the game. The deployment hex for each is listed below, including special instructions. Each neutral is a separate state, and may ally to a player separately.

Kingdom of Ula (homeland code MU*)*: deploy in the Mines of Ula (hex 0902). The first successful alliance or first attack requires an additional die roll. A result of 1,2,3 means the Kingdom is ruled by the Balron character and has the Trolls (0962) and two slave miner (4533) units. A result of 4,5,6 means the Kingdom is ruled by the Dwarf King and has two Dwarf (4753) and two slave miner (4533) units. Once the roll is made, the Kingdom is always of this composition throughout the game, and the other units cannot be used.

Duchy of Altu'han, mountain realm of the cragsmen (homeland code AH): deploy in the fortress city of Altu'han (1401).

Ancients, remnants of the lizard-people (homeland code AN): deploy at the Temple of the Ancients (hex 1702). The "Old One" character unit can be invoked at this same temple by the player who allies the Ancients.

Principality of Lyung, realm of the Sorcerer Cloud Prince (homeland code LY): deploy at Lyung Castle (hex 1308). This fortress is considered nearly impregnable to ground attack, and therefore the besieger must subtract one (-1) from his siege resolution dice rolls unless he has more winged troop units in his besieging forces that the defender has in the fortress.

Great Woods Barbarians, warrior tribes of the forest (homeland code GW): deploy in the village of Rouna (hex 0914). Note that the player who allies these may invoke the Beast God or Forest Spirit (see Magic, Invocation, for details). Note also that the Wood Chief character unit has his magic power increased to four (4) when invoking these demigods/spirits at the Forest Temple.

Special Movement Abilities of Neutrals
Aleutian: AH units spend only one (1) MP to cross hill hexsides, in-stead of the normal 2 MP for foot.

Ancients: AN units spend only one (1) MP to cross any hexside, normal MP cost is ignored. However, mountain terrain is impassable to Ancients, they cannot cross it, nor defend in it. They can attack enemy units that are defending in it, although they suffer an extra minus two (-2) to their melee value and minus one (-1) to morale when they do.

Great Woods Barbarians: GW units spend only one (1) MP to cross forest hexsides, instead of the normal 2 MP for foot and winged units. This applies to the invoked Beast God or Forest Spirit unit also.

Prisoners

Units may become prisoners due to character movement, battles, or sieges. Each player keeps his prisoners in a separate pile off the mapboard. At the end of his own phase, a player can request a prisoner exchange.

Prisoner Exchange Procedure: in an exchange, the non-phasing player (who didn't request the exchange) selects a unit he holds and offers it to the phasing player. The phasing player then selects a unit he holds, and the two are exchanged and freed. Then the non-phasing player offers another unit, and the phasing player responds. At any time the phasing player can refuse an exchange, and this ends all prisoner exchanges for that phase. The exchange also ends if the non-phasing or phasing player runs out of units to exchange.

Characters and troops can be exchanged for each other, or characters for characters, or troops for troops, as desired. Prisoners cannot be executed; they must be held until exchanged or the game ends.

Freed Prisoners are normally placed in their homeland deployment hex, and are free to move, fight, etc. starting the next phase. If the homeland hex has any enemy troop units in it, deployment there is impossible. Instead, the freed unit is deployed in the nearest friendly fortress (city or castle) to the homeland without any enemy troops in the hex.

Freed characters with magic power one (1) or more can deploy in the nearest temple without enemy troops instead of a fortress, if their original homeland hex was occupied by enemy troops.

Freed reinforcement units may enter on the player's next phase as more reinforcements using the normal reinforcement entrance location options Freed demigods/spirits will not return to the map until invoked again using normal invocation procedure.

GAME SET-UP. END and VICTORY

Set-Up

To begin the game set-up, unfold the mapboard and punch out the die-cut cardboard counters. The Demon player sits on the east side of the map the Hosar player on the west side of the map.

The Order of Battle diagrams illustrate all the units and markers in the game, and show which hex (or hexes) they start on. Deploy all units according to these diagrams. Note that units deployed in the same place or the same way have a common homeland code.

Demon Special Deployments: certain units are only deployed if invoked (TNC units and characters, TS and YO characters).

Hosar Special Deployments: Hosar devotees (HO code) are deployed two each on the four Temples of Hosar. The Hosar player decides which two are placed in each temple.

The Western Townships (WT) units are placed in towns. In any order he desires, the Hosar player selects a WT unit and one town, then rolls a die. A 1,2,3 means the unit is deployed there, a 4,5,6 means it cannot deploy there another town must be selected, and the die rolled again. No more than one unit can be placed in any town, but if one unit can't be placed there (due to the die roll), another could be. If a unit cannot be placed in any of the five towns (due to a series of bad die rolls) it does not appear in the game at all. The western townships include Horkan (0502), Darton (0206), Belbitz (0806), Kimat (0113), and Fergeni (0718).

Selecting Special Magic Spells: finally, each player mixes up his special magic spell markers, and selects at random five of the seven. Alternately a player can select one deliberately, then mix the remainder and select at random three others. Spell selections are kept secret until each spell is first used.

First Move

The Hosar player has the first phase each turn, and thus moves first.

Reinforcements

Both the Demon and Hosar players may "request" reinforcements during the game, at the start of their own respective phases. Reinforcements cannot be requested until the first battle, first siege resolution roll, or the first unit is lost or captured (including losses or captures due to magic). As long as a player does *not* make requests, he will gain additional victory points (see below).

