


















# HOSAR ORDER OF BATTLE

*note: heavy armor denoted by black troop type illustration  
medium armor by outline, none by gray*









**Devotees of Hosar**  
deploy 2 at each  
Temple of Hosar

C HO  5-5 HIGH PRIEST 5	C HO  4-4 PRIEST 6	C HO  3-3 MONKS 7	C HO  2-3 BISHOP 7	W HO  4649	C HO  0666	F HO  0564	F HO  4554
High Priests	Priests	Monks	Bishop	Birds of Hosar	Mounted Monks	Fighting Monks	Pilgrims



**at Timur**  
(hex 0510)

C TI  1-0 PRINCE TIMUR 6	C TI  0865	C TI  0855	C TI  4745	C TI  0745	F TI  5743	F TI  7643	F TI  0644	F TI  3533
Prince of Timur	Timurid Knights	Knights	Armored Sergeants	Sergeants	Men At Arms	Crossbowmen	Spearmen	Peasants







**at Barthek**  
(hex 0218)

C BA  2-1 BARON BARTHEK 7	W BA  6758	C BA  7756	C BA  6646	C BA  6646	C BA  5557	F BA  6544	F BA  6543
Baron of Barthek	Pegasus Troopers	Mounted Guards	Horse Archers	Horse Archers	Horse Patrol	Foot Archers	Garrison Archers

**at Gunthoz**  
(hex 0405)




C GU  5745	F GU  3423
Men of Gunthoz	Gunthoz Militia

**at D'Anzor**  
(hex 0302)





C DA  0-0 DUKE D'ANSOR 7	C DA  0855	C DA  0745	F DA  5743	F DA  5643	F DA  4423
Duke of D'Anzor	Knights	Sergeant	Men at Arms	Mixed Infantry	Peasants

**Western Townships**




(place 1-3, not 4-6)  
Hurkan (0502), Darton (0206),  
Belbitz (0806), Kimat (0113),  
Fergeni (0718)

C WT  6636	F WT  6434	F WT  4423
Town Horse	Town Archers	Peasants

**at Rabat**  
(hex(0414))

F CR  2-4 WIZARD RABAT 5	F CR  0753	F CR  7644	F CR  0424
Wizard of Rabat	Castle Guards	Cross-bowmen	Rabat Militia

**at Lojar**  
(hex 1201)

C CL  0-0 COUNT LOSAR 7	C CL  5746	F CL  5644
Count of Lojar	Lojar Horse	Lojar Foot










Invoke at any  
Temple of Hosar  
starting turn 2

W IN  4-6 LIGHT SPIRIT 8
Light Spirit

**Reinforcement:**  
Invoke at any  
Temple of Hosar

F INR  4-7 WEST WIZARD 5
Western Wizard

**Reinforcements:**  
Mercenary Army  
randomly select 8 of 9  
roads 0301, 0108, 0523

C ME  2-0 CAPTAIN GENERAL 7	C ME  0-0 CAPTAIN DAR 7	C ME  0855	C ME  7645	C ME  0745	C ME  7535	F ME  0743	F ME  0644	F ME  6544
Captain General	Captain Dar	Knights	Mounted Crossbow	Lancers	Mounted Crossbow	Men at Arms	Spearmen	Cross-bowmen

# DEMON ORDER OF BATTLE

**at Erush**  
(hex 1905)

C ER LORD ERUSH 2-2 +1 7	W ER 3758	C ER 0855	C ER 5656	C ER 5645	F ER 0753	F ER 4643	F ER 6424	F ER 5524
Lord of Erush	Dragon Riders	Mounted Guards	Patrol Horse	Lancers	Foot Guards	Swords-men	Slave Archers	Slave Skirmish

**at Nisshar**  
(hex 2012)

C NI LORD NISSHAR 4-4 +2 7	W NI 4858	C NI 0965	C NI 5756	C NI 5645	C NI 5645	C NI 6436
Lord of Nisshar	Dragon Riders	Mounted Guards	Patrol Horse	Lancers	Lancers	Horse Archers
F NI 6863	F NI 0853	F NI 0753	F NI 0743	F NI 6424	F NI 4524	
Foot Guards	Pike-men	Spear-men	Swords-men	Slave Archers	Slave Skirmish	

**at Taegul**  
(hex 1721)

C TA LORD TAEGUL 3-2 +1 7	W TA 3758	C TA 0855	C TA 6656	C TA 4745	C TA 4645	C TA 6426	F TA 0643	F TA 6544	F TA 6424
Lord of Taegul	Dragon Riders	Mounted Guards	Patrol Horse	Lancers	Lancers	Horse Archers	Swords-men	Foot Archers	Slave Archers

**at Kahama**  
(hex 1710)

F KA 4743
Kahama Guards

**at Midazu**  
(hex 1512)

F MI 5653	F MI 5534
Midazu Guard	Midazu Skirmish

**at Temple of Ninnghiz**  
(hex 1414)

F TN TEMPLE PRIESTS 2-6 no 3	F TN 3762	F TN 0553
Temple Priests	Temple Guard	Pilgrims

**at Q'Mpika**  
(hex 1521)

C QM 6645
Q'Mpika Guard

Invoke at the Temple of Ninnghiz (hex 1414)  
(randomly select 5 of 6)

W TNC WORM LORD 4-5 +0 9	W TNC 8957	W TNC 3748	C TNC 0836	F TNC 3643	F TNC 6742
Worm Lord	Great Worm	Gargoyles	Dire Wolves	Earth Trolls	Rock Men

Invoke at Temple of Yorgash  
(hex 2006)

W YO 5-2 +1 8
Pit Fiend Yorgash

Invoke at Temple of the Shaman  
(hex 2119)

C TS SHAMAN 3-8 +0 6
Shaman's Spirit

**Reinforcements: from Inner Kingdom**

randomly select 9 of 11 arrive at roads 2201, 2214, and/or 2223

W IK PRINCE TOR 3-3 +1 9	C IK CAPTAIN GENERAL 0-0 +2 7	F IK HIGH PRIEST 5-4 no 3	W IK 5958	W IK 8439	C IK 5745	C IK 5745	C IK 6646	C IK 6646	F IK 0852	F IK 0743
Prince Tor	Captain General	High Priest	Great Dragon	Fire Birds	Armored Lancers	Armored Lancers	Horse Archers	Horse Archers	Hammer Trolls	Axe Goblins

# NEUTRAL ORDERS OF BATTLE

(die roll 1,2,3)

**Kingdom of Ula**  
(hex 0902)

W MU BALRON 8 4-1 +2	F MU 0962	F MU 4533	F MU 4533
The Balron	Stone Trolls	Slave Miners	Slave Miners

(die roll 4,5,6)

F MU DWARF KING 4 2-1 +1	F MU 4753	F MU 4753	F MU 4533	F MU 4533
Dwarf King	Dwarven Warriors	Dwarven Warriors	Gnome Miners	Gnome Miners

**The Ancients**  
(hex 1702)

F AN 0753	F AN 0753	F AN 0753
Ancient Troopers	Ancient Troopers	Ancient Troopers

Ancients invoke at the Temple of the Ancients  
(hex 1702)

F AN OLD ONE 3 5-2 +0
The Old One

**Duchy of Altu'han**  
(hex 1401)

F AH DUKE 'HAN 9 3-4 +0	F AH 0754	F AH 4664	F AH 4664
Duke 'han	Swords-men	Moun-taineers	Moun-taineers

**Principality of Lyung**  
(hex 1308)

W LY CLOUD PRINCE 9 2-4 +0	W LY 4649	W LY 4649	F LY 0562	F LY 0562
Cloud Prince	Air Legion	Air Legion	Zombies	Zombies

**Great Woods Barbarians**  
(hex 0914)

F GW WOOD CHIEF 5 2-2 +0	F GW 5754	F GW 5754	F GW 4644
Wood Chief	Warriors	Warriors	Young Warriors

Woods tribes invoke at Forest Temple  
(hex 1113)

F GW BEAST GOD 4 4-3 +1	W GW FOREST SPIRIT 8 5-0 no
Beast God (die roll) 1,2,3	Forest Spirit (die roll) 4,5,6

# DEMONLORD CHARTS I

## Phase Procedure

*(Hosar phase first)*

- (1) Unit Movement
- (2) Invocation
- (3) Battles
- (4) Sieges
- (5) Alliances

## Battle Round Procedure

- (a) Commit Reserves
- (b) Battle Magic
- (c) Missile Fire
- (d) Melee Combat
- (e) Withdrawal Option

## Battle Notes

### Missile Fire

*roll value or less with 2 dice to hit*  
missile value modifiers:

- +1 target has no armor
- 1 target has heavy armor

### Melee Combat

*roll value or less with 2 dice to hit*  
melee value modifiers:

- +1 attacker has superior armor
- +? army leadership bonus

### Morale Check (for each hit)

*roll value or less with 1 die to save*  
*maximum morale value is 6*  
morale modifiers:

- +? army leadership bonus
- 1 hit by battle magic missile

## Characters (unit destroyed/routed)

*roll 1 die if unit with them destroyed/routed*

- 1,2 character killed
- 3 character routs
- 4,5,6 character unharmed, redeploy

## Capturing Characters

- higher roll (1 die) to capture
- equal roll halts character
- character roll -2 in enemy fortress hex
- roll +1 if stronger magic power in hex

## Alliance Results

- 1 becomes permanent ally
- 2,3 becomes semi-permanent ally
- 4 no effect
- 5 myth, does not exist
- 6 becomes semi-permanent ally to the enemy

## Semi-Permanent Alliance Check

- 1 becomes permanent ally
- 2,3,4 no effect, remain semi-permanent ally
- 5 becomes neutral
- 6 becomes semi-permanent ally to the enemy

## Magic Success & Failure

- Battle magic successful, missiles use magic power to hit
- Invocations use magic power or less to succeed
- Siege magic roll 1 die, need 1-5 to succeed
- Special Spells (2-3 power) roll 1 die, need 1-5 to succeed
- Special Spells (4-5 power) roll 1 die, need 1-4 to succeed

## Siege Dice Roll Modifiers

- +1 greatest successful siege magic
- +1 highest army leadership
- +1 \*castle (except Lyung) besieged
- +1 \*5th or later phase of siege
- 1 \*1st phase of siege
- 1 \*Lyung besieged without air superiority
- \* applies to besieger only

## SIEGE RESOLUTION TABLES

dice roll	Assault Resolution		Investment Resolution	
	casualties given by defender	casualties given by besieger	casualties given by defender	casualties given by besieger
2	none	none	none	none
3	none	none	none	none
4	1 unit	none	none	none
5	1 unit	none	none	none
6	1 unit	none	none	none
7	1 unit	1 unit	none	none
8	1 unit	1 unit	1 unit	none
9	2 unit	1 unit	1 unit	1 unit
10	2 unit	2 unit	1 unit	1 unit
11	3 unit	2 unit	1 unit	1 unit
12	3 unit	surrender	2 unit	1 unit
13	2 unit	surrender	2 unit	2 unit
14,15	3 unit	surrender	2 unit	surrender

# DEMONLORD CHARTS II

## TERRAIN CHART

Terrain Type	Movement Mode			Battle Size	Special Effects in Battles
	F	C	W		
Open Countryside (green)	1	1	1	8	no effect
Steppe (green & brown)	1	1	1	12	F mode unit melee values (-1)
Desert (yellow)	2	2	1	11	F mode unit melee values(-1)
Hills (red-brown)	2	2	1	7	C mode unit melee values (-1)
Mountains (dark brown)	3	4	3	5	heavy armor unit melee values (-1)
Alps (white)	x	x	6	0	battles prohibited in alps
Forest (dark green)	2	3	2	6	all units missile values (-1) C & W mode unit melee values (-1)
Swamp (blue green)	4	4	2	4	F & C mode missile & melee values (-1)
River (blue hexside)	+2	+2	+0	ne	heavy armor unit melee values (-1) if moved into battle via river hexside
River Ford (white crossing)	+1	+1	+0	ne	*heavy armor unit melee values (-1) if moved into battle via river hexside
River Bridge	+0	+0	+0	ne	*heavy armor unit melee values (-1) if moved into battle via river hexside
Lake (blue hexside)	x	x	1	0	battles prohibited in lakes
Road	1	1	ne	**	no effect
Fortress (castle or city)	ne	ne	ne	ne	defender may force siege situation to avoid battle
Village or Temple	ne	ne	ne	ne	no effect

ne = no effect

x = movement prohibited

*\*First unit deployed by phasing player is crossing by ford and bridge and ignores battle penalties even if in heavy armor*

*\*\*If battle size six (6) or less, road adds one (+1) to battle size; if battle size seven (7) or more road has no effect*

## VICTORY POINTS CHART

each player uses victory points marker to indicate number of victory points accumulated on this track

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50