When the request is made, at the start of that phase, and each subsequent phase for that player, he rolls a die once per phase. As soon as a 1, 2 or 3 occurs the reinforcements actually arrive. Once the request is made it cannot be retracted, even if the die roll was unsuccessful that phase.

Demon Reinforcements are IK (inner kingdom) homeland code. The Demon player mixes the eleven units face down and randomly selects nine. The other two are discarded and not used. The nine are placed on any road hex or hexes leading east off the map (hexes 2201, 2214, 2223). The reinforcements may be split between entrances, or kept together, as desired.

Hosar Reinforcements are ME (mercenary army) homeland code. The Hosar player mixes the nine units face down and randomly selects eight. The other is discarded and not used. The eight are placed on any road hexes leading west off the map: hexes 0301, 0108, and/or 0523. The reinforcements may be split up or kept together as desired.

Hosar Spirit of the West Wizard: this character may be invoked as soon as Hosar reinforcements arrive on the map, or on any subsequent phase. The character can be invoked at any Hosar Temple, and appears in that temple if the invocation is successful.

Ending the Game
Sudden Death Victory: the game ends immediately in a Demon victory if the Demon player takes control of Timur, or a Hosar victory if the Hosar player takes control of Nisshar.

Truce: after the second turn, at the end of any turn either player can call for "truce talks" by rolling a die. If the result is "6" the talks begin. Both players could call for talks, and both roll, and if either was successful talks would begin.

Once truce talks begin, and on each subsequent turn as long as either player wishes to continue the talks, roll two dice and add to that the current turn number. If the total (dice roll + turn number) is 20 or more, the next turn is the last turn of the game. If the total is 15 to 19 roll a single die again, the result is the number of turns remaining in the game. If the total is 14 or less the talks have no effect, the game continues normally.

Note that during truce talks players can still move, fight, besiege, and cast spells normally. Truce talks per se impose no restrictions, but simply offer the possibility of the game ending soon.

Victory
If neither the Demon nor the Hosar player wins an automatic victory by the end of the game (see Ending the Game, above), victory points accumulated throughout the game determine the winner instead.

Victory Points: at the end of each turn, each player consults the victory points list, and notes the total points he received depending on the current game situation. Victory points are received each turn, and do accumulate. In this way, players can keep a running total of how well they are doing in the game. Victory points are awarded for:

1 . . . . control of more fortresses than enemy
1 . . . . have fewer neutrals as allies than enemy
1 . . . . have not yet requested reinforcements in the game
1 . . . . killed and captured more enemy units than you lost this turn
1 ea. . . . . . each enemy city* under your control
*If the Hosar player controls the Temple of Ninnghiz, he can count that as a city also, but if the Demon controls this temple, it does not count as a city.

Victory points are awarded each turn, based on the situation at the end of that turn.

Ties: if the victory point totals tie at the end of the game, the Hosar player is the victor. The Demon player must have a points advantage (of one or more) to win the game.

VARIANT SCENARIOS

Strategic Game

Normal game end and victory points rules are ignored. Instead, the game can only end by truce talks. Talks begin by rolling one die and getting a "6". However, to resolve the talks, roll two dice and double the result, then add the current turn number. If the total is 36 or higher, roll a single die again for the number of turns left before the game ends.

Victory points given above are replaced by one victory points total, done at the end of the game. Points are *not* accumulated during the game. The player with the higher victory point score wins; with the Hosar player winning ties.

1 . . . .   have not yet requested reinforcements in the game
1 . . . .   killed and captured more enemy units that you lost this turn
2 . . . .   control of the Temple of Ninnghiz (Hosar only, Demon scores zero)
1 . . . .   each neutral allied with enemy
1 . . . .   each enemy character killed, or currently held prisoner
1 . . . .   have killed or captured more enemy troop units than you lost

Long Game

In this game, play continues until one side controls all three cities of the opposition (Timur, D'Ansar, and Barthek controlled by Demons, or Nisshar, Erush and Taegul controlled by Hosar). As soon as this occurs, the game ends, and the controlling player wins.

During the course of the game, characters and troop units killed may be brought back to life as replacements. At the start of a player's phase, he can attempt to receive one lost character and one lost troop unit. In each case, a die roll is needed to see if the unit actually arrives. If the roll is successful, the unit appears like a freed prisoner. If the roll fails, another attempt is allowed on later turns.

Die roll to replace a character -- need a "6" result for success.
Die roll to replace a troop unit -- need a "5" or "6" result for success.

A player cannot attempt to receive any replacements if his capital is controlled by the enemy. Timur is the Hosar capital, Nisshar is the Demon capital.

First Move Variant

Instead of the Hosar player moving first, at the start of the first turn each player rolls a die. The high roller has the first phase each turn through-out the game, the low roller the second phase. Thus if the Demon player rolls higher, he plays first each turn, and thus the normal order of phases is reversed. If the die roll is a tie, roll again.

This first move variant is especially recommended in the variant scenarios, which are considerably longer than the normal one.

Reduced Chance Tournament Version

For advanced players who wish to reduce the elements of uncertainty, chance and risk in the game, the following modifications can be used: both players automatically get four of the seven spells, of their choice. Both players get one additional reinforcement unit, meaning that when reinforcements arrive the Hosar gets all nine, and the Demon gets ten out of eleven. However, Ninnghiz conjurations and Demon reinforcements are still selected at random, which leaves a certain element of chance in the game.

ERRATUM

The Foot Guards unit of Nisshar (F movement code, N1 deployment, 6863 values) is incorrectly illustrated with a horse head on the counter sheet. It is actually an infantry unit as the move code and movement points indicate.

CREDITS

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